

**•3,720 To 1**

What are the odds of having a Corellian, a Wookiee and a protocol droid together with an Alderaan princess who happens to be the daughter of the Dark Lord of the Sith?

**EFFECT**

Deploy on table. Droids are destiny +1. Once per turn, may place the bottom two cards in Lost Pile out of play to deploy from Lost Pile: Forced Servitude, a character weapon, a location, or an Effect that deploys on a location (without "lose" in game text).

**Morm Planetoid System 2205**

**2**

**•Blown Clear**

Vader was nearly killed when Han damaged his TIE fighter during a surprise attack in the Death Star trench.



**POLITICAL EFFECT**

Deploy on table. May place an Imperial Council Member here from hand. Once per turn, if a logistics agenda or admiral here, may subtract X from a starship's forfeit and immunity to attrition for remainder of turn, where  $X = \text{total influence at Conference Room}$ .



# Bounty


4

One of the most profitable occupations in the galaxy is hunting down and capturing wanted beings. The more notable the quarry, the more profitable the venture.



**IMMEDIATE EFFECT**

Deploy on a just captured character without a bounty. During your control phase, may transfer captive to a related prison (take this card into hand) to retrieve 4 Force. If released, place captive (and cards on them) in owner's Used Pile. Your Force drains are +1 here.



Original concept by Steven Linn

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**Colonel Wulff Yularen**

Imperial Security Bureau (ISB) officer assigned to brief Tarkin. Also ordered to ensure absolute loyalty to the Emperor. Leader. Will stop at nothing to fulfill Emperor's will.

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

Imperial Council Member. **Agenda:** logistics. ISB Agents are forfeit +1. While at Conference Room with Sim Aloo, may use 1 Force to subtract 1 from an opponent's just drawn non-Epic Event destiny.

**Coordinated Attack** 2

"Stay in attack formation."

**USED OR LOST INTERRUPT**

**USED:** If you just hit a target with a non-lightsaber non- weapon, may place target (and all cards on it) in owner's Used Pile.

**LOST:** Cancel Heroic (and any immunity to attrition) on a character or starship this turn.

A red-bordered card titled "Crush The Rebellion" with a "4" in a circle. The card features a central image of Darth Vader with a red beam of light from his chest. The text describes a political effect where an Imperial Council Member can be placed here from hand, and a logistics agenda or general can be subtracted X from forfeit and immunity to attrition at a site for the remainder of the turn, where X is the total influence at the Conference Room.



**Dark Jedi Lightsaber** 2

Multicolored jewels focus light into a deadly blade. Projects a meter-long beam of pure energy. A lightsaber is constructed personally by a Jedi as a part of training.



CHARACTER WEAPON

Deploy on Aurra Sing or Sidious. May add 1 to Force drain at an  $\oplus$  site where present. May target a character or creature for free. Draw two destiny. Add number of Jedi present. Target hit, and its forfeit = 0, if total destiny > defense value.

**Bailly Dofine** 2

Neimoidian Trade Federation captain who gained his current position through political backstabbing and family connections. Not favored by Darth Sidious.



POWER 2 ABILITY 3 FORCE-ATTUNED

Original concept by Justin Strout

3. Blockade Flagship is immune to attrition < 9. While piloting Blockade Flagship and your Admiral's Order on table, Blockade Flagship may not be targeted by weapons or have its power reduced. Once per game, may  $\blacktriangle$  Gunray or Haako.

Michigan State 2005

**• Forced Servitude** 4

The Empire often uses droids for nefarious purposes. Imperials compel droids to do jobs that are repugnant to humans. An automaton has no ethical conscience.



EFFECT

Deploy on table. Your troopers are Heroic. Opponent's total weapon destiny targeting your Heroic cards is +2. When opponent is about to remove their last card from Life Force, you may first place all your troopers in Used Pile (last card must still be removed).  $\mathcal{A}$

**Imperial Code Cylinder** 4

Imperial officers are issued coded cylinders which access computer information via Scom links. Each cylinder is coded to the officer's own security clearance.




USED OR STARTING INTERRUPT

USED:  $\blacktriangle$  Executor, Control Station, Homing Beacon, or Kessel. STARTING: If Conference Room on table,  $\blacktriangledown$  Ord Mantell, Death Star: War Room, There is No Try, and two always  $\mathcal{A}$  Effects (except Ender Shield or You Cannot Hide Forever). Place this Interrupt in Lost Pile.

