


**•A Dark Time For The Rebellion** 4

Absolute control wielded by the Empire enables Imperial forces to dominate planetary systems before the Rebel Alliance can gain a foothold.



**USED INTERRUPT**

▲ a cave. OR If opponent just deployed a planet site, ▼ a related location.

**•AT-AT Cannon** 3

Laser cannons mounted on the head of an Imperial walker provide devastating, coordinated firepower. Effective against a wide variety of targets.



**VEHICLE WEAPON**

Deploy on your non- AT-AT. May target a character or vehicle at same or adjacent site for free. Draw destiny. Target hit if destiny +1 (+2 if a vehicle) > defense value. If just lost from table, place this weapon in Used Pile.

**•Blizzard 1** 2

General Veers' AT-AT. Enclosed. Equipped with highly sophisticated communications gear. Employs an experimental targeting system.



**COMBAT VEHICLE: AT-AT**

**POWER 7 ARMOR 7 LANDSPEED 1**

May add 2 pilots and 8 passengers. During the power segment of a battle here, may lose X cards from hand to cause +X attrition against opponent. Immune to attrition < 4.

**•Blizzard 2** 2

AT-AT commanded by the treacherous General Nien. Before he was assassinated. Fortified with an extra layer of armor by the paranoid general. Enclosed.



**COMBAT VEHICLE: AT-AT**

**POWER 6 ARMOR 8 LANDSPEED 1**

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 2. During your control phase, may ▲ one Trample or Walker Barrage. Walker Barrage total is +2. Immune to attrition < 4.

**•Blizzard Scout 1** 4

Enclosed All Terrain Scout Transport (AT-ST). Provides flanking support to the AT-ATs of Blizzard Force. Modified for cold weather combat.



**COMBAT VEHICLE: AT-ST**

**POWER 3 ARMOR 4 LANDSPEED 3**

May add 1 pilot or passenger. Permanent pilot provides ability of 2. May move as a 'react'. During battle, if with your piloted AT-AT, may cancel game text of an opponent's character present.

**•Breached Defenses** 4

"Imperial troops have entered the base! Imperial troops have entered!"



**IMMEDIATE EFFECT**

Deploy on opponent's just deployed card; opponent loses 1 Force and you may retrieve 1 Force. That card may not apply its ability toward drawing battle destiny, is power -3, and gains (in addition to its own maintenance cost): "★ Lose 1 Force, or 2."

**•Captain Lennox** 2

Captain of the Imperial Star Destroyer *Tyrant*. An able leader. Unlike most Imperial officers, he is dedicated to his ship and crew. Finds political maneuvering distasteful.



**POWER 2 ABILITY 2**

3: any Star Destroyer. *Tyrant* and \*\*\*Death Squadron Star Destroyers are deploy -3 and power +1 here, and their ability-1 permanent pilots are replaced by ability-2 permanent pilots.

**•Captain Piett** 2

Captain on the *Executor*. Monitored probe droid telemetry. His flawless record of arrests and suppressions has contributed to an impressive rise through the ranks.



**POWER 2 ABILITY 3 FORCE-ATTUNED**

2: Twice per game during opponent's turn, may place three cards from hand on your Force Pile to draw top two cards from Reserve Deck.

**•Death Squadron** 3

"Male ready to land our troops beyond their energy field and deploy the fleet so that nothing gets off the system."



**EFFECT**

Deploy on a Rebel Base system. Star Destroyers (except *Executor*) and Imperial pilots are deploy -1 here. While piloted by a unique Imperial, Star Destroyers may not have their power reduced. Cancels Haven here. If opponent controls this system, this Effect lost.



**Debris Zone** 5

A reactor core explosion in a destroyed AT-AT causes a plasma release which shatters its armor, showering the immediate area with molten projectiles.



**USED INTERRUPT**

Once per turn, ▲ Crash Landing or Weapon Malfunction. OR If you have a piloted AT-AT on Hoth, target artillery weapon at a related site is lost. Ⓢ

**Deflector Shield Generators** 4

Located atop the superstructure of a Star Destroyer, the generator towers create an energy shield which repels solid objects and weapons fire.



**DEVICE**

Deploy on a Star Destroyer. Starship is power +2, immune to attrition < 3, and may not be targeted by opponent's Interrupts or starship weapons. Star Destroyers are destiny +1. Your Force generation here is +1. During your deploy phase, may ▼ a TIE here.

**General Veers** 1

General Maximilian Veers is the model of an Imperial Army officer. Cunning, loyal and a ruthlessly efficient leader. In charge of the ground assault troops in Vader's forces.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

3, 4: Blizzard 1. While piloting an AT-AT, draws two battle destiny if unable to otherwise. While piloting a combat vehicle, its immunity to attrition is +2.

