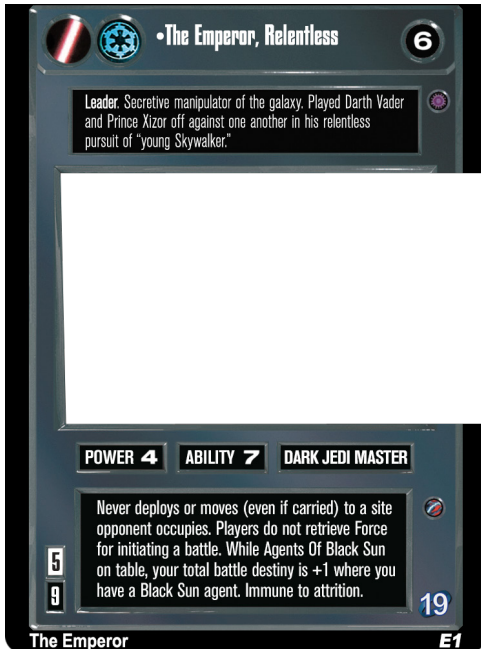


•The Emperor, Relentless



•The Emperor, Relentless 6

Leader. Secretive manipulator of the galaxy. Played Darth Vader and Prince Xizor off against one another in his relentless pursuit of "young Skywalker."

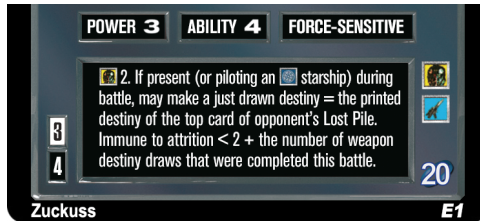
POWER 4 ABILITY 7 DARK JEDI MASTER

Never deploys or moves (even if carried) to a site opponent occupies. Players do not retrieve Force for initiating a battle. While Agents Of Black Sun on table, your total battle destiny is +1 where you have a Black Sun agent. Immune to attrition.

5 9 19

The Emperor E1

•Zuckuss



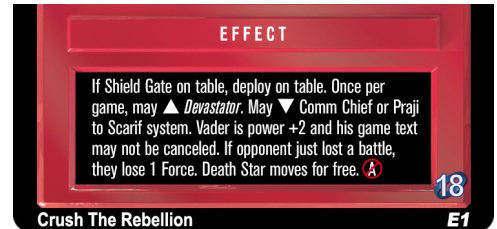
POWER 3 ABILITY 4 FORCE-SENSITIVE

2. If present (or piloting an starship) during battle, may make a just drawn destiny = the printed destiny of the top card of opponent's Lost Pile. Immune to attrition < 2 + the number of weapon destiny draws that were completed this battle.

3 4 20

Zuckuss E1

•Crush The Rebellion



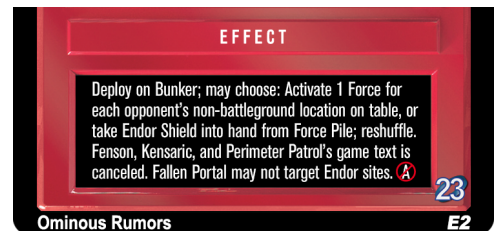
EFFECT

If Shield Gate on table, deploy on table. Once per game, may ▲ *Devastator*. May ▼ Comm Chief or Praji to Scarif system. Vader is power +2 and his game text may not be canceled. If opponent just lost a battle, they lose 1 Force. Death Star moves for free. (A)

18

Crush The Rebellion E1

•Ominous Rumors



EFFECT

Deploy on Bunker; may choose: Activate 1 Force for each opponent's non-battleground location on table, or take Endor Shield into hand from Force Pile; reshuffle. Fenson, Kensaric, and Perimeter Patrol's game text is canceled. Fallen Portal may not target Endor sites. (A)

23

Ominous Rumors E2

•The First Order Was Just The Beginning



•The First Order Was Just The Beginning 4

EFFECT

If I Want That Map on table, deploy on table. Locations where there is a Resistance Agent or Rey gain ☼. Once per turn, may ▼ a Jakku or Kijimi battleground. Your non-unique ☼ troopers are forfeit +1. (A)

14

Rise, My Friend E1

•Emperor's Orders



•Emperor's Orders 0

Image courtesy of Joraku @ DeviantArt

If you did not deploy an Objective, deploy on table.

We're Not Going To Attack?: Once per turn, may ▼ a battleground system. You may not deploy non-Imperial starships. Unless you occupy a battleground site, Dreaded Imperial Starfleet is suspended.

