

Primary	Minor #1	Minor #2
Primary	Minor #1	Minor #2

Nute Gunray



	1	2	3	4
5	6	7	8	9
10	11			

Droidekas



	1	2	3	4	5
6					



	1	2	3	4	5
6					

SPECIAL



Nute Gunray

SHOOT HER OR SOMETHING

Play anytime on your turn.
Nute and Droidekas each do 2 damage to all opponents' characters they can attack.

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Nute Gunray

WHERE ARE THOSE DROIDEKAS?

Play anytime on your turn.
Restore a destroyed Droideka to full hit points and place on the board adjacent to Nute.

Attack 5



Nute Gunray

THIS IS TOO CLOSE

Play when Nute is attacking.
Move Nute Gunray to any vacant space.

Defend



Nute Gunray

BEG FOR MERCY

Play when Nute is defending.
Nute takes no damage from the attack. After attack is resolved, discard every card in your hand, except one card.

Attack 4*



Droideka

NO MATCH FOR DROIDEKAS

Play when Droideka is attacking.
If both Droidekas can attack the defending character, the attack value of this card is 8.

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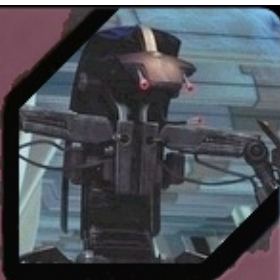
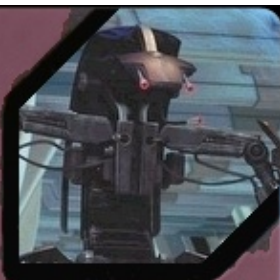
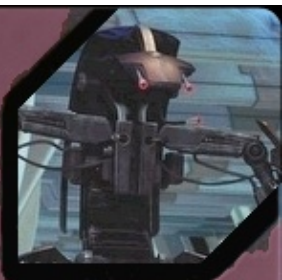
Attack 5






Droideka

TUCK AND ROLL

Play when Droideka is attacking.
You may play this card face up on your turn to move a Droideka up to 5 spaces and then attack with that Droideka.

 <p>Attack 5</p> <p>Droideka</p> <p>TUCK AND ROLL</p> <p>Play when Droideka is attacking. You may play this card face up on your turn to move a Droideka up to 5 spaces and then attack with that Droideka.</p>	 <p>5 Defend</p> <p>Droideka</p> <p>SHIELD SURGE</p> <p>Play when Droideka is defending. If Nute has not been destroyed, draw a card.</p>	 <p>5 Defend</p> <p>Droideka</p> <p>SHIELD SURGE</p> <p>Play when Droideka is defending. If Nute has not been destroyed, draw a card.</p>
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 <p>Attack 4</p> <p>1 Defend</p>	 <p>Attack 4</p> <p>1 Defend</p>	 <p>Attack 4</p> <p>1 Defend</p>
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 <p>Attack 3</p> <p>1 Defend</p>	 <p>Attack 3</p> <p>1 Defend</p>	 <p>Attack 3</p> <p>2 Defend</p>
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