

<b>Advosze</b>	<b>2</b>
<p>Typical of male Advosze, Bom Vindin despises those of his own species. Pessimistic and territorial, he is a lone smuggler who prefers to work for corrupt officials.</p>	
<b>POWER 2</b>	<b>ABILITY 2</b>
<p>Whenever you deploy a weapon or device from your hand at same location, immediately activate 1 Force as a "kickback". Adds 2 to power of any starship he pilots. Limit of one Advosze per site or starship.</p>	

**Astromech Shortage**

Imperial pilots often target astromechs aboard Rebel starfighters in an attempt to prevent hyperescapes. Scarcity of undamaged astromechs can delay starfighter deployment.

**EFFECT**

Use 3 Force to deploy on opponent's side of the table. All opponent's starships with an astromech or nav computer icon are deploy +1.

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Black 4

2

TIE fighter flown by OS-61-4 at the Battle of Yavin. Scored a hit on Red 5 during the confrontation.



STARFIGHTER: TIE/LN

POWER 2

MANEUVER 3

NO HYPERDRIVE

May add 1 pilot. May deploy with a pilot as a "react" to a battle initiated against a TIE (for free if TIE is Black 2 or 3). Must have pilot aboard to use power or maneuver.



## Come With Me

4



Pilots are often reassigned at the last minute for a variety of tactical reasons. Darth Vader ordered DS-61-2 and DS-61-3 to accompany him to the Battle of Yavin.



### EFFECT

Use 1 Force to attempt to eliminate a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot. May now add 1 pilot. Must have pilot aboard to use power, maneuver or hyperspeed. (Immune to Alter.)

1

• *Conquest*

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 9    ARMOR 6    HYPERSPEED 3**

May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1. After initiating battle against *Falcon*, may look at Rebel hand.

W. G. 6-0 IMPERIAL



**Dannik Jerriko**

2

Anzati assassin. Cheek-folds hide protocols which allow him to "eat the soup" (consume the life Force) of his victims. Smokes Nao. Currently working for Jabba.

POWER \*

ABILITY 3

FORCE-ATTUNED

Once per battle, may use 1 Force to "eat the soup" of (place out of play) one opposing non-droid character lost or forfeited at same site.  
\*Power = 1 + ability of all victims whose soup was eaten.

2

2

**Danz Borin**

3

Cocky gunner and bounty hunter. Maintains a residence on Nar Shaddaa, the spaceport moon of the Hutt homeworld. To his companions' delight, he's nearly as good as he boasts.

POWER 1

ABILITY 2

Adds 3 to power of any starship he pilots. OR If aboard a starship as a passenger, adds 1 to starship's weapon destiny draws.

2

3

**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.)

**DEATH STAR**

X

X = parsec of current position. Must deploy at Parsec 0. Hyperspeed = 1. Immune to Revolution. If this is your starting location, Light Side goes first in game.

**DEATH STAR: CONFERENCE ROOM**

X

If you control, with a leader here, may add 1 to total of Commence Primary Ignition.

If you control, Force drain +1 and may subtract 1 from total of Commence Primary Ignition.

**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

If on Death Star: **Cumulatively** adds 2 to total of Commence Primary Ignition. OR During your control phase, may send this gunner to your Used Pile; search your Reserve Deck and take Superlaser into hand. Shuffle, cut and replace.

2

2

**Death Star Traitor Beam**

3

"Why are we still moving towards it?"

DEVICE

Use 2 Force to deploy on Docking Bay 327. At the end of a battle at Death Star system, may target a starship there (except Mon Calamari Star Cruiser) using 2 Force. Draw two destiny. Starship captured if total destiny > armor or maneuver.

**Defel**

3

Male Defel from AFD. This species, also known as "wraiths", is capable of warping light around themselves, becoming difficult to see at dusk.

POWER 3

ABILITY 1

Under "nighttime 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.

3

2

**Dagoba**

3

"Garbage squid" from Yoda's jungles. Changes color to match last meal. When used, turns transparent. Eats almost anything. Flexible eyestalk. 7 tentacles. Up to 6 meters long.

SWAMP CREATURE

FEROCITY \*

SLITHER 5

\*Ferocity = (power/ferocity of last character or creature eaten) + destiny. Habitat: exterior Dagobah sites, Trash Compactor and Dark Waters.

4

0



**DS-614** 2

Imperial pilot nicknamed "Dark Curse." Survived assaults against several deserter worlds including Raltheir and Mon Calamari. Intends to retire after his next combat mission.



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

Adds 3 to power of any starship he pilots. On Black 4, also draws one battle destiny if not able to otherwise. May use 1 Force to search through your Reserve Deck and take one Lone Pilot into your hand. Shuffle, cut and replace.

2  
3

**Enhanced TIE Laser Cannon** 5

Senior Fleet Systems' latest laser cannon prototype increases the firepower of most Imperial TIEs — but many Moff's consider the weapon too expensive for widespread use.



**STARSHIP WEAPON**

Use 1 Force to deploy on any TIE. May target using 1 Force. Draw destiny. Capital starship hit if destiny -2 > armor. Starfighter hit if destiny > maneuver.

**Evader** 4

A panic move by Black 2 sent Vader spinning wildly from the Death Star trench—ironically saving his life. His destiny would be fulfilled another time.



**USED OR LOST INTERRUPT**

USED: Cancel all Revolutions in play (owner loses 1 Force for each). LOST: If Vader or Vader's Custom TIE was just lost, move that card to Used Pile instead. OR Save to your Used Pile one Imperial just lost from any Death Star location.

**Ghhhk** 1

Dejank hologram of creature from Cak'dor VII. Ghhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.



**LOST INTERRUPT**

If you just lost a battle and after having forfeited all cards from the battle location still have battle damage remaining, cancel all the remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

**Greedo** 2

Male Rodian bounty hunter. Sent by Jabba to capture Han. Arrogant, overconfident and not too bright. Trained by bounty hunters Nabuz and Goa, who betrayed him to Thulu.



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

During opponent's control phase, may "threaten" one smuggler at same site. Opponent may use all Force Pile cards to cancel threat, allowing you to activate same amount. Otherwise, draw destiny. If destiny + Greedo's ability > 6, smuggler lost.

1  
1/2

**Hem Dazon** 4

Male scout from Cora. As with many Arconas, Hem has succumbed to the power of salt, an addiction indicated by his gold eye color.



