

•BB-9E

•BB-9E 4

Image courtesy of Ilya Ostrovsky

POWER 2 ASTROMECH DROID

If with a First Order leader at a battleground site, Force drain +1 here. During your move phase, may place in Used Pile; "break cover" of all Undercover spies here (if any). Nabrun Leids may not transport cards to or from here. Immune to Restraining Bolt.

2 4

Tallon Roll E2

•Deputy Director Harus Ison

•Deputy Director Harus Ison 2

ISB leader.

Image courtesy of Bret Looney

POWER 3 ABILITY 3 FORCE-ATTUNED

During your deploy phase, a unique (+) Imperial of ability < 3 here may make a regular move. When deployed, may place a unique (+) ISB agent here in Used Pile to deploy (for free) a non-Tarkin ISB agent with a different title here from Used Pile; reshuffle.

3 4

Original concept by Alex O'Shea

Colonel Davod Jon

•Burg

•Burg 2

Devaronian mercenary.

POWER 6 ABILITY 1 ARMOR 3

Once during battle, may use 1 Force to make Burg power +2 for remainder of turn. Once during battle, opponent may use 1 Force to make Burg power -2 for remainder of turn. At the end of each of your turns, use 1 Force or place Burg in Used Pile.

3 4

Labria

•Gar Saxon

•Gar Saxon 2

Mandalorian leader. Death Watch assassin.

Image courtesy of Robert Honeywill & Richard Burge

POWER 3 ABILITY 3 ARMOR 5

If deployed to a site where opponent has more than four characters, opponent loses 2 Force. Jedi here are defense value -1 for each of your Mandalorians here. While armed (or with a Mandalorian), opponent may not move away from (or cancel) battles here.

3 5

Double Back

•Captain Needa

POWER 3 ABILITY 3 FORCE-ATTUNED

2, 3: *Avenger*. Once per game, may ▲ Apology Accepted. While out of play, your total battle destiny is +1 where you have an Imperial captain. If just lost, place him out of play.

3 5

Captain Needa

Coruscant Guard

POWER 2 ABILITY 1

While present at Galactic Senate, all characters without politics here are forfeit = 0 (except Coruscant Guards) and neither player may draw more than one battle destiny here.

2 4

Coruscant Guard (Dark)

•Grummgar

•Grummgar 2

Dowutin mercenary.

Image courtesy of orderEffects @ Instagram

POWER 6 ABILITY 2

During battle with an information broker (or during an attack), adds one destiny to total power. Once per game, may ▼ a creature (or a blaster or rifle without "lost" in game text) here.

4 5

Original concept by David Dredge

Weequay Hunter

•Passel Argente

POWER 1 ABILITY 2 POLITICS 2

Agendas: ambition, taxation. While in a senate majority, if your only Political Effect on table is not This Is Outrageous!, it may not be canceled or suspended. Argente is politics +X, where X = number of opponent's characters here.

3 3

Passel Argente

•Lando Calrissian, Vader's Broker

•Lando Calrissian, Vader's Broker 1

Scoundrel and gambler. Petty administrator of a small Tibanna gas mining operation. Easily coerced. Has problems of his own. Had dealings with the Tonnika sisters – twice.

POWER 3 ABILITY 3 FORCE-ATTUNED

Once during opponent's turn, if with an Imperial on Cloud City, may activate 1 Force. Once during your turn, if with an alien on Cloud City, may draw top card of Reserve Deck. Once per game, may place a non- Effect in owner's Used Pile.

2 3 17

Lando Calrissian (Dark)

•Wat Tambor

•Wat Tambor 2

Skakoan leader. Trade Federation. Techno Union.

POWER 3 ABILITY 4 FORCE-SENSITIVE

Opponent may not target your Republic characters with weapons unless each of your droids present with them are 'hit' 8 Where Are Those Droidekas?! ignores Wat Tambor. Once per game, may draw two cards from Reserve Deck.

3 5 17

Fusion Generator Supply Tanks

•Officer Valin Hess

•Officer Valin Hess 2

Leader.

POWER 3 ABILITY 3 FORCE-ATTUNED

During battle, may place an Imperial of ability < 4 from your Lost Pile out of play to add X to attrition against opponent, where X = that character's ability. Except during battle, may lose Valin Hess to target an opponent's Undercover spy here; target is lost.

