

# A NEW HOPE LIGHT SIDE SPOILER LIST

**Advance Preparation** 6  
 Lore: Early warning and careful planning allow the Rebels to achieve maximum readiness while still maintaining optimal flexibility.  
 USED OR LOST INTERRUPT [A New Hope] [U1]  
 Text: USED: Place out of play any one of the following from your hand: Attack Run, You're All Clear Kid, Death Star, Trench or Rebel Tech. Retrieve 1 Force. LOST: Use 3 Force to retrieve Attack Run.

**Alternatives To Fighting** Clarification 3  
 Lore: The Rebellion's limited resources force it to consider the wisdom of any military encounter. In many cases, retreat or deception is a preferable recourse.  
 LOST INTERRUPT [A New Hope] [U1]  
 Text: Use 3 Force to cancel a battle just initiated at a system or sector. OR Cancel Besieged. OR Release (move for free) all your characters from a captured starship to your side of any docking bay site.

**•••Arcona** 3  
 Lore: Unut Poll is a typical male Arcona. Unlike many other Arcona, he has avoided salt. **Scout** known to cooperate with Alliance operatives.  
 CHARACTER-ALIEN [A New Hope] [C2]  
 POWER: 1 ABILITY: 1  
 Text: Power +1 under "nighttime conditions." May move away from a battle at same site as a 'react.'  
 DEPLOY: 2 FORFEIT: 2

**•Attack Run** Errata 0  
 EPIC EVENT [A New Hope] [R2]  
 Text: Deploy on Death Star:Trench. During your move phase, you may make an Attack Run (for free). **Enter Trench:** Move up to 3 of your starfighters into trench (for free). Dark Side may immediately follow with up to 3 TIEs (for free). **Provide Cover:** Identify your lead starfighter (Proton Torpedoes\* required) and wingmen (if any). Turbolaser Batteries and TIEs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hit starfighters are immediately lost. **It's Away!** Draw two destiny. **Pull Up!** All starfighters now move to Death Star system (for free). If (total destiny + X + Y - Z) > 15, Death Star is "blown away." X = ability of lead pilot or 3 if Targeting Computer is present. Y = total sites at largest Rebel Base (Yavin 4 or Hoth). Z = highest ability of TIE pilots in trench. \* Your Proton Torpedoes are immune to Overload during Attack Run.

**Blast The Door, Kid!** Clarification 4  
 Lore: When Vader turned his attention to the escaping Rebels, Han immediately offered Luke some sage advice.  
 LOST INTERRUPT [A New Hope] [C2]  
 Text: If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

**•Blue Milk** 4  
 Lore: Nutrient-rich beverage common in moisture farm communities. Rumored to have medicinal qualities. Popular in cantinas among those who can't hold their juri juice.  
 USED OR LOST INTERRUPT [A New Hope] [C2]  
 Text: USED: Select a player to activate 1 Force. LOST: Cancel Juri Juice or Hypo.

**Bowcaster** Clarification 2  
 Lore: Hand-crafted weapon of choice among Wookiees. Fires explosive 'quarrels' (which look like blaster bolts). Requires great strength to use. Extra ammo carried on bandoleers.  
 CHARACTER WEAPON [A New Hope] [R2]  
 Text: Use X Force to deploy on your warrior, where X = (7 - warrior's power). X cannot fall below 1. May target a character or creature using X Force. Draw destiny. Add 1 if targeting a character, 2 if targeting a creature. Target hit if total destiny > defense value.

**•Brainiac** π  
 Lore: BoShek nicknamed this male Siniteen 'Brainiac' due to his ability to calculate hyperspace coordinates in his head. "He's the brains, sweetheart!"  
 CHARACTER-ALIEN [A New Hope] [R1]  
 POWER: \* ABILITY: 3 FORCE-ATTUNED  
 Text: \* Power =  $\sqrt{(3(X-Y)+2(A-B)+\pi)}$  (minimum power = 1). X = Dark Side hand cards; Y = Light Side hand cards; A = total number of Dark icons in play; B = total number of Light icons in play;  $\pi$  = 3.141592653589793238462643383...  
 DEPLOY: Y FORFEIT: X  
 Icons: Nav Computer

**•Cell 2187** 5  
 Lore: "Aren't you a little short for a stormtrooper?"  
 UTINNI EFFECT [A New Hope] [R1]  
 Text: Deploy on any Death Star site except Docking Bay 327. Target your spy or leader not on Death Star. When target reaches Utinni Effect, draw destiny. Release that many captives from the Detention Block Corridor. Lose Utinni Effect.

**•Chewbacca** Clarification 1  
 Lore: Wookiee **smuggler** has Kashyyyk. Over 200 years old. Top-notch mechanic and pilot. Jabba has large bounty on this "walking carpet."  
 Friends call him Chewie...or Fuzzball.  
 CHARACTER-REBEL-ALIEN [A New Hope] [R2]  
 POWER: 6 ABILITY: 2

Text: Power +1 at same location as Han. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 1 to maneuver. Your vehicles, starships and droids at same site go to Used Pile (rather than Lost Pile) when they are 'hit.'  
 DEPLOY: 4 FORFEIT: 6  
 Icons: Pilot, Warrior

**•CLAK'DOR VII** Clarification  
 LOCATION-SYSTEM [A New Hope] [R2]  
 LIGHT (1): If you occupy, each Bith character is destiny +2.  
 DARK (0): If you control, each Bith character is destiny -1 and Ghghk is power +2 in battles at a holosite.  
 Icons: Planet, Parsec 7

**•Commander Evram Lajae** 2  
 Lore: Popular **leader** whose expertise in space defense and orbital battle stations enabled the Alliance to uncover a fatal flaw in the Death Star's design.  
 CHARACTER-REBEL [A New Hope] [C1]  
 POWER: 2 ABILITY: 2  
 Text: When at a Yavin 4, Hoth or Endor site, Rebel starships may move to the related system as a 'react.'  
 DEPLOY: 2 FORFEIT: 5

**•Commander Vanden Willard** Clarification 2  
 Lore: **Leader** of Rebel forces on Yavin 4. Formerly Suolriep sector HQ commander. As a Rebel **spy**, aided Princess Leia and Bail Organa in the years prior to the Senate's dissolution.  
 CHARACTER-REBEL [A New Hope] [U2]  
 POWER: 2 ABILITY: 2  
 Text: When at a war room you control, adds 1 to power of each Rebel starship at the related system. May use 1 Force to cancel Astromech Shortage.  
 DEPLOY: 3 FORFEIT: 4  
 Icons: Warrior

**•Commence Recharging** Clarification 5  
 Lore: The huge strain on the little-tested power generator matrix of the superlaser's fusion reactor can require full recharging before the system can be used again.  
 EFFECT [A New Hope] [R2]  
 Text: Deploy on a superlaser. May not fire at a planet until 'recharged.'  
 Opponent may use Force (stacking it here); accumulating 8 Force recharges superlaser. When fired at a planet, Effect is canceled. If Effect canceled, accumulated Force is placed in Used Pile.

**•CORELLIA** Clarification  
 LOCATION-SYSTEM [A New Hope] [R1]  
 LIGHT (1): Your Falcon (with one pilot) and your Corellian corvettes may deploy here as a 'react.'  
 DARK (1): Each of your starships are hyperspeed +1 when moving from here.  
 Icons: Planet, Parsec 1

**•••Corellian** 3  
 Lore: Brindy Truchong is a typical female Corellian **smuggler**. Her goal in Mos Eisley is to find a quick means of providing supplies to the Rebellion.  
 CHARACTER-ALIEN [A New Hope] [C2]  
 POWER: 1 ABILITY: 1  
 Text: Once per turn, one weapon or device is deploy -1 onto a Rebel at same site.  
 DEPLOY: 1 FORFEIT: 3

**Corellian Slip** 4  
 Lore: First perfected by Corellian starship battle tacticians, this dangerous counter-maneuver has saved numerous hot-shot pilots in life-or-death situations.  
 USED INTERRUPT [A New Hope] [C2]  
 Text: If opponent just initiated a Tallon Roll, add you maneuver + ability of one pilot on you targeted starfighter to your total. OR Decrease the maneuver of an opponent's starfighter by 1 for remainder of this turn.

**•DEATH STAR: TRENCH**  
 LOCATION-SITE [A New Hope] [R2]  
 LIGHT (0): "Trench Rules" in effect and each of your starfighters is maneuver -2 here.  
 DARK (1): "Trench Rules" in effect, your weapons fire free and Turbolaser Battery may deploy here.  
 Icons: Exterior, Mobile

**•DEJARIK HOLOGAMEBOARD**  
 LOCATION-SITE [A New Hope] [R1]  
 LIGHT (2): "Dejarik Rules" in effect here.  
 DARK (1): "Dejarik Rules" in effect here. Site converted by Imperial Holotable.

