

**Alert My Star Destroyer!** 4

For important Imperial dignitaries, an individual Star Destroyer is placed at their personal disposal.



**EFFECT**

Deploy on table. During your deploy phase, you may reveal a capital starship from hand to ▲ its matching pilot character (or vice versa) and deploy both simultaneously. **A**

**Awwwww, Cannot Get Your Ship Out** 4

"Listen, friend, we didn't mean to land in that puddle, and if we could get our ship out, we would, but we can't so why don't you just..."



**IMMEDIATE EFFECT**

If opponent just drew a starship or vehicle for destiny, deploy on table and stack that card here. Opponent may place a card (your choice) from your Lost Pile into your hand to place this Effect (and stacked cards) into owners' Used Pile.

**•Bad Feeling Have I** 3

"Ready are you? What know you of ready?"



**EFFECT**

Deploy on table. You may not initiate lightsaber combat. Once per game, may ▼ Vader (deploy +2). May use 2 Force to ▲ a card (without ability) with "duel" in game text. **A**

**•Bossk** 1

Male Trandoshan bounty hunter. Strong but clumsy. Extremely proud and arrogant. Suffered a humiliating defeat at the hands of Chewbacca and his partner Han Solo.



**POWER 4 ABILITY 2**

**2** While at same site as a smuggler, power +3. While with opponent's smuggler or Wookiee, opponent may not draw more than one battle destiny here. Immune to attrition < number of opponent's smugglers on table.

**•Close Call** 2

If this little one doesn't pulverize you, the next one just might.



**USED OR LOST INTERRUPT**

**USED:** During battle, cancel and redraw a just drawn destiny.  
**LOST:** A just drawn battle or weapon destiny is -3.

**•Corporal Dardran** 2

Member of Imperial Intelligence, Internal Security division. Assigned by InSec to *Excubir*. Responsible for the physical safety of Imperial personnel against Rebel saboteurs.



**POWER 3 ABILITY 1**

**2** While at an *Excutor* site, may use 1 Force to place a just lost non-unique smuggler (and all copies of that card in opponent's Lost Pile) out of play. At same non-docking bay site, opponent may not deploy Jar Jar or spies.

**•Corporal Vandolay** 2

ISB attaché to the *Excubir* Detention Officer. Political Liaison for COMPNOR. Responsible for all prisoner transfers. Fiercely loyal to the Emperor's New Order.



**POWER 2 ABILITY 2**

**2** Opponent's smugglers are forfeit -2. During any control phase, may ▲ one Spice Mines Of Kessel. Once per game, may ▲ an Immediate Effect and/or a prison.

**•Defensive Fire** 3

275 gunners manning 60 turbolaser batteries provide a wide firing arc. Even so, asteroids are a challenge due to the sluggish recharge rates of the high-powered blasters.



**USED INTERRUPT**

If opponent just initiated battle, immediately fire a non-lightsaber, non- weapon present (for free and each weapon destiny is +2). That weapon may fire again this battle.

**•Dengar** 1

Corellian bounty hunter. Assassin trained by the Empire. Has reflex-enhancing cyber-implants. Gravely injured during a swoop race in the crystal swamp of Agriat. Blames Han Solo.



**POWER 2 ABILITY 2**

**2** Deploys free aboard *Punishing One*, and while piloting it, draws one battle destiny if unable to otherwise. At same site, Han's game text is canceled. May not be attacked. Immune to Fallen Portal.

**•Desilijie Tattoo** 4

Jabba The Hutt's clan requires all members to carry ritual scarring identifying them forever as heirs to the Nal Hutta legacy. These tattoos are considered marks of power.



**EFFECT**

Deploy on table. Bounty Hunters and your starships are defense value +1 and forfeit +2. Once per turn, when a bounty hunter uses a non- weapon to hit a character, target is forfeit -2 and opponent places top card of Reserve Deck in Lost Pile.

**•Fear** 2

"I'm not afraid." "Oh, You will be. You will be." One of the lessons Luke learned was that fear of the unknown can be stronger than fear of the known.



**USED INTERRUPT**

When drawn for destiny, may place a non- Effect on table in owner's Used Pile. OR Lose the top card of your Reserve Deck to make a just drawn destiny lost.

**Field Promotion** 4

Imperial officers are fiercely competitive, especially on the *Executor*. Lord Vader's flagship is a place where devious political calculation prospers. The naive are doomed to failure.



**EFFECT**

Deploy on your captain or commander. This character is an admiral and a leader. Imperials are immune to Demotion. Once per game, may a card with "Imperial" in title.

