

R2-D2



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|----|----|----|----|----|----|
| ● | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 | ● | |

C-3PO



| | | | | | |
|---|---|---|---|---|---|
| ● | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | ● | |









Attack 4

R2-D2

STUN ARM

Play when R2-D2 is attacking.
The player controlling the defending character gets 1 less action on his/her next turn.

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Attack 3

R2-D2

CABLE GUN

Play when R2-D2 is attacking.
The player controlling the defending character cannot draw cards during his/her next turn.

Attack 3

R2-D2

CABLE GUN

Play when R2-D2 is attacking.
The player controlling the defending character cannot draw cards during his/her next turn.

Attack 2

R2-D2

SENSOR SWEEP

Play when R2-D2 is attacking.
Draw 3 cards.

Attack 2

R2-D2

SENSOR SWEEP

Play when R2-D2 is attacking.
Draw 3 cards.

SPECIAL

R2-D2

WEAPON COMPARTMENT

Play anytime on your turn.
Choose any player. Take any combat card from that player's discard pile and put that card in his/her hand.

SPECIAL



C-3PO

MINDLESS PHILOSOPHER

Play anytime on your turn.

Choose an opponent. You and the chosen opponent reveal your hands. Both of you shuffle all cards with an attack value greater than 3 into your draw piles.

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SPECIAL



C-3PO

MADE TO SUFFER

Play anytime on your turn.

Turn C-3PO on his side. While he is on his side, he cannot move and enemy characters cannot attack any major characters. At anytime, any player may discard 3 cards at random to stand this character back up.

SPECIAL



C-3PO

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Play anytime on your turn.

Turn C-3PO on his side. While he is on his side, he cannot move and enemy characters cannot attack any major characters. At anytime, any player may discard 3 cards at random to stand this character back up.