**POWER \*** **ABILITY 2**

During your deploy phase, you may place, face down, one card from your hand or Force Pile under Hem, as "salt consumption." If Hem lost, cards underneath also lost. \*Power = 1 + number of cards underneath.

2  
3

**Hyperwave Scan** 5

Full Imperial scans include full-spectrum traseometers, dedicated energy receptors, crystal garfield 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.

**Hypo** 5

Truth drugs like Bavo Six decrease resistance to interrogation. The enormous needle adds psychological pressure, facilitating the interrogation process.



**DEVICE**

Deploy on IT-O. If present with a captive during your control phase: You may ask one yes-or-no question about the cards in opponent's hand. Opponent must tell the truth or refuse to answer by losing 1 Force. OR Increase Force drain by 1.

**I'm On The Leader** 3

In the defense of the Death Star at the Battle of Yavin, Darth Vader took the lead attacker, supported by his wingmen Black 2 and Black 3.



**LOST INTERRUPT**

Target any starfighter making an Attack Run. Draw destiny and add 1 for each TIE you have in the Death Star Trench. If total > maneuver, starfighter is lost. OR Add 1 to weapon destiny draws of any starfighter for remainder of this turn.



**Imperial Commander**

Typical Imperial leader. Uses constant training and crisis simulations to help maintain high performance levels. Commander Daine Jir is known to be bold and outspoken.


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

Other Imperials (except leaders) at same site are forfeit +1.


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**• IMPERIAL HOLOGRAM**


"Djark Rules" in effect here. Site converted by Djark Hologram.



The image shows a red-bordered card titled "Imperial Justice". In the top left corner is a green circular icon containing a plant. In the top right corner is a black circle with the number "3". Below the title is a quote in white text on a black background: "There's nothing you could have done Luke, had you been there. You'd have been killed too." Below the quote is a rectangular area containing a painting of a battle scene with smoke and debris. Below the painting is a red-bordered box with the word "EFFECT" in white. At the bottom is a black-bordered box with white text describing the card's effect. On the right edge, there is vertical text: "TM & © 2011 HASBRO INC. ALL RIGHTS RESERVED."




# Informant



## 6

The Empire's network of spies and petty informants allows Imperial operatives to discover and react to Rebel assaults before they occur.



### USED INTERRUPT

Any of your characters at sites adjacent to one of your Undercover spies may move as a "react" to that spy's site for free. OR Cancel Sabotage.



## -II-O [Eye-ne-Oh]

2

Floating prisoner interrogation droid. Uses probes and needles to dispense both drugs and perform 'surgery'. Sensors determine subject's pain threshold and truthfulness.



**POWER 4**

**INTERROGATOR DROID**

When at Detention Block Corridor during the control phase, your Force drains there are +X where X = the number of captives present. Immune to Restraining Bolt.

3

1

TO EIGHT HUNDRED W. W. CARD THIRTYEIGHT.

**Jawa Blaster**

Built from scavenged parts, Jawa Blasters are not required to adhere to any design standards. An etching on the stock warns "dataai gel zoom".



**CHARACTER WEAPON**

Deploy free on any Jawa. May target for free. Draw destiny. Character hit if destiny -1 > ability. Jawa Blaster explodes, causing it and character firing it to be lost, if destiny = 0.

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**Kreyt Dragon Bones** 3

Tusken Raiders, Jawas and other desert dwellers believe that lost dragon bones possess mystical powers that can bring good or bad luck.



**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.

**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 any two interior mobile sites. To pass, a character must have (power + ability) > 4 or use a Lift Tube (all other vehicles are blocked). Laser Gate armor = 3; may be targeted by a character weapon from either site.

**Leia Seeker** 3

Military version of a "remote." Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.



**AUTOMATED WEAPON**

Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of the Force. When present with Leia or a warrior of ability < 3, choose one to be lost. Seeker also lost.

**Lirin Can'n** 3

Born mercenary. Made backup Kloo Horn player in Figrin D'an's band. Only musician, besides Dobb, who has not lost ownership of his instrument to Figrin.



**POWER 1 ABILITY 1**

When at same site as other musicians, Lirin collects a "cover charge." For each other musician present, add 1 to the "cost" for any character to move or deploy to same site.

2  
3

**Lt. Pol Treidum** 3

Gantry officer charged with maintaining magnetic field, atmosphere and security in Death Star docking bay. After mission on Raltheir, paranoid about infiltration by Rebel spies.



**POWER 2 ABILITY 1**

While at Docking Control Room 327, adds 2 to your total power at Docking Bay 327. Once per turn during your control phase, if at same site as an Undercover spy, may draw destiny. Spy's "cover is broken" if destiny = spy's ability.

2  
5

**M. Shann Childaan** 2

Demoted after a superior blamed him for a clerical error. Considered a bully by fellow officers. Fanatically supports the New Order doctrine of alien subjugation.



**POWER 1 ABILITY 1**

Power +2 when at Detention Block Corridor or Detention Block Control Room. Also, power +2 when an opponent's alien is present (+3 if alien is a Wookiee, Tak or Ewok).

2  
3

**Magnetic Suction Tube** 3

"Slurp."



**DEVICE**

Deploy on your Sandcrawler. During your control phase, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandcrawler site or owner's Used Pile).

**Maneuver Check** 4

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



**EFFECT**

Deploy on Death Star Trench. Opponent must make maneuver checks for starfighters leaving the trench. For each starfighter, owner draws destiny. If destiny + maneuver < 5, starfighter is lost.

**Mohqut A-1 Deluxe Floater** 4

Enclosed landspeeder often used by nefarious characters due to its luxury and evasive capabilities. Features include automated steering and fine Comlian leather.



**TRANSPORT VEHICLE**

**POWER 2 MANEUVER 5 LANDSPEED 3**


May carry 2 passengers. Moves free if Jabba or any bounty hunter aboard. Also, may move for free as a "react" only to a battle where you have a thief, smuggler or bounty hunter.

2  
5



**Mannok** 2

Dejarian creature. Savage predator from remote deserts of Socorro. Respected and honored by Socorroan hunters; considered "good luck" by superstitious smugglers.



**USED OR LOST INTERRUPT**

**USED:** If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile.  
**LOST:** Use 4 Force to cause opponent to reveal hand. All cards opponent has two or more of are lost.

**Mosep** 3

Jabba's Nimbanel accountant. Inside contacts allow him to disrupt the cash flow of the Hut's enemies. He knows a mistake could make him the next write-off.