**•Doink Na'ts** 3  
 Lore: Male Bith **musician**. Plays Fizz (Dorenian Beshniquel) in Figrin D'an's band. Frustrated by sentients, especially humans, he prefers to work with droids.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 1  
 Text: For each other musician at same site, the ability required to draw battle destiny here increases by 1 for both players.  
 DEPLOY: 2 FORFEIT: 3

**Double Agent** Clarification 6  
 Lore: Typical of impersonators, Shada double-crossed everyone. Her true affiliations still remain a mystery.  
 LOST INTERRUPT [A New Hope] [R2]

Text: If both players have a spy at same site, draw destiny. Add 2 if opponent's spy is Undercover. Opponent's spy is lost if destiny > 2. OR Opponent's Tonnik Sisters present at a site cross to your side.

**Eject! Eject!** Clarification 4  
 Lore: The Guiderhouser ejection seat has saved many pilots from their exploding starships. However, system malfunctions have sometimes caused spontaneous ejection.  
 EFFECT [A New Hope] [C2]  
 Text: Use 1 Force to target a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot (otherwise, Effect is lost). May add 1 pilot. (Immune to Alter.)

**Fire Extinguisher** 5  
 Lore: Among the various special devices on droids like R2 units are gas-based fire extinguishers. Effective against electrical fires and can cause confusion during battle.  
 DEVICE [A New Hope] [U2]  
 Text: Deploy on your astromech droid. Cancels Lateral Damage, an 'exploding' Program Trap or effects of an Ion Cannon where present. Also, if deployed on R2-D2, may lose Fire Extinguisher to cancel a battle just initiated where present at a site.

**•Garouf Lafoe** Clarification 3  
 Lore: Free-trader who imports ice chunks from rings of Ohann and Adriana, outer planets in Tatoo system. Sales remain cold...due to steep Imperial taxes and bribes.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 1  
 Text: Adds 1 to power of anything he pilots. Adds 1 to forfeit of each of your characters at same Tatooini site. Subtracts 1 from forfeit of each of opponent's characters at same Hoth site. Game text suspended if at same site as a tax collector.  
 DEPLOY: 3 FORFEIT: 2  
 Icons: Pilot

**•Gold 2** Clarification 2  
 Lore: Tirez's Y-wing during the Battle of Yavin. Custom high-power lateral thrusters provide enhanced maneuverability, allowing Gold 2 to better draw and evade enemy fire.  
 STARFIGHTER: Y-WING [A New Hope] [U1]  
 POWER: 2 MANEUVER: 4 HYPERSPEED: 4  
 Text: May add 2 pilots or passengers. May forfeit in place of your other starfighter hit in Death Star: Trench, restoring that starfighter to normal.  
 DEPLOY: 1 FORFEIT: 3  
 Icons: Nav Computer, Scamp Link

**Grappling Hook** 5  
 Lore: Stormtrooper utility belts contain basic tools such as a grappling hook to grab onto protrusions. The hook can also be used to ensnare escaping targets.  
 IMMEDIATE EFFECT [A New Hope] [C2]  
 Text: If opponent just played an Interrupt, use 1 Force to deploy on table. That Interrupt is played out but is then 'grappled' (placed here but is out of play). Any new Interrupts of the same name are now unique (+). (Immune to Control.)

**•Grimtaash** Clarification 2  
 Lore: **Dejarik** representation of mythical Molator guardian. The spirit of Grimtaash is said to protect Alderaanian royalty from corruption and betrayal.  
 USED OR LOST INTERRUPT [A New Hope] [C2]  
 Text: USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Cancel Molator (even at a holosite). OR Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**•Het Nkik** Clarification 3  
 Lore: Jawa **scout**. Wants to avenge deaths of relatives killed in stormtrooper assault on sandcrawler. Reegeski pilfered the powerpack from his blaster at a critical moment.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 2  
 Text: \* Deploy only on Tatooini for 2 Force from each player's Force Pile. Het is power +1 for each Stormtrooper at same site, unless Reegeski is present.  
 DEPLOY: \* FORFEIT: 1

**Houjix** Clarification 1  
 Lore: **Dejarik** creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kinyen, the Gran homeworld. Incendiary.  
 LOST INTERRUPT [A New Hope] [C2]  
 Text: If you just forfeited all your cards that participated in a battle you lost, cancel all the remaining battle damage from that battle. (Immune to Sense.) OR Cancel Sunsdawn.

**•Hunchback** 3  
 Lore: What hump?  
 CHARACTER-ALIEN [A New Hope] [R1]  
 POWER: 4 ABILITY: 1  
 Text: On a hunch, if opponent just initiated a Force drain at an adjacent site, you may use 1 Force to search opponent's Force Pile and place out of play one card there that has 'back' in the title; reshuffle.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Warrior

**I Have A Very Bad Feeling About This** 3  
Lore: "Look at him, he's heading for that small moon." Luke became apprehensive when Obi-Wan informed him, "That's no moon. It's a space station."  
USED INTERRUPT [A New Hope] [C2]  
Text: If opponent just deployed four or more characters to same location this turn, prevent all of those characters from battling this turn. OR If opponent just 'reacted' to a battle, cancel the battle.

**I'm Here To Rescue You** Clarification 6  
Lore: "Huh?"  
USED INTERRUPT [A New Hope] [U1]  
Text: If you have a spy present at the Detention Block Corridor, target a captive there. Draw destiny. If destiny + ability of spy > ability of captive, target is released. Otherwise, spy is captured. OR Cancel Spice Mines Of Kessel (releasing targeted captive).

**-Ickabel G'ont** 3  
Lore: Male Bith musician. His favorite cantina song is "Tears of Aquanna" (mainly because it features him on Fanfar).  
CHARACTER-ALIEN [A New Hope] [U2]  
POWER: 1 ABILITY: 2  
Text: Opponent must use X Force when Force draining at any adjacent site, where X = the number of other musicians present with Ickabel.  
DEPLOY: 2 FORFEIT: 3

**Incom T-16 Skyhopper** 3  
Lore: Enclosed vehicle used for shuttling and hot-rodding. E-16/x ion engine pushes T-16 up to 1200 kph.  
SHUTTLE VEHICLE [A New Hope] [C2]  
POWER: 1 MANEUVER: 5 LANDSPEED: \*  
Text: May add 1 passenger. Permanent pilot provides ability of 1. May move as a 'react.' \* Landspeed = 4. OR 1 character may shuttle to or from same site for free.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot

**Jawa Ion Gun** Clarification 3  
Lore: Cobbed-together weapon built from salvaged power cells, droid restraining bolts and an ion accelerator. Fires a stream of ion energy that stuns droids and irritates others.  
CHARACTER WEAPON [A New Hope] [C2]  
Text: Use 1 Force to deploy on your Jawa, 3 on your warrior. May target a character using 1 Force. Draw destiny. Targeted droid stolen if destiny +1 > forfeit. Targeted non-droid character excluded from battle if destiny = defense value.

**-KASHYYK**  
LOCATION-SYSTEM [A New Hope] [C1]  
LIGHT (2): Your Wookiees and smugglers deploy -2 here.  
DARK (1): Total ability of 6 or more required for you to draw battle destiny here.  
Icons: Planet, Parsec 6

**-Let The Wookiee Win** 5  
Lore: "It's not wise to upset a Wookiee." "But sir, nobody worries about upsetting a droid." "That's cause a droid don't pull people's arms out of their sockets when they lose."  
LOST INTERRUPT [A New Hope] [R1]  
Text: During a battle at a holosite, add one battle destiny. OR If a Wookiee survived a battle you just lost, deploy on one opponent's character of ability < 5 present. Character is Disarmed (power -1 and may no longer carry weapons).

**-Logistical Delay** 3  
Lore: The Empire's tremendous military machine requires extensive coordination at every level. Slight errors in any step can quickly escalate supply delays.  
EFFECT [A New Hope] [U2]  
Text: Use 3 Force to deploy on opponent's side of table. All opponent's TIES are deploy +1.

**-Luke's Cape** Errata 4  
Lore: A symbol of the adventurous pilot and the awakening of his destiny. "You've taken your first step into a larger world."  
EFFECT [A New Hope] [R1]  
Text: Use 2 Force to deploy on a Rebel or alien. You may activate 1 extra Force each turn if Luke's Cape is not at a Tatooine location. That character is immune to attrition < 3.

**-Luke's Hunting Rifle** Clarification 5  
Lore: Czerka 6-2Aug2. Extended barrel provides long-range targeting without expensive laser sight. Sturdy construction, but no match for a Tusken Raider's gaderiffi stick.  
CHARACTER WEAPON [A New Hope] [U1]  
Text: Use 1 Force to deploy on Luke or Owen Lars. 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

**M-HYD 'Binary' Droid** 2  
Lore: Pretentious hydroponics droid. Specializes in working with binary load lifters and vaporators. Proficient in a number of languages but prefers to converse only in binary.  
CHARACTER-DROID [A New Hope] [U1]  
POWER: 2 BINARY HYDROPONICS DROID  
Text: At any time, any player may use 1 Force to turn M-HYD off (face down) or on again (face up). OFF: Considered out of play. ON: Adds 2 to forfeit of each non-droid character at same and adjacent sites.  
DEPLOY: 3 FORFEIT: 5

**Magnetic Suction Tube** Clarification 3  
Lore: Retractable tube originally designed to collect mined materials for transport to refining facilities. Jawas now use it to suck up droids (and anything else that's not nailed down).  
DEVICE [A New Hope] [R2]  
Text: Deploy on your sandcrawler. Once during each of your control phases, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandcrawler site or owner's Used Pile).

