

•A Bright Center To The Universe 4

The intimidating power of the Empire was focused in the core systems, allowing the Emperor to ignore minor activities occurring on the Outer Rim.



EFFECT

Deploy on table. Once per turn, if you control more battlegrounds than opponent, when you lose Force to a Force drain, may retrieve X Force (may not be canceled), where X = all bonuses to that Force drain.

•Aratech Corporation 4

Aratech Corporation sent support staff to various Imperial outposts and garrisons. Gave advanced briefings and training to biker scout personnel.



EFFECT

Deploy on table. AT-STs and speeder bikes are power and forfeit +1. During your deploy phase, you may reveal an AT-ST or Speeder Bike from hand to ▲ a unique (+) Imperial pilot of ability < 3 (or vice versa) and deploy both simultaneously. (A)

AT-ST Dual Cannon 4

High rate of fire used for anti-personnel operations. Enhanced design from prototype used in the Battle of Hoth.



VEHICLE WEAPON

Deploy on your AT-ST. May target a character, creature or vehicle for free. Draw destiny. Target hit (may lose 2 Force to make it lost instead) if destiny + X > defense value, where X = the number of your AT-STs present. May fire repeatedly for 2 Force each time.

•Commander Igar 1

Leader. Served with General Veers' Blizzard unit at Battle of Hoth. Assigned by Vader to coordinate surface defense of Endor's moon. Host name.



POWER 3 ABILITY 3 FORCE-ATTUNED

2, 3: any combat vehicle. Once per turn, if piloting a combat vehicle, may use 1 Force to cancel a "react" from a related site to this site or cancel an opponent's just drawn battle destiny at same site (except their first this battle).

•Crossfire 4

Scout walker pilots are trained to set up a deadly heavy fire zone. This tactic can be disrupted by enemy weapons fire.



EFFECT

Deploy on table. Your AT-STs are immune to attrition < 3 (or their immunity to attrition is +2). Once per game, may lose 1 Force to ▲ an Effect that deploys on a location (except Expand The Empire). May place this Effect out of play to add one battle destiny. (A)

•Dead Ewok 5

Many Ewoks gave their lives in the Battle of Endor.



LOST INTERRUPT

Cancel Ellorrs Madak. (S) OR Use 2 Force to cancel the game text of an opponent's alien for remainder of turn. OR Place an Ewok Catapult in opponent's Used Pile. OR Make an Ewok power and forfeit = 0 for remainder of turn.

•Dreaded Imperial Starfleet 3

The Empire uses short-range fighters and patrol craft to maintain a presence in every system within its scope of power.



EFFECT

Deploy on table. While you have more systems on table than opponent, your capital starships deploy -2 (to a minimum of 3) to battlegrounds. When you deploy an Imperial-Class Star Destroyer, may ▼ (for free) a or squadron there (no replacement is necessary). (A)

•Empire's New Order 4

Papaire's cruel vision of his Empire included the enslavement and subjugation of entire species.



EFFECT

Deploy on table. Whenever an opponent's alien is just lost, they lose 1 Force. While all of your ability on table is provided by Imperials and Imperial starship pilots, your admirals, generals, moffs, and Emperor are deploy -1 and forfeit +1. Aliens are deploy +1 and forfeit -1.

•Establish Secret Base 4

The Empire's remote bases develop new technology and hide sensitive projects from potential Rebel saboteurs.



EFFECT

If you control Bunker, deploy on Endor system. At each Endor site you control with an AT-ST or Biker Scout, opponent's Force generation is canceled. During your deploy phase, may ▼ one Aratech Corporation or an Effect with "Endor" in the lore or game text. (A)

Feltporn Trevagg's Shun Rifle 2

Assault rifle modified by Feltporn. Used by the Gotal bounty hunter before he became a tax collector. Occasionally brought along to 'esse' Feltporn's collection duties.



CHARACTER WEAPON

Use 1 Force to deploy on your bounty hunter (free on Feltporn Trevagg). May target a character for free. Draw destiny. Target captured (and you may take one Interrupt from Lost Pile into hand) if destiny +2 > defense value.

Freeze! 6

Despite Wicket's warnings, an Imperial scout still got the drop on Leia.



USED INTERRUPT

▼ **Blaster Rack.** OR During battle, attrition against opponent is +1 for each non-lightsaber weapon you have present. OR Your scout is power +3 for remainder of turn.