3 5 17

Heavy Fire Zone

•Moment Of Triumph

LOST OR STARTING INTERRUPT

LOST: Kessel or 17 Eriadu.

STARTING: If Ralltiir Operations on table, deploy Insignificant Rebellion and up to two Effects that deploy on table, deploy for free, and are always immune to Alter. Place Interrupt in hand.

17

Moment Of Triumph

Revenge Of The Sith

Revenge Of The Sith 0

Deploy on table (only at start of game) and choose an apprentice:

Maul: Deploy Desert Landing Site.

Dooku: Deploy *Invisible Hand*: Bridge.

Vader: Deploy Vader's Castle.

You may not deploy Dark Jedi except Sidious and the chosen apprentice. Your Sidious and the chosen apprentice gain A Sith Legend, Always Two There Are, and Sith are destiny +2. If a Jedi was just lost from same location as your Dark Jedi, opponent loses 1 Force. Opponent may not cancel or reduce Force drains at their battlegrounds where you have a Dark Jedi.

17

A Dangerous Time

•Qi'ra, Top Lieutenant

•Qi'ra, Top Lieutenant 2

Female Crimson Dawn leader. Corellian gangster.

POWER 3 ABILITY 4 TERÄS KÄSI 5

When forfeited at same location as Han or Vos, may satisfy all remaining battle damage against you. Unless opponent occupies a battleground site, doubles X on Secret Plans and cancels It Could Be Worse.

3 4 17

Krayt Dragon Bones

••Rise Of The Sith

••Rise Of The Sith 3

LOST OR STARTING INTERRUPT

LOST: Raise your converted location to the top.

STARTING: If your starting location was a battleground, deploy Revenge Of The Sith and up to three Effects that deploy for free and are always immune to Alter. Place Interrupt in hand.

17

Lift Tube (Dark)

•An Effective Demonstration

•An Effective Demonstration

2

EFFECT

Deploy on table. Attempts to "blow away" Alderaan are +5. If Alderaan has been "blown away," adds one icon at Death Star system. Once per game, may Superlaser.

17

Original concept by Jeremy DiPaolo

Shot In The Dark **E1**

•Begin Landing Your Troops & •Fighters Straight Ahead

•Begin Landing Your Troops & •Fighters Straight Ahead

4

EFFECT

Deploy on table. Your unique Republic characters of ability < 4 and your starships are forfeit +2. Nabrun Leids and Elis Helrot are limited to owner's move phase and exterior sites only. Once per turn, may an (or Coruscant) docking bay. While you occupy Naboo system with a starship, your Force generation is +1 there.

17

Begin Landing Your Troops

•Close The Blast Doors!

•Close The Blast Doors!

5

EFFECT

Imperial stormtroopers adopt strict security measures. Excellent communications and sheer numbers can hinder Rebel movement across entire territories.

Deploy on table. Rebel Barrier is a Lost Interrupt. If opponent just canceled a battle (or just moved a character, starship, or vehicle away from a battle), opponent loses 1 Force. If Landing Claw just lost, place it out of play.

17

Full Scale Alert

•Tragedy Of Plagueis

•Tragedy Of Plagueis

4

EFFECT

Deploy on table. If Revenge Of The Sith on table, your Sidious may be targeted by Force Lightning and Lord Sidious may use his game text as if alone. Once per game, if Sidious with a Dark Jedi, may retrieve a character into hand.

17

Gamall Wironicc **E1**

•Unlimited Power!

•Unlimited Power!

1

Eliciting fear from the opponent gives the dark side a powerful advantage.

EFFECT

Deploy on table. Emperor and Maul are lost. At the start of your turn, if Sidious on Coruscant (or Insidious Prisoner on table), may place two cards from hand on Reserve Deck, reshuffle, and draw two cards from Reserve Deck.

