

•Baylan Skoll

**•Baylan Skoll** 1

Mercenary.

Image courtesy of Mark Tuttle

POWER 6 ABILITY 6 DARK JEDI

Once per game, may ▼ a card with 'mercenary' in lore (or a lightsaber on Baylan). While in battle alone or with Shin, unless Sidious on table, opponent must have two characters (or Anakin or Yoda) in battle to draw battle destiny. Immune to attrition < 5.

Original concept by Andy Talaga

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Mercenary Pilot

•Bib Fortuna (Jabba's Palace)

POWER 3 ABILITY 1

Deploys free to opponent's Audience Chamber. May ▼ ☹ No Bargain. While with Jabba, Bib is power +2 and Jabba is immune to attrition. While at Audience Chamber, I Must Be Allowed To Speak may not target this site.

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Bib Fortuna (Jabba's Palace)

•Captain Moden Canady

**•Captain Moden Canady** 2

Leader.

POWER 2 ABILITY 2

2. While piloting a ☐ starship, it is armor and immunity to attrition +1 (if *Fulminatrix*, it is armor +2 and immune to attrition < 6 instead). During battle, cancels Alternatives To Fighting, Hit And Run, and opponent's 'reacts.'

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Lieutenant Cappel

•Cardo

**•Cardo** 2

Knight of Ren.

Image courtesy of SW Kustom Figures @ eBay

POWER 4 ABILITY 3 FORCE-ATTUNED

2. While an ☹ objective on table, draws one battle destiny if unable to otherwise. Permanent weapon is •Arm Cannon (may target a character for free; draw destiny; target hit, and its forfeit = 0, if destiny + 1 > defense value).

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One-Arm

•DS-61-3

POWER 3 ABILITY 2

3. While piloting a dreadnaught or starfighter, draws one battle destiny if unable to otherwise and opponent's immunity to attrition here is limited to < 7 (< 5 if piloting Black 3 or with Vader). Your non-☹ Interrupts with "back" in title are destiny +2.

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DS-61-3

•Master Sidious

**•Master Sidious** 1

Leader. Trade Federation.

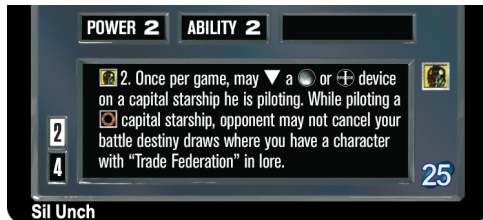
POWER 5 ABILITY 7 DARK JEDI MASTER

While alone on Coruscant, your apprentice is immune to attrition. During your move phase, if on Coruscant, may use 1 Force to relocate to your apprentice's site. Once per game, may ▲ Hyperwave Scan, Unlimited Power!, or Young Fool. Immune to attrition.

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Dark Forces

•Sil Unch



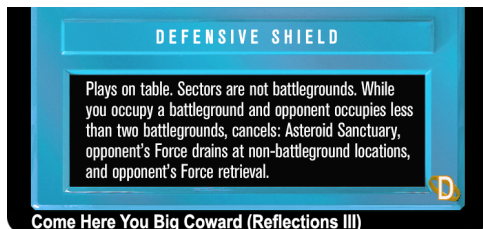
•Vicrul



•Come Here You Big Coward (Special Edition)



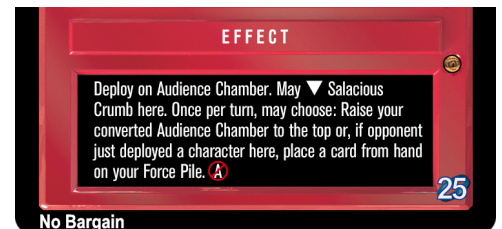
•Come Here You Big Coward (Reflections III)



•Navy Of The First Order



•No Bargain





# Stranded

**Stranded**
4

Imperial troopers use tactics to strand and cut off fugitives. Only daring and unpredictable actions gave Luke and Leia a chance to escape.

EFFECT

Deploy on a character. Character may not be targeted by Clash Of Sabers and, if character is Luke or Leia, may not move except during opponent's move phase. Opponent may not cancel battle destiny draws here. Nabrun Leids is canceled.

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Wrong Turn

# The Client's Bounty

**The Client's Bounty**
4

One of the most profitable occupations in the galaxy is hunting down and capturing wanted beings. The more notable the quarry, the more profitable the venture.

Image courtesy of Jerome Comentale @ ArtStation

ARTWORK RENDERED AFFILIATED WITH AND ENDORSED BY LUCASFILM LTD.