Imperial Academy Training 4

Graduates of the Empire's military academies train to fire standard-issue weapons efficiently.




EFFECT

Deploy on table. Imperials armed with a blaster or rifle at battleground sites are forfeit +2 and their weapon destiny draws are +1. Once per battle, if you have a non-lightsaber weapon there, may use 2 Force to add 4 to your total power. **A**

Imperial Tyranny 4

The Empire considers alien species to be inferior.



USED OR LOST INTERRUPT

USED: ▼ **Empire's New Order.** OR If Vader just won a battle at the same site as an alien, place that alien out of play. **LOST:** If a battle was just initiated where you have a character weapon card, place the top card of your Lost Pile on top of Reserve Deck.

Inconsequential Losses 5

With its superior numbers, the Empire knowingly sacrifices the safety of many units and weapons in order to preserve the greater war machine.



EFFECT

Deploy on table. You may forfeit non-lightsaber weapons (using forfeit value = 3); place your just forfeited weapon in Used Pile. During your deploy phase, if you just deployed a vehicle or starship, may ▼ a weapon (for free) on that vehicle or starship. **A**

Lieutenant Grand 2

Colonel Dyer's aide. Coordinates scout actions. As a youth, raced swoops on homeworld of Corellia. Formerly served with Emperor's Demonstration Team.



POWER 2 ABILITY 2

2 Adds one battle destiny with Colonel Dyer or if driving a swoop. May place Lieutenant Grand in Used Pile to cancel a Force drain at a related location.

2 **3**

Lieutenant Remz 2

Leader of one of the Emperor's finest legions of troops. His command was placed at the disposal of Colonel Dyer. Always on the lookout for Rebel activity.



POWER 2 ABILITY 2

Once per game, if at a battleground site, may initiate a Force drain that cannot be canceled; Force drain is +X (this bonus may not be canceled; ignore other modifiers) where X = the number of unique (+) Stormtroopers at battleground sites.

2 **4**

Lieutenant Watts 2

Native of Corellia. Watts' gunnery skills produce devastating results. Temporarily assigned to Rust Drive Yards to work on prototype AT-ST weaponry.



POWER 2 ABILITY 2

2 Once per turn, if at a battleground site, may take a weapon from Lost Pile into hand to cancel a Force drain at a related site.

2 **4**

Major Hewex 2

Leader of Navy detachment assigned to guard the Endor control bunker. Liaison between Imperial technicians and command staff.



POWER 2 ABILITY 2

Your unique (+) stormtroopers are deploy -1 to same site and are forfeit +1 at same and related locations.

2 **4**

• Outflank 6

Commander Igar's defense of Endor called for the use of speeder bikes to harass any attacking Rebels.



USED INTERRUPT

If opponent just initiated battle at a site where their total power is greater than yours, you may use 1 Force (or cause opponent to use 1 Force) to relocate one of your characters or vehicles to that site from a related location.

• Pinned Down 4

Heavy blaster fire hampered Han's attempts to open the Back Door to the Endor control bunker.




EFFECT

Deploy on table. X = 4 on Tusken Breath Mask. May place this Effect in your Used Pile to cancel a 'react'.

• Scout Recon 6

Familiarity with native terrain is essential to a scout garrison. Imperial command can also put this type of information to effective use.




USED INTERRUPT

Find one of your missing characters. OR During battle, activate 1 Force for each of your scouts participating. OR During battle, if your Imperial with opponent's alien, your total battle destiny is +3.

• Sergeant Wilken 3

Stormtrooper assigned to Colonel Dyer's command. His unit was recommended to Commander Igar by Governor Yount of the Wobee-Kui garrison.



POWER 2 ABILITY 2

During battle here, your Imperial leaders may not be targeted by weapons. Your Imperials of ability < 4 at same site (except Galactic Senate) may not have their game text canceled or their forfeit value modified or reset.

• Sneak Attack 4

Imperial training allows scouts to use speed and stealth to their advantage. On Endor, they were also backed up by Commander Igar's AT-STs.



USED OR LOST INTERRUPT

USED: If opponent just initiated a battle, place a card from hand on top of Reserve Deck.
LOST: Add one battle destiny where you have an AT-ST, scout, or lone Imperial of ability < 4.