**•Flagship** 3

After the Battle of Yavin, it was politically necessary to demonstrate the unstoppable might of the Empire. The *Executor* and Death Squadron ensured this objective.



**EFFECT**

Deploy on your Star Destroyer. It may draw one battle destiny if unable to otherwise (two if *Executor*). Counter Assault is canceled. During your move phase, Landing Claw is canceled here. Once per turn, may an admiral or a card with "Executor" in game text.

**•Hound's Tooth** 2

Controlled by state-of-the-art voice-activated X10-D computers. Internal sensors and security systems monitor prisoner activity. Modified for Bossk's Trandoshian physiology.



**CAPITAL: MODIFIED CORELLIAN FREIGHTER**

**POWER 5 ARMOR 4 HYPERSPEED 4**

May add 1 alien pilot, 6 passengers, and 1 vehicle. Deploys (even using Combat Response) and moves like a starfighter. While Bossk piloting, adds one battle destiny and immune to attrition < 4.

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**•IG-88** 1

Bounty hunter. Went berserk upon activation. Murdered all designers at Hobwan Mechanicals. IG-88's outstanding "derrante on sight" warrant ignored by Darth Vader.



**POWER 4 ARMOR 5 ASSASSIN DROID**

2. May use two weapons. Once per turn, if escorting a captive, may take any one card from Force Pile into hand; reshuffle. May lose 1 Force to cancel a just drawn weapon destiny targeting IG-88. Immune to attrition < 5.

4 5

**•IG-88's Neural Inhibitor** 1

Memotor DAS-430 electromagnetic projectile launcher. Often mistaken for a blaster rifle. Fires small hollow darts filled with neurotoxin which cause temporary paralysis.



**CHARACTER WEAPON**

Use 1 Force to deploy on a bounty hunter (free on IG-88). May target a character for free. Draw destiny. Target captured (and opponent loses 2 Force if target is a or character) if destiny +1 > defense value.

**Lando System?** 4

"Lando's not a system, he's a man." Regardless of where Rebels flee, dark agents are sure to follow.



**USED INTERRUPT**

Lando or a card with "Lando" in game text. OR Cancel an attempt to replace your Lando; opponent's Lando is lost.

**•Location, Location, Location** 2

"Mudhole? Sirry? My lorrie this is!"



**EFFECT**

Deploy on table. Your locations are destiny +1. During their deploy phase, players may use 2 Force to a battleground planet site (except a War Room) not on table.

**• Mist Hunter** 4

Commissioned by a group of Gand venture capitalists headed by Zuckuss. Manufactured by Byblos Drive Yards. Uses repulsortech technology developed for combat cloud cars.



STARFIGHTER: BYBLOS G-1A TRANSPORT

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

May add 2 alien pilots and 3 passengers. Zuckuss deploys free aboard. While Zuckuss piloting, opponent's weapon, battle, and asteroid destiny draws here are -2. Immune to attrition < 3.

**Precision Targeting** 3

"Sir, we just lost the main rear deflector shield. One more direct hit on the back quarter and we're done for!"



**EFFECT**

Deploy on table. Your capital starship weapon destiny draws are +1. During your deploy phase, may use 1 Force to ▼ a starship weapon (for free) on your capital starship. If a starship was just hit, may place this Effect in Lost Pile to make that starship forfeit = 0.

**• Punishing One** 3

Old Corellian Engineering Corporation starfighter. Has outdated Class Three hyperdrive, but high sublight speed capability. Easy to maintain. Owned by Dengar.



STARFIGHTER: CORELLIAN JM 5000

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

May add 1 alien pilot and 1 passenger. During battle here, while Dengar piloting, attrition against opponent is +3. Immune to attrition < 4.

**Sudden Impact** 3

An asteroid booming in one's path can force a quick decision. One must choose, but choose wisely. This pilot chose poorly.




**STARTING EFFECT**

Deploy on table with 5 cards from outside your deck face-down under here. Three times per game, may play a Defensive Shield from here (as if from hand). ☐ weapons may not reset forfeit to 0. Characters hit by ☐ weapons are forfeit = (printed forfeit -3).

**• Take Evasive Action** 4

Aooogal Aooogal



**USED OR LOST INTERRUPT**

USED: Cancel Fallen Portal, Fly Casual, or T-47 Battle Formation (unless canceling Walker Garrison). **S**

LOST: If opponent just drew lightsaber combat or weapon destiny, cancel and redraw that destiny.

**The Dark Path** 5

"If once you start down the dark path, forever will it dominate your destiny. Consume you it will, as it did Obi-Wan's apprentice."



**EFFECT**

Deploy on table. During battle, if you just drew destiny, may lose that card to cancel and redraw that destiny. When you draw battle destiny, may lose X Force (limit 3) to add X to attrition against opponent.

