

**2X-7KPR (Toxx)** 3

Basic security droid. Monitors perimeter sensors and floodlights at Imperial outposts. Responsible for maintenance of security devices. Stolen from Jabba.



**POWER 0 SECURITY PATROL DROID**

Where present under "nighttime conditions," each of your Imperials and aliens at same planet site is power +2 and immune to attrition < 3.

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**•A Bright Center To The Universe** 4

The intimidating power of the Empire was housed in the core systems, allowing the Emperor to ignore minor activities occurring on the Outer Rim.



**EFFECT**

Deploy on Death Star system or Coruscant system. Target another system. At locations related to target system, opponent's Force drain modifiers are canceled. Effect canceled if opponent controls this system. (Immune to Alter.)

**•A Day Long Remembered** 6

"It has seen the end of Kenobi and will soon see the end of the Rebellion."



**EFFECT**

If Obi-Wan not on table, deploy on Yavin 4 or Hoth system. If system "blown away," relocate to opponent's side of table; Rebels and Rebel starships are deploy +8 and lose immunity to attrition. Canceled if Obi-Wan is deployed. (Immune to Alter.)

**•Ak-ryv** 2

Weequay musician from Sriluur. Studied in a monastery devoted to the Weequay god of thunder. Jabba's drum master. Trained in several forms of hand-to-hand combat.




**POWER 4 ABILITY 1**

Subtracts 1 from attrition against you at same site. Once during each of your control phases, may use 1 Force to take one musician into hand from Reserve Deck; reshuffle.

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**Alert My Star Destroyer!** 4

For important Imperial dignitaries, an individual Star Destroyer is placed at their personal disposal.



**IMMEDIATE EFFECT**

If your admiral, Moff or Dark Jedi just shuttled aboard your Star Destroyer, deploy on that character. Star Destroyer is immune to attrition and Flagship deploys free on that starship. Immediate Effect lost if character not aboard that starship.

**All Power To Weapons** 4

The TIE fighter's energy management system allows its pilot to transfer all power from engines to weapons at a moment's notice.



**USED OR LOST INTERRUPT**

USED: If a battle was just initiated, each of your TIEs present is power +2 and immune to attrition for remainder of turn.  
LOST: Lose 1 Force to take up to three non-unique TIEs into hand from Reserve Deck; reshuffle.

**Anoat Operative** 3

Independent mercenaries operating out of Anoat work with some of the locals, such as Ugnaughts. These operatives inform the Empire of all suspected Alliance activities.



**POWER 1 ABILITY 1**

While at an Anoat site: adds 1 to your Force drains there, is power +1 (or +2 if your Ugnaught is on Anoat) and, once during each of your deploy phases, may deploy one site to Anoat from Reserve Deck; reshuffle.

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**•A Real Hero** 4

"I got my own problems."



**USED OR LOST INTERRUPT**

USED: Take Lobot into hand from Reserve Deck; reshuffle. LOST: If your Lando is in a battle at a Cloud City site, add two battle destiny. OR If Han and your Lando are involved in the same battle, cancel one opponent's battle destiny just after it is revealed.

**••Bantha Herd** 4

While banthas are found on many worlds, the largest herds are found on Tatooine. The Sand People of that planet learned to tame the beasts.



**MOBILE EFFECT**

Deploy on an exterior Tatooine site. Specify starting direction. During your control phase, moves to next adjacent exterior site (reversing direction as necessary). During battle, if your Tusken Raider or bantha here, may add one battle destiny.



**Barquin D'an** 2

Both musician and gambler. Estranged older brother of Fynia D'an. Plays kloo korn, but not as well as his brother. Briefly jammed with Max Rebo's band.



POWER 2 ABILITY 1

Once during each of your control phases, may use 1 Force to make a "wager". Both players draw two destiny (add 1 to your total destiny for each of your gamblers at same site). Player with highest total may retrieve 1 Force.

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**Blast Points** 5

"Only Imperial stormtroopers are so precise."



USED INTERRUPT

If your trooper just fired a character weapon during a battle, add one battle destiny. OR During your deploy phase, deploy on your trooper one character weapon from Reserve Deck; reshuffle.

**Blown Clear** 2

Vader was nearly killed when Han damaged his TIE fighter during a surprise attack in the Death Star trench.



EFFECT

Deploy on your side of table. During a battle, you may place out of play from hand a copy of any unique (+) card participating in that battle to reduce attrition against you by that card's forfeit value. (Immune to Alter while you occupy a battleground.)

**Boba Fett** 1

Infamous bounty hunter. Hired to help Jabba intimidate debtors and smugglers. Crack shot. Mandalorian armor and jet pack provide protection and flight capability.



POWER 3 ABILITY 2 ARMOR 5

Adds 2 to power and 1 to maneuver of anything he pilots. May deploy -1 as a "react" to same site as a gangster or smuggler. When firing weapons, any "hit" characters are forfeit = 0. May "fly" (landspeed = 3). Immune to attrition < 3.

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**Bozlo** 1

Namon Outhus' predecessor as Jabba's night land man. Sees what he wants to see. Hears what he wants to hear. Has a pet womp rat named Worm.



POWER 3 ABILITY 3 FORCE-ATTUNED

Deploys only on Tatooine or to same location as Jabba. When in a battle either at Audience Chamber or with your alien leader, may cancel one opponent's battle destiny just drawn.

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**Bosk In Hound's Tooth** 1

Bosk once said of his ship, "Greezeg uut nihelk!"



CAPITAL: MODIFIED CORELLIAN FREIGHTER

POWER 5 ARMOR 4 HYPERSPEED 4

May add 6 passengers and 1 vehicle. Permanent pilot is **Bosk** who provides ability of 2, adds 2 to power and adds one battle destiny. Deploys and moves like a starfighter. Has ship-docking capability.

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**Brengus Glee** 3

Elder of a dextrous race of renowned travelers. Gambler. Frequents casinos, bars and spaceports. Originally to mediate planet Dor Narre's.



POWER 1 ABILITY 4 FORCE-SENSITIVE

Power +2 at Cantina. Adds 2 to power of anything he pilots. Once per turn, may exchange a docking bay from hand with top card of Lost Pile. Your docking bay transit is free when moving to or from same site. Immune to attrition < 3.

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**Carbon Chamber Testing** 0



Deploy Carbonite Chamber, Carbonite Chamber Console and Jeensy Tower with a Rebel (opponent's choice) from opponent's Reserve Deck (if possible) imprisoned there.

While this side up, once during each of your deploy phases, you may deploy from Reserve Deck one Audience Chamber, Docking Bay 94 or East Platform; reshuffle. You may not play Dark Deal.

Flip this card if you move a frozen captive to Audience Chamber (or if no Rebel was in opponent's Reserve Deck at start of game).

**Chyler** 2

Placed several ISB agents and Aqualish in the Cloud City miner's guild. Promised a position when the Empire took over Cloud City. She's still waiting.



POWER 2 ABILITY 2

While on Cloud City, adds 4 to destiny of each of your miners drawn for battle destiny and adds 1 to your Force drains at related cloud sectors where you have a miner or refinery (adds 2 if both).

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WHENEVER your gambler present here wins Cloud City Sabacc, retrieve 2 Force (3 if lucky).

**CLOUD CITY: CASINO**

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Unless you have a gambler here, you may not use wild cards in Cloud City Sabacc.

Once during each of your control phases, may use 1 Force to retrieve one Cloud City location.

**CLOUD CITY: DOWNTOWN PLAZA**

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If you control, opponent's Downtown Plaza game text is canceled.

For each captive present, Force drain +1 (+1 more if captive is a unique Rebel).

**CLOUD CITY: INTERROGATION ROOM**

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Force drain +1 here.

**Cloud City Occupation**

4

"I advise everyone to leave before more Imperial troops arrive."

**EFFECT**

Deploy on Bespin system if you occupy at least two Cloud City battleground sites. During each of your control phases, opponent loses 1 Force for each Cloud City battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

Force drain +1 here. Your allies are deploy -1 and power +1 here.

**CLOUD CITY: PORT TOWN DISTRICT**

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Force drain +1 here.

During your move phase, may move for free from here to any other Cloud City exterior site.

**CLOUD CITY: UPPER WALKWAY**

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Force drain -1 here. If you control, opponent's Upper Walkway game text is canceled.

Your blasters present may fire at targets at nearest rebel off exterior site.

**CLOUD CITY: WEST GALLERY**

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Force drain -1 here.

**...Combat Cloud Car**

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Enclosed Urdonian Talon I Combat Cloud Car. Speeds up to 1,675 kph. Exceptional maneuverability makes this a favorite of Outer Rim security forces.

**COMBAT VEHICLE: TALON I COMBAT CLOUD CAR**

**POWER 3 MANEUVER 4 LANDSPEED 5**

Permanent pilot provides ability of 2. At cloud sectors, power and maneuver +1, may deploy as a 'react' and may move and be targeted by weapons like a starfighter.

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**Come Here You Big Coward!**

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"Chewie! Come here!"

**EFFECT**

Deploy on table. Unless opponent occupies at least two battlegrounds, cancels: Asteroid Sanctuary, opponent's Force drains at non-battleground locations and opponent's Force retrieval. (Immune to Alter if you occupy any battleground.)



**Coordinated Attack** 2

"Say in attack formation."



**USED OR LOST INTERRUPT**

**USED:** During a battle at a system or sector, instead of firing one of your starship weapons at a target, reduce that target's power by 4 until end of turn.  
**LOST:** During a battle at a system or sector, use 3 Force to cancel one battle destiny just drawn.

**Corporal Grenwick** 3

Death Star trooper who witnessed Leia's interrogation. Senior tactical advisor to Sergeant Major Enfield. Coordinates security duty assignments for Detention Block AA-23.



**POWER 2 ABILITY 1**

While Grenwick is on Death Star, your Death Star Sentry is not unique (+), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Death Star.

**Corporal Prescott** 3

Death Star trooper and detention block guard. Volunteered for prison detail. Takes sadistic pleasure in seeing Imperial justice enforced.




**POWER 4 ABILITY 1**

When at a prison, instead of Force draining there, may use X Force to retrieve X Force, where X = number of imprisoned Rebels there. Power -2 when not on Death Star.

**Corulag Operative** 3

Independent traders make money selling equipment to the academy at Corulag. Resentful of the Alliance pilots that disrupt their shipping lines.



**POWER 1 ABILITY 1**

While at a Corulag site, adds 1 to your Force drains there, is power +1 (or +2 if your trooper is on Corulag) and, once during each of your deploy phases, may deploy one site to Corulag from Reserve Deck; reshuffle.

**CORUSCANT**

Force drain -1 here.



**CORUSCANT**

If you control with a Star Destroyer, Force drain +1 here and opponent may not deploy Rebels to related sites.

**CORUSCANT: DOCKING BAY**

Your docking bay transit from here requires 1 Force (free if an Imperial present).



**CORUSCANT: DOCKING BAY**

Your docking bay transit from here requires 3 Force. Your transit to here requires +8 Force.

**CORUSCANT: IMPERIAL CITY**

If your general here, during battles at all battlegrounds, add one destiny to your total power only.



**CORUSCANT: IMPERIAL CITY**

**CORUSCANT: IMPERIAL SQUARE**

Emperor Palpatine deploys free here. If your moat here, all Imperials are deploy -1 at sites.



**CORUSCANT: IMPERIAL SQUARE**

Force drain +1 here. If you control, Emperor Palpatine may not deploy to Coruscant.

**Counter Surprise Assault** 2

"He certainly has courage." "What good will it do us if he gets himself killed?"



**LOST INTERRUPT**

Cancel Surprise Assault. OR Use 4 Force to cancel opponent's Force drain at a mobile site. Deploy (or free) from Reserve Deck any number of non-unique troopers to that site (Light Side characters, vehicles and starships here may "escape" to Used Pile).



**Dantooine Operative** 3

Corrupt Paathlip businessmen. Report to the Empire on who makes contributions to the Alliance.

**POWER 1** **ABILITY 1**

While at a Dantooine site: adds 1 to your Force drains there, is power +1 (or +2 if your thief is on Dantooine) and, once during each of your deploy phases, may deploy one site to Dantooine from Reserve Deck; reshuffle.



## •Darth Vader, Dark Lord Of The Sith

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Formerly Anakin Skywalker, Jedi Knight. Became Dark Vader. Ordered by Emperor Palpatine to deal with Luke Skywalker, but bargained for his son's life instead.



**POWER 6**

**ABILITY 6**

**DARKJEDI**

Adds 3 to power of anything he pilots. When in battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability. Immune to attrition < 5.

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[illegible]

A Star Wars Force Attenuator card titled "-Destroyed Homestead" with a cost of 5. The card features a photograph of a man in a tan uniform standing in a desert landscape, looking towards a large, dark, rocky structure. The card includes a quote: "Uncle Owen? Aunt Beru?" and a UTINNI EFFECT section with the text: "Deploy on Lars' Moisture Farm. Target Obi-Wan or Luke. Target may not apply ability toward drawing destiny for Sense, Alter or battle destiny. Opponent loses 1 Force during each of your control phases. Utinni Effect canceled when reached by target."



**Dewback**

5

Protected by hard skin composed of tough armored scales. Frequently ridden by sandtroopers stationed in desert environments.

**CREATURE VEHICLE**

**POWER 2** **ARMOR 4** **LANDSPEED 2**

Deploy only to a desert or Tatooine site. Ability = 1/4. May add 1 "rider" (passenger). When "ridden" by a sandtrooper, may draw one battle destiny if not able to otherwise.

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**Disruptor Pistol**

4

Highly specialized weapon used for disintegration. Commonly found on the black market and in criminal arsenals. One of the favored weapons of the Black Sun.