• Well-Learned Command 4

Imperial officers often simulate large-scale battles with hologram games to improve their tactical ability. Those who excel at these games often mark themselves for advancement.



EFFECT

Deploy on a battleground site. At sites where you have a vehicle with armor and an Imperial general (or Imperial commander), your total battle destiny is +3 and opponent may not draw more than two battle destiny. If opponent controls this site, this Effect lost.

• Wipe Them Out, All Of Them 5

Darth Sidious' command was merciless and direct. He left no room for misinterpretation.



EFFECT

Deploy on a site. Unless a player controls a battleground site, that player's weapon destiny draws are -2. During opponent's draw phase, if opponent's non-battleground site (with no related locations) on table, may activate or retrieve 1 Force.

• A280 Sharpshooter Rifle 3

BlasTech sharpshooter rifle accurate to 500 meters. Corporal Janise brought several A280s with him when he left BlasTech.



CHARACTER WEAPON

Deploy on your Rebel scout. During battles at same site, attrition against opponent is +1. May target a character, creature or vehicle at same or adjacent site for free. Draw destiny. Target hit if destiny +2 > defense value. Once during your control phase, may fire using 2 Force.

• Chewie's AT-ST 4

Enclosed: Chewie's daring capture of an Imperial AT-ST helped turn the tide in the Battle of Endor.



COMBAT VEHICLE: AT-ST

POWER 3 ARMOR 4 LANDSPEED 3

May add 2 pilots. During battle, if Chewie aboard, may target an opponent's character or AT-ST present. Draw destiny. Target hit and power = 0 if destiny > defense value. Immune to attrition < 4.

•Chief Chirpa 2

Leader of Wicket's Ewok tribe for 42 seasons. Head of the Council of Elders. Decided to spare Han's Rebels and join the fight against the Empire.



POWER 0 **ABILITY 2**

Deploys only on Endor. Ewoks on Endor are power +1. "Vehicle with armor" on Ewok Catapult may be treated as "non-Dark Jedi character" ("crashes" is then treated as "lost"). May not be targeted by opponent.

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•Corellian Retort 5

"Threepio, you tell that slimy piece of worm-ridden fifth he'll get no such pleasure from us!"



USED OR LOST INTERRUPT

USED: Cancel an attempt to target your Corellian (or your starship piloted by a Corellian) with a weapon. LOST: Take your just lost Corellian (or your just lost character of ability < 4) into hand.

•Count Me In 5

Leia couldn't let Han out of her sight.



EFFECT

Use 2 Force to deploy on Leia (even if a captive) or Back Door. Attrition against opponent is +1. Once per game, may place this Effect out of play to cancel a Force drain at same or related site.

•Covert Landing 4

The stolen code allowed the Rebels to land their strike team on the Endor surface undetected — or so they thought.



USED OR LOST INTERRUPT

USED: During opponent's move phase, if Bunker "blown away," peek at top four cards of a player's Reserve Deck; replace in any order. LOST: During opponent's move phase, ▼ a Rebel scout of ability < 5 to an Endor site opponent does not occupy.

•Endor Celebration 5

The Rebel presence on Endor meant that the Ewoks would be able to live free from the Empire's tyranny.



USED INTERRUPT

Cancel an Effect with "occupation" in title. **S** OR During your draw phase, if you have a Rebel scout alone at Back Door, draw destiny. Activate or retrieve 5 Force and place this Interrupt on bottom of Lost Pile if destiny < the number of your scouts on table.

•Entrenchment 4

As the Empire advances, Rebels retreat to fortified positions to marshal their resources and redeploy the troops.




EFFECT

Deploy on a site. During battle here, you take the first weapons segment action. Your characters are defense value +1 here.

•General Solo 1

Scout Leader of the Rebel strike team on Endor. Needed the cleverness of a Corellian to destroy the Endor control bunker. Discovered the truth about Luke and Leia.



POWER 4 **ABILITY 3** **FORCE-ATTUNED**

R 3. During battle, may use 1 Force to play an Interrupt from your Reserve Deck (then place that card out of play). Once per turn, may ▲ a non-Interrupt card with "door" in game text.

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•I'm With You Too 7

Luke completes the legendary foursome.



EFFECT

Deploy on Luke (even if a captive) or any Throne Room; recirculate. Your duel destiny draws are +1. May lose 3 Force to cancel a just drawn battle destiny. Once per turn, if Luke a captive and Emperor here, may shuffle opponent's Reserve Deck.