**•• Vayeur** 3

As there are very few local authorities on Dagobah, peeping astromechs can get away with just about anything.



**USED OR LOST INTERRUPT**

USED: If opponent has three non-battleground locations on table, activate 5 Force.

LOST: ▼ a battleground location.

**• Asteroids Do Not Concern Me** 4

The personal fears of Vader's minions do not affect his priorities.



**EFFECT**

Deploy on table. Asteroid Sanctuary is canceled. When you complete Rycar's Run, place it out of play. During your control phase, opponent loses 1 Force for each Asteroid Field you control (limit 3). During your deploy phase, may ▼ one Rycar's Run or asteroid sector. **K**

**• Away Put Your Weapon** 5

"I mean you no harm."



**USED OR LOST INTERRUPT**

USED: An opponent's just drawn ☐ weapon destiny is -3. **S**

LOST: Once per game, place all of your weapon cards from Lost Pile and/or on table in Used Pile (limit 5).

**•Bron Burns** 3

Ugly scars cover this former commando from southern Neotia. Likes to be on his own. Crack shot. Off and on partner of Dehohli. Relies on intuition to survive.



**POWER 2** **ABILITY 3** **FORCE-ATTUNED**

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Draws one battle destiny if unable to otherwise. Where present, cancels a non-docking bay site's Dark side game text. While armed with a Blaster Rifle (which is a matching weapon for Bron), it fires for free and Bron is immune to attrition < 4.

**•Descent Into The Dark** 4

Jedi training is a journey into the depths of an apprentice's subconscious, where one must learn to use the Force wisely. "A Jedi's strength flows from the Force."



**EFFECT**

Deploy on table. While you have less than 10 Life Force, your battle and weapon destiny draws are +1.

**◊Encampment** 3

Pirates, smugglers and Rebels operate from tiny camps which can be set up quickly and relocated at a moment's notice. A surprise visitor made Luke an unhappy camper.



**EFFECT**

Deploy on a non-docking bay exterior planet site you occupy. While you occupy this site, at same and related sites, your characters may deploy regardless of location deployment restrictions. Once per game, your character may deploy -3 here. ★

**•Flash Of Insight** 4

Occasionally Han was capable of such feats, even without Threepio there to tell him these things.



**EFFECT**

Deploy on table. Play with the top card of your Reserve Deck revealed (if possible). During your draw phase, place this Effect in Used Pile and you may retrieve 1 Force.

**Found Someone You Have** 3

"I'm looking for someone." "Looking? Found someone you have I would say."



**LOST INTERRUPT**

Find one of your missing characters. OR Retrieve the topmost character of your Lost Pile into hand.

**•Have Self** 3

Iski Tib accountant. Experienced administrator. Freelance consultant. Worked for many planetary governors. Knows how to get the most out of any taxation scheme.



**POWER 2** **ABILITY 2** **ARMOR 3**

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★ 2. For each of opponent's non-battleground locations on table, your Force generation is +1. Your leaders are deploy -2 to same site. Once per game, may ▲ an Immediate Effect.

**•Hiding In The Garbage** 3

Rebels often exhibit loopholes in Imperial procedures to gain an advantage.



**EFFECT**

Deploy on table. Place your just lost characters out of play. Once per turn, may deploy a character from Lost Pile. (Immune to your Alter.)

**Ineffective Maneuver** 3

To succeed in the Imperial Navy, an officer must be willing to take risks. Difficult choices must be made.



**STARTING EFFECT**

Deploy on table with 5 cards from outside your deck face-down under here. Three times per game, may play a Defensive Shield from here (as if from hand). ■ weapons may not reset forfeit to 0. Characters hit by ■ weapons are forfeit = (printed forfeit -3).

**Jedi Levitation** 4

A Jedi can adjust the Force within and around an object causing it to move as the Jedi wills.



**USED OR LOST INTERRUPT**

**USED:** If you just drew a character for destiny, take that card into hand to cancel and redraw that destiny. **LOST:** Use 3 Force to retrieve a non-★ character into hand.

**Levitation** 6

Telekinesis is one of the powers awakened during a Jedi's apprenticeship. Using this ability, a student of the Force can learn to levitate objects.



**USED OR LOST INTERRUPT**

**USED:** Take a droid or device from your Force Pile into hand; reshuffle.  
**LOST:** Once per game, if your apprentice is on Dagobah, cancel a Force drain at a non-Dagobah location.

**•Neb Dula** 3

Disciple of Darrtal, a complicated religion based on the sanctity of harmonics. Originally from the desert planet Tooyoa. Strong protective instincts.



