

**•Accuser** 1

Patrol ship. Modified for optimal crisis response time. Veteran crew experienced at monitoring shipping lanes and Imperial port traffic.



**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 7 ARMOR 5 HYPERSPEED 4**

Deploy -3 if Death Star II on table. May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot aboard provides ability of 2. Power and forfeit +1 for each Rebel starship here. [Ship-docking]

**•Admiral Ozzel** 0

Leader of the Emperor's Death Squadron assigned to hunt down and crush the Rebellion. As clumsy as he is stupid. Has just failed Darth Vader for the next-to-last time.




**POWER 3 ABILITY 2**

2. While piloting a capital starship at a battleground system, in each battle a player's first battle destiny draw may not be canceled or reduced and if opponent canceled a just drawn battle destiny, they lose 1 Force.

**•After Her!** 5

"This one's a decoy!"



**DEFENSIVE SHIELD**

Plays on table. Unless she is present at a site, Leia's game text is canceled. Each Amidala stacked on a Political Effect is a senator. Once per game, may **▲** **●** Astromech Shortage.

**•Black 3** 3

TIE/ln fighter of pilot DS-61-3. Stylized image of Coellian slice-lizard painted on inner hatch.



**STARFIGHTER: TIE/ln**

**POWER 1 MANEUVER 3 NO HYPERDRIVE**

Heroic. May add 1 pilot. When this starship is targeted by Tallon Roll, "Rebel" in its game text may be treated as "Imperial" or "Neutral". While DS-61-3 piloting, immune to attrition < 5.

**•Captain Yorr** 2

Former member of Imperial Demonstration Team. Flew test flights during development of various TIE prototypes. Jendon's wingman. Has scored 24 combat victories.




**POWER 2 ABILITY 2**

2, 3: any starfighter. If your starship participating in a battle is about to be excluded (even if that starship may not participate in battle) or made lost by opponent, you may choose for it to be 'hit' instead.

**Com link** 3

Hand-held communication device. Military comlinks have scrambling and variable frequency programming for secure communication during battles or emergencies.



**DEVICE**

Deploy on an Imperial. While present at a battleground (or deployed on Emperor), Imperials lost from Life Force satisfy an additional 2 Force loss. If Luke deploys using your objective, he deploys to Vader's site (if possible). Once per game, may **▲** Rise, My Friend.

**•Commander Hanel** 2

Logistics officer for the *Avesper*, member of the Line Branch of the Imperial Navy. Relays important scanner information to Captain Needa. Fiercely competitive.



**POWER 1 ABILITY 2**

1. While piloting at a battleground system, your Force drains here may not be canceled. While piloting at a system with a 'probe' card, during your deploy phase (or if just forfeited), may be placed as a 'probe' card at any system.

**•Conquest** 1

One of the Imperial cruisers that chased the *Millennium Falcon* from Tatooine. It scanned the *Falcon* just before Han punched his starship to lightspeed.




**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 8 ARMOR 5 HYPERSPEED 3**

May add 6 pilots, 8 passengers, 2 vehicles, and 4 TIEs. Permanent pilot provides ability of 2. Once per turn, may lose 1 Force to cancel an Interrupt targeting a starship here. [Ship-docking]

**•••Death Star Gunner** 2

Most gunners in the Imperial Navy once aspired to be TIE pilots, but lacked sufficient skills to fly starfighters. A few were assigned to the Death Star to man the main artillery.



**POWER 1 ABILITY 1**

While on Death Star: cancels opponent's game text on your non-docking bay Death Star sites, your **●** Epic Event total is cumulatively +2, and during your deploy phase, may place this character in Used Pile to **▲** Superlaser.



**•Dominator** 1

Victory-class hull overhauled with powerful thrusters and latest hyperdrive technology. Engineered to support task forces combating Rebel starfighters.



**CAPITAL: VICTORY-CLASS STAR DESTROYER**

**POWER 6 ARMOR 5 HYPERSPEED 4**

Destiny +2 when drawn for destiny. May add 2 pilots, 4 passengers, and 2 TIEs. Permanent pilot provides ability of 2. May reveal this starship from hand to place on Used Pile. [Ship-docking]

Original concept by Dominic Gaudreault Quebec Provincial 2005

**•Grand Admiral Thrawn** 1

The last remaining Grand Admiral. Found legendary Katana fleet of missing Dreadnaughts. Military genius. Master of unorthodox tactics. Passionate collector of art. Leader.



**POWER 2 ABILITY 4 FORCE-SENSITIVE**

3. Your starships are lost. Once per turn, if at a system of parsec > 6, may deploy a Dreadnaught here from under your Starting Effect. Once per turn, if opponent's alien at same or related location, may peek at opponent's hand.

Original concept by Nick Kolnik Volunteer Award 2005

**•I Can't Shake Him!** 5

"You've picked one up... watch it!"



**USED INTERRUPT**

For remainder of turn, opponent must first use 1 Force to fire a weapon and opponent's starship weapon destiny draws are -1. OR During opponent's deploy phase, an Imperial of ability < 3 (except an admiral) aboard your starship.

**•Much Anger In Him** 3

"Adventure, heh. Excitement, heh. A Jedi craves not these things. You are reckless."



**EFFECT**

Use 4 Force to deploy on opponent's non-droid, non-Jedi Master character (or 2 Force on a Rebel). Character's game text is canceled and they draw one battle destiny if unable to otherwise. Opponent may lose three cards from hand (may not be reduced) to cancel this Effect.


**•Nothing Can Get Through Our Shield** 6



Starships may not have their deploy costs reduced below their printed deploy costs. During battle, may place 3 Defensive Shields from under your Starting Effect out of play to make your starship immune to attrition this turn. At sites related to systems you occupy, your total battle destiny is +1.

