







IG-88

BRISTLING WITH GUNS

Play when IG-88 is attacking.

After attacking, IG-88 does 2 damage to all characters he can attack besides the target.



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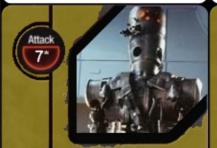
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BRISTLING WITH GUNS

Play when IG-88 is attacking.

After attacking, 16-88 does 2 damage to all characters he can attack besides the target.



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PULSE CANNON

Play when IG-88 is attacking.

*Pulse Cannon continues its line of fire to attack all characters behind the target. Attack value decreases by 2 for each space beyond the initial target and each attacked character can defend.



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*Pulse Cannon continues its line of fire to attack all characters behind the target. Attack value decreases by 2 for each space beyond the initial target and each attacked character can defend.





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GRENADE LAUNCHER

Play anytime on your turn.

Grenade Launcher does 4 damage to any one character IG-88 can attack. All characters adjacent to that character receive 3 damage.



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FLAMETHROWER

Play anytime on your turn.

Flame Thrower does 3 damage to all characters adjacent to IG-88. You may then move these characters up to 4 spaces each.





THRILL OF THE HUNT

Play when Bossk is attacking.

*If Bossk does damage with this card, move the attacked character up to 4 spaces.