17

Original concept by Scott Lingrell

Brief Loss Of Control

•Sidious' Lightsaber

•Sidious' Lightsaber

0

CHARACTER WEAPON

When drawn for destiny, destiny +1 for each Dark Jedi or Jedi on table. Deploy on Sidious (even as a 'react'). May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

17

Scimitar 1

•Blizzard 1

COMBAT VEHICLE: AT-AT

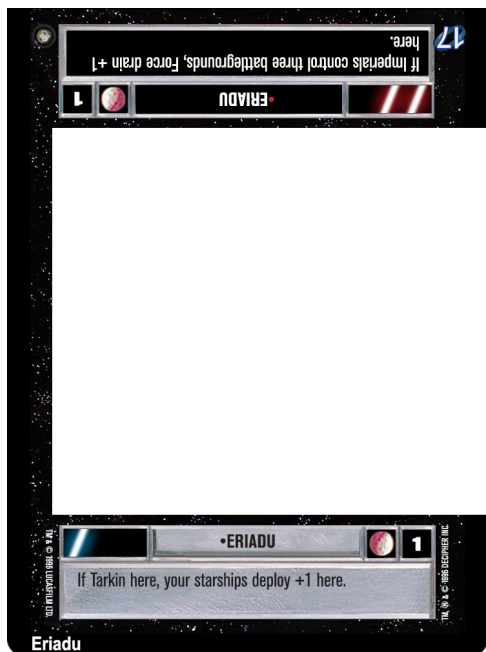
POWER 7 **ARMOR 7** **LANDSPEED 1**

May add 2 pilots and 8 passengers. While Veers piloting: armor +1, draws one battle destiny if unable to otherwise, and targets Blizzard 1 'hits' here are forfeit = 0. Immune to Under Attack and attrition < 4.

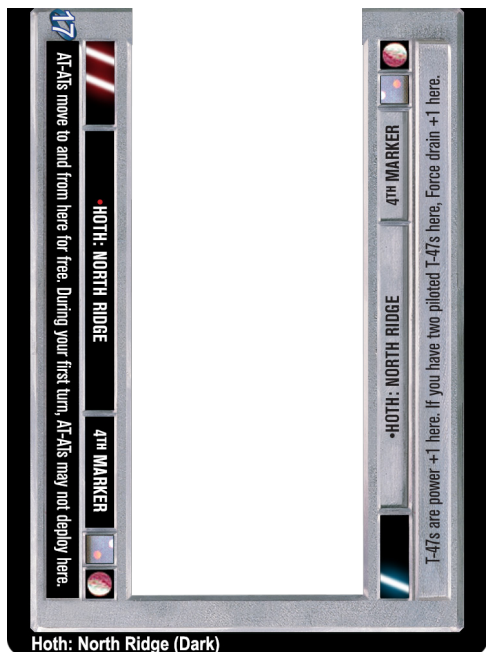
17

Blizzard 1

•Eriadu



•Hoth: North Ridge



•Malachor: Sith Temple Gateway



LIGHT SIDE

•Admiral Kilian



•Bo-Katan



•Boba



•Ciegg Lars



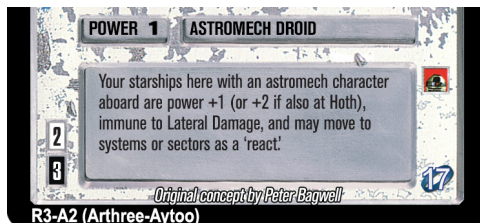
•Mara Jade



•Grakchawwaa



•R3-A2 (Arthree-Aytoo)



•Now, This Is Podracing!



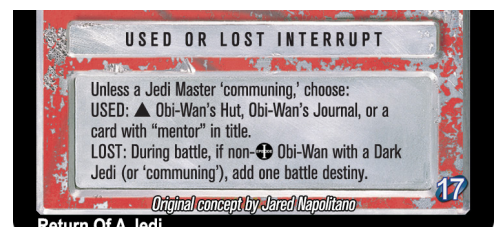
•Kanan Jarrus, Jedi Knight



•Everything We Need



Return Of A Jedi



The Destiny Of A Jedi

The Destiny Of A Jedi 3

USED OR STARTING INTERRUPT

USED: Move your Jedi as a 'react'.
STARTING: If The Galaxy May Need A Legend on table, deploy Be With Me and up to two Effects that deploy on table, deploy for free, and are always immune to Alter. Place Interrupt in Lost Pile.

