

•383-10 2

Infantry battle droid who assumed command after his regiment's commander fell to Amidala's blaster. Re-routed Droid Control Ship orders to himself in the heat of battle.



POWER 3 **ARMOR 3** **BATTLE DROID**

While at Theed Palace Hallway, opponent's characters may not move from here. Once per game may take Hail! into hand from Reserve Deck; reshuffle.

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•383-21 2

Infantry battle droid equipped with command programs to call reinforcements into his patrol zone when needed. Assigned to escort Amidala soon after her capture.



POWER 3 **ARMOR 4** **BATTLE DROID**

If opponent just initiated a battle at same site, may use X Force to reveal the top X cards of your Reserve Deck (maximum 4). Any battle droids revealed this way may deploy for free; all other cards are lost.

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•383-868 2

Infantry battle droid belonging to the squad that captured Jar Jar Binks and Captain Tarpals at the Naboo battle plains.



POWER 2 **ARMOR 4** **BATTLE DROID**

Once per turn may use 1 Force to target an opponent's character present; target is defense value -3 for remainder of turn. While with another battle droid at a site, draws one battle destiny if unable to otherwise.

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•383-1204 2

Infantry battle droid programmed with anti-Jedi combat tactics by the Blockade flagship. Was to begin uploading his program to the rest of his unit when the Jedi escaped.



POWER 2 **ARMOR 4** **BATTLE DROID**

While with two other battle droids, may use 1 Force to target an opponent's Jedi present. Target's immunity to attrition is canceled for remainder of turn.

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•AAT Assault Leader 3

The AAT commanded by DDM-9 was outfitted with enhanced armor and additional weaponry in order to subdue the Gungan insurrection on the Naboo battle plains. **Enclosed**



COMBAT VEHICLE: AAT

POWER 6 **ARMOR 5** **LANDSPEED 1**

May add 1 pilot and 3 passengers. While piloted at same site as another AAT, adds two battle destiny. May deploy Energy Shell Launchers aboard from Reserve Deck; reshuffle. Immune to attrition < 5.

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AAT Laser Cannon 4

High caliber primary tank weapon. Just as effective against massed ground troops as vehicles. Cannot penetrate energy shields.



VEHICLE WEAPON

Deploy on your AAT. May target a character (use 1 Force) or vehicle (for free) at same or adjacent site. Draw destiny. Character lost if destiny +1 > defense value. Vehicle lost if destiny +3 > defense value. May target a creature for free. Creature is lost.

•Activate The Droids 4

The activation of droids requires a transmission from a Droid Control Ship on a top-secret frequency. Only a Trade Federation captain has access to these frequencies.



EFFECT

Deploy on your Blockade Flagship (may not deploy on a site). Whenever you initiate battle at a related planet site where you have a battle droid, you may activate 2 Force or retrieve 1 Force.

•After Hail! 5

"This one's a decoy!"



IMMEDIATE EFFECT

If opponent just Force drained you at a location, deploy on that location. Opponent's Force drains here are +1. Your battle destiny draws here are +1. If you control this location, may place Immediate Effect in Used File to retrieve 4 Force. (Immune to Control.)

•••Armored Attack Tank 2

The AAT is the most powerful vehicle in the Trade Federation arsenal. It includes range-enhanced laser cannons, projectile launchers and anti-personnel blasters. **Enclosed**



COMBAT VEHICLE: AAT

POWER 5 **ARMOR 4** **LANDSPEED 1**

May add 1 pilot and 3 passengers. While piloted at same site as a battle droid, adds two battle destiny. Landspeed may not be increased. Immune to attrition < 4.

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•At Last We Are Getting Results 4

First sign that your blockade is going well, the Queen is on the comlink.



EFFECT

Deploy on table. Your starfighters are forfeit +2. During every draw phase, opponent loses 1 Force unless they occupy a battleground system. Effect lost if you do not occupy two battleground systems with starships.

•••Battle Droid Officer 2

Leader: Officer battle droids contain programming that permits them to adapt to unusual situations. Known to malfunction from time to time.



POWER 3 ARMOR 4 BATTLE DROID

Your infantry battle droids deploy -1 to same site. While with another battle droid, adds 1 to your total battle destiny here. Your battle droids may move to this site for free.

Battle Droid Pilot 3

Pilot battle droids require navigational programming not found in other types of battle droids. Therefore, even though they lack weapons, their manufacturing cost is still the same.



POWER 0 ARMOR 2 BATTLE DROID

Adds 2 to power of anything he pilots (3 while piloting a battleship). While piloting a battleship, draws one battle destiny if unable to otherwise.

•Blockade Flagship 1

Aware that the Senate was sending a commission to Naboo, the Trade Federation evacuated many of its battleships, leaving its flagship to operate as the Droid Control Ship.



CAPITAL: TRADE FEDERATION BATTLESHIP

POWER 6 ARMOR 7 HYPERSPEED 3

May add 4 pilots, 4 passengers, 2 vehicles and 4 droid starfighters. Permanent pilot provides ability of 2. Once per game, may deploy a Neimoidian pilot aboard from Reserve Deck; reshuffle.

•BLOCKADE FLAGSHIP: DOCKING BAY

Your Docking Bay transit from here is free.



•BLOCKADE FLAGSHIP: DOCKING BAY

Your Docking Bay transit to and from here requires +8 Force.

•Bok Askol 3

At birth, a Pacifist's gene configuration usually indicates if they're to become a farmer, an intellectual, or a warrior. Bok Askol's destiny remained a mystery for years.



POWER 1 ABILITY 2

Once during your deploy phase, may draw destiny: (0-2) no result; (3-4) Askol draws one battle destiny if unable to otherwise for remainder of turn; (5+) Askol is power +4 for remainder of turn.

•Captain Daultay Dofine 1

Neimoidian captain of the Trade Federation Droid Control Ship blockading Naboo. Cowardly, lazy, and extremely greedy.