**Merc Sunlet** Clarification 4  
Lore: A crafty purloiner from Tirac Munda with a heart of gold. Often hired to advise the wealthy on how to protect their own property. Well traveled and skilled in many languages.  
EFFECT [A New Hope] [C2]  
Text: Deploy on your non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**Motti Seeker** 3  
Lore: Military version of a 'remote.' Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.  
AUTOMATED WEAPON [A New Hope] [R2]  
Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When present with Motti or pilot of ability < 3, choose one to be lost. Seeker also lost.

**-Nalan Cheel** 3  
Lore: Male Bith musician. Though he enjoys playing his Bandfill in Figrin D'an's band, he misses the bubblink pink swamps of his homeworld, Clak'dor VII.  
CHARACTER-ALIEN [A New Hope] [U2]  
POWER: 2 ABILITY: 1  
Text: After using Bith Shuffle, peek at top X cards of pile or deck just shuffled, where X = number of other musicians at same site. May reshuffle without peeking.  
DEPLOY: 2 FORFEIT: 3

**Out Of Commission** 5  
Lore: "I hope that old man got the tractor beam out of commission or this is gonna be a real short trip."  
USED INTERRUPT [A New Hope] [U2]  
Text: During your control phase, use 2 Force to release a starship held by any Tractor Beam. (Not effective on Death Star Tractor Beam if Central Core in play.) OR Randomly select one card from opponent's Lost Pile or Blaster Rack and place out of play.

**Quite A Mercenary** 5  
Lore: Smugglers and other rogues frequent spaceports along trade routes. "Your friend is quite a mercenary. I wonder if he really cares about anything, or anybody."  
USED INTERRUPT [A New Hope] [C2]  
Text: If Elis Helrot just completed a transport, use 2 Force. Elis and all character transported are lost. (Immune to Sense.) OR Prevent a just-deployed smuggler from moving this turn.

**-R2-D2 (Artoo-Deetoo)** 2 or 5  
Lore: Fiesty. Loyal. Heroic. Insecure. Rebel spy. Excels at trouble. Incorrigible counterpart of a mindless philosopher. Has picked up a slight flutter. A bit eccentric.  
CHARACTER-DROID [A New Hope] [R2]  
POWER: 1 ASTROMECH DROID  
Text: While aboard any starfighter, adds 2 to power, maneuver and hyperspeed (3 on Red 5). If at a Scomp link when opponent draws destiny of 1-3, you may activate one Force; 4-6, you may draw top card from Reserve Deck.  
DEPLOY: 3 FORFEIT: 4  
Icons: Nav Computer

**R5-D4 (Arive-Defour)** Clarification 4  
Lore: Cheap astromech droid commonly referred to as 'Red.' Purposely blew his motivator to prevent splitting up R2-D2 and C-3PO on Tatooine. Poor navigator but skilled mechanic.  
CHARACTER-DROID [A New Hope] [C2]  
POWER: 1 ASTROMECH DROID  
Text: While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.  
DEPLOY: 2 FORFEIT: 3  
Icons: Nav Computer

**RA-7 (Array-Seven)** Clarification 4  
Lore: The RA line of servant droids has fifth-degree primary programming. Low intelligence with capabilities for mental labor only. Common among nobles and high-ranking officials.  
CHARACTER-DROID [A New Hope] [C2]  
POWER: 1 SERVANT DROID  
Text: May transfer character weapons (for free) to or from your other characters present. May carry up to four such weapons at one time.  
DEPLOY: 2 FORFEIT: 3

**-RALLTIIR**  
LOCATION-SYSTEM [A New Hope] [C1]  
LIGHT (1): Your starships may move here as a 'react.'  
DARK (1): Your capital starships deploy -2 here.  
Icons: Planet, Parsec 3

**Rebel Commander** 2  
Lore: Commander Bob Hudsol. Typical of hard-line Corellian officers known for caution in battle. Leader of resistance in Bothan space. Developed strong ties to Bothan spynet.

**CHARACTER-REBEL** [A New Hope] [C2]  
POWER: 1 ABILITY: 2  
Text: Adds 1 to forfeit of each of your other Rebels (except leaders) at same site. Bothan spies deploy free to same location.  
DEPLOY: 3 FORFEIT: 2

**Rebel Squad Leader** Clarification 1  
Lore: Lt. Pello Scrambas is a typical veteran officer in the Rebel forces. Loyally served the Organa family for nearly two decades as a guard for the Royal House of Alderaan.  
CHARACTER-REBEL [A New Hope] [C3]  
POWER: 1 ABILITY: 1  
Text: Adds 1 to forfeit of your other troopers and Rebel Guards at same site. When moving with a 'squad' of exactly three other troopers and/or Rebel Guards, all four move for 1 Force. Rebel Guards at same site may move.  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**---Rebel Tech** Clarification 2  
Lore: Def Goren, typical expert in communications and scanner jamming, served aboard the Rebel privateer corvette Spiral before joining the Alliance High Council.  
CHARACTER-REBEL [A New Hope] [C1]  
POWER: 1 ABILITY: 1  
Text: When at your war room: Cumulatively adds 1 to total of Attack Run. OR Once during each of your control phases, may send this tech to your Used Pile and take Death Star: Trench into hand from Reserve Deck; reshuffle.  
DEPLOY: 2 FORFEIT: 3

**Rectenna** Clarification 3  
Lore: Fabritech communications and sensor array. Features active/passive scanners, powerful jamming system, ship-to-ship transmitters and short-range target acquisition program.  
DEVICE [A New Hope] [C2]  
Text: Use 1 Force to deploy on your starship. You may deploy cards as a 'react' to a battle at same system or sector.

**-Red 2** 2  
Lore: Wedge's X-wing at Battle of Yavin. Wedge had to nurse the fighter home after a hit in the Death Star trench destroyed its micro-maneuvering controls.  
STARFIGHTER: X-WING [A New Hope] [R1]  
POWER: 3 MANEUVER: 4 HYPER SPEED: 5  
Text: May add 1 pilot and 1 astromech. Immune to attrition < 3 if Wedge piloting.  
DEPLOY: 2 FORFEIT: 5  
Icons: Scomp Link

**-Red 5** 2  
Lore: Luke's Incom T-65 X-wing at the Battle of Yavin. Instrumentation similarities between Red 5 and the T-16 skyhopper allowed Luke to play a pivotal role in the conflict.  
STARFIGHTER: X-WING [A New Hope] [R1]  
POWER: 3 MANEUVER: 4 HYPER SPEED: 5  
Text: May add 1 pilot and 1 astromech. Immune to attrition < 4 if Luke piloting. When firing in an Attack Run, adds 1 to total.  
DEPLOY: 2 FORFEIT: 5  
Icons: Scomp Link

**-Red 6** 6  
Lore: Jek Porkins' X-wing at Battle of Yavin. Instrumental in success of strafing attacks against Death Star. Skipped last inspection of computer and flight control systems.  
STARFIGHTER: X-WING [A New Hope] [U1]  
POWER: 3 MANEUVER: 4 HYPER SPEED: 5  
Text: May add 1 pilot. Opponent may add 2 to destiny drawn for I've Got A Problem Here when targeting Red 6.  
DEPLOY: 2 FORFEIT: 5  
Icons: Nav Computer, Scomp Link

**Remote** Clarification 4  
Lore: Tshhhh. Tshhhh. Zap! "Look...good against remotes is one thing. Good against the living, that's something else."  
DEVICE [A New Hope] [C2]  
Text: Use 1 Force to deploy at any site. Moves like a character at normal use of the Force. Once during each of your control phases, may: Select one character present to be power or forfeit +1 for remainder of turn. OR Use 2 Force to cancel any seeker present.

**-Rogue Bantha** Clarification 4  
Lore: Fled into the wilderness after mistreatment by a young Tusken Raider. Raised by moisture farmer. Friendly toward strangers, but attacks Tusken Raiders on sight.  
CREATURE VEHICLE [A New Hope] [C1]  
POWER: 2 MANEUVER: 2 LANDSPEED: 1  
Text: May add 2 'riders' (passengers). Bantha ability = 1/2. May move as a 'react.' Whenever a battle was just initiated at same site, one Tusken Raider present (your choice) is 'trampled' (immediately lost).  
DEPLOY: 2 FORFEIT: 3

**-Sabotage** 5  
Lore: Poorly equipped Rebels must rely on clandestine strikes against the massive Imperial military. Computer 'slicing' and system tampering have proven most effective.  
USED INTERRUPT [A New Hope] [U1]  
Text: During your control phase, target one weapon, device or vehicle at same site as your Undercover spy. Draw destiny. If destiny > target's deploy cost, target is lost (may be stolen instead if spy also a thief). OR Cancel Informant.