**POWER 1 ABILITY 1**

When opponent is losing Force from Force drains at the same or an adjacent site, lost Force must come from Reserve Deck only.

**Ng'ok** 3

Dejarian hologram of a Ng'ok war beast. Foul temper gives rise to bad feelings. Has razor-sharp retractable claws. Used in many systems to frighten off potential attackers.



**USED INTERRUPT**

If opponent just deployed four or more characters at same location this turn, prevent all of those characters from battling this turn. OR If opponent just "reacted" to a battle, cancel the battle.

**Officer Evax** 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**

Adds 2 to power of any starship he pilots. When at a Death Star site, Imperial starships may move to the Death Star system as a "react".

**Oo-ta Goo-ta, Solo?** 5

Greedo cheskoloputa klee nya Solo. Holo yanee loopa gush Cantina. Cheeco wa Solo's anye nyura Greedo yakee. Jabba lul cheeka et aa anpaw.



**USED INTERRUPT**

If Nabrun Leids just completed a transport, use 2 Force. Nabrun is lost and all Rebels transported are captured. (Immune to Sense) OR Prevent a just-deployed smuggler from moving this turn. OR Cancel a Kessel Run.

**Program Trap** 4

Imperial slicers imbed a secret command in a droid's primary performance banks. A predetermined trigger causes a power overload, destroying the droid and anything nearby.



**EFFECT**

Use 2 Force to deploy on an opponent's droid (except R2-D2 and C-3PO), 1 on your droid. The next time either player draws a destiny matching the number of characters at same site, droid explodes, causing all characters present to be lost.

**R2-Q2 [Artwo-Kyootoo]** 3

R2 units are known for expertise in computer uplinking. R2-Q2 spent several decades serving with an Imperial reconnaissance fleet in the Expansion Region.



**POWER 1 ASTROMECH DROID**

While aboard any starfighter, adds 1 to power, maneuver and hyperspeed. When at a Scompt link during your draw phase, may use 1 Force to look at top three cards of your Reserve Pile.

**R3-T6 [Arthree-Teesix]** 2

R3 units have larger memory and more advanced circuitry than their R1 predecessors, allowing for more efficient astrogation plots. R3-T6 served on the Death Star.



**POWER 1 ASTROMECH DROID**

When aboard a capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. When at Death Star: Central Core, adds 1 to hyperspeed of Death Star system.

**R5-A2 [Artfive-Ayt no]** 4

Seldom used for navigation purposes, R5 units are known for their ability to perform hull maintenance and repair damage caused by ionization.



**POWER 1 ASTROMECH DROID**

While aboard any starship, adds 1 to power and maneuver. If on a starship hit by an Ion Cannon, restores armor/maneuver and hyperspeed during your next control phase.



Devastator is power +1 here and may move to or from here for free.

**3** **RALLIUR**



**RALLIUR** **3**

Tantive IV is power +1 here.

**•Rergesk** **3**

Rergesk is a thief and scavenger from Anzica. Regularly trades with Jawas. Adapt at pilfering items without alerting the owner. Willing to steal anything, even trash.



**POWER 1** **ABILITY 1**

Once each turn during your control phase, may lose 1 Force to search through opponent's Lost Pile or Crash Site Memorial and take one vehicle, droid, weapon or device into your hand to use as your own.

**3** **9**

**••Reserve Pilot** **3**

Injured left Lord Vader's best TIE wingman out of the primary wave of starfighters. He remains on reserve duty, ready to replace lost pilots.



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

Adds 1 to power of any starship he pilots. On Black 2, Black 3 or Black 4, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

**2** **4**

**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.

**•••Rodian** **3**

Thuku is a typical male Rodian. Sent to hunt down Greedo by Hanik the Rod, head of the Chattera tribe. Rodians enjoy "the hunt," so many are employed as assassins.



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

Your Bounty Hunters and Smugglers are power +1 (but Greedo is power -1) at same site. Adds 1 to power of any starship he pilots.

**2** **2**

**SANDCRAWLER: DROID JUNKIE** **2**

Deploy on your Sandcrawler. Jaws for at +2 here. "Nighttime confines" here.



**SANDCRAWLER: DROID JUNKIE**

Your characters may enter/exit here for 1 Force each. "Nighttime confines" here.

**•Sniper** **3**

Tusken Raiders often attack lone desert travelers at long range. Their cowardly nature leads them to rely on surprise attacks rather than direct engagement.



**LOST INTERRUPT**

During your control phase, fire one of your weapons (at normal use of the Force). If URORURRR firing, add 2 to destiny draw. (A seeker may be targeted by a character weapon as if it has maneuver of 4.) Hit target is immediately lost.

**•Spice Mines Of Kessel** **4**

Captives sent to the Kessel spice mines spend the rest of their lives digging for glitterstim, a spice sold throughout the galaxy by smugglers and crime lords.



**UTINNI EFFECT**

Deploy on Kessel (may not be moved). Target one captive and one trooper to escort captive. When targets reach Utinni Effect, retrieve lost Force equal to captive's forfeit (captive and Utinni Effect lost). If trooper lost en route, captive released.

**Stunning Leader** **4**

Stormtroopers are trained to stun, not kill, priority targets in order to split enemy forces and hold the leaders for interrogation. Stun effect wears off, requiring efficient action.



**LOST INTERRUPT**

After a battle at an interior site is initiated, use 1 Force to cause all leaders and all characters with ability > 2 (on both sides) to be completely excluded from that battle.



**•Supersizer** 3

The Death Star has more firepower than the combined might of the entire Imperial fleet. Enormous generators power the devastating planet-destroying weapon.



**DEATH STAR WEAPON**

Deploy on Death Star system at parsec 0. May target a capital starship at Death Star system, or at a system it orbits, using 4 Force. Draw two destiny. Capital starship hit if total destiny > armor.

**Swilla Corey** 4

Petty criminals throughout the galaxy often earn extra money by teaching their trade to initiates. Thierney has become more popular as the Empire tightens its grip.



**EFFECT**

Deploy on any non-thief to give that character thief skill. During your control phase, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is "stolen." OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**•TATOOINE: BLUFFS**

"Bluff Rules" in effect here.



**•TATOOINE: BLUFFS**

"Bluff Rules" in effect here.

**•Tech Mo'r** 6

Male Ewok musician. Plays Ommni Box in Figrin D'an's band. Lost ownership of instrument to Figrin while gambling.