**CHARACTER WEAPON**

Use 2 Force to deploy on your warrior (1 on your non-unique warrior). May target a character or creature using 2 Force (for free if on your non-unique warrior). Draw destiny. Target lost if destiny > defense value.

**Dodo Badoniewicz**

3

Rodian musician. Plays slitherhorn. Grew up in the streets of Mos Eisley. "Frodoed" Jawas and stole mono steals as a child. Information broker. Was part of the Showpee gang.

**POWER 2** **ABILITY 1**

Power +2 at Mos Eisley. Opponent's Jawas are power -1 here. Once during each of your control phases, may peek at top X cards of your Force Pile, reorder however you wish and replace, where X = number of other musicians at same site.

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**Dreaded Imperial Starfighter**

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The Empire uses short-range fighters and patrol craft to maintain a presence in every system within its scope of power.

**EFFECT**

Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique starfighter. Starfighters may deploy from here as if from hand (if Effect canceled by opponent, any starfighters here may immediately deploy for free).

**Dr. Evazan's Sawed-off Blaster**

2

Equipped with powerful infrared scope. Extremely sensitive trigger mechanism. Used to earn Evazan the death sentence on several systems.

**CHARACTER WEAPON**

Deploy on Dr. Evazan (may deploy on him as a "react") or use 3 Force to deploy on your warrior. May target a character or creature at same or adjacent site using 2 Force. Draw destiny. Target hit if destiny +1 > defense value. May fire repeatedly.

**Dune Walker**

1

Enclosed armored transport adapted for hot climates by replacing tertiary weapons systems with additional Sienar z33 heat dissipation units.

**COMBAT VEHICLE: AT-AT**

**POWER 5** **ARMOR 7** **LANDSPEED 1**

Deploy -1 to a desert or Tatooine site. May add 1 pilot and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. Permanent pilot provides ability of 1.

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**Eriadu Operative**

3

Used by Imperial officers as a contact between the Empire and local citizenry. Keep the Imperial bureaucracy informed on planetary issues.

**POWER 1** **ABILITY 1**

While at an Eriadu site, adds 1 to your Force drains there, is power +1 (or +2 if your commander, general or Moff is on Eriadu) and, once during each of your deploy phases, may deploy one site to Eriadu from Reserve Deck; reshuffle.

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**Executor Docking Bay**

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Your docking bay transit from here is free. If you occupy, opponent may not move to this site.

**EXECUTOR: DOCKING BAY**

Your docking bay transit from here requires 7 Force. Your transit to here requires +8 Force.

**Feltpipern Trevagg's Stun Rifle**

2

Assault rifle modified by Feltpipern. Used by the Gotal bounty hunter before he became a tax collector. Occasionally brought along to "ease" Feltpipern's collection duties.

**CHARACTER WEAPON**

Deploy on Feltpipern Trevagg or use 2 Force to deploy on your other bounty hunter. May target a character using 2 Force. Draw destiny. Add 2 if target is the target of any bounty. Target may be captured if total destiny > defense value.



**•Firepower**

3

"About twenty guns. Some on the surface, some on the towers."

EFFECT

Deploy on your side of table. Each of your starships with two or more starship weapons aboard is power +2. Once during each of your deploy phases, you may use 2 Force to deploy from Lost Pile one starship weapon, vehicle weapon or artillery weapon (for free).

**•First Strike**

4

"There'll be no escape for the princess this time."

EFFECT

Deploy on your side of table. Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force. Also, during a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. (Immune to Alter.)

**Flare-S Racing Swoop**

5

Attain speeds of up to 800 kph. 3 meters long. Extremely difficult to control at high speeds. Deagor rode a similar swoop when injured in a race with Han at Agriat.

TRANSPORT VEHICLE

POWER 0

MANEUVER 5

LANDSPEED \*

May add 1 driver and 1 passenger. \*Landspeed = driver's ability, and may be used at any time to follow an opponent's vehicle or character that just moved from same site (if within range).

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**•Flawless Marksmanship**

3

Heavy-weapon gunners assigned to Imperial facilities undergo intense training. The Imperial Navy boasts a higher weapons accuracy rate than that of the Imperial Army.

USED OR LOST INTERRUPT

Add X to one starship weapon or tractor beam destiny (before destiny is drawn) when targeting opponent's starship.  
USED: X = 2.  
LOST: X = 4.

**Floating Refinery**

4

Refines Tatooine gas at mines like those at Cloud City. Also used for moisture collection on dry planets.

DEVICE

Deploy on a cloud sector (limit one per sector). Force you activate may be drawn into hand (one per turn for each of your Floating Refineries on table). Each cloud sector or gas miner drawn in this way may be revealed to retrieve 2 Force.

**FONDOR**

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Force drain -1 here. If you control, opponent may not deploy Excutor.

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Excutor deploys -5 here. If you occupy, all opponent's Corellian corvettes are forfeit -4 and deploy +1.

**FOREST**

OFBTEST

May not deploy to Bespin, Corellia, Hoth, Kessel or Tatooine.

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**•Grib Yarrs**

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Bad-tempered smuggler. Makes a few credits more helping Jabba collect debts. Highly regarded for his uncanny anticipation in battle. Searching for Debboli.

POWER 2

ABILITY 2

May deploy for free to your starship. Adds 2 to power of anything he pilots. Power +2 when present with an opponent's smuggler. When targeted by a weapon, subtract one from each weapon destiny.

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**•Gweeta**

3

Rodian musician. In addition to her singing talents, she plays Koo hom. Befriended Sy Snootles on the luxury liner *Rivan Princess*.

POWER 2

ABILITY 1

Other Rodians deploy -1 to same site. Once during each of your control phases, may use 1 Force to take any Rodian into hand from Reserve Deck; reshuffle. While at Audience Chamber, all your other musicians are deploy -1 and forfeit +3.

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**Heavy Fire Zone** 5

"Heavy fire, boss! Twenty-three degrees."



**USED INTERRUPT**

If a battle was just initiated, deploy (for free) a vehicle weapon or starship weapon from hand (or Reserve Deck; reshuffle) on your participating vehicle or starship.

**Homing Beacon** 5

"You're sure the homing beacon is secure aboard their ship? I'm taking an awful risk, Vader. This had better work."



**DEVICE**

Deploy on opponent's starship (even if "concealed") if your bounty hunter or Imperial leader is on table. Your starships may move for free (and may move as a "react") to this location. During your move phase, may cancel Landing Claw on this starship.

**Hunt Down And Destroy The Jedi** 0

Deploy *Holotheatre and Visions Of The Emperor*. May deploy *Med Pylon*, *Chamber* and/or *Epic Duel*.

**While** this side up, during your move phase, may use 4 Force to take Vader into hand from a location you control (cards on him go to owner's Used Pile). Add 4 to each player's destiny draw for Sense and After.

**Flip** this card if Vader is at a battleground site and no Light Jedi or Luke is at a battleground site. Place out of play if you play Scanning Crew, initiate a non-Epic duel or Force drain at an *Executor* site.



**Hunting Party** 7

Sometimes a missing person is found by the wrong search party.



**USED INTERRUPT**

During your control phase, form a search party to search for an opponent's missing character at same site. Add 1 to search party destiny draw for each bounty hunter in search party. If successful, capture the character found.

**Jasa, The Traitor Of Jawa Canyon** 1

While on a trip, King Kalit entrusted his credits, sandcrawler and mate to his friend Jasa. When Kalit returned, one was spent, one was sold and the other was missing.



**POWER 3 ABILITY 1**

Deploys only on Tatooine. When firing any Jawa weapon, subtracts 3 from target's defense value. When playing Dune Sea Sabacc, may subtract 1 from or add 1 to your total.

**I Can't Shake Him!** 5

"You've picked one up... watch it!"



**USED INTERRUPT**

If your starship weapon aboard your starfighter was just fired during a battle, add one battle destiny. OR During your deploy phase, deploy one starship weapon or tractor beam from Reserve Deck; reshuffle.

**IM4-099 [Eyes on Four]** 4

Imperial Mark IV Patrol Droid. Identifies criminal activity and transmits information to local authorities. Monitors random comm signals for illegal activity.



**POWER 0 MANEUVER 4 PATROLDROID**

Whenever opponent Force drains at same or adjacent site, may deploy up to four troopers there as a "react". When IM4 is present with your trooper, Rebels are deploy +2 to same site and opponent may not "react" to or from same site.

**Imperial Occupation** 0

Deploy any planet system and one 0 site to that system. This system is the Renegade planet.

**While** this side up, once during each of your deploy phases, you may deploy one 0 site to the Renegade planet from Reserve Deck; reshuffle.

**Flip** this card if your matching operatives control at least three battleground sites related to the Renegade planet.



**Imperial Propaganda** 6

Imperial data transmissions depict Rebel incursions as terrorist acts. The Alliance is portrayed as a danger to citizens of the Empire.



**IMMEDIATE EFFECT**

If you occupy at least two battlegrounds and just lost more than 2 Force to a Force drain at a location, deploy on that location (limit one per Force drain). Opponent loses 2 Force for each Imperial Propaganda on table.



**In Range** 6

"They'll be in range of our tractor beam in moments, my lord." Good. Prepare the boarding party and set your weapons for stun.



**USED INTERRUPT**

If you have a Star Destroyer in a battle, during the weapons segment use its tractor beam for free. Add 2 to tractor beam destiny if targeting a unique (+) starship. If not captured, target is power and maneuver -3 for remainder of battle.

**Intruder Missile** 7

Produced by Sienar for TIE bombers and TIE defenders, using plans stolen from Slaye & Korpil by ISB agents. Often sold to bounty hunters and mercenaries by Black Sun.



**STARSHIP WEAPON**

Deploy on your TIE Bomber, TIE Defender or freighter. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

**ISB Operations** 0



Deploy any Consistent location.

For remainder of game, your characters with 'ISB,' 'Rebel' or 'Rebellion' in lore are ISB agents and spies, and may deploy regardless of deployment restrictions listed in their game text.

Flip this card if ISB agents control at least two Rebel Base locations or if four ISB agents are on table.

**Jabba** 1

Gangster. Leader. Infamous Hutt crime lord. Operates his vast empire from an ancient monastery on Tatooine. Uses mercenary pilots to smuggle spice and other contraband.



**POWER 2 ABILITY 3 FORCE-ATTUNED**

To use his landspeed requires +1 Force. Your aliens are deploy -1 to same location. While at Audience Chamber, adds 2 to forfeit of all your non-unique aliens and makes Scum And Villainy immune to Alter. Immune to attrition < 4.

**Jabba's Influence** 3

Jabba makes offers one cannot refuse. Smugglers, thieves and competitors who do not acquiesce have been rumored to wake up with a bantla's head in their bed.



**EFFECT**

Deploy on one of your gangsters or bounty hunters. Once during each of your control phases, if present with an opponent's smuggler or character of ability = 1, may use 3 Force. Opponent must use 5 Force or that character returns to opponent's hand.

**Jabba's Space Cruiser** 2

Flying fortress of Jabba Desilijic Ture. Reaches speeds of 800 lph in atmosphere. The crime lord installed hidden gunports as an unpleasant surprise for would-be pirates.



**CAPITAL: UBBIKKAN LUXURY SPACE YACHT**

**POWER 5 ARMOR 5 HYPERSPEED 4**

Deploys and moves like a starfighter. May add 2 alien pilots and 6 passengers. Turbolaser Battery may deploy aboard as a 'react.' When Jabba aboard, moves for free and immune to attrition.

**Jabba's Through With You** 5

"Kees la 'tano ya oslo."



**USED INTERRUPT**

If your bounty hunter just fired a character weapon during a battle, add one battle destiny. OR During your deploy phase, deploy on your bounty hunter one character weapon from Reserve Deck; reshuffle.

**Jabba's Twerps** 6

"Look, Jabba, next time you want to talk to me, come see me yourself. Don't send one of these twerps."



**LOST INTERRUPT**

If opponent just initiated a battle where your alien leader is present, deploy up to three non-unique aliens to that location from Reserve Deck; reshuffle. OR Once per game, retrieve 1 Force for each of your alien leaders present at any battleground sites.

**JUNGLE**

May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine. Your aliens and creature vehicles are each power +1 here.



**JUNGLE**

May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine. Your aliens and creature vehicles are each power +1 here.



**Kashyyyk Operative**

3

Hunters who track down escaped Wookiee slaves and report on their location. The Empire and Trandoshans pay a high price for that kind of information.

POWER 1

ABILITY 1

While at a Kashyyyk site, adds 1 to your Force drains there, is power +1 (or +2 if your Trandoshan is on Kashyyyk) and, once during each of your deploy phases, may deploy one site to Kashyyyk from Reserve Deck; reshuffle.

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**Kessel Operative**

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Mercenaries that make a profit selling materials to the troops stationed on Kessel. Help the Empire prevent escape attempts by the prisoners there.

POWER 1

ABILITY 1

While at a Kessel site, adds 1 to your Force drains there, is power +1 (or +2 if your smuggler is on Kessel) and, once during each of your deploy phases, may deploy one site to Kessel from Reserve Deck; reshuffle.

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**Kiffex Operative**

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Couriers. Watchful for any kind of activity by the Alliance or the Empire. Sell their information to anyone willing to buy.

POWER 1

ABILITY 1

While at a Kiffex site, adds 1 to your Force drains there, is power +1 (or +2 if your spy is on Kiffex) and, once during each of your deploy phases, may deploy one site to Kiffex from Reserve Deck; reshuffle.

