

•Agent Kallus

•Agent Kallus 2

ISB leader.



Image courtesy of Classy Raptor Props

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POWER 4 ABILITY 3 FORCE-ATTUNED

2. When deployed, may reveal the top two cards of your Reserve Deck; take one into hand and place the other in Used Pile. While with an ISB agent, adds one battle destiny.

4 6

Imperial Trooper Guard

•Baniss Keeg, Pilot Instructor

•Baniss Keeg, Pilot Instructor 2

Female Duros information broker, scout, and smuggler.



POWER 2 ABILITY 3 FORCE-ATTUNED

3. Adds 1 to hyperspeed of anything she pilots. Once per turn, if you just deployed a Black Sun agent to same system, may draw top card of Reserve Deck. Your characters here are immune to Cantina Brawl and Fallen Portal.

3 5

Baniss Keeg

•Cad Bane

•Cad Bane 2

Duros bounty hunter.



Image courtesy of Victor Gamez @ Flickr

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POWER 4 ABILITY 3 ARMOR 5

2. Your other bounty hunters here are power +1. Draws one battle destiny if unable to otherwise. During battle, if with your other bounty hunter, may cancel the immunity to attrition of a Jedi here.

4 5

Yuzzum

Original concept by Brad Eier

•Darth Maul, Lone Hunter

•Darth Maul, Lone Hunter 1

Trade Federation.



Image courtesy of www.mylucifarm.com

ARTWORK HEREIN AFFILIATED WITH AND ENDORSED BY LUCASFILM LTD.

POWER 7 ABILITY 6 DARK JEDI

If drawn for destiny, may take into hand to cancel and redraw that destiny. Cancels Blaster Deflection (and Amidala's game text) here. Maul's weapon destiny draws may not be modified or canceled by opponent. Immune to attrition < 5.

6 8

Original concept by Brad Eier

If The Trace Was Correct

•Darth Maul, Lone Hunter

•Darth Maul, Lone Hunter 1

Trade Federation.



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6 8

Original concept by Brad Eier

Darth Maul, Young Apprentice

•General Grievous

•General Grievous 1

Trade Federation.



Image courtesy of www.mylucifarm.com

ARTWORK HEREIN AFFILIATED WITH AND ENDORSED BY LUCASFILM LTD.

POWER 6 ABILITY 4 ARMOR 5

Any stolen lightsaber may deploy on Grievous. Once per game, Grievous may steal a lightsaber from opponent's Lost Pile. Unless alone, may lose 1 Force to return Grievous (and your cards on him) to hand from a site you control. Immune to attrition < 4.

5 7

Original concept by Jeremy Gardner

Raithal Operative

•Commander Nemet

POWER 1 ABILITY 2

2. Once per game, may ▼ an Imperial-class Star Destroyer. While piloting *Avenger*, it is immune to attrition < 4 and, during battle, may lose an Imperial aboard (or from hand) to cancel a just drawn destiny (causes a redraw if opponent's first battle destiny).

2 4

Original concept by UK Community

Commander Nemet

•Ortugg

POWER 4 ABILITY 2

While at a Jabba's Palace site, your other Gamorreans are deploy -1 and forfeit +3. Permanent weapon is •Ortugg's Ax (may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value).

3 4

Original concept by Phillip Gladney

Ortugg

Deflector Shield Generators

DEVICE

Deploy on a capital starship. Starship is power and armor +2 and immune to attrition < 5. May cancel Combined Attack or Power Pivot targeting this starship. Starfighters here may not 'attach'.

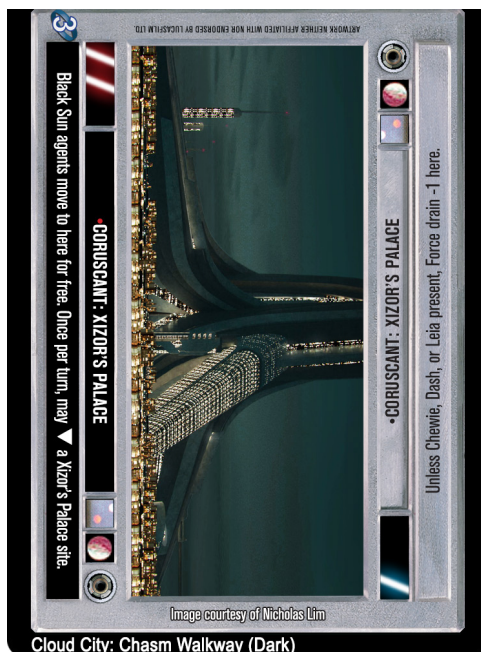
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Deflector Shield Generators

•Coruscant (DARK)



•Coruscant: Xizor's Palace



•Xizor's Palace: Uplink Station



•Tatooine (DARK)



•Falleen's Fist



LIGHT SIDE

•Captain Raymus Antilles



•CT-5555 (Fives)



