

•Daultay Dofine

POWER 3 **ABILITY 3** **FORCE-ATTUNED**

2. Your total battle destiny at sites is +1 for each of your participating droids that has a weapon but did not fire it in that battle. Weapon destinies at same system are -1.

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6

Daultay Dofine

19

•Elan Sleazebaggano

•Elan Sleazebaggano **5**

Balosar information broker.

POWER 2 **ABILITY 1**

Power and forfeit +2 at a Coruscant location. At the beginning of opponent's control phase, if present with opponent's character, 'sell death sticks' (opponent must use or lose 1 Force; if a Jedi present, also place Elan in Used Pile).

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Clouds (Dark)

19

•Ensign Eli Vanto

•Ensign Eli Vanto **2**

POWER 2 **ABILITY 3** **POLITICS 1**

2: any capital starship. While with Thrawn, your starships here are power and hyperspeed +1. During your control phase, may use 1 Force to a card with "artwork" or "studied" in game text.

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Lieutenant Cecius

19

•Fennec Shand

•Fennec Shand **2**

Female assassin, bounty hunter, and mercenary.

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

If you just initiated battle here, battle damage against you here this turn is canceled. Once per turn, may target opponent's non-'hit' character here. If Fennec on table when target lost this turn, opponent loses 1 Force.

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4

Sniper

19

•Governor Pryce

•Governor Pryce **2**

Female leader and miner.

POWER 2 **ABILITY 3** **POLITICS 2**

If an artwork card was just stacked (or a Rebel was just captured here), may a card without ability. While in a battle you lost, unless 'hit' (or no other Imperials present), Pryce may not be forfeited. Immune to attrition < 4.

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Chyler

19

•Magistrate Morgan Elsbeth

•Magistrate Morgan Elsbeth **2**

Female leader.

POWER 4 **ABILITY 4** **FORCE-SENSITIVE**

While present at a battleground site and you control more systems than opponent, Force drain +1 here. Power and defense value +2 while Thrawn at a system with a parsec number > 5. Immune to attrition < 3.

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Well Guarded

19

•The Emperor

POWER 4 **ABILITY 7** **DARK JEDI MASTER**

Destiny +1 for each Black Sun agent or Jedi on table (limit +5) when drawn for destiny. Deploys only to Coruscant. Never deploys or moves (even if carried) to a site opponent occupies. May cancel Projection Of A Skywalker here. Immune to attrition.

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9

The Emperor

19

•Vader

POWER 6 **ABILITY 6** **DARK JEDI**

3. If alone and a battle was just initiated here, may Lightsaber Parry, Physical Choke, or Vader's Anger. Opponent's non-Jedi characters here are power and forfeit -1. Immune to attrition < 5 (< 7 if with a Jedi).

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8

Vader

19

Tusken Raider With Hunting Rifle



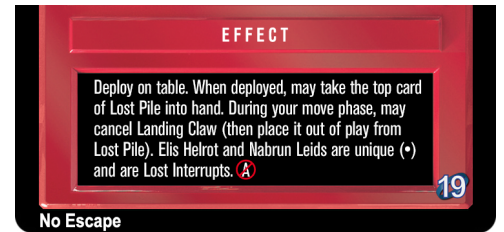
•Unkar Plutt



Observation Holocam



•No Escape



•Thrawn's Art Collection



•Grievous' Gambit



•History, Philosophy, And Art



•Surely You Can Do Better



•Thrawn Pincer



•Understand Art, Understand A Species **4**

The Empire considers alien species to be inferior.



USED OR LOST INTERRUPT

USED: Target a character in battle. Target and opponent's cards that share any characteristic(s) with it are power and forfeit -1. **LOST:** Once per game, if your **19** objective just 'studied' a character, add one battle destiny (two if a character of same species is in battle).

19

Imperial Tyranny

A Great Tactician Creates Plans **0**



Deploy Lothal system, Advanced Projects Laboratory, Imperial Complex, and Thrawn's Art Collection.

For remainder of game, you may not deploy $\oplus$ (or $\ominus$) cards with ability or $\boxplus$, or any admiral (except Thrawn).

