



Boba Fett



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			

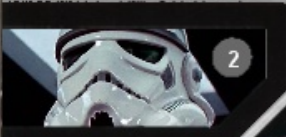
Stormtroopers

1

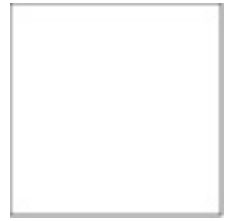


●	1	2	3	●
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2



●	1	2	3	●
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Attack

1

2

Defend

Attack 9*

Boba Fett

KYBER DART

Play when Boba Fett is attacking.
After attacking, if you destroy the defending character, draw 3 cards.

Attack 7*

Boba Fett

DEADLY AIM

Play when Boba Fett is attacking.
Draw 2 cards

Attack 7*

Boba Fett

MISSILE LAUNCH

Play when Boba Fett is attacking.
The attacked character may not move or attack on their next turn.

Attack 4*

Boba Fett

ROCKET RETREAT

Play when Boba Fett is attacking.
After attacking, you may move Boba Fett to any empty space.

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After attacking, you may move Boba Fett to any empty space.

SPECIAL

Boba Fett

FIRE UP THE JET PACK

Play anytime on your turn.
You may move Boba Fett to any empty space. Playing this card does not count as an action.

SPECIAL

Boba Fett

FLAMETHROWER

Play anytime on your turn.
Flamethrower does 2 damage to all characters adjacent to Boba Fett. You may then move these characters up to 3 spaces each.

SPECIAL



Boba Fett

THERMAL DETONATOR

Play anytime on your turn.

Thermal Detonator does 4 damage to any one character Boba Fett can attack. All characters adjacent to that character also receive 4 damage.

SPECIAL



Boba Fett

THERMAL DETONATOR

Play anytime on your turn.

Thermal Detonator does 4 damage to any one character Boba Fett can attack. All characters adjacent to that character also receive 4 damage.

SPECIAL



Boba Fett

WRIST CABLE

Play anytime on your turn.

Wrist Cable does 2 damage to any one character Boba Fett can attack. The player controlling the attacked character gets 1 less action on their next turn.

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Boba Fett

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Play anytime on your turn.

Wrist Cable does 2 damage to any one character Boba Fett can attack. The player controlling the attacked character gets 1 less action on their next turn.