**•SANDCRAWLER: LOADING BAY** Clarification  
LOCATION-SITE [A New Hope] [R1]  
LIGHT (0): Deploy on your sandcrawler. Each Jawa is forfeit +2 here.  
"Nighttime conditions" here.  
DARK (0): Your characters may enter/exit here for 1 Force each.  
"Nighttime conditions" here.  
Icons: Interior, Vehicle Site

**•••Saurin** 3  
Lore: Hrchek Kal Fas, a male Saurin from Durkteel, is a typical droid trader. Scours the "invisible market" for the best droid prices. Guarded by his cousin Sai'torr.  
CHARACTER-ALIEN [A New Hope] [C2]  
POWER: 2 ABILITY: 1  
Text: At any time, may use 1 Force to remove (lose) a Restraining Bolt at same site. Receives an extra power +1 when 'protected' by Sai'torr Kal Fas.  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**Scanner Techs** 5  
Lore: Specialized scanner technicians examine scanner output to identify the presence of life forms. Experienced operators can even identify species and gender.  
EFFECT [A New Hope] [U1]  
Text: Deploy on your side of table. Radar Scanner is immune to Sense. If Radar Scanner is played against an opponent who has more than 13 cards in hand, opponent loses all Jawas, Tusken Raiders and stormtroopers found there.

**•Sensor Panel** 3  
Lore: Monitors all nearby traffic in exterior locations. Takes advantage of multiple backup systems to minimize breakdowns under harsh conditions.  
DEVICE [A New Hope] [U2]  
Text: Use 1 Force to deploy on your non-creature vehicle. Adds 1 to power and landspeed. Once per turn, when you play Radar Scanner, you may use 1 Force to move one additional Effect or Interrupt card found in opponent's hand to Used Pile.

**Solomahal** Clarification 4  
Lore: Veteran officer of the Old Republic who retired from active duty after the Clone Wars. Makes a living in the Outer Rim Territories passing on his scouting expertise.  
EFFECT [A New Hope] [C2]  
Text: Deploy on your warrior to give that warrior scout skill. That warrior may move as a 'react.' OR Deploy on your scout. When that scout 'reacts,' it is power +2 for remainder of turn. (Immune to Alter.)

**•Sorry About The Mess** Clarification 4  
Lore: "I've been looking forward to this for a long time." "Yes, I'll bet you have." Han abruptly ended his conversation with Greedo and flipped Wuher a credit to pay for the cleanup.  
LOST INTERRUPT [A New Hope] [U1]  
Text: During your control phase, fire one of your weapons. If Han firing, may add 1 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

**SW-4 Ion Cannon** Clarification 5  
Lore: ArMek SW-4 turret-mounted ion cannon. Bursts of ionized energy fuse and overload targets mechanical and computer systems. Allows ships to be captured and boarded.  
STARSHIP WEAPON [A New Hope] [R2]  
Text: Use 1 Force to deploy on your Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. If destiny > target's defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

**•Tantive IV** Clarification 1  
Lore: Royal House of Alderaan consular ship. Used by Princess Leia for Imperial Senate business (and secret Rebel espionage). Captured by the Deviator over Tatoine.  
CAPITAL: CORELLIAN CORVETTE [A New Hope] [R1]  
POWER: 5 ARMOR: 4 HYPERSPEED: 3  
Text: May be deployed even without presence or Force icons. May add 3 pilots and 4 passengers. Has ship-docking capability. Permanent pilot provides ability of 2.  
DEPLOY: 5 FORFEIT: 8  
Icons: Pilot, Nav Computer, Scomp Link

**They're On Dantooine** 5  
Lore: "You would prefer another target? A military target? Then name the system!"  
UTINNI EFFECT [A New Hope] [R1]  
Text: Once per game, use 2 Force to deploy on Dantooine. Target Death Star. Opponent may not play Commence Primary Ignition until target reaches Dantooine, canceling Utinni Effect.

**•Tiree** Clarification 2  
Lore: Piloted Gold 2 as defensive cover for Gold Leader during attack run in Death Star trench at the Battle of Yavin.  
CHARACTER-REBEL [A New Hope] [U2]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. When piloting Gold 2, also adds 1 to maneuver and (when in Death Star: Trench) adds 1 to total of Attack Run.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot, Warrior

**•Tizvvt** 3  
Lore: This male Brizzit, from the planet Jandoon, is hiding from the Imperials on the remote world Tatoine. He hopes to procure passage to the Outer Rim before the Empire finds him.  
CHARACTER-ALIEN [A New Hope] [R2]  
POWER: 2 ABILITY: 1  
Text: May 'fly' (move) only during your deploy phase, up to two sites away, for 1 Force. Power +1 at Trash Compactor, any Dagobah site or same site as Dark Waters or Tarkin.  
DEPLOY: 3 FORFEIT: 1

**Undercover** Errata 5  
Lore: Alliance Intelligence expends considerable resources to infiltrate the Imperial military bureaucracy, but the ISB's security sweeps make these shadowy operations dangerous.  
EFFECT [A New Hope] [U2]  
Text: Deploy on your spy at a site ad cross spy to opponent's side Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.)

**•Wedge Antilles** Clarification 4  
Lore: Highly decorated Corellian. Piloted Red 2 at the Battle of Yavin. A wealthy orphan, he bought a freighter with his inheritance. First joined the Alliance as a weapons smuggler.  
CHARACTER-REBEL [A New Hope] [R1]  
POWER: 2 ABILITY: 2  
Text: Adds 3 to power of anything he pilots. When piloting Red 2, also adds 2 to maneuver and draws one battle destiny if not able to otherwise. May use 1 Force to take one Corellian Slip into hand from Reserve Deck; reshuffle.  
DEPLOY: 2 FORFEIT: 6  
Icons: Pilot, Warrior

**•••What're You Tryin' To Push On Us?** 3  
Lore: Moisture farmers like Own Lars must be on the lookout for repeated (and blatant) ploys by Jawas.  
IMMEDIATE EFFECT [A New Hope] [U2]  
Text: Use 3 Force to deploy on table and stack one just-played interrupt here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free. (Immune to Control.)

**•Wookie Roar** 3  
Lore: "GHRRRRAARRRRH!"  
LOST INTERRUPT [A New Hope] [R1]  
Text: If Chewie is defending a battle alone at a site, add two battle destiny. OR Use 3 Force to take Chewie into hand from Reserve Deck; reshuffle. OR Scare off (lose) one 'mouse' droid on table.

**Y-wing Assault Squadron** 3  
Lore: The Rebel Alliance deploys starfighters in triangular formations to minimize exposure to enemy fire. Two function as wingmen to cover one leader.  
SQUADRON: Y-WING [A New Hope] [U1]  
POWER: 6 MANEUVER: 3 HYPERSPEED: 4  
Text: \* Replaces 3 Y-wings at one location (Y-wings go to Used Pile). May add 3 pilots or passengers. Permanent pilots provide total ability of 3.  
DEPLOY: \* FORFEIT: 6  
Icons: Pilot x3, Nav Computer x3, Scomp Link x3

**•YAVIN 4: BRIEFING ROOM**  
LOCATION-SITE [A New Hope] [U1]  
LIGHT (1): If you control, with a leader here, may add 1 to total of Attack Run.  
DARK (0): Force drain +1 here. If you control, subtract 1 from total of Attack Run.  
Icons: Interior, Planet, Scomp Link

**•YAVIN 4: MASSASSI RUINS**  
LOCATION-SITE [A New Hope] [U1]  
LIGHT (2): If you control, with a leader here, your starships are each power +1 at Death Star system.  
DARK (0): Force drain +1 here.  
Icons: Exterior, Planet

**•You're All Clear Kid!** 3  
Lore: "Now let's blow this thing and go home!"  
USED INTERRUPT [A New Hope] [R1]  
Text: Cancel I'm On The Leader. (Immune to Sense.) OR Use 1 Force during and Attack Run. Move one TIE in Death Star: Trench (your choice) to Death Star system for free. Add 1 to total of Attack Run if lead starfighter has matching pilot aboard.