While this side up, Imperial Star Destroyers deploy -1 (-3 if *Chimaera*). Once per turn, may $\blacktriangledown$ a battleground system (or a site to Lothal).

Flip this card during any deploy phase if Thrawn at a battleground and two or more artwork cards on table.

19

Secret Plans (Special Edition)

The Result Is Often Resentment **7**



While this side up, if a battle was just initiated involving an Imperial leader or piloted TIE defender, may 'study' one artwork card. If it is a weapon, cancel the battle. Otherwise, if possible, if its printed destiny number is: (0-2) opponent's immunity to attrition is canceled; (3-4) opponent excludes their character from battle; (5+) add 3 to your total power.

Place artwork card in owner's Lost Pile.

Flip this card if Thrawn not on table or (except during battle) if no artwork cards on table.

19

Secret Plans (Special Edition)

19



•LOTHAL: ADVANCED PROJECTS LABORATORY

Once per game, may $\blacktriangledown$ TIE Defender Project or Thrawn here.

•LOTHAL: ADVANCED PROJECTS LABORATORY

If you control with a Rebel, Force drain +1 here.

Image courtesy of Christian Piccolo

Jabba's Palace: Droid Workshop

19



•LOTHAL: CAPITAL CITY

Ruth, Imperials, AT-OTs, AT-STs, and speeder bikes are power and defense value +1 here.

•LOTHAL: CAPITAL CITY

While you occupy, your Imperial Complex game text is canceled.

Image courtesy of Akshath Rao

Spaceport City (Dark)

19



•LOTHAL: IMPERIAL COMPLEX

If you control with a leader, once per battle at a related site, you may deploy a card as a 'trait'.

•LOTHAL: IMPERIAL COMPLEX

Your non-Rebel characters deploy +1 here.

Image courtesy of Andrew DuClusian

Coruscant: Imperial City

19



•LOTHAL: IMPERIAL STRIP MINES

If your miner present, your Force generation is +2 here.

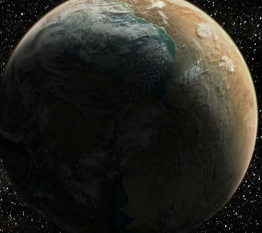
•LOTHAL: IMPERIAL STRIP MINES

If you control, your Force generation is +1 here.

Image courtesy of OscarVerategui

Big One: Asteroid Cave (Dark)

19



•LOTHAL

While you control, at related battleground sites you control with an Imperial leader, your Force drains are +1.

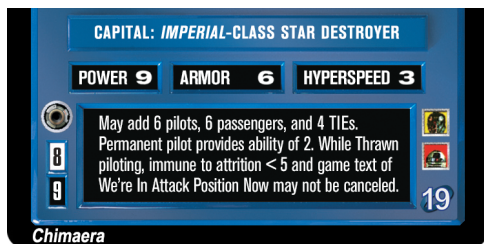
•LOTHAL

If *Ghost* and *Phantom* piloted here, Force drain +1 here. If no Rebel starships piloted here, Force drain -1 here.

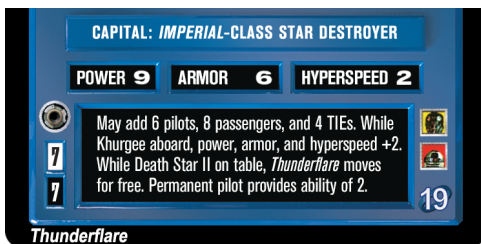
•LOTHAL

Kessel (Dark)

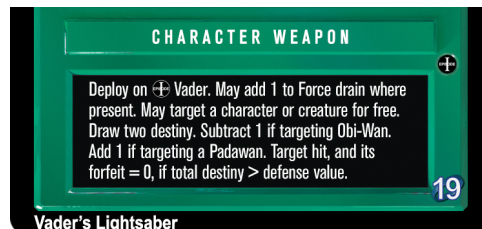
•Chimaera



•Thunderflare

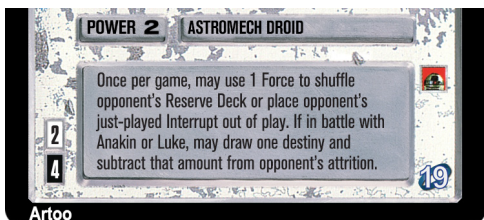


•Vader's Lightsaber



LIGHT SIDE

•Artoo



•Babu Frik



•Cara Dune With Heavy Blaster Rifle



•Dexter Jettster



•Ezra, Hero Of Phoenix Squadron



•Fenn Rau



•Phoenix Squadron Operations

•Phoenix Squadron Operations 4

The heroes of the Rebellion know that where there is life, there is hope.



