

•Admiral Piett

POWER 3 ABILITY 3 FORCE-ATTUNED

3: *Executor*. Deploys -1 for each of your starship sites on table. Starfighters here may not 'attach'. Once per game, if piloting *Executor*, may ▲ Emperor's Orders.

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Admiral Piett E1

•Dannik Jerricko

POWER 3 ABILITY 3 FORCE-ATTUNED

Opponent's characters just lost from here may not be removed from Lost Pile (except to be placed out of play). While present at a site and armed with a blaster, adds one battle destiny. Cards hit by Dannik are power and forfeit -2.

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Dannik Jerricko

•Rukh

•Rukh 2

Noghri assassin and bodyguard.



POWER 4 ABILITY 2

While armed with a blaster, your assassins and leaders here are immune to Blaster Proficiency and Clash Of Sabers and, if Shadow Collective just flipped, may peek at top two cards of your Reserve Deck and take one into hand.

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Weequay Guard

•Ubrikkian Industries

•Ubrikkian Industries 4



EFFECT

Deploy on table. During your deploy phase, may reveal an alien with "vehicle" in game text from hand to ▲ a transport vehicle (or vice versa) and deploy both simultaneously. Your drivers are immune to Clash Of Sabers. (A)

Original concept by Tom Marlin

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Ubrikkian 9000 Z001

•Emperor's Orders

•Emperor's Orders 0



If you did not deploy an Objective, deploy on *Executor*. **We're Not Going To Attack?!** Your squadrons are destiny = 0. You may not deploy squadrons or 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. **...As Will Your Friends:** At battleground systems where you have a piloted capital starship and a piloted TIE, your Force drains = 2. At sites related to systems you control, during battle may add one destiny to total power. If just lost, lose 3 Force.

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Mobilization Points

•Blizzard 8

•Blizzard 8 1

Enclosed. Death Squadron.



COMBAT VEHICLE: AT-AT

POWER 6 ARMOR 6 LANDSPEED 1

May add 1 pilot and 8 passengers. Permanent pilot provides ability of 2. Draws one battle destiny if unable to otherwise. Immune to attrition < 4.

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Snowtrooper

•TK-422 (Light Side)

POWER 3 ABILITY 3 ARMOR 5

3: Stormtrooper. Deploys only if Cell 2187 on table. Han's weapon destiny draws are +1 for each trooper here. While with a stormtrooper (or armed with a blaster), adds one battle destiny. Cancels Trooper Assault here.

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TK-422

•Cal Kestis

Cal Kestis (2)
Padawan.

POWER 4 ABILITY 4 FORCE-SENSITIVE

Once per game, if you are about to draw a card for battle destiny here, may instead use Cal Kestis' ability number. During opponent's draw phase, may place one card from your hand under Reserve Deck; reshuffle and draw top card of Reserve Deck.

4 5
Original Concept by Aaron Kingery
Darklighter Spin

•Han Solo, Optimistic General

Han Solo, Optimistic General (1)
Leader. Scout.

POWER 4 ABILITY 3 FORCE-ATTUNED

3. Cancels Kylo's game text here. When deployed, may reveal the top two cards of your Reserve Deck; take one into hand. During battle with Chewie or Leia, may add one destiny to total power.

4 6
Let's Keep A Little Optimism Here (Death Star II) E2

•Jannah

Jannah (2)
Female stormtrooper.

POWER 3 ABILITY 3 FORCE-ATTUNED

Other Resistance characters of destiny = 2 (and Finn) are power +1 at same and adjacent sites. During battle, if opponent has more than four characters here, may exclude one opponent's character of ability < 4 from battle.

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Corporal Beezer

•Larma D'Acy

Larma D'Acy (2)
Female commander. Leader.

POWER 3 ABILITY 3 FORCE-ATTUNED

Finn and Poe are power +1 here. During your control phase, if with an opponent's spy, opponent loses 1 Force (2 if spy is Undercover). While Leia present at a battleground site, Their Fire Has Gone Out Of The Universe flips and may not flip back.

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Alderaan Operative

•C-3PO (See-Threepio)

C-3PO (See-Threepio) (1)
PROTOCOL DROID

Once per turn, may place a card from hand on Used Pile to activate 1 Force (or to R2-D2). During your control phase, if with a Rebel at an interior mobile battleground, opponent loses 1 Force.

