

A Few Maneuvers 6

"... I know a few maneuvers. We'll lose them." Boosted shields and fancy flying are necessary to escape Imperial weapon fire until hyperspace jump can be made.




USED INTERRUPT

Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn. (Interrupt may even affect the result immediately after a destiny draw targeting the starfighter's maneuver.)

Alter 4

A user of the Force can alter the environment to affect the minds of others. "The Force can have a strong influence on the weak-minded."



USED INTERRUPT

Cancel one Effect (or Utinni Effect) by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Sense card just played.

Battle Plan 5

Even though the landing of the stolen shuttle was successful, the Rebel strike team on Endor was forced to rethink their plans when Leia disappeared.



EFFECT

Deploy on table. You may initiate battles for free. Also, for either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site (except a holosite) and a battleground system. (Immune to Alter.)

Clash Of Sabers 3

Woooww-bzzzzt-bzzzzt-wooww-bzzzzt-wooww-woow-bzzzzt-bzzzzt-wooww-bzzzzt!



LOST INTERRUPT

Use 2 Force to target a character present with your warrior with a lightsaber. Target cannot move or battle until end of your next turn. OR Use 1 Force to search your Reserve Deck, take one Uncontrollable Fury into hand and reshuffle. OR Cancel Presence Of The Force.

Corellian Corvette 1

Multi-purpose Rebel Blockade Runner. Modular interior designed for troop or cargo transport. 150 meters long. Used by Rebels, pirates, corporations and the Empire.



CAPITAL CORVETTE

POWER 5 | ARMOR 4 | HYPERSPEED 3

May add 3 pilots, 4 passengers and 1 vehicle. Has ship-docking capability. Permanent pilot aboard provides ability of 1.

Grimtazsh 2

Dejarian representation of mythical Molator guardian. The spirit of Grimtazsh is said to protect Alderaanians from corruption and betrayal.



USED OR LOST INTERRUPT

USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. **LOST:** Cancel Molator. OR Use 4 Force to cause opponent to reveal hand. All cards opponent has two or more of are lost.

Huyix 1

Dejarian hologram creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kiyyen, the Gran homeworld.



LOST INTERRUPT

If you just lost a battle and after having forfeited all cards from the battle location still have battle damage remaining, cancel all the remaining battle damage. (Immune to Sense.) OR Cancel Sundown.

Insurrection 5

Rebel insurgents and local activists are the first step in breaking the Imperial stranglehold on a world.



EFFECT

Deploy on table. Unique (*) Rebels of ability < 3 are forfeit +2. Nabrun Leids and Elis Helrot are limited to owner's move phase and exterior sites. Once during each of your deploy phases, may deploy one docking bay from Reserve Deck; reshuffle. (Immune to Alter.)

It Could Be Worse 4

After escaping Detention Block AA-23, Rebels found themselves in the trash compactor. Leia pointed out, "It could be worse." It soon was.



USED INTERRUPT

If you must lose Force for any reason, reduce the loss by X amount by using X Force.

Qui-Gon Jinn With Lightsaber 1

Jedi Master assigned to reveal the mysteries of the Sith. His quest has led him to the planet Naboo.



POWER 6 ABILITY 7 JEDI MASTER

Adds one battle destiny if with Maul. Permanent weapon is •Qui-Gon Jinn's Lightsaber (may target a character or creature for free; draw two destiny; target "hit," and its forfeit = 0, if total destiny > defense value).

7 8

Rebel Barrier 4

While being chased through the Death Star, Luke and Leia disabled the blast doors behind them in order to slow down pursuing stormtroopers.



USED INTERRUPT

Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn.

Sense 3

Users of the Force can sense impending danger by feeling the way the Force flows in others. Cataclysmic events can be sensed (as when Obi-Wan felt Anakin's destruction).



USED INTERRUPT

Cancel one Interrupt (or one "react") by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Alter card just played.

Snowspeeder 1

Modified Incom T-47 airspeeder. Enclosed. Adapted to the cold by installation of repulsor coil heaters. Rebels typically no longer converted speeders after the intended environment.



COMBAT VEHICLE: T-47 SNOWSPEEDER

POWER 3 MANEUVER 4 LANDSPEED 4

May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1. May move as a "react" only to Hoth sites.

