

R2D2 and C3PO v1.3

Creator: Scott Hagarty

This is a deck for the two most famous droids in all of Star Wars, R2D2 and C3PO. This is meant to represent them as they have appeared in all 6 episodes of the movie series, with special attention given to their portrayal in Episode III. They are both given custom basic cards; R2D2 is brown (non-jedi melee) and C3PO is minor melee. I couldn't justify giving them any of the regular basic colors (red, blue, green, yellow) in that R2D2 on his own is significantly weaker than any of the 12 Hasbro characters, and C3PO really doesn't even fight in any of the movies. They have no power combat cards, and as a stand alone deck they are pretty weak, but they would be a nice addition to any team. It is my intention to make them merely support characters. R2D2 has a special card that allows him to place "oil spill" markers on the board. No spill markers are provided with this deck, but I suggest using any of the extra damage markers that come with the game as "spill markers," or anything that happens to be 1 square inch in size. C3PO has a unique card that is meant to be played on the table and the card should stay on the table while in use. These cards can be printed directly on card stock. Be sure to change the ratio settings in Adobe Acrobat to 100%, as the default will mess with the margins. Just turn the sheets over and print the card backs on the reverse side of the card stock, the fronts and backs should line up. Cut them out and enjoy!



SPECIAL



R2D2

OIL SPILL

☛ Play anytime on your turn.

Place an oil spill marker on any empty space. That space is considered unoccupied and, for the remainder of the game, any character entering that space must stop on the oil spill, and can't move for the rest of their turn.

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JET BOOSTERS

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Move R2D2 to any empty space. If R2D2's starting or ending space is on or adjacent to an oil spill space, all characters on or adjacent to those oil spill spaces receive 3 damage (not including R2D2).

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R2D2

ELECTRIC SHOCK

☛ Play anytime on your turn.

Any character adjacent to R2D2 receives 2 damage and may not move on their next turn. If that character is on or adjacent to an oil spill space, they receive an extra 1 damage.

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R2D2

DROID REPAIRS

☛ Play anytime on your turn.

If C3PO has been destroyed, bring him back at full health on any empty space.

If C3PO is still alive, then heal up to 5 damage to R2D2.

SPECIAL



C3PO

WE'RE DOOMED!

Play anytime on your turn.
 Leave this card played face-up on the table (counts as one action). As long as this card is in play, you may redirect all attack damage done to any ally to C3PO instead (this does not require an action). If C3PO is destroyed, discard this card.

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C3PO

HOW RUDE...

Play anytime on your turn.
 If any opponents attacked you last turn, they must all reveal their hands and discard all special and power combat cards.

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Attack **5**
 Defend **1**



Attack **4**
 Defend **1**



Attack **4**
 Defend **1**



Attack **4**
 Defend **2**



Attack **4**
 Defend **2**



Attack **3**
 Defend **2**