**Image Of The Dark Lord** 6

Vader's Imagegram exerts loyalty from his legions.



**EFFECT**

Deploy on a planet site. Opponent's Force drains are -1 here (-2 if Vader controls an adjacent site).

**Imperial Domination** 5

When Vader's forces impose the New Order upon a region, Rebel resources and lifelines are quickly eliminated.



**EFFECT**

Deploy on table. If your non-Imperial character or starship on table, this Effect lost. Unless you occupy fewer locations than opponent: if you initiate or win a battle, retrieve an Imperial; during battle, may take an Imperial just drawn for destiny into hand to redraw. Ⓢ


**Imperial Occupation** 0

Deploy Hoth system, Ice Plains, and Main Power Generators (Light Side). May deploy Imperial Decree. For remainder of game, AT-ATs are deploy -1. You may not deploy Colo Claw Fish. Revolution is canceled. While this side up, AT-ATs may move for free. Rebels are deploy -1 to Hoth sites. Opponent loses no Force to You May Start Your Landing. During your control phase, may ▲ one AT-AT Cannon, Electro-Range-finder, Death Squadron, a AT-AT, or a Epic Event. Flip this card if Main Power Generators 'blown away.'



**Kreyt Dragon Bones** 3

Tusken Raiders, Jawas and other desert dwellers believe that kreyt dragon bones possess mystical powers that can bring good or bad luck.



**EFFECT**

Deploy on table. Your ferocious creatures are deploy -2 and ferocity +2. Once per turn, may ▲ a ferocious creature. Twice per game, may deploy a ferocious creature from under your Starting Effect. Ⓢ

**One-Arm** 3

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



**SNOW CREATURE**

**FEROCITY 3 VICIOUS HOWL 4**

Habitat: Hoth sites. Deploys only to a marker site. Wampas are Ⓢ. Other wampas are ferocity and defense value +2. Once per game, may ▼ Wampa Cave.

**Probe Droid** 2

Analyt Viper probe droid. Has sensors specifically designed to detect traces of Rebel activity. Equipped with an auto-destruct mechanism. A highly durable spy droid.



**POWER 2 ARMOR 3 PROBE DROID**

When drawn for destiny, you may peek at opponent's hand. Provides presence. Thrice per turn, your Imperial may deploy -1 to same site. Your total battle destiny here is +1 for each Imperial here.



**Probe Telemetry** 4

Probe droids use electromagnetic, seismic, acoustic, olfactory and optical sensors. They report their findings using an omnisignal/unicode.



**USED INTERRUPT**

▲ a Probe Droid. OR Place a non-unique card from a Lost Pile out of play.

**Security Precautions** 5

"I think I got it."




**EFFECT**

Deploy on a battleground site. At same and adjacent sites, your Force generation is +1. Revolution is canceled, and cards may not have their deploy cost modified. If this site is a non-battleground or you do not occupy this site, place this Effect in Used Pile.

**Self-Destruct Mechanism** 4

"Fraid there's not much left... I didn't hit it that bad, it musta had a self-destruct"



**USED INTERRUPT**

If your droid was just hit by a character weapon, lose that droid to target the character that fired that weapon. Draw destiny. Target hit and forfeit -4 if destiny +3 > defense value.

**Sergeant Major Bursk** 3

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



**POWER 3 ABILITY 2**

cards may not participate in battle the turn they are deployed and are placed out of play when they leave the table.

**Stalker** 1

Originally assigned to search the Outer Rim for new worlds to subjugate. Launched the probe droid that found Echo Base. Later reassigned to Death Squadron.




**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 8 ARMOR 7 HYPERSPEED 3**

May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Permanent pilot provides ability of 2. During your deploy phase, may ▼ one Probe Droid to a related site.

**Stop Motion** 6

"Your tauntaun'll freeze before you reach the first marker."



**USED INTERRUPT**

▲ Cold Feet, He Hasn't Come Back Yet, or Ice Storm. OR Cancel Dodge. OR Cancel opponent's 'react' away from battle. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Grimtaash).

**Wampa** 3

Sly, carnivorous beast which stalks the snow-packed tundras. Wampas frequently drag their prey to an ice cave for storage. They always prefer to devour their victims alive.



**SNOW CREATURE**

**FEROCITY \* VICIOUS HOWL 4**

\* Ferocity = 3 + destiny. Habitat: Hoth sites. Deploys only to marker sites. Characters defeated by this Wampa may be relocated to Wampa Cave instead of being eaten (opponent of victim chooses).

