

•••IG MagnaGuard

•••IG MagnaGuard 2

Assassin. Trade Federation.



POWER 3 ARMOR 4 BATTLE DROID

Grievous is defense value +2 here. While aboard *Invisible Hand*, draws one battle destiny if unable to otherwise and characters here are immune to Clash Of Sabers.

3 4 11

CZ-4

•Lady Proxima

•Lady Proxima 2

Female Grindalid. Gangster. Leader.



POWER 2 ABILITY 4 FORCE-SENSITIVE

Lost if at an exterior site. While with two of your other aliens, adds one battle destiny. During your control phase, may reveal the top three cards of your Reserve Deck, take one alien into hand (if possible), and shuffle your Reserve Deck.

4 6 11

Cane Adiss

•Lt. Poldin Lehuse

•Lt. Poldin Lehuse 2



POWER 2 ABILITY 2

2. During battle, if piloting a TIE, may target an opponent's capital starship at same system. Draw destiny. If destiny > 2, choose one pilot character aboard target to be forfeit = 0 for remainder of battle.

2 4 11

DS-61-2

•Mitth'raw'nuruodo

•Mitth'raw'nuruodo 2

Thrawn. Chiss commander. Leader.



POWER 3 ABILITY 3 FORCE-ATTUNED

3. Once per turn, may target a related location; opponent loses 1 Force the next time they move to that location this turn. May lose 1 Force to cancel a just drawn weapon destiny targeting a starship he is piloting. Thrawn's game text may not be canceled.

3 6 11

Grand Admiral Thrawn

•Ree-Yees

POWER 3 ABILITY 3 FORCE-ATTUNED

Non-3 bounty hunters here are immune to Clash Of Sabers and Rebel Barrier. Whenever you draw a destiny of 3, may choose: activate 1 Force, draw bottom card of Used Pile, or place a card from hand on top of Used Pile.

3 3 11

Ree-Yees

•Sergeant Narthax With E-web Blaster

•Sergeant Narthax With E-web Blaster 2

Snowtrooper.

POWER 3 ABILITY 2

Permanent weapon is E-web Blaster (may target a character, landed starfighter, or vehicle for free; if targeting a starfighter or vehicle, add one destiny to attrition; otherwise, subtract 3 from target's immunity to attrition (if any) until end of turn).

3 4 11

E-web Blaster

•Sebulba

POWER 4 ABILITY 2

2. Deploys free to Mos Espa. While on Tatooine, attrition against opponent is +1 here and your Force generation is +1. When You're A Slave? places a card in your Used Pile, may draw top card of your Reserve Deck.

3 5 11

Sebulba

•Carbonite Chamber Console

DEVICE

Deploy on Carbonite Chamber. Once during opponent's turn, if a frozen captive on table, may activate 1 Force. Once per turn, may use 1 Force to ▲ He's All Yours, Bounty Hunter.

11

Carbonite Chamber Console

Pride Of The Empire

Imperial starships that perform with distinction are highly publicized in an attempt to make the pilots look like heroes to the citizens of the Empire.

IMMEDIATE EFFECT

If you just deployed a pilot aboard a Black Squadron TIE, deploy on that pilot; pilot's game text may not be canceled. During your turn, may ▲ a Black Squadron pilot. If pilot just won a battle, retrieve a Black Squadron pilot.

11

EFFECT

Deploy on table. Aura, Bossk, and Cad are destiny +2. Once per game, may reveal up to two unique (+) aliens from hand and/or Reserve Deck (reshuffle); for remainder of game, those cards are assassins and Black Sun agents. 

USED OR LOST INTERRUPT

USED: For remainder of turn, your bounty hunter draws one battle destiny if unable to otherwise and moves for free during your move phase.

LOST: Cancel an attempt to use a weapon to target your bounty hunter escorting a captive.

11

He's All Yours, Bounty Hunter

USED INTERRUPT

If Audience Chamber on table, ▼ Passenger Deck or a pit. OR ▼ an alien leader or a Twi'lek to Audience Chamber.