**POWER 1 ABILITY 1**

After using Ommni Box, peek at top X cards of pile or deck just shuffled, where X = number of other musicians at same site. May re-shuffle without peeking.

**Tentacle** 5

Dianogas use their seven tentacles for both locomotion and catching food. The few survivors of such attacks claim that a dianoga tentacle has the strength of a hydro-clamp.



**IMMEDIATE EFFECT**

Use 1 Force to deploy on table just after opponent has played any Interrupt. That Interrupt is still played out but is then "grabbed" (placed here but is out of play). Any new Interrupts of the same name are now unique (\*). (Immune to Control.)

**...There'll Be Hell To Pay** 3

Luke's dream of joining the Academy often distracted him from his chores, sometimes resulting in his having to pay the price for his impatience.



**IMMEDIATE EFFECT**

Use 3 Force to deploy on table and stack one just-played Interrupt here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free. (Immune to Control.)

**This Is Some Rescue!** 6

"When you came in here, didn't you have a plan for getting out?"



**USED INTERRUPT**

Cancel I'm Here To Rescue You, Plastoid Armor, Out Of Commission, Alternatives To Fighting, Cell 2187 or Ewok Rescue.

**TIE Assault Squadron** 3

Imperial strategy relies on quantity over quality. Although many of their pilots have low motivation, this is compensated for by "wollyack" group tactics.



**SQUADRON: TIE/IN**

**POWER 3 MANEUVER 3 NO HYPERDRIVE**

\*Replaces 3 TIE/Ins at one location (TIE/Ins go to Used Pile). Permanent pilots aboard provide total ability of 3.

**TIE Vanguard** 3

Reconnaissance starfighter. Often deployed first to gather detailed information on enemy starship movement before full fleet engagement.



**STAR FIGHTER: TIE/RC**

**POWER 1 MANEUVER 2 NO HYPERDRIVE**

Permanent pilot aboard provides ability of 1. If opponent just initiated a battle at same system, you may "react" by deploying cards (at normal use of the Force) to that system.



**Traitor Beam** 3

Captures enemy vessels for boarding. When used in conjunction with an ion cannon, tractor beams can ensnare even the most maneuverable starships.



**DEVICE**

Use 2 Force to deploy on a Star Destroyer. At the end of a battle, may target a starship present (except Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Starship captured if destiny > armor or maneuver.

**Trooper Davin Felth** 2

Dispatched to Tatooine to apprehend renegade droids fleeing the *Tantive IV*. Suspected to have misgivings about Imperial methods. Allegedly shot his commander in the back.



**POWER 2 ABILITY 2**

While on Tatooine, causes Local Trouble and Look Sir, Droids to become Used Interrupts. Opponent may select target when using Friendly Fire at same site as Felth.

**U-3PO (Yoo-Threepio)** 3

This protocol droid served in the House of Alderaan's Diplomatic Corps. Imperials altered its programming for espionage, making the droid an unwitting spy for the Empire.



**POWER 1 PROTOCOL DROID**

Deploy on opponent's side as an Undercover spy (except that if present during a battle at a site, adds its power to Light Side). If spy's "cover is broken," the above "game text" is canceled and Light Side may use as if "stolen."

**Undercover** 5

The Empire maintains a network of spies attempting to infiltrate the Rebel Alliance or deactivate their operations.



**EFFECT**

Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. If at a site during your deploy phase, may voluntarily "break cover" (lose Effect).

**URoRRuR'R** 3

Leader of a Tusken Raider tribe. Unafraid of machines. Skilled hunter and marksman. Raids moisture farms for water. Roams the Jundland Wastes in search of unwary travelers.



**POWER 1 ABILITY 1**

Deploy only on Tatooine, but may move elsewhere. When at same site as another Tusken Raider, may draw one battle destiny if not able to otherwise.

**URoRRuR'R's Hunting Rifle** 5

Owning a hunting rifle is an important status symbol in Tusken culture. URoRRuR'R scavenged this weapon from a starship wreck near Anchorhead.



**CHARACTER WEAPON**

Use 1 Force to deploy on URoRRuR'R or Chief Bast. 3 on any non-droid character (even if not a warrior). May target using 1 Force. Draw destiny. Character hit if destiny -1 > ability. Creature immediately lost if destiny +2 > defense value.

**Victory-Class Star Destroyer** 2

Commissioned by the Old Republic at end of the Clone Wars, Rendil Starline's *Victory*-class starship is atmosphere capable but has a low sublight speed.



**CAPITAL: VICTORY-CLASS STAR DESTROYER**

**POWER 6 ARMOR 5 HYPERSPEED 4**

May add 4 pilots, 6 passengers, 1 vehicle and 3 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1. Adds 1 to your total power in battles at related planet sites.

**WED-17 'Septoid' Droid** 2

Multi-armed maintenance droid fiercely loyal to the Empire. Specializes in extending effective operational life of Imperial resources. Noted for an insect from Eriadu.



**POWER 1 MAINTENANCE DROID**

\*Forfeit value begins at 7. When "forfeited," droid remains in play, but forfeit value is reduced by the amount of attrition or battle damage absorbed. Droid lost when forfeit value reaches zero.

**We Have A Prisoner** 3

"You are part of the Rebel Alliance, and a traitor. Take her away!"



**LOST INTERRUPT**

Use 1 Force if opponent just lost or forfeited a character from battle. It is captured instead. OR Use X Force to capture all characters on board a captured starship, where X = twice the number of characters.



**Advance Preparation** 6

Early warning and careful planning allow the Rebels to achieve maximum readiness while still maintaining optimal flexibility.



**USED OR LOST INTERRUPT**

USED: Place out of play any one of the following from your hand: Attack Run, You're All Clear Kid, Death Star: Trench or Rebel Tech. Retrieve 1 Force.  
 LOST: Use 3 Force to retrieve Attack Run from your Lost Pile.

**Alternatives To Fighting** 3

The Rebellion's limited resources force it to consider the wisdom of any military encounter. In many cases, retreat or deception is a preferable recourse.



**LOST INTERRUPT**

Use 3 Force to cancel any starship battle, OR Cancel Besieged, OR Release (move for free) all your characters from a captured starship to your side of any docking bay site.

**...Arcons** 3

Unut Poll is a typical male Arcona. Unlike many other Arcons, he has avoided salt. Seen known to cooperate with Alliance operatives.



**POWER 1 | ABILITY 1**

Power +1 under "nighttime conditions." May move away from a battle at same site as a 'react'.