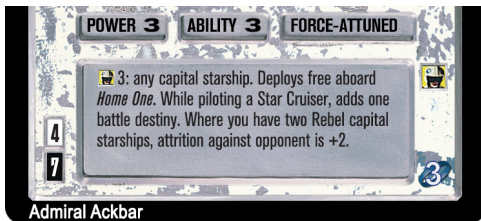
•Ellorrs Madak, Pilot Instructor



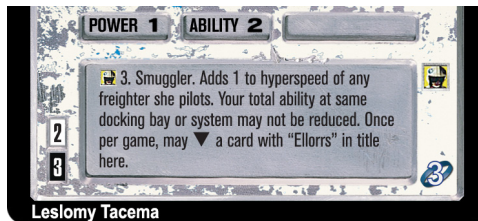
•Endor Commando Team



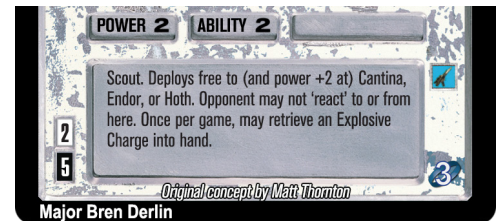
•Admiral Ackbar



•Leslomy Tacema



•Major Bren Derlin



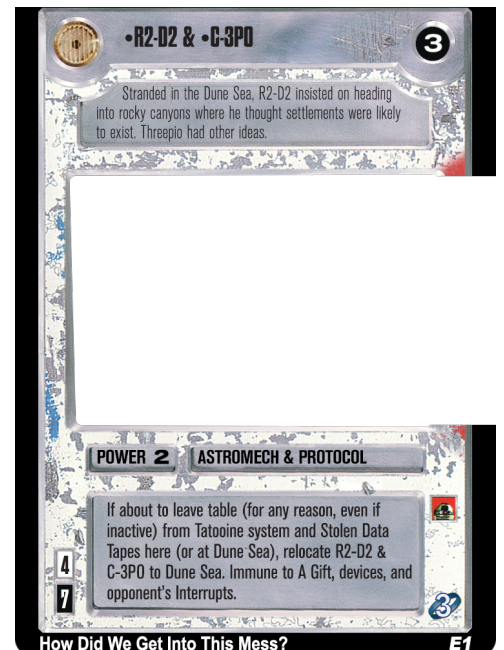
•Kanan Jarrus



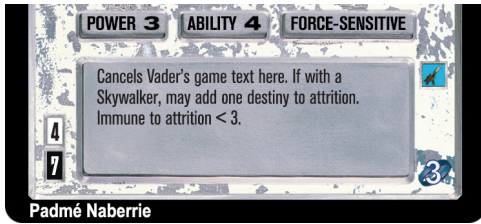
•Mon Calamari Admiral



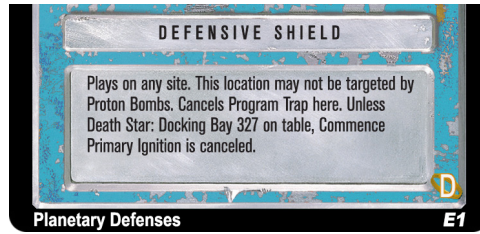
•R2-D2 & C-3PO



•Padmé Naberrie



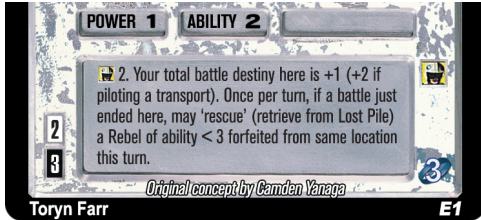
•Planetary Defenses



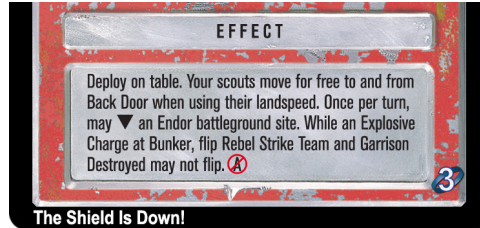
•Stolen Data Tapes



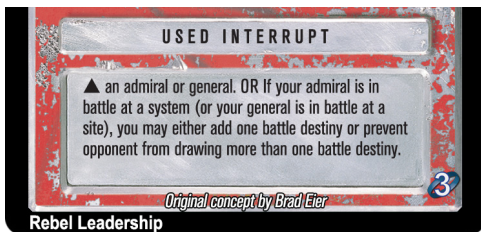
•Toryn Farr



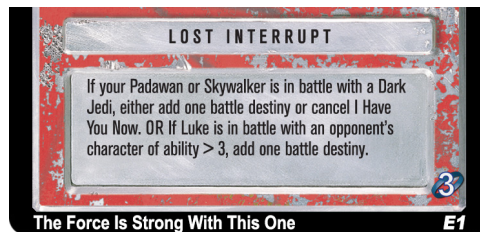
•The Shield Is Down!



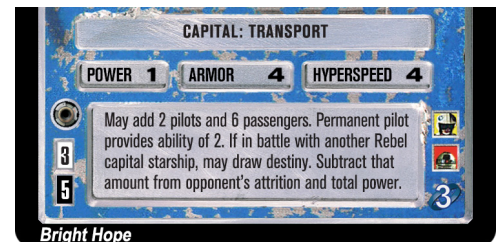
•Rebel Leadership



The Force Is Strong With This One



•Bright Hope



Diplomatic Mission To Alderaan / A Weakness Can Be Found



•Wild Karrde

