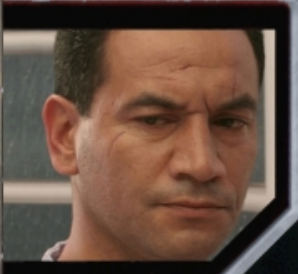


Jango Fett



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

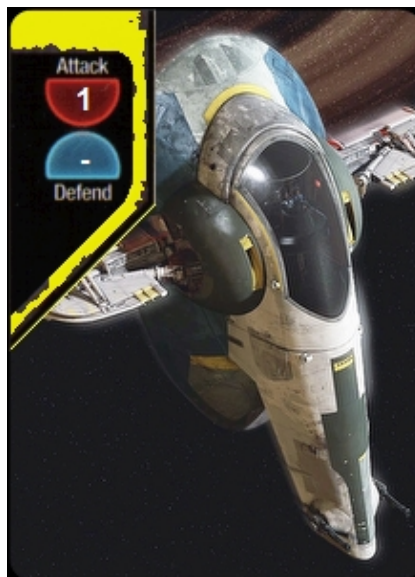
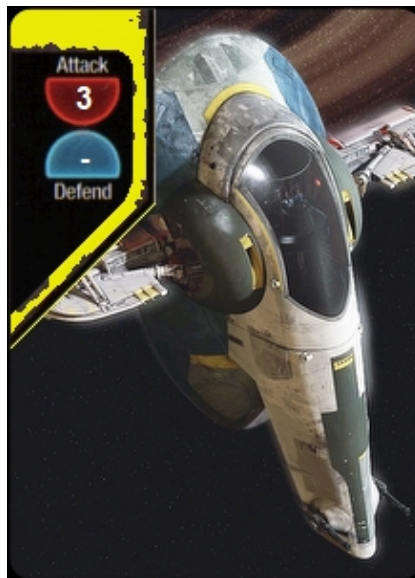
Slave 1




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Defend



Jango Fett

### TO THE RESCUE

☞ Play when Fett is defending.  
 Move Slave 1 adjacent to Jango. Put the attack card back into the attackers hand without effect. Jango cannot be attacked again until after his next turn.

SPECIAL



Slave 1

### TURBO LASERS

☞ Play anytime on your turn.  
 Deal 2 damage to all enemy characters Slave 1 can attack.  
 Move Slave 1 to any empty space. If movement ends adjacent to Jango Fett, draw a card.

SPECIAL



Slave 1

### TURBO LASERS

☞ Play anytime on your turn.  
 Deal 2 damage to all enemy characters Slave 1 can attack.  
 Move Slave 1 to any empty space. If movement ends adjacent to Jango Fett, draw a card.

SPECIAL



Slave 1

### DATA UPLINK

☞ Play anytime on your turn.  
 Search your draw pile for 4 cards. Put one into your hand, Reshuffle your draw pile put the remaining 3 cards on top of your draw pile in any order you choose.