**•Sith Fury** 4

At his peak, no one could stand up to the Dark Lord of the Sith. His superior tactics devastated those who opposed him.



**USED OR LOST INTERRUPT**

USED: If you just drew a character for destiny, take that card into hand to cancel and redraw that destiny. LOST: Once per game, use 4 Force to a Dark Jedi.

**•Trade Federation Tactics** 6

Organizations as wealthy as the Trade Federation can afford large amounts of military hardware, all purchased under the guise of protecting their commercial interests.



**USED OR LOST INTERRUPT**

USED: For remainder of turn, if your starship is about to be hit (or lost), that action may instead affect your character aboard that starship. LOST: If your character is about to be hit (or lost), that action instead affects your other character present.

**•Warrant Officer M'Kee** 3

Hard-working Avesper signal officer. Coordinates and tests tractor beam operations. Approves Escoubert's ship's activities and relays orders from the flagship to his captain.



**POWER 2 ABILITY 2**

2. If your starship is about to be lost, may place devices aboard in owner's Used Pile. Once per turn, may a device that deploys on a starship. Once per game, if just forfeited, may take the bottom card of your Lost Pile into hand.

**•Where Are Those Droidekas?** 4

When two Jedi are attempting to breach your bridge, even a destroyer droid's response time seems far too slow.



**EFFECT**

Deploy on table. Scum And Villainy is canceled. Non-unique destroyer droids are deploy -1 and forfeit +1. While all your characters at sites are destroyer droids, opponent's characters are defense value -1 for each destroyer droid present.

Original concept by Alden Peterson GenCon 2005



**Admiral Ackbar** 1

Mon Calamari leader of Rebel fleet. Master military strategist. Early prisoner of Grand Moff Tarkin. Convinced his people to join the Alliance.




POWER 3 ABILITY 3 FORCE-ATTUNED

3. It's a Trap! is destiny +2. Adds one battle destiny while piloting a Mon Calamari Star Cruiser. Once per game, may ▼ a capital starship to a system (even as a 'react').

4 7

**Antilles Maneuver** 5

As their war with the Empire continued, Rebel pilots learned ways to counter standard Imperial tactics such as the TIElon Roll.



USED INTERRUPT

For remainder of turn, opponent must first use 1 Force to fire a weapon and opponent's starship weapon destiny draws are -1. OR During opponent's deploy phase, ▼ a Rebel of ability < 3 (except an admiral) aboard your starship.

**Balanced Attack** 4

Alliance starfighter pilots cross-train with other starship types to maximize combat efficiency.



USED INTERRUPT

If your corvette, cruiser, and frigate are in battle together, cancel an opponent's non-ⓧ Interrupt. OR ▼ a frigate (deploys -2) to same system as your corvette and cruiser. OR ▼ a cruiser (deploys -3) to same system as your corvette and frigate.

**Capital Support** 6



Starships may not have their deploy costs reduced below their printed deploy costs. During battle, may place 3 Defensive Shields from under your Starting Effect out of play to make your starship immune to attrition this turn. At sites related to systems you occupy, your total battle destiny is +1.

**General Walex Blissex** 3

Engineer who worked with Jan Dodonna to design the A-wing starfighter. Given honorary rank due to his service to the Rebellion.



POWER 1 ABILITY 2

1. While piloting a capital starship at a battleground system, in each battle a player's first battle destiny draw may not be canceled or reduced and if opponent canceled a just drawn battle destiny, they lose 1 Force.

2 3

**Lieutenant Blount** 2

Wingman of Colonel Cracken. Spy and scout. Former agent of the Imperial Security Bureau. Defected and joined Rebel intelligence. Seasoned combat veteran.



POWER 2 ABILITY 2

2. Double Agent is a Used Interrupt. Once per game, may ▲ Double Agent. OR if you just targeted with Double Agent, may add 2 to your total destiny. OR may target opponent's bounty hunter with Double Agent instead of their spy.

2 4

**Millennium Falcon** 2

Modified YT-1300 freighter. Owned by Lando Calrissian until won by Han in a sabacc game. 26.7 meters long. "She may not look like much, but she's got it where it counts."



STARFIGHTER: HEAVILY-MODIFIED LIGHT FREIGHTER

POWER 3 MANEUVER 5 HYPERSPEED 6

May add 2 pilots. Chewie deploys -3 aboard. If Falcon is about to use hyperspeed, draw destiny; if destiny < 3, hyperspeed = 0 this turn. Immune to attrition < 4 if Han or Chewie piloting (< 9 if both).

3 7

**Mon Calamari Star Cruiser** 1

Mon Cal MC80 cruiser. Originally a civilian ship. Converted to military use following the liberation of Mon Calamari from the Empire.



CAPITAL: MON CALAMARI STAR CRUISER

POWER 7 ARMOR 5 HYPERSPEED 3

For each Imperial starship on table, deploys -1 (to a minimum of 3). May add 5 pilots, 6 passengers, 1 vehicle, and 3 starfighters. Permanent pilot provides ability of 2. [Ship-docking]

8 6

**Obi-Wan in Radiant VII** 2

Optimized for diplomatic missions with sensor-proof pods that have ejection capabilities. Easily identified by its red coloration.



STARFIGHTER: CORELLIAN REPUBLIC CRUISER

POWER 4 ARMOR 4 HYPERSPEED 4

May add 1 pilot. Permanent pilot is Obi-Wan, who provides ability of 6. Opponent's starships may not cloak. Your total ability here may not be reduced.

5 6



