

Set 12

•Admiral Trench

Admiral Trench 2

Harch commander. Leader. Trade Federation.



POWER 3 ABILITY 3 FORCE-ATTUNED

2. Unless alone, may place Trench in Used Pile to make an starship here immune to attrition for remainder of turn. While at opponent's system, their starships deploy +1 here.

3 5

12

Bespin Motors Void Spider THX 1138

•Darth Maul, Lone Hunter

Darth Maul, Lone Hunter 1

Trade Federation.



POWER 7 ABILITY 6 DARK JEDI

If drawn for destiny, may take into hand to cancel and redraw that destiny. Cancels Blaster Deflection (and Amidala's game text) here. Maul's weapon destiny draws may not be modified or canceled by opponent. Immune to attrition < 5.

6 8

3

Original concept by Brad Eier

If The Trace Was Correct

•Veers

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Leader. Once per turn, may reveal from hand to Blizzard 1 to Hoth. Deploys free aboard Blizzard 1. While piloting Blizzard 1, adds one destiny to total power.

3 5

6

Original concept by James Barnes

Veers

•Allegiant General Pryde

Allegiant General Pryde 3

Leader.



POWER 3 ABILITY 3 FORCE-ATTUNED

2. Hux is lost. While with a Resistance character, adds one battle destiny. While Emperor on table, attrition against opponent here is +1 for each First Order character here.

3 5

12

Pride Of The Empire

•Lord Maul With Lightsaber

Lord Maul With Lightsaber 1

Trade Federation.



POWER 7 ABILITY 6 DARK JEDI

Permanent weapon is Maul's Lightsaber (may add 1 to Force drain where present; adds 1 to your battle destiny draws here; may target a character for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

6 7

8

Maul's Lightsaber

Blaster Rack

EFFECT

Deploy on table. Once per turn, may a matching weapon on your unique character present at a site.

0

Blaster Rack

DARK SIDE

•Aurra Sing With Blaster Rifle

Aurra Sing With Blaster Rifle 2

Bounty hunter. Assassin.



POWER 4 ABILITY 4 FORCE-SENSITIVE

Permanent weapon is Aurra Sing's Blaster Rifle (may target a character for free; if targeting a Jedi, draw two destiny, otherwise draw destiny; target hit, and its forfeit = 0, if total destiny +1 > defense value).

4 5

12

Aurra Sing

•Moff Gideon

Moff Gideon 3

ISB leader.



POWER 3 ABILITY 4 FORCE-SENSITIVE

2. Rebels here (and at adjacent sites if your E-web blaster here) are power -1. When deployed, may an E-web blaster or an Imperial stormtrooper for -3 Force.

4 6

12

Collateral Damage

•Despair

EFFECT

Deploy on table. My Favorite Decoration may not be placed out of play. At same site as Jabba's Prize, opponent's characters deploy +1 and your Force drains are +1. While Jabba's Prize with Scum And Villainy, your total power in all battles is +3.

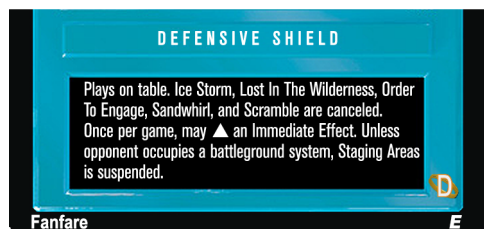
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Despair

