

•BT-1 & •Triple Zero

•BT-1 & •Triple Zero 3

Assassin and Information broker.

Image courtesy of Action Figure Barbecue & A308 Digital

POWER 5 ARMOR 5 *

* Astromech & Protocol Droid. If with Aphra, may add one destiny to attrition. If opponent's character of ability < 4 here is about to leave table, may use 1 Force; opponent loses 1 Force.

5 6

Original concept by Nico Kreidl & Chris Menzel

Ubrikkian 9000 Z001

•Darth Plagueis

•Darth Plagueis 1

Muun leader. Trade Federation.

Image courtesy of Marton Arian

POWER 3 ABILITY 7 DARK JEDI MASTER

Once per game, if drawn for destiny, may place this card out of play to make that destiny draw +6. Other Dark Jedi (except Sidious) are lost. While alone, your characters with "Trade Federation" in lore deploy -1 to ⚡ locations. Immune to attrition.

4 9

Original concept by Nico Kreidl & Chris Menzel

You Are Beaten

•Second Sister

•Second Sister 2

Female Inquisitor.

Image courtesy of Luca "Luy" Pettinelli @ Artstation

POWER 4 ABILITY 5 FORCE-SENSITIVE

Padawans are power -2 here. Once per game, may place a 'Hatred' card here in owner's Lost Pile to choose: Deploy a lightsaber on Second Sister from Lost Pile, or take any card into hand from Used Pile; reshuffle. Unless Vader here, immune to attrition < 4.

5 7

Original concept by Chris Menzel

R2-Q2 (Artoo-Kyotoo)

•Baron Soontir Fel

POWER 2 ABILITY 3 FORCE-ATTUNED

3. Deploys -1 to Endor. When piloting a starship, adds one battle destiny. Anything he pilots is immune to attrition < 5.

4 5

Original concept by Michael Pistone

Baron Soontir Fel

•Ord Mantell (DARK)

24

Your starships may move here as a react! Once per game, if you control, may ▼ Death Mark.

ORD MANTELL

ORD MANTELL

Your smugglers and starships deploy -1 here.

ORD MANTELL (Dark)

StarSpeeder 1000

StarSpeeder 1000 4

Star Tours.

STARFIGHTER: SPACELINER TRANSPORT

POWER 2 MANEUVER 3 HYPERSPEED 6

May add 6 passengers. Has ship-docking capability. Permanent pilot provides no ability. May deploy to exterior sites. Once per game, during your move phase, may use 2 Force to relocate (even if landed).

2 4

Original concept by Christopher Knight

Asteroid Field (Dark)

•All Wrapped Up

EFFECT

Deploy on table. May ▼ Ord Mantell. Unless Court Of The Vile Gangster on table, and bounty hunters are forfeit +2. If opponent's character is about to be forfeited, your bounty hunter present may capture that character (character is first restored to normal).

24

All Wrapped Up

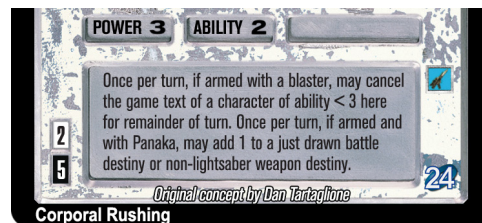
•Beilert Valance



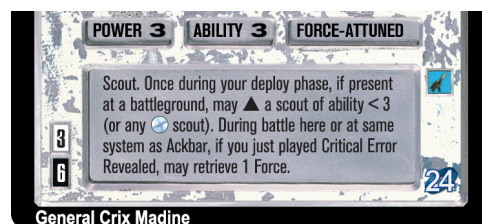
•Ben Solo



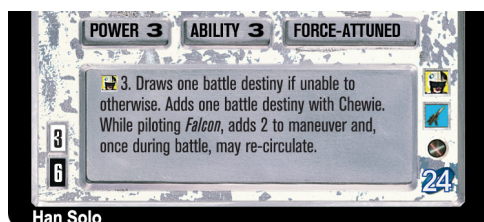
•Corporal Rushing



•General Crix Madine



•Han Solo



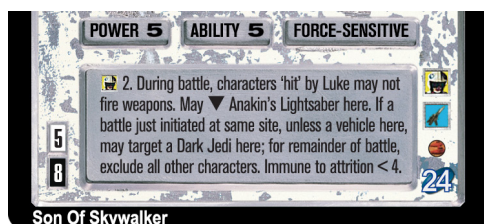
•Jaxxon T. Tumperakki



•Jedi Marshal Avar Kriss



•Son Of Skywalker



•A Cunning Warrior

•A Cunning Warrior 3

Luke's experience on Dagobah gave him great skill in using the Force. Vader had to keep his focus on Luke at all times, or face the consequences.