POWER 3 ABILITY 3 FORCE-ATTUNED

Adds 3 to power of any capital starship he pilots. Once per game may take Activate The Droids into hand from Reserve Deck; reshuffle. While aboard Blockade Flagship, it is immune to attrition < 5 and Activate The Droids is immune to Alter.

•Cease Fire! 4

The amount of time it takes for a sub-command to transfer to an officer battle droid, and then to the rest of his regiment, is .396 of a second.



USED INTERRUPT

If a battle was just initiated, lose 2 Force to prevent all weapons from being fired for remainder of battle. OR Target all your battle droids at a site. Targets may not have their forfeit value reduced for remainder of turn. OR Cancel Blaster Proficiency.

•Darth Maul With Lightsaber 1

"Yes, my master."



POWER 7 ABILITY 6 DARK JEDI

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

•Darth Sidious 1

Mysterious Sith Master who is manipulating the Trade Federation for his own nefarious ends. Shrouded in mystery, his identity and agenda remain unclear.



POWER 5 ABILITY 7 DARK JEDI MASTER

While no other characters present, if opponent just lost a Jedi from table, may lose 1 Force to place that Jedi out of play. While on Coruscant, may use 1 Force to add one battle destiny in a battle your Neimoidian is in. Immune to attrition.

6 8

•Darth Sidious 1

Mysterious Sith Master who is manipulating the Trade Federation for his own nefarious ends. Shrouded in mystery, his identity and agenda remain unclear.



POWER 5 ABILITY 7 DARK JEDI MASTER

While no other characters present, if opponent just lost a Jedi from table, may lose 1 Force to place that Jedi out of play. While on Coruscant, may use 1 Force to add one battle destiny in a battle your Neimoidian is in. Immune to attrition.

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•DFS-327 2

Droid starfighter programmed for battleship defense. Will not pursue enemy starfighters once repelled, but can disable vital systems on attacking capital starships.



STARFIGHTER: DROID STARFIGHTER

POWER 2 MANEUVER 2 NO HYPERDRIVE

While at same system as your battleship, DFS-327 is power +3, and opponent's pilots deploy +2 to starfighters at this system.

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•DFS-1015 2

Tactical support starfighter that utilizes learning subroutines to maximize the effectiveness of droid starfighter offensive strategies.



STARFIGHTER: DROID STARFIGHTER

POWER 2 MANEUVER 2 NO HYPERDRIVE

Deploys -1 to same location as your battleship. While with another droid starfighter at a system, once per battle if about to draw a battle destiny here, may instead draw two and choose one.

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•DFS-1308 2

1308 was one of several droids who analyzed the N-1 starfighter during the Trade Federation's occupation of Naboo. Was unable to calculate the "human factor" inside the N-1.



STARFIGHTER: DROID STARFIGHTER

POWER 2 MANEUVER 2 NO HYPERDRIVE

Deploys -1 to same location as your battleship. While with another droid starfighter at a system, opponent may not draw more than one battle destiny here.

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•••DFS Squadron Starfighter 2

Starfighters assigned to DFS Squadron are provided with advanced targeting routines to assist them in protecting Trade Federation command ships.



STARFIGHTER: DROID STARFIGHTER

POWER 2 ARMOR 2 NO HYPERDRIVE

Deploys -1 to Naboo or same system as your battleship. While at same system as your battleship, may deploy Droid Starfighter Laser Cannons here from Reserve Deck; reshuffle.

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•Droid Racks 1

The Trade Federation utilizes such efficient methods of droid deployment that it is rumored even they do not know exactly how many battle droids are in circulation.



EFFECT

Use 4 Force to deploy on table. If your battle droid was just lost, may place it here. During your control phase, may use 2 Force (1 Force if your piloted MTT on table) to take any battle droid from here into hand. (Immune to Alter.)

Droid Starfighter Laser Cannons 6

Standard weapon aboard all droid starfighters. Used to eliminate fast-moving starfighters which battleship laser batteries have difficulty targeting.



STARSHIP WEAPON

Deploy on your droid starfighter. May target a starship using 2 Force. Draw destiny. Target hit if destiny > defense value. If destiny +1 = defense value, target is power = 0 until end of turn.

•Drop Your Weapons 5

In situations of confrontation, a command high on a battle droid's priority queue is to neutralize any kind of armament an opponent has.



USED INTERRUPT

Target an opponent's weapon at same site as your battle droid. Each of that weapon's destiny draws are -1 for remainder of turn. OR If your battle droid just fired a blaster and hit a character, all opponent's character weapons at same site are lost.

Energy Shell Launchers 2

AAT weapon designed for wide-spread destruction. Can devastate opposing infantry.



VEHICLE WEAPON

Deploy on your AAT. May target a character or vehicle using 1 Force. Draw destiny. May subtract 1. If destiny = target's destiny number, target is hit.

+Fighters Straight Ahead 3

Sometimes a swarm of starfighters can look more imposing than it really is. Mostly though, it's just best to avoid them altogether.



EFFECT

Deploy on table. Your Force generation is +1 at systems you control. Opponent's non-unique starfighters are deploy +1 (or +2 to a system you occupy). (Immune to Alter.)

+Halt! 6

Concuss?



USED INTERRUPT

During any deploy phase, target a character at same site as your battle droid. Target is landspeed = 0 for remainder of turn. OR if opponent just deployed a character to same site as your battle droid, opponent must use 1 Force or place that character in hand.

Infantry Battle Droid 3

Main unit of the Trade Federation droid army. Cheap to manufacture. Required to be in contact with a Droid Control Ship at all times.



POWER 2 ARMOR 4 BATTLE DROID

Power +1 in battles you initiate. Once per turn, if this droid just fired a blaster and 'hit' an opponent's character, opponent loses 1 Force. Opponent's Gungans and Republic characters present are forfeit -1.

Invasion 0



Deploy Naboo system with Blockade Flagship there, Naboo: Swamp, and Droid Racks.

