

**Bane Malar** 1

Mysterious bounty hunter of an unknown species. Rumored to be somewhat telepathic. Infrequent member of Jabba's court. Plotting to kill Jabba.



POWER 2 ABILITY 4 FORCE-SENSITIVE

Blaster Rifle is a matching weapon for Bane. While at a battleground planet site, your Force drains and Force drain bonuses here and at same site as Ree-Yees may not be canceled. Immune to attrition < 3.

3 4

**Brief Loss Of Control** 3

Eliciting fear from the opponent gives the dark side a powerful advantage.



USED OR LOST INTERRUPT

USED: Once per game, during opponent's activate phase, target a location. Opponent is prevented from controlling that location (and loses senate majority if target is Galactic Senate) for remainder of turn. LOST: Cancel Control.

**Flagship Operations** 5

"There's too many of them!"



EFFECT

Deploy on a system. Your TIEs may relocate (as a regular move) to a system from 0 to 3 parsecs away. For each battleground system you control with two TIEs piloted by Imperials, you may add 3 to your total power in battles. Opponent's Force drain is +3 here.

**Frustration** 3

"Rissasari!"



USED OR LOST INTERRUPT

USED: If you just peeked at cards in your Life Force, peek at and reorder the top 3 cards of that deck or pile (may take one into hand). LOST: If Xizor and Guri are in a battle together, your total battle destiny is +5 and may retrieve 1 Force.

**Guri** 2

Human-replica droid. Programmed to function as Xizor's personal bodyguard and assassin. Black Sun agent. Cost 9 million credits. Worth every decided.



POWER 6 ARMOR 5 ASSASSIN DROID

2. At Coruscant sites where you have a Black Sun Agent, your Force drains are +1. While with Xizor in battle, she may be forfeited to satisfy all remaining battle damage against you. Immune to Restraining Bolt, purchase, and attrition < 5.

4 6

**Information Exchange** 5

"Chisa nyooda ishaley. Kua Jabba neguda len raults." "Ikot ul Yobbit, yobbit. Nelan ti he koda."



EFFECT

Deploy on Imperial City. While your objective on table, Scum And Villainy may deploy here and, if a Black Sun agent present, may not be canceled. During your deploy phase, may ▼ a non-weapon card with "Black Sun" or "Xizor" in lore.

**Prince Xizor** 1

Fallen gangster and leader. Black Sun agent. Dark Prince of the Black Sun crime syndicate. Fortifies his personal defenses with information gathered by his agents.



POWER 5 ABILITY 3 FORCE-ATTUNED

2. Other Black Sun agents are forfeit +1. Your unique (+) gamblers, gangsters, smugglers, and thieves are Black Sun agents. Once per turn, may ▲ Unexpected Interruption. Immune to attrition < 4.

4 6

**Slave I** 1

Originally designed as a planetary defense craft. Uses restricted jamming technology, allowing it to appear out of nowhere. Contains many hidden armaments.



STARFIGHTER: FIRESpray-CLASS ATTACK SHIP

POWER 4 MANEUVER 4 HYPERSPEED 4

May add 1 alien pilot and 3 passengers. May deploy with non-BS Boba Fett as a react (for free). While Boba Fett piloting, maneuver +2, power may not be reduced, and immune to attrition < 5.

3 5

**Those Rebels Won't Escape Us** 3

"I don't know how we're gonna get out of this one."



USED INTERRUPT

Use 1 Force to ▲ *Stinger* or *Virago*. OR Cancel Darklighter Spin. OR If opponent just initiated a battle at same system or sector as *Stinger* or *Virago*, opponent may not target those starfighters with weapons for remainder of turn.



**•Unexpected Interruption** 2

"Sirl Sirl I've isolated the reverse power flux coupling!"



**USED INTERRUPT**

If a battle was just initiated, target an opponent's female non-droid character present with Zizor. Draw destiny. Target excluded from battle and adds her power to Zizor's for remainder of turn if destiny +2 > target's ability.

**•Zizor** 1

Male Gaud. Practitioner of ancient religious findsmen vocation. Bounty hunter and scout. Gains surprisingly accurate information through mystical visions during meditation.



**POWER 2 ABILITY 4 FORCE-SENSITIVE**

2. **Mist Hunter's** maneuver +1. Your Black Sun agents at same and related sites may not have their forfeit reduced. Once per game, may ▼ non-4-LOM here. Immune to attrition < 3.

**•Chewbacca, Protector** 1

Chewie honored his life debt to Han by protecting Leia. Posing as the mercenary Shovva while on Coruscant. Smuggler. Wookiee.



**POWER 6 ABILITY 2 ARMOR 4**

Deploys free to Coruscant and is a spy while there. During your deploy phase, may ▼ one Boushh or Vibro-Ax (on Chewie). While with Leia, her game text may not be canceled and, once per turn, may take the bottom card of Force Pile into hand.

**•Dash Rendar** 3

Emperor banished Rendar family from Coruscant. Became gambler and smuggler. Brought down AT-AT at the Battle of Hoth. Works for Rebel Alliance from time to time.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

3. While piloting alone (or at same location as opponent's AT-AT or Imperial), draws one battle destiny if unable to otherwise and opponent draws no more than one battle destiny here. Dash is a matching pilot for any unique (•) Rogue speeder.

**•Gambler's Luck** 4

Works every time.



**LOST INTERRUPT**

During opponent's control phase, if your gambler on table, use 1 Force. Both players draw three destiny. Winner (higher total destiny) may target one opponent's character with a printed power matching one of the winner's destiny draws. Target is lost.

**•Impressive, Most Impressive** 6

"Obi-Wan has taught you well."



**LOST INTERRUPT**

Cancel All Too Easy, Stunning Leader (where your Jedi participating), Imperial Barrier (targeting your Jedi), or You Are Beaten (except when canceling Uncontrollable Fury). OR Once per game, if opponent just initiated a battle, you may take the first weapons segment action.

**•Ke Chu Ke Kukuta?** 5

"Balla. Haku ma Vink?"



**USED INTERRUPT**

If you have an information broker on table, draw destiny. If destiny > the number of opponent's characters on table, may use 1 Force to ▲ any one card.

**•LE-80209 (Leebo)** 3

Smuggler. Heavily modified Cylbot Galactic LE-series repair droid. Information broker. Provides information gained through underworld channels to the Alliance.



**POWER 2 ARMOR 4 MAINTENANCE DROID**

May be battled. If with Dash Rendar, adds one destiny to attrition only. Once per turn, if at a battleground, you may peek at the top card of opponent's Reserve Deck; may place that card on top of opponent's Used Pile.

**•Mercenary Armor** 3

Worn by hired guns throughout the galaxy. Often used by Rebels when infiltrating underworld organizations. Leia wore Boushh's armor when she infiltrated Black Sun.



**DEVICE**

Deploy on your alien without armor or a Rebel. This character is a spy, has armor = 4, and its immunity to attrition is +2. While opponent has a Black Sun agent, gangster, smuggler, spy, or thief on table, your destiny draws are +1. Once per turn, may ▲ Undercover.