EFFECT

If your Epic Event on table, deploy on table. Where you have a Skywalker, you initiate battles for free. Once per turn, may Anakin's Lightsaber or a corridor. Once per battle involving a Jedi Skywalker, may activate 1 Force.

A Jedi's Concentration

•Balanced Attack & •Darklighter Spin

•Balanced Attack & •Darklighter Spin 5

USED OR LOST INTERRUPT

USED: a unique unpiloted starfighter.
LOST: During battle at a system or sector, if you are about to draw a card for battle destiny, target your participating starship to instead use the ability number of its highest-ability pilot. OR Once per game, if Alderaan "blown away" (or if opponent has deployed two battleground systems and no battleground sites), deploy a non-unique Corellian Corvette from outside your deck.

Darklighter Spin

•Bo-Katan's Gauntlet Starfighter

•Bo-Katan's Gauntlet Starfighter 3

STARFIGHTER: KOM'RK-CLASS FIGHTER/TRANSPORT

POWER 4 MANEUVER 6 HYPERSPEED 4

May add 2 pilots and 4 passengers. Permanent pilot provides ability of 2. While Bo-Katan piloting, power +3 and cancels Imperial Barrier. Once per game, may a Mandalorian aboard. Immune to attrition < 4.

Wrist Comlink

•Liberator

•Liberator 2

Phoenix Squadron.

CAPITAL: CORELLIAN CORVETTE

POWER 5 ARMOR 4 HYPERSPEED 3

May add 3 pilots and 4 passengers. Permanent pilot provides ability of 2. Phoenix Squadron pilots deploy -1 aboard. While at opponent's battleground system, Force drains here may not be reduced or canceled.

Corellian Corvette

StarSpeeder 3000

StarSpeeder 3000 4

Star Tours.

STARFIGHTER: SPACELINER TRANSPORT

POWER 2 MANEUVER 3 HYPERSPEED 6

May add 6 passengers. Has ship-docking capability. Permanent pilot provides no ability. May deploy to exterior sites. Once per game, during your move phase, may use 2 Force to relocate (even if landed).

Asteroid Field (Light)

•Zev In Rogue 2

•Zev In Rogue 2 2

Enclosed. First snowspeeder to be successfully adapted to Hoth's environment. Piloted by Zev Senesca. Led team in search of Captain Solo and Commander Skywalker.

COMBAT VEHICLE: T-47 SNOWSPEEDER

POWER 6 MANEUVER 6 LANDSPEED 4

Deploys -2 to Hoth. May add 1 pilot. Permanent pilot is Zev, who provides ability of 2. Draws one battle destiny if unable to otherwise. May move as a 'react' to Hoth sites. Vehicle weapons deploy free aboard.

Rogue 2

•Cloud City: Lower Corridor (LIGHT)

•CLOUD CITY: LOWER CORRIDOR

May not be converted. While Luke or Rey alone here, your Interrupts are destiny -1.

•CLOUD CITY: LOWER CORRIDOR

While Luke alone here, Rebels are destiny, power, and forfeit +1.

Cloud City: Lower Corridor (Light)

•Tatooine: Dune Sea

•TATOOINE: DUNE SEA

Total ability of 6 or more required for you to draw battle destiny here.

•TATOOINE: DUNE SEA

While Stolen Data Tapes here, Obi-Wan deploys -3 here.

Tatooine: Dune Sea

♦ Alien Mob

♦ Alien Mob 2

POWER 4 ABILITY 2

This card has your non-Rep's species. When deployed, may place a Rep stacked on your Objective in Used Pile. Once per turn, if this card has your Rep's species and you just retrieved Force, may place top card of Used Pile on Force Pile.

