

**•Boba Fett With Blaster Rifle** 1

Notorious bounty hunter. "As you wish."



POWER 4 ABILITY 3 ARMOR 5

Adds 3 to power of anything he pilots. Adds one battle destiny if with Han or Jabba. Permanent weapon is •Boba Fett's Blaster Rifle (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

6 5

**•Darth Vader With Lightsaber** 1

"If you only knew the power of the dark side."



POWER 6 ABILITY 6 DARK JEDI

Adds 3 to power of anything he pilots. Permanent weapon is •Vader's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

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**•Han With Heavy Blaster Pistol** 1

Scoundrel, smuggler, gambler and risk-taker. "Everything's going to be fine. Trust me."



POWER 4 ABILITY 3 FORCE-ATTUNED

Adds 3 to power of anything he pilots. Adds one battle destiny if with Luke or Chewie. Permanent weapon is •Han's Heavy Blaster Pistol (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

4 6

**•Leia With Blaster Rifle** 1

Spirited leader. "I am not a committee!"



POWER 3 ABILITY 4 FORCE-SENSITIVE

Adds 1 to power of anything she pilots. Adds one battle destiny if with Han. Permanent weapon is •Leia's Blaster Rifle (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

4 6

**•Luke With Lightsaber** 1

"I've taken care of everything."



POWER 5 ABILITY 5 FORCE-SENSITIVE

Adds 2 to power of anything he pilots. Permanent weapon is •Luke's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

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**•Obi-Wan With Lightsaber** 1

"The Force will be with you... always."




POWER 5 ABILITY 6 JEDI KNIGHT

Permanent weapon is •Obi-Wan's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

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**•4-LOM With Concussion Rifle** 3

Accomplished thief and information broker. Modified by Jabba to be an effective bounty hunter. The Hutt often teams 4-LOM with other hired killers.



POWER 2 ARMOR 3 PROTOCOL DROID

Adds one battle destiny if with Jabba or Zuckuss. Permanent weapon is •4-LOM's Concussion Rifle (may target a character for free; target may not use its game text for remainder of turn).

3 3

**•Any Methods Necessary** 4

Darth Vader authorized the bounty hunters to use any means at their disposal to find and capture the *Millennium Falcon* — not that they needed any encouragement.



USED OR STARTING INTERRUPT

USED: Activate 1 Force. STARTING: Take into hand from Reserve Deck one prison and one bounty hunter (may also take a matching weapon and/or starship). When you draw your starting hand, draw six more cards instead of eight. Place Interrupt in Reserve Deck.

**•Boba Fett In Slave I** 1

Dangerous and deadly starfighter piloted by its notorious owner. Uses combat-grade shields and sensors. Hidden weapons provide lethal surprises for Fett's victims.



STARFIGHTER: FIRESPRAY-CLASS ATTACK SHIP

POWER 4 MANEUVER 4 HYPERSPEED 4

May add 3 passengers. Permanent pilot is •Boba Fett, who provides ability of 3, adds 3 to power, adds 2 to maneuver and draws one battle destiny if not able to otherwise. Immune to attrition < 5.

7 4



**Crush The Rebellion** 4

After dueling his son and seizing control of a city in the clouds, Vader resumed his quest to destroy the Alliance.



**EFFECT**

Deploy on table. Once per turn, may take I Have You Now or Evader into hand from Reserve Deck; reshuffle. At mobile sites, opponent draws no more than two battle destiny per battle. Evader is immune to Sense. May lose 1 Force to cancel Clash of Sabers. (Immune to Alter.)

**Dengar In Punishing One** 1

Corellian starfighter. Dengar replaced its passenger capacity and TIE cannons with enhanced targeting systems. Allows Dengar to track and engage multiple enemies at once.



**STARFIGHTER: CORELLIAN JM 5000**

**POWER 2 MANEUVER 5 HYPER SPEED 3**

Permanent pilot is Dengar, who provides ability of 2 and adds 2 to power. When in battle, adds 1 to total battle destiny for each opponent's starship present. Cancels opponent's immunity to attrition here.