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**Krayt Dragon**

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Krayt dragons have beautiful and valuable pearls inside them as a wizard to grind up food. Their fierceness is legendary. Up to 10 meters tall and 30 meters long.

DESERT CREATURE

FEROCITY \*

MOORNFUL HOWL 5

\* Ferocity = 6 + two destiny. Habitat: deserts and Tatooine exterior sites. May not deploy to an occupied site. If defeated, opponent may draw destiny and retrieve Force equal to destiny draw.

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**KUAT**

1

If you occupy all Star Destroyers are deploy +1 (-3 if you control). Your movement to here requires +1 Force.

1

1

Your starships may move as a 'react' (for free) to a battle here.

**Kuat Drive Yards**

3

Company that produces current generation of Star Destroyers, as well as Nebulon-B Frigate. Ship yards are extremely well defended.

EFFECT

Deploy on Kuat system. All your Imperial-class Star Destroyers are immune to attrition < 4. Once during each of your deploy phases, may deploy one Imperial-class Star Destroyer here from Reserve Deck; reshuffle. (Immune to After while you occupy Kuat.)

**Lobel**

3

Powerful magnetic fields in the Lobel physiology make the operation of nearby navigators devices impossible. Pilots claim these fields also produce leadsoles.

POWER 2

ABILITY 1

Subtracts 2 from forfeit of each opponent's pilot at same site. Prevents characters from moving to or from same or adjacent site using Ellis Helrot or Nabrun Leids.

2

3

**Lobot**

1

Son of a traveling starer. Helps run Cloud City with Administrator Lando Calrissian. Speech capability worn away by constant cyborg neural connection.

POWER 2

ABILITY 2

Deploys only on Cloud City. Power +2 when present at a Scomp link. If present at a site, can be replaced by opponent with any Light Side Lobot. While present on Cloud City with your Lando, prevents replacement of Lobot and Lando.

2

3

**Lyn Me**

3

Twilek musician whose village hired Boba Fett for protection from slavers. Fell in love with the famous mercenary. Vowed to kill Luke and Han.

POWER 1

ABILITY 1

Subtracts 1 from deploy cost of bounty hunters at same site (Boba Fett deploys free). During battle, subtracts X from opponent's total power, where X = number of your musicians present (+2 if battling Luke or Han, or +4 if both).

2

2



**Makurth** 2

A fierce race of nocturnal canines from Mollok. Charge into battle with a terrifying scream. Often find employment as bodyguards for Black Sun.



POWER 2 ABILITY 1

When in a battle at a site, may use 2 Force (or 1 Force if you initiated the battle) to 'scream' (add one destiny to your total power only). Immune to attrition < 4 under "nighttime conditions."

2  
2

**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, dejank or Imperial Holotable into hand from Reserve Deck; reshuffle. OR Cancel Mantellian Savrip. OR Cancel opponent's Force drain at a holosite.

**Nal Hutta Operative** 3

Strong-armed H'nermie thugs working for the Hutts. Work alongside Rodians and other unsavory aliens.



POWER 1 ABILITY 1

While at a Nal Hutta site: adds 1 to your Force drains there, is power +1 (or +2 if your gangster or Rodian is on Nal Hutta) and, once during each of your control phases, may deploy one site to Nal Hutta from Reserve Deck; reshuffle.

1  
2

**Nebit** 3

Jawa leader responsible for organizing raids on rival Jawa factions. Detested warrior. Hates being "fucked."



POWER 2 ABILITY 1

Deploys only on Tatooine. When in a battle with at least two of your other Jawas, adds one battle destiny. When your total battle destiny at Nebit's site is greater than opponent's total battle destiny, Nebit reduces attrition against you by 3.

2  
3

**Nikato Duzgad** 2

Mercenary from Vodran. Nikato's culture controls its environment through terraforming facilities. Enhanced adrenal glands allow for short bursts of incredible strength.



POWER 2 ABILITY 3 FORCE-ATTUNED

May not carry or use devices or weapons. Once per turn, may use X Force, where X = 1, 2 or 3, to add twice X to his power for remainder of turn.

3  
4

**No Bargain** 4

"Zet to seet. Jabba no tuzindy hunkalee."



EFFECT

Deploy on your side of table. While no Imperials are at any Jabba's Palace sites, at all such sites: Rebels are deploy +2, Revolution is canceled and your non-unique aliens are each forfeit +1. (Immune to Alter.)

**One-Arm** 3

When a wampa is wounded, the other members of its pack band together to repel the threat.



SNOW CREATURE

FEROCITY 3 VICIOUS HOWL 4

Habitat: Hoth sites. Deploys only to Wampa Cave. For remainder of game, all wampas are selective creatures.

6  
0

**Oppressive Enforcement** 4

The Imperial fleet keeps a tight grip on the systems under its control. Abuses and excesses by local citizens are not tolerated.



EFFECT

Deploy on your side of table. Your Imperial capital starships are each destiny +1. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

**Ord Mantell Operative** 3

Many Aqualish drift and maintain bounty hunting contracts for the Empire, the Hutts or anyone with credits. Fight against the Alliance to avoid losing their best customer.



POWER 1 ABILITY 1


While at an Ord Mantell site: adds 1 to your Force drains there, is power +1 (or +2 if your bounty hunter is on Ord Mantell) and, once during each of your deploy phases, may deploy one site to Ord Mantell from Reserve Deck; reshuffle.

1  
2



**•OS-72-1 In Obsidian 1** 2

Lead starfighter of Obsidian Squadron. Flown by Cné Raslon. Call sign "Howlrunner." She served in an elite TIE squadron aboard the Star Destroyer *Avenger*.



STARFIGHTER: TIE/LN

**POWER 2** **MANEUVER 3** **NO HYPERDRIVE**

Deploy -1 and power +3 at a cloud sector. Permanent pilot is •OS-72-1, who provides ability of 2, adds 2 to power and, at a cloud sector, may draw one battle destiny if not able to otherwise.

5  
3

**•OS-72-2 In Obsidian 2** 3

Piloted by Dodson Malarsen, wingman of Cné Raslon. Experienced TIE pilot with many kills in atmospheric combat. Nicknamed "Night Beast" for his many curfew violations.



STARFIGHTER: TIE/LN

**POWER 1** **MANEUVER 3** **NO HYPERDRIVE**

Deploy -1 and power +3 at a cloud sector. Permanent pilot is •OS-72-2, who provides ability of 2, adds 2 to power and, at a cloud sector, may draw one battle destiny if not able to otherwise.

4  
2

**•OS-72-10** 2

Pilot of Obsidian 10. Has served aboard the *Questor*, the *Taunidoran*, and the *Excutor*. Not interested in advancing his rank as it would remove him from the pilot's seat.



**POWER 3** **ABILITY 2**

Adds 2 to power of anything he pilots (3 if any TIE). When piloting a TIE at a cloud sector, adds one battle destiny and makes that TIE immune to attrition < 4 (< 6 if Obsidian 10).

6  
3

**Outer Rim Scout** 2

Smugglers and scouts employed by the ISB. Search the far reaches of the galaxy for Rebel activity and habitable worlds. Know all the smugglers' best hiding places.



**POWER 2** **ABILITY 2**

Deploy -1 to your starship. Adds 2 to power of anything he pilots. When piloting a starship, instead adds 3 to power and draws one battle destiny if not able to otherwise. Suspends Asteroid Sanctuary at related sector.

2  
3

**Overwhelmed** 5

When the Empire amasses its fleet, the only option for the Alliance is retreat.



**LOST INTERRUPT**

During your deploy phase, target a system where your total power is more than double opponent's total power and opponent has no Jedi or starship weapon. Place all opponent's starships there (and cards on them) in owner's Used Pile.

**Patrol Craft** 4

Small, enclosed patrol fighter used on many worlds to help maintain order. A cheaper alternative to the Bespin Motors cloud car.



**TRANSPORT VEHICLE**

**POWER 1** **MANEUVER 3** **LANDSPEED 3**

Power +1 at Coruscant or Bespin. May add 1 driver and 1 passenger. May deploy or move as a "react." At cloud sectors, may move and be targeted by weapons like a starfighter.

1  
3

**•Planetary Subjugation** 4

The Empire crushes resistance with massive orbital bombardment. The coordinated attack of a TIE bomber wing reduces a planet's surface to rubble.



**EFFECT**

Deploy on table. You may add up to 5 to destiny of each TIE Bomber drawn for weapon or battle destiny. You may add 1 to Proton Bomb weapon destiny draws. Asteroid Sanctuary is canceled unless present with opponent's starship. (Immune to Alter.)

**•Ponda Baba's Hold-out Blaster** 2

High-powered, short-barreled blaster. Modified Imperial blaster pistol. Kept concealed by the Aqualish mercenary.



**CHARACTER WEAPON**

Deploy on your smuggler or use 2 Force to deploy on your warrior. May deploy on Ponda Baba as a "react." May target a character or creature using 2 Force. Draw destiny. Target hit, and forfeit = 0, if destiny +1 > defense value.

**Pride Of The Empire** 3

Imperial starships that perform with distinction are highly publicized in an attempt to make the pilots look like heroes to the citizens of the Empire.



**IMMEDIATE EFFECT**

If you just won a battle in which opponent lost a starship, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is a TIE/ln). Also, that starfighter is power +2. (Immune to Control.)



**Put All Sections On Alert** 6

"We have an emergency alert in detention Block AA, twenty-three."



**USED OR LOST INTERRUPT**

**USED:** Target one Rebel at a Death Star (or *Evostror*) site. For remainder of turn, target may not use its game text and may not apply ability toward drawing battle destiny. (Immune to Sense.) **LOST:** Retrieve into hand up to two cards with "Death Star" in title.

**R2-A5 [Artioo-Ayfive]** 2

Combat communications astromech. Coordinates starfighter attack vectors. Broadcasts target acquisition data to gunnery systems.



**POWER 1 ASTROMECH DROID**

When in battle aboard your capital starship at a system or sector, adds 1 to total attrition against opponent for each of your piloted TIEs present in that battle.

**Railthal Operative** 3

Opportunists work with corrupt governments and Railthal casino operators. Keep the Empire informed of local Alliance activity, for a price.



**POWER 1 ABILITY 1**

While at a Railthal site: adds 1 to your Force drains there; is power +1 (or +2 if your gambler or tax collector is on Railthal) and, once during each of your deploy phases, may deploy one site to Railthal from Reserve Deck; reshuffle.

**Railthir Operations** 0



**Deploy Railthir system.**  
While this side up, once during each of your deploy phases, may deploy from Reserve Deck to Railthir one site or non-unique Imperial; reshuffle. At Railthir locations, each Rebel is deploy +2.  
Flip this card if Imperials control at least three Railthir sites and opponent controls no Railthir locations.  
Place out of play if Railthir is "blown away."

**Rapperhunie** 3

Shawda Ubb musician from Manpha. Plays growls. Real name Rapotwonalantonee. When cornered in a fight, he can spit a paralyzing poison.



**POWER 3 ABILITY 1**

Where present, adds X to Force opponent must use to initiate battle, where X = number of musicians present. May target one non-droid character present in battle. Draw destiny. If destiny > defense value, target is power = 0 this battle.

**Rebel Base Occupation** 4

"General, prepare your troops for a surface attack"




**EFFECT**

Deploy on a Rebel Base system if you occupy at least two related battleground sites. During each of your control phases, opponent loses 1 Force for each related battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

**Relentless Pursuit** 4

When stalked by a TIE fighter, Rebel pilots are often forced to focus on escaping the TIE's firing arc.




**LOST INTERRUPT**

If your piloted starship armed with a starship weapon is in a battle, lose 1 Force to reduce the power of one opponent's starship in that battle to zero. OR Place one opponent's starship just 'hit' in Lost Pile.

**RENDILI** 2

Force drain -1 here. If you occupy, opponent's Rendili game text is canceled.



**RENDILI** 2

If you control, once during each of your control phases, may use 3 Force to retrieve a *Victory*-class Star Destroyer.

**Rendili StarDrive** 3

Responsible for early Imperial space supremacy. Rendili designs provide extremely stable weapons platforms for capital ship weapons.



**EFFECT**

Deploy on Rendili system. Your *Victory*-class Star Destroyers are deploy -2 here. Each of your Turbolaser Batteries deploys for free, fires for free and adds 1 to each of its weapon destiny draws. (Immune to Alter while you occupy Rendili.)



**Return To Base** 3

Imperial orders demand that damaged starships return to base for repair. Some captains with only minor damage to their ships accept this order.



**EFFECT**

Use 4 Force to deploy on your side of table. A starship you just lost may be placed here. Holds one starship at a time. During your deploy phase, may use X Force to bring starship to hand, where X = deploy cost of that starship.

**Rock Warr** 5

Fast-moving, insect-like pest. Scavenges in rocky, secluded habitats. Hides in shadows and attacks when surprised. Nearly 1 meter long.



**SCAVENGER CREATURE**

**FEROCITY 2 CARAPACE 2**

Habitat: planet sites. Landspeed = 2. Ferocity +2 when present at Bluffs or any canyon.

**Ronto** 5

Beast of burden often used by Jawas. Excellent sense of smell. Poor vision. Slow moving. Tough hide. Easily startled by fast-moving speeders.



**CREATURE VEHICLE**

**POWER 3 ARMOR 3 LANDSPEED 2**

May add 2 "riders" (passengers). Ability = 1/4. When "ridden" by a Jawa, moves for free and draws one battle destiny if not able to otherwise.

**RRURRRRR** 3

Tusken Raider who tends to the banthas used by URURURRR's tribe. Expert in wielding a gaffi stick. Attacked Luke Skywalker in the Jundland Wastes.



