Boushh



1 2 3 4 5

6 7 8 9 10 11

12 13

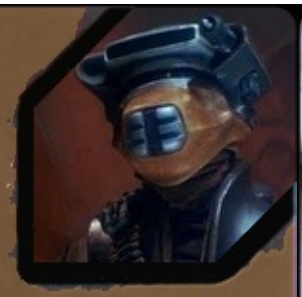
Tamtel Skreej



1 2 3 4 5

6 7 8 9 10 11

SPECIAL



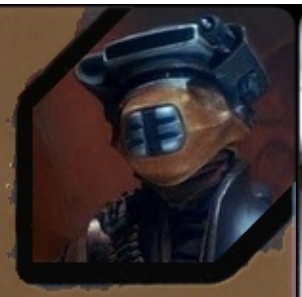
Boushh

FLASH GRENADE

Play anytime on your turn.

Choose a character Boushh can attack. The player controlling that character discards 2 cards. Then move Boushh up to 5 spaces.

SPECIAL



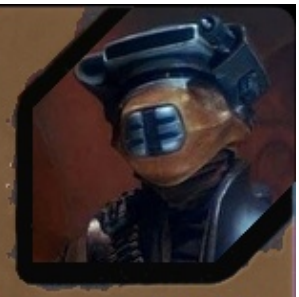
Boushh

FLASH GRENADE

Play anytime on your turn.

Choose a character Boushh can attack. The player controlling that character discards 2 cards. Then move Boushh up to 5 spaces.

SPECIAL



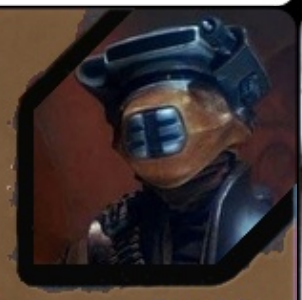
Boushh

FLASH GRENADE

Play anytime on your turn.

Choose a character Boushh can attack. The player controlling that character discards 2 cards. Then move Boushh up to 5 spaces.

SPECIAL



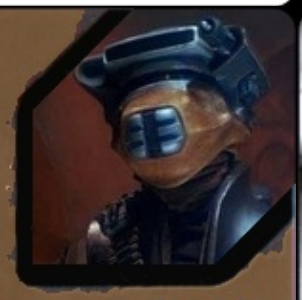
Boushh

THERMAL DETONATOR

Play anytime on your turn.

THERMAL DETONATOR does 4 damage to any character Boushh can attack. All characters adjacent to that character also take 4 damage.

SPECIAL



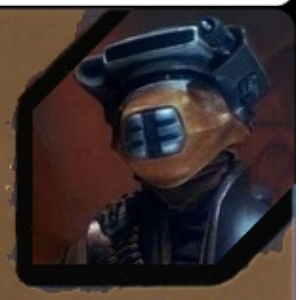
Boushh

THERMAL DETONATOR

Play anytime on your turn.

THERMAL DETONATOR does 4 damage to any character Boushh can attack. All characters adjacent to that character also take 4 damage.

SPECIAL



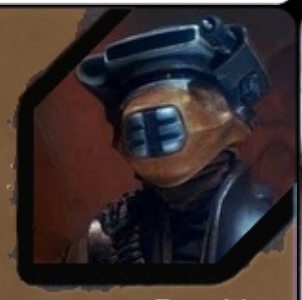
Boushh

CONCUSSION GRENADE

Play anytime on your turn.

Choose a character Boushh can attack. The players controlling that character and all characters adjacent to that character discard a card for each affected character.

SPECIAL



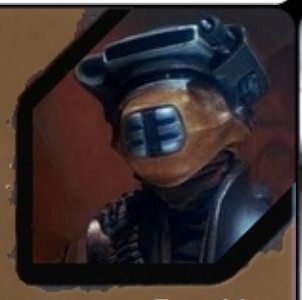
Boushh

STUN GRENADE

Play anytime on your turn.

Choose a character Boushh can attack to take 2 damage. The player controlling that character and all players with an adjacent character lose an action on their next turn.

SPECIAL



Boushh

FEARLESS AND INVENTIVE

Play anytime on your turn.

Move all opposing characters up to 3 spaces each. Reshuffle all GRENADE cards in your discard pile into your draw pile.

SPECIAL



Tamtel Skreej

SLIP INTO THE SHADOWS

Play anytime on your turn.

Move Tamtel to any space that is not adjacent to another character. Draw 3 cards, take one into your hand, put the other 2 in any order on the top or bottom of the deck.


Attack
5
Tamtel Skreej
VIBRO AXE
Play when Skreej is attacking.
If this card does at least 3 damage then the target player discards a card at random.
Attack
5
Tamtel Skreej
VIBRO AXE
Play when Skreej is attacking.
If this card does at least 3 damage then the target player discards a card at random.
Attack
5
Tamtel Skreej
VIBRO AXE
Play when Skreej is attacking.
If this card does at least 3 damage then the target player discards a card at random.
Attack
4
1
Defend
Attack
4
1
Defend
Attack
4
1
Defend
Attack
3
1
Defend
Attack
3
1
Defend
Attack
3
2
Defend


Attack
2
2
Defend
Attack
2
2
Defend
Attack
1
4
Defend
Attack
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Attack
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Defend
Attack
3
2
Defend


Attack
2
3
Defend
Attack
2
3
Defend
Attack
1
4
Defend
Attack
1
4
Defend
SPECIAL
Boushh
CRYO GRENADE
Play anytime on your turn.
Choose a character Boushh can attack. That character and all characters adjacent to that character take 2 damage and may not move until your next turn.
Attack
1
1
Defend


EPIC
DUELS
GAME