**•Zutton** 2  
Lore: Snivvian also known as 'Snaggletooth.' A tortured artist who, like most Snivvians, is driven to live out the stories he creates.  
CHARACTER-ALIEN [A New Hope] [C1]  
POWER: 2 ABILITY: 2  
Text: Where present, just before opponent draws battle destiny, you may use 1 Force to reduce opponent's total battle destiny by 1.  
DEPLOY: 3 FORFEIT: 2

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# A NEW HOPE DARK SIDE SPOILER LIST

**•••Advosze Errata** 3  
 Lore: Typical of male Advosze, Bom Vimdin despises those of his own species. Pessimistic and territorial, he is a lone smuggler who prefers to work for corrupt officials.  
 CHARACTER-ALIEN [A New Hope] [C2]  
 POWER: 1 ABILITY: 1  
 Text: Adds 2 to power of anything he pilots. Whenever you deploy a weapon or device from hand at same location, activate 1 Force as a 'kickback.' Limit of one Advosze per location.  
 DEPLOY: 2 FORFEIT: 2  
 Icons: Pilot

**•Astromech Shortage Clarification** 3  
 Lore: Imperial pilots often target astromech aboard Rebel starfighters in an attempt to prevent hyper-escapes. Scarcity of undamaged astromechs can delay starfighter deployment.  
 EFFECT [A New Hope] [U2]  
 Text: Use 3 Force to deploy on opponent's side of table. All opponent's starships with a [Nav Computer] icon are deploy +1.

**Besieged Clarification** 5  
 Lore: Stormtroopers blasted through the main airlock of the Tantive IV. The Rebel soldiers' attempt to defend the intrusion was no match for the Empire's superior firepower.  
 EFFECT [A New Hope] [R2]  
 Text: Deploy on a captured starship. Your characters present with captured starship may battle opponent's characters aboard it (as if present together at a site). Effect canceled if starship escapes or is stolen.

**Bespin Motors Void Spider THX 1138 Clarification** 2  
 Lore: This light, enclosed shuttle is used for courier runs to large orbiting transports.  
 SHUTTLE VEHICLE [A New Hope] [C2]  
 POWER: 1 MANEUVER: 4 LANDSPEED: \*  
 Text: May add 3 passengers. Permanent pilot provides ability of 1. May move as a 'react.' Landspeed = 3. OR Up to 3 characters may shuttle to or from same site for free.  
 DEPLOY: 2 FORFEIT: 4  
 Icons: Pilot

**•Black 4** 2  
 Lore: TIE fighter flown by DS-61-4 at the Battle of Yavin. Scored a hit on Red 5 during the confrontation.  
 STARFIGHTER: TE/ILN [A New Hope] [U2]  
 POWER: 2 MANEUVER: 3 NO HYPERSPEED  
 Text: May add 1 pilot. May deploy with a pilot as a 'react' to a battle initiated against a TIE (for free if TIE is Black 2 or 3).  
 DEPLOY: 2 FORFEIT: 3

**•Captain Khurge Clarification** 2  
 Lore: Docking bay security officer. **Leader.** Honored for bravery aboard the Star Destroyer *Thunderflare* where he rescued five officers from the wreckage of a shuttle crash.  
 CHARACTER-IMPERIAL [A New Hope] [U1]  
 POWER: 2 ABILITY: 2  
 Text: Once during each of your control phases, you may use 2 Force to take one Scanning Crew into hand from Reserve Deck; reshuffle.  
 DEPLOY: 3 FORFEIT: 3  
 Icons: Warrior

**Come With Me Clarification** 4  
 Lore: Pilots are often reassigned at the last minute for a variety of tactical reasons. Darth Vader ordered DS-61-2 and DS-61-3 to accompany him to the Battle of Yavin.  
 EFFECT [A New Hope] [C2]  
 Text: Use 1 Force to target a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot (otherwise, Effect is lost). May add 1 pilot. (Immune to Alter.)

**Commence Primary Ignition** 0  
 EPIC EVENT [A New Hope] [R2]  
 Text: During your control phase, fire superlaser as follows: **Name the System:** Use X Force to target a planet system Death Star is orbiting. **You May Fire When Ready:** Draw destiny **Stand By:** If (destiny + Y - Z) > 8, target system is "blown away" and this card is lost. Otherwise, this card is used and one Death Star Gunner on table is lost (your choice). X = total sites at target. Y = total Death Star sites where opponent has no presence. Z = opponent's choice of X or total sites at one Rebel Base (Yavin 4 or Hoth).

**•Conquest Clarification** 1  
 Lore: One of the Imperial cruisers that chased the Millennium Falcon from Tatooine. It scanned the Falcon just before Han punched his starship to lightspeed.  
 CAPITAL: IMPERIAL-CLASS STAR DESTROYER [A New Hope] [R1]  
 POWER: 9 ARMOR: 6 HYPERSPEED: 3  
 Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Just after initiating battle against Falcon, may peek at opponent's hand.  
 DEPLOY: 8 FORFEIT: 9  
 Icons: Pilot, Nav Computer, Scomp Link

**•Dannik Jerriko Clarification** 2  
 Lore: Anzati assassin. Cheek-folds hide proboscises which allow him to "eat the soup" (consume the life Force) of his victims. Smokes tbaac. Currently working for Jabba.  
 CHARACTER-ALIEN [A New Hope] [R1]

POWER: \* ABILITY: 3 FORCE-ATTUNED  
 Text: Once per battle, may use 1 Force to "eat the soup" of (place out of play) one opposing non-droid character just lost or forfeited at same site. \*Power = 1 + total ability of all victims whose soup was eaten.  
 DEPLOY: 4 FORFEIT: 2

**•Danz Borin Clarification** 3  
 Lore: Cocky **gunner** and **bounty hunter.** Maintains a residence on Nar Shaddaa, the spaceport moon of the Hutt homeworld. To his companions' delight, he's nearly as good as he boasts.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 2  
 Text: Adds 3 to power of anything he pilots. Adds 1 to weapon destiny draws of anything he is aboard as a passenger.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Pilot

**Dark Waters** 2  
 Lore: Swamp predators require damp and cluttered environments to enhance their camouflage and stealth. "Something just moved past my leg."  
 EFFECT [A New Hope] [R2]  
 Text: Deploy on any exterior planet site (except Hoth) or any interior vehicle site. Opponent's Force drains are -1 here. (Immune to Alter when a swamp creature is present.)

**•DEATH STAR**  
 LOCATION-SYSTEM [A New Hope] [R2]  
 DARK (3): X = parsec of current position. Deploys only at parsec 0.  
 Hyperspeed = 1. Immune to Revolution. If this is your starting location, Light Side goes first in game.  
 LIGHT (0): -  
 Icons: Planet, Parsec X, Mobile

**•••Death Star Gunner** 2  
 Lore: Most **gunners** in the Imperial Navy once assigned to be TIE pilots, but lacked sufficient skills to fly starfighters. A few were assigned to the Death Star to man the main artillery. If on Death Star:  
 CHARACTER-IMPERIAL [A New Hope] [C1]  
 POWER: 1 ABILITY: 1  
 Text: Cumulatively adds 2 to total of Commence Primary Ignition. OR During your control phase, may send this gunner to your Used Pile and take Superlaser into hand from Reserve Deck; reshuffle.  
 DEPLOY: 2 FORFEIT: 2

**Death Star Tractor Beam Clarification** 3  
 Lore: "Why are we moving towards it?"  
 DEVICE [A New Hope] [R2]  
 Text: Use 2 Force to deploy on Docking Bay 327. At the end of a battle at Death Star system, may target an opponent's starship present (except a Mon Calamari star cruiser) using 2 Force. Draw two destiny. Target captured if total destiny > defense value.

**•DEATH STAR: CONFERENCE ROOM**  
 LOCATION-SITE [A New Hope] [U1]  
 DARK (1): If you control, with a leader here, may add 1 to total of Commence Primary Ignition.  
 LIGHT (0): Force drain +1. If you control, may subtract 1 from total of Commence Primary Ignition.  
 Icons: Interior, Mobile, Scomp Link

**•••Defel** 3  
 Lore: Male Defel from AfEi. This species, also known as 'wraiths,' is capable of warping light around themselves, becoming difficult to see at dusk.  
 CHARACTER-ALIEN [A New Hope] [C2]  
 POWER: 3 ABILITY: 1  
 Text: Under "nighttime conditions," may use 1 Force to 'hide' (exclude himself) from a battle. While at a site affected by Revolution, opponent must lose 1 Force during your control phase.  
 DEPLOY: 3 FORFEIT: 2

**•Dianoga** 3  
 Lore: "Garbage squid" from Vodran's jungles. Changes color to match last meal. When unfed, turns transparent. Eats almost anything. Flexible eyestalk. 7 tentacles. Up to 6 meters long.  
 SWAMP CREATURE [A New Hope] [R2]  
 POWER: \* SLITHER: 5  
 Text: \* Ferocity = (power/ferocity of last character or creature eaten) + destiny.  
 Habitat: exterior Dagobah sites, Trash Compactor and Dark Waters.  
 DEPLOY: 4 FORFEIT: 0

**•DS-61-4 Clarification** 2  
 Lore: Imperial pilot nicknamed "Dark Curse." Survived assaults against several dissenter worlds including Ralltiir and Mon Calamari. Intends to retire after his next combat mission.  
 CHARACTER-IMPERIAL [A New Hope] [R2]  
 POWER: 2 ABILITY: 2  
 Text: Adds 3 to power of anything he pilots. When piloting Black 4, also may draw one battle destiny if not able to otherwise. May use 1 Force to take one Lone Pilot into hand from Reserve Deck; reshuffle.  
 DEPLOY: 3 FORFEIT: 3  
 Icons: Pilot

**Enhanced TIE Laser Cannon Clarification** 5  
 Lore: Sienar Fleet Systems' latest laser cannon prototype increases the firepower most Imperial TIEs - but many Moff's consider the weapon too expensive for widespread use.  
 STARSHIP WEAPON [A New Hope] [C2]

Text: Use 1 Force to deploy on your TIE. May target a starship using 1 Force. Draw destiny. Subtract 2 if targeting a capital starship. Target hit if destiny > defense value.