4 5 16

Den Of Thieves E1

♦ Dengar

POWER 3 ABILITY 2

2. While escorting a captive or piloting Punishing One, adds one battle destiny. If a character is about to be 'hit' by Dengar, he may capture that character instead. Once per game, may ▲ Bounty or a blaster.

3 5

Dengar E1

♦ Djas Puhr

POWER 2 ABILITY 4 FORCE-SENSITIVE

Assassin. Power, defense value, and forfeit +1 for each Z icon here. Your total ability may not be reduced at same site. Your Force drains here may not be canceled by Leia.

4 4 1

Djas Puhr E1

♦ DRK-1 (Dark Eye Probe Droid)

♦ DRK-1 (Dark Eye Probe Droid) 3

Patrol droids utilized by the Sith. Each droid has several multispectral imaging devices and a communications package. Used by Maul to track down Amidala.

POWER 1 MANEUVER 3 RECON DROID

Nabrun Leids may not transport to or from here. During your move phase, may use 2 Force to relocate a Dark Jedi (with any captives they are escorting), your Mara, or an Inquisitor from here to same site as a Dark Jedi or Jedi; place this droid in Used Pile.

1 2 0

Sith Probe Droid E1

♦ Dryden Vos

♦ Dryden Vos 1

Crimson Dawn leader. Gangster.

POWER 4 ABILITY 3 TERĀS KĀSI 5

When deployed, may ▼ a weapon on Vos. While armed and present at a site, draws one battle destiny if unable to otherwise and opponent may not 'react' to or from here. Immune to attrition < 5 (< 3 if with Qi'ra).

4 6 13

Kintan Strider E1

♦ Fenec Shand

♦ Fenec Shand 2

Female assassin, bounty hunter, and mercenary.

POWER 4 ABILITY 2 ARMOR 4

While alone, draws one battle destiny if unable to otherwise. Once per game, during your control phase, may fire a weapon. During battle, while Quietly Observing on table, Fenec's weapon destiny draws are +2.

3 4 19

Sniper E1

♦ General Veers

POWER 3 ABILITY 3 FORCE-ATTUNED

3. While piloting an AT-AT, draws two battle destiny if unable to otherwise. While piloting a combat vehicle at a site where you have no other characters, its immunity to attrition is +2.

3 5 0

General Veers E1

♦ Jabba The Hutt

POWER 3 ABILITY 4 FORCE-SENSITIVE

During battle, may use 1 Force to double the power of a non-alien present with Jabba. While at Audience Chamber, may ▼ Scum And Villainy and immune to attrition < 4. Once per game, may retrieve Salacious Crumb. (OH-HO-HO!)

4 7 0

Jabba The Hutt E1

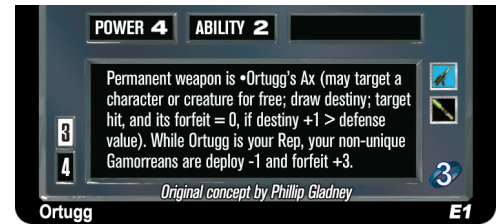
•JS-1975



•Ochi



•Ortugg



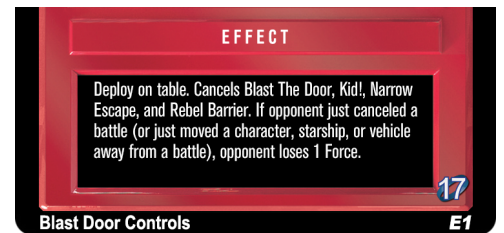
•Vaneé



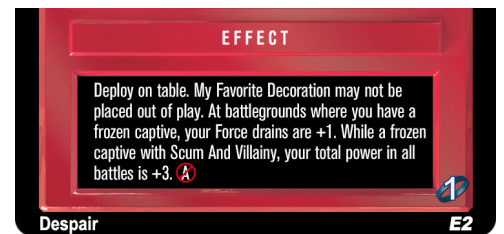
•Vaneé (AI)



•Blast Door Controls



•Despair



•Jabba's Haven

•Jabba's Haven

4

Jabba has won the service of many of his guards and other henchlings through games of chance.

