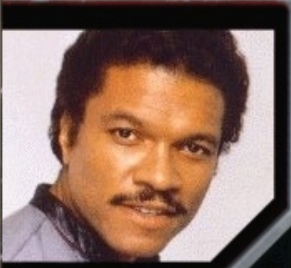


Lando Calrissian Smuggler



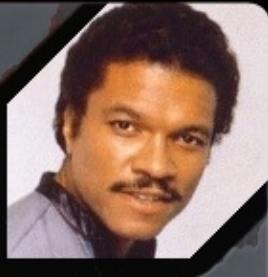
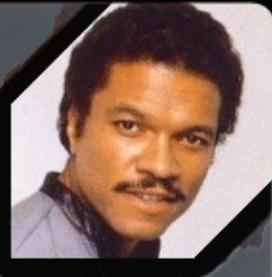
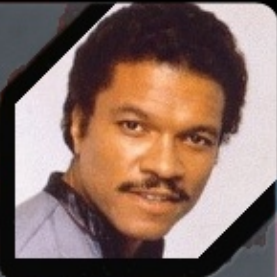
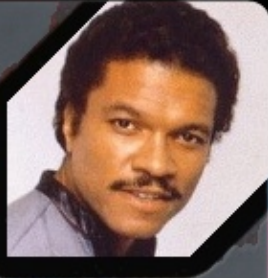
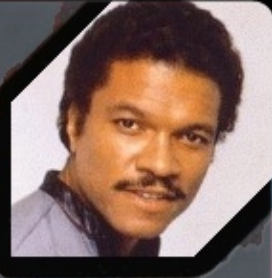
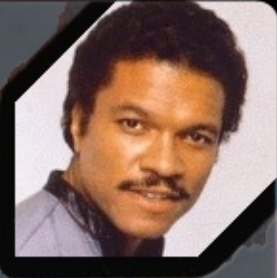

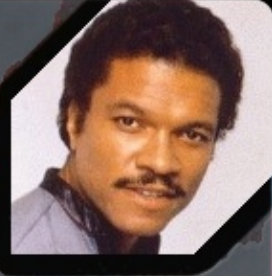

	1	2	3	4	5
6	7	8	9	10	11
12	13				

Han Solo Smuggler



	1	2	3	4	5
6	7	8	9	10	11
					



 <p>Attack 4*</p> <p>Lando Calrissian SMUGGLER'S AMBUSH</p> <p>Play when Lando is attacking. *If Han can also attack the target character, attack value is 6.</p>	 <p>Attack 4*</p> <p>Lando Calrissian SMUGGLER'S AMBUSH</p> <p>Play when Lando is attacking. *If Han can also attack the target character, attack value is 6.</p>	 <p>Attack 4*</p> <p>Lando Calrissian SMUGGLER'S AMBUSH</p> <p>Play when Lando is attacking. *If Han can also attack the target character, attack value is 6.</p>
<p>SPECIAL</p>  <p>Lando Calrissian GAMBLER</p> <p>Play anytime on your turn. Choose a character. Roll the die. If the die roll is green, the chosen character takes damage equal to the die roll. If the die roll is purple, discard a card at random.</p>	<p>SPECIAL</p>  <p>Lando Calrissian GAMBLER</p> <p>Play anytime on your turn. Choose a character. Roll the die. If the die roll is green, the chosen character takes damage equal to the die roll. If the die roll is purple, discard a card at random.</p>	<p>SPECIAL</p>  <p>Lando Calrissian CARD PLAYER</p> <p>Play anytime on your turn. Lando may exchange places with any character on the board. You may reshuffle all GAMBLER and CON MAN cards in the discard pile into the draw pile.</p>
<p>SPECIAL</p>  <p>Lando Calrissian CARD PLAYER</p> <p>Play anytime on your turn. Lando may exchange places with any character on the board. You may reshuffle all GAMBLER and CON MAN cards in the discard pile into the draw pile.</p>	<p>SPECIAL</p>  <p>Lando Calrissian CON MAN</p> <p>Play anytime on your turn. For the rest of this turn, when the die rolled is purple, you may make one re-roll of the die. Playing this card does not count as an action.</p>	<p>Attack 5*</p>  <p>Han Solo CALL IT LUCK</p> <p>Play when Han is attacking. *Roll the die. If you roll a green, add the value of the die to the attack. If you roll a purple, subtract the value from the attack.</p>



Attack
5*

Han Solo

CALL IT LUCK

Play when Han is attacking.
*Roll the die. If you roll a green, add the value of the die to the attack. If you roll a purple, subtract the value from the attack.



Attack
4

Han Solo

A GOOD BLASTER

Play when Han is attacking.
After attacking, you may move Han up to 4 spaces.



Attack
4

Han Solo

A GOOD BLASTER

Play when Han is attacking.
After attacking, you may move Han up to 4 spaces.



Attack
4

Defend
1



Attack
4

Defend
1



Attack
4

Defend
1



Attack
3

Defend
1



Attack
3

Defend
1



Attack
3

Defend
2