**Evader Clarification** 4  
 Lore: A panic move by Black 2 send Vader spinning wildly from the Death Star trench-ironically sparing his life. His destiny would be fulfilled another time.  
 USED OR LOST INTERRUPT [A New Hope] [U1]  
 Text: USED: Cancel all Revolutions in play (owner loses 1 Force for each). LOST: If Vader or Vader's Custom TIE was just lost, relocate that card to Used Pile. OR Relocate to Used Pile one Imperial just lost from any Death Star location.

**Ghhhk Clarification** 1  
 Lore: **Dejarik** of creature from Clak'dor VII. Ghhkh rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.  
 LOST INTERRUPT [A New Hope] [C2]  
 Text: If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

**•Greedo** 2  
 Lore: Male Rodian **bounty hunter.** Sent by Jabba to capture Han. Arrogant, overconfident and not too bright. Trained by bounty hunters Natlaz and Goa, who betrayed him to Thuku.  
 CHARACTER-ALIEN [A New Hope] [R1]  
 POWER: 2 ABILITY: 1  
 Text: During opponent's control phase, may 'threaten' one smuggler at same site. Opponent may use all Force Pile cards to cancel threat, allowing you to activate same amount. Otherwise, draw destiny. If destiny + Greedo's ability > 6, smuggler lost.  
 DEPLOY: 1 FORFEIT: ½  
 Icons: Warrior

**•Hem Dazon** 4  
 Lore: Male **scout** from Cona. As with many Arconas, Hem has succumbed to the power of salt, and addiction indicated by his gold eye color.  
 CHARACTER-ALIEN [A New Hope] [R1]  
 POWER: \* ABILITY: 2  
 Text: Once during each of your deploy phases, may place, face down, one card from hand or Force Pile under Hem, as "salt consumption." If Hem lost, cards underneath also lost. \* Power = 1 + number of cards underneath.  
 DEPLOY: 2 FORFEIT: 3

**Hyperwave Scan** 5  
 Lore: Full Imperial scans include full-spectrum transceivers, dedicated energy receptors, crystal gravfield traps, and hyperwave signal interceptors.  
 EFFECT [A New Hope] [U1]  
 Text: Deploy on your side of table. Scanning Crew is immune to Sense. If Scanning Crew is played against an opponent who has 13 or more cards in hand, opponent also loses all cards with 'Rebel' in the title found there.

**Hypo Clarification** 5  
 Lore: Truth drugs like Bavo Six decrease resistance to interrogation. The enormous needle adds psychological pressure, facilitating the interrogation process.  
 DEVICE [A New Hope] [R1]  
 Text: Deploy on your IT-O. Once during each of your control phases, if present with a captive: You may ask one yes-or-no question about cards in opponent's hand. Opponent must answer truthfully or lose 1 Force. OR May add 1 to Force drain where present.

**•I'm On The Leader Clarification** 3  
 Lore: In the defense of the Death Star at the Battle of Yavin, Darth Vader took the lead attacker, supported by his wingmen Black 2 and Black 3.  
 LOST INTERRUPT [A New Hope] [R1]  
 Text: Target opponent's starfighter making an Attack Run. Draw destiny. Add 1 for each of your TIEs in Death Star: Trench. If total destiny > maneuver, starfighter is lost. OR Add 1 to weapon destiny draws of any starfighter for remainder of this turn.

**Imperial Commander** 2  
 Lore: Typical Imperial **leader.** Uses constant training and crisis simulations to help maintain high performance levels. Commander Daine Jir is known to be bold and outspoken.  
 CHARACTER-IMPERIAL [A New Hope] [C2]  
 POWER: 1 ABILITY: 2  
 Text: Adds 1 to forfeit of each of your other Imperials (except leaders) at same site.  
 DEPLOY: 3 FORFEIT: 2

**•IMPERIAL HOLOTABLE**  
 LOCATION-SITE [A New Hope] [R1]  
 DARK (2): "Dejarik Rules" in effect here.  
 LIGHT (1): "Dejarik Rules" in effect here. Site converted by Dejarik Hologameboard.

**Imperial Justice** *Clarification* **3**  
Lore: "There's nothing you could have done Luke, had you been there. You'd have been killed too."  
EFFECT [A New Hope] [C2]  
Text: If opponent is generating at least 4 more Force than you, deploy on a location to cancel all Force generation at that location. OR Deploy on a location. It is now immune to Revolution.

**Imperial Squad Leader** *Clarification* **1**  
Lore: Captain Mod Terrik, a typical officer of the Desert Sands sandtrooper unit. Fearless and highly motivated. Willing to sacrifice as many troops as necessary.  
CHARACTER-IMPERIAL [A New Hope] [C3]  
POWER: 1 ABILITY: 1  
Text: Adds 1 to forfeit of your other troopers at same site. When moving with a 'squad' of exactly three other troopers, all four move for 1 Force. Imperial Trooper Guards at same site may move.  
DEPLOY: 3 FORFEIT: 2  
Icons: Warrior

**Informant** *Clarification* **6**  
Lore: The Empire's network of spies and petty informants allows Imperial operatives to discover and react to Rebel assaults before they occur.  
USED INTERRUPT [A New Hope] [U1]  
Text: If a battle was just initiated at same site as your Undercover spy, your characters at adjacent sites may move there as a 'react' (for free). OR Cancel Sabotage.

**•IT-O (Eyeteel-Oh)** **2**  
Lore: Floating prisoner interrogation droid. Uses probes and needles to dispense truth drugs and perform "surgery." Sensors determine subject's pain threshold and truthfulness.  
CHARACTER-DROID [A New Hope] [R1]  
POWER: 4 INTEROGATOR DROID  
Text: When at Detention Block Corridor, adds X to your Force drains there, where X = the number of captives present. Immune to Restraining Bolt.  
DEPLOY: 3 FORFEIT: 1

**Jawa Blaster** *Clarification* **4**  
Lore: Built from scavenged parts, Jawa blaster are not required to adhere to any design standards. An etching on this stock warns "datinni greb zroom."  
CHARACTER WEAPON [A New Hope] [C2]  
Text: Deploy on your Jawa. May target a character or creature for free. Draw destiny. If destiny -1 > defense value, target hit. If destiny = 0, Jawa Blaster 'explodes' (weapon and character firing it are lost).

**•KASHYYK**  
LOCATION-SYSTEM [A New Hope] [C1]  
DARK (2): Force drain +1 here. If you control, all Wookiees on table are forfeit -3.  
LIGHT (1): Your starships with any Wookiee aboard are power and forfeit +2 here.  
Icons: Planet, Parsec 6

**•KIFFEX**  
LOCATION-SYSTEM [A New Hope] [R1]  
DARK (2): If you occupy with exactly 2 starships, your total power here is +2 and Tonika Sisters anywhere are doubled.  
LIGHT (2): If you occupy with exactly 2 starships, your total power here is +2.  
Icons: Planet, Parsec 2

**•Krayt Dragon Bones** **3**  
Lore: Tusken Raiders, Jawas and other desert dwellers believe that krayt dragon bones possess mystical powers that can bring good or bad luck.  
EFFECT [A New Hope] [U1]  
Text: Use 1 Force to deploy on table. Each opponent's destiny draw, you do the following: (0) Put top used card in hand; (1) lose 1 Force; (2) activate 1 Force; (3) lose this Effect; (4) retrieve 1 Force; (5) deploy a character for free; (6+) nothing.

**••Laser Gate** *Clarification* **4**  
Lore: Security corridors are guarded by a grid of laser emplacements which can be activated upon demand to seal off sensitive areas from intrusion.  
DEVICE [A New Hope] [U2]  
Text: Deploy between any two interior mobile sites. To pass, a character must have (power + ability) > 4 or use a Lift Tube (all other vehicles are blocked). Laser Gate defense value = 3; may be targeted by a character weapon from either site.

**Leia Seeker** *Clarification* **3**  
Lore: Military version of a 'remote.' Programmed to track specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.  
AUTOMATED WEAPON [A New Hope] [R2]  
Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of the Force. When present with Leia or a warrior of ability < 3, choose one to be lost. Seeker also lost.

