

**•Darth Vader's Lightsaber** 1

Vader's lightsaber. Symbol of the most feared man in the galaxy, Vader's control of the dark side of the Force allows him to wield this weapon in surprising ways.



**CHARACTER WEAPON**

Deploy on Vader. May add 1 to Force drain where present. May target a Jedi or Skywalker for free. Draw 3 destiny and choose 2. Target hit (may place any Interrupt from opponent's Lost Pile out of play) and forfeit = 0, if total destiny > defense value.

**Imperial Justice** 3

"There's nothing you could have done Luke, had you been there. You'd have been killed too."



**EFFECT**

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a stacked card into hand to prevent players from drawing more than one battle destiny (those battle destiny draws may not be modified or canceled).

**•Insignificant Rebellion** 4

"Your fleet is lost. And your friends on the Endor moon will not survive. There is no escape, my young apprentice."



**EFFECT**

If Ral'tiir Operations on table, deploy on table. Ounee Ta is canceled. Your troopers are power = 2. Whenever you deploy a site to Ral'tiir, may activate 3 Force. Whenever you draw battle destiny, may exchange a card from hand with a card of the same card type in Lost Pile.

**•Shocking Revelation** 5

"Well, don't blame me. I'm an interpreter. I'm not supposed to know a power socket from a computer terminal."



**USED INTERRUPT**

Unless you have senate majority, if opponent just ▲ or ▼ a character (except with an Effect with "matching" in game text) or just drew a card from Reserve Deck using a character's game text, they must place 2 other cards from hand on Used Pile (if possible).

**•Vader** 1

Sought to extinguish all Jedi. Former student of Obi-Wan Kenobi. Seduced by the dark side of the Force.



**POWER 6 ABILITY 6 DARK JEDI**

4. Jedi are defense value -1 and forfeit -2 at same and related sites. During battle, if you are about to draw a card for weapon or battle destiny, may instead use an Interrupt of destiny < 4 from hand. Immune to attrition < 5.

**•Vader's Anger** 5

Anger and aggression fuel the dark side of the Force.



**OUT OF PLAY INTERRUPT**

Target a Jedi present with Vader. Initiate an epic duel between them. Both players draw two destiny and add power. Loser (lowest total) is placed out of play and losing player loses 5 Force. OR If Vader just hit a Jedi, retrieve any three cards.

**•Vezir** 1

General of the AT-AT assault armor division sent by Darth Vader to crush the Rebellion on Hoth. Cold and ruthless.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

4. Deploys -2 to Hoth. Your combat vehicles are defense value +1 at same and related locations. While on Hoth, your AT-ATs and Imperials are deploy -1 and forfeit +1 at related locations.

**•Chewie** 1

Loyal Wookiee companion of Captain Han Solo. Co-pilot of the Millennium Falcon. Leia referred to him as a "walking carpet."



**POWER 6 ABILITY 2**

3, 4. Falcon. While piloting Falcon, it is maneuver +2. Chewie draws one battle destiny if unable to otherwise, and your battle destiny draws (and total battle destiny) at same system may not be modified, canceled, or reset by opponent.

**Evacuation Control** 3

"Give the evacuation code signal... and get to your transports!"



**EFFECT**

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a stacked card into hand to prevent players from drawing more than one battle destiny (those battle destiny draws may not be modified or canceled).



**•Gold Leader In Gold 1** 2

At the Battle of Yavin, Dutch led his squadron of outdated but reliable Y-wings in the first wave of the assault against the Death Star.



**STARFIGHTER: Y-WING**

**POWER 4 | MANEUVER 3 | HYPERSPEED 4**

May add 1 pilot or passenger. Permanent pilot is •Dutch, who provides ability of 2. Opponent may not 'react' to here and must first use 1 Force to draw a card for battle destiny here.

3 4

**•Han Solo** 1

Smuggler, gambler and "freelance law-bender." Crafty Corellian pirate. Rebel hero. Owns Millennium Falcon. Co-pilot Chewbacca promised him "life debt." Has bounty on head.



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

3, 4: *Falcon*. Cards with "Han" in title are destiny +3. May use 1 Force to cancel Boba Fett or Jabba's game text for remainder of turn. If opponent just initiated a battle here, may use 1 Force to take the first weapons segment action.

3 6

**•Luke** 1

Raised by guardians Owen and Beru Lars on a moisture farm on Tatooine, where Owen wanted him to stay. Nicknamed "Wormie" by childhood friends Gamme and Fiver.