**Attack Run** 0



Deploy on Death Star: Trench.  
 During your move phase, you may make an Attack Run as follows:  
**Enter Trench:** Move up to 3 of your starfighters into trench (for free). Dark Side may immediately follow with up to 3 TIEs (for free).  
**Provide Cover:** Identify your lead starfighter (Photon Torpedoes required) and wingmen (if any). Turbolaser Batteries and TIEs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hit starfighters are immediately lost. **It's Away!** Draw two destiny.  
**Pull Up!** All starfighters now move to Death Star system (for free). If (total destiny + X + Y - Z) > 15, Death Star is "blown away."  
 X = ability of lead pilot or 3 if Targeting Computer is present.  
 Y = total sites at largest Rebel Base (Yavin 4 or Hoth).  
 Z = highest ability of TIE pilots present.  
 \* Immune to Overload during Attack Run.

**Blast The Door, Kid!** 4

When Vader turned his attention to the escaping Rebels, Han immediately offered Luke some sage advice.



**LOST INTERRUPT**

After a battle at an interior site is initiated, use 1 Force to cause all leaders and all characters with ability > 2 (on both sides) to be completely excluded from that battle.

**Blue Milk** 4

Nutrient-rich beverage common in moisture farm communities. Rumored to have medicinal qualities. Popular in cantinas among those who can't hold their juri juice.



**USED OR LOST INTERRUPT**

USED: Select a player to activate 1 Force.  
 LOST: Cancel Juri Juice or Hypo.

**Bowcaster** 2

Hand-crafted weapon of choice among Wookiees. Fires explosive "quams" (which look like Master bolts). Requires great strength to use. Extra ammo carried on bandoliers.



**CHARACTER WEAPON**

Use X Force to deploy on any warrior where X = (7 - warrior's power). X must be at least 1. May target using X Force. Draw destiny. Character hit if total destiny +1 > ability. Creature immediately lost if destiny +2 > defense value.

**Brainize** π

BoShek nicknamed this male Sa'teen "Brainize" due to his ability to calculate hyperspace coordinates in his head. "He's the brains, sweetheart!"



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

\* Power =  $\sqrt{3(X-Y)} + 2(A-B) + \pi$  (minimum power=1). X = Dark Side hand cards; Y = Light Side hand cards; A = total number of icons in play; B = total number of icons in play;  $\pi = 3.141592653589793238462643383...$

**Cell 287** 5

"Aren't you a little short for a stormtrooper?"



**UTINNI EFFECT**

Deploy on any Death Star site except Docking Bay 327. Target one of your spies or leaders not on Death Star. When target reaches Utinni Effect, draw destiny. Release that many captives from the Detention Block Corridor. Lose Utinni Effect.



**• Chewbacca** 1

Wookiee smuggler from Kashyyyk. Over 200 years old. Top-notch mechanic and pilot. Jabba has large bounty on this "walking carpet." Friends call him Chewie... or Fuzzball.




POWER 6 ABILITY 2

Power +1 at same location as Han. Adds 2 to power of any starship he pilots. On *Millennium Falcon*, also adds 1 to maneuver. Your vehicles, starships and droids at same site go to Used Pile (rather than Lost Pile) when they are "hit."

4 6

If you control all *Bith* characters are destiny -1 and Bith is power +2 in dark battles.

**• CLAK'DOR VII** 7




**• CLAK'DOR VII** 7

If you occupy, all *Bith* characters are destiny +2.

**• Commander Evran Lajale** 2

Popular leader whose expertise in space defense and orbital battle stations enabled the Alliance to uncover a fatal flaw in the Death Star's design.



POWER 2 ABILITY 2

When at a Yavin 4, Hoth or Endor site, Rebel starships may move to the related system as a "react."

2 6

**• Commander Vanden Willard** 2

Leader of Rebel forces on Yavin 4. Formerly Quailup sector HQ commander. As a Rebel spy, aided Princess Leia and Bail Organa in the years prior to the Senate's dissolution.



POWER 2 ABILITY 2

When at a war room you control, Rebel starships at related system are power +1. May use 1 Force to cancel *Astromech Shortage*.

3 4

**• Commence Recharging** 5

The huge strain on the little-tested power generator matrix of the superbase's fusion reactor can require full recharging before the system can be used again.



EFFECT

Deploy on Superlaser. To fire Superlaser at a planet, opponent must first "charge" it by accumulating 8 Force cards here. When fired, Effect is canceled. If Effect canceled, accumulated Force is placed in Used Pile.

Your starships are hyperspeed +1 when moving from here.

**• CORELLA** 1



**• CORELLA** 1

Your *Corellian Corvettes* and *Millennium Falcon* may deploy here as a "react."

**••• Corellian** 3

Brandy Truchong is a typical female Corellian smuggler. Her goal in Mos Eisley is to find a quick means of providing supplies to the Rebellion.



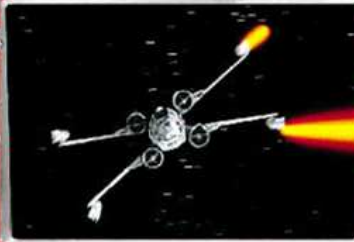
POWER 1 ABILITY 1

Once per turn, one weapon or device is deploy -1 (minimum zero) onto a Rebel at same site.

1 3

**Corellian Ship** 4

First perfected by Corellian starship battle technicians, the dangerous counter-maneuver has saved numerous hot-shot pilots in life-or-death situations.



USED INTERRUPT

If opponent just initiated a Tailion Roll, add your maneuver + ability of one pilot on your targeted starfighter to your total. OR Decrease the maneuver of an opponent's starfighter by 1 for remainder of this turn.

"Trench Rules" in effect and your starfighters are maneuver -2 here.

**• DEATH STAR: TRENCH**



**• DEATH STAR: TRENCH**

"Trench Rules" in effect, your weapons fire free and Turbolaser Battery may deploy here.







**•Het Nkik** 3

Jawa scout. Wants to avenge deaths of relatives killed in stormtrooper assault on sandcrawler. Reegask gifted the powerpack from his Master at a critical moment.



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

Het is power +1 for each Stormtrooper at same site, unless Reegask is present. \*To deploy, requires 2 Force from each player's Force Pile. Cannot deploy otherwise. Deploy only on Tatooine, but may move elsewhere.

**Houjix** 1

Dejarian hologram creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kinyra, the Gran homeworld.



