

R2-D2



	1	2	3	4	5
6	7	8	9	10	



C-3PO



	1	2	3	4	5
6	7	8	9		



SPECIAL



R2-D2

ROCKET BOOSTERS

Play anytime on your turn.

R2-D2 does 2 damage to all adjacent enemies. Any adjacent enemies that were affected by OIL SPRAY this turn take 3 additional damage. Then move R2-D2 to any empty space.

SPECIAL



R2-D2

ROCKET BOOSTERS

Play anytime on your turn.

R2-D2 does 2 damage to all adjacent enemies. Any adjacent enemies that were affected by OIL SPRAY this turn take 3 additional damage. Then move R2-D2 to any empty space.

SPECIAL



R2-D2

ROCKET BOOSTERS

Play anytime on your turn.

R2-D2 does 2 damage to all adjacent enemies. Any adjacent enemies that were affected by OIL SPRAY this turn take 3 additional damage. Then move R2-D2 to any empty space.

SPECIAL



R2-D2

OIL SPRAY

Play anytime on your turn.

Choose any characters adjacent to R2-D2. These characters cannot move, attack or defend. At anytime, the opponents controlling these characters may discard 2 cards per character to return to combat.

SPECIAL



R2-D2

OIL SPRAY

Play anytime on your turn.

Choose any characters adjacent to R2-D2. These characters cannot move, attack or defend. At anytime, the opponents controlling these characters may discard 2 cards per character to return to combat.

SPECIAL



R2-D2

OIL SPRAY

Play anytime on your turn.

Choose any characters adjacent to R2-D2. These characters cannot move, attack or defend. At anytime, the opponents controlling these characters may discard 2 cards per character to return to combat.

SPECIAL



R2-D2

SMOKE SCREEN

Play anytime on your turn.

No characters adjacent to R2-D2 may attack, move or defend on their next turn. You may move R2-D2 up to 5 spaces.

SPECIAL



R2-D2

INFORMATION SWEEP

Play anytime on your turn.

Either look at the top four cards of your own draw pile or of the draw pile of an opponent. Draw a card.

SPECIAL



R2-D2

EXTENSIVE REPAIR

Play anytime on your turn.

R2-D2 recovers 4 damage. At the cost of another action, if adjacent, C-3PO can recover 4 damage but if destroyed, C-3PO can be replaced adjacent to R2-D2 with 4 damage.

SPECIAL



C-3PO

I NEVER KNEW I HAD IT IN ME

Play anytime on your turn.
Choose an opponent. C-3PO may take any 1 card from their discard pile and at any time play it as his own.

SPECIAL



C-3PO

I NEVER KNEW I HAD IT IN ME

Play anytime on your turn.
Choose an opponent. C-3PO may take any 1 card from their discard pile and at any time play it as his own.




C-3PO

WE SEEM TO BE MADE TO SUFFER

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 of the damage.



Attack
4

Defend
1



Attack
4

Defend
2



Attack
4

Defend
2



Attack
4

Defend
2



Attack
3

Defend
3



Attack
3

Defend
3