For remainder of game, you may not deploy cards with ability except starships and characters with 'Trade Federation' in lore. Civil Disorder is canceled. While this side up, once during your deploy phase may deploy a Naboo site from Reserve Deck; reshuffle. Opponent's Force icons at Naboo system are canceled. Flip this card if you control Theed Palace Throne Room (with a Neimoidian there) and Naboo system.

+Master, Destroyers! 5

Shields protect destroyer droids from incoming or deflected blaster fire. Starfighter cannons, on the other hand, can cause some problems.



USED OR LOST INTERRUPT

USED: Target a character at same site as two of your destroyer droids. For remainder of turn, target may not fire weapons and is power -2. LOST: Lose 1 Force to take up to three non-unique destroyer droids into hand from Reserve Deck; reshuffle.

Multi Troop Transport 3

Vehicle utilized by the Trade Federation droid army. 31 meters tall. Capable of holding, transporting, and deploying up to 112 battle droids. Enclosed.



COMBAT VEHICLE: MTT

POWER 2 ARMOR 4 LANDSPEED 2

May add 1 pilot and 7 passengers. Your battle droids may move from this site for free. Immune to attrition < 3.

+Naboo Occupation 5

Battle droid armies require less credits to maintain than the average soldier. Trade Federation tactics are designed to take advantage of these numbers.



EFFECT

Deploy on table. During your draw phase, may use 3 Force: until end of next turn, opponent generates no Force at Naboo sites you control with a battle droid. Place Effect in Lost Pile if you have no battle droids on Naboo. (Immune to Alter.)

NABOO: THEED PALACE HALLWAY

Once per game, may deploy a battle droid here from Reserve Deck; reshuffle.



NABOO: THEED PALACE HALLWAY

Force drain -1 here.

•Nothing Can Get Through Our Shield 6



Non-pilot characters aboard starships are forfeit -4. Whenever a player's starship is 'hit', that player loses 1 Force (2 if starship was hit by Droid Starfighter Laser Cannons). At systems where you have only 1 starships, all of those starships are immune to attrition < 4. At sites related to a system you occupy, your battle destinies may not be canceled by opponent.

•Nute Gunray, Neimoidian Viceroy 1

Neimoidian leader Viceroy to the Trade Federation, but primarily under the influence of Darth Sidious. Ordered to take control of Naboo and force the Queen to sign a treaty.



POWER 3 ABILITY 4 FORCE-SENSITIVE

Your droids and AATs are destiny +1 if drawn for battle or weapon destiny. Once per turn, may take Take Them Away into hand from Reserve deck; reshuffle. Immune to attrition < X, where X = twice the number of droids present.

•Nute Gunray, Neimoidian Viceroy 1

Neimoidian leader Viceroy to the Trade Federation, but primarily under the influence of Darth Sidious. Ordered to take control of Naboo and force the Queen to sign a treaty.



POWER 3 ABILITY 4 FORCE-SENSITIVE

Your droids and AATs are destiny +1 if drawn for battle or weapon destiny. Once per turn, may take Take Them Away into hand from Reserve deck; reshuffle. Immune to attrition < X, where X = twice the number of droids present.

•OOM-9 3

Officer battle droid who acted as a unit leader in the attack against the Gungans. Required advice from the Droid Control Ship in order to defeat the Gungan energy shield.



POWER 3 ARMOR 3 BATTLE DROID

Adds 2 to power of anything he pilots. May add or subtract one from a just drawn Energy Shell weapon destiny draw here. While at Battle Plains, twice per game may take Open Fire! or Cease Fire! into hand from Reserve Deck; reshuffle.

•Open Fire! 5

When given the attack coordinates, AAT weaponry can be programmed to track and fire automatically for maximum destruction.



EFFECT

Deploy on your AAT. Once during your control phase may use 3 Force to fire your AAT Laser Cannon on this AAT for free.

•OWO-1 With Backup 1

Trade Federation battle droid leader assigned to take a squad and destroy what was left of the Jedi ambassadors. His mission went unaccomplished.



POWER 6 ARMOR 5 BATTLE DROID

Requires +2 Force to use landspeed. Power +1 for each of opponent's Jedi present. While with a battle droid at a site, draws two battle destiny if unable to otherwise. Opponent's Force drains are -1 at adjacent sites.

•Rayno Vaca 3

Conscient taxi driver who barely makes enough money to get by. Will try any trick in the book to get an extra credit from his customer.



POWER 1 ABILITY 1

Your characters may move from here using their landspeed for free. During your control phase, may place Vaca in Used Pile to take Lana Dobreed into hand from Reserve Deck; reshuffle.

•Rolling, Rolling, Rolling 5

The Colicoids from Colla IV modeled destroyer droids after themselves in that they can roll up into a ball and move swiftly into a conflict.



USED INTERRUPT

Take any non-unique destroyer droid into hand from Reserve Deck; reshuffle. OR During your deploy phase, relocate your destroyer droid to an adjacent site.

•Rune Haako, Legal Counsel 2

The Trade Federation's only Neimoidian leader to have ever encountered a Jedi Knight. Assumed Quailry Dofine's responsibilities after Dofine questioned their Sith Lord's plans.



POWER 2 ABILITY 3 FORCE-ATTUNED

While at Theed Palace Throne Room, your attrition against opponent in battles at same and related Naboo sites is +X, where X = number of battle droids present at that site. While with a battle droid, Haako is power and defense value +2.

• **Rune Haako, Legal Counsel** 2

The Trade Federation's only Neimoidian leader to have ever encountered a Jedi Knight. Assumed Daultay Delfine's responsibilities after Delfine questioned their Sith Lord's plans.



POWER 2 ABILITY 3 FORCE-ATTUNED

While at Theed Palace Throne Room, your attrition against opponent in battles at same and related Naboo sites is +X, where X = number of battle droids present at that site. While with a battle droid, Haako is power and defense value +2.

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• **Senate Hovercam** 3

Used to monitor and record events inside the Galactic Senate. Hovercams are required to be present in every Senate session, a law Senator Palpatine opposed.



