


-You're All Clear Kid! 3

"Now let's blow this thing and go home!"



USED INTERRUPT

Cancel I'm On The Leader. (Immune to Sense.)
OR Use 1 Force during an Attack Run. Move one TIE in Death Star: Trench (your choice) to Death Star system for free. Add 1 to total of Attack Run if lead starfighter has matching pilot aboard.

Bespin Motors Void Spider THX 1138 2

This light, enclosed shuttle is used for courier runs to large orbiting transports.



SHUTTLE VEHICLE

POWER 1 **MANEUVER 4** **LANDSPEED ***

May carry 3 passengers. Permanent pilot aboard provides ability of 1. May move as a 'react'!
*Landspeed = 3. OR Up to 3 characters may shuttle to or from same site for free.

Dark Waters 2

Swamp predators require damp and cluttered environments to enhance their camouflage and stealth. "Something just moved past my leg."



EFFECT

Deploy on any exterior planet site (except Hoth) or any interior vehicle site. Opponent's Force drains are -1 here. (Immune to Alter when a swamp creature is present.)

...Defel 3

Male Defel from ATB. This species, also known as 'warthogs', is capable of warping light around themselves, becoming difficult to see at dusk.

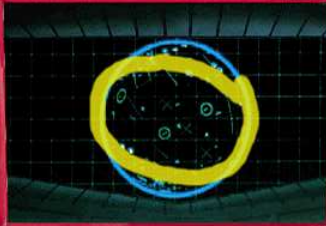


POWER 3 **ABILITY 1**

Under "hightime conditions," may use 1 Force to 'hide' from (not participate in) a battle. While at a site affected by Revolution, opponent must lose 1 Force during your control phase.

Hyperwave Scan 5

Full Imperial scans include full-spectrum transmitters, dedicated energy receptors, crystal gravfield traps, and hyperwave signal interceptors.



EFFECT

Deploy on your side of table. Scanning Crew is now immune to Sense. If Scanning Crew is played against an opponent who has 13 or more cards in hand, opponent also loses all cards with 'Rebel' in card name found there.

Retreat The Bridge 3

Strategically retracted bridges can frustrate enemy movement, forcing routing plans to be rearranged.



LOST INTERRUPT

During your deploy phase, use X Force to rearrange all interior Death Star sites, where X = total number of those sites. All cards at a given site move along with that site. OR Cancel On The Edge.

Evacuation Control 3

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



EFFECT

Deploy on one of your war rooms. Once per turn, your Planet Defender Ion Cannon at same planet may fire during your move phase. Also, your Medium Transports at same planet are hyperspeed +2, are immune to attrition < 3 and may move for free.

FX-7 (EFTX-Seven) 2

Model nicknamed "Fixit" by Rebels at Echo Base. Though obsolete in advanced hospitals, FX-7 droids still operate at many Rebel outposts as assistant surgeons.



POWER 0 **MEDICAL DROID**

Once per turn, one of your 'hit' non-droid characters at same or adjacent site may go to your Used Pile rather than your Lost Pile. **Cumulatively** subtracts 2 from X on your Bacta Tank.

Major Bren Derlin 2

Hero of Nantun. Supervised construction of Echo Base on Hoth. Head of base security. At the Mos Eisley Cantina, everyone knows his name.



POWER 2 **ABILITY 2**

While on Hoth, may use 1 Force to cancel Breached Defenses and opponent may not 'react' to any Echo site. While at Cantina, power +1 and may use 1 Force to cancel Local Trouble.

•Tauntaun Bones 3

The bones of a tauntaun represent both death and life: death for the prey, life for the predator. A symbol of the ebb and flow of the Force through all things.



EFFECT

Use 1 Force to deploy on table. Each opponent's destiny draw, you do the following: (0) Put top used card in hand; (1) lose 1 Force; (2) activate 1 Force; (3) lose this Effect; (4) retrieve top lost card; (5) deploy a character for free; (6+) nothing.

...Tauntaun Handler 2

Corran Queen is a typical scout at Echo Base. Captured, tamed and trained the native tauntauns.



POWER 1 ABILITY 1

Adds 2 to power of any creature vehicle he drives. On a tauntaun, draws one battle destiny if not able to otherwise.

•WED-1016 'Techie' Droid 3

Cybot Galactica starship maintenance droid. Repairs over 5,000 different onboard systems. Used by Rebel Alliance salvage teams.



POWER 0 MAINTENANCE DROID

While at an exterior planet site or docking bay, once per turn may lose 1 Force to cause a 'hit' starship or vehicle at same or adjacent site or related system to go to your Used Pile rather than your Lost Pile.

You Have Failed Me For The Last Time 5

"Lord Vader, the fleet has moved out of lightspeed and we're preparing to aah... uhh... uh... uuuuuuhhh!"



