

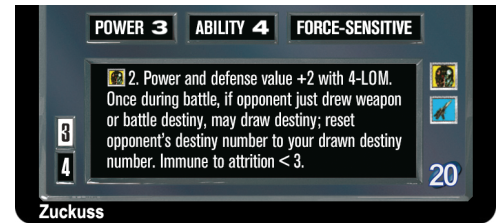
•Bib Fortuna, Heir To The Palace



•Third Sister



•Zuckuss



•Drop!

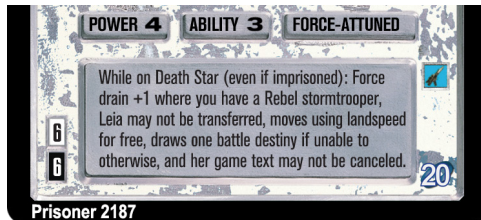


•Ralltiir (DARK)



LIGHT SIDE

•Prisoner 2187



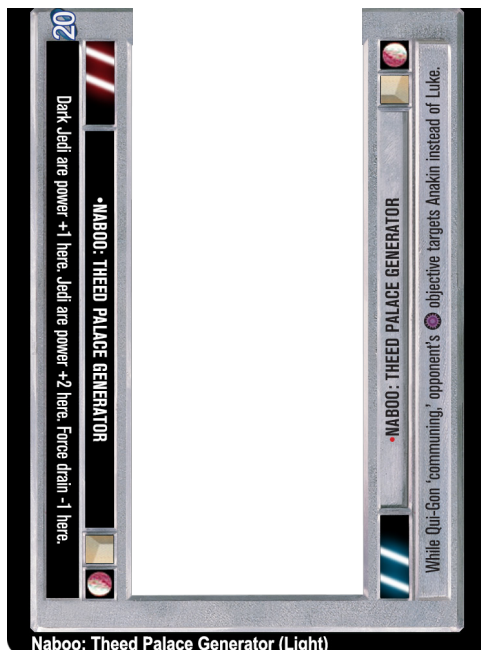
•Thrown Back



Beskar Deflection



•Naboo: Theed Palace Generator (LIGHT)



•Millennium Falcon



•BB-9E

BB-9E 4½

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 17

Tallon Roll **E2**

•Maul

Maul 1½

Crimson Dawn leader. Gangster.

POWER 4 **ABILITY 6** **DARK JEDI**

Never deploys to a battleground. Once per turn, may add or subtract 1 from a just drawn battle destiny or blaster weapon destiny. Battle destiny draws may not be canceled where you have a non-unique blaster. Immune to attrition < 5.

4 8 13

Imbalance **E1**

•Palpatine, Emperor Returned

Palpatine, Emperor Returned 4

Leader.

POWER 2 **ABILITY 7** **DARK JEDI MASTER**

Never deploys or moves (even if carried) except to an location without a icon. Once per turn, may draw bottom card of your Force Pile. Once per game, if about to be lost, may take him into hand. Immune to attrition.

4 9 14

The Empire's Back **E1**

•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.

Original concept by Jeremy DiPaolo

Shot In The Dark **E1**

•Imperial Enforcement

Imperial Enforcement 5

When Vader's forces impose the New Order upon a region, Rebel resources and lifelines are quickly eliminated.

EFFECT

Deploy on table. You may initiate battles for free. Once per turn during battle, if you just drew a character for destiny, may take that card into hand to cancel and redraw that destiny. Canceled if your non-Imperial character (or starship) on table.

Imperial Domination **E3**

•Insignificant Rebellion

EFFECT

If Ralltiir Operations on table, deploy on table. Once per battle, when you draw battle destiny, may exchange a card in hand with a card of same card type in Lost Pile. If your Lost Interrupt (except Ghhhk) just resolved, place it out of play.

Insignificant Rebellion **E1**

Silence Is Golden

EFFECT

Deploy on table. Your droids are destiny +1. Once per turn, if you just drew a non- droid for destiny, may take that droid into hand. Once per turn, may Droid Workshop, Incinerator, or Wuher. Forced Servitude is canceled. Immune to Levitation.