EFFECT

Deploy on Galactic Senate. While you have a senate majority, your Force generation here is +3, and your Force generation at Coruscant locations is immune to This Place Can Be A Little Rough. Place Effect in Last Pile if opponent controls this location.

• **Sil Unch** 2

Neimoidian Trade Federation Brood Control Ship officer. Specialized in battle droid control programming and interfaces. Does not enjoy being commanded by Daultay Delfine.



POWER 2 ABILITY 2

Adds 3 to power of anything he pilots. While aboard a battleship, that battleship is immune to attrition < 4 and draws one battle destiny if unable to otherwise.

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• **Single Trooper Aerial Platform** 3

STAPs are used by infantry battle droids to provide a variety of range-based advantages on the battlefield.



COMBAT VEHICLE: STAP


POWER 3 MANEUVER 4 LANDSPEED 4

May add 1 pilot. May move as a 'react.' When piloted by a battle droid, vehicle and pilot are immune to attrition < 4. Pilot's power = 0. If lost, character aboard may "jump off" (disembark).

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• **SSA-306** 2

Security battle droid assigned to guard duty at Theed Palace. His shift can only be ended by a blaster shot.



POWER 2 ARMOR 4 BATTLE DROID

At same site, opponent's spies and smugglers are deploy +4 and may not apply their ability toward drawing battle destiny. While with another battle droid at a site, draws one battle destiny if unable to otherwise.

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• **SSA-719** 2

Security battle droid assigned to quell uprisings before they have a chance to gather momentum. Believes the best form of defense is offense.



POWER 2 ARMOR 4 BATTLE DROID

While with another battle droid, power +3. If with a battle droid on Naboo and you just verified opponent's Reserve Deck, may lose 2 Force to search that Reserve Deck and place one card you find there out of play.

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• **SSA-1015** 2

Security battle droid whose programming assured him a Jedi could be subdued. Supposed to be designated SSA-101, but a mistake in production pushed him back to 1015.



POWER 2 ARMOR 4 BATTLE DROID

While with an opponent's Jedi, your other battle droids present are power +1. Opponent's Jedi are deploy +4 to same site. While with another battle droid at a site, draws one battle destiny if unable to otherwise.

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• **STAP Blaster Cannons** 2

Standard weapon equipped on a Single Trooper Aerial Platform. STAP blaster cannons can be devastating due to the high speed of the STAP itself.



VEHICLE WEAPON

Deploy on your STAP. Vehicle is power +3. May target a character, creature or vehicle for free. Draw two destiny and choose one. Target hit if destiny +2 > defense value.

• **Take Them Away** 4

During the occupation of Naboo, battle droids were ordered to arrest any Naboo citizens on sight.



USED OR LOST INTERRUPT

USED: Subtract one from a just drawn battle destiny. LOST: During opponent's control phase, use X Force to "break cover" of an opponent's undercover spy at same site as your battle droid or Neimoidian, where X = spy's deploy cost.

Tank Commander 3

AATs require officer battle droids to command them and relay orders from the Droid Control Ship. Programmed with sophisticated tank warfare tactics.



POWER 1 ARMOR 3 BATTLE DROID

Adds 3 to the power of any AAT he pilots. While piloting an AAT, forfeit +2, draws one battle destiny if unable to otherwise, and your other droids at this site are immune to attrition < 4.

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The Deflector Shield Is Too Strong 6



Landed starfighters and vehicles aboard starships are forfeit = 0. Once during your control phase may target your droid starfighter and opponent's starfighter present at same system. Both players draw destiny. You add your starfighter's power and maneuver. Opponent adds starfighter's power. Starship with lowest total is lost.

There They Are! 5

When unexplained droid losses are detected, a Droid Control Ship can call in reinforcements in seconds.



USED INTERRUPT

If a battle was just initiated, your non-unique battle droids are each power +1 for remainder of battle. (Immune to Sense if battle at a Naboo site.) OR Take a non-unique battle droid or non-unique droid starfighter into hand from Reserve Deck; reshuffle.

This Is Not Good 4

"Everything's overheated."



USED OR LOST INTERRUPT

USED: For remainder of turn, subtract 2 from any attempt to 'blow away' Blockade Flagship.
LOST: During any deploy phase, use 3 Force to target any starship at same system as your battleship. Target is hyperspeed = 0 until end of turn.

Trade Federation Landing Craft 2

C-9979 landing craft designed to transport and unload Multi Troop transports and its battle droid cargo as rapidly as possible.



CAPITAL: TRADE FEDERATION LANDING CRAFT

POWER 2 ARMOR 4 NO HYPERDRIVE

May add 2 pilots and 6 vehicles. Deploys and moves like a starfighter. While at a site, once during your deploy phase may take an MTT into hand from Reserve Deck; reshuffle.

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Trade Federation Tactics 6

Organizations as wealthy as the Trade Federation can afford large amounts of military hardware, all purchased under the guise of protecting their commercial interests.



LOST INTERRUPT

Use 2 Force to target a starship at same system as your ☒ starship armed with a weapon. Target is forfeit = 0 until end of turn. OR During battle, add X to your total power, where X = armor of one of your ☒ starships in that battle.

TT-6 4

Primary command liaison transport. Contains the majority of officer battle droids. Has priority to unload as soon as the area is secured. **Enclosed**



COMBAT VEHICLE: MTT

POWER 2 ARMOR 4 LANDSPEED 3

May add 7 passengers. Once per turn, may deploy a battle droid leader to same site from Reserve Deck; reshuffle. Immune to attrition < 3 (< 5 if your AAT or STAP present).

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TT-8 4

Auxiliary mobilization supply transport. Coordinates with the Droid Control Ship to determine whether additional STAPs are needed in any given area. **Enclosed**



COMBAT VEHICLE: MTT

POWER 2 ARMOR 4 LANDSPEED 3

May add 4 passengers and 3 STAPs. Once per turn, may deploy a STAP to same site from Reserve Deck; reshuffle. Immune to attrition < 3 (< 5 if your AAT or STAP present).

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We're Hit, Artoo 5

Complex recursive algorithms are used by Trade Federation starships to seek out and destroy enemies within targeting range.