The Alliance Will Die...: Flagship Operations does not require any *Executor* sites on table to deploy, and does not target squadrons.

...As Will Your Friends: At battleground systems where you have a piloted capital starship/TIE pair, Force drains = 2. During battle at a site related to a system you occupy, may add one destiny to total power and/or re-circulate.

15

Mobilization Points E1

•With Thunderous Applause



•With Thunderous Applause 0

Deploy on Galactic Senate. 17 Passel Argente's game text and your Political Effects are canceled. Twice per turn, may target your agenda here:

Blockade: Cancel a 'react'

Taxation: Place a character with politics from hand in Used Pile to choose: Activate 1 Force or ▼ Senate Hovercam.

Trade: During your draw phase, place a card from hand in Lost Pile, shuffle that pile, and take top card into hand.

Wealth: Subtract 1 from attrition against you.

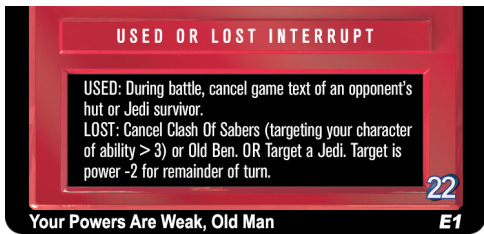
25

Vote Now! (Dark) E1

The Empire's Back



Your Powers Are Weak, Old Man



•Understand Art, Understand A Species



•D'Qar



•Scarif: Citadel Tower



•Scarif: Command Center



The First Order Reigns / The Resistance Is Doomed

The First Order Reigns 0

Image courtesy of Eden Ferguson @ ArtStation

ARTWORK EITHER AFFILIATED WITH OR ENDORSED BY LUCASFILM LTD.

Deploy **Crait** and **D'Qar** systems, a **Crait** (or **Supremacy**) battleground site, and **Tracked Fleet**.
For remainder of game, you may not deploy cards with ability except **☛** cards. **Supremacy** is deploy = 7 to **☛** systems. Once per turn, may **▼** a card with "Supremacy" in title or an **☛** battleground.
While this side up, neither player loses more than 1 Force to Force drains at systems (unless **Tracked Fleet** there).
Flip this card if **Tracked Fleet** is 'annihilated'.

25

Hot Pursuit E1

The Resistance Is Doomed 7

Image courtesy of Andreas Boziewski

ARTWORK EITHER AFFILIATED WITH OR ENDORSED BY LUCASFILM LTD.

While this side up, once per turn, may deploy a non-unique trooper (or non-unique **☐** vehicle) from **Lost Pile**.
While **Kylo** occupies a **Crait** location, your Force drains at battlegrounds where you have two First Order characters are +1. **While** **Kylo** controls **Salt Plateau**, opponent may not Force drain where their character or permanent pilot is alone and opponent's Force retrieval is canceled.
Place out of play if **Kylo** was just forfeited from a battle you lost at **Salt Plateau** where **Han**, **Leia**, or **Luke** present.

25

Hot Pursuit E1

This Deal Is Getting Worse All The Time / Pray I Don't Alter It Any Further

This Deal Is Getting Worse All The Time 26

Deploy a **Cloud City** battleground site and **☹️ I'm Sorry**.
For remainder of game, you may not deploy **Admiral's Orders** or **☹️ Executor**. During your control phase, your **Lando** may make a regular move. Once during your turn, may **▲** **Dark Deal**, **Vader's Bounty**, or **☹️ Bespin**.
Flip this card if you control three **Bespin** locations and opponent controls fewer than three **Bespin** locations.

E1

Pray I Don't Alter It Any Further 26

While this side up, **Sense** and **Alter** may not be played. Force drain bonuses at same site as your **Lando** or your **Lobot** may not be canceled. **While** **Vader** at a **Bespin** location, game text of **Admiral's Orders** is canceled. **While** your alien/Imperial pair in battle, your total battle destiny is +2. Once per battle involving your **Lando** (twice if any **Lobot** also there), may add or subtract 1 from a just drawn destiny.
Flip this card if opponent controls more **Bespin** locations than you.

E1

On The Verge Of Greatness / Taking Control Of The Weapon

On The Verge Of Greatness 0

Image courtesy of Julian-Fayona @ DeviantArt

ARTWORK EITHER AFFILIATED WITH OR ENDORSED BY LUCASFILM LTD.