**LOST INTERRUPT**

If you just lost a battle and after having forfeited all cards from the battle location still have battle damage remaining, cancel all the remaining battle damage. (Immune to Sense.) OR Cancel Sundown.

**•Hunchback** 3

What hump?



**POWER 4** **ABILITY 1 1/2**

On a hunch, if opponent just announced a Force drain at an adjacent site, you may use 1 Force to search through the opponent's Force Pile and cause one card that has "back" in the title to be placed out of play. Shuffle, cut and replace.

**•Ickabel G'ent** 3

Male Ewok musician. His favorite cantina song is "Tears of Aquana" (mainly because it features him on Fanfar).



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

Opponent must use X Force when Force draining at any adjacent site, where X = the number of other musicians present with Ickabel.

**I Have A Very Bad Feeling About This** 3

"Look at him, he's heading for that small room."  
"Luke became apprehensive when Obi-Wan informed him, "That's no moon. It's a space station."



**USED INTERRUPT**

If opponent just deployed four or more characters to same location this turn, prevent all of those characters from battling this turn. OR If opponent just "reacted" to a battle, cancel the battle.

**I'm Here To Rescue You** 6

"Huh?"



**USED INTERRUPT**

If you have a spy at the Detention Block Corridor, attempt to rescue a captive there. Draw destiny. If destiny + ability of spy > ability of captive, it is released. Otherwise, spy is captured. OR Cancel Spice Mines Of Kessel (releasing targeted captive).

**Incom T-16 Skyhopper** 3

Endless vehicle used for shuttling and hot-rodding. E-16/x ion engine pushes T-16 up to 1200 lph.



**SHUTTLE VEHICLE**

**POWER 1** **MANEUVER 5** **LANDSPEED \***

May carry 1 passenger. Permanent pilot aboard provides ability of 1. May move as a "react". \*Landspeed = 4. OR 1 character may shuttle to or from same site for free.

**Jawa Ion Gun** 3

Cobbled-together weapon built from salvaged power cells, droid restraining bolts and an ion accelerator. Fires a stream of ion energy that stuns droids and irritates others.



**CHARACTER WEAPON**

Use 1 Force to deploy on any Jawa, 3 on any warrior. May target using 1 Force. Draw destiny. Droid immediately "stolen" if destiny +1 > forfeit. Non-droid character excluded from battle if destiny = ability.

**KASHYYK** 6

Total ability of 6 or more required for you to draw battle destiny here.



**KASHYYK** 6

Your Wookiees and smugglers deploy -2 here.



**•Let The Wookiee Win** 5

"It's not wise to upset a Wookiee." But sir, nobody worries about upsetting a droid. That's 'cause a droid don't pull people's arms out of their sockets when they lose."



**LOST INTERRUPT**

During a "dejanik battle," add one battle destiny. OR If a Wookiee survived a battle you just lost, deploy on one opponent's character of ability < 5 present. Character is Disarmed (power -1 and may no longer carry weapons).

**•Logistical Delay** 3

The Empire's horrendous military machine requires extensive coordination at every level. Slight errors in any step can quickly escalate supply delays.



**EFFECT**

Use 3 Force to deploy on opponent's side of the table. All opponent's TIEs are deploy +1.

**•Luke's Cape** 4

A symbol of the adventurous pilot and the awakening of his destiny, "You've taken your first step into a larger world."



**EFFECT**

Use 2 Force to deploy on a Rebel or alien. Immune to attrition < 3. Also, you may activate 1 extra Force each turn if Luke's Cape is present at any non-Tatooine location.

**•Luke's Hunting Rifle** 5

Czerka 6-2Auz2. Extended barrel provides long-range targeting without expensive laser sight. Sturdy construction, but no match for a Tusken Raider's gadgetry etch.



**CHARACTER WEAPON**

Use 1 Force to deploy on Luke or Owen Lars, 3 on any non-droid character (even if not a warrior). May target using 1 Force. Draw destiny. Character hit if destiny -1 > ability. Creature immediately lost if destiny +2 > defense value.

**Magnetic Suction Tube** 3

Retractable tube originally designed to collect mined materials for transport to refining facilities. Jawas now use it to suck up droids (and anything else that's not nailed down).



**DEVICE**

Deploy on your Sandercrawler. During your control phase, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandercrawler site or owner's Used Pile).

**Merc Sunlet** 4

A crafty purloiner from Tatooine with a heart of gold. Often hired to advise the wealthy on how to protect their own property. Well traveled and skilled in many languages.




**EFFECT**

Deploy on any non-thief to give that character **thief** skill. During your control phase, may target one device at same site. Draw destiny. If target < target's destiny number, it is "stolen." OR Deploy on a weapon to prevent theft. (Immune to Alter)

**M-HYD 'Binary' Droid** 2

Petentious hydroponics droid. Specializes in working with binary load lifters and vaporators. Proficient in a number of languages but prefers to converse only in binary.



**POWER 2** **BINARY HYDROPONICS DROID**

At any time, any player may use 1 Force to turn M-HYD off (face down) or on again (face up). OFF: Considered out of play. ON: All non-droid characters at same and adjacent sites are forfeit +2.

**Motti Seeker** 3

Military version of a 'remote'. Programmed to stalk specific targets or secondary targets. Heat and light sensors track with total accuracy. Can slow away on starships.



**AUTOMATED WEAPON**

Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When at same location as Motti or pilot of ability < 3, choose one to be immediately lost. Seeker also lost.

**•Nolan Chuel** 3

Male Bith musician. Though he enjoys playing his Bandrill in Figrin D'an's band, he misses the bubbling pink swamps of his homeworld, Cakdorr VII.



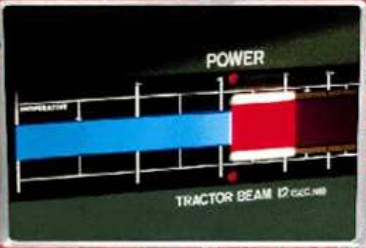
**POWER 2** **ABILITY 1**

After using Bith Shuffle, peek at top X cards of pile or deck just shuffled, where X = number of other musicians at same site. May re-shuffle without peeking.



**Out Of Commission** 5

"I hope that old man got that tractor beam out of commission or this is gonna be a real short trip."



**USED INTERRUPT**

During your control phase, use 2 Force to release a starship held by any Tractor Beam. (Not effective on Death Star Tractor Beam if Central Core is in play.) OR Randomly select one card from opponent's Lost Pile or Blaster Rack and place out of play.