**2-1B (Too-Onebee)** 1

Made by GeneTech. Unusually independent for a droid. Forced to serve a Moff on Fim, but was liberated by Tice. Now dedicated to serving the Alliance.



**POWER 0 MEDICAL DROID**

Once per turn, may place your non-droid character just lost at same or related site in Used Pile instead of Lost Pile. X on Bacta Tank is -2.

**Attack Pattern Delta** 3

Snowspeeder attack plan devised by Commander Slyswaller and Rebel tactician Beryl Chiffonage. Single-file formation protects the squadron as the leader draws fire.



**LOST INTERRUPT**

During a battle at a site, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your participating combat vehicle.



**•Commander Luke Skywalker** 1

Hero of Yavin. Promoted to Commander in his third year of military training with the Alliance. Squadron flight leader at Echo Base during the Battle of Hoth.



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

3. While piloting Rogue 1, it is maneuver +2 and Luke draws two battle destiny if unable to otherwise. During your control phase, may ▲ a speeder or a card with "T-47" in game text. Immune to attrition < 3.

4 7

**Dark Dissension** 3

The huge Imperial officers corps, with its high rate of turnover, is rife with competitiveness and ambition. Advancement comes at the expense of another's career.



**USED OR LOST INTERRUPT**

USED: ▲ Demotion. OR For remainder of turn, cancel the game text of an Imperial (except a Dark Jedi) present with another Imperial.  
LOST: Cancel Imperial Command (unless limiting your battle destiny draws).

**Dual Laser Cannon** 3

Send x2-100 laser cannon. Popular among outlaw organizations because it is both cheap and powerful. Frequently mounted on T-47 airspeeders.




**VEHICLE WEAPON**

Deploy on your T-47. May target a character or vehicle for free. Draw destiny. Character hit, and its forfeit = 0, if destiny +2 > defense value. Vehicle hit if destiny +X > defense value, where X = T-47 pilot's ability (maximum 5).

**•••Echo Base Trooper Officer** 2

Like many Rebel specialists, Trey Callum defected from the Imperial officer corps. Trooper officers are masters at stretching the meager resources of the Rebellion.



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

While at a non-shielded marker site, may use 1 Force to suspend "Hoth Energy Shield Rules" until the start of your next turn.

2 0

**•Frostbite** 4

"Then I'll see you in hell!"



**EFFECT**

Deploy on Hoth system if you control two exterior Hoth sites. During your control phase, may retrieve 1 Force for each Hoth site you control with a unique (+) combat vehicle. If opponent controls this system, this Effect lost. While you occupy 1st marker, (A)

**•General Carlist Rieekan** 1

One of the original founders of the Rebel Alliance. Former civilian strategist with the House of Organa. Somber leader of Echo Base.



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

Your artillery weapons at same and related sites are powered and forfeit +2. During your deploy phase, may ▼ one A New Secret Base, an artillery weapon, or a non-creature card with "Hoth" in game text.

2 5

**Heroic Sacrifice** 4

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



**IMMEDIATE EFFECT**

Deploy on opponent's just deployed (S) card; opponent loses 1 Force and you may retrieve 1 Force. That card may not apply its ability toward drawing battle destiny, is power -3, and gains (in addition to its own maintenance cost): "▲ Lose 1 Force, or (S)." (S)

**HOTH: ECHO MED LAB**

During your deploy phase, may ▼ a medical droid here.




**HOTH: ECHO MED LAB**

If you control with an Imperial present, Force drain +1 here.

**Local Uprising** 0

Deploy Hoth system and Main Power Generators. May deploy Echo Base Garrison and/or Maneuvering Flaps. For remainder of game, you may not deploy Hoth Sentry or non-Hoth locations (except Rendezvous Point). T-47 Battle Formation is an Out Of Play Interrupt and (S). While this side up, during your deploy phase, may ▼ an exterior Hoth site or a non-unique Rebel to Hoth. Flip this card during your move phase if you control three exterior Hoth sites with T-47s and/or non-unique Rebels. Place out of play if Main Power Generators "blown away."





**Maneuvering Flaps** 4

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



**EFFECT**

Deploy on table. During your deploy phase, may reveal an unpiloted combat vehicle from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. **A**

**Nice Of You Guys To Drop By** 5

"Echo Base, this is Rogue 2. I've found them. Repeat. I've found them!"



**USED INTERRUPT**

▲ Lost In The Wilderness or a Rogue speeder. OR If you occupy a site, find one of your missing characters there. OR Cancel Stunning Leader. OR Cancel opponent's attempt to randomly remove one or more cards from your hand (except with Monnok).