**IG-88 With Riot Gun** 1

Bounty hunter droid equipped with proprietary stealth technology. Archived several of its enhancement subroutines in favor of sophisticated tracking and capture programming.



**POWER 4 ARMOR 5 ASSASSIN DROID**

May initiate battle. Permanent weapon is riot gun (may target a character for free; draw destiny; target captured if destiny +1 > defense value). Adds one battle destiny if alone or with your other bounty hunter. Immune to Restraining Bolt and purchase.

**This Deal Is Getting Worse All The Time** 0



Deploy one Cloud City battleground site. May deploy Secret Plans and/or All Wrapped Up. While this side up, once during each of your deploy phases, may take Bespino system, Bespino: Cloud City, Dark Deal or Cloud City Occupation into hand from Reserve Deck; reshuffle. Your Goo Nee Tay and characters are immune to Goo Nee Tay when deploying to Bespino locations. Flip this card if Dark Deal on table and you occupy Bespino system and Bespino: Cloud City.

**Chewie With Blaster Rifle** 1

Wookiee smuggler. "Waaaaaaww!"



**POWER 6 ABILITY 2**

Adds 3 to power of any freighter he pilots. Adds one battle destiny if with C-3PO. Permanent weapon is blaster rifle (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny > defense value).

**Lando In Millennium Falcon** 2

Heavily modified Corellian YT-1300 freighter. "She's the fastest hunk of junk in the galaxy."



**STARFIGHTER: MODIFIED LIGHT FREIGHTER**

**POWER 3 MANEUVER 3 HYPER SPEED 5**

May add 1 pilot and 2 passengers. Permanent pilot is Lando, who provides ability of 3 and adds 3 to power. May not be piloted by Han unless he won a hand of sabacc this game. Immune to attrition < 5.

**Lando With Blaster Pistol** 1

Smuggler, gambler and leader. "Yeah, I'm responsible these days. It's the price you pay for being successful."



**POWER 3 ABILITY 3 FORCE-ATTUNED**

Adds 2 to power of anything he pilots. Adds one battle destiny if with your other alien on Cloud City. Permanent weapon is blaster pistol (may target a character for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

**Quiet Mining Colony** 0



Deploy Bespino system and one Cloud City battleground site. While this side up, once during each of your deploy phases, may use 1 Force to deploy a site (or cloud sector) to Bespino from your Reserve Deck; reshuffle. Opponent loses no more than 1 Force from each of your Force drains at Bespino locations. Flip this card if opponent controls no Bespino locations and you control Bespino: Cloud City and at least two Cloud City sites (one if Lando or Lobot on Cloud City). Place out of play if Bespino is "blown away."

**Z-95 Bespino Defense Fighter** 2

Used to combat pirate activity in and around Cloud City. Top speed in atmosphere 1,150 kph. Hyperdrive installed by Bespino Motors.



**STARFIGHTER: MODIFIED Z-95 HEADHUNTER**

**POWER 2 MANEUVER 4 HYPER SPEED 2**

Permanent pilot provides ability of 1 and adds 1 to power. May add one alien pilot (suspends permanent pilot). Power +2 at Bespino locations. May be carried aboard starships like a vehicle.



**•Bossk With Mortar Gun** 1

Trandoshan bounty hunter. Modified his mortar gun to fire stun cartridges for live captures. Uses non-fragmentary capture rounds to minimize collateral damage.



**POWER 4 ABILITY 2**

Adds 2 to power of anything he pilots. Permanent weapon is •Bossk's Mortar Gun (may fire for free; draw destiny; may add or subtract 1 if at same site as a bounty; choose one character with that destiny number present to be captured).