11

Twi'lek Advisor

USED OR LOST INTERRUPT

USED: Cancel an attempt to use a weapon to target your capital starship.

LOST: Re-target On Target to an opponent's capital starship armed with a weapon. OR ▲ Blockade Support Ship or *Invisible Hand*.

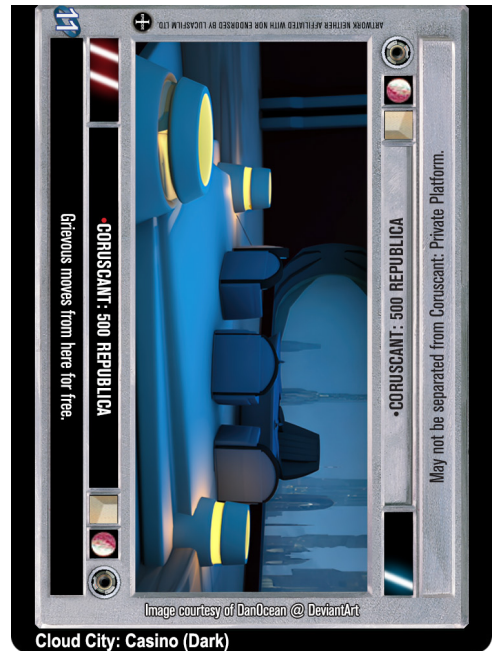
USED INTERRUPT

Vader follows (using landspeed for free) an opponent's character that just moved from same site. OR If Vader in battle alone, your total battle destiny is +1 for each character in battle. OR If Vader in battle, cancel Dodge, It's A Trap!, or Obi-Wan's Journal.

11

Vader's Anger

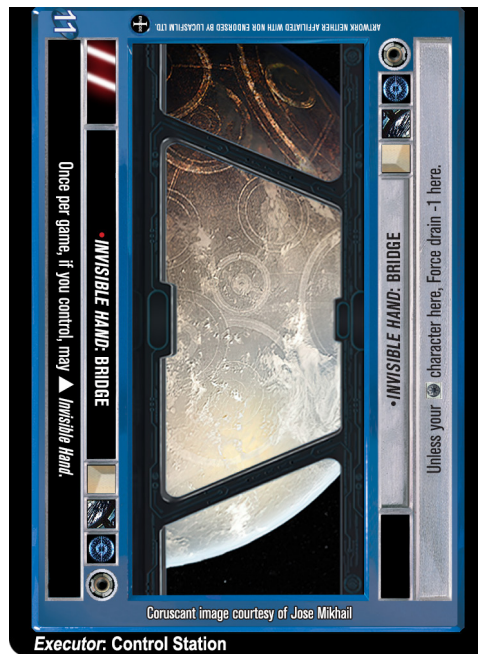
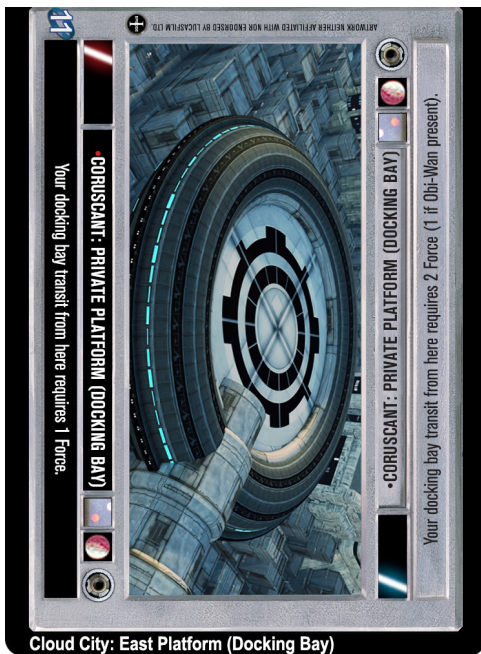
E2



•Coruscant: Private Platform (Docking Bay)

