

R2-D2



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

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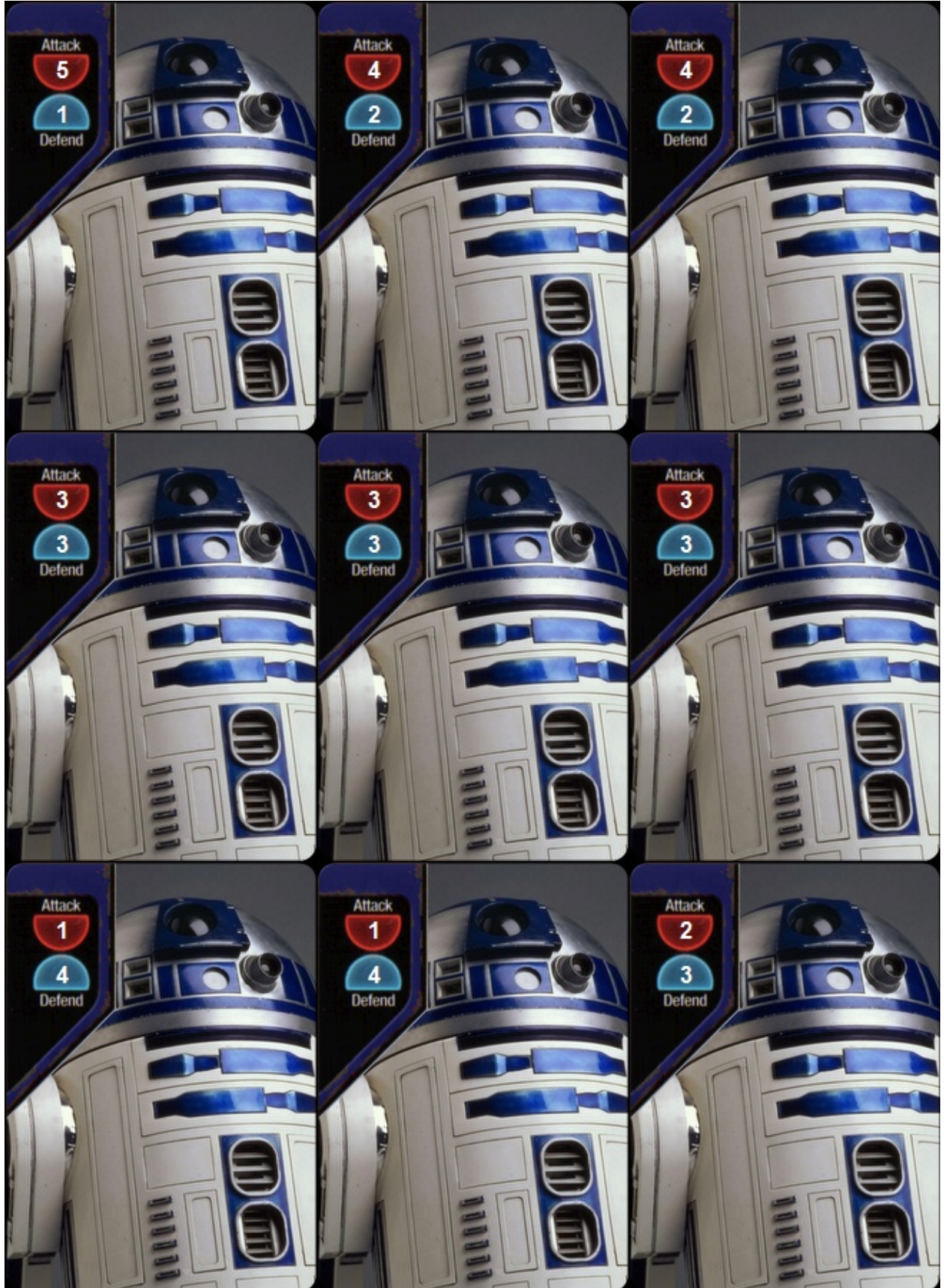
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C-3PO



●	1	2	3	4	5
6	7	8	9	●	

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**SPECIAL**



**R2-D2**

**FLAME BOOSTER**

Play anytime on your turn. Move R2-D2 to any empty space. R2-D2 does 3 damage to all adjacent opponents' characters. Characters affected by "Oil Slick" take 2 extra damage.

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**AERIAL ESCAPE**

Play when R2-D2 is defending. R2-D2 receives no damage from the attack. Then, move R2-D2 up to 7 spaces.




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**SHOCK**

Play when R2-D2 is attacking. If this attack does damage, the defending character can not move next turn.

**SPECIAL**



**R2-D2**

**SECRET INTEL**

Play anytime on your turn. Draw 1 card for every adjacent enemy. Look at opponents' hands that have characters adjacent to R2-D2.

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**SPECIAL**



**R2-D2**

**EXTENSIVE REPAIRS**

Play anytime on your turn. R2-D2 recovers 4 damage. If adjacent, C-3PO can recover 4 damage but if destroyed, C-3PO can be replaced adjacent to R2-D2 with 3 damage.

**SPECIAL**



**R2-D2**

**OIL SLICK**

Play anytime R2-D2 is moving. R2-D2 can move through spaces that opponents' characters are on. Characters affected cannot move, attack, or defend. At any time, the opponents controlling these characters may discard 2 cards per character to return to combat.

**SPECIAL**



**R2-D2**

**OIL SLICK**

Play anytime R2-D2 is moving.  
R2-D2 can move through spaces that opponents' characters are on. Characters affected cannot move, attack, or defend. At any time, the opponents controlling these characters may discard 2 cards per character to return to combat.




**C-3PO**

**ROBOTIC BEST FRIENDS**



Play any time when defending.  
Play when R2-D2 takes damage. If R2-D2 is adjacent to C-3PO, C-3PO can take some or all damage. Take 1 card from the discard pile and put it in your hand.




**C-3PO**

**ROBOTIC BEST FRIENDS**

Play any time when defending.  
Play when R2-D2 takes damage. If R2-D2 is adjacent to C-3PO, C-3PO can take some or all damage. Take 1 card from the discard pile and put it in your hand.

**C-3PO**

**DIE, JEDI DOGS! OH... WHAT DID I SAY?**

Play when C-3PO is attacking.  
After seeing the defending card, you can put this card back into your hand. If you put this card back into your hand, the attack does 0 damage. This effect can only be used if the opponent defends.