IMMEDIATE EFFECT

Deploy on opponent's just deployed character. Once per turn, if a bounty hunter here, may reveal the top card of each player's Reserve Deck. If this character about to be captured, retrieve 2 Force (3 if The Client on table) and return this card to your hand.

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Original concept by Scott Lingrell

Bounty

# Tracked Fleet

**Tracked Fleet**
0

Image courtesy of StarWars-Universe & doulos7 @ StarWars

ARTWORK RENDERED AFFILIATED WITH AND ENDORSED BY LUCASFILM LTD.

Deploy on D'Qar system (only at start of game). **Tied To The End Of A String:** You may not deploy starships here. *Supremacy* moves to here for free. **There Will Be No Surrender:** Three times per game, at start of opponent's move phase, opponent may stack a card from hand face down on this card to relocate it to an system within 3 parsecs. **Fire At Will!:** At the start of your turn, if you control this system, Tracked Fleet is 'annihilated' (placed out of play).

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Homing Beacon

# With Thunderous Applause

**With Thunderous Applause**
0

Deploy on Galactic Senate. **17** Passel Argente's game text and your Political Effects are canceled. Twice per turn, may target your agenda here:

**Blockade:** Cancel a 'react'.

**Taxation:** Place a card with no printed destiny number > 4 from hand in Used Pile to activate 1 Force.

**Trade:** During your draw phase, place a card from hand in Lost Pile, shuffle that pile, and take top card into hand.

**Wealth:** Subtract 1 from attrition against you.

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Vote Now! (Dark)

# Blast Points

**USED INTERRUPT**

▲ Ghhhh or Hyperwave Scan. OR If you just won a battle, cancel Cloud City Celebration or Tatooine Celebration. OR If opponent just looked at one or more cards in their Force Pile or Used Pile, peek at the top 2 cards of your Reserve Deck; take one into hand.

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Blast Points

# More! MORE!!!!

**More! MORE!!!!**
5

ARTWORK RENDERED AFFILIATED WITH AND ENDORSED BY LUCASFILM LTD.

USED INTERRUPT

Fire an blaster or cannon into a battle at an adjacent site. OR If Kylo in battle, add 1 to a just drawn destiny. OR Once per game, during battle, if you just fired an weapon (except a lightsaber), it may fire again this battle.