•Invisible Hand: Bridge

•Invisible Hand: Docking Bay

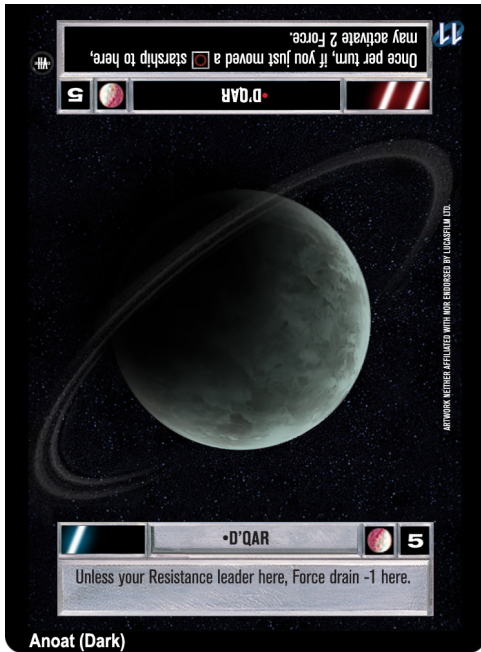


•Invisible Hand: Hallway 328

•Invisible Hand: Observatory Entrance



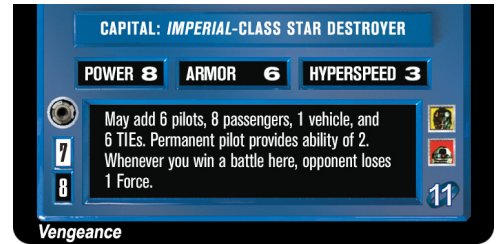
•D'Qar



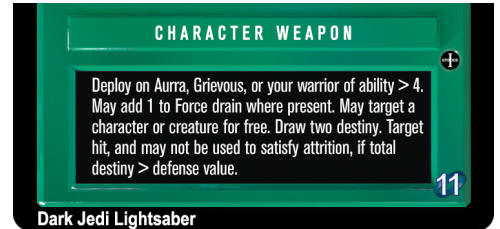
•Invisible Hand



•Vengeance



Dark Jedi Lightsaber

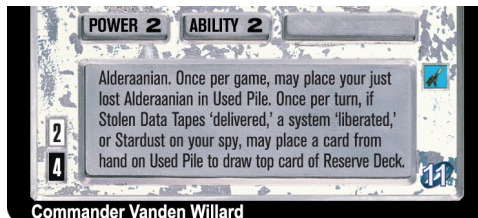


LIGHT SIDE

•Ahsoka Tano



•Commander Vanden Willard



•Maz Kanata



•••Rebel Trooper Reinforcements

•••Rebel Trooper Reinforcements **3**

Rebels rely on hidden 'cells' of undercover operatives. Striking from hidden bases, troops or starfighters can arrive in a battle zone at any time.

POWER 3 **ABILITY 2** **ARMOR 4**

May deploy as a 'react' to a site. Deploys -2 to a site where opponent has more characters than you. Ambush is a Used Interrupt..

4 **5** **11**

Rebel Reinforcements

•Vice Admiral Holdo

•Vice Admiral Holdo **2**

Female leader.

Image courtesy of Luca Beger & Shutterstock Photography

POWER 1 **ABILITY 3** **POLITICS 1**

2: any capital starship. During battle, if piloting a capital starship, may place it and Holdo out of play to add X to your total battle destiny, where X = that starship's armor + hyperspeed.

3 **5** **11**

Collision!

•Cyborg Construct

DEVICE

Deploy on an alien of ability < 3. While present with a Scomp link, Computer Interface is a Used Interrupt and, once per turn, may use 1 Force to **▲** Computer Interface. Once per turn, if on Lobot, may **▼** a trooper here.

Original concept by Stefan Boersma

11 **E1**

Cyborg Construct

•Beldon's Eye & •All My Urchins

•Beldon's Eye & •All My Urchins **3**

Image courtesy of Lucasfilm Ltd. TM & © 2019 Lucasfilm Ltd.