**POWER 1 ABILITY 2**

Deploys only on Tatooine. Power +3 while armed with a Gaderffii Stick. Where present, each of your banthas is power and forfeit +2 unless a Weequay is at a related site. When "riding" a bantha, adds one battle destiny.

**Rystall** 3

Musician. Raised by Ortolans. Grew up on the streets of Coruscant. Rescued from the Black Sun crime cartel by Lando Calrissian.




**POWER 1 ABILITY 2**

Power and forfeit +2 at a Coruscant site. May retrieve 1 Force each time you deploy a musician to same site. Once during each of your turns, may use 1 Force to "charm" one male of ability < 3 present; male is forfeit = 0 for remainder of turn.

**Sacrifice** 4

Jabba's minions could be expected to be sacrificed to save the Hutt, to destroy one of the Hutt's enemies or to provide the Hutt and his minions with a good laugh.



**USED INTERRUPT**

Reduce your battle damage by 5 by losing from hand a starship, vehicle or character. OR if your character's forfeit was just reduced to 0, restore it to normal. (Immune to Sense.)

**Sandtrooper** 3

Equipped for harsh, high-temperature environments. Primarily assigned to search-and-destroy missions, but sometimes break up local disputes or recover stolen droids.



**POWER 2 ABILITY 1**

Deploys only to Tatooine or any desert. Immune to Sandwhirl. Power -1 when not on Tatooine.

**Sarlacc** 2

Very patient predator in the Dune Sea. Tentacles can grab prey up to four meters away. Digests victims for 1000 years. Often fed prisoners by Jabba the Hutt.




**ANCIENT DESERT CREATURE**

**FEROCITY \* TENTACLES 12**

\*Ferocity = 4 + destiny. Habitat: Great Pit Of Carkoon. If Sarlacc eats a captive, may retrieve 1 Force for each of your aliens here. Anything eaten by Sarlacc is placed out of play.

**Secret Plans** 4

Imperial computer systems are equipped with complex algorithms designed to prevent access by unauthorized users.



**EFFECT**

Deploy on your side of table. Once during each of your control phases, may take one Shocking Revelation into hand from Reserve Deck; reshuffle. Also, whenever opponent retrieves X cards, opponent must first use X Force or that retrieval is canceled. (Immune to Alter.)



**Sentinel-Class Landing Craft** 2

Modified light freighter. Length 20 meters. Heavily armored for a landing craft. Has ion cannon mounts. Often carries speeder bikes for reconnaissance purposes.



STARFIGHTER: SENTINEL-CLASS LANDING CRAFT

POWER 3 MANEUVER 3 HYPERSPEED 3

May add 1 pilot, 4 passengers and 2 speeder bikes. Permanent pilot provides ability of 1. Any starship cannon may deploy here. Takes off and lands for free.

2  
3  
4

**Sergeant Major Bursk** 3

Leader of most brutal snowtrooper platoon in the Battle of Hoth. Cunning planner. Coordinates attacks and manages troop movements.



POWER 3 ABILITY 2

When in battle on Hoth, immune to attrition < 3 and adds 2 to attrition against opponent. Your snowtroopers are deploy -1 to same Hoth site. Power -1 when not on Hoth.

2  
3

**Sergeant Major Enfield** 2

Commander of a platoon of Death Star troopers. Maintains security around the detention block area. Often serves as Lt. Shann Childsen's attacké.



POWER 3 ABILITY 2

When in battle with another Death Star trooper, adds one battle destiny. Your Death Star troopers are deploy -1 to same Death Star site. Trooper Charge targeting at same or related site is a Used Interrupt. Power -1 when not on Death Star.

3  
3

**Sergeant Merril** 3

Tyrannical squad commander on Cloud City. Treats his fellow Cloud City troopers with disdain. Enemy of Ulric M'To.



POWER 2 ABILITY 1

Deploys for free on Cloud City if your Lando is at a related location. Power +2 on Cloud City. When in battle at a Cloud City site, adds 1 to your total battle destiny for each of your other Cloud City troopers in that battle.

2  
2

**Sergeant Narthax** 3

Commanded a squad of snowtroopers in the Battle of Hoth. Trains snowtroopers in extreme-weather survival tactics. Originally from Ukio.



POWER 3 ABILITY 2

While on Hoth, makes all your snowtroopers immune to Ice Storm. When in battle on Hoth with another snowtrooper, adds one battle destiny. Precise Attack targeting at same or related site is a Used Interrupt. Power -1 when not on Hoth.

2  
3

**Sergeant Torment** 3

Senior watch trooper at Death Star's command center. Monitors external sensor data, scanning for Rebel activity. Vigilant in his duties.



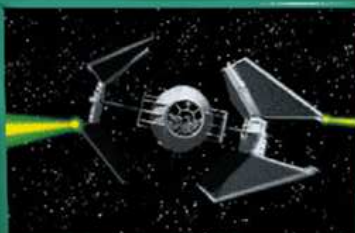
POWER 2 ABILITY 2

Deploys -2 on Death Star. When in battle, adds 1 to your total battle destiny for each of your other Death Star troopers present. While on Death Star, adds 1 to each of your Force drains at a battleground related to system Death Star orbits.

2  
2

**SFS L-93 Laser Cannons** 5

Developed by Sienar Fleet Systems weapons division to provide added firepower against shielded Rebel fighters. Also provides added coverage to increase accuracy.



STARSHIP WEAPON

Deploy on your TIE Avenger, TIE Interceptor or TIE Defender. May target a starfighter using X Force, where X = 0 to 3. Draw destiny. If destiny + X > defense value, target hit (lost instead if X = 3).

**Short-range Fighters** 5

Imperial battalions keep squadrons of TIE/lns on constant patrol.



USED INTERRUPT

Once per game, target one non-unique starfighter on table. Draw destiny. If destiny < X, retrieve X Force, where X = number of copies of that card you have on table. (Immune to Sense) OR Take one non-unique starfighter into hand from Reserve Deck; reshuffle.

**Sienar Fleet Systems** 3

Industry leader in fighter production, but produces several other products. Constantly working on advancements to the baseline TIE design.



EFFECT

Deploy on Wakeelmu system. Retrieve 1 Force each time you deploy a TIE. Also, once per turn you may relocate a TIE just lost from table to Used Pile. (Immune to Alter while you occupy Wakeelmu.)



May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
If you have a non-unique Imperial leader at some or related site, Force drain +1 here.

**SPACEPORT CITY**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
If your Hoth or snow planet, Force drain +1 here.

May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.  
Your cloning bay transit from here requires 2 Force. Your cloning bay +1 here.

**SPACEPORT DOCKING BAY**

May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.  
Your cloning bay transit from here requires 3 Force. Your pilots deploy +1 here.

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
If your Imperial leader here, Imperials at some and related sites are power and Force +1.

**SPACEPORT PREFECT'S OFFICE**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
During your move phase, may move from here and any related to spaceport site.

**SPACEPORT STREET**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
 Rebels are power-1 here.

**•Strategic Reserves**

4

The Empire is able to quickly relocate its manpower, deploying its troops as efficiently as possible.

**EFFECT**

Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique Imperial. Imperials may deploy from here as if from hand (if Effect canceled by opponent, any Imperials here may immediately deploy for free).

**Surface Defense**

5

"The battle station is heavily shielded and carries a firepower greater than half the starfleet."

**USED OR STARTING INTERRUPT**

USED: Add 1 to your just-drawn weapon destiny.  
STARTING: If you have deployed a battleground, deploy Resistance, Secret Plans and/or There Is No Try from Reserve Deck. Place Interrupt in Reserve Deck.

May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.  
To include battle here, you must use +3 Force. You may not "lead" to or from here.

**SWAMP**

**Swoop Mercenary**

3

Members of swoop gangs on Tatooine often have experience piloting larger craft. Many wear tall shock-helmets.

**POWER 2 ABILITY 1**

2  
3

Adds 2 to power of anything he pilots or drives and, when driving a swoop, adds 3 to landspeed. When present at a site with another Swoop Mercenary, may draw one battle destiny if not able to otherwise.

**•Sy Snootles**

3

Pollock musician. Manager of The Max Rebo Band. Reports on Jabba to Lady Valarian. Bib Fortuna uses her as a double agent, feeding her false information.

**POWER 1 ABILITY 1**

1  
3

During your deploy phase, where present, allows J'Quille or Bib Fortuna to deploy from Reserve Deck reshuffle. Once each turn when you have at least 3 musicians on table, may play Ommin Box to cancel opponent's Force drain at a related site.



**•Tarkin's Bounty** 5

"You don't know how hard I found it signing the order to terminate your life."



**EFFECT**

Deploy on opponent's spy or Rebel leader. If subsequently captured by a bounty hunter or Imperial and then transferred to Detention Block Corridor, retrieve Force equal to character's forfeit (+4 if Leia) and lose Effect. (Immune to Alter.)

**TATOOINE: JAVA CANYON**

Your Jawas are each power +2 here.



**TATOOINE: JAVA CANYON**

Force drain -1 here unless your Jawa is at this site.

**TATOOINE: KRAYT DRAGON PASS**

Add 1 to each of your file destiny draws here for each Tatooine battleground site you occupy.



**TATOOINE: KRAYT DRAGON PASS**

Force drain -1 here if Krayt Dragon Bones on table.

**•Tatooine Occupation** 4

Sandtroopers commanded by Governor Artoo do not enjoy their assignment. They find a means of venting their frustrations by harassing the local inhabitants.



**EFFECT**

Deploy on Tatooine system if you occupy at least two Tatooine battleground sites. During each of your control phases, opponent loses 1 Force for each Tatooine battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

**•Tauntaun Skull** 5

Bones strewn around the cane lair of the wampa are proof of the beast's prowess.



**USED INTERRUPT**

During a battle or attack, place out of play one non-droid character, creature or creature vehicle from your Lost Pile. Add its destiny number to your total power. OR Take one Stop Motion or Yaggle Gakkie into hand from Reserve Deck; reshuffle.

**•They're Coming In Too Fast!** 4

"We're not out of this yet!"



**USED INTERRUPT**

If you have a piloted starship armed with a starship weapon, select one opponent's starship present to lose all immunity to attrition for remainder of turn. OR Cancel A Few Maneuvers.

**•They've Shut Down The Main Reactor** 4

"We'll be destroyed for sure!"



**USED INTERRUPT**

If you have a piloted capital starship armed with a starship weapon or equipped with a tractor beam, use 2 Force to target an opponent's starship present. Until end of your next turn, target cannot move and its pilots may not apply ability toward drawing battle destiny.

**TIE Defender Mark I** 3

First production run of TIE defender design. Powerful Pac-9.7 sublight engines. Five-linked laser cannons. All blind spot exploited by maneuverable enemy starfighter.



**STARFIGHTER: TIE DEFENDER MARK I**

**POWER 3 MANEUVER 4 HYPERSPEED 2**

May deploy as a "react". Permanent pilot provides ability of 1. Any starship cannon may deploy aboard. Power -2 while opponent has a starfighter present with higher maneuver.

**•Trooper Salacc** 4

Salacc is a popular pastime for off-duty Imperial stormtroopers throughout the galaxy.



**USED INTERRUPT**

**Requirements:** A gambler or trooper at a site.  
**Wild cards (2-7):** Imperial and Rebel leaders. (Troopers may use weapons as wild cards.)  
**Coin cards:** Locations and droids.  
**Stakes:** One transport vehicle without armor or one character weapon.



**•Unpass stay** 2

Klatooins join into slavery to Desilijic Hutts clan on Shwiti. Musician. Works as a spy for Jabba at his desert fortress while playing drums for visiting bands.



**POWER 3 ABILITY 1**

Power +2 at a Jabba's Palace site. Each of your other musicians at same site is power +2 and immune to attrition < 3. Immune to attrition < 4.

4  
2

**•URoRuR'R's Bantha** 3

Raised by RRuRuR' for personal use by URoRuR'R'R. Alpha male of his bantha herd. Has trampled many Jawas. Nicknamed "Rur'R".



**CREATURE VEHICLE**


**POWER 2 MANEUVER 2 LANDSPEED 1**

May add 2 "riders" (passengers). Ability = 1/2. Adds 1 to power of each of your Tusken Raiders and other banthas present. When "ridden" by URoRuR'R'R, adds one battle destiny.

1  
4

**•Ur'Rur'** 3

Fierce Tusken Raider. Ransacks homes and moisture farms on the borders of Mos Espa.



**POWER 2 ABILITY 1**

Deploys only on Tatooine. While at Tusken Canyon, Jundland Wastes or same Tatooine site as URoRuR'R'R, adds 2 to each of your battle destiny draws at Tatooine sites where you have a Tusken Raider.

2  
2

**•Vader's Personal Shuttle** 3

Customized transport of Lord Vader. Employs advanced sensor jamming gear. Modified with enhanced tactical displays constructed to the Dark Lord's specifications.



**STARFIGHTER: LAMBDA-CLASS SHUTTLE**

**POWER 2 MANEUVER 2 HYPERSPEED 3**

May add 1 pilot and 4 passengers. Permanent pilot provides ability of 2. Moves for free. While Vader aboard, opponent must have ability > 5 to draw battle destiny at same system. May not Tallon Roll.

2  
4

**•Vengeance** 2

Part of Darth Vader's Death Squadron. Support vessel for the fleet's starfighters. Cargo areas converted into hangar space for additional TIE fighters.



**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

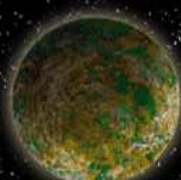
**POWER 8 ARMOR 6 HYPERSPEED 3**

May add 6 pilots, 8 passengers, 1 vehicle and 6 TIEs. Has ship-docking capability. Permanent pilot provides ability of 2. Your TIEs are forfeit +2 at same location. Power +2 at Nal Hutta.

