

HK-47



●	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	●	

T3-M4



●	1	2	3	4	5
6	7	8	9	●	

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 <p>Attack 4</p> <p>HK-47</p> <p>QUERY: SHALL I KILL?</p> <p>Play when HK-47 is attacking. Search your draw pile or discard pile for an HK-47 basic combat card and put it in your hand. If you searched your draw pile, shuffle it.</p>	 <p>Attack 4</p> <p>HK-47</p> <p>QUERY: SHALL I KILL?</p> <p>Play when HK-47 is attacking. Search your draw pile or discard pile for an HK-47 basic combat card and put it in your hand. If you searched your draw pile, shuffle it.</p>	 <p>Attack 4</p> <p>HK-47</p> <p>QUERY: SHALL I KILL?</p> <p>Play when HK-47 is attacking. Search your draw pile or discard pile for an HK-47 basic combat card and put it in your hand. If you searched your draw pile, shuffle it.</p>
 <p>Attack 3*</p> <p>HK-47</p> <p>POWER SHOT</p> <p>Play when HK-47 is attacking. If a defense card is played, you may discard an HK-47 basic combat card to add its attack value to this card's attack value.</p>	 <p>Attack 3*</p> <p>HK-47</p> <p>POWER SHOT</p> <p>Play when HK-47 is attacking. If a defense card is played, you may discard an HK-47 basic combat card to add its attack value to this card's attack value.</p>	 <p>Attack *</p> <p>HK-47</p> <p>THREAT: DIE MEATBAG</p> <p>Play when HK-47 is attacking. Discard 2 HK-47 basic combat cards. This card's attack value is equal to their combined attack values.</p>
<p>SPECIAL</p>  <p>HK-47</p> <p>MOCKERY</p> <p>Play anytime on your turn. Shuffle all HK-47 basic combat cards in your discard pile into your draw pile. Then draw 3 cards.</p>	 <p>Attack 6</p> <p>Defend 3</p> <p>HK-47</p> <p>ARATECH SNIPER RIFLE</p> <p>Play when attacking or defending. This card counts as a basic combat card.</p>	 <p>Attack 3</p> <p>T3-M4</p> <p>SHIELD DISRUPTER</p> <p>Play when T3-M4 is attacking. The defending player reveals their hand to you. Discard the card with the highest defend value. If no card has a defend value, draw 1 card.</p>



Attack
6

T3-M4

FLAMETHROWER

Play when T3-M4 is attacking. The defending character may not attack on their next turn.



SPECIAL

T3-M4

DROID UPGRADES

Play anytime on your turn. T3-M4 and HK-47 each recover 3 damage. Until the end of this turn, increase the attack values of your basic combat cards by 1.

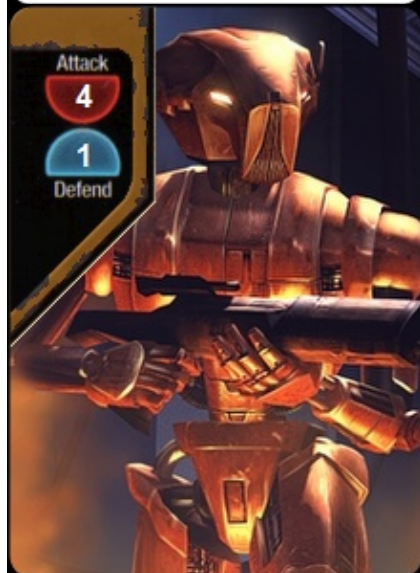


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T3-M4

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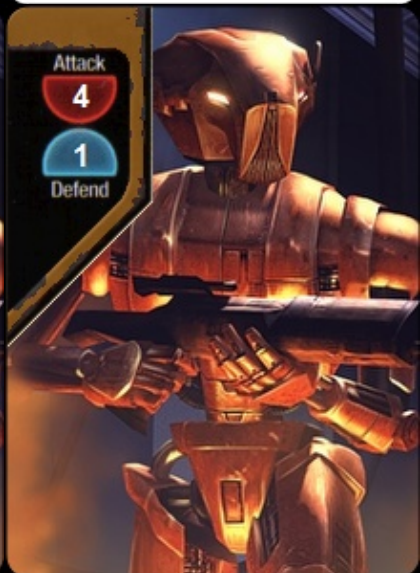
Attack
4

Defend
1



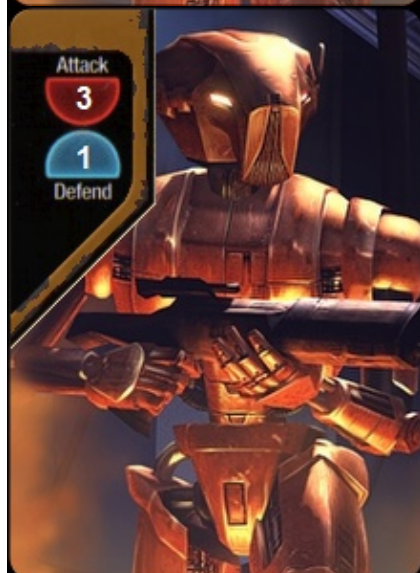
Attack
4

Defend
1



Attack
4

Defend
1



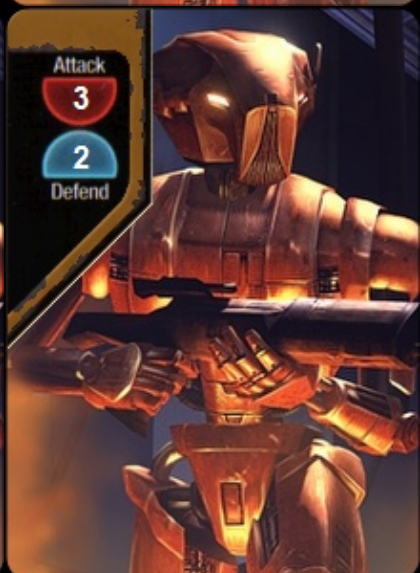
Attack
3

Defend
1



Attack
3

Defend
1



Attack
3

Defend
2

