

**•Ability, Ability, Ability** 3

"Ben... Ben, please! Ben... Leia! Hear me, Leia!"



**EFFECT**

Deploy on table. You may not play Imperial Barrier. Senators are deploy +2. Whenever you initiate a battle, may retrieve your topmost non- non- character. May place the top card of your Reserve Deck in Lost Pile to place a combat card in owner's Lost Pile.

**•A Day Long Remembered** 6

"It has seen the end of Kenobi and will soon see the end of the Rebellion."



**EFFECT**

Deploy on table. All immunity to attrition is -3. You may not fire weapons. If opponent just lost a Jedi or a battle, they lose 1 Force. During your draw phase, lose 1 Force or place this Effect in Used Pile.

**•Atmospheric Assault** 5

The TIEs patrolling Cloud City took advantage of Bespin's dense cloud cover.



**USED INTERRUPT**

If your TIE is defending a battle alone at a cloud sector, add two destiny to power only. OR During battle, if you have a TIE present piloted by a character, opponent's starship present without a pilot character aboard is power -3.

**•Boba Fett** 1

Feared bounty hunter. Collected bounties on Solo from both the Empire and Jabba the Hutt. Took exquisite pleasure in using Solo's friend to capture him.



**POWER 4 ABILITY 3 ARMOR 5**

3. May "fly" (landspeed = 3). Draws one battle destiny if unable to otherwise. Your cards with "Bounty" in title are immune to Aim High. During your control phase, may a card with "Bounty" in title. Immune to attrition < 4.

**•Boba Fett's Blaster Rifle** 1

Saved off BlasTech EE-3 blaster rifle. Although its barrel is a few centimeters under the legal limit, no one has dared to file an official complaint.



**CHARACTER WEAPON**

Deploy on non- Boba Fett. During your turn, opponent's characters here may not use landspeed. While a captive at same site, your Force drains are +1 here. May target a character for free. Draw destiny. Target captured if destiny +2 > defense value.

**•Captain Bewil** 3

Tactical officer from Dantel. Leader. Familiar with utilizing computer controls to lure an invading enemy into a tactically weak position.



**POWER 2 ABILITY 2**

During your turn, opponent's characters may not move away from same site. During your deploy phase, may one Restricted Access. During any control phase, may search your Force Pile and take an Interrupt into hand; reshuffle.

**•Despair** 6

The carbonite froze more than just Han's body.



**EFFECT**

Deploy on table. During your turn, while you have a frozen captive, opponent's cards may not move. At same site as Jabba's Prize, opponent's cards are deploy +1 and your Force drains are +2. My Favorite Decoration may not be placed out of play.

**•E-3PO** 3

Brought to Cloud City by the Empire. Facilitates Imperial-to-alien communication. Relayed carbonite chamber modification instructions to Uguste. Am-jant. Rude. Vulgar.



**POWER 1 PROTOCOL DROID**

While with C-3PO, C-3PO's game text (and game text of cards on him) is canceled. E Chu Ta is destiny +3 when drawn for weapon or battle destiny. During any control phase, may E Chu Ta.

**•Firepower** 3

"About twenty guns. Some on the surface, some on the towers."



**DEFENSIVE SHIELD**

Plays on table. If opponent moves from a location you occupy during your turn, they lose 2 Force. At end of opponent's turn, if you control two battlegrounds (a site and system) and opponent deployed a card with ability and did not initiate a battle, you may retrieve 1 Force.



**He's All Yours, Bounty Hunter** 4

Once Skywalker had taken the bait, Han was of no use to the Empire.



**USED OR LOST INTERRUPT**

**USED:** For remainder of turn, your bounty hunter escorting a captive may make two additional moves (for free if escorting Han).  
**LOST:** Your just drawn Carbon-Freezing (or bounty hunter's character weapon) destiny draw is +2.

**-I Am Your Father** 6

"Search your feelings, you know it to be true."



**IMMEDIATE EFFECT**

If Vader just won a battle or duel against Luke, deploy on table; opponent loses 1 Force. During your control phase, if Vader present at a battleground site, opponent loses 1 Force. If Vader just lost, place this Immediate Effect in Used Pile.

**-I Had No Choice** 3

Gamblers are vulnerable to bribery, extortion and other forms of manipulation. Their notorious dealings can be easily taken advantage of.



**IMMEDIATE EFFECT**

During any deploy phase, deploy on opponent's Lando. Lando's game text is canceled. During your control phase, may randomly retrieve 1 Force.

**Imperial Decree** 4

To Imperial command personnel: The Rebellion must be crushed! Minor acts of sedition are to be ignored. The destruction of the Alliance is your primary goal.



