

**•DEATHSTAR: DOCKING CONTROL ROOM 327**

If you control, may deploy a docking bay directly from your Reserve Deck. Resumable deck.

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If you control, with a Rebel with ability > 2 present, Force drain +2 here.

**•Vader**

Sought to extinguish all Jedi. Former student of Obi-Wan Kenobi. Seduced by the dark side of the Force.

**POWER 4 ABILITY 6 DARK JEDI**

Must deploy on Death Star, but may move elsewhere. May not be deployed if two or more of opponent's unique (+) characters on table. If in a losing battle, draw destiny. If destiny > 4, "choke" (lose) one Imperial present (your choice).

**•Vader's Obsession**

Vader sought to hunt down and destroy all Jedi. After completing the circle with Obi-Wan, he turned his attention to the young Skywalker.

**LOST INTERRUPT**

During your move phase, if Vader moves to Luke's site from an adjacent site, begin a duel between them. Each adds two destiny to power. Winner retrieves lost Force equal to the difference. Loser loses same amount of Force, plus the character.

**•DEATHSTAR: LEVEL 6 CORRIDOR**

If you control, Luke and Obi-Wan are power +2 on Death Star.

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If you control, opponent needs 2 ability to control each Death Star site.

**•Luke**

Raised by guardians Owen and Beru Lars on a moisture farm on Tatooine, where Owen wanted him to stay. Nicknamed "Wormie" by childhood friends Carrie and Fober.

**POWER 2 ABILITY 3 FORCE-ATTUNED**

Must deploy on Tatooine, but may move elsewhere. May not be deployed if two or more of opponent's unique (+) characters on table. Your warriors at same site as Luke, or adjacent sites, are forfeit +1.

**•Run Luke, Run!**

After seeing Vader stake down Obi-Wan, Luke attacked recklessly until he heard the old Jedi Master's voice warn, "Run Luke, Run!"

**LOST INTERRUPT**

At any time, move Luke (for free) to a battle just initiated at an adjacent site. Luke is power +2 during that battle, unless Vader is present or adjacent to the battle site. OR You may cancel Vader's Obsession.

**•Dark Forces**

"The ability to destroy a planet is insignificant next to the power of the Force."

**EFFECT**

Deploy on your side of table. When Surprise Assault is played, may use 1 Force to add one destiny to your total. Also, when Sense or Alter is played, may use X Force to exclude X Jedi from being the "highest-ability character."

Tarkin deploys three here. If you control, all Imperials with ability > 2 on table are forfeit +2.

**•ERIADU**

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If you control, Force drain +1 here.

**•Gravity Shadow**

"Traveling through hyperspace ain't like dustin' crops, boy!" Gravitational phenomena cast shadows in hyperspace, posing a serious threat to light-speed navigation.


**LOST INTERRUPT**

If opponent's starship has just begun to move through hyperspace, draw destiny. If destiny > pilot's ability, starship must return to original location and may not move this turn. If destiny = pilot's ability, starship is lost.



**Motti** 1

Considered an overrated leader by many subordinates. Has a disturbing lack of faith. Became a member of the Death Star's command triumvirate despite his failings.



POWER 2 ABILITY 2

4 3

**Tarkin** 1

Imperial Governor of the Sesswenna Sector. Concealed and implemented the Death Star project. A leader in the effort to crush the Rebellion.



POWER 2 ABILITY 2

4 3

**For Luck** 4

Before swinging across the treacherous abyss, Leia gave Luke a kiss for luck. Despite an incessant storm of laserblasts, they made it.



**EFFECT**

Deploy on your side of table. When Counter Assault is played, may use 1 Force to add one destiny to your total. Also, when Sense or Alter is played, may use X Force to exclude X Jedi from being the "highest-ability character".

**Han** 1

Corellian. Graduated with honors from the Imperial Academy. Dishonorably discharged. Wanders the galaxy building a reputation as a gambler and hot-shot pilot.



POWER 2 ABILITY 2

4 3

**Leia** 1

Adopted daughter of the Viceroy and First Chairman of Alderaan. Became a political leader at a young age. The injustices of the New Order led her to join the Rebellion.



POWER 2 ABILITY 2

4 3

**Luke's T-16 Skyhopper** 4

Endeared vehicle used by Luke Skywalker for his early pilot training. Often raced with Biggs Darklighter through Beggar's Canyon.



**SHUTTLE VEHICLE**

POWER 2 MANEUVER 5 LANDSPEED \*

Requires 1 pilot to use. May carry 1 passenger. May move as a "react". May "bulldoze" one Wump Rat per turn. \*Landspeed = 4. OR 1 character may shuttle to or from same site for free.

2 4

**Tedn Dabai** 3

Male Bith musician. Member in good standing of the Intergalactic Federation of Musicians. Plays the Faifar in Figrin D'an's band. Once worked for the Empire as a scout.



POWER 1 ABILITY 1

For each other musician at same site, during any control phase you may use 1 Force to choose one opponent's alien present. That alien cannot utilize its game text for remainder of that turn.

2 4

**Gold Leader In Gold 1** 2

At the Battle of Yavin, Dutch led his squadron of outdated but reliable Y-wings in the first wave of the assault against the Death Star.



**STARFIGHTER: Y-WING**

POWER 2 MANEUVER 3 HYPER SPEED 4

May add 1 pilot or passenger. Permanent pilot aboard is •Dutch, who provides ability of 2, adds 2 to power and may draw one battle destiny if not able to otherwise.

5 4

**Red Leader In Red 1** 2

Called "Boss" or "Chief" by his squadron, Garven Dries was the first pilot to fire proton torpedoes at the Death Star's exhaust port during the Battle of Yavin.



**STARFIGHTER: X-WING**

POWER 3 MANEUVER 4 HYPER SPEED 5

Permanent pilot aboard is •Red Leader, who provides ability of 2, adds 2 to power and may draw one battle destiny if not able to otherwise.

6 5