EFFECT

Deploy on table. Once per game, if Quiet Mining Colony on table, may search your hand and/or Reserve Deck and reveal an **▲** starfighter and matching pilot; place both in hand, reshuffle; they each deploy -1 this turn. Once per game, if a battle just initiated at Bespinn system with *Executor* there, may cancel that battle unless opponent uses 15 Force. **ⓐ**

11

Beldon's Eye

•Cloning Cylinders

•Cloning Cylinders **4**

Image courtesy of 19th Infantry Corps

EFFECT

Use 4 Force to deploy on table. During your draw phase, may stack a non-unique clone from your Lost Pile here face down. At the start of your turn, turn all cards here face up. You may deploy any face up card stacked here (as if from hand). **ⓐ**

11

Solomahal

•Make Ten Men Feel Like A Hundred

•Make Ten Men Feel Like A Hundred **5**

Image courtesy of 19th Infantry Corps

EFFECT

If Stardust on table, deploy on table. Nightfall is canceled. Saw is a spy. Rebel spies deploy -1 to Scarif. Once per battle, if you just drew a Rebel spy for destiny, may retrieve 1 Force. **ⓐ**

11 **E1**

Firefight

•Squadron Assignments

EFFECT

Deploy on table. During your deploy phase, may reveal one unpiloted Red or Rogue squadron starfighter (or vehicle) from hand to take its matching pilot character (or vice versa) from Reserve Deck and deploy both simultaneously; reshuffle. **ⓐ**

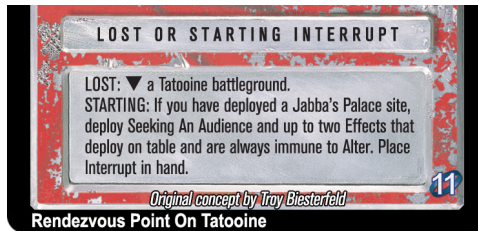
11

Squadron Assignments

•Force Projection



Rendezvous Point On Tatooine



•See You Around, Kid



•Where's Han?



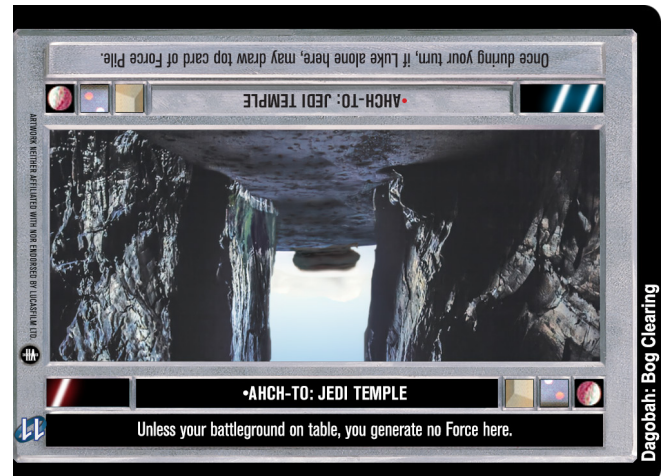
The Galaxy May Need A Legend / We Need Luke Skywalker



