

4-Lom



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

-Zuckuss



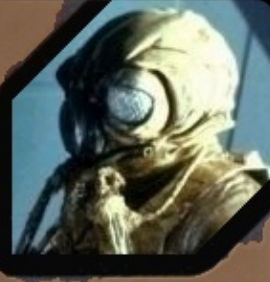
	1	2	3	4	5
6	7	8	9		



 <p>Attack 4*</p> <p>4-Lom</p> <p>CONCUSSION RIFLE</p> <p>Play when 4-Lom is attacking.</p> <p>*If 4-Lom does damage with this card, CONCUSSION RIFLE does 2 additional damage to the attacked character.</p>	 <p>Attack 4*</p> <p>4-Lom</p> <p>CONCUSSION RIFLE</p> <p>Play when 4-Lom is attacking.</p> <p>*If 4-Lom does damage with this card, CONCUSSION RIFLE does 2 additional damage to the attacked character.</p>	 <p>Attack 4*</p> <p>4-Lom</p> <p>CONCUSSION RIFLE</p> <p>Play when 4-Lom is attacking.</p> <p>*If 4-Lom does damage with this card, CONCUSSION RIFLE does 2 additional damage to the attacked character.</p>
 <p>Attack 5*</p> <p>4-Lom</p> <p>PREY CORNERED</p> <p>Play when 4-Lom is attacking.</p> <p>If defending character is not adjacent to any of his/her allies, the attack value of this card is 8.</p>	 <p>Attack 5*</p> <p>4-Lom</p> <p>PREY CORNERED</p> <p>Play when 4-Lom is attacking.</p> <p>If defending character is not adjacent to any of his/her allies, the attack value of this card is 8.</p>	<p>SPECIAL</p>  <p>4-Lom</p> <p>STUN GRENADE</p> <p>Play anytime on your turn.</p> <p>STUN GRENADE does 3 damage to any one character 4-Lom can attack. All characters adjacent to that character receive 2 damage. All affected characters cannot move on their next turn.</p>
<p>SPECIAL</p>  <p>4-Lom</p> <p>STUN GRENADE</p> <p>Play anytime on your turn.</p> <p>STUN GRENADE does 3 damage to any one character 4-Lom can attack. All characters adjacent to that character receive 2 damage. All affected characters cannot move on their next turn.</p>	 <p>Attack 1</p> <p>Zuckuss</p> <p>NET GUN</p> <p>Play when Zuckuss is attacking.</p> <p>The attacked character may not play a defense card on your next attack this turn.</p>	 <p>Attack 1</p> <p>Zuckuss</p> <p>NET GUN</p> <p>Play when Zuckuss is attacking.</p> <p>The attacked character may not play a defense card on your next attack this turn.</p>



Attack
5



Zuckuss

COLLECT BOUNTY

Play when Zuckuss is attacking.
If this card is used against a major character, draw a card for each point of damage done to the character.

SPECIAL



Zuckuss

FINDSMAN OF GAND

Play anytime on your turn.
Choose any opposing character. Move 4-Lom and Zuckuss to any spaces where they can attack the chosen character. Playing this card does not count as an action.

SPECIAL



Zuckuss

FINDSMAN OF GAND

Play anytime on your turn.
Choose any opposing character. Move 4-Lom and Zuckuss to any spaces where they can attack the chosen character. Playing this card does not count as an action.

Attack
4
1
Defend



Attack
4
1
Defend



Attack
4
1
Defend



Attack
3
1
Defend



Attack
3
1
Defend



Attack
3
2
Defend