EFFECT

If you have deployed a site, deploy on table. May Nal Hutta. You may not deploy systems except Nal Hutta and Tatooine. Cancels The Camp. During battle, may lose 1 Force; your battle destiny modifiers affect your total battle destiny instead. Once per game, may retrieve a non- alien or starship into hand.

Original concept by Jarad Konsker, Online League MPC 2010

Jabba's Palace Sabacc (Dark)

E1

•Ominous Rumors

EFFECT

Deploy on Bunker; may immediately take any one or card into hand from Force Pile; reshuffle. While an Imperial leader here, your total Force generation is +1. Perimeter Patrol is suspended. If opponent controls Bunker, place Effect in Used Pile.

23

Ominous Rumors

E1

•Working Much More Closely

•Working Much More Closely

7

Hologram.

EFFECT

Deploy on table. Your non- holograms are canceled. While present with an opponent's Jedi, Maul is defense value +2 and immune to attrition. Once per game, if Maul on table, may Qi'ra. If Maul just lost, place Effect in Used Pile.

13

HoloNet Transmission

E1

••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 non-Palace 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)

E1

•Lothal (DARK)

•Lothal (DARK)

6

While you occupy, gains one icon.

LOTHAL

LOTHAL

6

Piloted Rebel starships here are power and forfeit +1 and immune to Gravity Shadow.

Kessel (Dark)

E3

•Lothal: Imperial Complex

•Lothal: Imperial Complex

19

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

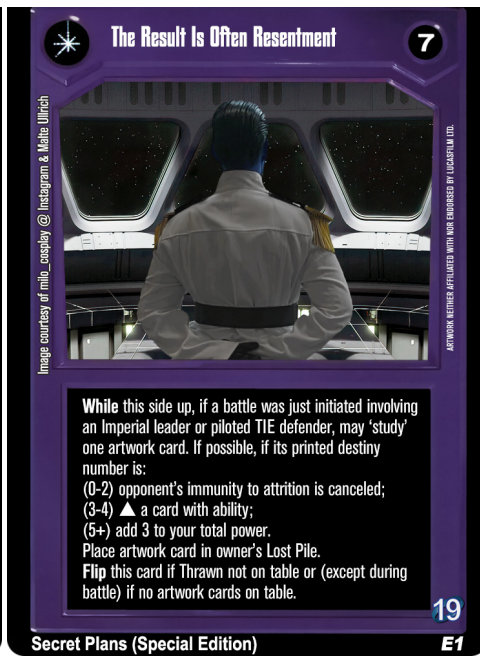
LOTHAL: IMPERIAL COMPLEX

Unless you occupy, your spies may not deploy here.

Image courtesy of Andrew DuCluslan

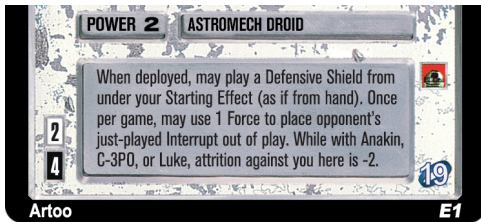
Coruscant: Imperial City

E1



LIGHT SIDE

•Artoo



•Bodhi Rook



•BoShek, Gritty Smuggler



•Fenn Rau



•Grogu



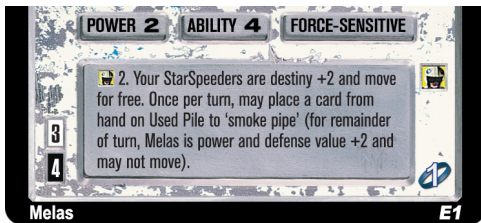
•Han Solo, Optimistic General



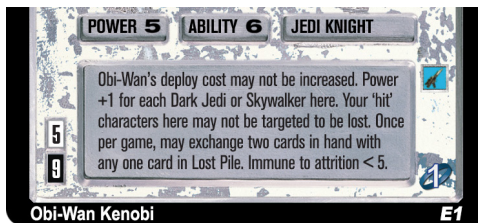
•K-2SO (Kay-Tuesso)