USED INTERRUPT

Once during battle, target a participating starfighter present with your droid starfighter. Draw destiny. If destiny > target's defense value, target 'hit'. OR If opponent's starfighter was just 'hit' where your droid starfighter is present, activate up to 4 Force.

•Amidala's Blaster 6

Amidala's ability as a warrior is underestimated by those who encounter her. With her weapon of choice, she often uses this fact to her advantage.



CHARACTER WEAPON

Deploy on Amidala. May target a character or creature for free. Draw destiny. Character is power and forfeit = 0 if destiny > defense value. Creature lost if destiny +2 > defense value.

•Artoo, Brave Little Droid 6

Starship maintenance droid within the Naboo droid pool. Personally responsible for saving Amidala's starship and getting her to Tatooine.



POWER 1 **ASTROMECH DROID**

While aboard any starfighter, adds 2 to its power and hyperspeed. While in battle at a system, may place Artoo in Used Pile to cancel a just-drawn battle destiny. Cancels Lateral Damage targeting a starship at same system.

•Artoo, Brave Little Droid 6

Starship maintenance droid within the Naboo droid pool. Personally responsible for saving Amidala's starship and getting her to Tatooine.



POWER 1 **ASTROMECH DROID**

While aboard any starfighter, adds 2 to its power and hyperspeed. While in battle at a system, may place Artoo in Used Pile to cancel a just-drawn battle destiny. Cancels Lateral Damage targeting a starship at same system.

•Ascension Guns 5

Modified S-5 security blasters can be used for a wide array of purposes.



LOST INTERRUPT

During your move phase, target any number of your characters at Theed Palace Hallway. Draw destiny. If destiny +2 > number of characters targeted, relocate those characters to one other interior Naboo site. Otherwise, targets are lost.

•Big Boomers! 4

Gungan weaponry can be quite sophisticated. Sometimes its users are not.



USED INTERRUPT

If there is more than 1 card in opponent's Force Pile, opponent must use 1 Force. OR Take a Fambaa or Booma into hand from Reserve Deck; reshuffle. OR If you just drew weapon destiny for your Booma, cancel that destiny to cause a re-draw.

•BLOCKADE FLAGSHIP: DOCKING BAY

This site may not be converted.



•BLOCKADE FLAGSHIP: DOCKING BAY

Your Docking Bay transit from here requires 1 Force. If just "blown away", lose 4 Force.

Booma 4

Launched from fambaa-mounted catapults, Gungan 'energy balls' are used to disable a variety of mechanized threats. Effectiveness is enhanced by the skill of the user.



VEHICLE WEAPON

Deploy on your Fambaa. Twice during battle may draw destiny. If destiny < total number of opponent's characters and vehicles present, one of them is lost (opponent's choice).

•Boss Nass 1

Ankura Gungan who is the leader of his people. Prone to nervous fits. Personally responsible for uniting the Ankura and Otolla races together.



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

While at an underwater site and all of your characters on Naboo are Gungans: add one battle destiny in battles at Naboo sites and once during your deploy phase may deploy a Gungan or Steady, Steady from Reserve Deck; reshuffle.

•Boss Nass 1

Ankura Gungan who is the leader of his people. Prone to nervous fits. Personally responsible for uniting the Ankura and Otolla races together.



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

While at an underwater site and all of your characters on Naboo are Gungans: add one battle destiny in battles at Naboo sites and once during your deploy phase may deploy a Gungan or Steady, Steady from Reserve Deck; reshuffle.

•Bravo 1 3

Ric Olie's starfighter at the Battle of Naboo. Control configuration modified by Ric himself.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 4** **HYPER SPEED 3**

Deploys -1 to Naboo. May add 1 pilot. While Ric piloting, immune to attrition < 4 and draws one battle destiny if unable to otherwise.

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•Bravo 2 2

Starfighter assigned to Officer Dolphe at the Battle of Naboo. Damaged when the Trade Federation first invaded his planet, but Dolphe was able to make the necessary repairs.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 4** **HYPER SPEED 3**

Deploys -1 to Naboo. May add 1 pilot. While Dolphe piloting, immune to attrition < 4. While at Naboo system, your Bravo Squadron pilots at same system are forfeit +2.

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•Bravo 3 2

Arwen Weiruk's starfighter at the Battle of Naboo. Oldest starfighter in the Naboo corps.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 4** **HYPER SPEED 3**

Deploys -1 to Naboo. May add 1 pilot. While Arwen piloting, immune to attrition < 4. While at Naboo system, opponent's battle destiny draws are -1 here.

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•Bravo 4 2

Flown by Rya Kirich at the Battle of Naboo. Bravo 4 was primarily used as a recon vessel before it began its assault on the Trade Federation's Droid Control Ship.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 4** **HYPER SPEED 3**

Deploys -1 to Naboo. May add 1 pilot. While Rya piloting, immune to attrition < 4. While at Naboo system, adds 1 to each of your Force drains there.

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•Bravo 5 2

Ellberger's starfighter at the Battle of Naboo has excellent evasion capabilities, and can remain a threat to its target for as long as possible.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 5** **HYPER SPEED 3**

Deploys -1 to Naboo. May add 1 pilot. While Ellberger piloting, immune to attrition < 3. While at Naboo, opponent's battleships present are power -1.

1
3

•Bravo Fighter 3

Flown by an unknown pilot who likes to spin a lot. Played the deciding role in the attack against the Droid Control Ship.



STARFIGHTER: N-1 STARFIGHTER

POWER 2 **MANEUVER 4** **HYPER SPEED 3**

Permanent pilot provides ability of 3. During your control phase, if landed aboard Blockade Flagship, may draw one destiny. If destiny > 6, place Bravo Fighter in your Used Pile; Flagship 'blown away.'

2
3

•Captain Tarpals 2

Gungan leader of the forces that patrol and protect the city of Otoh Gunga. Consistently placed in the top ten of the Big Nasty Free-For-All.