Deploy **16** **Death Star** and **Scarif** systems, **Citadel Tower**, and **Shield Gate**.
For remainder of game, you may not deploy **Endor Shield**, non-Imperial characters, or non-Imperial starships. Once per turn, may **▼** a **Scarif** battleground. Your non-unique Imperials, vehicles, and capital starships are deploy -1 (-2 if a **Star Destroyer**). Non-unique Imperials are forfeit +1.
Flip this card if **Krennic** or **Tarkin** at a **Scarif** battleground site and **Death Star** orbiting **Scarif**.

16

A Bright Center To The Universe E1

Taking Control Of The Weapon 7

Image courtesy of SergeantRed @ DeviantArt

ARTWORK EITHER AFFILIATED WITH OR ENDORSED BY LUCASFILM LTD.

While this side up, **A Bright Center To The Universe** cancels opponent's Force drain modifiers everywhere. **Vader** may make a regular move to a battle just initiated. At **Death Star**, system it orbits, and sites related to either, your total battle destiny is +1 (+2 if your non-unique card with ability in battle). During your draw phase, may retrieve a non-unique card with ability.
Flip this card if you do not have a leader at a **Scarif** battleground site.
Place out of play if **Death Star** or **Shield Gate** not on table.

16

A Bright Center To The Universe E1

LIGHT SIDE

•A Brave Resistance

•A Brave Resistance

5

EFFECT

If your objective on table, deploy on table (only at start of game). Twice per game, may a Resistance leader. Resistance characters with printed forfeit < 6 are forfeit +1. Where you have a Resistance Agent, your total power is +3. Strike Planning is canceled.

Surprise Assault

E3

•We're Leaving

EFFECT

Deploy on table. If your Podracer is on table and opponent's is not, they generate no Force at Podrace Arena. Once during opponent's control phase, if you are winning (or have won) a Podrace, may stack the bottom card of your Lost Pile on Credits Will Do Fine.

Original concept by Stephen Morgan

4

We're Leaving

E1

•Be With Me

•Be With Me

0

If an Ahch-To location on table, deploy on table.
A Thousand Generations Live In You Now: Rey is power and forfeit +1 for each Jedi on table or out of play.
Bring Back The Balance, Rey, As I Did: While Rey in battle, your battle destiny draws and Rey's weapon destiny draws are +1.
Feel The Force Flowing Through You: Rey and characters with her may not add battle destiny draws.
Rey, The Force Will Be With You, Always: Unless Rey is on Jakku, she adds 1 to your total Force generation.

Caller (Light)

E1

•How Liberty Dies

•How Liberty Dies

0

Deploy on Galactic Senate. Your Political Effects are canceled. Twice per turn, may target your agenda here:
Justice: During battle, subtract 1 from a just drawn weapon destiny.
Order: During any move phase, peek at the top 2 cards of any Reserve Deck and replace in any order.
Peace: Subtract 1 from attrition against you.
Taxation: Place a character with politics from hand in Used Pile to choose: Activate 1 Force or Senate Hovercam.

Vote Now! (Light)

E1

•A Jedi's Fury

•A Jedi's Fury

5

It had been decades since Vader had felt the sting of an enemy's blade.

LOST INTERRUPT

If His Destiny on table, choose: Luke steals Luke's Lightsaber. (Immune to Weapon Of A Sith.) OR Cancel Dark Strike, Force Field, or You Are Beaten. OR Cancel the game text of a Dark Jedi with Luke for remainder of turn. OR Target a Jedi. Target is power +2 for remainder of turn.

Glancing Blow

E2

•Courage Of A Skywalker

LOST INTERRUPT

If your Skywalker in battle alone with a character of greater ability, add one battle destiny. OR Deploy a lightsaber on a Skywalker from Lost Pile (or Force Pile; reshuffle). OR Once per game, during a battle or duel involving a Skywalker, make a just drawn destiny = 2.

Courage Of A Skywalker

E1

•Either Way, You Win

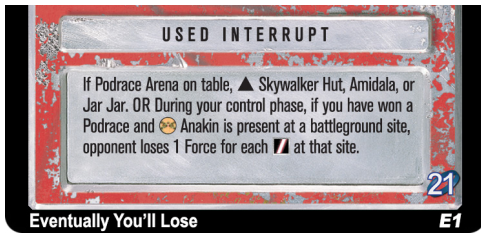
USED INTERRUPT

Each player may choose to play a Defensive Shield from under their Starting Effect or to exchange a card in hand with one of their race destinies. OR If a battle involving Qui-Gon was just initiated at a junkyard, weapons may not be fired this battle.

Either Way, You Win

E1

•Eventually You'll Lose



•Podrace Prep



•My Sister Has It



•The Galaxy May Need A Legend



The Hidden Path / Gather Allies And Train



•Kashyyyk: Kachirho



•Death Star: Central Core (LIGHT)