**• I'm Sorry** 5

"I'm sorry, too."



EFFECT

Deploy on table. Floating Refinery is suspended during opponent's turn. During your deploy phase, may  $\blacktriangledown$  one Floating Refinery, a non-unique cloud sector, or an Obsidian squadron TIE. During your turn, if you control 2 cloud sectors with TIEs, opponent loses 1 Force.  $\mathcal{A}$

Original concept by Tyler Vandy

Beginnings 2006

**• Janus Gregratus** 2

Imperial council member. Very cruel at heart. Has lusted for power his entire life. Predictable and controllable.



POWER 2 ABILITY 4 INFLUENCE 2

Agendas: logistics, rule. Once per turn, if at Conference Room and you just drew a non-Epic Event destiny < your total influence here, may use 2 Force to cancel and redraw that destiny or use 4 Force to add 2 to that destiny.

3 5

**• Laser Gate** 4

Security corridors are guarded by a grid of laser emplacements which can be activated upon demand to seal off sensitive areas from intrusion.



DEVICE

Deploy between two non-exterior Death Star sites. Unless aboard a Lift Tube, for opponent's character to pass opponent must first lose 1 Force. At adjacent sites: weapon destiny draws are -1, your Force generation may not be limited, and opponent's characters are deploy +2.

**• Maneuver Check** 4

"Luke, at that speed will you be able to pull out in time?"



EFFECT

Deploy on table. Starships may not move the turn they are deployed (or carried) to Death Star. Once per game, if Alderaan 'blown away,' may target a system. Unless opponent has a capital (or  $\oplus$ ) starship there, objectives treat target as a Subjugated planet.  $\mathcal{A}$

Original concept by Tim Simon

New Jersey State 2005

**• Mara Jade, The Emperor's Hand** 1

Spy. Ordered to kill Luke Skywalker. Assumed the identity of a dancer named 'Arice' in order to sneak into Jabba's palace.



POWER 4 ABILITY 5 FORCE-SENSITIVE

While Luke or Emperor on table, power +1 and she moves for free. Permanent weapon is •Mara Jade's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

6 7

Original concept by Justin Rich

New York State 2005



**Obsidian 10** 3

Recalled to defend second Death Star during construction. Stationed aboard *Thunderflare*.



STARFIGHTER: TIE/ln

**POWER 1** **MANEUVER 3** **NO HYPERDRIVE**

**1**  
**3**

**Heroic.** May add 1 pilot. OS-72-10 deploys -2 aboard. When lost from Endor, a mobile system, or a sector, may place this starship (and cards aboard it) in owner's Used Pile.

**Officer Evex** 2

This Imperial Intelligence leader has a proven track record for predicting Rebel fleet movements. His coordination of starship maneuvers has saved many vulnerable bases.



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

**2**  
**5**

Imperial Council Member. **Agenda:** logistics. Once per turn, if at Conference Room, may target an opponent's starship on table with power < total influence here. Opponent must use +2 Force to move target (or initiate battle there) this turn.

**Stinger** 3

Constructed by a secretive Sarmonian hive craftguild. Equipped with HZ-1 hyperdrive system and emergency braking jets. Guri's personal starship. Gift from Prince Xizor.



STARFIGHTER: SARRONIAN CONQUEROR

**POWER 3** **MANEUVER 4** **HYPERDRIVE 5**

**2**  
**4**

May add 1 pilot. Guri deploys -3 aboard. While Guri piloting, during any control phase may draw top card of Reserve Deck (if Leia or Chewie on table, Force Pile instead) and immune to attrition < 5.



**You Want This, Don't You?** 3

"I can feel the hate swelling in you now..."



**IMMEDIATE EFFECT**

If opponent just drew a card for destiny, deploy on table and stack that card face up here. Opponent may lose 3 Force to take card stacked here into hand; place this card in Used Pile.

**Anakin's Lightsaber** 1

Constructed by Anakin Skywalker. Kept by Obi-Wan Kenobi until given to Luke.



**CHARACTER WEAPON**

Deploy on Leia, non-Jedi Luke, or any Mara. May add 1 to Force drain where present. May target a character or creature. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value. Instead of firing, may use 1 Force to cancel a just drawn weapon destiny here.

**At Peace** 3

To recover from the strenuous Jedi training routine and revitalize the mind and body, an apprentice must rest to be calm and at peace.



