

**Assault Rifle** 2

BlasTech model DU-19 "heavy blaster rifle." Enhanced with extra power packs and greater range.



**CHARACTER WEAPON**

Deploy on Chief Bast or your Imperial warrior. May target a character, creature, or vehicle at same or adjacent site using 1 Force. Draw destiny. Target lost if destiny +1 > defense value.

**Black 2** 2

TIE/ln assigned to pilot DS-61-2. Has 27 "flames" on cockpit, one for each Rebel kill. Control yoke has a hole of Mithel's young son, Reglin.



**STARFIGHTER: TIE/LN**

**POWER 1** **MANEUVER 4** **NO HYPERSPEED**

May add 1 pilot. During your deploy phase, may ▲ one Pride Of The Empire. All Wings Report In and Organized Attack are canceled. While DS-61-2 piloting, immune to attrition < 5.

**Blaster Rack** 3

Imperial facilities, like the Death Star and garrison bases, have blaster racks at key locations to equip soldiers with weapons like blaster rifles and thermal detonators.




**EFFECT**

Deploy on table. During your deploy phase, if you just deployed a unique (+) character, may ▼ a matching weapon on that character. (A)

**Darth Vader** 1

Dark Lord of the Sith. Servant of Emperor. Encased in armor with cybernetic life support. Student of Obi-Wan Kenobi. Was the best starpilot in the galaxy. Cunning warrior.




**POWER 6** **ABILITY 6** **DARK JEDI**

4. While aboard a starship, it is immune to attrition < 5. During battle at same system (twice if with a Black Squadron pilot), may cumulatively subtract 3 from a just drawn destiny. Immune to attrition < 5.

**Fusion Generator Supply Tanks** 4

Installed at many facilities throughout the Empire to provide power to the Imperial spacefleet. Supplies starships with energy necessary for sub-light and hyperspace travel.



**DEVICE**

Deploy on a docking bay or your capital starship. Star Destroyers and unique (+) TIEs are immune to attrition < 3. May place this device in Lost Pile to cancel Hyper Escape or Power Pivot. If opponent controls this location, place this device in Used Pile.

**Prophetess** 2

Renowned female psychic. Predictor of doom. Agent for Governor Aron of Tatooine. Tailed Jabba and his thugs to Docking Bay 94 when they confronted Han Solo.



**POWER 1** **ABILITY 4** **FORCE-SENSITIVE**

Deploy -1 and forfeit +3 at a site. Once per turn, may peek at top card of opponent's Reserve Deck or Used Pile; may then shuffle that Reserve Deck or Used Pile. Immune to attrition < 3.

**BoShek** 1

Rogue pilot. Outlaw starship tech. His secret lab in Mos Eisley. He bragged about beating Han Solo's Kessel Run record. Left this life behind after meeting Obi-Wan Kenobi.



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

3. Deploys -2 to Cantina, a docking bay, or a starship. BoShek is a matching pilot for any starship. Twice per game, may ▲ a device. Immune to attrition < 3.

**Fusion Generator Supply Tanks** 4

Uses standard fusion technology. Provides starships with energy for hyperspace travel. Installed at docking bays and throughout the Outer Rim Territories.



**DEVICE**

Deploy on a docking bay or your capital starship. Your unique (+) starships are power, maneuver, and hyperspeed +1. May place this device in Lost Pile to cancel Lateral Damage. If opponent controls this location, place this device in Used Pile.

**Gold 1** 3

Lead fighter of Gold Squadron at battle of Yavin. Flown by Jon "Dutch" Vander. Designated Specter 1 at Rebel Base.



**STARFIGHTER: Y-WING**

**POWER 2** **MANEUVER 3** **HYPERSPEED 4**

May add 2 pilots or passengers. If Dutch piloting, power +2, immune to attrition < 4, and once during any control phase, may take the top or bottom card of your Force Pile into hand.



**• Han's Heavy Blaster Pistol** 2

BlasTech DL-44 heavy blaster pistol. Short range, but relatively powerful. Comes empty for 25 shots. Illegal or restricted in most systems.