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

3. Adds one battle destiny with Biggs or if piloting a T-16. While piloting a T-16 alone at Beggar's Canyon, opponent must first use 1 Force to draw a card from Force pile or retrieve a Force. Once per game may ▼ a T-16 here.

3 7

**•Mandalorian Mishap** 5

Most space-faring adventures meet their fate with a calm, quiet dignity.



**USED INTERRUPT**

Suspend all Effects with "gangster" in game text for remainder of turn. OR Target a bounty hunter and/or gangster at a site. For remainder of turn, targets may not fire weapons and their game text is canceled.

**•Shocking Information** 5

"R2-D2, you know better than to trust a strange computer."




**USED INTERRUPT**

Unless you have senate majority, if opponent just ▲ or ▼ a character (except with an Effect with "matching" in game text) or just drew a card from Reserve Deck using a character's game text, they must place 2 other cards from hand on Used Pile (if possible).

**•Cold Feet** 5

Wampas pack snow around the appendages of captured prey, making use of Hoth's cold environment to immobilize them.



**USED INTERRUPT**

Take a 'grabber' into hand (or play a Defensive Shield) from under your Starting Effect. OR Cancel It Can Wait, Surprise Assault, or Yerka Mip. OR Suspend Bacta Tank (patient) remains on Effect. Bo Shuda, Goo Nee Tay, or No Questions Asked for remainder of turn.

**•Deep Hatred** 0



Unless your Objective on table, deploy on table. Vader's Obsession may be played to initiate an epic duel as follows: If Mara is present with Luke, each player draws two destiny (if armed with a lightsaber, each destiny is +1). Add character's ability. If Karrde on table, your total is -1. Higher total wins. If Luke loses, place him out of play and you may retrieve 5 Force. If Mara loses, cross her to the Light Side (she is now Mara Skywalker). Unless duel canceled or tied, for remainder of game any Mara is ability = 6, adds one battle destiny, and once per battle involving her, may cancel one just drawn destiny.

Original concept by Lorne Sotnick  
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**•Emperor's Power** 5

From his throne room aboard the second Death Star, Emperor Palpatine monitors activity throughout the galaxy.



**EFFECT**

Deploy on Emperor. Jedi are power -1 and deploy +1. During opponent's move phase, if Emperor present with Vader (or with two Imperial Council Members at Conference Room or any Throne Room), opponent loses 1 Force.

**•Endor Shield** 5

Planetary scale shield projected from surface of Endor moon. Protected second Death Star during construction. Only another superlaser could penetrate it while operational.



**EFFECT**

Deploy on table. Unless Rebel Strike Team on table, opponent generates no Force at Endor system. Twice per game, may ▲ an admiral, commander, general, or Moff. Whenever opponent's Endor on table, raise your converted Endor system to the top (if possible).

Original concept by David Lashin  
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**Establish Control** 4

Keeping supply routes clear allows rapid distribution of resources to where they are most required.




**EFFECT**

Deploy on table. Your Force generation is +2 at docking bays you control. Your docking bays controlled by opponent are battlegrounds. Once per game, may ▼ Corusag or Fonder. If Mobilization Points on table, this Effect lost.

*Original concept by Samrat Lancer*

**•Forced Landing** 5

"You will not deviate from your present course. . . . Permits be granted to land on platform three-two seven."




**EFFECT**

Deploy on table. After starting hands are drawn, players may only ▲ or ▼ (except as a 'react' or response) during their deploy phase (if another phase specified, it becomes "during your deploy phase").

**Frozen Dinner** 6

Freeze died and ready to sene, a tasty, wholesome Rebel meals a nutritious meal for the whole wampa clan. They're Gr-r-eat!



**DEFENSIVE SHIELD**

Plays on table. Colo Claw Fish is canceled. Tawws Khaa affects Force drains only at her site. Once per game, may ▲ Pinned Down. While Elorrs Madak on table: limit one copy on table, each "2" in its game text is treated as "1", and opponent may retrieve Force only once per turn.

**He Is Not Ready** 4

"All his life has he boiled away. To the future, to the horizon. Never his mind on where he was! Hmrrr! What he was doing! Hmrrr!"



**EFFECT**

Deploy on table. Just after opponent draws a starting hand of 8 cards, unless you started an Objective and/or you ▲ or ▼ any other Effects, opponent must place all but 5 cards from hand in their Used Pile; re-circulate.

**I've Lost Artoo!** 5

"WHAAAAAAAAAAAAAOW!"



**EFFECT**

Use 2 Force to deploy on table. Once per game, may use 1 Force to play an Interrupt (except Sense, Alter, or Control) from under your Starting Effect as if from hand (then place that card out of play). May place this Effect in Lost Pile to activate 1 Force.