**POWER 2 | ABILITY 2**

Your aliens here are defense value +2. During battle with your Rep, the Rep may not be targeted by weapons.

**•No Disintegrations!** 4

"There will be a substantial reward for the one who finds the *Millennium Falcon*. You are free to use any methods necessary, but I want them alive."



**EFFECT**

Deploy on table. During opponent's turn, may place a just forfeited Rebel of ability > 2 out of play; opponent loses 3 Force.

**•Obi-Wan's Apparition** 6

"Luminous beings are we, not this crude matter."  
 The inner consciousness of a Jedi can transcend even death.



**EFFECT**

Deploy on table. May place your just lost Jedi out of play. May use X Force to add X to a just drawn weapon or battle destiny, where X = number of your Jedi out of play.

**Polarized Negative Power Coupling** 4

Imbalance in a converter's inverse energy field can improperly polarize the negative axis, causing hyperdrive failure. Replacement often requires an inverted engineer.



**EFFECT**

Deploy on table. Whenever a player plays a Used Interrupt, their opponent may stack it here. Either player may use 2 Force to place a card here in owner's Used Pile or may lose 2 Force to place a card here in owner's Lost Pile.

**•Rays Ryjerd** 2

An "honest" smuggler. Working for Jabba to pay off debts for his ship. Rycar's son. Even more of an idiot.



**POWER 2 | ABILITY 2**

3. Twice per game, may ▲ one Big One, Kessel Run, or Rycar's Run. Once per game, may double the value of X for Kessel Run or Rycar's Run. Rays is a matching pilot for any freighter or yacht.

**•Scrambled Transmission** 4

The Rebel Alliance employs sophisticated jamming technology to block Imperial communications.



**EFFECT**

Deploy on table. Unless you have 13 or more cards in hand, opponent may not peek at or remove those cards (except with Monnok). Once per turn, may ▲ Logistical Delay, peek at a card placed face-down by You're A Slave?, or lose 2 Force to cancel a Political Effect. 4

**Secure Route** 4

Maintaining unimpeded control of vital transportation channels can strengthen and secure surrounding areas.



**EFFECT**

Deploy on a site. Cancels other Secure Routes. Your Republic characters may deploy here regardless of Objective deployment restrictions. Once per turn, if you just deployed a Republic character to an interior Naboo site, take a non-character card from Lost Pile into hand.

**•Shoo! Shoo!** 6

"Oh! Go away! Go away! Beastly thing!"



**USED INTERRUPT**

Relocate an opponent's ferocious creature to a related location (habitat permitting). OR During any move phase, initiate an attack against a creature. OR Cancel an attempt by Reegesk to steal a card; Reegesk is lost. 8

**•Son Of Skywalker** 1

Like Skywalker. Son of Anakin. Seeler of Yoda. Levitator of tools. Ignorer of advice. Incapable of impossible. Reckless is he.



**POWER 5** **ABILITY 5** **FORCE-SENSITIVE**

2. Deploys -3 to Dagobah. You must first lose 1 Force to substitute a destiny draw using Jedi Test #5. His training destiny draws are +1. During your deploy phase, may ▼ a card with "training destiny" in its game text. Immune to attrition < 4.

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**Starship Levitation** 5

A Jedi can move large objects with the power of the mind.



**USED OR LOST INTERRUPT**

USED: If you just drew a starship for destiny, take that starship into hand to cancel and redraw that destiny.  
LOST: Use 3 Force to retrieve a non- starship into hand.

**•Visored Vision** 3

It's 15 parsecs to Hessel, we've replaced the negative power coupling, it's dark and we're wearing welding goggles. Hit it.



**USED OR LOST INTERRUPT**

USED: If opponent has three non-battleground locations on table, activate 5 Force.  
LOST: ▼ a battleground location.

**•Wares Not Make One Great** 4

A Jedi seeks nonviolent solutions to problems, but may fight to preserve the existence of life. An apprentice must learn which battles to fight and which to avoid.



**EFFECT**

Deploy on table. During battles where your Jedi is present, players may not draw more than two battle destiny. During your turn, may ▲ one Inner Strength.

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**•Yoda** 1

Help you I can, yes. For 800 years here I trained Jedi. Judge me by my size do you? Mmm? And well you should not. For my ally is the Force... and a powerful ally it is.



**POWER 3** **ABILITY 7** **JEDI MASTER**

May deploy to Dagobah. Retrieve 3 Force (ignore objective game text that prevents retrieval) when a Jedi Test is completed (may not be canceled except by Secret Plans). Retrieve no Force from Save You It Can. May ▼ one Yoda's Gimer Stick.

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