**•Lirin Car'n** *Clarification* **3**  
Lore: Bith mercenary. Male back-up to Kloo Horn player in Figrin D'an's band. Only musician, besides Doik, who has not lost ownership of his instrument to Figrin.  
CHARACTER-ALIEN [A New Hope] [U2]  
POWER: 1 ABILITY: 1  
Text: For each other musician present, adds a "cover charge" of 1 to the Force required to move or deploy each character to same site.  
DEPLOY: 2 FORFEIT: 3

**•Lt. Pol Treidum** *Clarification* **3**  
Lore: Gantry officer charged with maintaining magnetic field, atmosphere and security in Death Star docking bay. After mission on Rallitir, paranoid about infiltration by Rebel spies.  
CHARACTER-IMPERIAL [A New Hope] [C1]  
POWER: 2 ABILITY: 1  
Text: While at Docking Control Room 327, adds 2 to your total power at Docking Bay 327. Once during each of your control phases, if at same site as an Undercover spy, may draw destiny. Spy's "cover is broken" if destiny = spy's ability.  
DEPLOY: 2 FORFEIT: 5  
Icons: Warrior

**•Lt. Shann Childsen** **2**  
Lore: Demoted after a superior blamed him for a clerical error. Considered a bully by fellow officers. Fanatically supports the New Order doctrine of alien subjugation.  
CHARACTER-IMPERIAL [A New Hope] [U1]  
POWER: 1 ABILITY: 1  
Text: Power +2 when at Detention Block Corridor or Detention Block Control Room. Also, power +2 when an opponent's alien is present (+3 if alien is a Wookiee, Talz or Ewok).  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**Magnetic Suction Tube** **3**  
Lore: 'Slurp.'  
DEVICE [A New Hope] [R2]  
Text: Deploy on your Sandcrawler. Once during each of your control phases, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandcrawler site or owner's Used Pile).

**•Maneuver Check** **4**  
Lore: "Luke, at that speed will you be able to pull out in time?"  
EFFECT [A New Hope] [R2]  
Text: Deploy on Death Star:Trench. Opponent must make maneuver check for starfighters leaving the trench. For each starfighter, owner draws destiny. If destiny + maneuver < 5, starfighter is lost.

**Mobquet A-1 Deluxe Floater** *Clarification* **4**  
Text: Enclosed landspeeder often used by nefarious characters due to its luxury and evasive capabilities. Features include automated steering and fine Corellian leather.  
TRANSPORT VEHICLE [A New Hope] [C2]  
POWER: 2 MANEUVER: 5 LANDSPEED: 3  
Text: May add 1 driver and 1 passenger. Moves free if Jabba or any bounty hunter aboard. May move for free as a 'react' to a battle where your thief, smuggler or bounty hunter is participating.  
DEPLOY: 2 FORFEIT: 5  
Icons: Scamp Link

**Monnok** *Clarification* **2**  
Lore: Dejarik creature. Savage predator from remote deserts of Socorro. Respected and honored by Socorran hunters, considered "good luck" by superstitious smugglers.  
USED OR LOST INTERRUPT [A New Hope] [C2]  
Text: USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**•Mosep** *Clarification* **3**  
Lore: Jabba's Nimbanel accountant. Inside contacts allow him to disrupt the cash flow of the Hutts' enemies. He knows a mistake could make him the next write-off.  
CHARACTER-ALIEN [A New Hope] [U2]  
POWER: 1 ABILITY: 1  
Text: When opponent is losing Force from Force drains at the same or an adjacent site, lost Force must come from Reserve Deck if possible.  
DEPLOY: 3 FORFEIT: 5

**Ng'ok** **3**  
Lore: Dejarik of a Ng'ok war beast. Foul temper gives rise to bad feelings. Has razor-sharp retractable claws. Used in many systems to frighten off potential attackers.  
USED INTERRUPT [A New Hope] [C2]  
Text: If opponent just deployed four or more characters to same location this turn, prevent all of those characters from battling this turn. OR if opponent just 'reacted' to a battle, cancel the battle.

**•Officer Evax** *Clarification* **2**  
Lore: This Imperial Intelligence leader has a proven track record for predicting Rebel fleet movements. His coordination of starship maneuvers has saved many vulnerable bases.  
CHARACTER-IMPERIAL [A New Hope] [C1]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. When at a Death Star site, Imperial starships may move to the Death Star system as a 'react.'  
DEPLOY: 2 FORFEIT: 5  
Icons: Pilot

**Oo-ta Goo-ta, Solo?** **5**  
Lore: Greedo cheskopokuta kleees ruya Solo. Hoko yanee boopa gush Cantina. Checco wa Solo's anye nyuma Greedo vakee. Jabba kul steeka et en anap.  
USED INTERRUPT [A New Hope] [C2]  
Text: If Nabrun Leids just completed a transport, use 2 Force. Nabrun is lost and all Rebels transported are captured. (Immune to Sense.) OR Prevent a just-deployed smuggler from moving this turn. OR Cancel a Kessel Run.

**•Program Trap** **4**  
Lore: Imperial slicers imbed a secret command in a droid's primary performance banks. A predetermined trigger causes a power overload, destroying the droid and anything nearby.  
EFFECT [A New Hope] [U1]  
Text: Use 2 Force to deploy on an opponent's droid (except R2-D2 and C-3PO), 1 on your droid. When either player draws a destiny matching the number of characters at same site, droid 'explodes' (all characters present are lost).

**R2-Q2 (Artoo-Kyootoo)** *Clarification* **3**  
Lore: R2 units are known for expertise in computer uplinking. R2-Q2 spent several decades serving with an Imperial reconnaissance fleet in the Expansion Region.  
CHARACTER-DROID [A New Hope] [C2]  
POWER: 1 ASTROMECH DROID  
Text: While aboard any starfighter, adds 1 to power, maneuver and hyperspeed. When at a Scomp link during your draw phase, may use 1 Force to peek at top three cards of your Reserve Deck.  
DEPLOY: 2 FORFEIT: 3  
Icons: Nav Computer

**•R3-T6 (Arthree-Teesix)** *Clarification* **2**  
Lore: R3 units have larger memory and more advanced circuitry than their R1 predecessors, allowing for more efficient astrogation plots. R3-T6 served on the Death Star.  
CHARACTER-DROID [A New Hope] [R1]  
POWER: 1 ASTROMECH DROID  
Text: While aboard a capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. While at Death Star: Central Core, hyperspeed of Death Star system = 2.  
DEPLOY: 2 FORFEIT: 3  
Icons: Nav Computer

**R5-A2 (Arfive-Ayto)** *Clarification* **4**  
Lore: Seldom used for navigation purposes, R5 units are known for their ability to perform hull maintenance and repair damage caused by ionization.  
CHARACTER-DROID [A New Hope] [C2]  
POWER: 1 ASTROMECH DROID  
Text: While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.  
DEPLOY: 2 FORFEIT: 3  
Icons: Nav Computer

**•RALLTIIR**  
LOCATION-SYSTEM [A New Hope] [C1]  
DARK (1): Deviatorator is power +1 here and may move to or from here for free.  
LIGHT (0): Tantive IV is power +1 here.  
Icons: Planet, Parsec 3

**•Reegesak** **3**  
Lore: Renan thief and scavenger from Aralia. Regularly trades with Jawas. Adept at pilfering items without alerting the owner. Willing to steal anything, even trash.  
CHARACTER-ALIEN [A New Hope] [U2]  
POWER: 1 ABILITY: 1  
Text: Once during each of your control phases, may lose 1 Force to take one vehicle, droid, weapon or device from opponent's Lost Pile or Crash Site Memorial into hand to use as your own.  
DEPLOY: 3 FORFEIT: 3

**••Reserve Pilot** *Clarification* **3**  
Lore: Injuries kept Lord Vader's best TIE wingman out of the primary wave of starfighters. He remains on reserve duty, ready to replace lost pilots.  
CHARACTER-IMPERIAL [A New Hope] [U1]  
POWER: 2 ABILITY: 1  
Text: Adds 1 to power of anything he pilots. When piloting Black 2, Black 3 or Black 4, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot

**Retract The Bridge** **3**  
Lore: Strategically retracted bridges can frustrate enemy movement, forcing routing plans to be rearranged.  
LOST INTERRUPT [A New Hope] [R1]  
Text: During your deploy phase, use X Force to rearrange all interior Death Star sites, where X = total number of those sites. All cards at a given site move along with that site. OR Cancel On The Edge.