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

Adds 1 to power of your other Gungans at same site. Opponent's characters may not move to underwater sites. Once per turn, if you just drew a Gungan for battle destiny, may deploy that Gungan for free to cancel that destiny and re-draw.

3
6

•Captain Tarpals' Electropole 6

Tarpals' electropole is nearly as old as he is. Used to enforce the laws of Otoh Gunga.



CHARACTER WEAPON

Deploys on Captain Tarpals. May 'throw' (place in Used Pile) to target a character, creature or vehicle for free. Draw destiny. If destiny +3 > defense value, target is landspeed = 0 and power -3 for remainder of turn.

•Corporal Rushing 3

Royal Naboo security officer in charge of protecting Amidala's Throne Room. His wife and children were captured when the Trade Federation invaded the planet.



POWER 3 **ABILITY 2**

Deploys -1 to Naboo. While firing a blaster, adds one to total weapon destiny. Once per battle, if a battle droid was just hit by a blaster here, battle droid is lost and opponent loses 1 Force.

2
5

•Dams Deena 3

Knowledgeable animal trainer and herd-mascer. Collector of Linnicon memorabilia.



POWER 1 **ABILITY 2** **MANEUVER 4**

Once during your deploy phase, you may deploy a Kaadu, Fambaa or Eopie to same site from Reserve Deck; reshuffle. If you just lost a creature vehicle from same site, you may place that creature vehicle in your Used Pile.

1
4

Electropole 5

Gungan weapon that is very similar to the force pike. Used to control crowds, wild animals, and the occasional battle droid.



CHARACTER WEAPON

Deploy on your Gungan. May target a character for free. Draw destiny. If destiny > defense value, character is power -4 for remainder of turn. At the end of a battle here, may place this electropole on top of Reserve Deck.

•••Fambaa 5

Pack animal domesticated by Gungan warriors. Able to bear heavy loads, even during the heat of combat.



CREATURE VEHICLE

POWER 5 **ARMOR 4** **LANDSPEED 1**

May add 2 'riders' (passengers). Ability = 1/2. Requires +1 Force to use landspeed. May not be attacked by creatures.

4
5

•General Jar Jar 2

After ending the Gungans and the Naboo, Boss Nass promoted Jar Jar Birks to General. He's still a bit clumsy.



POWER 4 **ABILITY 3** **FORCE-ATTUNED**

Once per game may take Brisky Morning Munchen into hand from Reserve Deck; reshuffle. Once per battle, may use 1 Force to target an opponent's droid present. Both players draw destiny. If your destiny +1 > opponent's destiny, target lost.

2
4

•General Jar Jar 2

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POWER 4 **ABILITY 3** **FORCE-ATTUNED**

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2
4

•Get To Your Ships! 5

The Queen's plan called for the remnants of Bravo Flight to eliminate the Droid Control Ship. Not an easy task.



EFFECT

Deploy on table. Once during your deploy phase, may reveal an unpiloted starfighter from hand to take its matching pilot character from Reserve Deck (or vice versa) and deploy both simultaneously; reshuffle. (Immune to Alter.)

Glan Speeder 2

Military repulsorlift armed with three light repulsing blasters. With a top speed of 160 kilometers per hour, they have the ability to out-flank an opponent in battle.



TRANSPORT VEHICLE

POWER 2 **MANEUVER 4** **LANDSPEED 3**

May add 1 driver and 3 passengers. May move as a 'react' to Naboo sites. Your battle destiny draws at same site are +1 for each of your Royal Naboo Security present. (Limit +3.)

2
3

•Gimme A Lift! 5

Jar Jar Birks' courage on the battlefield put quite a thumb in the Trade Federation's side. Many believed it wasn't actually courage.



USED INTERRUPT

Relocate Jar Jar to a battle just initiated at an adjacent site. OR Increase Jar Jar's landspeed by 1 for remainder of turn. OR If Jar Jar on Brisky Morning Munchen, take him into hand.

•••Gungan Energy Shield 5

Gungan energy shields can only be passed through by slow-moving objects. This allowed the Gungans to neutralize the threat posed by long-range tank weapons.



EFFECT

Deploy on an exterior site. While your Fambaa here: your characters here may not be targeted by weapons, opponent's battle destiny draws here are -1, and characters must use +1 Force when moving to or from here using their landspeed.

...Gungan General 2

Many Gungans spend years studying the art of war in the depths of Otoh Gunga. Only at the Battle of Naboo were these Gungans able to exercise that knowledge. **Leader**



POWER 2 ABILITY 2

Deploys -1 to Naboo. Your Gungans at same site are forfeit +2. While in a battle, if you just drew a Gungan for battle destiny you may take that card into hand.

Gungan Guard 2

Equipped with portable Gungan shields, these front line troops provide a secondary defense against blaster fire.



POWER 0 ABILITY 1

Your Gungan leaders present may not be targeted by weapons. While defending a battle on Naboo, power +4 and, whenever you draw a Gungan for battle destiny, add 3 to that destiny. Requires +2 Force to use landspeed.

I'll Try Spinning 6



Landed starfighters and vehicles aboard starships are forfeit = 0. Once during your control phase may target your N-1 starfighter and opponent's starfighter present at same system. Both players draw destiny. You add your starfighter's power and maneuver. Opponent adds starfighter's power. Starship with lowest total is lost.

It's On Automatic Pilot! 3

Once he was airborne, Ric Olié transmitted rendezvous coordinates to every N-1 starfighter. It was all the direction Anakin Skywalker needed.



EFFECT

Deploy on table. Your N-1 starfighters are forfeit +2. During every draw phase, opponent loses 1 Force unless they occupy a battleground system. Effect lost if you do not occupy two battleground systems with starships.

Jerus Jannick 2

Part of Amidala's Royal Naboo Security Forces, Jerus has been trained as a protector of royalty, and is determined that his responsibility be carried out professionally.



POWER 4 ABILITY 2

Deploys -2 to same site as Amidala. While in a battle with Amidala or Leia, your leaders present may not be targeted by weapons, and Jerus may be forfeited to satisfy all battle damage and attrition against you.

