

Greef Karga



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



IG-11



| | | | | | |
|---|---|---|---|----|---|
| ● | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | ● |

Attack
5



Greef Karga
PROSPERITY

Play when Karga is attacking.
Everyone may draw up to 3 cards.

Attack
5



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Attack
5



Greef Karga
PROSPERITY

Play when Karga is attacking.
Everyone may draw up to 3 cards.

Attack
2*



Greef Karga
KEEP THE PEACE

Play when Karga is attacking.
*Add 1 to the attack value for each card in the hand of the player controlling the attacked character.

Attack
2*



Greef Karga
KEEP THE PEACE

Play when Karga is attacking.
*Add 1 to the attack value for each card in the hand of the player controlling the attacked character.


Attack
2*



Greef Karga
KEEP THE PEACE

Play when Karga is attacking.
*Add 1 to the attack value for each card in the hand of the player controlling the attacked character.

SPECIAL



Greef Karga
YOU'RE UNDER ARREST

Play anytime on your turn.
Move Greef and IG-11 up to 4 spaces each, then choose a character one of them can attack. That character cannot attack or play any Special cards during his/her next turn.

SPECIAL



Greef Karga
YOU'RE UNDER ARREST


Play anytime on your turn.
Move Greef and IG-11 up to 4 spaces each, then choose a character one of them can attack. That character cannot attack or play any Special cards during his/her next turn.

SPECIAL



Greef Karga
TAX AND SPEND

Play anytime on your turn.
Discard any number of cards from your hand. Greef recovers a damage for each card you discard.



Attack
4

IG-11

BURSTING WITH GUNS

Play when IG-11 is attacking.
After attacking IG-11 does 2 damage to all characters he can attack.



Attack
4

IG-11

BURSTING WITH GUNS

Play when IG-11 is attacking.
After attacking IG-11 does 2 damage to all characters he can attack.

SPECIAL



IG-11

LONG ARM

Play anytime on your turn.
Move IG-11 up to 6 spaces. Then look at all opponents' hands that have a character adjacent to IG-11. Then choose one card to discard from each hand you look at.



Attack
4

Defend
1



Attack
4

Defend
1



Attack
4

Defend
1



Attack
3

Defend
1



Attack
3

Defend
1



Attack
3

Defend
2