**CHARACTER WEAPON**

Deploy on Han (except TK-422), even as a 'react.' May target a character or creature for free. Draw destiny. Target hit, its forfeit = 0, and opponent loses 1 Force if destiny +1 > defense value. Once during your control phase, may fire using 1 Force.

**• Luke Skywalker** 1

Son of Anakin Skywalker. Student of Obi-Wan Kenobi. Honed piloting skills while bullseyeing womp rats in Beggar's Canyon aboard T-16 skyhopper.



**POWER 3 ABILITY 4 FORCE-SENSITIVE**

3. If piloting lead starfighter, Attack Run total is +3. During your control phase, if piloting at a battleground, may ▲ one Darklighter Spin or retrieve 1 Force.

**Sai'torr Kai Fas** 4

Saurin female from planet Durlbeel. Bodyguard of Hothek, a Saurin droid trader. Sai'torr will teach battle skills to those who prove themselves worthy.




**EFFECT**

Deploy on table. During your deploy phase, if you just deployed a unique (\*) character, may ▼ a matching weapon on that character. (A)

**• Admiral Motti** 1

Senior Navy commander of Death Star. Believes in technology, ridiculed the Force. Ambitious leader. Promoted due to support of New Order, not military skills. Hates Vader.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

2. Imperial-class Star Destroyers are deploy -2 to same system.

**Bantha** 3

Transport, pack animal. Many breeds of different sizes and colors. Three meters tall. Can go weeks without food or water. Found throughout the galaxy.



**CREATURE VEHICLE**

**POWER 1 MANEUVER 2 LANDSPEED 1**

May add 2 'riders' (passengers). Ability = 1/2. May move as a 'react.' Tusken Raiders here are power +1. Scum And Villainy ignores creature vehicles. During your deploy phase, may ▼ one Bantha Herd.

**• Commander Praji** 2

Vader's aide on the *Devastator*. Personally supervised search for Death Star plans on Tatooine by Vader's order. Was graduated with honors from Imperial Navy Academy on Coruscant.



**POWER 1 ABILITY 2**

2. During your control phase (twice if aboard *Devastator*), may use 1 Force to ▲ an Imperial pilot of ability < 3.

**• Death Star Sentry** 3

Death Star troopers on sentry duty observe and direct incoming starships and monitor other critical sites. They perform sensor scans for life forms and weapons.



**DEFENSIVE SHIELD**

Plays on table. Opponent must first use X Force to deploy a non-unique card (except a Jawa) to a location, where X = the number of copies of that card at that location.

**• Djas Puhr** 1

Male Salixian, a race often employed as assassins. Bounty hunter. Incredible infrared, peripheral vision. Has excellent aural and olfactory senses. Often tracks by scent.

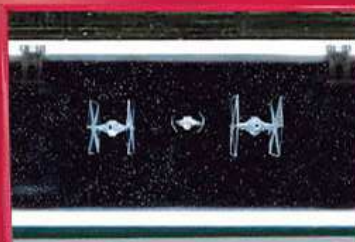


**POWER 1 ABILITY 4 FORCE-SENSITIVE**

Power +3 under 'nighttime conditions'. Blaster Rifle deploys and fires for free on (and is a matching weapon for) Djas Puhr. Immune to attrition < 3 (< 5 while armed with a weapon).

**Emergency Deployment** 3

TIE fighters are stored in large racks far above the hangar deck. Catapulted into space by powerful tractor beam generators, TIEs can quickly scramble to engage the enemy.



**USED INTERRUPT**

▲ a device or a non-lightsaber weapon. OR If opponent just initiated a battle or Force drain at a system or sector, ▼ (as a 'react') an unpiloted TIE and a pilot of ability < 3 (simultaneously). (S)



**Fear Will Keep Them In Line** 4

"The regional governors now have direct control over their territories. Fear will keep the local systems in line. Fear of this battle station."