Kaadu 4

Used by many Gungan warriors due to their fearless nature, Kaadu lay large numbers of eggs to compensate for those eaten by predators.



CREATURE VEHICLE

POWER 1 MANEUVER 2 LANDSPEED 4

May add 1 'rider' (passenger). Ability = 1/2. Moves for free. While 'ridden' by a Gungan, may move as a 'react'. While at a swamp, adds 1 to your Force drains there.

Let's Go Left! 6



Non-pilot characters aboard starships are forfeit -4. Whenever a player's starship is 'hit', that player loses 1 Force (2 if starship was hit by Proton Torpedoes). At systems where you have only 2 starships, all of those starships are immune to attrition < 4. At sites related to a system you occupy, your battle destinies may not be canceled by opponent.

Lieutenant Arven Wendik 2

Bravo Squadron pilot who assisted in the attack at the Battle of Naboo. Tactical expert of capital starship shield capabilities.



POWER 2 ABILITY 2

Adds 2 to power of anything he pilots. While piloting Bravo 3 at same system as a battleship, adds one destiny to attrition only.

Lieutenant Chamberlyn 2

Royal Naboo security officer who became a leader of the underground movement against the Trade Federation. Known for discovering and analyzing battle droid weaknesses.



POWER 4 ABILITY 2

Deploys -1 to Naboo. Once per game may deploy a blaster on Chamberlyn from Reserve Deck; reshuffle. Once during your control phase, may target a battle droid present and draw destiny. If destiny > 3, target lost.

•Lieutenant Rya Kirsch 3

Became a member of Bravo Flight after embarrassing himself in front of Amidala as a grunt. Has redeemed himself by becoming an expert in defensive evasion tactics.



POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots. While piloting Bravo 4, draws one battle destiny if unable to otherwise, and opponent's droid starfighters are deploy +2 to same system.

2
4

•Mace Windu, Jedi Master 1

Jedi Council member who is known to be one of the strongest members of the Council. Has come to Naboo to investigate the death of the mysterious "dark warrior".



POWER 6 **ABILITY 7** **JEDI MASTER**

Deploys -2 on Naboo. While on Naboo, once during your control phase may use 1 Force to cancel Maul's immunity to attrition for remainder of turn. Immune to attrition < 3 (< 5 while on Naboo).

8
6

•Mace Windu, Jedi Master 1

Jedi Council member who is known to be one of the strongest members of the Council. Has come to Naboo to investigate the death of the mysterious "dark warrior".



POWER 6 **ABILITY 7** **JEDI MASTER**

Deploys -2 on Naboo. While on Naboo, once during your control phase may use 1 Force to cancel Maul's immunity to attrition for remainder of turn. Immune to attrition < 3 (< 5 while on Naboo).

8
6

Once per game may take Boss Nass into hand from Reserve Deck; reshuffle.

-NABOO: BOSS NASS' CHAMBERS



-NABOO: BOSS NASS' CHAMBERS

Opponent may not Force drain here. Immune to Revolution.

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•Naboo Celebration 5

The heroic actions of Amidala's forces and Boss Nass' army saved Naboo from the Trade Federation. Definitely a cause for celebration!



EFFECT

Deploy on table. If Amidala at a Theed Palace site (or Boss Nass at an exterior Naboo site), opponent's cards with ability deploy +2 there. Once during battle at a Naboo site, if you just drew a Gungan or Royal Naboo Security for battle destiny, opponent loses 1 Force.

Your Gungans deploy -1 here and move from here for free. You may not Force drain here.

-NABOO: OTON GUINGA ENTRANCE



-NABOO: OTON GUINGA ENTRANCE

Cards with ability (except Gungans) deploy +4 to underwater sites. Immune to Revolution.

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Once per game may take Ascension Gums into hand from Reserve Deck; reshuffle.

-NABOO: THEED PALACE HALLWAY



-NABOO: THEED PALACE HALLWAY

If your battle droid present, Force drain +1 here.

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•No Gben Up, General Jar Jar! 5

"Mesa think of sunting!"



LOST INTERRUPT

If you just lost a Gungan from table, place him in your hand. OR If Jar Jar and Tarpals are in a battle together, add two battle destiny.

•Officer Dolphe 3

Growing up in a small town outside of Theed, Porro became adept at speeder control and thrust. His decision to volunteer for Bravo Flight made Ric Olié a very happy man.



POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots. While piloting Bravo 2, draws one battle destiny if unable to otherwise, and opponent's battle destiny draws are -2 at same system.

2
4

•Officer Ellberger 2

Computer systems troubleshooter whose sour past is not discussed by her squad mates. Years of experience enabled her to predict and adjust to droid starfighter tactics.



POWER 2 ABILITY 2

Adds 2 to power of anything she pilots. While piloting Bravo 5 and at same system as a droid starfighter, adds one destiny to attrition only.

2
4

•Officer Perosel 2

Royal Naboo security guard who can disassemble and reassemble a Naboo blaster in less than sixty seconds. During the occupation, was a prisoner at Camp Four.



POWER 1 ABILITY 2

Once during your deploy phase, may use 1 Force to relocate Perosel to an adjacent Naboo site. While with a Republic character during battle, may place Perosel out of play to add 5 to your total power this battle.

2
3

•Panaka, Protector Of The Queen 2

Leader of the Royal Naboo Security Forces. Fought alongside Amidala in order to capture Viceroy Nute Gunray.



POWER 4 ABILITY 3 FORCE-ATTUNED

Deploys for free to a Naboo site. While with Amidala at a Naboo site, opponent may not target Amidala with weapons. While on Naboo, immune to attrition < 5.

4
6

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POWER 4 ABILITY 3 FORCE-ATTUNED

Deploys for free to a Naboo site. While with Amidala at a Naboo site, opponent may not target Amidala with weapons. While on Naboo, immune to attrition < 5.