**EFFECT**

Deploy on table. At start of your turn, may lose 1 Force to activate this turn using [ ] instead of [ ]. Whenever you lose Force (except from Force drains, battle damage, or your card), may reduce loss (to a minimum of 1) by the number of battlegrounds you occupy. (A)

**Imperial Propaganda** 6

Imperial data transmissions depict Rebel incursions as terrorist acts. The Alliance is portrayed as a danger to civilians of the Empire.



**IMMEDIATE EFFECT**

If you are about to lose Force during opponent's control phase, deploy on table to reduce loss by 2. Whenever you lose Force during opponent's control phase (except from a Force drain at a battleground or your card), that loss is cumulatively -1 (to a minimum of 1).

**Jabba's Influence** 3

Jabba males offers one cannot refuse. Smugglers, thieves and competitors who do not acquiesce have been rumored to wake up with a bantha's head in their bed.



**EFFECT**

Deploy on table. Your gangsters are information brokers. Your bounty hunters (except Boba Fett) are power +1. While Xizor on table, Scum And Villainy ignores Emperor. Once per game, if Jabba at Audience Chamber, may ▼ a non-bounty hunter alien. (A)

**-Kuat Drive Yards** 3

Company that produces current generation of Star Destroyers, as well as Nebulon-B Frigate. Ship yards are extremely well defended.



**EFFECT**

Deploy on table. Fear Will Keep Them In Line is canceled. Unique (\*) Imperial-class Star Destroyers are deploy -1, gain an additional permanent pilot of ability 2, and are immune to attrition ≤ 4. During your deploy phase, may use 2 Force to ▼ a battleground system. (A)

**-Lando Calrissian** 1

Scoundrel and gambler. Petty administrator of a small Tiktania gas mining operation. Easily coerced. Has problems of his own. Had dealings with the Tonnika Sisters - twice.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

3. Once per turn, if at a battleground, may use 1 Force to add or subtract 1 from any just drawn destiny. Once per turn, may ▲ A Real Hero.

**-Levitation Attack** 4

Vader used his mastery of the Force to levitate objects from around the room. This calculated attack was designed to break Luke's spirit as well as his body.




**USED INTERRUPT**

Deploy up to two devices (for free) from under your Starting Effect.



**•Slip Sliding Away** 3

Luke got the shaft.



**USED INTERRUPT**

Cancel Path Of Least Resistance. **S** OR During your move phase, target opponent's character at an interior Cloud City site. Draw destiny. Relocate target to Weather Vane if destiny > target's ability. OR Relocate your character at an interior Cloud City site to Weather Vane.

**•Special Delivery** 4

Because bounty hunters are untrustworthy, the Empire relies on its troopers for efficient prisoner delivery.



**EFFECT**

Deploy on table. During your deploy phase, if Carbonite Chamber Console on table, may use 1 Force to **▼** an Effect. If opponent's just lost character is about to be removed from Lost Pile, may lose 1 Force to capture (imprison or let escape) that character instead. **A**

**•The Emperor** 1

Leader. Secretive manipulator of the galaxy. Played Darth Vader and Prince Xizor off against one another in his relentless pursuit of "young Skywalker."



**POWER 4 ABILITY 7 POLITICS 4**

Never deploys or moves (even if carried) to a non-Senate site opponent occupies. Each turn, may lose 1 Force (free in battle) to target a character present with him. Draw destiny. Target lost if destiny +1 > defense value. Gains **Ⓢ** at opponent's Senate.

**5 8**

*Original concept by Mike George*

*2022 Origins Winner*

**•The Emperor's Prize** 6

Vader thought that by capturing Luke, he would crush the Alliance's last hope. But, there was another...



**UTINNI EFFECT**

Unless your **Ⓢ** objective on table, deploy on Vader. Target Luke (even at Dagobah). During opponent's move phase, if Vader present at a battleground site, opponent loses 1 Force. Utinni Effect canceled when reached by target.

**•Vader's Bounty** 4

"We would be honored if you would join us."




**EFFECT**

Deploy on table. During battle, while non-**Ⓢ** Boba Fett with Vader, neither may be excluded or lost until the damage segment. Slave I is destiny +2 when drawn for weapon or battle destiny. May place this Effect in Lost Pile to make Boba Fett's total weapon destiny +3.

**•Weather Vane** 4

Not a good place to hang around.



**EFFECT**

Deploy on table. Character here lost if new character arrives. Your Force generation is +2 while Beshin: Cloud City on table. During owner's control phase, they must relocate character here to a Cloud City site (if a bounty hunter on Cloud City, character captured instead). **A**

**•We're The Bail** 7

"He doesn't want you at all, he's after somebody called, uh... Skywalker." "Luke?" "Lord Vader has set a trap for him." "And we're the bait!" "Look, well, he's on his way."



**EFFECT**

Deploy on table. It's A Trap! may not be played. Once per game, may use 1 Force to **▼** an Effect with "Beshin" or "Cloud City" in lore or game text. If Chewie, Han, Leia, or Luke wins a battle on Cloud City, place this Effect in Used Pile.