•Ahch-To: Cliffs



•Ahch-To: Jedi Temple



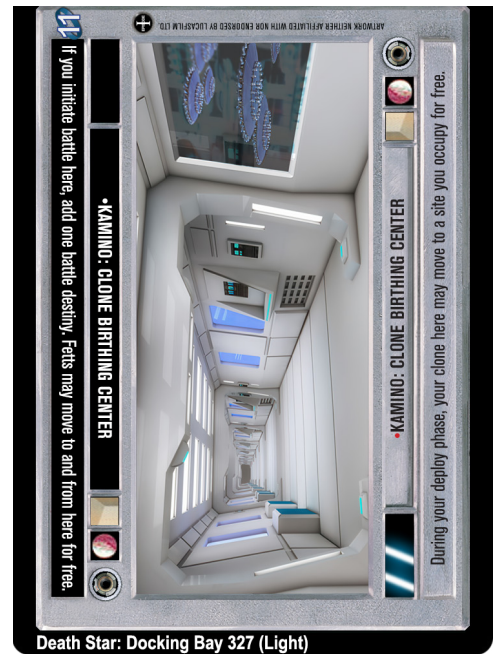
•Ahh-To: Jedi Village



•Ahh-To: Luke's Hut



•Kamino: Clone Birthing Center



•Kamino: Clone Training Center



•Maz's Castle: Antechamber



•Maz's Castle: Hidden Recess



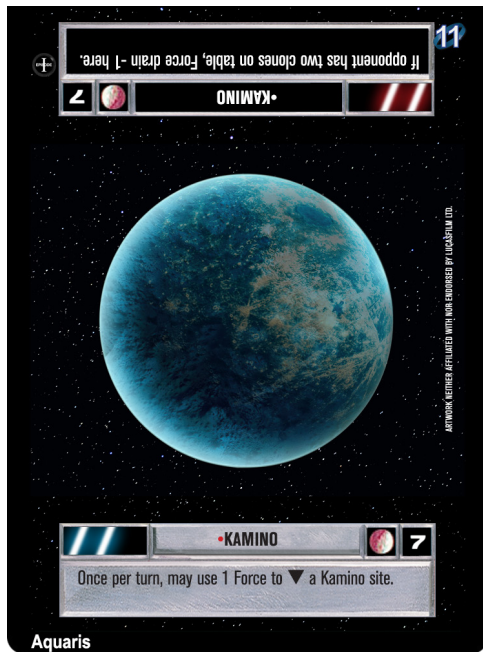
•Takodana: Maz's Castle



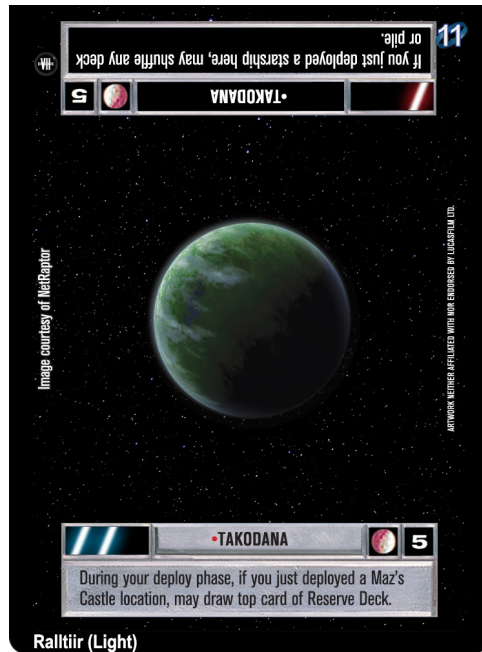
•Ahh-To



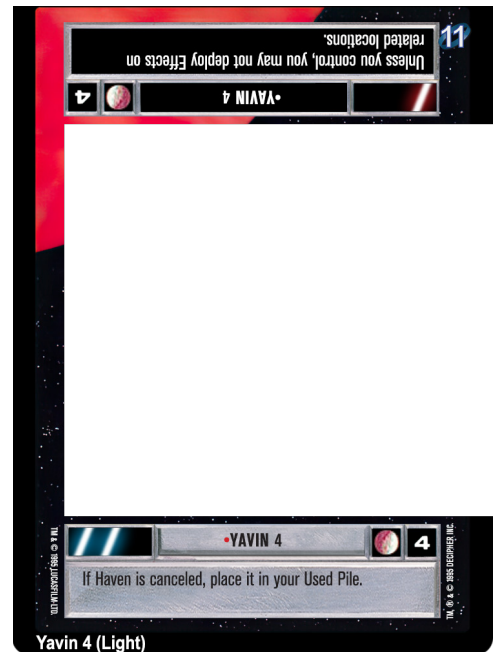
•Kamino



•Takodana



•Yavin 4 (LIGHT)



•BB-8 In Black Squadron 1



•Libertine



•Tallie Lintra In Blue 1



Jedi Lightsaber