4
6

Proton Torpedoes 4

Mainstay weapon of Naboo Defense Fighters. Anakin Skywalker used them to surprising effect, as soon as he found the trigger.



STARSHIP WEAPON

Use 1 Force to deploy on your N-1 starfighter. May target a starship using 1 Force. Draw destiny. Target hit if destiny > defense value. While on Bravo Fighter and you are attempting to 'blow away' Blockade Flagship, adds 2 to your total.

•Queen Amidala 2

Leader. Amidala was only twelve when she was elected Princess of Theed. Now at age fourteen, she is Naboo's Queen, and the savior of her planet.



POWER 3 ABILITY 4 FORCE-SENSITIVE

Deploys -1 to Naboo. Amidala and your other Republic characters present are defense value +2, and immune to You Are Beaten, Sniper, and attrition < 3.

4
7

•Queen Amidala 2

Leader. Amidala was only twelve when she was elected Princess of Theed. Now at age fourteen, she is Naboo's Queen, and the savior of her planet.



POWER 3 ABILITY 4 FORCE-SENSITIVE

Deploys -1 to Naboo. Amidala and your other Republic characters present are defense value +2, and immune to You Are Beaten, Sniper, and attrition < 3.

4
7

•Qui-Gon Jinn With Lightsaber 1

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



POWER 6 ABILITY 7 JEDI MASTER

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

7
8

•Rep Been 2

Member of Boss Nass' Rep Council. His responsibilities include maintaining a record of Gungan history as well as preserving ancient records of Gungan civilization.



POWER 2 ABILITY 2

Deploys -1 to an underwater site. While at Boss Nass' Chambers: your Force generation here is +1 for each Gungan present, and once per game, may take an underwater site into hand from Reserve Deck; reshuffle.

1
3

•Ric Olie, Bravo Leader 2

Leader of Bravo Squadron's attack on the Trade Federation Droid Control Ship at the Battle of Naboo. With the assistance of Anakin Skywalker, his squadron succeeded.



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

Adds 3 to power of anything he pilots. While piloting during a battle at a system where you have two piloted Bravo Squadron starfighters, adds two battle destiny.

3
6

Royal Naboo Security Officer 3

The Royal Naboo Security Forces are used to protect Naboo's planetary sites at all times. Commanded by Panaka, these volunteers have dedicated their lives to their homeland.



POWER 2 **ABILITY 1**

Power -1 while not on Naboo. While you have at least three other non-unique Royal Naboo Security Officers at related Naboo sites, draws one battle destiny if unable to otherwise.

2
3

Senate Hovercam 3

Senate hovercams report back to Chancellor Valorum at the conclusion of a Senate session. Mysteriously, the droid monitoring Amidala in the Senate never reported back.



EFFECT

Deploy on Galactic Senate. Amidala is politics +1 here. While you have a senate majority, your Force generation here is +3. Place Effect in Lost Pile if opponent controls this location.

•Steady, Steady 4

The Gungan army hoped that by initiating a conflict at the battle plains, they could draw the Trade Federation's forces away from Amidala's real plan.



EFFECT

Deploy on table. If you have two Gungans with different card titles at Battle Plains, your Force drains are +2 there. While two underwater sites on table, your Gungans and creature vehicles are immune to attrition <4 where your Fambaa is present. (Immune to Alter.)

•Take This! 5

"And this!"



USED INTERRUPT

If you are about to draw weapon destiny for Proton Torpedoes, instead draw 3 and choose 1. OR For rest of turn, add 2 to any attempt to 'blow away' Blockade Flagship. OR Take Proton Torpedoes or Bravo Fighter into hand from Reserve Deck; reshuffle.

•They Win This Round 5

The Queen realized that you must give up one battle in order to have an advantage in the next.



IMMEDIATE EFFECT

If opponent just Force drained you at a location, deploy on that location. Opponent's Force drains here are +1. Your battle destiny draws here are +1. If you control this location, may place Immediate Effect in Used Pile to retrieve 4 Force. (Immune to Control.)

•We Didn't Hit It 5

When severely outnumbered by opponents, any help is good help.



EFFECT

Deploy on table. Your Force generation is +1 at systems you control. Opponent's non-unique starfighters are deploy +1 (or +2 to a system you occupy). (Immune to Alter.)

•We Don't Have Time For This 5

Amidala and Panaka have the weapons training to pin down and remove the greatest combat threat.



LOST INTERRUPT

If Amidala and Panaka are in a battle together, add two battle destiny. OR Target an interior Naboo site where opponent has a battle droid. Draw destiny. If destiny > number of battle droids at that site, one of them is lost (opponent's choice).

We Have A Plan 0



Deploy Theed Palace Throne Room, Theed Palace Hallway, and Theed Palace Courtyard.

For remainder of game, you may not deploy cards with ability except Jedi, aliens, vehicles, Republic characters, and starships. Your Destiny is suspended. You lose no Force to Vengeance Of The Dark Prince.

While this side up, you may not deploy characters to interior Naboo sites. Once per turn, may activate 1 Force.

Flip this card if you control Theed Palace Throne Room (with Amidala there).

•Wesa Gotta Grand Army

5

"Gungans no die's without a fight."

USED OR LOST INTERRUPT

USED: Take a Fambaa, Battle Plains, or Boss Nass' Chambers into hand from Reserve Deck; reshuffle. OR Subtract one from any just drawn weapon destiny.
 LOST: Target an opponent's undercover spy with your Gungan. Target is lost.

•Wesa Ready To Do Our-sa Part!

5

Every Gungan that died on the battle plains gave Amidala and her troops that much more time to capture the Victory.

EFFECT

Deploy on table. If your Gungan was just lost from a site, may place him here. Once per battle, may place one of your Gungans here out of play to add 4 to your total power during that battle.

•Whoooo!

4

"Look! One of ours, out of the main hold!"

USED INTERRUPT

Take an unique (•) N-1 starfighter into hand from Reserve Deck; reshuffle. OR if a battle was just initiated at a system where opponent has a droid starfighter, all droid starfighters at that system are power -1 for remainder of turn.