2 4
C-3PO (See-Threepio)

•A Power Loss

A Power Loss (0)

POWER

TRACTOR BEAM 12 (SEC. NEG)

Deploy on Central Core. Leia may not modify Force drains. Once per game, opponent may stack up to two cards from hand face-down here.
Allow The Ship To Leave: If you just won a battle at a Death Star site (or initiated a Force drain here), place a card stacked here in owner's Lost Pile.
That Old Man Did It!: If you occupy this site and another Death Star site while no cards stacked here, power 'shut down' (place this card out of play; your movement between Death Star locations is free this turn).

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Out Of Commission

•For The Republic!

For The Republic! (5)

USED OR LOST INTERRUPT

USED: Deploy Cloning Cylinders for free from hand (or Reserve Deck; reshuffle).
LOST: If a battle was just initiated at a site, each of your clones present is power +1 (+2 and immune to attrition if a Jedi there) for remainder of turn.

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Trooper Sabacc (Light)

•Cell 2187

Cell 2187 (15)

EFFECT

If 20 Leia imprisoned, deploy on table. Luke is a spy and stormtrooper. Chewie, Leia, and stormtroopers are immune to Nevar Yalnal, Physical Choke, and Put All Sections On Alert. Once per turn, may a Death Star site. Immune to This Is Some Rescue!

E1

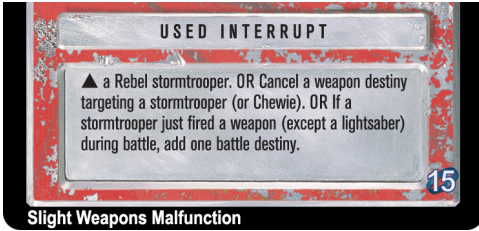
•Let The Wookiee Win

Let The Wookiee Win (15)

USED OR STARTING INTERRUPT

USED: Subtract 2 from a just drawn destiny targeting your Wookiee's ability or defense value. STARTING: If your starting location had exactly two, deploy a Kashyyyk location and three Effects that are always immune to Alter. Place Interrupt in Reserve Deck.

•Slight Weapons Malfunction



•Death Star: Hangar 327



•Kashyyyk: Kachirho



•Death Star: Central Core (LIGHT)



•Death Star: Trash Compactor



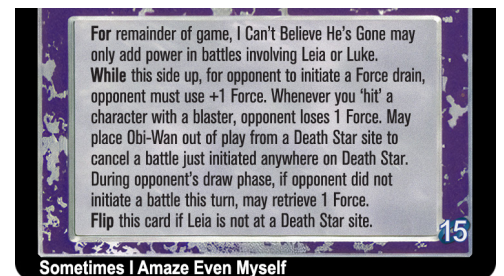
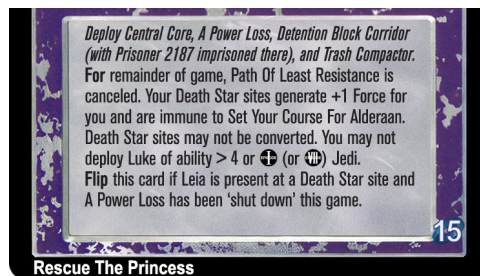
•Death Star: Detention Block Corridor (LIGHT)



•Kashyyyk: Forest Depths



Rescue The Princess / Sometimes I Amaze Even Myself



Stolen Stormtrooper Blaster Rifle

Stolen Stormtrooper Blaster Rifle 3

BlasTech E-11 blaster rifle. Standard issue for Imperial forces. So numerous that many have been stolen by Rebels. Extendable stock. Carries energy for 100 shots.



CHARACTER WEAPON

Deploy on your Rebel or stormtrooper. May target a character, creature, or vehicle for free. Draw destiny. Add 1 if targeting a vehicle. Target hit if total destiny +1 > defense value. If hit by Chewie or a stormtrooper, target may not be used to satisfy attrition.

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Blaster Rifle (Light)

•Uncivilized Blaster

•Uncivilized Blaster 3

CHARACTER WEAPON

Deploy on your warrior. May target a character, creature, or vehicle for free. Draw destiny. Target hit if destiny +2 > defense value. If hit by Corran, Kanan, or Obi-Wan, target may not be used to satisfy attrition, and opponent loses 1 Force.

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Mos Eisley Blaster (Light)

•Odd Ball's Torrent Starfighter

•Odd Ball's Torrent Starfighter 3



STARFIGHTER: V-19 TORRENT STARFIGHTER

POWER 1 **MANEUVER 3** **HYPERSPEED 3**

May add 1 clone pilot. Odd Ball deploys -1 aboard. While Odd Ball piloting, power and hyperspeed +1, and adds one destiny to total power. Immune to attrition < 3 (< 5 while Odd Ball piloting).

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Red 9