EFFECT

If Lothal on table, deploy on table. Your Phoenix Squadron characters are deploy -1. Once per turn, may ▼ Malachor, Mandalore, or Seelos (or Chopper, Wedge, Zeb, or an A-wing to a Lothal location). **A**

19

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

•Steady, Steady & •Bargaining Table

•Steady, Steady & •Bargaining Table 3



EFFECT

Deploy on table. At your battlegrounds, you initiate battles for free. At sites where you have two aliens of the same species, all immunity to attrition is canceled. Once per turn, if you have more battlegrounds on table than opponent, subtracts 1 from deploy cost of your alien being deployed. Opponent may use 3 Force to cancel Gungan Energy Shield. **A**

19

Bargaining Table

•Weather Vane (LIGHT)

EFFECT

Deploy on table. Unless this card upright, characters here are lost. If you just Force drained or initiated battle, rotate this card 90° clockwise; if now upright, retrieve any one card. If opponent just initiated battle, unless this card upright, rotate it 90° counterclockwise.

Original concept by Christian Knudsen

19

Weather Vane (Light)

Utinni! (LIGHT)

USED INTERRUPT

Deploy or move a Jawa as a 'react' (for -1 Force). OR If a battle was just initiated where you have three Jawas, choose: Use a magnetic suction tube. OR Each of your Jawas and sandcrawlers there are power and forfeit +1 and immune to attrition for remainder of turn.

Original concept by Stephen Fulner

19

Utinni! (Light)

•This Is Our Rebellion

•This Is Our Rebellion 5



USED INTERRUPT

Peek at up to X cards from the top of your Reserve Deck, where X = number of your Lothal sites on table; take one into hand and shuffle your Reserve Deck. OR Cancel an attempt to target your starship with a weapon or tractor beam.

19

Organized Attack

Zero Hour / Liberation Of Lothal

Zero Hour 0



Deploy Lothal system and a Lothal site.
For remainder of game, Menace Fades and Projection Of A Skywalker are canceled. Jedi (except Ahsoka and Kanan), Resistance characters, and **A** starships are deploy +1. Chopper, Ezra, Hera, Kanan, Sabine, and Zeb gain Phoenix Squadron. Once per turn, may ▼ a Lothal site.
Flip this card if Rebels control three Lothal locations (or you occupy three Lothal locations with Phoenix Squadron characters) and opponent controls no Lothal locations.

19

Local Uprising

Liberation Of Lothal 7



While this side up, if you Force drained at a battleground this turn, your other Force drains at battlegrounds are +1. Once per turn, may add or subtract X from a just drawn battle destiny (or opponent's weapon destiny), where X = number of battlegrounds you occupy with Phoenix Squadron characters. At Lothal system, the number of battle destiny draws may not be limited for either player.
Flip this card if opponent controls more Lothal locations than you.

19

Liberation

•Coruscant: Jedi Temple

•CORUSCANT: JEDI TEMPLE 19



•CORUSCANT: JEDI TEMPLE

During your move phase, **+** Jedi may move between here and a battleground site. While a Jedi here, opponent's characters deploy +2 here and cancels Force drains at Jedi Council Chamber.

•Lothal: Capital City (LIGHT)

•LOTHAL: CAPITAL CITY 19



•LOTHAL: CAPITAL CITY

If a player controls, their total power is +2 at related locations.