**EFFECT**

Unless  Fear Will Keep Them In Line on table (even if suspended), deploy on Death Star. During your control phase, for each battleground system controlled by your Star Destroyer within 2 parsecs of Death Star, opponent loses 2 Force.

**General Tagge** 1

Oversees defense operations of Death Star. Outstanding tactician. No-nonsense leader. Member of House of Tagge, a powerful noble family and corporate conglomerate.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

During your control phase, may use 1 Force to  an Imperial trooper without armor. Once per game, may place all your non- Effects in Used Pile.

**Han Seeker** 3

Military version of a 'remote'. Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.



**AUTOMATED WEAPON**

Use 1 Force to deploy on opponent's side at an unoccupied site. During your control phase, may move like a character. If present with a smuggler of ability < 3 or  Han, this weapon and that character are lost.

**I Find Your Lack Of Faith Disturbing** 5

Darth Vader ruthlessly used the Force to strike down enemies and soldiers who displeased him. He could choke victims from afar without touching them.



**DEFENSIVE SHIELD**

Plays on table. Unless Deep Hatred on table, opponent may use only one combat card per turn. While opponent has two Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. We'll Handle This may target only droids and spies.

**Imperial-Class Star Destroyer** 1

Mainstay of Imperial Navy. 1.6 kilometers long. Has hangars and facilities for TIE fighter squadrons, shuttles, drop-ships and combat vehicles such as AT-ATs and AT-STs.




**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 8 ARMOR 6 HYPERSPEED 3**

Deploys -3 to same location as a unique (+) Star Destroyer. May add 6 pilots and 4 TIEs. Permanent pilot provides ability of 1. Draws one battle destiny if unable to otherwise. [Ship-docking]

**Imperial Reinforcements** 4

Imperial stormtroopers deploy in 8-10 trooper squads. Reinforcements are typically held in reserve according to standard Imperial operating procedures.



**LOST INTERRUPT**

Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Imperials and/or Imperial starships (may take one retrieved card into hand). OR Cancel K'lor'slug.

**Jawa Pack** 3

Jawas travel in packs for protection. They use ambush tactics against unwary droids in the canyons of the Jundland Wastes. "Aeeeyaa!"



**EFFECT**

Deploy on table. Your unique (+) Jawas are defense value +1. During battles at exterior Tatooine sites where your unique (+) Jawa is participating, may add one destiny to your total power.

**Kirik Kord'kak** 2

A female insectoid Yam'rii. Very strong and easily angered. Known for stealth, but also has good technological aptitude. Meat eater. Loves eggs.



**POWER 8 ABILITY 1**

During battle, may add 1 to your attrition against opponent for each opponent's character present. May not deploy to or board starfighters or enclosed vehicles.

**Labria** 3

Information broker. Spy. Deraanian rebels instinctively have 'wanderlust'. Frustrated that he must be elusive due to shady past. Suffers from prejudice due to devilish appearance.




**POWER 1 ABILITY 1**

Once per game, may  Undercover on Labria. During your control phase, may reveal top card of Reserve Deck. Place revealed card on top of Force Pile, Reserve Deck, or Used Pile.



**Local Trouble** 4

"Looks like somebody's beginning to take an interest in your headwork." Imperial stormtroopers coerce local residents to assist them in the apprehension of Rebel scum.



**LOST INTERRUPT**

At the beginning of your battle phase, use 1 Force to initiate a battle between two Imperials and an opponent's character present at same interior site. For remainder of turn, no other battles may occur here and opponent takes no battle damage here.

**Molator** 3

Creature in deejank holgame drawn from Alderaanian mythology. Stories describe molators as powerful, enchanted protectors of Alderaanian kings and queens.




**EFFECT**

Deploy on table. If your character in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for D). Characters of ability < 5 are immune to Goo Nee Tay. (A)

**Sanderrowler** 2

Wagon-like, enclosed homes for Jawa tribes. Protect against Tusken Raiders, krayt dragons, etc. 36 meters long, 17 meters tall. Originally mining vehicles. No two look alike.