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**Court Of The Vile Gangster** 0



Deploy Audience Chamber, Great Pit Of Carkoon and Dungeon. While this side up, once during each of your deploy phases, may deploy one docking bay or starship from Reserve Deck; reshuffle. Bounty hunters are forfeit +2 and immune to Goo Nee Tay. You may not play Scanning Crew. Each player loses 1 Force at end of each of their deploy phases unless that player has a non-droid character at a Tatooine battleground site. Flip this card if you have two captives (or a captive of ability > 2) at any Jabba's Palace site(s).

**•Dengar With Blaster Carbine** 2

Correllian bounty hunter. Skilled athlete. Expert shot. Has worked many times for Jabba the Hutt. Carries a long-standing grudge against Han Solo.



**POWER 3 ABILITY 2**

Adds 2 to power of anything he pilots. Permanent weapon is •Dengar's Blaster Carbine (may target a character, creature or vehicle for free; target hit, and its forfeit = 0, if destiny +1 > defense value; may be fired twice per battle).

5 2

**•IG-88 In IG-2000** 1

Starship adapted to the assassin droid's specifications. Flight controls linked directly to processing unit. Real-time relays minimize response time.



**STARFIGHTER: TRILON AGGRESSOR**

**POWER 3 MANEUVER 3 HYPERSPEED 3**

May add 2 passengers. Permanent pilot is •IG-88, who adds 2 to power and 3 to maneuver. May initiate battle. When in a battle you initiate, adds one battle destiny. Ion Cannon may deploy aboard.

5 4

**•Jodo Nesi** 2

Bounty hunter and scout. Perfectionist. Equipped with Mandalorian armor and a jet pack. He doesn't mind being mistaken for Boba Fett. Occasionally works for Black Sun.



**POWER 3 ABILITY 3 ARMOR 5**

When in battle, if opponent draws more than one battle destiny, may cancel one. Once per turn, when firing a rifle or blaster, may target for free and add 2 to total weapon destiny. May be targeted by Hidden Weapons. May "fly" (landspeed = 3).

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**•Mara Jade's Lightsaber** 1

As part of her training to become the Emperor's Hand, Mara Jade learned from Palpatine himself how to effectively fight with a lightsaber.



**CHARACTER WEAPON**

Use 1 Force to deploy on Mara Jade. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

**•Mara Jade, The Emperor's Hand** 1

Spy. Ordered to kill Luke Skywalker. Assumed the identity of a dancer named Ari'ca in order to sneak into Jabba's palace.



**POWER 4 ABILITY 5 FORCE-SENSITIVE**

Adds 2 to power of anything she pilots. Power +2 if Emperor on table. May be targeted by Vader's Obsession and Epic Duel instead of Vader. Once per game, may deploy a weapon on her from Reserve Deck; reshuffle. Immune to attrition < 4.

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**•Zuckuss In Mist Hunter** 1

Zuckuss is a dangerous adversary, especially when aboard his own starship. Mystical omens enable the Gand to predict enemy maneuvers in starship combat.



**STARFIGHTER: BYBLOS G-1A TRANSPORT**

**POWER 2 MANEUVER 3 HYPERSPEED 5**

May add 1 pilot and 3 passengers. Permanent pilot is •Zuckuss, who provides ability of 4 and adds 2 to power. Unless opponent has total ability > 6 piloting here, opponent's total battle destiny here = zero.

6 5

**•Boushh** 1

Leia obtained the armor of a notorious mercenary to sneak onto Coruscant. She later assumed the same role to spy on Jabba. Fearless and inventive. Jabba's kind of scum.



**POWER 3 ABILITY 4 ARMOR 4**

Deploys only to a site (-2 on Tatooine or Coruscant) as an Undercover spy. While Undercover at an opponent's site, prevents opponent from modifying or canceling your Force drains at opponent's related sites. Immune to attrition < 3.

6 7



**Master Luke** 1

Until being reunited with Yoda, Luke suspected that he had completed his training. Has a strong influence on the weak minded.



POWER 6 ABILITY 5 FORCE-SENSITIVE

Deploys -2 on Tatooine. Power -2 when present with Vader. Adds 2 to power of anything he pilots. When in battle, may target one opponent's alien present. Draw destiny. Target returns to opponent's hand if destiny > ability. Immune to attrition < 4.