9  
9

**•WAKEELMUI** 2

If you occupy, all TIEs deploy +1 (+2 if you control). Your movement to here requires +1 Force.




**WAKEELMUI**

If Kuat is on table, Force generation +2 for you here.

2  
2

**•Watch Your Back!** 3

"Fighters above you, coming in!"



**LOST INTERRUPT**

During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your starfighter in that battle.

**•Wittin's Sanderwaler** 2

Patrols the Dune Sea searching for lost droids and other items worth scavenging. Armor reinforced to protect against frost dragon attacks. Enclosed.



**TRANSPORT VEHICLE**

**POWER 3 ARMOR 4 LANDSPEED 2**

Deploys only on Tatooine. May add 1 driver and 7 passengers. While your Jawa is aboard, this vehicle and your Jawas at same site are immune to attrition < 3. Power +2 if Wittin at same site.

3  
5

**•••Womp Rat** 5

Carnivorous rodents. Typically found in Beggar's Canyon. About the size of an average thermal exhaust port.



**DESERT CREATURE**

**FEROCITY \* SCURRY 4**

\*Ferocity = destiny. Habitat: exterior planet sites. Ferocity +1 for each other womp rat at same site. Lost if "bullseyed" by Luke's T-16 Skyhopper present.

2  
0



**Air-2 Razing Swoop** 5

Features maneuvering flaps and repulsorlift engines. High speed and sensitive controls make swoops hard to drive. Outracing cloners on Bonadan, Han escaped on an Air-2.



**TRANSPORT VEHICLE**

**POWER 0** **MANEUVER 5** **LANDSPEED \***

May add 1 driver and 1 passenger. \*Landspeed = driver's ability, and once per turn, may follow an opponent's vehicle or character that just moved from same site (if within range).

2  
2

**Alderaan Operative** 3

Many of the Alliance's generals and commanders are from Alderaan. Not all of Alderaan's population are active members of the Rebellion, but most support the cause.



**POWER 1** **ABILITY 1**

While at an Alderaan site: adds 1 to your Force drains there; is forfeit +1 (and power +1 if your general is on Alderaan) and, once during each of your deploy phases, may deploy one site to Alderaan from Reserve Deck; reshuffle.

1  
3

**All Wings Report In** 5

"Red 10 standing by." "Red 7 standing by." "Red 3 standing by." "Red 6 standing by." "Red 9 standing by." "Red 2 standing by." "Red 11 standing by." "Red 5 standing by."



**USED INTERRUPT**

Once per game, target one non-unique starfighter on table. Draw destiny. If destiny < X, retrieve X Force, where X = number of copies of that card you have on table. (Immune to Sense.) OR Take one non-unique starfighter into hand from Reserve Deck; reshuffle.

**Anoat Operative** 3

Independent Hremlite merchants at Anoat coordinate the shipping of supplies to Rebel bases throughout the galaxy.



**POWER 1** **ABILITY 1**

While at an Anoat site: adds 1 to your Force drains there; is forfeit +1 (and power +1 if your smuggler or Ugnaught is on Anoat) and, once during each of your deploy phases, may deploy one site to Anoat from Reserve Deck; reshuffle.

1  
3

**Antilles Maneuver** 5

As their war with the Empire continued, Rebel pilots learned ways to counter standard Imperial tactics such as the Tullon Roll.



**USED INTERRUPT**

Take one Corellian Slip into hand from Reserve Deck; reshuffle. OR If Luke and Wedge are in a battle together at a system or sector, exclude from that battle one opponent's starfighter or combat vehicle present.

**ASP-707 (Ayyespee)** 3

Extremely common menial-labor droid. Used for a variety of tasks. Mostly used for transporting heavy objects from one place to another.



**POWER 0** **AUTOMATON DROID**

Your vehicles and devices deploy -1 here. Once during each of your control phases, may place your weapon, device or non-creature vehicle present on top of Reserve Deck. When on Crash Site Memorial, that Effect is immune to Alter.

1  
4

**Balanced Attack** 4

Alliance starfighter pilots cross-train with other starship types to maximize combat efficiency.




**USED INTERRUPT**

If you have more than one class of "snub fighter" (Z-95, A-wing, B-wing, X-wing or Y-wing) in a battle, for each different class, add 1 to attrition against opponent (add 2 more if Falcon present). OR Take one admiral or general into hand from Reserve Deck; reshuffle.

**Ben Kenobi** 1

Served Bail Organa during the Clone Wars. Saved Anakin's lightsaber until he was able to give it to Luke. Hasn't gone by the name Obi-Wan for a long time.



**POWER 5** **ABILITY 6** **JEDI KNIGHT**

Deploys only on Tatooine. When in a duel, adds 2 to your total. Once per turn, if a battle just ended, may "revive" (place here from Lost Pile) one character forfeited from same site this turn. Immune to attrition < 5.

5  
9

**Bothan Spy** 3

Bothans operate the most complex spy network in the galaxy. Discovered the location of the second Death Star. Ambitious. Resourceful. Funny. Tend to die in large numbers.



**POWER 1** **ABILITY 2**

May be targeted (instead of a droid) by Death Star Plans. When targeted by Death Star Plans, makes that Effect immune to Alter and adds one destiny to Force retrieved with Death Star Plans. May not be targeted by Nabruin Leids.

2  
6



Force drain -X here, where X = number of spies opponent has on table.

**•BOTHAWUI 2**



**•BOTHAWUI 2**

Your spies deploy -1 here and at related sites. If you control, Undercover is immune to Hutt Smooch.

**Bothawui Operative 3**

Gran pacifists responsible for maintaining contact with the Bothans. Some are stationed on the Bothan homeworld to help monitor sensitive information.



**POWER 1 ABILITY 1**

While at a Bothawui site: adds 1 to your Force drains there; is forfeit +1 (and power +1 if your Bothan is on Bothawui) and, once during each of your deploy phases, may deploy one site to Bothawui from Reserve Deck; reshuffle.

**•Bron Quersy 2**

Piloted Red 8 at the Battle of Yavin. Dreaded of attending the prestigious Raitthal Academy. Trained on X-wings by Wedge Antilles.



**POWER 2 ABILITY 2**

Adds 2 to power of anything he pilots. When piloting Red 8 during battle, adds one destiny to total power only. When at Raitthal system, adds 1 to each of your Force drains there.

**•Bron Burn 3**

Ugly scars cover this former commando from southern Neotia. Likes to be on his own. Crack shot. Off and on partner of Dehokli. Relies on intuition to survive.



**POWER 2 ABILITY 3 FORCE-ATTUNED**

When alone at a site, draws one battle destiny if not able to otherwise. Adds 1 to each of his weapon destiny draws. Immune to attrition < X, where X = number of Imperials present.

**B-wing Attack Fighter 3**

First models designed in Roche asteroid field by Admiral Ackbar's team of Yagine engineers. Early design equipped to detect and neutralize Imperial orbital mines.




**STARFIGHTER: B-WING**

**POWER 4 MANEUVER 2 HYPERSPEED 3**

Permanent pilot provides ability of 1. May fire two or more weapons during battle. Each of its weapon destiny draws is +1. During your turn, may use 1 Force to 'defuse' (lose) an Orbital Mine present.

**•Cami 2**

Friend of Luke and Biggs. Fier's girlfriend. Lives in Anchorhead. Feels sorry for Luke, but still calls him 'Wormie'. Her parents have underground hydroponics gardens.



**POWER 1 ABILITY 2**

Deploys free to Anchorhead. Forfeit +1 when present with Fixer. Once during each of your deploy phases, may deploy Luke (of power < 4), Biggs or Fixer to same Tatooine site from Reserve Deck; reshuffle.

**•Clak'dor VII Operative 3**

Hired by the Alliance after the ecological disaster on Clak'dor VII. Brought food supplies and medicine to the Both, securing their loyalty to the Rebellion.



**POWER 1 ABILITY 1**

While at a Clak'dor VII site: adds 1 to your Force drains there; is forfeit +1 (and power +1 if your musician is on Clak'dor VII) and, once during each of your deploy phases, may deploy one site to Clak'dor VII from Reserve Deck; reshuffle.

**•CLOUD CITY: CASINO**

Whenever your gambler present here wins Cloud City Sabacc, retrieve 2 Force (3 if 1 land).



Unless you have a gambler here, you may not use wild cards in Cloud City Sabacc.

**•Cloud City Celebration 4**

The merchants on Cloud City fear Imperial occupation. Many on the floating station long for the day that the Empire is overthrown.



**EFFECT**

Deploy on Bespin system if you occupy at least two Cloud City battleground sites. During each of your control phases, retrieve 1 Force for each Cloud City battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)







**Coruscant Celebration** 4

Despite Imperial propaganda, the citizens of Coruscant very much wish for the collapse of the Empire.



**EFFECT**

Deploy on Coruscant system if you occupy at least two Coruscant battleground sites. During each of your control phases, retrieve 1 Force for each Coruscant battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

**Dantooine Base Operations** 0



Deploy Dantooine system.

**While** this side up, once during each of your deploy phases, may deploy from Reserve Deck to Dantooine one site or non-unique Rebel; reshuffle. At Dantooine locations, each Imperial is deploy +2.

**Flip** this card if Rebels control at least three Dantooine sites and opponent controls no Dantooine locations.

**Place** out of play if Dantooine is "blown away."

**Darklighter Spin** 3

Biggs improvised this maneuver shortly after joining the Alliance. By spinning his starfighter while firing all four cannons, he was able to destroy multiple incoming targets.



**LOST INTERRUPT**

During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your starfighter in that battle.

**DEATH STAR** X

X = parsec of current position (starts at 0). Immune to Revolution. You may move Death Star (bypassed = 1).



**DEATH STAR** X

Deploy if Death Star Plans completed and Death Star system not on table. If "blown away," Dark Side loses +8 Force.

**DEATH STAR: DETENTION BLOCK CORRIDOR**

Force drain +1 here. Whenever you release a captive here, retrieve 1 Force (4 if Leia).



During your deploy phase, J-0 and Hypo may deploy here from Reserve Deck reshuffle.

**Dabnoli** 2

Good-natured patron of Mos Eisley cantina, until the Empire impounded his starship. Expert marferran. Seeking revenge on the Empire.



**POWER 3** **ABILITY 2**

Adds 2 to power of anything he pilots. When firing a character weapon, adds 1 to total weapon destiny and characters he 'hits' are forfeit = 0. Immune to attrition < 2 (< 5 while armed with a blaster).

**DESERT**

May not deploy to Bespin, Coruscant, Dagobah, Hoth, Yavin, or Naboo. Each of your battle destiny draws 6-1 here. Sabotage here moves only if on Yavin.



**DESERT**

**Desperate Tactics** 4

Members of the Rebel Alliance are willing to make a perilous tactical attack for the cause.



**USED INTERRUPT**

If your vehicle weapon was just fired during a battle, add one battle destiny. OR During a battle at a site where you have an artillery weapon or vehicle weapon, cancel all opponent's immunity to attrition for remainder of battle.

**Direct Assault** 4

"I got 'im! I got 'im!"



**USED INTERRUPT**

If you have a piloted starship armed with a starship weapon, select one opponent's starship present to lose all immunity to attrition for remainder of turn. OR Cancel Dark Maneuvers.



**Disruptor Pistol** 4

Illegal weapon easily purchased by Rebel supplies on the black market. Rechargeable energy packs make it a cost-effective weapon.



**CHARACTER WEAPON**

Use 2 Force to deploy on your warrior (1 on your non-unique warrior). May target a character or creature using 2 Force (for free if on your non-unique warrior). Draw destiny. Target lost if destiny > defense value.

**Docking And Repair Facilities** 3

Most Rebel frigates are equipped with repair facilities for damaged or disabled starfighters. Capital ships are serviced at larger spaceports.



**EFFECT**

Use 4 Force to deploy on your side of table. A starship you just lost may be placed here. Holds one starship at a time. During your deploy phase, may use X Force to bring starship to hand, where X = deploy cost of that starship.

**Don't Tread On Me** 5

Han did not take kindly to Jabba's posturing.



**USED OR STARTING INTERRUPT**

USED: Add 1 to your just-drawn weapon destiny. STARTING: If you have deployed a battleground, deploy Ultimatum, Scrambled Transmission and/or Do, Or Do Not from Reserve Deck. Place Interrupt in Reserve Deck.

**Down With The Emperor!** 6

News of Imperial defeat inspires the citizens of the galaxy. A major loss seriously undermines the Empire's ability to function.



**EFFECT**

If no Dark Jedi is on table, deploy on Death Star system. If Death Star "blown away," relocate to opponent's side of table; each Imperial and Imperial starship is deploy +8 and loses immunity to attrition. Canceled if a Dark Jedi is deployed. (Immune to Alter.)

**Draw Their Fire** 4

"I'm going to cut across the axis and try and draw their fire."



**EFFECT**

Deploy on your side of table. Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force. Also, during a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. (Immune to Alter.)

**Droid Merchant** 3

Cautious manipulator of funds and Imperial taxation codes. Buys droids from Jawas and sells them to the Alliance.



**POWER 1** **ABILITY 2**

Cumulatively activates 1 Force each time you deploy a droid (or retrieves 1 Force when you deploy an astromech to a starfighter). Spaceport Speeders may be played at same site (place droid in Used Pile instead of Lost Pile).

**Echo Base Trooper Rifle** 3

BlasTech A295 Master rifle. Standard-issue longarm at Echo Base. Highly accurate with good range. Favored by marksmen and snipers in a hostile environment.