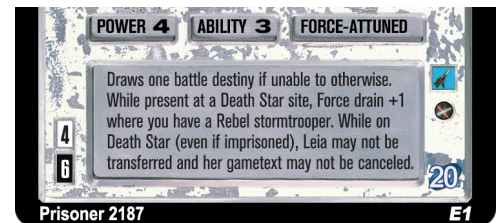
•Melas



•Obi-Wan Kenobi



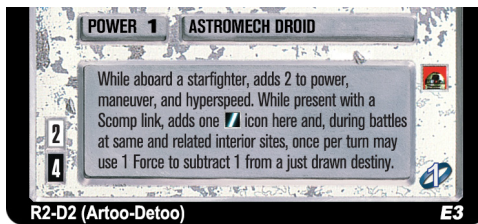
•Prisoner 2187



•Qui-Gon Jinn, Serene Jedi



•R2-D2 (Artoo-Detoo)



•R2-D2 (Artoo-Detoo) (AI)



•Rey



•Rey (AI)



•••Wookiee Warrior



•Yoda, Keeper Of The Peace



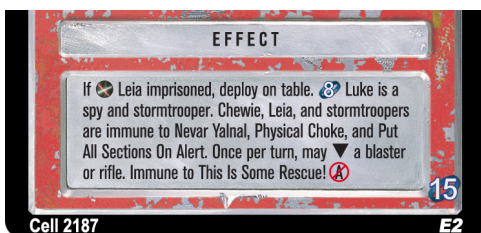
•Yoda, Keeper Of The Peace



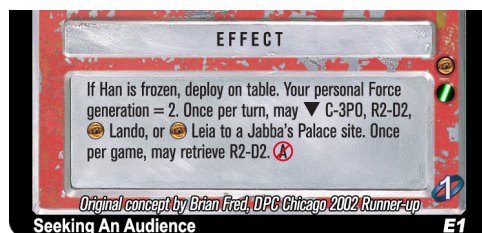
•Luke's Bionic Hand



•Cell 2187



•Seeking An Audience



•Ancient Watering Hole

•Ancient Watering Hole **5**

Image courtesy of Robert Rose

EFFECT

Deploy on table. Your Rep is immune to attrition. While you have alien characters of five different species on table, at locations where you have an alien: Your total battle destiny is +1, your aliens are forfeit +1 and, if location is a battleground, your Force drains are +1. **10**

Original concept by Emil Wallin

Bargaining Table **E1**

•Passage To The Alderaan System

•Passage To The Alderaan System **3**

Image courtesy of Christian Fröhlich

Han's smuggling adventures in Corporate Sector and Hutt Space put him in many tight scrapes. He's about to be in another.

EFFECT

If Stolen Data Tapes on table, deploy on table. Twice per game, may **▲** a general or a senator. Once per game, may simultaneously deploy **Falcon** (deploy -1) and **Han** from hand and/or Reserve Deck; reshuffle. **Falcon** is immune to Gravity Shadow. **23**

Original concept by Emil Wallin

I've Got A Bad Feeling About This **E1**

•We'll Take The Long Way

•We'll Take The Long Way **4**

Image courtesy of Robert Rose

Actions borne of the love for one's planet can heavily outweigh those generated from simple battle orders.

EFFECT

If We Have A Plan on table, deploy on table. Wokling is canceled. While you occupy Theed Palace Throne Room, you may ignore your Objective's location deployment restrictions. Once per game, may **▲** an **+** system and/or a **+** leader. **1**

Original concept by Scott Lingrell

Security Control **E1**

•Strike Planning

EFFECT

If Rebel Strike Team on table, deploy on table. Unless opponent's **+** objective on table, opponent generates no Force at your Endor system. Twice per game, may **▲** an **+** or **+** leader. May **▼** **Falcon** to Endor system. **21**

Strike Planning **E1**

•Twilight Is Upon Me

EFFECT

If His Destiny on table, deploy on table. Your personal Force generation = 2. Once per turn, may **▼** a mobile docking bay. Your total power everywhere is +1 for each **+** or **+** battleground you occupy (limit +2). **22**