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Heavy Fire Zone

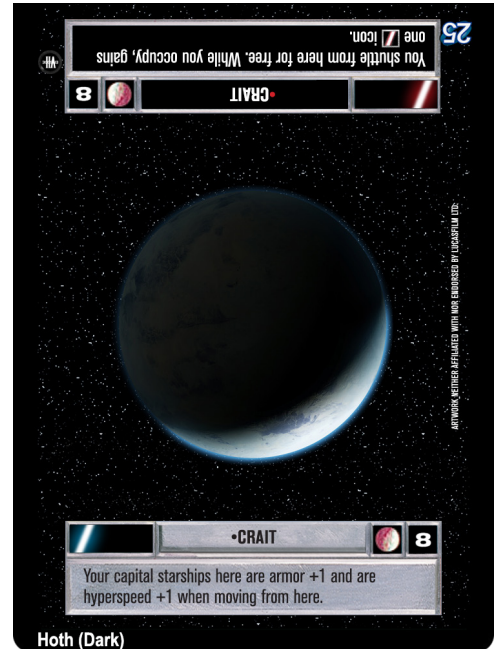
•No Civility, Only Politics



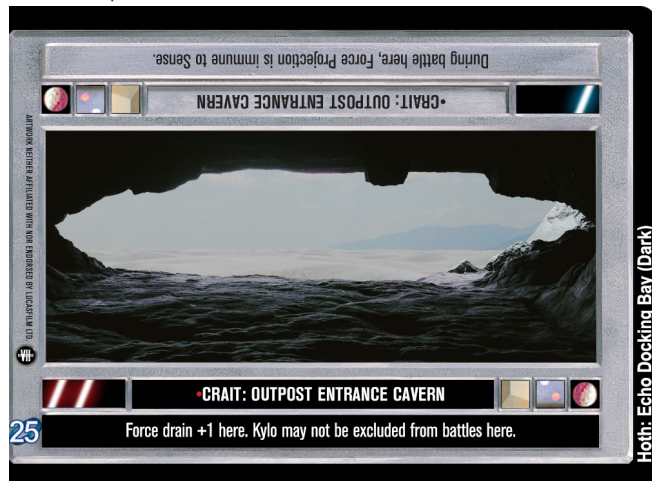
•Orbital Bombardment



•Crait



•Crait: Outpost Entrance Cavern



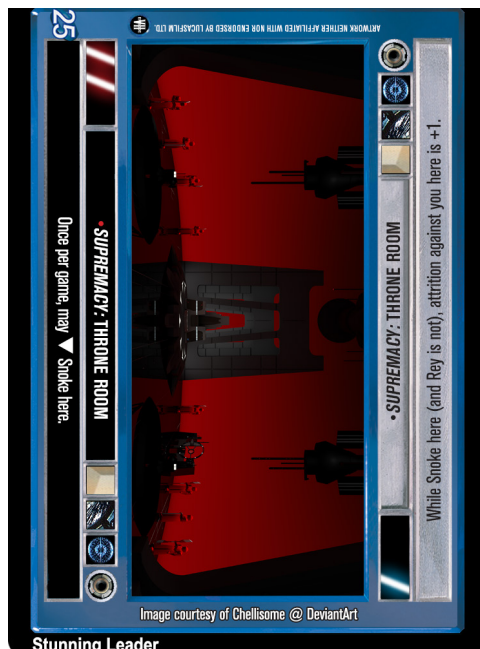
•Crait: Salt Plateau



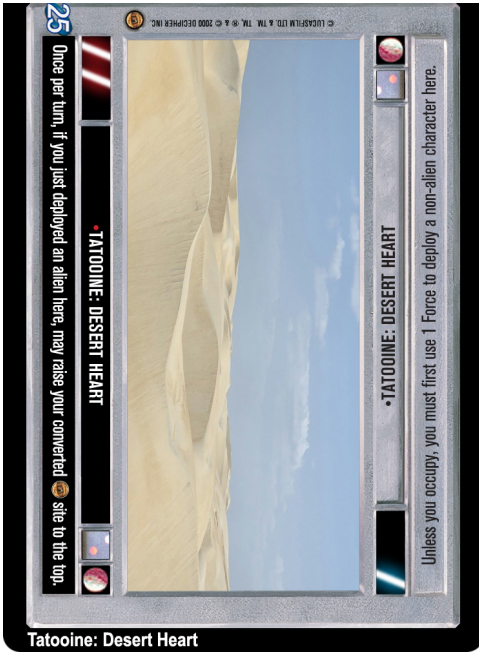
•Supremacy: Bridge



•Supremacy: Throne Room







First Order AT-M6

**First Order AT-M6**

2

Enclosed.

COMBAT VEHICLE: AT-M6

POWER 7

ARMOR 6

LANDSPEED 1

6

7

May add 1 pilot and 6 passengers. Permanent pilot provides ability of 2. Once during your deploy phase, may deploy a First Order trooper here from Used Pile; reshuffle.

25

Walker Barrage

AT-M6 Cannon

**AT-M6 Cannon**

3

VEHICLE WEAPON

Deploy on your AT-M6. May target a character or vehicle. Draw destiny. Add 1 if at an site. If total destiny +1 > defense value, target hit, its forfeit is cumulatively -3 and, if during battle, opponent's characters and vehicles there are cumulatively power -1.

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Antipersonnel Laser Cannon

•IG-88's Pulse Cannon

CHARACTER WEAPON

Deploy on your bounty hunter. May target a character. Draw destiny. If destiny +1 > defense value, target hit, its forfeit = 0 and, if IG-88 firing repeatedly, may add one destiny to power or attrition. May fire repeatedly for 2 Force each time.

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IG-88's Pulse Cannon

•The Grand Inquisitor's Lightsaber

**•The Grand Inquisitor's Lightsaber**

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Image courtesy of Panyk Sarah @ Anstation

ARTWORK METHODSE AFFILIATES WITH RWK ENDORSED BY LUCASFILM LTD.

CHARACTER WEAPON

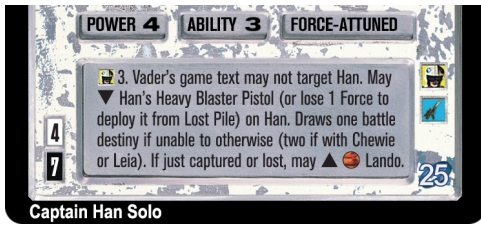
Deploy on an Inquisitor. Dodge may not target characters here. May target a character. Draw two destiny. Target hit, and may not be used to satisfy attrition, if total destiny > defense value. If hit by Grand Inquisitor, target's forfeit = 0.

