

Hoth Han Solo



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			



Chewie



●	1	2	3	4	5
6	7	8	9	10	11
12	13	●			



<p>Attack 4</p>  <p>Han Solo DIDN'T HIT IT THAT HARD</p> <p>Play when Han is attacking. If this attack does damage, draw 2 cards.</p>	<p>Attack 4</p>  <p>Han Solo DIDN'T HIT IT THAT HARD</p> <p>Play when Han is attacking. If this attack does damage, draw 2 cards.</p>	<p>Attack 4</p>  <p>Han Solo DIDN'T HIT IT THAT HARD</p> <p>Play when Han is attacking. If this attack does damage, draw 2 cards.</p>
<p>Attack 5*</p>  <p>Han Solo FULL CHARGE BLAST</p> <p>Play when Han is attacking. *If this attack is not defended, the attack value is 10.</p>	<p>Attack 5*</p>  <p>Han Solo FULL CHARGE BLAST</p> <p>Play when Han is attacking. *If this attack is not defended, the attack value is 10.</p>	<p>SPECIAL</p>  <p>Han Solo CHEWIE AND ME</p> <p>Play anytime on your turn. Han does 3 damage to one character he can attack. Then divide up to 4 movement between Han and Chewie.</p>
<p>SPECIAL</p>  <p>Han Solo CHEWIE AND ME</p> <p>Play anytime on your turn. Han does 3 damage to one character he can attack. Then divide up to 4 movement between Han and Chewie.</p>	<p>SPECIAL</p>  <p>Han Solo DARING RESCUE</p> <p>Play anytime on your turn. Move an allied character adjacent to Han. Han or that allied character may recover up to 3 damage.</p>	<p>Attack 7</p>  <p>Chewie THE MIGHTY CHEWBACCA</p> <p>Play when Chewie is attacking. May not be played on same turn as DISTRACTION.</p>

Attack
7



Chewie
THE MIGHTY CHEWBACCA

Play when Chewie is attacking.
May not be played on same turn as DISTRACTION.

Attack
0



Chewie

DISTRACTION

Play when Chewie is attacking.
The defending player may not defend again this turn. Move Han up to 2 spaces.

Attack
0



Chewie

DISTRACTION

Play when Chewie is attacking.
The defending player may not defend again this turn. Move Han up to 2 spaces.

Attack
4

1
Defend



Attack
4

1
Defend



Attack
4

1
Defend



Attack
3

1
Defend



Attack
3

1
Defend



Attack
3

2
Defend