**Quite A Mercenary** 5

Smugglers and other rogues frequent spaceports along trade routes. "Your friend is quite a mercenary. I wonder if he really cares about anything, or anybody."



**USED INTERRUPT**

If Elks Helrot just completed a transport, use 2 Force. Elks and all characters transported are lost. (Immune to Sense.) OR Prevent a just-deployed smuggler from moving this turn.

**R2-D2 (Artio-Detoo)** 2 or 5

Festive. Loyal. Heroic. Insecure. Rebel spy. Expects at trouble. Incomprehensible counterpart of a mindless philosopher. Has picked up a slight flutter. A bit eccentric.



**POWER 1** **ASTROMECH DROID**

While aboard any starfighter, adds 2 to power, maneuver and hyperspeed (3 on Red 5). If at a Scom link when opponent draws destiny of: 1-3, you may activate one Force; 4-6, you may draw top card from Reserve Deck.

**R5-D4 (Artio-Detoo)** 4

Cheap astromech droid commonly referred to as 'Red'. Purposely blew his motorator to prevent splitting up R2-D2 and C-3PO on Tatooine. Poor navigator but skilled reckoner.



**POWER 1** **ASTROMECH DROID**

While aboard any starship, adds 1 to power and maneuver. If on a starship hit by an Ion Cannon, restores armor/maneuver and hyperspeed during your next control phase.

**RA-7 (Artio-Seven)** 4

The RA line of servant droids has fifth-degree primary programming: low intelligence with capabilities for menial labor only. Common among nobles and high-ranking officials.

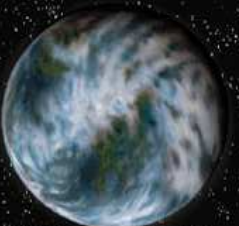


**POWER 1** **SERVANT DROID**

Your characters with weapons may give them to this droid during your deploy phase, for free. RA-7 can carry (but not use) up to four weapons and redeploy to warriors present for free.

**RALLTHIR** 3

Your capital starships deploy - 2 here.



**RALLTHIR** 3

Your starships may move here as a 'red ot'.

**Rebel Commander** 2

Commander Bob Huddol. Typical of hard-line Corellian officers known for caution in battle. Leader of resistance in Bothan space. Developed strong ties to Bothan spy net.



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

Other Rebels (except leaders) at same site are forfeit +1. Bothan spies deploy free to same location.

**Rebel Squad Leader** 1

Lt. Pello Scrambas is a typical veteran officer in the Rebel forces. Loyal to the Organa family for nearly two decades as a guard for the Royal House of Alderaan.



**POWER 1** **ABILITY 1**

When moving with a 'squad' of exactly three troopers and/or Rebel Guards, all four move for 1 Force. Your troopers and Rebel Guards at same site are forfeit +1. Rebel Guards may move with Rebel Squad Leader (at normal use of the Force).

**...Rebel Tech** 2

Del Goren, typical expert in communications and scanner jamming, served aboard the Rebel pirate ship comet. Spira before joining the Alliance High Command.



**POWER 1** **ABILITY 1**

When at one of your war rooms: **Cumulatively** adds 1 to total of Attack Run. OR During your control phase, may send this tech to your Used Pile; search your Reserve Deck and take Death Star: Trench into hand. Shuffle, cut and replace.



**•Remote** 3

Fabtech communications and sensor array. Features active/passive scanners, powerful jamming system, ship-to-ship transmitters and short-range target acquisition program.



**DEVICE**

Use 1 Force to deploy on any starship. If opponent just initiated a battle at same system, you may 'react' by deploying cards (at normal use of the Force) to that system.

**•Red 2** 2

Wedge's X-wing at Battle of Yavin. Wedge had to nurse the fighter home after a hit in the Death Star trench destroyed its micro-manoeuvring controls.



**STARFIGHTER: X-WING**

**POWER 3 | MANEUVER 4 | HYPERSPEED 5**

May add 1 pilot and 1 astromech. Immune to attrition < 3 if Wedge piloting. Must have pilot aboard to use power, maneuver or hyperspeed.

**•Red 5** 2

Luke's iconic T-65 X-wing at the Battle of Yavin. Instrumentation similarities between Red 5 and the T-16 skyhopper allowed Luke to play a pivotal role in the conflict.



**STARFIGHTER: X-WING**

**POWER 3 | MANEUVER 4 | HYPERSPEED 5**

May add 1 pilot and 1 astromech. Immune to attrition < 4 if Luke piloting. Must have pilot aboard to use power, maneuver or hyperspeed. When firing in an Attack Run, adds 1 to total.

**•Red 6** 6

Jek Poxides' X-wing at Battle of Yavin. Instrumental in success of strafing attack against Death Star. Skipped last inspection of computer and flight control systems.



**STARFIGHTER: X-WING**

**POWER 3 | MANEUVER 4 | HYPERSPEED 5**

May add 1 pilot. Opponent may add 2 to destiny drawn for I've Got A Problem Here when played against Red 6. Must have pilot aboard to use power, maneuver or hyperspeed.

**•Remote** 4

Tshhh. Tshhh. Zap! "Look... good against remotes is one thing. Good against the living, that's something else."



**DEVICE**

Use 1 Force to deploy at any site. Moves like a character at normal use of the Force. During your control phase, may: Select one character present to be power or forfeit +1 for remainder of turn. OR Use 2 Force to cancel any seeker present.

**•Rogue Bantha** 4

Fled into the wilderness after mistreatment by a young Tusken Raider. Raised by moisture farmer. Friendly toward strangers, but attacks Tusken Raiders on sight.



**CREATURE VEHICLE**

**POWER 2 | MANEUVER 2 | LANDSPEED 1**

May carry 2 passengers. Bantha ability = 1/2. May move as a 'react'. At start of battle at same exterior site, one Tusken Raider present (your choice) is 'trampled' (immediately lost).

**•Sabotage** 5

Poorly equipped Rebels must rely on clandestine strikes against the massive Imperial military. Computer 'glitch' and system tampering have proven most effective.



**USED INTERRUPT**

During your control phase, target one weapon, device or vehicle at same site as one of your Undercover spies. Draw destiny. If destiny > target's deploy cost, target is lost (may be stolen instead if spy also a thief). OR Cancel Informant.

**SANDCRAWLER: LOADING BAY**

Deploy on your Sandcrawler. Lowest Force +2 here. "Nighttime conditions" here.



**SANDCRAWLER: LOADING BAY**

Your characters may enter here for 1 Force each. "Nighttime conditions" here.