•I Wonder Who They Found 1

"General Solo, is your strike team assembled?"



EFFECT

Use 2 Force to deploy on Han or Back Door; draw top card of Used Pile. Non-Jedi, non-**R** Rebels are defense value +2 and immune to attrition < 3. May place this Effect out of play to cancel the targeting of a weapon at same or related site.

Jedi Lightsaber

Elegant sword of pure energy. "It is the weapon of a Jedi Knight. Not as clumsy or as random as a blaster." A lightsaber can be dangerous to an unskilled user.

CHARACTER WEAPON

Deploy on Mace or Yoda. sites may not cancel Force drain bonuses. May add 1 to a Force drain when present. May target a character or creature for free. Draw 2 destiny (3 if on Yoda and defending). Target hit, and its forfeit = 0, if total destiny > defense value.



• Mon Mothma

1

Native of Chandrila. Leader of the Alliance. A former member of the Imperial Senate where she was a formidable opponent to then Senator Palpatine. Friend of Bail Organa.



POWER 3

ABILITY 4

POLITICS 3

Agendas: order, peace. Emperor not target characters with politics here. Once per turn, if in a senate majority, may take your just drawn battle destiny into hand. Once per game, may ▼ a battleground.

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No Questions Asked

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Players generate +1 Force at systems they occupy. Starships (except *Outrider*) piloted by Corellians are power +1 (+2 if pilot also a smuggler or gambler, +3 if both), may not have their power modified by opponent, and are immune to attrition < 4. While you occupy Corellia system, your Force drains are +1 at related battleground sites.



• Rapid Deployment

General Solo's strike team was made up of the Alliance's finest ground troops.

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LOST INTERRUPT

Target a site. At same and related sites, Rebel scouts deploying from hand are deploy -2 (and they may not battle or move) for remainder of turn. OR ▼ a Rebel scout (deploy +2) to a site.

•That's One 3

Considering the life debt he owed to Han and his personal commitment to the Rebel Alliance, Chewie quickly volunteered to fly the stolen shuttle to Endor.



EFFECT

Use 2 Force to deploy on Chewie or Back Door; may place up to two cards from hand on Force Pile. Your battle destiny draws are +1. Once per game, may place this Effect out of play to cancel a battle just initiated here.

•The Planet That It's Farthest From 4

The Rebellion operates freely in many Outer Rim territories, allowing them to ignore Imperial activities in the core systems.



EFFECT

Deploy on table. Once per turn, if you control more battlegrounds than opponent, when you lose Force to a Force drain, may retrieve X Force (may not be canceled), where X = all bonuses to that Force drain.

•The Professor 4

Protocol droids are programmed to interface with a variety of computer technologies. Quick and precise interpretation can dramatically increase operational efficiency.



EFFECT

Deploy on table. It Can Wait may not be played. After starting hands are drawn, for opponent to deploy a card with ability for free, opponent must first use X Force, where X = half that card's printed deploy cost (round up). May not be canceled. **A**

•Tydirium 3

Stolen Imperial Lambda-class shuttle. Supposedly carried parts and technical crew. Delivered General Solo's crack team of Rebel scouts to the forest moon of Endor.



STARFIGHTER: LAMBDA-CLASS SHUTTLE

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

May deploy (with a pilot) without presence or Force icons. May add 2 pilots and 6 passengers. May forfeit a scout aboard to cancel all remaining battle damage against you.

Watch Your Step 0



Deploy Corellia system (with an unpiloted freighter and a Corellian pilot there) and Spaceport City to Corellia. For remainder of game, Corellia sites are immune to No Escape. For either player to deploy a card with ability (except a Corellian) to Corellia, that player must first place a card from hand on bottom of their Used Pile. While this side up, you may not Force drain at Corellia system. During your deploy phase, may ▼ a ♦ site. Flip this card if you occupy Corellia system and your Corellians control two Corellia battleground sites.

•Wicket 2

Ewok scout. Son of Shodu and Deej. Found Leia and befriended her. Persuaded his tribe to help.



POWER 1 **ABILITY 2**

Deploys only on Endor. Once per game, may use 3 Force to release a Rebel captive present on Endor. During your deploy phase, may use 1 Force to ▼ an Ewok weapon or a unique (•) Ewok.