

IG-88

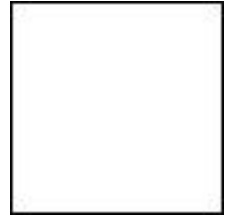
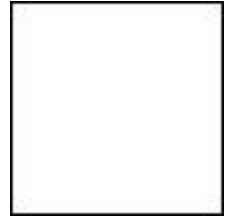


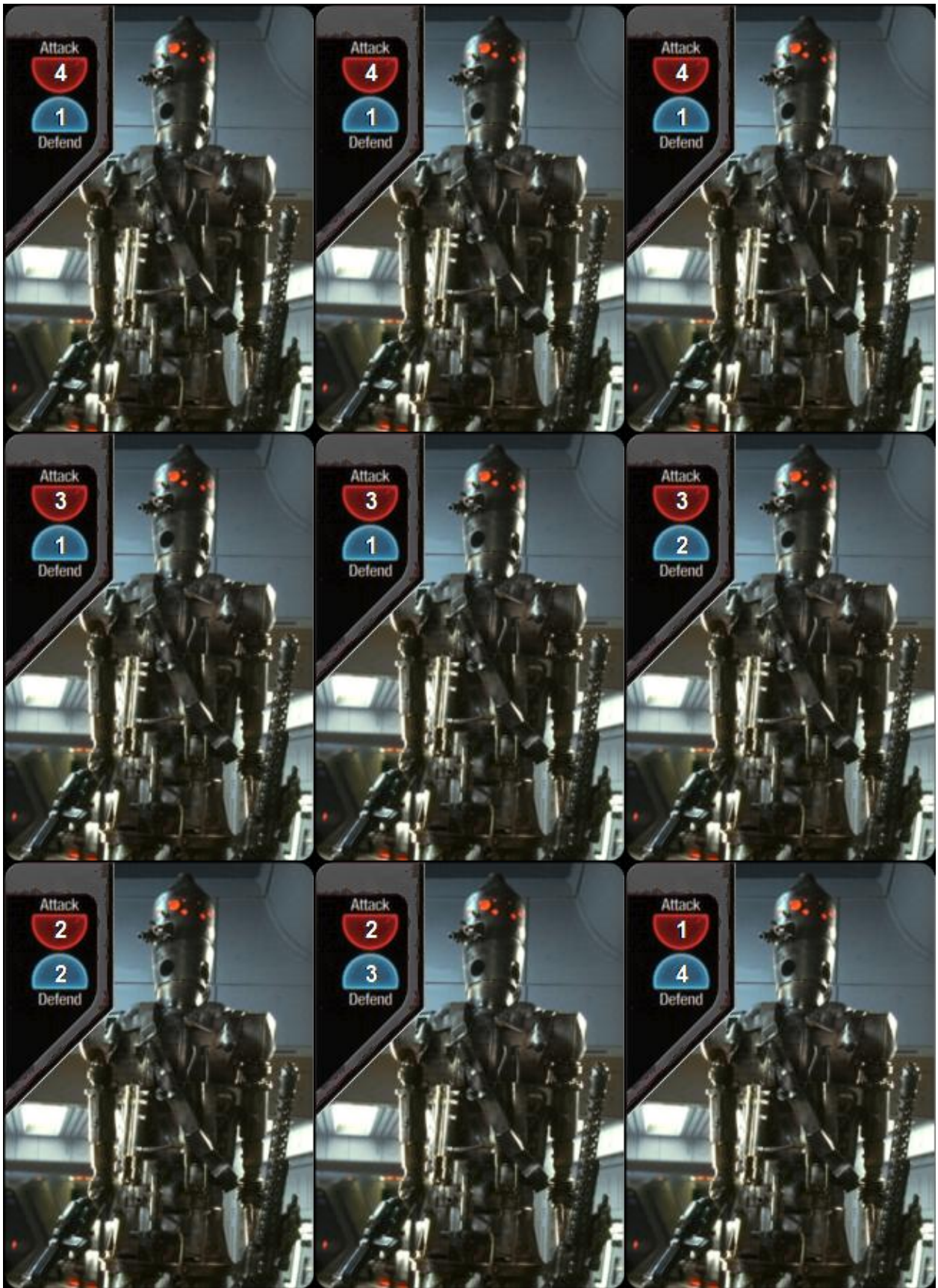
●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	●		

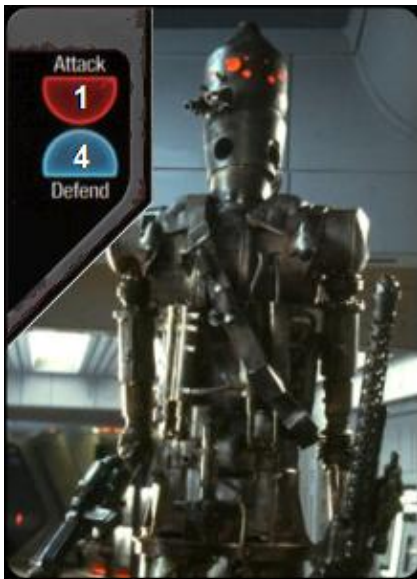
IG-72



●	1	2	3	4	5
6	7	8	9	10	●







Attack
1

4
Defend

Attack
3*

IG-88

PULSE CANNON

Play when IG-88 is attacking.
***This attack does not count as an action.**

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Attack
4

IG-88

DAS-430

Play when IG-88 is attacking.
If target takes damage from this attack, he/she cannot roll for movement until after IG-88's next turn.

SPECIAL

IG-88

TRIFARALEEN GAS

Play anytime on your turn.
Choose one opponent IG-88 can attack. That target and all adjacent characters receive 3 damage. If the target does not move before IG-88's next turn, he/she is destroyed.

6
Defend

IG-88

ASSASSIN DROID ARMOR

Play when IG-88 is defending.
Draw a card.

Attack
8

IG-88

CUTTING LASER

Play when IG-88 is attacking.
This attack may only be used against an adjacent target.

SPECIAL



IG-72

SONIC STUNNER

Play anytime on your turn.
All adjacent characters take 4 damage.

SPECIAL



IG-72

SONIC STUNNER

Play anytime on your turn.
All adjacent characters take 4 damage.

SPECIAL



IG-72

SENSOR ARRAY

Play anytime on your turn.
Look at any opponents hand. Choose and discard one card.

4*
Defend



IG-72

ASSASSIN DROID REFLEXES

Play when IG-72 is defending.
***You may play a basic combat card after this card is played. You may either add the defense value to this card, or use it as an attack which may be defended against as normal.**