•Lothal: Comm Tower E-272 (Ezra's Roost)



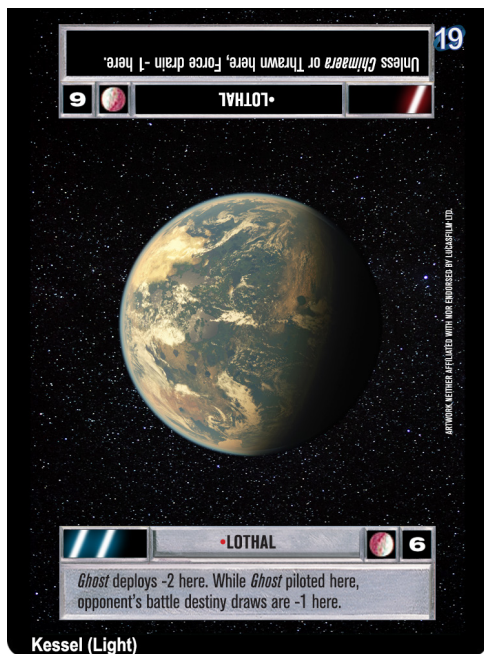
•Lothal: Jedi Temple



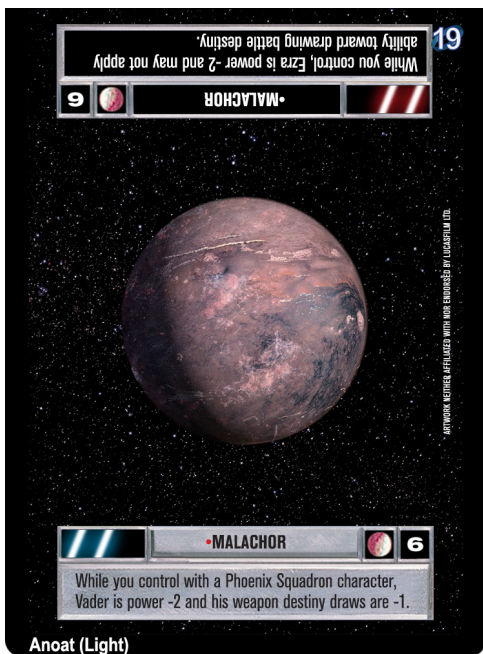
•Lothal: Tarkintown



•Lothal (LIGHT)



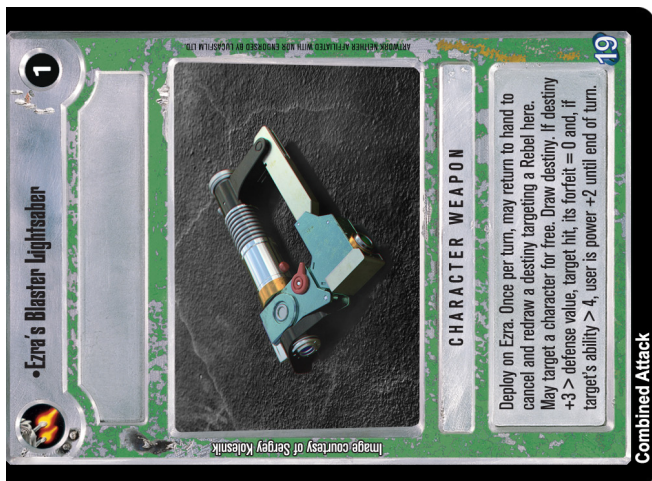
•Malachor



•Mandalore



•Ezra's Blaster Lightsaber

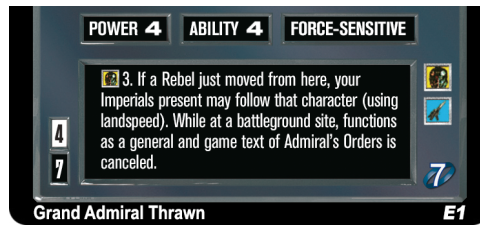


DARK SIDE

•Hondo Ohnaka



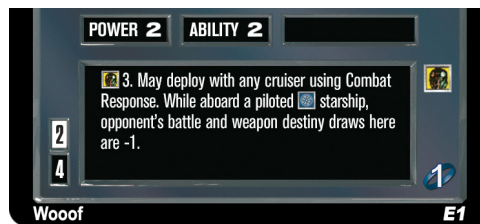
•Grand Admiral Thrawn



•Steadfast



•Woof



LIGHT SIDE

•General Leia Organa



•Kessel (LIGHT)