7 7

**See-Threepio** 2

C-3PO was Jabba's "khan chita," or translator. Survived more battles than most members of the Alliance. Wasn't informed of R2-D2's role in the rescue of Han.



POWER 1 PROTOCOL DROID

Deploys only to a Jabba's Palace site. Once per game, when replacing another C-3PO, retrieve 3 Force. When in battle with your other droid and a Rebel, adds one battle destiny. R2-D2 deploys and moves for free to this location.

3 1

**You Can Either Profit By This...** 0



Deploy Tatooine: Jabba's Palace and Audience Chamber (with Han frozen there; he may not be moved while frozen). Opponent may deploy up to two aliens to Audience Chamber. While this side up, opponent may not Force drain at Audience Chamber and you may not play Frozen Assets. Luke, R2-D2 and C-3PO are deploy -2 at Jabba's Palace sites (Master Luke deploys for free instead). Flip this card if Han is on Tatooine and not a captive. Place out of play if Tatooine is "blown away."

**Set Your Course For Alderaan** 0



Deploy Death Star and Alderaan systems and Docking Bay 327. For remainder of game, Revolution is canceled and Commence Primary Ignition may target only Alderaan, Yavin 4, Hoth or a Subjugated planet. While this side up, once during each of your deploy phases, may take one card with "Death Star" in title into hand from Reserve Deck; reshuffle. You may not Force drain at Alderaan system. At Death Star sites, your Force drains and battle damage against you are canceled. Flip this card if Alderaan is "blown away."

**A New Secret Base** 5

Due to constant Imperial pursuit, Alliance engineers became adept at constructing new facilities quickly.



EFFECT

Deploy on 1st marker. Yavin 4 locations do not count for Imperial Decree. S-foils and your "insert" cards are canceled. Once during each of your turns, may take up to two sites (or one site and one Effect) with 'Echo' in title or one planet system with two 1A icons into hand from Reserve Deck; reshuffle. (Immune to Alter.)

**Artoo-Detoo In Red 5** 0 or 7

R2-D2 saved Luke and his starfighter more times than the young pilot could count.



STARFIGHTER: X-WING

POWER 3 MANEUVER 4 HYPER SPEED 5

May add 1 pilot. Permanent astromech aboard is R2-D2, who adds 2 to power, maneuver and hyperspeed. Luke of ability < 5 deploys free aboard. Immune to attrition < 5 when Luke piloting.

4 5

**Echo Base Garrison** 4


"All troop carriers will assemble at the north entrance. The heavy transport ships will leave as soon as they're loaded."



EFFECT

Deploy on table. Rogue T-47s are immune to attrition < 4 (or < 6 if matching pilot aboard). Once during each of your turns, may take one maintenance droid, Bacta Tank, Lone Rogue, Luke, Wedge, Zev or Hobbie into hand from Reserve Deck; reshuffle.

**Massassi Base Operations** 0



Deploy Yavin 4 system and Yavin 4: Docking Bay. For remainder of game, you may not play Revolution or Force drain at Yavin 4 sites or sectors. While this side up, you generate no more than 1 Force from each Yavin 4 site. Once during each of your deploy phases, may deploy one Yavin 4 site from Reserve Deck; reshuffle. Each Imperial is deploy +2 to Yavin 4. Flip this card if you control three Yavin 4 sites and opponent controls fewer than three Yavin 4 sites. Place out of play if Yavin 4 is "blown away."

**Prisoner 2187** 1

Princess Leia Organa, Alderaanian senator. Targeted by Vader for capture and interrogation. The Dark Lord of the Sith wanted her alive.



POWER 4 ABILITY 3 FORCE-ATTUNED

Deploys only if Rescue The Princess on table. May not be transferred while imprisoned. Adds 2 to your Force drains here. For remainder of game, your objective cannot be placed out of play and, if Leia not on table, flip Sometimes I Amaze Even Myself.

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