•Evil Is Everywhere



•Fanfare



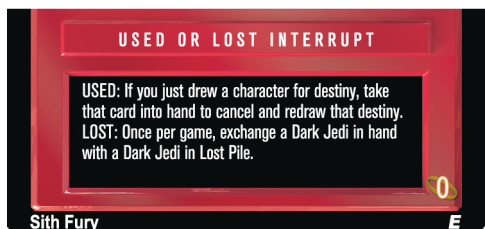
•Fanfare



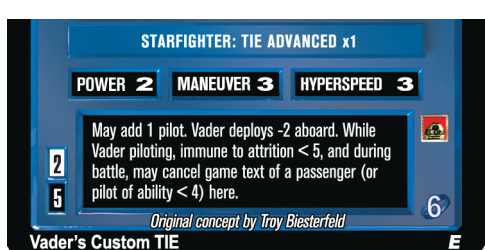
•Shadows Of The Empire



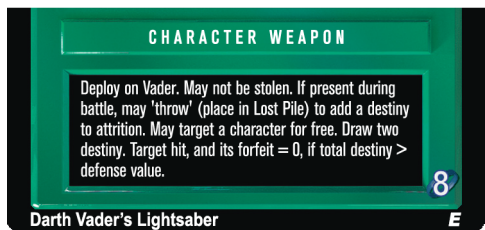
•Sith Fury



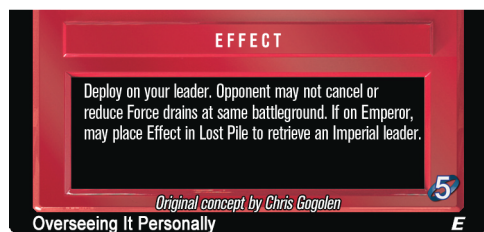
•Vader's Custom TIE



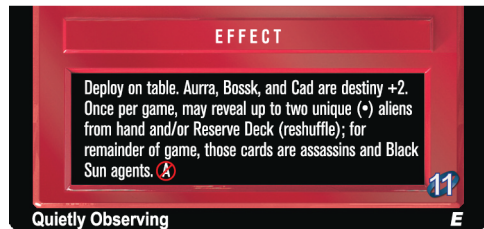
•Darth Vader's Lightsaber



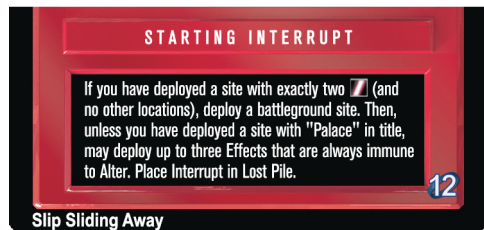
•Overseeing It Personally



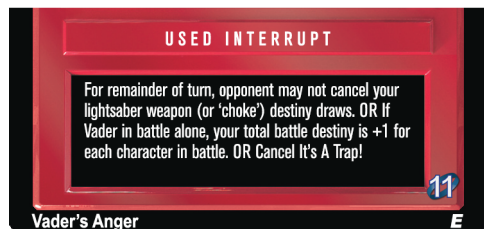
•Quietly Observing



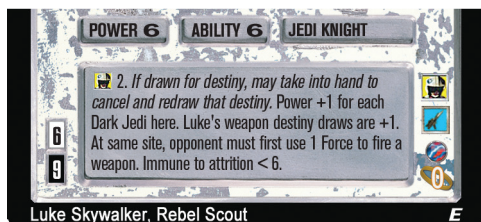
•Slip Siding Away



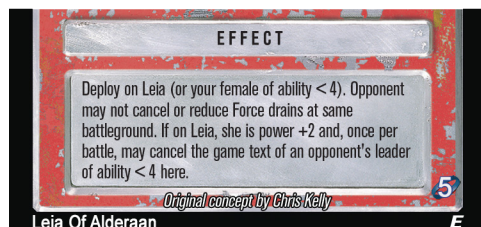
•Vader's Anger



•Luke Skywalker, Rebel Scout



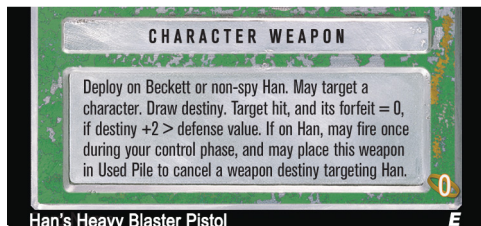
•Leia Of Alderaan



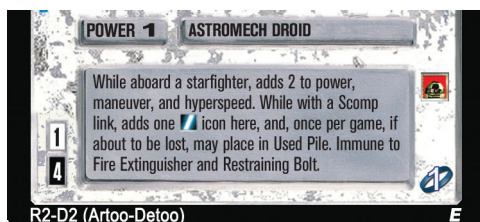
•Don't Do That Again



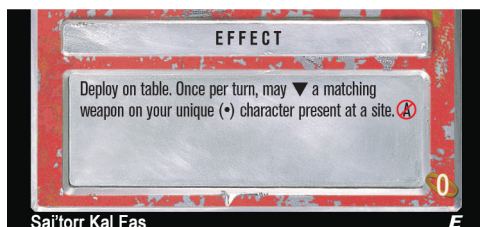
•Han's Heavy Blaster Pistol



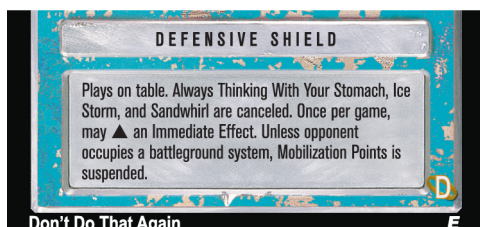
•R2-D2 (Artoo-Detoo)



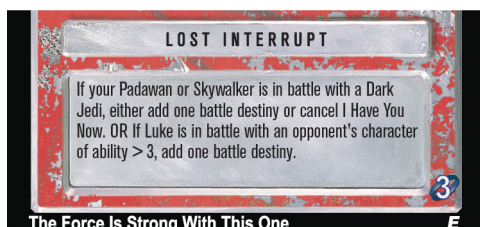
Sai'torr Kal Fas



•Don't Do That Again



The Force Is Strong With This One



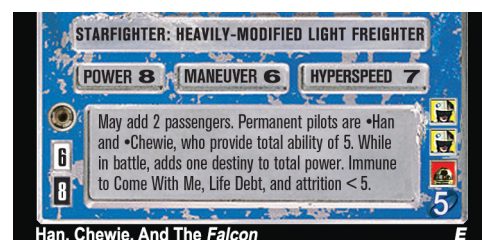
•Wild Karrde



•Mon Calamari Dockyards



•Han, Chewie, And The Falcon



•Wild Karrde (AI)