**CHARACTER WEAPON**

Use 3 Force to deploy on your warrior (free on your Echo Base trooper). May target a character, creature or vehicle at same or adjacent site using 2 Force (1 if fired by an Echo Base trooper). Draw destiny. Target hit if destiny +1 > defense value.

**Elyhek Rue** 2

Piloted Red 7 at the Battle of Yavin. Part of the Griffon flight wing, a Rebel squadron sent to fight the Imperial outgunning of Ralithir.



**POWER 2** **ABILITY 2**

Adds 2 to power of anything he pilots. When piloting Red 7 during battle, adds one destiny to total power only. When at Ralithir system, adds 1 to each of your Force drains there.

**Entrenchment** 4

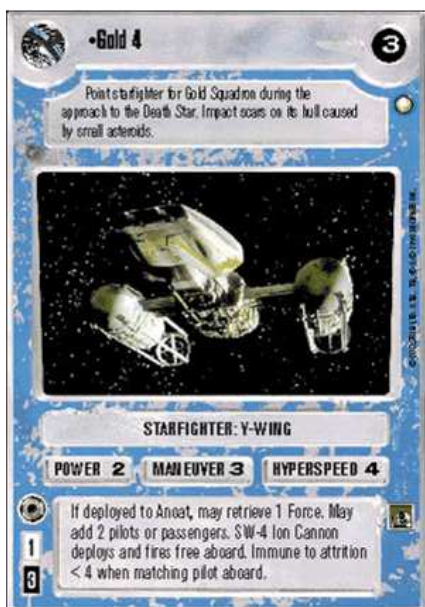
As the Empire advances, Rebels retreat to fortified positions to marshal their resources and redeploy the troops.



**EFFECT**

Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique Rebel. Rebels may deploy from here as if from hand (if Effect canceled by opponent, any Rebels here may immediately deploy for free).







**•Grondorn Muse** 2

Formerly belonged to the Corellian militia. Popular musician before the Empire blacklisted his songs for their political content. Joined the Alliance with his wife, Duriel.



**POWER 2 ABILITY 3 FORCE-ATTUNED**

While Grondorn is on Yavin 4, your Yavin 4 Sentry is not unique (\*), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Yavin 4.

3 5

**•Hars Saff** 3

Ishi Tib accountant. Experienced administrator. Freelance consultant. Worked for many planetary governors. Knows how to get the most out of any taxation scheme.



**POWER 2 ABILITY 2 ARMOR 3**

Power +1 at a swamp. Adds 2 to power of anything he pilots. While at a battleground site, whenever you must lose Force from a Force drain at an adjacent site, may reduce the loss by X by using X Force.

2 6

**•Harvest** 5

"Harvest is when I need you the most. It's only one season more. This year we'll make enough on the harvest that I'll be able to hire some more hands."



**LOST INTERRUPT**

If Luke is in a battle with Owen or Beru, add one battle destiny (two if both). OR If Owen or Beru is on table, retrieve any one card (two if both, four if both present at Lars' Moisture Farm).

**•Heroes Of Yavin** 4

The three Rebels proved to be a deadly combination time and time again.



**USED INTERRUPT**

If Luke, Chewie and Han are in a battle together, draw destiny and subtract that amount from opponent's attrition and total power. OR If Red 5 and Falcon are in a battle together, add one battle destiny.

**Heroic Sacrifice** 4

The Alliance lost many fine soldiers at conflicts such as the Battle of Hoth. The Rebel High Command is aware of the cost of freedom from Imperial tyranny.



**IMMEDIATE EFFECT**

If you just forfeited a Rebel of ability > 2 from a battle at a battleground, deploy on that location; place that Rebel out of play and retrieve 2 Force for each Heroic Sacrifice on table. Immediate Effect canceled if opponent controls this location. (Immune to Control)

**Hidden Base** 0



Deploy Rendezvous Point. Place a planet system (with a parsec number from 1 to 8) from Reserve Deck face down on your side of table (not in play); that card indicates the planet where your "Hidden Base" is located.

While this side up, once during each of your deploy phases, may deploy one system from Reserve Deck; reshuffle. Opponent loses no more than 1 Force from each of your Force drains at systems and sectors.

Flip this card any time after the system matching your "Hidden Base" indicator has been deployed.

**•Hit And Run** 3

Many pilots for the Rebellion learned their skills using modified T-47s and other speedsters. Being able to weave in and out of combat has become second nature to them.



**LOST INTERRUPT**

Just after the weapons segment of a battle, you may move any or all of your starships there away. ("Hit" cards must still be lost.)

**•Hol Okand** 2

Piloted Gold 6 at the Battle of Yavin. Flew as Duke's wingman during an attack on an Imperial supply outpost at Kashyyyk. Befriended by Chewbacca before leaving Yavin 4.



**POWER 2 ABILITY 2**

Adds 2 to power of anything he pilots. When piloting Gold 6 during battle, adds one destiny to total power only. When at Kashyyyk system, adds 1 to each of your Force drains there.

2 4

**•Hoth Sentry** 3

"Route all power to the energy shield. We've got to hold them till all transports are away."



**EFFECT**

Use 2 Force to deploy at any Hoth site. Declare one of the following to affect that site and adjacent sites while "sentry" present: Opponent's deploy +1. OR Opponent's ability required for battle destiny +1. OR Your total power +1.



**Imperial Atrocity** 6

The Empire's ruthless tactics at times unintentionally create support for the cause of the Rebel Alliance.



**IMMEDIATE EFFECT**

If you occupy at least two battlegrounds and just lost more than 2 Force to a Force drain at a location, deploy on that location (limit one per Force drain). Opponent loses 2 Force for each Imperial Atrocity on table.

**Incom Corporation** 4

Incom's core design team defected to the Alliance with the plans for the famed X-wing fighter. Once with the Alliance, many former Incom test pilots flew for the Rebellion.



**EFFECT**

Deploy on a Rebel Base interior site. Your ability-1 permanent pilots aboard T-16s, T-47s, Z-95s and X-wings (except squadrons) are replaced by ability-2 permanent pilots who add 1 to power. Canceled if opponent controls this site. (Immune to Alter.)

**Incom Engineer** 3

After narrowly escaping the nationalization of Incom by the Empire, many former employees joined the Rebellion. They spent long hours maintaining X-wings and T-47s.



**POWER 1** **ABILITY 2**

At same and related locations, adds 2 to your total battle destiny where your X-wing, T-47, T-16 or Z-95 is present and makes those vehicles and starships immune to attrition < 3 (< 5 if he is present with your maintenance droid).

**Intruder Missile** 7

Prototype missile developed by Slayn & Korpil. Ionizing warhead disrupts onboard systems. Capable of destroying capital starships by overloading shield generators.



**STARSHIP WEAPON**

Deploy on your B-wing, Z-95, YT-class freighter or Falcon. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

**It's Not My Fault!** 5

"It's not fair! The transfer circuits are working!"



**USED INTERRUPT**

If opponent just initiated a battle at a site, use X Force to make your character present immune to attrition for remainder of battle, where X = that character's ability (free if Han or Lando).

**Joh Yowza** 3

Yuzzum musician and thief. Singer for The Max Rebo Band. Stage name given to him by Sy Snootles. Jabba likes his performance, even though the Hutt despises Yuzzum.



**POWER 2** **ABILITY 1**

Power +2 on Endor or when present with your musician. When opponent draws destiny, Joh may 'jam' (place that card face down under Joh). Holds one card at a time. If Joh leaves table, place card under Joh in opponent's Used Pile.

**Jungle** 1

May not deploy to Bespin, Coruscant, Hoth, Hesperia or Tatooine. Free drain -1 here. Your defense against opponent is -2 here.



**JUNGLE**

**Kalit's Sandcrawler** 2

Provides enclosed shelter from harsh Tatooine climate. Tusken Raiders and Imperial droghes. Kalit offers sanctuary to others when traveling (even members of enemy Jawa tribes).



**TRANSPORT VEHICLE**

**POWER 3** **ARMOR 3** **LANDSPEED 2**

Deploys only on Tatooine. May add 1 driver and 7 passengers. While your Jawa is aboard, this vehicle and your Jawas at same site are immune to attrition < 3 (< 5 if Kalit at same site).

**Kashyyyk Operative** 3

Following the subjugation of Kashyyyk by the Empire, the Alliance hired merchants to 'purchase' Wookiee slaves to be freed.



**POWER 1** **ABILITY 1**

While at a Kashyyyk site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Wookiee is on Kashyyyk) and, once during each of your deploy phases, may deploy one site to Kashyyyk from Reserve Deck; reshuffle.



**Ketwol**

3

Pacifist scout from an unknown system on the Outer Rim. Spends most of his time talking to pilots and travelers at local docking bays.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots. Once per turn, may exchange a docking bay from hand with top card of Lost Pile. Your docking bay trans it is free when moving to or from same site.

2

3

**Kiffex Operative**

3

Some Salarians on Kiffex maintain a covert presence and coordinate information to help plan attacks on Imperial convoys.

POWER 1

ABILITY 1

While at a Kiffex site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your spy or Vul Tazae is on Kiffex) and, once during each of your deploy phases, may deploy one site to Kiffex from Reserve Deck; reshuffle.

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3

**Kirdo III Operative**

3

Some traders who run convoys to Kirdo III relay secret information from the Rebel population of Kirdo III. These traders have extensive experience with the Klonak.

POWER 1

ABILITY 1

While at a Kirdo III site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Klonak is on Kirdo III) and, once during each of your deploy phases, may deploy one site to Kirdo III from Reserve Deck; reshuffle.

1

3

**Koensayr Manufacturing**

4

Company responsible for design of the rugged Y-wing scout fighter. Maintains sales offices on many planets. Koensayr parts often find their way into a variety of ships.

EFFECT

Deploy on Ralltiir system. Once during each of your control phases, you may retrieve one Y-wing. Also, Special Modifications is not unique (+) and makes its target immune to attrition < 4. Suspended while opponent controls Ralltiir system. (Immune to Alter.)

**Lando's Blaster Rifle**

3

Standard-issue Imperial blaster rifle appropriated by Lando from a stormtrooper. Used by Calrissian to pin down stormtroopers as he made his escape from Cloud City.

CHARACTER WEAPON

Deploy on your Lando or use 3 Force to deploy on your other warrior. May target a character, creature or vehicle using 1 Force. If Lando targeting a character, target is power -2 for remainder of turn. Draw destiny. Target hit if destiny +1 > defense value.

**Legendary Starfighter**

3

The Millennium Falcon's well-known reputation is favorable not only for its captain and first mate, but for the Alliance as well.

IMMEDIATE EFFECT

If you just won a battle in which opponent lost a starship, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is Falcon or Red 5). Also, that starfighter is power +2. (Immune to Control)

**Leia's Blaster Rifle**

3

Standard production blaster rifle issued at Echo Base. Modified by Rebel engineers for Leia's use. Has less recoil and a higher recharge rate.

CHARACTER WEAPON

Deploy on Leia or use 3 Force to deploy on your other warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Leia, target is lost.

**Lieutenant Lupira**

2

Piloted Gold 4 at the Battle of Yavin. Learned to fly a starfighter by racing through the Anoat system.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots. When piloting Gold 4 during battle, adds one destiny to total power only. When at Anoat system, adds 1 to each of your Force drains there.

2

4

**Lieutenant Maytzen**

2

Piloted Red 9 at the Battle of Yavin. Led the relief effort of Clak'dor VII in the Mayagil sector. Became an 'ace' in only two missions.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots. When piloting Red 9 during battle, adds one destiny to total power only. When at Clak'dor VII system, adds 1 to each of your Force drains there.

2

4



**Lieutenant Tarn Mason** 3

Former Imperial pilot. Joined the Alliance shortly after the Battle of Yavin. Flew cover for *Bright Hope* during the rescue of Hoth. Expert marksman.



**POWER 1** **ABILITY 2**

Deploys -1 aboard your unique (♦) Rebel starfighter. Adds 2 to power of anything he pilots. When starfighter he pilots fires a starship weapon, characters aboard target are forfeit = 0 for remainder of turn.

2  
4

**Local Defenses** 4

Even seasoned smugglers respect a well-planned, well-armed defense.



**USED INTERRUPT**

Take one cloud car or ☐ starship into hand from Reserve Deck; reshuffle. OR If opponent just initiated a battle at a sector where none of your ability comes from Rebels or Rebel starships, add one battle destiny.

**Local Uprising** 0



Deploy any planet system and one ♦ site to that system. This system is the Subjugated planet.

**While** this side up, once during each of your deploy phases, you may deploy one ♦ site to the Subjugated planet from Reserve Deck; reshuffle.

**Flip** this card if your matching operatives control at least three battleground sites related to the Subjugated planet.

**Major Palo Torshan** 2

Coordinator of Rebel base security. Served under General Dodonna at Yavin 4. Sat in on conferences planning the Battle of Yavin. Developed counterintelligence techniques.



**POWER 2** **ABILITY 3** **FORCE-ATTUNED**

Deploys -2 on a Rebel Base. While at your war room, adds 1 to your Attack Run total. Once during each of your control phases, may use 1 Force to take one Double Agent or Sabotage into hand from Reserve Deck; reshuffle.

3  
4

**Maneuvering Flaps** 4

Enhanced steering mechanisms on Rebel T-47s provide increased maneuverability in planetary atmospheres.



**EFFECT**

Deploy on your side of table. Once during each of your control phases, may use 1 Force: your combat vehicles and shuttle vehicles are power and forfeit +2, maneuver +1 and landspeed = 0 until start of your next turn. (Immune to Alter if Luke or Zev on table.)

**Mechanical Failure** 4

The massive war machines of the Empire require tremendous effort to maintain combat readiness.