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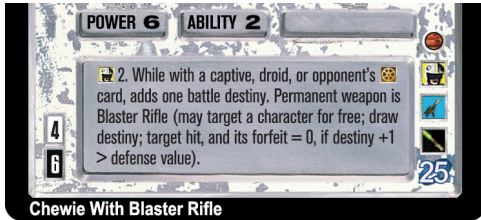
Bespin (Dark)



•Captain Han Solo



•Chewie With Blaster Rifle



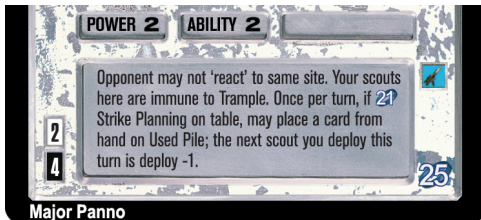
•Finn, Resistance Hero



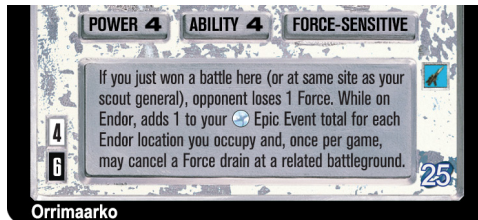
•Lando With Blaster Rifle



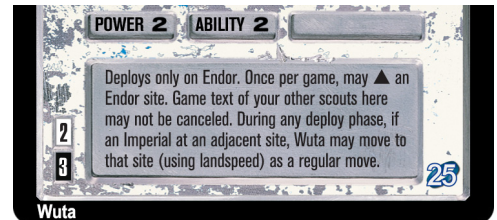
•Major Panno



•Orrimaarko



•Wuta



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

**Let's Keep A Little Optimism Here**

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

**DEFENSIVE SHIELD**

Plays on table. Do They Have A Code Clearance? does not modify forfeit values. While you occupy a Renegade planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced.

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

•Let's Keep A Little Optimism Here (Reflections III)

**DEFENSIVE SHIELD**

Plays on table. Do They Have A Code Clearance? does not modify forfeit values. While you occupy a Renegade planet location, operatives are forfeit = 0, operatives do not add to Force drains, and your Force drains may not be reduced.

**Let's Keep A Little Optimism Here (Reflections III)**

•A Good Friend

**A Good Friend**

**EFFECT**

If your **Epic Event** on table, deploy on table. May **Be With Me, Jedi Village, or Leia's Lightsaber**. Once per turn, may relocate Anakin's Lightsaber between Rey and a Skywalker. Once per game, may exchange a Skywalker from hand with Ben Solo in Lost Pile.

**Nice Of You Guys To Drop By**

•No Disintegrations!

**EFFECT**

Deploy on table. Once per opponent's turn, if their warrior present where a **Rebel** (except Luke) is about to be lost, opponent must choose: capture and seize that Rebel or lose 2 Force. For a bounty hunter to fire a weapon, opponent must first use 1 Force (2 if Vader there).

**No Disintegrations!**

•Yoda's Hope

**EFFECT THIS IS**

If your **objective** on table, deploy on Yoda. Your training destiny draws are +1. Jedi Tests may be attempted at start of opponent's deploy phase (draw two training destiny and choose one).

**Yoda's Hope**

•How Liberty Dies

**How Liberty Dies**

Deploy on Galactic Senate. Your Political Effects are canceled. Twice per turn, may target your agenda here:

**Justice:** During battle, subtract 1 from a just drawn weapon destiny.

**Order:** During any move phase, peek at the top 2 cards of any Reserve Deck and replace in any order.

**Peace:** Subtract 1 from attrition against you.

**Taxation:** Place a card with no printed destiny number > 4 from hand in Used Pile to activate 1 Force.

**Vote Now! (Light)**

•Patience!

**Patience!**

If your **objective** on table, deploy on table and stack five Jedi Tests from outside the game face up here.

**I Won't Fail You:** Only Luke may be your apprentice. You may deploy face up Jedi Tests from here as if from hand. Place completed Jedi Tests on table. Jedi Tests are suspended (not lost) while Luke not on table.

**I've Got To Go To Them:** Once per turn, if you just lost Force from a Force drain and you do not occupy a battleground, turn a Jedi Test here face down.

**Remember Your Failure At The Cave:** During battle, Jedi Test #3 is suspended unless Luke battling alone.

**Obi-Wan's Apparition**

•Courage Of A Skywalker

**LOST INTERRUPT**

If a **Effect** on table, destiny +2 when drawn for destiny. Take a lightsaber into hand from Force Pile; reshuffle. OR Retrieve Anakin's Lightsaber. OR Once per game, during a battle or duel involving a Skywalker and a Dark Jedi, make a just drawn destiny = 2.

