

Black Squadron TIE 2

Part of Vader's hand-picked squadron stationed at the Death Star. Boasts the latest in Imperial weaponry. Each pilot and starfighter is at the peak of readiness.



STARFIGHTER: TIE/LN

POWER 1 MANEUVER 3 NO HYPERDRIVE

Deploy -2 to same location as Darth Vader or at Death Star. Permanent pilot aboard provides ability of 2 and adds 2 to power. Adds 1 to its weapon destiny draws.

Chall Brkan 2

Male Mon Calamari leader. Mettween Weather. Has ties to Tatooine's Imperial government. Uses alien agents to maintain surveillance on Jabba and the Rebellion.



POWER 2 ABILITY 3 FORCE-ATTUNED

When deployed, you may immediately search your Reserve Deck, take one non-unique alien into hand and reshuffle. Adds 2 to power of any starship he pilots. Your aliens deploy -1 to same or adjacent Tatooine site.

CD RUULAC 4

If you control, Force drain -1 here.



CORULAC 4

If you control, all non-unique Imperials are power and forfeit +1 and Imperial trooper guards may move.

Dreadnaught-Class Heavy Cruiser 3

Introduced during the Clone Wars. 600 meters long. Some have cargo space converted to TIE hangar bays. Still used to maintain an Imperial presence in the Outer Rim.



CAPITAL: DREADNAUGHT-CLASS HEAVY CRUISER

POWER 5 ARMOR 4 HYPER SPEED 3

May add 3 pilots, 6 passengers and 4 TIEs. Has ship-docking capability. Permanent pilots aboard provide total ability of 2. Turbolasers Battery may deploy here. Your TIEs present are each power +1.

Forced Servitude 4

The Empire often uses droids for nefarious purposes. Imperials compel droids to do jobs that are repugnant to humans. An automaton has no ethical conscience.



EFFECT

Deploy on an opponent's location. Whenever you lose a droid from hand or Life Force, it satisfies Force loss up to its forfeit value. Once per turn, you may play Imperial Code Cylinder to cancel a Force drain where you have a droid. Effect canceled if opponent controls this location.

Obsidian Squadron TIE 2

Modified TIE fighter. Specially adapted for atmospheric engagement. Some are fitted with high-output solar panels to support improved weaponry.



STARFIGHTER: TIE/LN

POWER 1 MANEUVER 3 NO HYPERDRIVE

Deploy -1 at any cloud sector. Permanent pilot aboard provides ability of 2 and adds 2 to power. Power +2 at non-unique cloud sectors. Boosted TIE Cannon may deploy here and fires free here.

Stormtrooper Cadet 3

After months of intense training, a trooper is paired with a veteran soldier. While providing support during field operations, the new trooper masters Imperial military tactics.



POWER 1 ABILITY 1

Deploys free to same site as an Imperial leader. Adds 1 to power of one non-unique Imperial warrior present. When forfeited at same site as an Imperial "veteran" (a leader or non-cadet trooper), also satisfies all remaining attrition against you.

Tarkin's Orders 4

"Put all sections on alert!"



USED OR LOST INTERRUPT

USED: Cancel a Force drain at a site related to a system you control. LOST: Cancel Surprise Assault, It Could Be Worse, Nabrun Leids, Collision! or Hyper Escape. OR Lose 1 Force to search your Lost Pile and take one non-unique starfighter into hand.

TATOOINE: TUSKEN CANYON

If you control, Force drain +1 here (+2 if a Beldorff Stick present).



•Arreli Schous 2

One of the Rebellion's main contacts on Tatooine. Widely regarded as a leader in the Mos Eisley alien community. Aging male Defel. Has lost the ability to warp light.



POWER 1 ABILITY 3 FORCE-ATTUNED

When deployed, you may immediately search your Reserve Deck, take one non-unique alien into hand and reshuffle. Adds 2 to power of any starship he pilots. Your aliens deploy -1 to same or adjacent Tatooine site.

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•CORULAG 4

If you control, Force drain -1 here.



•CORULAG 4

If you control, all non-unique Rebels are power and forfeit +1 and Rebel guards may move.

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•Faithful Service 4

Unlike the Empire, the Alliance treats their droids with respect. Many droids volunteered to share the risk of battle and aid the Rebellion's assault on the Death Star.



EFFECT

Deploy on an opponent's location. Whenever you lose a droid from hand or Life Force, it satisfies Force loss up to its forfeit value. Once per turn, you may play Scomp Link Access to cancel a Force drain where you have a droid. Effect canceled if opponent controls this location.

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•••Gold Squadron Y-wing 3

Gold Squadron had the best Y-wing pilots in the Alliance, led by Jon "Dutch" Vander. First wave of starfighters to assault the Death Star. Many were lost in the Battle of Yavin.



STARFIGHTER: Y-WING

POWER 2 MANEUVER 3 HYPERSPEED 4

Deploy -2 at Yavin 4 or to same location as Dutch. May add 1 pilot or passenger. Permanent pilot aboard provides ability of 2 and adds 2 to power. Adds 1 to its ion cannon weapon destroy draws.

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•It's A Hit! 3

Red Leader fired the first shot in the Death Star trench, causing massive internal damage. The spectacular near-miss inspired Red Squadron to double their efforts.



USED OR LOST INTERRUPT

USED: Cancel a Force drain at a site related to a system you control. LOST: Cancel Counter Assault, It's Worse, Elts Helrot, Tallon Roll, Limited Resources or Scanning Crew. OR Use 3 Force to search your Lost Pile and take one non-unique starfighter into hand.

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Rebel Trooper Recruit 3

New Rebel troopers gain invaluable experience while acting as support for seasoned troops. The Alliance prefers to assign rookies to soldiers on a one-to-one basis.



POWER 1 ABILITY 1

Deploys free to same site as a Rebel leader. Adds 1 to power of one non-unique Rebel warrior present. When forfeited at same site as a Rebel "veteran" (a leader or non-recruit trooper), also satisfies all remaining attrition against you.

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•••Red Squadron X-wing 2

Most Red Squadron pilots trained under Garven Dries. Flew top cover during the Battle of Yavin. Became famous for Red 5's heroic attack run.



STARFIGHTER: X-WING

POWER 3 MANEUVER 4 HYPERSPEED 5

Deploy -2 at Yavin 4 or to same location as Red Leader. Permanent pilot aboard provides ability of 2 and adds 2 to power. Proton Torpedoes deploy and fire free here.

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•TATOOINE JUNDLAND WASTES

If you control, Force drain +1 here (+2 if a Xaportor present).



•TATOOINE JUNDLAND WASTES

If you control, with a Tusken Raider present, Force drain +1 here.

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Z-95 Headhunter 3

Developed by Incom/Subpro. Atmospheric fighter adapted for space travel. AF-4 version refitted with Incom 2a fusion engines and two Twin-Bak K25 laser cannons.



STARFIGHTER: Z-95 HEAD HUNTER

POWER 2 MANEUVER 4 NO HYPERDRIVE

Permanent pilot aboard provides ability of 1. Power and maneuver +2 at non-unique cloud sectors. May be carried aboard starships like a vehicle.

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