**•Nick Of Time** 2

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



**EFFECT**

Deploy on table. Dack Raliter and Wes Janson have **2**. During your control phase, may ▲ one Attack Pattern Delta, Desperate Tactics, Lucky Shot, One More Pass, Rapid Fire, or a vehicle weapon. May lose 2 Force to cancel Trample or Walker Barrage. **A**

**R5-M2 (Arfive-Emmtoo)** 4

Programmed to plot sublight tactical courses, R5 units are in high demand for combat starships. R5-M2 helped plan evacuation routes from Echo Base. Owned by Shawn Valdez.



**POWER 1** **ASTROMECH DROID**

Your capital starships are deploy -1 and are destiny +2 when drawn for weapon or battle destiny. Once per game, Shawn Valdez may deploy for free to same site.

**1**  
**3**

**...Rebel Scout** 2

A Rebel scout such as Vidlar Blin is usually assigned to recon missions. Trained in first-response tactics, many come to the Alliance with prior special forces experience.



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

May deploy -1 as a 'react' to same site as a Rebel. When deployed, may peek at the top card of a Reserve Deck; may place that card on bottom of that Reserve Deck.

**2**  
**3**

**•Romes "Lock" Navander** 3

Covellan pilot. Defected from the Empire shortly after graduation from the Academy. Tech communications officer at Echo Base. Relays orders to nearby Rebel starships.



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

**2**. During your deploy phase, if present with a scomp link, may ▼ a battleground system. If at Echo Command Center, may use 1 Force to suspend 'Hoth Energy Shield Rules' until start of your next turn.

**2**  
**3**

**•Tamizander Rey** 2

A native of Esselien. Resigned from Esselien defense force after the Imperial Senate was disbanded. Senior deck officer of Echo Base responsible for docking bay operations.



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

**2**. While at a docking bay, power and defense value +2. Tamizander Rey's docking bay transit requires -3 Force.

**2**  
**3**

**•Tauntaun Bones** 3

The bones of a tauntaun represent both death and life: death for the prey, life for the predator. A symbol of the ebb and flow of the Force through all things.



**EFFECT**

Deploy on table. Your ferocious creatures are deploy -2 and ferocity +2. Once per turn, may ▲ a Tauntaun or a ferocious creature. Twice per game, may deploy a Tauntaun or a ferocious creature from under your Starting Effect. **A**

**...Tauntaun Handler** 2

Corman Queen is a typical scout at Echo Base. Captured, tamed and trained the native tauntauns.



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

Creature vehicles he 'rides' are power +2. While 'riding' a Tauntaun, adds one battle destiny. May cancel any result of Tauntaun Bones.

**2**  
**3**



**Tigren Jamiro** 3

Senior logistics officer from Dantooine. Left Dantooine to serve on Yavin 4 before coming to Hoth. All personnel entering Echo Base must report to him.



POWER 2 ABILITY 2

Deploys free to Dantooine, Hoth, or Yavin 4. At same and related sites, opponent's aliens and Imperials are deploy +1.

2 4

**Toryn Farr** 4

Chief Controller at Echo Command. Responsible for communicating orders to the troops. Personally gives firing orders to Ion Cannon Control.



POWER 1 ABILITY 2

2 cards may not participate in battle the turn they are deployed and are placed out of play when they leave the table.

2 3

**Walker Sighting** 3

"Echo station, 304, We have spotted Imperial walkers. A Rebel tactic is to put as much ground as possible between walkers and Rebel troops, allowing time to prepare a defense."



USED INTERRUPT

While an AT-AT or AT-ST on table, destiny +3.  
 ▲ Concussion Grenade, Logistical Delay, or Panic. 8  
 OR If opponent's AT-AT or AT-ST on table, peek at the top card of their Reserve Deck; may use 2 Force to make it lost.

**Wyron Serper** 2

Rebel spy. Served undercover as a sensor specialist aboard the Star Destroyer *Avengeer*. Assigned to scan for Imperial ships through the meteor activity of the Hoth system.



POWER 1 ABILITY 2

Once per game, may ▲ an Immediate Effect. If just forfeited from an opponent's starship site, may satisfy all remaining attrition and battle damage against you.

2 3

**You Will Go To The Dagobah System** 4

"There you will learn from Yoda, the Jedi Master who instructed me."



USED INTERRUPT

▼ a character, device, starship, vehicle, or weapon to a Dagobah site (regardless of Dagobah deployment restrictions). OR During your control phase, relocate your character to a Dagobah site.