LOST INTERRUPT

If Vader is on table when opponent has just initiated a battle, target one opponent's leader of ability < 6 involved in that battle. If opponent does not win battle, target is forfeit = 0 and is immediately lost (placed out of play if Ozzel).

Crash Landing 4

AT-AT weapons are rarely quick enough to score a direct hit on a fast-moving snowspeeder. They are more likely to wing a craft, causing a forced landing.



USED INTERRUPT

If you have a piloted AT-AT at a site, target a non-creature vehicle at same or adjacent exterior site. Draw destiny. If that AT-AT has a vehicle weapon, add 1 to destiny draw. Target 'crashes' if total destiny > 3.

•Death Mark 5

"A death mark's not an easy thing to live with. You're a good fighter, Solo. I hate to lose you."



UTINNI EFFECT

Use 3 Force to deploy on any exterior planet site. Target an opponent's smuggler. Each turn opponent must lose 1 Force at beginning of opponent's control phase. Utinni Effect canceled when reached by target (target goes to Used Pile).

Debris Zone 5

A reactor core explosion in a destroyed AT-AT causes a plasma release which shatters its armor, showering the immediate area with molten projectiles.



USED INTERRUPT

If an AT-AT, an AT-ST, Jabba's Sail Barge or Planet Defender Ion Cannon has just been lost at a site, draw destiny. All cards with that destiny number at that site are lost.

Deflector Shield Generators 4

Located atop the superstructure of a Star Destroyer, the generator towers create an energy shield which repels solid objects and weapons fire.




DEVICE

Use 3 Force to deploy on any Star Destroyer. Adds 2 to armor. If starship has immunity to attrition, also adds 2 to immunity.

Frozen Dinner 6

Freeze dried and ready to serve, a tasty, wholesome Rebel makes a nutritious meal for the whole wampa clan. They're Grr-eat!



IMMEDIATE EFFECT

Deploy on any character alone at Wampa Cave. Character is power = 0 and may not move. May be canceled if opponent has a lightsaber or total ability > 4 present. If character eaten by a creature, **cumulatively** adds 2 to ferocity.

Furry Fury 6

"All right, don't lose your temper." Hoth hath no fury like a Wookiee scorned.



USED OR LOST INTERRUPT

USED: Cancel Wookiee Roar or Han's Back or Life Debt.
 LOST: If Han and Chewie are in a battle together, draw two destiny. Subtract total from opponent's attrition and total power (cannot fall below zero).

Responsibility Of Command 5

"Headquarters personnel, report to command center."



UTIMNI EFFECT

Use 2 Force to deploy on any war room at a Rebel Base. Target a Rebel with forfeit > 4 or an opponent's leader. Opponent may not initiate a battle or a Force drain where target is present. Utimni Effect canceled when reached by target.

Snowtrooper 3

Cold Assault troopers are specially trained and equipped to operate in frozen environments. Blizzard Force snowtroopers often work in tandem with AT-ATs.



POWER 2 ABILITY 1

Deploy only on Hoth, but may move elsewhere. Power -1 when at a site other than a Hoth site.

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Astromech Translator 3

Standard technology found on hyperdrive-capable starfighters. Many manufacturers. Converts electronic impulses and high-density electronic languages into readable text.



DEVICE

Deploy on any starfighter. While an astromech character is aboard: If not piloted, starfighter may move and may use power, maneuver and hyperspeed. OR If piloted, starfighter is immune to attrition < 3 (< 6 if matching pilot aboard).

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.



IMMEDIATE EFFECT

Deploy on an apprentice at the beginning of your turn. Apprentice "rests" (may not attempt Jedi Tests) until end of your next turn; then relocate Immediate Effect to Jedi Test. When attempting this test, that apprentice adds 3 to training destiny. (Immune to Control)

Han's Toolkit 4

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



DEVICE

Use 1 Force to deploy on one of your characters, vehicles or starships (free on *Millennium Falcon* or Han). While aboard a vehicle or starship, you may use 1 Force to cancel any Interrupt or Effect which targets that vehicle or starship.

Landing Claw 2

Special modification for starfighters. Size may vary depending on mass of starship. Allows a stable connection to a space dock, uneven terrain or even another starship.



DEVICE

Deploy on one of your starfighters. During any control phase, may target one opponent's capital starship present. Starfighter attaches to target (automatically moves with target and is "concealed"). May detach at any time (even as target begins to move).

Voored Vision 3

It's 15 parsecs to Hessel, we've replaced the negative power coupling, it's dark and we're wearing welding goggles. Hit it.



USED OR LOST INTERRUPT

Name an Interrupt card. Opponent must reveal entire Used Pile, without shuffling. Then you choose:
 USED: Opponent must lose 1 Force for each copy of that Interrupt found there.
 LOST: Each copy of that Interrupt found there is lost.