**Access Denied** 4

The doors on Cloud City use a specialized computer controlled locking system, making them difficult to bypass without altering the security codes.



**EFFECT**

Deploy on table. At Cloud City sites, Stunning Leader may not be played and your non-**Ⓢ** Rebels of ability > 3 are immune to attrition < 4. **A**

**•All My Urchins** 3

One little, two little, three little Beshinates.



**EFFECT**

Deploy on table. Once per turn, if all your ability on table is provided by Cloud Cars, Han (except Han, Chewie And The Falcon), and aliens, may place your just forfeited card in Used Pile.



**Beldon's Eye** 6

Symbol for the Cloud City Miner's Guild (not affiliated with the Galactic Miner's Guild). Named after the beldons, giant creatures who generate Tibanna gas.



**EFFECT**

Deploy on table. Your starships are defense value +2 at Bespin locations. Once per game, if Quiet Mining Colony on table, may simultaneously deploy a unique (+) starfighter and matching pilot (for -1 Force each) from your hand and/or Reserve Deck; reshuffle.

**Bionic Hand** 7

Uses state-of-the-art digital processors. Although Luke had lost his hand, the Alliance could rebuild it. They had the technology. They could make it better, stronger, faster.



**DEVICE**

Deploy on Luke. Luke's power and immunity to attrition are +2. During battle at a battleground, may exchange a card in hand with an Interrupt in Lost Pile. This device lost if Luke Disarmed.

**Bright Hope** 3

Modified medium transport. Well armed. Has expanded passenger capacity to facilitate evacuation. The last transport to escape Hoth. Nearly destroyed by the Steller.



**CAPITAL: TRANSPORT**

**POWER 2** **ARMOR 4** **HYPERSED 5**

May add 2 pilots and 6 passengers. Permanent pilot provides ability of 2. During battle, if with a Rebel capital starship, may use 1 Force to cancel a just drawn battle destiny.

**Civil Disorder** 3

"Attention. This is Lando Calrissian. The Empire has taken control of the city. I advise everyone to leave before more Imperial troops arrive."



**EFFECT**

Deploy on table. You may not play Rebel Barrier. Senators are deploy +2. Whenever you initiate a battle, may retrieve your topmost non- non- character. May place the top card of your Reserve Deck in Lost Pile to place a combat card in owner's Lost Pile.

**Computer Interface** 3

Lobot's direct link with the Cloud City central computer allowed him to efficiently manipulate the floating city's resources.



**USED INTERRUPT**

Twice per turn, if your Lobot on Cloud City or you occupy three Cloud City sites with aliens, peek at the top three cards of your Reserve Deck. Take any of them into hand and replace the others in any order.

**Courage Of A Skywalker** 2

Despite being alone, trapped and desperately outmatched, Luke continued his battle with the Dark Lord of the Sith.



**LOST INTERRUPT**

During battle, unless Inner Strength on table, initiate a duel between your participating Skywalker (except Shmi) present and a participating Dark Jedi present. Both players draw two destiny and add ability. Higher total wins. Loser is lost.

**Down With The Emperor!** 6

News of Imperial defeat inspires the citizens of the galaxy. A major loss seriously undermines the Empire's ability to function.



**EFFECT**

Deploy on table. All immunity to attrition is -3. You may not fire weapons. If opponent just lost a Dark Jedi or a battle, they lose 1 Force. During your draw phase, use 3 Force or place this Effect in Used Pile.

**Hopping Mad** 6

"I'm standing here in pieces and you're having delusions of grandeur!"



**EFFECT**

Deploy on non- C-3PO. Once per turn, you may How Did We Get Into This Mess?, Thank The Maker, We're Doomed, or Mantellian Savrip. If C-3PO present at a battleground, Savrip is . Thank The Maker is a Used Interrupt and treat "5" in its game text as "3".

**Imperial Atrocity** 6

The Empire's ruthless tactics at times unintentionally create support for the cause of the Rebel Alliance.



**IMMEDIATE EFFECT**

If you are about to lose Force during opponent's control phase, deploy on table to reduce loss by 2. Whenever you lose Force during opponent's control phase (except from a Force drain at a battleground or your card), that loss is cumulatively -1 (to a minimum of 1).



**•Kerbs** 3

Senior accountant for the Cloud City Miner's Guild. Administers the annual dues and fights corruption among her fellow guild members.



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

Deploys free to Cloud City. You activate +1 Force for every Cloud City site you occupy. Your aliens are deploy -1 here. Opponent's aliens are deploy +1 here.

3  
6

**Keep Your Eyes Open** 5

"Look, don't worry. Everything's gonna be fine. Trust me."



**USED INTERRUPT**

Peek at the top card of your Force Pile or Reserve Deck; may take that card into hand.