**UTINNI EFFECT**

Deploy on an exterior site. Target an opponent's combat vehicle at a related site. Target's power and forfeit = 0. When target reaches Utinni Effect, target draws one destiny. Utinni Effect canceled if destiny > 2. Otherwise, draw again next move phase, etc.

**Meditation** 4

To prepare for the inevitable conflict with Jabba's minions, Luke entered a calm state of mental preparation.



**EFFECT**

Deploy on your character of ability > 3 (Effect lost if that character battles this turn). On a subsequent turn, if in a battle at a site, character's total weapon destiny is +3 and character adds one battle destiny. Effect lost at end of that battle.

**Medium Bulk Freighter** 3

Modern Corellian design. Length 100 meters. Features engine system similar to that of a Corellian corvette. Dorsal hatch reveals hangar bay.



**CAPITAL: YY-CLASS FREIGHTER**

**POWER 3** **ARMOR 4** **HYPER SPEED 4**

Deploys and moves like a starfighter. May add 2 pilots, 6 passengers and 1 vehicle. Permanent pilot provides ability of 1. Has ship-docking capability. Quad Laser Cannon may deploy aboard.

3  
4

**Mels** 2

Sarlak smuggler. Smokes an Ewokian grass pipe to heighten awareness. Exiled from his home planet of Sarla for displaying curiosity in other aliens. Misses his homeworld.



**POWER 2** **ABILITY 4** **FORCE-SENSITIVE**

Adds 2 to power of anything he pilots. Power +2 under "nighttime conditions." Immune to attrition < X, where X = number of your aliens present (including himself).

3  
4



**Mind What You Have Learned** 0



Deploy Dagobah system (may not be converted). While this side up, during your deploy phase, may deploy Luke, Yoda (deploy -2), Yoda's Hope, At Peace and/or Luke's Backpack to Dagobah from Reserve Deck; reshuffle. Whenever you draw training destiny, draw two and choose one. Place Luke's completed Jedi Tests on table. Your cards at Dagobah may not Force drain or contribute to Force retrieval. Add 4 to each player's destiny draw for Sense and Alter. Flip this card when Luke completes Jedi Test #5.

**Moisture Farmer** 3

Many native Tatooine citizens slum larger settlements. Form small communities in the desert. Their vaporators harvest water from the atmosphere.



POWER 1 ABILITY 2

Deploy -1 to a farm or exterior Tatooine site. Power and forfeit +1 when Ardon Crell at Audience Chamber. Once during each of your control phases, may take one Hydroponics Station or Vaporator into hand from Reserve Deck; reshuffle.

**Neb Dulo** 3

Disciple of Davrilat, a complicated religion based on the sanctity of harmonics. Originally from the desert planet Tootya. Strong protective instincts.



POWER 2 ABILITY 2

Power +3 when present with your musician. When a battle was just initiated where present, may choose one opponent's character of ability < X to move away for free (or that character is lost), where X = number of your musicians present.

**Nick Of Time** 2

Luke barely escaped being crushed by the AT-AT's massive footpad during the Battle of Hoth.



EFFECT

Deploy on your side of table. During a battle, you may place out of play from hand a copy of any unique (+) card participating in that battle to reduce attrition against you by that card's forfeit value. (Immune to Alter while you occupy a battleground.)

**Old Times** 5

"I'll be right up there with you! And, here I got stories to tell you..."

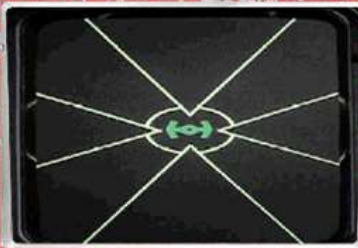


USED INTERRUPT

If Luke and Biggs are defending a battle together (or are in any battle together at Tatooine), add one battle destiny. OR If Luke and Biggs are making an Attack Run, add one destiny to your Attack Run total.

**On Target** 5

Some Imperial starfighters are equipped with sensors, informing the pilot when an enemy craft has targeted him. The pilot's evasive maneuvers cost him time, but save his life.



USED INTERRUPT

If you have a piloted capital starship armed with a starship weapon, use 2 Force to target an opponent's starship present. Until end of your next turn, target cannot move and its pilots may not apply ability toward drawing battle destiny.

**Organized Attack** 5

"Hold up here and wait for my signal to start your run."



USED OR LOST INTERRUPT

USED: If a battle was just initiated, each of your X-wings and Y-wings present is power +1 and immune to attrition for remainder of turn. LOST: Lose 1 Force to take up to three non-unique X-wings and/or non-unique Y-wings into hand from Reserve Deck; reshuffle.

**Patrol Craft** 4

Small, lightly armed, enclosed vehicle widely used throughout the galaxy. Sometimes used as a pleasure craft by wealthy eccentrics.



TRANSPORT VEHICLE

POWER 1 MANEUVER 3 LANDSPEED 3

Power +1 at Consucant or Bespin. May add 1 driver and 1 passenger. May deploy or move as a 'react'. At cloud sectors, may move and be targeted by weapons like a starfighter.

**Portable Scanner** 6

Cygnocorp EnhanceScan general-purpose scanner. 1,500-meter lifeform detection range. Motion sensor and metal detection sensors optimized for up to 500 meters.



DEVICE

Deploy on your Rebel. Adds 2 to your search party destiny draws where present. Also, once during each of your control phases, may take one device or weapon (except a lightsaber) into hand from Reserve Deck; reshuffle.



**Power Pivot** 4

Using lateral thrusters, an X-wing can suddenly change direction, rotating around to fire at a pursuing ship.



**LOST INTERRUPT**

If your piloted starship armed with a starship weapon is in a battle, lose 1 Force to reduce the power of one opponent's starship in that battle to zero. OR Place one opponent's starship just "hit" in Lost Pile.

**Proton Hit** 2

"Luke, trust me."



**USED OR LOST INTERRUPT**

USED: During a battle at a system or sector, instead of firing one of your starship weapons at a target, reduce that target's power by 4 until end of turn.  
LOST: During a battle at a system or sector, use 3 Force to cancel one battle destiny just drawn.

**Princess Organa** 1

Adopted by Bail Organa. Former senator of Alderaan. Natural leader. Helped steal the Death Star plans. A key figure in the Rebel Alliance.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

While at a Rebel Base location, subtracts 1 from opponent's Force drains at related locations. Once during each of your deploy phases, may deploy one Leia Of Alderaan, Reflection or leader of ability < 3 to same location from Reserve Deck; reshuffle.

**R3-A2 (Arthree-Ayttoo)** 2

Special-purpose astromech capable of coordinating piloting coordinates and approach angles during combat.



**POWER 1 ASTROMECH DROID**

When in battle aboard your capital starship at a system or sector, adds 1 to total attrition against opponent for each of your piloted starfighters present in that battle.

**R3-T2 (Arthree-Texttoo)** 4

Expanded memory capacity. Escaped from pirates based in Mos Eisley. Programmed with the ability to both enhance and sabotage hyperdrive systems.



**POWER 1 ASTROMECH DROID**

While aboard a capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. While at Central Core, Death Star requires +2 Force to move.

**Ralltiir Freighter Captain** 3

After Ralltiir's fall to the Empire, many former members of its defense force became smugglers and scouts. Hoping to liberate their planet.




**POWER 1 ABILITY 2**

Power +2 at a Ralltiir site. Adds 2 to power and 1 to maneuver of anything he pilots. When piloting a starship and Ralltiir on table, may draw one battle destiny if not able to otherwise. When making a Kessel Run from Ralltiir, doubles X.

**Ralltiir Operative** 3

During the Battle of Ralltiir, many Alliance soldiers participated in the defense of the planet from the Empire. Many of Ralltiir's population feel indebted to the Rebellion.



**POWER 1 ABILITY 1**

While at a Ralltiir site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your trooper is on Ralltiir) and, once during each of your deploy phases, may deploy one site to Ralltiir from Reserve Deck; reshuffle.

**Rapid Fire** 5

Rebel engineers at Echo Base quickly armed T-47 snowspeeders with harpoon guns in preparation for the impending attack.



**USED INTERRUPT**

If a battle was just initiated, deploy (for free) a vehicle weapon or starship weapon from hand (or Reserve Deck; reshuffle) on your participating vehicle or starship.

**Rebel Ambush** 5

Entrenched Rebel troops defend their ground with surprising fierceness.



**USED INTERRUPT**

If a battle was just initiated at a site, each of your troopers present is power +1 (+2 if at a Rebel Base site) and immune to attrition for remainder of turn.



**Rebel Fleet** 3

To avoid unnecessary Imperial entanglements, the Rebel fleet is continuously on the move.



**EFFECT**

Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique starfighter. Starfighters may deploy from here as if from hand (if Effect canceled by opponent, any starfighters here may immediately deploy for free).

**Red 7** 4

Flown by Elylek Rue. X-wing that participated in an attack on the Devastator at Ralithir.



**STARFIGHTER: X-WING**

**POWER 3 MANEUVER 4 HYPERSPEED 5**

Deploys free to Ralithir. May add 1 pilot. Proton Torpedoes deploy and fire free aboard. Immune to attrition < 4 when matching pilot aboard.

**Red 8** 2

X-wing assigned to Ben Quaresby by Wedge Antilles. Scored a hit on Black 2.



**STARFIGHTER: X-WING**

**POWER 3 MANEUVER 4 HYPERSPEED 5**

Deploys free to Ralithir. May add 1 pilot. Adds 1 to total weapon destiny when firing X-wing Laser Cannons. Immune to attrition < 4 when matching pilot aboard.

**Red 9** 2

Part of the relief fleet sent to Clak'dor VII. Had extra cargo room installed. Flown by Lieutenant Naytaan.



**STARFIGHTER: X-WING**

**POWER 3 MANEUVER 4 HYPERSPEED 5**

Deploys free to Clak'dor VII. May add 1 pilot. Adds 1 to total weapon destiny when firing X-wing Laser Cannons. Immune to attrition < 4 when matching pilot aboard.

**Red 10** 2

Theron Nett's X-wing. Assigned to be Red Leader's wingman during the second attack run on the Death Star.




**STARFIGHTER: X-WING**

**POWER 3 MANEUVER 4 HYPERSPEED 5**


Deploys free to Ord Mantell. May add 1 pilot. Proton Torpedoes deploy and fire free aboard. Immune to attrition < 4 when matching pilot aboard.

**RENDEZVOUS POINT** 13

Your starships deploy -2 here and are hyperspeed +2 when moving to or from here. Opponent's Force drains here are canceled. You may not Force drain here.



**Rescue The Princess** 0




Deploy Detention Block Corridor (with Leia of ability < 4 imprisoned there). Docking Bay 327, Yavin 4: Docking Bay and Yavin 4: War Room.

**While** this side up, your spies, 808, Revolution, Death Star Plans and Detention Block Control Room may not deploy to Death Star. Cards that release captives are immune to Sense and Alter. May not play Nabrun Leids.

**Flip** this card if you move Leia to Yavin 4: War Room. Place out of play if Leia is lost from table (you may not deploy Death Star Plans for remainder of game).

**ROCHE** 7

Force drain -1 here. If you control Asteroid Sanctuary at Rebel sector 6, this card is canceled.



**ROCHE**

During your deploy phase, you may deploy Big One and/or Asteroid Cave to this system from Reserve Deck; reshuffle.

**Rogue 4** 2

Enlisted snowspeeder piloted by Derek "Hobbie" Kivian. Wingman of Rogue Leader at the Battle of Hoth. Laser cannons modified for improved recharge rate.



**COMBAT VEHICLE: T-47 SNOWSPEEDER**

**POWER 3 MANEUVER 4 LANDSPEED 4**

May add 2 pilots or passengers. May move as a "react" only to Hoth sites. Dual Laser Cannon deploys and fires free aboard. Immune to attrition < 3 when Hobbie piloting.



**Ronto** 5

Creatures used as beasts of burden by Jawas. Terrendous strength makes them excellent pack animals. Very clottish around repulorlift vehicles.



**CREATURE VEHICLE**

**POWER 3** **ARMOR 3** **LANDSPEED 2**

May add 2 "riders" (passengers). Ability = 1/4. When "ridden" by a Jawa, moves for free and draws one battle destiny if not able to otherwise.

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**Ryle Torsyn** 2

Piloted Gold 3 at the Battle of Yavin. Recruited by Garen Dreis. Found hidden Imperial tracking device that forced the evacuation of Rebel base on Dantooine.



**POWER 2** **ABILITY 2**

Adds 2 to power of anything he pilots. When piloting Gold 3 during battle, adds one destiny to total power only. When at Dantooine system, adds 1 to each of your Force drains there.

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**Sandspeeder** 1

Income T-47 airspeeder adapted for use in hot, dry conditions. Maximum speed 600 kilometers per hour. Drive section left exposed for easier maintenance. Enclosed.



**COMBAT VEHICLE: T-47 SANDSPEEDER**

**POWER 3** **MANEUVER 4** **LANDSPEED 4**

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

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**Scrambled Transmission** 4

The Rebel Alliance employs sophisticated jamming technology to block Imperial communications.



**EFFECT**

Deploy on your side of table. Shocking Information is immune to Sense. Any Interrupt that examines cards in your Used or Force Pile is lost. Once during each of your control phases, may take one Shocking Information into hand from Reserve Deck; reshuffle. (Immune to Alter.)

**Scurrier** 5

Considered to be a nuisance. Feeds on garbage. Its only defense is its speed. Wasty life attack when surprised or cornered. Grow as big as 1.2 meters long.