**-I Want That Ship** 4

Life nerf herders herding nerfs, Imperial commanders often use TIE fighters to drive fleeing Rebel ships into tractor beam range.



**EFFECT**

Deploy on your battleground. During battle, whenever opponent's card is hit by a non-☒ (once per card targeted), opponent's total power is cumulatively -4 (-2 if hit by a lightsaber).

**•Lord Vader** 1

Forgiving administrator of Imperial policy. Emperor Palpatine's most trusted leader. Believes converting Skywalker is key to the Alliance's downfall.



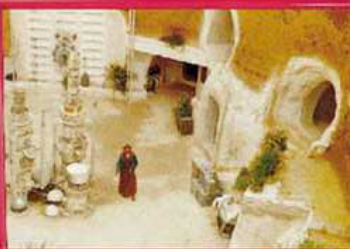
**POWER 8 ABILITY 6 DARK JEDI**

3. May deploy a lightsaber just lost from same site on him (for free); may then use two weapons. Using Epic Duel, The Circle Is Now Complete may target any Jedi instead of Obi-Wan. Defense value +2 if armed. Immune to attrition < 5.

*Original concept by Jerry Jensen, PC Volunteer Award 2005*

**•Luke? Lwaaaa!** 4

"All right, I'll be right there, Aunt Ben."



**UTINNI EFFECT**

Deploy on your non-droid character present at a battleground site; character may not leave here or move. Target a Jedi at a site. You lose no more than 1 Force to Force drains at target's location. This Utinni Effect canceled when reached by target.

**Restricted Access** 4

In an effort to direct Luke toward Vader, Lieutenant Bewil used his control of hatchways and lift tubes to cut off Luke's support, limiting his options and resources.



**EFFECT**

Deploy on table. I'd Just As Soon Kiss A Wookiee may not be played. After starting hands are drawn, to deploy a character for free (or 0 Force), opponent must first use X Force, where X = half that character's printed deploy cost (round up).

*Original concept by Michael Raboin*



**•Sim Alon** 1

Imperial council member. Senior political advisor to Emperor Palpatine. Never speaks. Like his master, shows remarkable patience and wisdom.



**POWER 3 ABILITY 4 INFLUENCE 3**

**Agendas:** law, rule. While at Conference Room, adds one [I]. While with another Imperial Council Member, adds one battle destiny. Immune to attrition < 4.

4 6

**•Something Special Planned For Them** 5

The high command of the Emperor's fleet is selected as much for loyalty and obedience as for martial skills. A wise admiral knows better than to question Palpatine.



**EFFECT**

Deploy on table. Once per game, if opponent just played an Interrupt, may stack it here. To play any new Interrupt of same name, players must first stack it here. May place this Effect in Lost Pile (place cards here in owners' Used Pile) to retrieve a starship. A

**•Advantage** 4

With only a few Jedi remaining in the galaxy, each confrontation between them has far reaching consequences.



**EFFECT**

Deploy on your battleground. During battle, whenever opponent's card is hit by a non- (once per card targeted), opponent's total power is cumulatively -4 (-2 if hit by a lightsaber).

**•Captain Verrack** 3

Mon Calamari computer technician. Expert in power systems. His skills are desperately needed by Rebel fleet. Gurnet.



**POWER 2 ABILITY 2**

1, 2: any Star Cruiser. While aboard a Star Cruiser or with Admiral Ackbar, opponent's weapon and battle destiny draws at same system are -2. Other Mon Calamari at same system are forfeit +2.

2 4

**Disarming Creature** 6

Luke's defensive maneuver put him out of arm's way.



**DEFENSIVE SHIELD**

Plays on table. Colo Claw Fish is canceled. Bane Malar affects Force drains only at his site. During an attack (except at a pit), your characters at that site may fire character weapons at participating creatures.

**•Dismantle On Sight** 3

After losing control of several extremely powerful and deadly assassin droids, the Empire issued a decree ordering their immediate destruction.



**EFFECT**

Deploy on table. After starting hands are drawn, players may only (except as a 'react' or response) during their deploy phase (if another phase specified, it becomes "during your deploy phase"). A

**•Green Squadron 1** 3

Constructed at Chandrian Shipyards, a zero-gravity facility. Typically used as an escort for Y-wings or B-wings on critical attack missions.