4-L0M 1

Information broker. Thief. Diemede and reprogrammed its own self-governing software. Convinced Jabba the Hutt to upgrade its armor and weaponry. Became a bounty hunter.



POWER 2 ARMOR 3 PROTOCOL DROID

Total power at same site is +1 for each of your alien/droid pairs present. Once during each battle, if present with Zuckuss, may use 1 Force to search any Used Pile and move one character there to the Lost Pile. May initiate battle and be battled.

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He Is Not Ready 4

"All his life has been devoted to the future, to the horizon. Never his mind on where he was! Hmm? What he was doing! Him."



EFFECT

Deploy on any character. Subtract 2 from that character's training destiny draws. OR Deploy on an opponent's pilot at a site. During each of opponent's move phases, opponent must choose to move that character, lose that character or lose 1 Force.

Imbalance 4

"ConcentraAAATE!"



USED INTERRUPT

If opponent just retrieved Force, opponent must lose X Force, where X = one-half the number of cards retrieved (round up).

Lost In Space 4

Congratulations on purchasing the TIE/ln starfighter by Sienar. Equipped with a jettison device and distress beacon, it should provide you with years of worry-free subjugation.



IMMEDIATE EFFECT

Deploy on one pilot aboard a starfighter just lost at a system. Pilot 'drifts' without presence at that system (until captured or rescued by a capital starship) and does not participate in battles or attacks, but may be targeted by starship weapons (maneuver = 0).

Rogue Asteroid 4

"We're gonna get pulverized if we stay out here much longer."



MOBILE EFFECT

Deploy on an asteroid sector and specify starting direction. Every move phase, moves to next adjacent asteroid sector (reversing direction as necessary). Where present, adds 2 to asteroid destiny. May be targeted by starship weapons (armor = 3).

Bionic Hand 7

Uses state-of-the-art digital processors. Although Luke had lost his hand, the Alliance could rebuild it. They had the technology. They could make it better, stronger, faster.



DEVICE

Use 2 Force to deploy on a Disarmed character. Cancels the disarming card. Character is power +1 and adds 1 to weapon destiny when firing character weapons. Device lost if character Disarmed again (otherwise may not be removed).

Cloud City Sabacc 3

The current administrator of Cloud City was rumored to have won his position by playing this version of sabacc.



USED INTERRUPT

Requirements: a gambler, thief or smuggler on Cloud City.
Wild cards (1-6): Lando and Weather Vane.
Clone cards: Locations and Ugnaughts. (Gamblers may use clone cards as zeroes.)
Stakes: One starfighter, weapon or device.

Disarm On Sight 3

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



EFFECT

Use 4 Force to deploy on a droid with armor (free on IG-88). At end of any opponent's turn, droid is immediately lost if present with an Imperial (or with a bounty hunter if droid is IG-88).

Old Pirates 5

"How you doing, you old pirate? So good to see you!"



LOST INTERRUPT

If a battle was just initiated involving Han and any Lando, the eventual loser of the battle may not lose cards from Life Force to satisfy battle damage while that player has any cards in hand. OR Cancel Double-Crossing, No-Good Swindler.

Weather Vane 4

The metal rods extending from the bottom of Cloud City are part of the city's flotation system. Sensors detect the velocity of wind and the content of local clouds.



EFFECT

Deploy on table. Any character here may be captured or rescued by a player's starship or vehicle controlling Cloud City during that player's control phase. Character here lost if new character arrives. Effect lost if Cloud City lost. (Immune to Alter.)

Cloud City Saboteur 3

Saboteur variant popular among the miners, Ugnaughts and chief administrators of Bespin's city in the clouds.

•Sonic Bombardment

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Count out loud 10 times. If you have an opponent's alien captive in your hand, you may discard this card from your hand and add it to your deck. If you do, your opponent must shuffle the deck.



USED OR LOST INTERRUPT

USED: Search your Reserve Deck, take any one prison into hand and reshuffle.

LOST: If you have an opponent's alien captive in a prison, opponent loses 3 Force.



Attark

3

From a mysterious species known only as Hovers. Possesses tremendous technical abilities. Small size allows him to easily manipulate detailed electronic equipment.

NON-UNIQUE - CANNOT BE THE ONLY INSTANT OF A TYPE



POWER 2

ABILITY 2

When at a site you control, allows your Seekers to deploy free there. Attark also allows your Seekers to move for free and to ignore any or all potential target(s) whenever you choose.

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•Strangle

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“Aacook!”

LOST INTERRUPT

Target an escort alone and its captive. Draw destiny. Escort lost if destiny + captive's power > escort's ability + power. OR During a battle at a site where Leia is an escorted captive, add one battle destiny.