**SCAVENGER CREATURE**

**FEROCITY 2** **SCURRY 2**

Habitat: planet sites. Landspeed = 2. Ferocity +2 when present at Mos Eisley or any  $\diamond$  spaceport site.

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**Sergeant Edan** 3

Veteran of the Cloud City security forces. Loyal to Administrator Calrissian. Disdainful of the corruption of other Cloud City troopers.




**POWER 2** **ABILITY 1**

Deploys for free on Cloud City if your Lando is at a related location. Power +2 on Cloud City. When in battle at a Cloud City site, adds 1 to your total battle destiny for each of your other Cloud City troopers in that battle.

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**Sergeant Hollis** 3

Trooper stationed at Echo Base during the Battle of Hoth. Detached himself with several acts of valor, earning the Kenobi Medallion.



**POWER 2** **ABILITY 2**

When in battle with another Echo Base trooper, adds one battle destiny. Once during each of your control phases, may take one Rebel Ambush into hand from Reserve Deck; reshuffle. Power -1 when not on Hoth.

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**S-folds** 4

"Lock S-folds in attack position."



**EFFECT**

Deploy on table. Once during each of your control phases, may use 1 Force: until beginning of your next turn, each of your X-wings and B-wings is power +2 and hyperspeed = 0, and adds 1 to each weapon destiny. (Immune to Alter if Red Leader on table.)

**Skyn & Korpil Facilities** 4

Based in the Roche Asteroid Field. Worked with Admiral Ackbar to develop the B-wing fighter. Verpine owned, and that means quality.



**EFFECT**

Deploy on Roche system. Once during each of your deploy phases, you may deploy a starship weapon from Reserve Deck on your B-wing; reshuffle. Also, retrieve 2 Force whenever your starfighter or vehicle "hits" an opponent's starship or vehicle. (Immune to Alter.)



**•Slight Weapons Malfunction** 4

Han was gifted in the art of understatement.



**USED INTERRUPT**

If your weapon (except a lightsaber) was just fired during a battle, add one battle destiny.

**•Soth Petrikkin** 3

Persuasive recruiter from Tefau. Possesses limited precognition. Used his contacts in Jabba's desert stronghold to find support for the Rebellion.



**POWER 1 ABILITY 3 FORCE-ATTUNED**

Once during each of your control phases, when at a Jabba's Palace site you control, may use 1 Force to take one alien that is a smuggler, scout, thief or spy into hand from Reserve Deck; reshuffle.

**•SPACEPORT CITY**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
If you have a non-unique Rebel leader at same or related site, Force drain +1 here.



**•SPACEPORT CITY**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
If you have a non-unique Rebel leader at same or related site, Force drain +1 here.

**•SPACEPORT DOCKING BAY**

May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.  
Your docking bay must be here requires 2 Force. Your starship's deploy -1 (or -2 if the galaxy here).




**•SPACEPORT DOCKING BAY**

May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.  
Your docking bay must be here requires 2 Force. Your starship's deploy -1 (or -2 if the galaxy here).

**•SPACEPORT STREET**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
During your move phase, may move free between here and any related 0 spaceport site.



**•SPACEPORT STREET**

May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.  
During your move phase, may move free between here and any related 0 spaceport site.

**•Spiral** 2

Has conducted several successful ambushes on Imperial convoys. Veteran crew. Has a reputation for arriving when least expected.



**CAPITAL: CORELLIAN CORVETTE**

**POWER 5 ARMOR 5 HYPERSPEED 3**

May deploy -3 as a "react." May add 3 pilots, 4 passengers and 1 vehicle. Has ship-docking ability. Permanent pilot provides ability of 2.

**•Star Destroyer!** 7

Leia's perception increased as she became more attuned to the Force. She attained the uncanny ability to spot objects at long distances.



**USED INTERRUPT**

If opponent just deployed or moved a Star Destroyer, say "Star Destroyer!" After placing Interrupt on Used Pile, may place Used Pile on top of Reserve Deck.

**•Stay Sharp!** 4

"Ha haaaaaa!"



**USED INTERRUPT**

During your control phase, fire one of your starship weapons (for free). If Han or any gunner is aboard that starship, may add 2 to destiny draw. "Hit" target is lost. OR If you just fired a weapon in battle, add that weapon's destiny number to your total power.

**•Steady Aim** 3

Although unfamiliar with the quad laser turrets on the Falcon, Luke quickly scored two hits.



**USED OR LOST INTERRUPT**

Add X to one starship weapon destiny (before destiny is drawn) when targeting opponent's starship.  
USED: X = 2  
LOST: X = 4.



**•Suppressive Fire** 3

Go to base heavy weapons units provided covering fire, allowing Alliance personnel to escape Hoth.



**USED INTERRUPT**

During your control phase, fire (for free) one of your blasters carried by a trooper or one of your automated weapons. "Hit" target is lost.

**•SWAMP**

May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.

Once during each of your deploy phases, may deploy one creature here from Bespin, Dooku, or Hoth.



**•SWAMP**

May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.

To initiate battle here, you must use +3 Force. You may not "react" to it from here.

**T-47 Battle Formation** 4

Airspeeders operate in coordinated patrols, supporting Rebel ground troops and denying infiltration of key planets.



**LOST INTERRUPT**

If your T-47s occupy three battleground sites on same planet, your Force drains at same and related battlegrounds this turn are +1 (or +2 if at Hoth). OR Cancel a Force drain at a site if your T-47 occupies an adjacent site. OR Cancel Walker Garrison.

**•TATOOINE: ANCHORAGE**

If you occupy your opponent's Anchorage, Force drain +1 here.



**•TATOOINE: ANCHORAGE**

**•TATOOINE: BEGGARS CANYON**

T-16s deploy free (and are power +2) here. If you control with a T-16, Force drain +1 here.

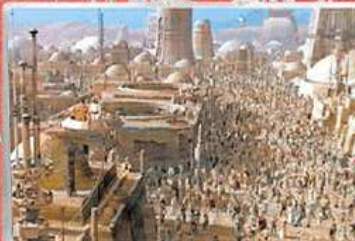


**•TATOOINE: BEGGARS CANYON**

Your wump rats, banthas and Tusken Raiders deploy -1 here.

**•Tatooine Celebration** 4

Born in the Outer Rim, many fear the wrath of the Empire and pray for its destruction.




**EFFECT**

Deploy on Tatooine system if you occupy at least two Tatooine battleground sites. During each of your control phases, retrieve 1 Force for each Tatooine battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

**•TATOOINE: JABBAS PALACE**

When deployed, lose 1 Force for each of your Jabba's Palace sites that you do not occupy.



**•TATOOINE: JABBAS PALACE**

If you occupy with an alien, Bo Shado cannot be canceled.

**•TATOOINE: JAWA CANYON**

Your Jawas are each power +1 and forfeit +2 here.



**•TATOOINE: JAWA CANYON**

Force drain -1 here unless your Jawa is at this site.

**•TATOOINE: TOSCHE STATION**

You generate +X Force here, where X = power of your highest forfeit character here.



**•TATOOINE: TOSCHE STATION**

If you occupy your opponent's Station, game text is canceled.



**•Jawas Khee** 2

Female Nimbanel fortune teller. Roams the wastes of Tatooine. Trained in the ways of a Sakiyan hunter. Now tracks them for the Alliance. Risk taker.



**POWER 3 ABILITY 4 FORCE-SENSITIVE**

If you just initiated a battle where present, predicts the winner. If correct, randomly retrieve 1 Force. If incorrect, lose 1 Force. Power +3 when present with opponent's alien of ability > 3. Immune to attrition < 3.

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**•Thedit** 3

Organizes perimeter patrols for Kall's territory. Inspiring leader. Keeps a watchful eye for Isayt dragons, Tusken Raiders, and Witten's bandits.



**POWER 1 ABILITY 2**

Deploys only on Tatooine. When in a battle with at least two of your other Jawas, adds one battle destiny. When your total battle destiny at Thedit's site is greater than opponent's total battle destiny, Thedit reduces attrition against you by 3.

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**•The Planet That It's Farthest From** 4

The Rebellion operates freely in many Outer Rim territories, allowing them to ignore Imperial activities in the core systems.



**EFFECT**

Deploy on Tatooine system or Dagobah system. Target another system. At locations related to target system, opponent's Force drain modifiers are canceled. Effect canceled if opponent controls this system. (Immune to Alter.)

**•Theron Nett** 2

Experienced scavenger from Ord Mantell. Piloted Red 10 at the Battle of Yavin. Long-time wingman of Garon Disis.



**POWER 2 ABILITY 2**

Adds 2 to power of anything he pilots. When piloting Red 10 during battle, adds one destiny to total power only. When at Ord Mantell system, adds 1 to each of your Force drains there.

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4

**•They're Tracking Us** 4

"Not this ship, sister."



**LOST INTERRUPT**

If opponent just deployed a planet site, deploy the related system from your Reserve Deck; reshuffle. OR Cancel one opponent's "react" unless opponent uses 2 additional Force.

**Tibrin Operative** 3

To disrupt the enslavement of the Ishi Tib by the Empire, some Rodian hunters were sent to harass Imperial troop movements on Tibrin.




**POWER 1 ABILITY 1**

While at a Tibrin site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Ishi Tib is on Tibrin) and, once during each of your deploy phases, may deploy one site to Tibrin from Reserve Deck; reshuffle.

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**•TK-422** 1

Corellian smuggler. Spy. Has stole the armor and identity of an enemy soldier that boarded the Millennium Falcon. Bluffed his way into the detention area.



**POWER 3 ABILITY 3 ARMOR 5**

Deploys only as an Undercover spy at same site as an Imperial. While Undercover, Imperials are deploy +1 at related sites. May voluntarily "break cover" only during your move phase by using 3 Force. Captured if "cover broken" by opponent.

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**•Trooper Saboteur** 4

Troopers stationed at various outposts play this saboteur variant to pass the time between duty assignments.



**USED INTERRUPT**

**Requirements:** A gambler or trooper at a site.  
**Wild cards (2-7):** Imperial and Rebel leaders. (Troopers may use weapons as wild cards.)  
**Clone cards:** Locations and droids.  
**Stakes:** One transport vehicle without armor or one character weapon.

**•Uh-oh!** 4

Imperial law had no place in the Hutt's domain.



**EFFECT**

Deploy on your side of table. While no Rebels are at any Jabba's Palace sites, at all such sites: Imperials are deploy +2. Bo Sshuda may not be canceled. Expand The Empire is canceled and your non-unique aliens are each forfeit +1. (Immune to Alter.)



**•Muttik** 3

Experienced Jawa thief. Pilfers equipment and hijacks vehicles from unwary bystanders in Mos Eisley. Het Muttik's ugliest cousin.



**POWER 2** **ABILITY 2**

Deploys only on Tatooine. Once during each of your control phases, may lose 1 Force to steal into hand one transport vehicle, character, weapon or device from opponent's Lost Pile.

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**•Weapons Display** 3

The X-wing's display panel allows for different firing patterns for different weapons. This gives the pilot the ability to switch weapon types with minimum time and energy loss.



**EFFECT**

Deploy on your side of table. Each of your starships with two or more starship weapons aboard is power +2. Once during each of your deploy phases, you may use 2 Force to deploy from Lost Pile one starship weapon, vehicle weapon or artillery weapon (for free).

**•Wise Advice** 4

The guidance of experienced Jedi allowed Luke to confront Vader.



**EFFECT**

Deploy on your side of table. Your training destiny draws are each +1. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

**Wookiee** 2

Wookiees are known to be fierce warriors. Combine high technology with a primitive lifestyle. Escaped Imperial slavery after the Battle of Endor.



**POWER 4** **ABILITY 1**

Power +1 at a jungle, forest or Kashyyyk site. Also, power +1 at same site as any Imperial. Wookiee Strangle is a Used Interrupt. When Bowcaster is deployed on or fired by this Wookiee, X=1. Adds 3 to destiny of each of your bowcasters.

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**Wrist Conlink** 5

Favored by scouts and troopers over the land-held model. Easy to operate in difficult environments.



**DEVICE**

Use 1 Force to deploy on your Rebel. Your characters and vehicles at related sites may move as a 'react' to same or adjacent site.

**X-wing Assault Squadron** 2

A squadron of X-wings ran interference for Y-wings during their assault on the Death Star. Keeping a tight formation dramatically increased the squadron's efficiency.



**SQUADRON: X-WING**

**POWER 9** **MANEUVER 4** **HYPERSPACE 5**

\* Replaces 3 X-wings at one location (X-wings go to Used Pile). Permanent pilots provide total ability of 3.

12

**X-wing Laser Cannon** 5

Quad Taim & Bak KX9 laser cannon. Fires singly or inited in groups of two or four. Smart pilots conserve energy and selectively the cannons needed to score a hit.



**STARSHIP WEAPON**

Deploy on your X-wing. May target a starfighter using X Force, where X = 0 to 3. Draw destiny. If destiny + X > defense value, target hit (lost instead if X = 3).

**YAVIN 4: MASSASSI HEADQUARTERS**

May not be separated from interior Yavin 4 sites. If you occupy, Attack Run total is +2.



YAVIN 4: MASSASSI HEADQUARTERS

May not be separated from interior Yavin 4 sites. If you occupy, Attack Run total is -4.

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**Yavin 4 Trooper** 3

Elite troop force assigned to Massassi base in the jungles of Yavin 4. Responsible for monitoring the perimeter of the Rebel outpost.



**POWER 2** **ABILITY 1**

Deploys only to a Yavin 4 site or any jungle. Power -1 when not at a Yavin 4 site. Warrior's Courage and Blast The Door, Kid! played at same site are Used Interrupts. Forfeit +2 when present with a Rebel leader.

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