

Lando Calrissian



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

Lobot



●	1	2	3	4	5
6	●				







Attack
1

3
Defend



SPECIAL



Lando Calrissian

HELLO WHAT HAVE WE HERE?

Play anytime on your turn.
Choose any opponent. Look at the top four cards of their draw pile. Discard two and place the other two at the bottom of their draw pile in the order you choose.

SPECIAL



Lando Calrissian

HELLO WHAT HAVE WE HERE?

Play anytime on your turn.
Choose any opponent. Look at the top four cards of their draw pile. Discard two and place the other two at the bottom of their draw pile in the order you choose.

Attack
6



Lando Calrissian

BATTLE OF TAANAB MANUEVER

Play when Calrissian is attacking.
After attacking, you may move Lando up to four spaces. Any opposing character Lando can attack from his new space receives a point of damage. DRAW A CARD.

Attack
6



Lando Calrissian

BATTLE OF TAANAB MANUEVER

Play when Calrissian is attacking.
After attacking, you may move Lando up to four spaces. Any opposing character Lando can attack from his new space receives a point of damage. DRAW A CARD.

Attack
5

5
Defend



Lando Calrissian

ALTERED THE DEAL

Play when attacking or defending.
If Lando survives he can switch places with any character on the board and then HEALS TWO POINTS.

Attack
5

5
Defend




Lando Calrissian

ALTERED THE DEAL

Play when attacking or defending.
If Lando survives he can switch places with any character on the board and then HEALS TWO POINTS.

8
Defend



Lando Calrissian

EVACUATION

Play when Calrissian is defending.
Lando may move any characters adjacent to him up to five spaces.
Lando may then move up to five spaces.




8
Defend



Lando Calrissian

EVACUATION

Play when Calrissian is defending.
Lando may move any characters adjacent to him up to five spaces.
Lando may then move up to five spaces.

 <p>8 Defend</p> <p>Lando Calrissian</p> <p>EVACUATION</p> <p>Play when Calrissian is defending. Lando may move any characters adjacent to him up to five spaces. Lando may then move up to five spaces.</p>	<p>SPECIAL</p>  <p>Lobot</p> <p>DISARMED</p> <p>Play anytime on your turn. Opponents must discard two cards of their choosing for each character Lobot can attack.</p> <p>DRAW A CARD</p>	 <p>Lobot</p> <p>Attack 4</p> <p>4 Defend</p> <p>ACTIVATION</p> <p>Play when attacking or defending. You may move Lobot to any empty space adjacent to Lando after playing this card.</p> <p>DRAW A CARD</p>
 <p>Lobot</p> <p>Attack 4</p> <p>4 Defend</p> <p>ACTIVATION</p> <p>Play when attacking or defending. You may move Lobot to any empty space adjacent to Lando after playing this card.</p> <p>DRAW A CARD</p>		