**EFFECT**

Deploy on Yoda's Hut. You may not deploy or cards. May lose 2 Force to cancel an attack. May place Leia from hand on bottom of Reserve Deck. May use 1 Force to deploy a Jedi Test from under your Starting Effect.

**Changing The Odds** 5

Qui-Gon used his Jedi abilities to insure that there was no 'chance' involved with the use of Watto's chance cube.



**USED INTERRUPT**

If a player is about to draw destiny for an Epic Event, Interrupt, Objective, or weapon, that player must activate 1 Force and shuffle their Reserve Deck. OR If both players just drew one battle destiny, cancel and redraw both destiny draws.

**Chewie, Enraged** 3

Smuggler. Very few people need to be told that angry Wookiees should be given a wide berth.



**POWER 6** **ABILITY 2** **ARMOR 4**

**2** While present at a site with Han or Leia, Chewie is Heroic and, unless hit, may be forfeited to satisfy all remaining attrition and battle damage against you. Once per game, may Kashyyyk or Falcon.



**•Commando Training** 4

Han's Rebel strike team on the forest moon of Endor was highly trained in the use of blasters and explosives.



**EFFECT**

Deploy on table. Ben Kenobi is deploy +1. Your C-3PO, Lando, and Rebels (except Jedi) ignore location deployment restrictions (and "power -1") in their game text and apply their Endor deployment modifiers at any location. Once per game, may ▼ a Effect. (A)

Original concept by Pradyumn Taneja

**•Crash Site Memorial** 5

Mos Eisley was built around wreckage of the colony ship *Dowager Queen*. The wreck remains as a monument where residents leave junk for Jawa scavengers.



**EFFECT**

Deploy on table. Dune Sea, Hutt Canyon, Jawa Camp, and Jawa Canyon are deserts. At deserts you occupy with a Jawa, Rontos and Sandcrawlers are power +1 and forfeit +2, and opponent's Force generation is canceled. (A)

**•Debnoli** 2

Good-natured patron of Mos Eisley cantina, until the Empire impounded his ship. Expert marksman. Seeking revenge on the Empire.



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

2. While with an Imperial, you may initiate battle here for free. Permanent weapon is blaster rifle (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

Original concept by Pradyumn Taneja

**•Diversionary Tactics** 4

Rebel pilots understand that what they lack in numbers, they must make up for in strategy. They often use diversions to remove dangerous opponents from a conflict.



**USED OR LOST INTERRUPT**

USED: Target one piloted starship at a system. That starship is hyperspeed -1 for remainder of turn.  
LOST: If you have two unique (•) piloted Rebel (or •) starfighters in battle at a system, draw destiny. Exclude one starship from that battle if destiny < 4.

Original concept by Pradyumn Taneja

**•ENDOR: EWOK VILLAGE**

Non-unique Ewoks are Heretic. While you occupy, gains one. No starships or vehicles here. If no Ewoks on Endor, Force drain +1 here.



Original concept by Pradyumn Taneja

**Enhanced Proton Torpedoes** 3

Often modified by Rebellion technicians. Heavy warhead provides increased armor penetration. Decreased maneuverability and effectiveness against starfighters.



**STARSHIP WEAPON**

Use 1 Force to deploy on your starfighter. May target a starship for free. Draw destiny (if on a Heroic starfighter, may first use 1 Force to add 3 to total). Target hit if total destiny > defense value.

Original concept by Pradyumn Taneja

**•Faithful Service** 4

Unlike the Empire, the Alliance treats their droids with respect. Many droids volunteered to share the risk of battle and aid the Rebellion's assault on the Death Star.



**EFFECT**

Deploy on table. If opponent is about to remove their last card from Life Force, you may first place all your troopers in Used Pile (card must still be removed). Your troopers are armor = 4. Your unique (•) and non-pilot warriors of destiny > 1 are troopers. (A)

Original concept by Pradyumn Taneja

**•I Can't Believe He's Gone** 5

Even though Luke felt the pain of losing his mentor, Obi-Wan continued to give him strength and guidance through the Force.