Original concept by Rogue Kessler

Silence Is Golden **E1**

•Sith Fury

USED OR LOST INTERRUPT

USED: If you just drew a character for destiny, choose: Take that card into hand. OR Cancel and redraw that destiny.

LOST: Once per game, use 4 Force to take a character into hand from Lost Pile.

0

Sith Fury **E2**

•A Dark Time For The Rebellion & •Tarkin's Orders

•A Dark Time For The Rebellion & •Tarkin's Orders **5**



USED INTERRUPT

For remainder of turn, opponent may not cancel your battle destiny draws or character weapon destiny draws. OR If you have two battlegrounds on table (and opponent does not), for remainder of turn, your total power in battles is +1 for each opponent's non-battleground location on table. OR Cancel It Could Be Worse or Nabrun Leids. OR If opponent does not occupy a battleground site (or if Menace Fades on table), cancel Projection Of A Skywalker.

18

A Dark Time For The Rebellion **E1**

A Great Tactician Creates Plans

A Great Tactician Creates Plans **0**



Image courtesy of William Jay & Menden Photography

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

For remainder of game, you may not deploy Chiraneau or  (or ) cards with ability or . Once per turn, may  a battleground system (or a site to Lothal).

While this side up, Imperial Star Destroyers deploy -1 (-3 if *Chimaera*).

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

19

Secret Plans (Special Edition) **E1**

Ralltiir Operations

Deploy 20 Ralltiir system.

For remainder of game, spaceport sites are immune to Always Thinking With Your Stomach, He Hasn't Come Back Yet, and non-18 Oune Ta. You may not play  Do They Have A Code Clearance?. Your Force generation is +1 at each Ralltiir site.

While this side up, once per turn, may  a site (or non-unique Imperial) to Ralltiir.

Flip this card if Imperials control at least three Ralltiir sites and opponent controls no Ralltiir locations.

10

Ralltiir Operations **E1**

Twin Suns Of Tatooine / Well Trained In The Jedi Arts

Twin Suns Of Tatooine **0**



Deploy Tatooine system and a non-Jabba's Palace Tatooine site.

For remainder of game, you may not deploy Jabba's Palace sites or Sandwhirl.

While this side up, once per turn, may use 1 Force to  a Tatooine battleground site.

Flip this card if you control two Tatooine battleground sites (at least one with a Dark Jedi) and occupy Tatooine system, and opponent controls no Tatooine sites.

Sunsdown **E1**

Well Trained In The Jedi Arts **7**



Image courtesy of Livio Ramondelli

While this side up, once per game, may  Tatooine Occupation. Once during your control phase, may peek at the top two cards of your Reserve Deck; take one into hand and shuffle Reserve Deck. For opponent to move a character or vehicle from same site as your Dark Jedi requires +1 Force.

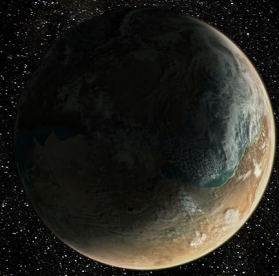
Flip this card if opponent controls more Tatooine sites than you.

Sunsdown **E1**

•Lothal (DARK)

•LOTHAL **6**

While you occupy with an admiral, gains one  icon.



•LOTHAL **6**

While you control, opponent occupies with an admiral, or Lothal converted, gains one  icon.

Kessel (Dark) **E1**

•Lothal: Advanced Projects Laboratory

•LOTHAL: ADVANCED PROJECTS LABORATORY **E1**



Image courtesy of Christian Piccob

Opponent may not reduce or cancel your Force drains here.

•LOTHAL: ADVANCED PROJECTS LABORATORY

Once per turn, may  TIE Defender Project, Pryce, or Thrawn here.