2 4

The Signal 5

With a quick motion of his hand, Luke signaled Artoo and dramatically changed the situation.



USED OR STARTING INTERRUPT

USED: Use 3 Force to search your Reserve Deck and take one Effect of any kind into hand; reshuffle. STARTING: Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Lost Pile.

Alter 4

A user of the Force can subjugate the will of others or alter the environment at a distance, as when Vader "disciplines" those whose lack of faith disturbs him.



USED INTERRUPT

Cancel one Effect (or Utinni Effect) by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Sense card just played.

Battle Order 5

Administration of the Imperial installation on Endor includes coordination of troops on the ground and tight security provided by the Empire's space fleet.



EFFECT

Deploy on table. You may initiate battles for free. Also (unless Battle Plan on table), for either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site (except a holo-site) and a battleground system. (Immune to Alter)

Dark Maneuvers 6

Imperial TIE fighters, while easily damaged, are very fast and agile. Sophisticated tactics are executed to take advantage of Rebel X-wing and Y-wing weaknesses.



USED INTERRUPT

Add 2 to maneuver and 1 to power of any starfighter for the remainder of this turn. If it has hyperspace, also add 2 to hyperspace. (Interrupt may even affect the result immediately after a destiny draw targeting the starfighter's maneuver.)

Darth Maul With Lightsaber 1

"Yes, my master."



POWER 7 ABILITY 6 DARK JEDI

Permanent weapon is •Maul's Double-Bladed Lightsaber (twice per battle, may target a character for free; draw two destiny; target "hit," and its forfeit = 0, if total destiny > defense value).

7 7

Ghhhk 1

Dejarian hologram of creature from Clak'dor VII. Ghhhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.



LOST INTERRUPT

If you just lost a battle and after having forfeited all cards from the battle location still have battle damage remaining, cancel all the remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

Imperial Arrest Order 5

When an Imperial blockade raises the alert level, all independent ships are scanned and any suspicious characters on planet are detained and interrogated.



EFFECT

Deploy on table. Unique (-) Imperials of ability < 3 are forfeit +2. Nabrun Leids and Elis Holrot are limited to owner's move phase and exterior sites. Once during each of your deploy phases, may deploy one docking bay from Reserve Deck; reshuffle. (Immune to Alter.)

Imperial Barrier 4

As is often the case with a hasty plan, a quick heroic escape from the Death Star was temporarily thwarted by the magnetically sealed door in the trash compactor.



USED INTERRUPT

Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn.

Imperial Decree 4

To Imperial command personnel: The Rebellion must be crushed! Minor acts of sedition are to be ignored. The destruction of the Alliance is your primary goal.



EFFECT

Deploy on your side of table. Whenever you control any two Rebel Base locations, or any one planet site and two systems, the effects of Revolution and all opponent's Force drain bonuses everywhere are ignored. (Immune to Alter.)

Imperial-Class Star Destroyer 1

Mainstay of Imperial Navy. 1.6 kilometers long. Has hangars and facilities for TIE fighter squadrons, shuttles, drop-ships and combat vehicles such as AT-AIs and AT-SEs.



CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 6 HYPERSPEED 3

May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1.

Masterful Move 6

A skillful hologrammer nullifies the advantage of even the most powerful game piece with clever maneuvering.



USED INTERRUPT

Use 1 Force to take one hologram, dejarian or Imperial Holotable into hand from Reserve Deck; reshuffle. OR Cancel Mantellian Savrip. OR Cancel opponent's Force drain at a holosite.

Mannok 2

Dejarian creature. Savage predator from remote deserts of Socorro. Respected and honored by Socorran hunters, considered "good luck" by superstitious smugglers.



USED OR LOST INTERRUPT

USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to cause opponent to reveal hand. All cards opponent has two or more of are lost.

Sense 3

"I sense something. A presence I've not felt since..."



USED INTERRUPT

Cancel one Interrupt (or one "react") by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Alter card just played.

Twilek Advisor 5

"He's no Jedi."



USED OR STARTING INTERRUPT

USED: Use 3 Force to search your Reserve Deck and take one Effect of any kind into hand; reshuffle. STARTING: Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Lost Pile.

