



NOTE: There are several "shared" cards that either droid may use. This is by design, as it makes either droid an equal threat should 1 of them be destroyed. However, Droid 1 is still considered the major character and Droid 2 is still considered the minor character. When tracking damage to the characters, damage is first applied to the Shield track, and only after it has been destroyed is damage applied to the life track (except when the conditional on WHEEL FORM is considered). If the Shield track is destroyed and there is damage leftover, the leftover is not applied to the life track.

Example: Chewie attacks Destroyer Droid 1 with BOWCASTER. Droid 1 is at full health and defends with a 1/4 card. The Droid would take 7 damage, and all 7 damage would be applied to the Shield track, which would destroy the shield track. If Chewie attacked a second time, then the damage would get tracked to the life track, since the shield track was destroyed on the previous action.

Attack
2



Destroyer Droid 1

REPEATER BLASTER

Play when Destroyer Droid 1 is attacking.

Playing this card does not count as an action.

Attack
2



Destroyer Droid 1

REPEATER BLASTER

Play when Destroyer Droid 1 is attacking.

Playing this card does not count as an action.

Attack
2



Destroyer Droid 1

REPEATER BLASTER

Play when Destroyer Droid 1 is attacking.

Playing this card does not count as an action.

Attack
2



Destroyer Droid 2

REPEATER BLASTER

Play when Destroyer Droid 2 is attacking.

Playing this card does not count as an action.

Attack
2



Destroyer Droid 2

REPEATER BLASTER

Play when Destroyer Droid 2 is attacking.

Playing this card does not count as an action.

Attack
2



Destroyer Droid 2

REPEATER BLASTER

Play when Destroyer Droid 2 is attacking.

Playing this card does not count as an action.

Attack
7*



Destroyer Droid 1 or 2

TWIN CANNONS

Play when either Destroyer Droid 1 or 2 is attacking.

*If the defending character is adjacent to the Destroyer Droid, then the attack value is 3 instead of 7.

Attack
7*



Destroyer Droid 1 or 2

TWIN CANNONS

Play when either Destroyer Droid 1 or 2 is attacking.

*If the defending character is adjacent to the Destroyer Droid, then the attack value is 3 instead of 7.

SPECIAL



Destroyer Droid 1 or 2

SHIELD REGENERATOR

Play anytime on your turn.

Both Destroyer Droid shield tracks recover up to 4 damage, even if the shield tracks have been destroyed.