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Jabba's Palace: Droid Workshop

•BB-8 (Beebee-Ate)



•Master Qui-Gon Jinn, An Old Friend



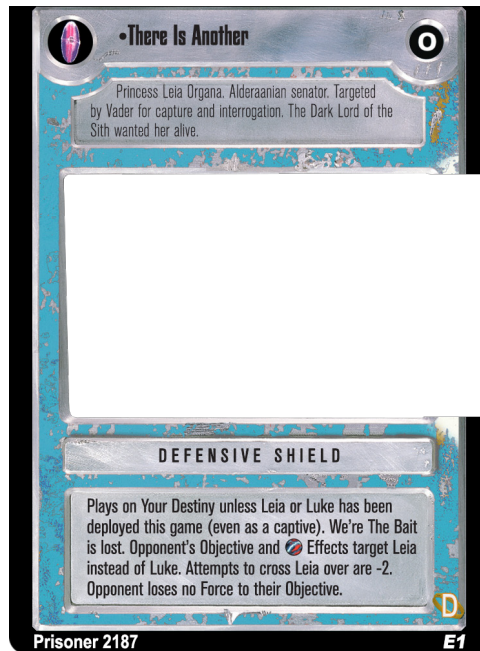
•Master Yoda



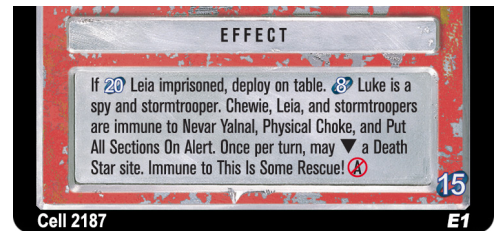
•Rose Tico



•There Is Another



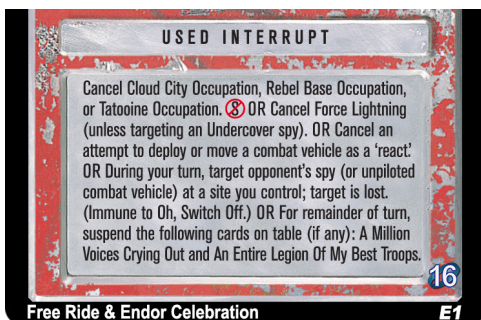
•Cell 2187



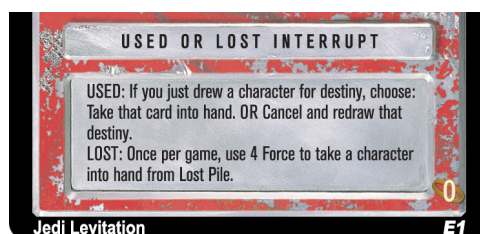
The Force Is Strong In My Family



•Free Ride & •Endor Celebration



Jedi Levitation



•I Am Part Of The Living Force



City In The Clouds / You Truly Belong Here With Us



He Is The Chosen One



Old Allies / We Need Your Help



They Have No Idea We're Coming



We Need Luke Skywalker



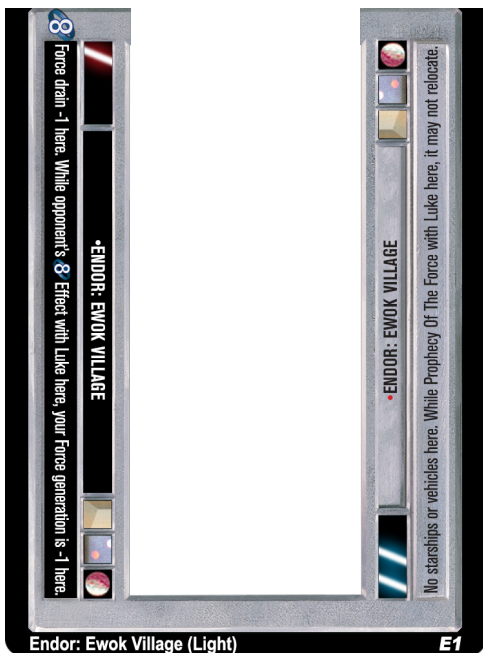
•Death Star: Detention Block Corridor (LIGHT)



•Endor: Anakin's Funeral Pyre



•Endor: Ewok Village (LIGHT)



•Lothal (LIGHT)