Twilight Is Upon Me **E1**

•Wokling

EFFECT

Unless Massassi Throne Room on table, deploy on table. Your personal Force generation = 2. Once per game, may use 3 Force to **▲** an Effect that has no deploy cost and deploys on another card. May place this Effect out of play to retrieve 1 Force. **0**

Original concept by Eric Hunter

Wokling **E2**

•A Power Loss

•A Power Loss **0**

Image courtesy of Eugene Wong

POWER

TRACTOR BEAM 12 (SEC. 12)

Deploy on Central Core. Once per game, opponent may stack up to two cards from hand face-down here. **All This Sneaking Around:** Path Of Least Resistance is canceled. While no cards stacked here, Leia moves using landspeed for free. **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, for remainder of game, power 'shut down'. **15**

Out Of Commission **E1**

•A Power Loss (AI)

•A Power Loss **0**

Image courtesy of Eugene Wong

POWER

TRACTOR BEAM 12 (SEC. 12)

Deploy on Central Core. Once per game, opponent may stack up to two cards from hand face-down here. **All This Sneaking Around:** Path Of Least Resistance is canceled. While no cards stacked here, Leia moves using landspeed for free. **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, for remainder of game, power 'shut down'. **15**

Out Of Commission **(AI) E1**

•His Destiny

•His Destiny **0**

Image courtesy of Francesco Accattatis

If He Is The Chosen One on table, deploy on table. **Indeed You Are Powerful:** Once per turn, if you just won a battle or duel, may peek at the top two cards of your Reserve Deck; take one into hand and shuffle your Reserve Deck. **I Have To Face Him:** Once per game, during your move phase, may relocate Luke to same battleground as Prophecy Of The Force. **Father, Please!:** Non-**13** Anakin Skywalker does not cause Force loss and, once per game, you may lose 1 Force to play it from outside your deck as if from hand. **21**

You Must Confront Vader **E1**

•A Jedi's Fury



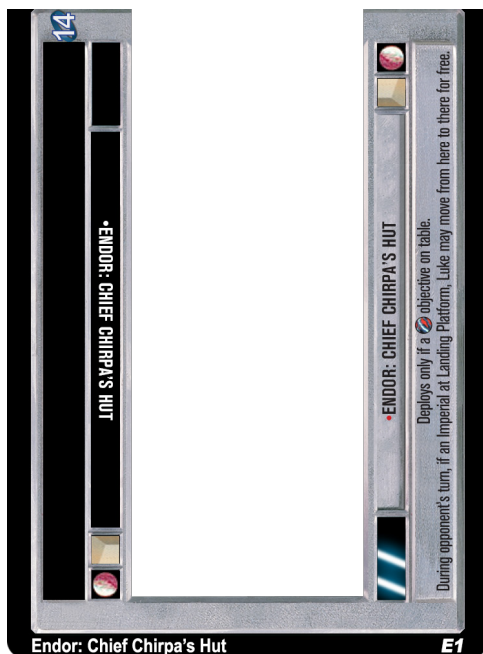
•This Is MY Ship!



•Death Star: Detention Block Corridor (LIGHT)



•Endor: Chief Chirpa's Hut



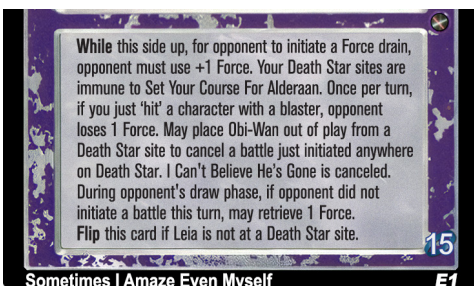
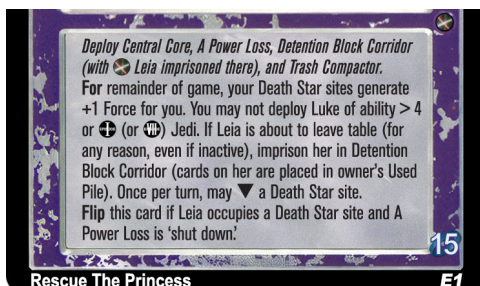
•Lothal (LIGHT)