**TRANSPORT VEHICLE**

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

Permanent driver provides no ability. May add 7 passengers. Jawas at same site are power +1 and forfeit +2. During your deploy phase, may ▼ a Jawa here.

**Send A Detachment Down** 4

Vader sent Imperial stormtroopers to the surface of Tatooine in search of the stolen Death Star plans. "There'll be no one to stop us this time."



**UTINNI EFFECT**

Deploy on opponent's card (a device, droid, or weapon) that may be stolen by a character. Target your trooper at another location. When reached by target, place this Utinni Effect on target; target is power +2, steals opponent's card, and you may retrieve 3 Force.

**Stormtrooper** 1

One of countless elite shock troops totally loyal to the Emperor. Unquestioningly follow orders. Willing to sacrifice their lives to accomplish a mission. First-strike forces.




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

When drawn for weapon or battle destiny, destiny +2. While present at a site and armed with a blaster rifle, forfeit +2 and draws one battle destiny if unable to otherwise.

**Sundown** 3

When the twin suns of Tatooine set, "Sand People, or worse" become a threat, and battles are more dangerous. On Hoth, temperatures drop to deadly extremes.



**EFFECT**

Deploy on table. Dark Hours is canceled. Once per game, may target a system. At related sites, 'nighttime conditions' are in effect and spies are deploy -2. (A)

**Tactical Re-Call** 4

Sophisticated communication equipment hidden in the ruins of the extinct Massassi race is used to coordinate forces and to re-call Rebel officers for debriefing and orders.



**UTINNI EFFECT**

Use 2 Force to deploy on opponent's site. Target opponent's leader at a site or character at the Galactic Senate. Target's game text is canceled. Utinni Effect canceled when reached by target.

**The Empire's Bask** 3

"No star system will dare oppose the Emperor now."




**LOST INTERRUPT**

Use 1 Force to ▼ (or retrieve) Motti, Tagge, Tarkin, or Vader. OR Once during your control phase, for each battleground controlled by Motti, Tagge, Tarkin, or Vader, opponent loses 1 Force.

**Utinni!** 4

The Jawa who shot R2-D2 with an imitation gun called to his companions, "Utinni!", the Jawa word for "come here!"



**USED INTERRUPT**

▲ an Utinni Effect. OR ▲ a non-unique and/or a unique (-) Jawa.



**We're All Gonna Be A Lot Thinner!** 6

Trash compactors crush waste before it is jettisoned into space. Magnetically sealed to prevent leakage, R2-D2 saved the day by shutting down compactor 3263827.



**USED OR LOST INTERRUPT**

**USED:** Play at the start of your activate phase. When you activate Force this turn, use your opponent's Force icons instead of your own.

**LOST:** Cancel Into The Garbage Chute, Flyboy.

**Affect Mind** 5

"What was that?" The Jedi power known as "affect mind" is often used to create minor distractions, allowing Jedi to elude enemies rather than engage them in battle.



**DEFENSIVE SHIELD**

Plays on table. Unless Inner Strength on table, opponent may use only one combat card per turn. While opponent has 2 Dark Jedi on Naboo, you lose no more than 2 Force to Force drains at opponent's Naboo sites. Let Them Make The First Move may target only droids and spies.

**Biggs Darklighter** 2

Piloted Red 3 at Battle of Yavin. Childhood friend of Luke. Led mutiny on *Rand Eclipto* and theft of *Eclipto* from shipyards on Bestine. *Eclipto* Erasers emblem on helmet.



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

**2** Deploys free to Beggar's Canyon, Red 3, or same location as Fel or Hobbie. While piloting Red 3, it has a **1**. During your control phase, may **▲** one Old Times.

**C-3PO (See-Threepio)** 3

Cybot Galactica 3PO human-cyborg relations droid. Fluent in over six million forms of communication. 112 years old. Has never been memory-wiped... as far as he knows.



**POWER 1** **PROTOCOL DROID**

During battle at a site with R2-D2, may not be targeted by weapons, and may draw one destiny; subtract that amount from opponent's total power. Once per game, may place all your non-**A** Effects on table in Used Pile.