**•Leia Of Alderaan** 3

The face that launched a thousand starships.




**EFFECT**

Deploy on Leia. At same location, your unique (+) Rebels are deploy -1 and their immunity to attrition is +1. Dark side Republic characters are deploy +2 and forfeit -2. A

**•Lobot** 1

Former criminal. Fitted with a cybernetic device. Now repays his debt to society by ensuring the smooth running of Cloud City. Becomes disoriented when not with a computer.



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

Deploys free to Cloud City or a site with a scamp link. If a battle was just initiated at same site, may ▼ an alien here (free if Lando) as a 'react'. May ▼ one Cyborg Construct on Lobot.

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6

**•Luke's Blaster Pistol** 3

Men-Sona Model 57. Part of an arms lot purchased for the Alliance from a black market dealer on Ord Mantell. Carried by Luke as backup for his father's lightsaber.



**CHARACTER WEAPON**

Deploy on Luke. During battle, opponent may not move from here. Twice per battle, may target a character (target loses immunity to attrition for remainder of turn) or vehicle (with maneuver) for free. Draw destiny. Target hit and forfeit -3 if destiny +2 > defense value.

**•Princess Leia** 1

Prominent leader in the struggling Alliance. Former member of the Imperial Senate, beginning to discover her true heritage. Likes soundbats.



**POWER 3** **ABILITY 4** **FORCE-SENSITIVE**

May deploy or move as a 'react' to same site as an Imperial. Adds one battle destiny if with Han or Vader. During your deploy phase, may ▼ one Leia Of Alderaan, Reflection, or a matching blaster on Leia. Immune to attrition < 4.

3  
7

**•Rebel Planners** 4

Rebel strategists worked under master tactician General Dodonna. They devised an unorthodox battle plan to destroy the Death Star at the Battle of Yavin.



**EFFECT**

Deploy on table. If Hidden Base on table: once per turn, may deploy a system from under your Starting Effect; and, once per game, may exchange Hidden Base indicator with a system (from parsec 1 to 8) under your Starting Effect. May not be canceled. A

**•Redemption** 1

Nebulon-B frigate used as a mobile medical facility. Extra cargo space and weapon batteries have been modified to allow for more armor and more recovery areas.



**CAPITAL: MODIFIED NEBULON-B FRIGATE**

**POWER 4** **ARMOR 5** **HYPERSED 4**

May add 4 pilots and 4 passengers. Permanent pilot provides ability of 2. Bacta Tank deploys for free and is lost if *Redemption* lost. X on Bacta Tank is -2. [Ship-docking]

3  
6

**•Seeking An Audience** 4

"With your wisdom, I'm sure that we can work out an arrangement which will be mutually beneficial and enable us to avoid any unpleasant confrontation."



**EFFECT**

Deploy on table. During your deploy phase, while You Can Either Profit By This... or Or Be Destroyed on table, may ▼ one C-3PO, Chewie, Lando, Leia, or R2-D2. Once per game, may place this Effect out of play to take a character from Lost Pile into hand. A

Original concept by Brian Fred



**•Surreptitious Glimpse** 4

After working together for a long time, Lando and Lobot developed a speechless form of communication.



**LOST INTERRUPT**

If this card is lost from your Reserve Deck, it satisfies an additional 2 Force loss.  
If your Lando and Lobot are defending in a battle, add two destiny to power only and one battle destiny.

**•Weapons Display** 3

The X-wing's display panel allows for different firing patterns for different weapons. This gives the pilot the ability to switch weapon types with minimum time and energy loss.



**DEFENSIVE SHIELD**

Plays on table. Whenever opponent excludes any character(s) from battle, they lose 2 Force. At end of opponent's turn, if you control two battlegrounds (a site and a system) and opponent deployed a card with ability and did not initiate a battle, you may retrieve 1 Force.

**•Weather Vane** 4

The metal rods extending from the bottom of Cloud City are part of the city's flotation system. Sensors detect the velocity of wind and the content of local clouds.



**EFFECT**

Deploy on table. Character here lost if new character arrives. Opponent activates no Force at your cloud sectors. During owner's control phase, they must relocate character here to an unoccupied Cloud City site (place in Used Pile otherwise). ⚡

**•We'll Find Han** 4

"I promise." "Auuuuuuu!"



**USED OR LOST INTERRUPT**

USED: ▼ Han (except Han, Chewie, And The *Falcon*).  
LOST: Deploy Han (except Han, Chewie, And The *Falcon*) from your Lost Pile.

**•Wookiee Strangle** 3

Wookiees have been known to relocate more than just arms.



**USED INTERRUPT**

During your move phase, target your Wookiee and opponent's character present with it. Both players draw destiny. Add target's defense value and power. Subtract target's destiny number. Opponent's character lost if your total destiny +2 > opponent's total destiny.