





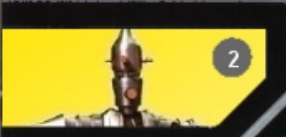







Durge

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

-IG Assassin Droid

 1		1	2	3	
 2		1	2	3	



 <p>Attack 3</p> <p>Durge</p> <p>QUICK DRAW</p> <p>Play when Durge is attacking. Playing this card does not count as an action.</p>	 <p>Attack 3</p> <p>Durge</p> <p>QUICK DRAW</p> <p>Play when Durge is attacking. Playing this card does not count as an action.</p>	 <p>Attack 3</p> <p>Durge</p> <p>QUICK DRAW</p> <p>Play when Durge is attacking. Playing this card does not count as an action.</p>
 <p>Attack 4</p> <p>Durge</p> <p>ROCKET RETREAT</p> <p>Play when Durge is attacking. After attacking, you may move Durge to any empty space.</p>	 <p>Attack 4</p> <p>Durge</p> <p>ROCKET RETREAT</p> <p>Play when Durge is attacking. After attacking, you may move Durge to any empty space.</p>	 <p>Attack 5*</p> <p>Durge</p> <p>WALKING ARSENAL</p> <p>Play when Durge is attacking. *If Durge is adjacent to the attacked character, after attacking, WALKING ARSENAL does 2 damage to the attacked character.</p>
 <p>Attack 5*</p> <p>Durge</p> <p>WALKING ARSENAL</p> <p>Play when Durge is attacking. *If Durge is adjacent to the attacked character, after attacking, WALKING ARSENAL does 2 damage to the attacked character.</p>	 <p>Defend 4*</p> <p>Durge</p> <p>PLASMA SHIELDS</p> <p>Play when Durge is defending. *If the attacker is adjacent to Durge, the defense value of this card is 6.</p>	 <p>Defend 4*</p> <p>Durge</p> <p>PLASMA SHIELDS</p> <p>Play when Durge is defending. *If the attacker is adjacent to Durge, the defense value of this card is 6.</p>



SPECIAL

Durge

GEN'DAI REGENERATION

Play anytime on your turn.

Durge recovers 3 damage. If this is the second GEN'DAI REGENERATION you have played this turn, Durge recovers 1 additional damage. Draw a card.



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Attack
4
Defend
1



Attack
4
Defend
1



Attack
4
Defend
1



Attack
3
Defend
1



Attack
3
Defend
1



Attack
3
Defend
2