**Cantina Brawl** 5

"... watch your step. This place can be a little rough." The Mos Eisley Cantina harbors smugglers, thieves, cutthroats, criminals, mercenaries and bounty hunters!



**LOST INTERRUPT**

If a battle was just initiated at an interior site where both players have a participating character armed with a weapon, your weapon destiny draws there are +1 (+3 if at Cantina) for remainder of turn.

**Demotion** 3

Repercussions for failure are severe in the Imperial military. Many officers prefer demotion to 'alternative' punishment from Darth Vader.



**EFFECT**

Use 2 Force to deploy on an Imperial leader of ability < 5 or a senator. That character's game text is canceled. If present with another Demotion, this Effect lost.

**Escape Pod** 6

Capital starships have emergency escape pods. Equipped with food, water, flares, medpacs, hunting blaster and tracking beacon. (R2-D2 deactivated this one's beacon).



**USED INTERRUPT**

**▲** a dajank, hologram, or holosite. OR Cancel a Force drain at a holosite. OR If opponent is about to place your character out of play, place that character in your Lost Pile instead.

**General Dodonna** 2

Skilled technician and natural leader. Planned attack on Death Star after analyzing technical readouts provided by Princess Leia. Star Destroyer captain during Old Republic.



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

During your control phase, if at a Rebel Base location, may use 1 Force to **▲** one Colonel Feyn Gospic, an Admiral's Order, or a Rebel pilot of ability < 3.

**Han's Back** 3

"Didn't we just leave this party?"



**LOST INTERRUPT**

Use 1 Force to **▼** (or retrieve) Han's Heavy Blaster Pistol, *Falcon*, or Han. OR If opponent just drew weapon destiny targeting *Falcon* or Han, cancel and redraw that destiny.



**Han's Dice** 3

A pair of dice dangling above the *D Millennium Falcon's* cockpit, for luck. "I've never seen anything to make me believe there's one, all-powerful Force controlling everything."



**USED INTERRUPT**

Once per turn, if just drawn for destiny, may take this Interrupt into hand to cancel and redraw that destiny. OR Cancel Watto's Chance Cube. OR If your character of ability > 2 is in battle, use 1 Force to cancel and redraw a just drawn destiny.

**Into The Garbage Chute, Flyboy** 6

Leia led an unorthodox escape into a "garbage crusher" on the detention level. "What an incredible smell you're decorated!"



**USED INTERRUPT**

Add one battle destiny at Incinerator, Trash Compactor, Watto's Junkyard, or a swamp.

**Jawa Siesta** 3

Three Jawas take a cool, energy-saving nap in the noon-day sun at Mos Eisley.



**EFFECT**

Deploy on table. Your unique (\*) Jawas are defense value +1. During battles at exterior Tatooine sites where your unique (\*) Jawa is participating, may add one destiny to your total power.

**K'tor'slug** 3

Deprank hologram of venomous swamp creature from Noo Tsa'on. Keen senses of smell and vision. Dangerous hunter. Lays eggs - hundreds of voraciously hungry hatchlings.



**EFFECT**

Deploy on table. If your character in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). Non-Jedi, non- characters may not have their deploy cost modified by Bad Feeling Have I. (S)

**Leia's Back** 3

"It's not over yet!"



**LOST INTERRUPT**

Use 1 Force to (or retrieve) Leia's Blaster Rifle, Leia's Sporting Blaster, or Leia. OR If you just initiated a Force drain where Leia is present, use 2 Force to make that Force drain +2.

**Luke's Back** 3

"It looks like I'm going nowhere."



**LOST INTERRUPT**

Use 1 Force to (or retrieve) Luke's Blaster Pistol, Luke's Lightsaber, or non-Jedi Luke. OR Unless Inner Strength on table, use 1 Force to cancel a just drawn weapon destiny targeting Luke (or a just drawn duel or lightsaber combat destiny if Luke is participating).

**Nightfall** 3

Tatoo I and Tatoo II, twin sons of Tatooine, create a harsh desert environment, but provide spectacular sunsets. At night, many dangers emerge from the shadows.



