







## Shadow Trooper SMOKE GRENADE

Play anytime on your turn.

Opponents may not use special cards on Shadow Trooper until your next turn



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## Shadow Trooper COOLING CELL

Play anytime on your turn.

Look at the top 2 cards of your draw pile, leave one on the draw pile and play the chosen card. If it cannot be played, do not reveal it. This does not count as an action



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## Shadow Trooper EXPLOSIVE SHOT

Play when Shadow is attacking.

For every space you are away from your opponent, add 2 attack points to this card. Maximum damage = 8



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Play anytime on your turn.

If more than 2 enemies are adjacent, everyone takes 3 damage including Shadow Trooper