**•••Rodian** *Clarification* **3**  
Lore: Thuku is a typical male Rodian. Sent to hunt down Greedo by Navik the Red, head of the Chhattza tribe. Rodians enjoy "the hunt," so many are employed as assassins.  
CHARACTER-ALIEN [A New Hope] [C2]  
POWER: 2 ABILITY: 1  
Text: Adds 1 to power of each of your bounty hunters and smugglers (but subtracts 1 from Greedo's power) at same site. Adds 1 to power of anything he pilots.  
DEPLOY: 2 FORFEIT: 2  
Icons: Pilot

**•SANDCRAWLER: DROID JUNKHEAP** *Clarification*  
LOCATION-SITE [A New Hope] [R1]  
DARK (0): Deploy on your sandcrawler. Each Jawa is forfeit +2 here. "Nighttime conditions" here.  
LIGHT (0): Your characters may enter/exit here for 1 Force each. "Nighttime conditions" here.  
Icons: Interior, Vehicle Site

**•Sniper** *Clarification* **3**  
 Lore: Tusken Raiders often attack lone desert travelers at long range. Their cowardly nature leads them to rely on surprise attacks rather than direct engagement.  
 LOST INTERRUPT [A New Hope] [U1]  
 Text: During your control phase, fire one of your weapons. If URoRRuR'R' firing, may add 2 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

**•Spice Mines Of Kessel** **4**  
 Lore: Captives sent to the Kessel spice mines spend the rest of their lives digging for glitterstim, a spice sold throughout the galaxy by smugglers and crime lords.  
 UTINNI EFFECT [A New Hope] [R1]  
 Text: Deploy on Kessel (may not be moved), target one captive and one trooper to escort captive. When targets reach Utinni Effect, retrieve Force equal to captive's forfeit (captive and Utinni Effect lost).

**Stunning Leader** *Clarification* **4**  
 Lore: Stormtroopers are trained to stun, not kill, priority targets in order to split enemy forces and hold the leaders for interrogation. Stun effects wear off, requiring efficient action.  
 LOST INTERRUPT [A New Hope] [C2]  
 Text: If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

**•Superlaser** *Clarification* **3**  
 Lore: The Death Star has more firepower than the combined might the entire Imperial fleet. Enormous generators power the devastating planet-destroying weapon.  
 DEATH STAR WEAPON [A New Hope] [R2]  
 Text: Deploy on Death Star system at parsec 0. May target a capital starship at Death Star system, or at a system it orbits, using 4 Force. Draw two destiny. Target hit if total destiny > defense value.

**Swilla Corey** *Clarification* **4**  
 Lore: Petty criminals throughout the galaxy often earn extra money by teaching their trade to initiates. Thievery has become more popular as the Empire tightens its grip.  
 EFFECT [A New Hope] [C2]  
 Text: Deploy on any non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**•TATOOINE: BLUFFS**  
 LOCATION-SITE [A New Hope] [U1]  
 DARK (0): "Bluff Rules" in effect here.  
 LIGHT (0): "Bluff Rules" in effect here.  
 Icons: Exterior, Planet

**•Tech Mo'r** **6**  
 Lore: Male Bith musician. Plays Ommni Box in Figrin D'an's band. Lost ownership of instrument to Figrin while gambling.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 1  
 Text: After using Ommni Box, peek at top X cards of pile or deck just shuffled, where X = number of other musicians at same site. May reshuffle without peeking.  
 DEPLOY: 3 FORFEIT: 1  
 Icons: Warrior

**Tentacle** **5**  
 Lore: Dianogas use their seven tentacles for both locomotion and catching food. The few survivors of such attacks claim that a dianoga tentacle has the strength of a hydro-clamp.  
 IMMEDIATE EFFECT [A New Hope] [C2]  
 Text: If opponent just played an Interrupt, use 1 Force to deploy on table. That Interrupt is played out but is then 'grabbed' (played here but is out of play). Any new Interrupts of the same name are unique (+). (Immune to Control.)

**•••There'll Be Hell To Pay** **5**  
 Lore: Luke's dream of joining the Academy often distracted him from his chores, sometimes resulting in his having to pay the price for his impatience.  
 IMMEDIATE EFFECT [A New Hope] [U2]  
 Text: Use 3 Force to deploy on table and stack one just-played Interrupt here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free. (Immune to Control.)

**This Is Some Rescue!** **6**  
 Lore: "When you came in here, didn't you have a plan for getting out?"  
 USED INTERRUPT [A New Hope] [U1]  
 Text: Cancel I'm Here To Rescue You, Plastoid Armor, Out Of Commission, Alternatives To Fighting, Cell 2187 or Ewok Rescue.

**TIE Assault Squadron** **3**  
 Lore: Imperial strategy relies on quantity over quality. Although many of their pilots have low motivation, this is compensated by 'wolfpack' group tactics.  
 SQUADRON: TE/ILN [A New Hope] [U1]  
 POWER: 3 MANEUVER: 3 NO HYPERSPEED  
 Text: \* Replaces 3 TIE/Ins at one location (TIE/Ins go to Used Pile). Permanent pilots provide total ability of 3.  
 DEPLOY: \* FORFEIT: 6  
 Icons: Pilot x3

**TIE Vanguard** *Clarification* **3**  
 Lore: Reconnaissance starfighter. Often deployed first to gather detailed information on enemy starship movement before full fleet engagement.  
 STARFIGHTER: TE/ILN [A New Hope] [C2]

POWER: 1 MANEUVER: 2 NO HYPERSPEED  
 Text: Permanent pilot provides ability of 1. You may deploy cards to same system or sector as a 'react'.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Pilot

**Tractor Beam** *Clarification* **3**  
 Lore: Captures enemy vessels for boarding. When used in conjunction with an ion cannon, tractor beams can ensnare even the most maneuverable starships.  
 DEVICE [A New Hope] [U1]  
 Text: Use 2 Force to deploy on your Star Destroyer. At the end of a battle at same system or sector, may target an opponent's starship present (except Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Target captured if destiny > defense value.

**Trooper Davin Felth** **2**  
 Lore: Dispatched to Tatooine to apprehend renegade droids fleeing the *Tantive IV*. Suspected to have misgivings about Imperial methods. Allegedly shot his commander in the back.  
 CHARACTER-IMPERIAL [A New Hope] [R2]  
 POWER: 2 ABILITY: 2  
 Text: While he is on Tatooine, Local Trouble and Look Sir, Droids are Used Interrupts. Opponent may select target when using Friendly Fire at same site as Felth.  
 DEPLOY: 1 FORFEIT: 3  
 Icons: Warrior

**•U-3PO (Yoo-Threepio)** **3**  
 Lore: This protocol droid served in the House of Alderaan's Diplomatic Corps. Imperials altered its programming for espionage, making the droid an unwitting spy for the Empire.  
 CHARACTER-DROID [A New Hope] [R1]  
 POWER: 1 PROTOCOL DROID  
 Text: Deploy on opponent's side as an Undercover spy (except that if present during a battle at a site, adds its power to Light Side). If spy's "cover is broken," the above game text is canceled and Light Side may use as if stolen.  
 DEPLOY: 3 FORFEIT: 3

**Undercover** *Errata* **5**  
 Lore: The Empire maintains a network of spies attempting to infiltrate the Rebel Alliance or misinform their operatives.  
 EFFECT [A New Hope] [C2]  
 Text: Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.)

**•URoRRuR'R'R** **3**  
 Lore: **Leader** of a Tusken Raider tribe. Unafraid of machines. Skilled hunter and marksman. Raids moisture farms for water. Roams the Junland Wastes in search of unwary travelers.  
 CHARACTER-ALIEN [A New Hope] [U2]  
 POWER: 1 ABILITY: 1  
 Text: Deploys only on Tatooine. When at same site as another Tusken Raider, may draw one battle destiny if not able to otherwise.  
 DEPLOY: 3 FORFEIT: 4

**•URoRRuR'R'R's Hunting Rifle** *Clarification* **5**  
 Lore: Owning a hunting rifle is an important status symbol in Tusken culture. URoRRuR'R'R scavenged this weapon from a starship wreck near Anchorhead.  
 CHARACTER WEAPON [A New Hope] [U1]  
 Text: Use 1 Force to deploy on URoRRuR'R'R or Chief Bast, 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

**Victory-Class Star Destroyer** **2**  
 Lore: Commissioned by the Old Republic at end of the Clone Wars, Rendili StarDrive's Victory-class starship is atmosphere-capable but has a low sublight speed.  
 CAPITAL: VICTORY-CLASS STAR DESTROYER [A New Hope] [U1]  
 POWER: 6 ARMOR: 5 HYPERSPEED: 4  
 Text: May add 4 pilots, 6 passengers, 1 vehicle and 3 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Adds 1 to your total power in battles at related planet sites.  
 DEPLOY: 6 FORFEIT: 5  
 Icons: Pilot, Nav Computer, Scamp Link

**We Have A Prisoner** **3**  
 Lore: "You are part of the Rebel Alliance, and a traitor. Take her away!"  
 LOST INTERRUPT [A New Hope] [C2]  
 Text: Use 1 Force if opponent just lost or forfeited a character from battle. Character is captured instead. OR Use X Force to capture all characters aboard a captured starship, where X = twice the number of characters.

**•WED15-I7 'Septoid' Droid** **2**  
 Lore: Multi-armed maintenance droid fiercely loyal to the Empire. Specializes in extending effective operational life of Imperial resources. Nicknamed for an insect from Eriadu.  
 CHARACTER-DROID [A New Hope] [U2]  
 POWER: 1 MAINTENANCE DROID  
 Text: \* Forfeit value begins at 7. When 'forfeited,' droid remains in play, but forfeit value is reduced by the amount of attrition or battle damage absorbed. Droid lost when forfeit value reaches zero.  
 DEPLOY: 3 FORFEIT: \*

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