**EFFECT**

Deploy on table. Once per game, may target a system. At related sites, 'nighttime conditions' are in effect and spies are deploy -2. (S)

**Obi-Wan's Cape** 4

A symbol of the noble Jedi and his mysterious powers.



**EFFECT**

Deploy on Obi-Wan. Obi-Wan is defense value +1 and may not be excluded from battle. During opponent's turn, may place this Effect in Lost Pile to cancel a just drawn duel, lightsaber combat, or weapon destiny draw here.

**Panic** 4

Cornered by Imperial troops, Han's gambler reflexes led him to do what comes naturally - attack! Surprise assaults work... sometimes.



**USED INTERRUPT**

▲ a device or a non-lightsaber weapon. OR If opponent just initiated a battle or Force drain at a system or sector, ▼ (as a 'react') an unplotted Rebel starfighter and a pilot of ability < 3 (simultaneously). (S)



**Rebel Reinforcements** 4

Rebels rely on hidden "cells" of undercover operatives. Striking from hidden bases, troops or starfighters can arrive in a battle zone at any time.



**LOST INTERRUPT**

Once per game, if opponent has more cards with ability on table than you, draw destiny and retrieve up to that number of Rebels and/or Rebel starships (may take one retrieved card into hand).

**Rebel Trooper** 1

Corellian Corvette trooper Ensign Chad Hike, an Alderaanian, typifies the loyal Rebel volunteers dedicated to defeating the Empire. Trained in starship and ground combat.



**POWER 1 ABILITY 1**

When drawn for weapon or battle destiny, destiny +2. While present at a site and armed with a blaster rifle, forfeit +2 and draws one battle destiny if unable to otherwise.

**Return Of A Jedi** 3

"Where did you dig up that old fossil?" "I don't think he exists anymore." "Surely he must be dead by now." "I can't believe he's gone." "Oh, he's not dead, not yet." Obi's back!



**LOST INTERRUPT**

Use 1 Force to ▼ (or retrieve) Obi-Wan, Obi-Wan's Cape, or Obi-Wan's Lightsaber. OR Unless Inner Strength on table, use 1 Force to cancel a just drawn weapon destiny targeting Obi-Wan (or a just drawn duel or lightsaber combat destiny if Obi-Wan is participating).

**Rygar Rygard** 4

A Birm trader and smuggler of starship weapons. Trusts no one. Does business with anyone. Teaches smuggler apprentices. Has mastered Jawa language.



**EFFECT**

Deploy on table. If your character is about to be lost from table, place all devices and Effects on that character in owner's Used Pile. Twice per game, may ▲ a device (or an Effect) that deploys on a character.

**Sanderawler** 2

Waren-like, enclosed homes for Jawa tribes. Protects against Tatooine predators. Originally mining vehicles. Jawas claimed them when mines abandoned. No two look alike.



**TRANSPORT VEHICLE**

**POWER 3 ARMOR 3 LANDSPEED 2**

Permanent driver provides no ability. May add 7 passengers. Jawas at same site are power +1 and forfeit +2. During your deploy phase, may ▼ a Jawa here.

**Special Modifications** 3

Han's "special modifications" for *Millennium Falcon* included security mechanisms, deflector shields, hull plating, faster lyjedrive and enhanced weapons.



**EFFECT**

Deploy on table. Your starships about to be lost during the weapons segment of battle remain in play instead. May place this Effect in Lost Pile to make your starship immune to attrition for remainder of turn.

**Utinni!** 4

Jawa trade language word for "Come here!" Jawas work communally and scavenge for equipment.



**USED INTERRUPT**

▲ an Utinni Effect. OR ▲ a non-unique and/or a unique (+) Jawa.

**Yavin Sentry** 3

Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base's main sensors.



**DEFENSIVE SHIELD**

Plays on table. Opponent must first use X Force to deploy a non-unique card (except a Jawa or Tusken Raider) to a location, where X = the number of copies of that card at that location.