**IMMEDIATE EFFECT**

If Obi-Wan is out of play (and not on table), use 1 Force to deploy on table. During battle, may use 1 Force to add 5 to your total power there for remainder of turn. Once per turn, if Luke a captive, may activate 1 Force. (A)

Original concept by Pradyumn Taneja

**It Is The Future You See** 5

**JEDI TEST #5**

If you deployed only 1 (non-•, non-•) location, play this Epic Event instead of a Starting Interrupt. ▼ Battle Plan, Do, Or Do Not, and an (A) Effect. Insert cards and your (A) and (A) cards are lost. You go first. Choose one: Jedi: Deploy on table. At start of your turn, turn all cards here face up. During your turn, may use 1 Force for each card stacked here to stack a card from hand face up here. Instead of using X Force, may turn X cards here face down. Agent of Evil: ▲ Luke and a site. Deploy on opponent's side of table; their total battle and duel destiny is +3.



Original concept by Pradyumn Taneja



**•Jeroen Webb** 2

Native of Rattin, spy for Rattin's underground network after his homeworld was subjugated.



**POWER 1** **ABILITY 2** **ARMOR 4**

If deploying to opponent's mobile site, deploys -2 as an Undercover spy. Nevar Yalmal may not target spies here. Opponent's total influence here is -1 for each of your spies at sites.

*2* *4*

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**•Ki-Adi-Mundi** 2

Genoa Jedi trained by Yoda since the age of four. Only Jedi Council member who is a Jedi Knight. Freed his homeworld from a group of rogues without any bloodshed.



**POWER 5** **ABILITY 6** **JEDI KNIGHT**

While Maul present, Ki-Adi-Mundi is Heroic. Obi-Wan's Cape, Obi-Wan's Journal, and Jedi Lightsaber may deploy on Ki-Adi-Mundi. Once per game, may exchange two cards from hand with any one card in Lost Pile.

*6* *6*

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**•Master Qui-Gon** 1

Jedi Master currently not on the Council. Although he serves the Council well, there have been times when he has defied their wishes to pursue a path he believes is right.



**POWER 6** **ABILITY 7** **JEDI MASTER**

Deploys -1 to  $\oplus$  locations. If you just lost Force to opponent's Effect, may  $\blacktriangle$  an  $\oplus$  Interrupt (except Control) or place a card from hand under Credits Will Do Fine. Immune to Disarmed, You Are Beaten, and attrition.

*7* *7*

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*7* *7*

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**•Orrinzerko** 1

Dreosellan scout and resistance leader. Worked tirelessly to combat the subjugation of his homeworld before Bathen brought him into contact with the Alliance.



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

Once per game, may  $\blacktriangle$  a rifle and/or an Interrupt with "scout" in game text. Unless Undercover, while alone at an exterior site, opponent's weapon destiny draws here are -2. Immune to attrition < 4.

*5* *4*

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**•Precision Hit** 2

"Luke, trust me."



**USED OR LOST INTERRUPT**

USED: If you just hit a target with a non-lightsaber non- $\blacktriangle$  weapon, may place target (and all cards on it) in owner's Used Pile.  
LOST: Cancel Heroic (and any immunity to attrition) on a character or starship this turn.

*2*

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**•Rebel Leadership** 4

In times of greatest need, the Rebellion relies on the brilliant leadership provided by commanders fighting for freedom.



**USED INTERRUPT**

$\blacktriangle$  an admiral or a non-Jedi general. OR Once per game,  $\blacktriangledown$  a war room. OR If your admiral or non-general is in battle, may add one battle destiny or prevent opponent from drawing more than one battle destiny (that destiny draw may not be canceled).

*4*

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**•Red Squadron 7** 3

Iconic starfighter flown by Keir Santage. Flew twelve sorties against Imperial shipyards at Fondor.



**STARFIGHTER: X-WING**

**POWER 3** **MANEUVER 3** **HYPERSPEED 5**

Heroic. May add 1 pilot. Once per game may place a non- $\blacktriangle$  Effect at same system in owner's Used Pile. Corran Horn and Keir Santage deploy -1 aboard; if either piloting, immune to attrition < 4.

*2* *4*

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**•Yoda, Senior Council Member** 1

Senior Jedi Council member. Responsible for the early training of Obi-Wan Kenobi. When Qui-Gon brought Anakin before the Council, Yoda voted not to train the boy.



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

Deploys only to  $\oplus$  sites. While at Jedi Council Chamber, immune to attrition, Jedi are deploy -2 here, and (unless a Dark Jedi here) other Jedi may treat "Jedi Council Chamber" in their game text as " $\oplus$  battleground sites."

*4* *7*

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