Changing The Odds

•The Rise Of Skywalker

•The Rise Of Skywalker 5

LOST OR STARTING INTERRUPT

LOST: Peek at the cards in your Force Pile.
STARTING: If your starting location was a site, deploy The Force Is Strong In My Family and two Effects that deploy for free and are always immune to Alter. Place Interrupt in Reserve Deck.

Lift Tube (Light)

•Be With Me

•Be With Me 0

Deploy on an Ahch-To location. Opponent generates no Force here.
A Thousand Generations Live In You Now: Rey is power and forfeit +1 for each Jedi 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: Rey ignores your objective deployment restrictions.

Caller (Light)

The Force Is Strong In My Family

The Force Is Strong In My Family 0

Deploy on table (only at start of game) and choose:
My Father Has It: Anakin (and Obi-Wan)
I Have It: Luke (and Obi-Wan)
You Have That Power, Too: Rey (and Luke)
Anakin is deploy -1. Your total Force generation is +1. You may not deploy Boss Nass' Chambers or Jedi (except Yoda and the chosen characters). If you just initiated battle involving a Skywalker (or if opponent's Sidious just lost from table), may retrieve 1 Force. Your lightsabers may not be stolen.

Nightfall

•Another Pathetic Lifeform & •Security Control

•Another Pathetic Lifeform & •Security Control 4

EFFECT

Deploy on table. Your unique Republic characters (and your unique Gungans) of ability < 4 are forfeit +1. Nabrun Leids and Elis Helrot are limited to owner's move phase and exterior sites only. Once per turn, may a docking bay. Once during opponent's turn, if Jar Jar or your leader occupies an battleground, may activate 1 Force.

Security Control

Hero Of A Thousand Devices

EFFECT

Deploy on table. Once per game, may an R-unit droid. During a battle where your droid present with a Scomp link, your total power is +1 (+3 if your other droid present with a Scomp link at a related location).

Original concept by Peter Bagwell

Hero Of A Thousand Devices

•My Parents Were Strong

•My Parents Were Strong 4

EFFECT

Deploy on Training Course. When deployed, stack Falcon face up here from outside your deck. Falcon may deploy from here as if from hand. Rey is a Skywalker. Once per battle involving Rey, may take your just drawn destiny into hand.

Starship Levitation

•Your Thoughts Dwell On Your Mother



A Vengeance In The Force

•Kef Bir: Oceanic Wreckage



Menace Fades

•Ajan Kloss: Training Course



Dagobah: Jungle

•Profundity: Docking Bay



Home One: Docking Bay

•Endor: Anakin's Funeral Pyre



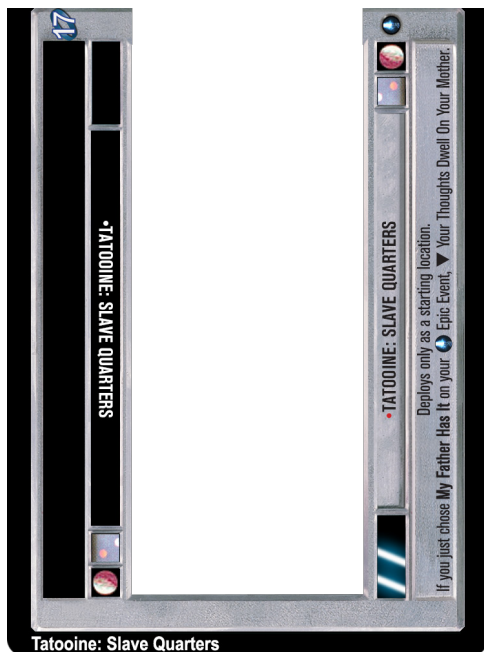
Friendly Fire

•Tatooine: Skywalker Hut

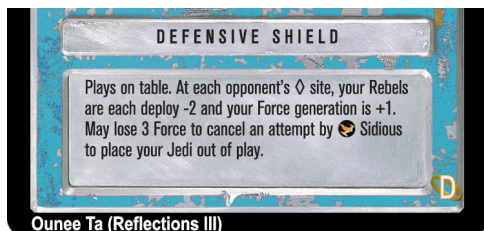


Farm

•Tatooine: Slave Quarters



•Ounee Ta



•Dagobah



•Ounee Ta