**Courage Of A Skywalker**

•Critical Error Revealed

**USED OR LOST INTERRUPT**

**USED:** Suspend Ominous Rumors or There Are Many Hunting You Now for remainder of turn. OR **Blount, Orrimaarko, Tala Durith, or Chewie.**

**LOST:** Lose 1 Force to exclude opponent's passenger from battle (then place this Interrupt out of play).

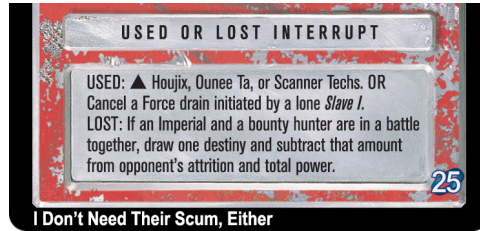
**Critical Error Revealed**



•Honoring What They Fight For



•I Don't Need Their Scum, Either



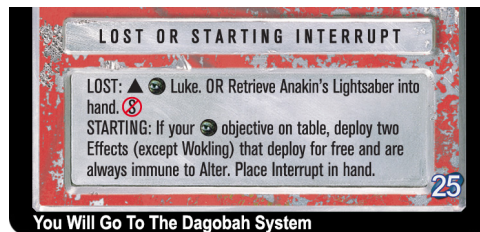
•My Sister Has It



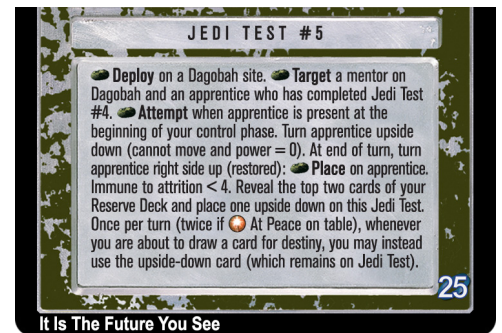
•New Leadership Is Needed



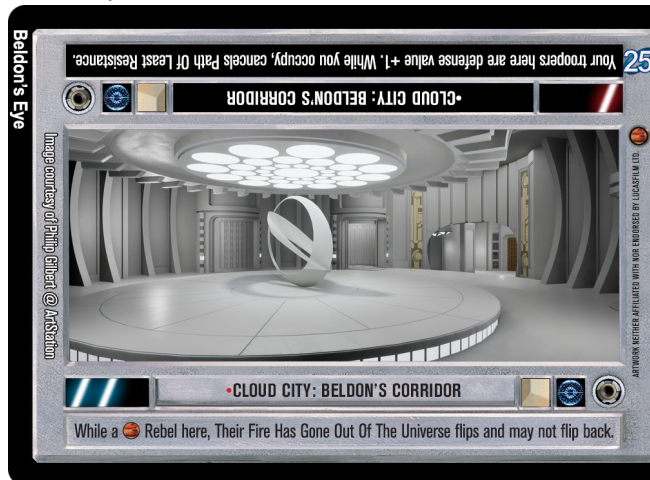
You Will Go To The Dagobah System



It Is The Future You See



•Cloud City: Beldon's Corridor



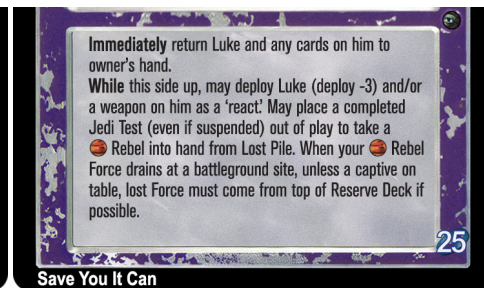
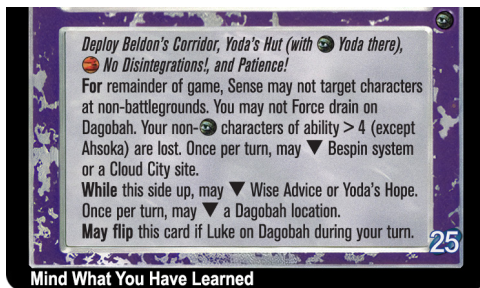
•Cloud City: Carbonite Chamber



•Endor: Rebel Landing Site (Forest)



Mind What You Have Learned / Save You It Can



•Din Djarin's Modified N-1



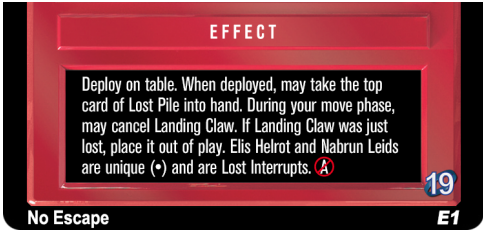
•Leia's Lightsaber





## DARK SIDE

•No Escape



## LIGHT SIDE

•Han's Heavy Blaster Pistol