•Kef Bir: Oceanic Wreckage



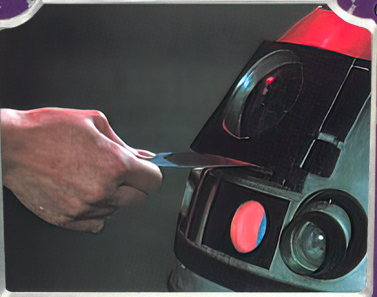
Rescue The Princess / Sometimes I Amaze Even Myself



Diplomatic Mission To Alderaan

Diplomatic Mission To Alderaan

0



Deploy **Tatooine system** (with **Tantive IV**, non- **R2-D2**, and **Stolen Data Tapes** there) and **Dune Sea**.
For remainder of game, you may not deploy **Sandwhirl**, **Strike Planning**, **Admiral's Orders**, or **Jedi**.
While this side up, your Force drains at **Tatooine system** are -2. Once per turn, may **Alderaan** or a **Tatooine** battleground site. Until the start of your first turn, **Tantive IV** may be forfeited to cancel all remaining battle damage.
Flip this card if **Stolen Data Tapes** 'delivered' and **Rebels** control two battlegrounds (a site and a system).

3

Our Most Desperate Hour

E2

Zero Hour

Zero Hour

0



Deploy **Lothal system** and a **Lothal site**.
For remainder of game, **Menace Fades** and **Projection Of A Skywalker** are canceled. **Harc**, **Jedi** (except **Ahsoka** and **Kanan**), and your (and cards with ability are deploy +2. **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

E1

•Ghost

•Ghost

2

Phoenix Squadron.



STARFIGHTER: MODIFIED VCX FREIGHTER

POWER 4 | MANEUVER 4 | HYPER SPEED 5

Deploys -2 to **Lothal**. May add 2 pilots, 3 passengers, and **Phantom**. Has ship-docking capability. May **Phantom** here. While **Hera** piloting, immune to attrition < 5 (may not be canceled).

6

Gold 3

E1

•Leia's Resistance Transport

•Leia's Resistance Transport

3

CAPITAL: RESISTANCE TRANSPORT

POWER 3 | ARMOR 4 | HYPER SPEED 3

May add 2 pilots and 5 passengers. Permanent pilot provides ability of 2. Deploys and moves like a starfighter. When deployed, may a female **Resistance** character aboard (deploy -2 if a leader).

3

5

Luminous

E1

•Leia's Resistance Transport (AI)

•Leia's Resistance Transport

3



CAPITAL: RESISTANCE TRANSPORT

POWER 3 | ARMOR 4 | HYPER SPEED 3

May add 2 pilots and 5 passengers. Permanent pilot provides ability of 2. Deploys and moves like a starfighter. When deployed, may a female **Resistance** character aboard (deploy -2 if a leader).

3

5

Luminous

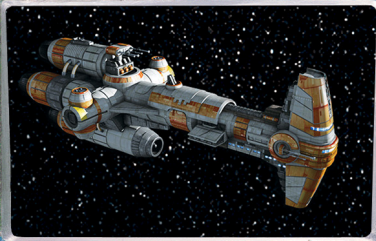
SWCCG RESISTANCE (AI) E1

•Lightmaker

•Lightmaker

2

Phoenix Squadron.



CAPITAL: HAMMERHEAD CORVETTE

POWER 4 | ARMOR 5 | HYPER SPEED 3

Permanent pilot provides ability of 2. When in battle, adds 1 to attrition against opponent for each opponent's starship present. Cancels opponent's immunity to attrition here.

6

5

B-wing Bomber

E1

•Millennium Falcon

STARFIGHTER: MODIFIED LIGHT FREIGHTER

0

POWER 3 | MANEUVER 4 | HYPER SPEED 6

May add 2 pilots and 2 passengers. Once per game, may **Han** or **Chewie** aboard. While **Han** piloting, Force drain +1 here. While **Han** or **Chewie** piloting, immune to attrition < 5 (< 7 if both).

3

7

Millennium Falcon

E1

•Madakor In *Radiant VII*



•Dash In Rogue 12



•Ahsoka's Shoto Lightsaber



•Han's Heavy Blaster Pistol

