

Freck

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

Stormtrooper

 1		1	2	3	
 2		1	2	3	







Attack
1

2
Defend

SPECIAL

Freck

TRANSPORT

Play anytime on your turn.

Move any adjacent character into the range of a Stormtrooper. This character receives 2 damage. If both Stormtroopers are dead, only the damage applies.

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THAT'S A WEIRD STORY

Play after Freck is attacked

Flip the attacking card over before Freck plays a defense. If the attack is a value of 2 or less, discard it and it has no effect. If it has more than 2, then Freck may play a defense.

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THANKS FRECK

Play anytime on your turn.

Until the end of Freck's next turn, the Stormtroopers' attack and defense values are tripled or if both are dead, add 1 to Freck's attack/defense values. This card cannot be stacked.

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Freck

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Play anytime on your turn.

Until the end of Freck's next turn, the Stormtroopers' attack and defense values are tripled or if both are dead, add 1 to Freck's attack/defense values. This card cannot be stacked.

SPECIAL



Freck

A LITTLE ORDER

Play anytime on your turn.
Everyone discards any card with an attack value of 4 or higher.

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Everyone discards any card with an attack value of 4 or higher.

SPECIAL



Freck

STUNNED

Play when Freck is damaged
If Freck would have taken damage, whether after an attack or special card effect, play this to take no damage if Freck discards any card.

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If Freck would have taken damage, whether after an attack or special card effect, play this to take no damage if Freck discards any card.