**STARFIGHTER: A-WING**

**POWER 3 MANEUVER 5 HYPERSPEED 4**

May add Green Leader as a pilot. Once per turn, may (Diversionary Tactics. If with Executor at end of battle, may draw destiny; Executor and this starfighter lost if destiny > 5.

2 4

**•Han's Toolkit** 4

Experienced pilots keep a well equipped toolkit. Horizontal boosters, alkalin dampers and hydrospace is aid in performing high-tech repairs aboard starships.



**DEVICE**

Deploy on Falcon or Han. While Han piloting Falcon at a battleground, non- (except Emperor's Power, Presence Of The Force, and Search And Destroy) are suspended.

**•I Don't Need Their Scum, Either** 5

Of all the scum and villainy Lando had dealt with (pirates, smugglers, con-artists, thieves, swindlers, politicians and Imperial lackeys), he hated bounty hunters the most.



**USED INTERRUPT**

Take a 'grabber' into hand (or play a Defensive Shield) from under your Starting Effect. OR Cancel Counter Assault, Hidden Weapons, Hutt Smooch, I'd Just As Soon Kiss A Wookiee, Overload or one 'react' involving an starship.



**•Let's Keep A Little Optimism Here** **5**

The heroes of the Rebellion know that where there is life, there is hope.



**UTINNI EFFECT**

Deploy on your non-droid character present at a battleground site; character may not leave here or move. Target a Dark Jedi at a site. You lose no more than 1 Force to Force drains at target's location. This Utinni Effect canceled when reached by target.

**•Meditation** **4**

To prepare for the inevitable conflict with Jabba's minions, Luke entered a calm state of mental preparation.



**EFFECT**

Use 2 Force to deploy on table. Once per game, may use 1 Force to play an Interrupt (except Sense, Alter, or Control) from under your Starting Effect as if from hand (then place that card out of play). May place this Effect in Lost Pile to activate 1 Force.

**Medium Transport** **3**

Passenger and cargo transport built by Gallofree Yards. Enormous cargo bays can be outfitted to safely accommodate large numbers of troops, munitions or supplies.



**CAPITAL: TRANSPORT**

**POWER 0** **ARMOR 3** **HYPERSED 4**

Permanent pilot provides no ability. During battle, may target an opponent's capital starship present. Draw destiny. Target and this starship are lost if destiny + 2 > target's defense value.

**•Obi-Wan Kenobi, Jedi Knight** **1**

Padawan learner promoted to Jedi Knight after his encounter with Darth Maul. Has sworn to train Anakin Skywalker, even if the Jedi Council forbids it.



**POWER 6** **ABILITY 6** **JEDI KNIGHT**

Deploys -1 to 1 sites. During a battle (or duel) with a Dark Jedi, unless Obi-Wan's Journal on table, may use 1 Force to cancel a just drawn duel, weapon, or battle destiny. Once per game, may ▲ Disarmed. Immune to attrition < 5.

**•Our Most Desperate Hour** **6**

Following her father Bail Organa's instructions, Leia placed the Death Star plans into R2-D2, hoping that they could be delivered safely to Alderaan by Obi-Wan Kenobi.



**EFFECT**

Deploy on table. Just after opponent draws a starting hand of 8 cards, unless Massassi Throne Room on table, you started an Objective, and/or you ▲ or ▼ any other Effects, opponent must place all but 5 cards from hand in their Used Pile; re-circulate. (A)

**•Padmé Naberrie** **3**

Queen Amidala posed as one of her own handmaidens for added safety as well as to keep an eye on her Jedi protectors. Was to be protected by the Jedi at all times.



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

1. During opponent's control phase, may use 2 Force to ▲ one Leia or non-Jedi Luke. At end of opponent's turn, opponent loses 1 Force for each Skywalker occupying a battleground (-1 Force if Vader on table).

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**•Pestoid Armor** **5**

Luke and Han took the armor suits from fallen stormtroopers and used them as both protection and disguise to penetrate the detention cell block aboard the Death Star.



**EFFECT**

Deploy on your non-droid character. Your Interrupts with "back" in title are destiny = 5 and are Used Interrupts. Your characters are immune to Bad Feeling Have 1. During opponent's move phase, may ▲ an Interrupt with "back" in title.

**•Strikeforce** **5**

Admiral Ackbar's hit-and-battle tactics force the Imperial Navy to spread throughout the galaxy in a futile attempt to wrangle the Rebels.



**EFFECT**

Deploy on table. Once per game, if opponent just played an Interrupt, may stack it here. To play any new Interrupt of same name, players must first stack it here. May place this Effect in Lost Pile (place cards here in owners' Used Pile) to retrieve a starship. (A)