**•Sa'forn** 3

Hrokek Kal Fas, a male Sa'forn from Durdick, is a typical droid trader. Scores the 'invisible market' for the best droid prices. Guarded by his cousin Sa'forn.



**POWER 2 | ABILITY 1**

At any time, may use 1 Force to remove (lose) a Restraining Bolt at same site. Receives an extra power +1 when 'protected' by Sa'forn Kal Fas.



**Scanner Techs** 5

Specialized scanner technicians examine scanner output to identify the presence of life forms. Experienced operators can even identify species and gender.



**EFFECT**

Deploy on your side of table. Radar Scanner is now immune to Sense. If Radar Scanner is played against an opponent who has more than 13 cards in hand, opponent loses all Jawas, Tusken Raiders and Stormtroopers found there.

**Sensor Panel** 3

Monitors all nearby traffic in exterior locations. Takes advantage of multiple backup systems to minimize breakdowns under harsh conditions.



**DEVICE**

Use 1 Force to deploy on any non-creature vehicle. Adds 1 to power and landspeed. Once per turn, when you play Radar Scanner, you may use 1 Force to move one additional Effect or Interrupt card found in opponent's hand to Used Pile.

**Solomahal** 4

Veteran officer of the Old Republic who retired from active duty after the Clone Wars. Makes a living in the Outer Rim Territories passing on his scouting expertise.



**EFFECT**

Deploy on any warrior to give that warrior scout skill. That warrior may now move to an adjacent site as a 'react'. OR Deploy on any scout. That scout is power +2 when 'reacting' (Immune to Alter.)

**Sorry About The Mess** 4

"I've been looking forward to this for a long time." "Yes, I'll let you have." Han abruptly ended his conversation with Greedo and flipped Wulfer a credit to pay for the cleanup.



**LOST INTERRUPT**

During your control phase, fire one of your weapons (at normal use of the Force). If Han firing, may add 1 to destiny draw. (A seeker may be targeted by a character weapon as if it has maneuver of 4.) Hit target is immediately lost.

**SW-4 Ion Cannon** 5

ArMek SW-4 turret-mounted ion cannon. Bursts of ionized energy fuse and overload target's mechanical and computer systems. Allows ships to be captured and boarded.




**STARSHIP WEAPON**

Use 1 Force to deploy on any Y-wing or B-wing. May target using 1 Force. Draw destiny. If destiny > target's armor or maneuver, all weapons aboard target are lost, armor or maneuver = 0 and hyperspeed = 0.

**Tantive IV** 1

Royal House of Alderaan consular ship. Used by Princess Leia for Imperial Senate business (and secret Rebel espionage). Captured by the *Devastator* on Tatooine.



**CAPITAL CORVETTE**

**POWER 5** **ARMOR 4** **HYPERSPED 3**

May add 3 pilots and 4 passengers. Has ship-docking capability. Permanent pilot aboard provides ability of 2. May be deployed to any system (even without presence or Force icons).

**They're On Dantooine** 5

"You would prefer another target? A military target? Then name the system!"



**UTINNI EFFECT**

Once per game, use 2 Force to deploy on Dantooine. Target Death Star. Opponent may not play. Commence Primary Ignition until target reaches Dantooine, canceling Utinni Effect.

**Tiree** 2

Piloted Gold 2 as defensive cover for Gold Leader during attack run in Death Star trench at the Battle of Yavin.



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

Adds 2 to power of any starship he pilots. On Gold 2, also adds 1 to maneuver and (when in Death Star Trench) adds 1 to total of Attack Run.

**Tizivv** 3

This male Brizzit, from the planet Jandoo, is hiding from the Imperials on the remote world Tatooine. He hopes to procure passage to the Outer Rim before the Empire finds him.



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

May 'fly' (move) only during your deploy phase, up to two sites away, for 1 Force. Power +1 at Trash Compactor, any Dagobah site or same site as Dark Waters or Tarkin.



**Undercover**
5

Alliance Intelligence expends considerable resources to infiltrate the Imperial military bureaucracy, but the ISB's security sweeps make these shadowy operations dangerous.

**EFFECT**

Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. If at a site during your deploy phase, may voluntarily "break cover" (lose Effect).

**Wedge Antilles**
4

Highly decorated Corellian. Piloted Red 2 at the Battle of Yavin. A wealthy orphan, he bought a freighter with his inheritance. First joined the Alliance as weapons smuggler.

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

Adds 3 to power of any starship he pilots. On Red 2, also adds 2 to maneuver and draws one battle destiny if not able to otherwise. May use 1 Force to search your Reserve Deck and take one Corellian Slip into hand. Shuffle, cut and replace.

**...What're You Tryin' To Push On Us?**
3

Moisture farmers like Owen Lars must be on the lookout for repeated (and blatant) plays by Jaws.

**IMMEDIATE EFFECT**

Use 3 Force to deploy on table and stack one just-played Interrupt here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free. (Immune to Control)

**Wookiee Roar**
3

"SHRRRAARRRRH!"

**LOST INTERRUPT**

If Chewbacca is defending a battle alone at a site, add two battle destiny. OR Use 3 Force to search through your Reserve Deck and take Chewbacca into your hand. Shuffle deck, cut and replace. OR Score off (lose) one "mouse" droid on table.

**YAVIN 4: BRIEFING ROOM**

If you control, with a leader here, may add 1 to total of Attack Run.

**YAVIN 4: BRIEFING ROOM**

If you control, Force drain +1 here and subtract 1 from total of Attack Run.

**SHIIS RUINS**

If you control, with a leader here, your starships are each power +1 at Death Star system.

**SHIIS RUINS**

If you control, Force drain +1 here.

**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.

**Y-wing Assault Squadron**
3

The Rebel Alliance deploys starfighters in triangular formations to minimize exposure to enemy fire. Two function as wingmen to cover one leader.

**SQUADRON: Y-WING**

**POWER 6** **MANEUVER 3** **HYPER SPEED 4**

\*Replaces 3 Y-wings at one location (Y-wings go to Used Pile). May add 3 pilots or passengers. Permanent pilots aboard provide total ability of 3.

**Zutton**
2

Shivian also known as "Snaggletooth." A tortured artist who, like most Shivians, is driven to live out the stories he creates.

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

Where present, just before opponent draws battle destiny, you may use 1 Force to reduce opponent's total battle destiny by 1. (Total battle destiny cannot fall below zero.)