

JEDI PACK SPOILER LIST

LIGHT SIDE

- For Luck Clarification** 4
 Lore: Before swinging across the treacherous abyss, Leia gave Luke a kiss for luck. Despite an incessant storm of laserblasts, they made it.
 EFFECT: [Jedi Pack] [PM]
 Text: Deploy on table. If Counter Assault is played, may use 1 Force to add one destiny to your total. If Sense or Alter just played, may use X Force to exclude X Dark Jedi from being the "highest-ability character."
- Han** 1
 Lore: Corellian. Graduated with honors from the Imperial Academy. Dishonorably discharged. Wanders the galaxy building a reputation as a **gambler** and a hot-shot pilot.
 CHARACTER-ALIEN [Jedi Pack] [PM]
 POWER: 2 ABILITY: 2
 Text: -
 DEPLOY: 4 FORFEIT: 3
 Icons: Pilot
- Leia** 1
 Lore: Adopted daughter of the Viceroy and First Chairman of Alderaan. Became a political **leader** at a young age. The injustices of the New Order led her to join the Rebellion.
 CHARACTER-REBEL [Jedi Pack] [PM]
 POWER: 2 ABILITY: 2
 Text: -
 DEPLOY: 4 FORFEIT: 3
- Luke's T-16 Skyhopper** 4
 Lore: Enclosed vehicle used by Luke Skywalker for his early pilot training. Often raced with Biggs Darklighter through Beggar's Canyon.
 SHUTTLE VEHICLE [Jedi Pack] [PM]
 POWER: 2 MANEUVER: 5 LANDSPEED: *
 Text: Requires 1 pilot to use. May carry 1 passenger. May move as a 'react.' may 'bullseye' one Womp Rat per turn. *Landspeed = 4, OR 1 character may shuttle to or from same site for free.
 DEPLOY: 2 FORFEIT: 4

- Tedd Dahai** 3
 Lore: Male Bith **musician**. Member in good standing of the Intergalactic Federation of Musicians. Plays the Fanfar in Figrin D'an's band. Once worked for the Empire as a **scout**.
 CHARACTER-ALIEN [Jedi Pack] [PM]
 POWER: 1 ABILITY: 1
 Text: For each other musician at same site, during any control phase you may use 1 Force to choose one opponent's alien present. That alien cannot utilize its game text for remainder of that turn.
 DEPLOY: 2 FORFEIT: 4

DARK SIDE

- Dark Forces** [PM] 4
 Lore: "The ability to destroy a planet is insignificant next to the power of the Force."
 EFFECT: [Jedi Pack] [PM]
 Text: Deploy on your side of table. When Surprise Assault is played, may use 1 Force to add one destiny to your total. Also, when Sense or Alter is played, may use X Force to exclude X Jedi from being the "highest-ability character."
- ERIADU** 1
 LOCATION-SYSTEM [Jedi Pack] [PM]
 DARK (1): If you control, Force drain +1 here. Tarkin deploys free here.
 LIGHT (0): If you control, all Imperials with ability > 2 on table are forfeit +2.
 Icons: Planet, Parsec: 1
- Gravity Shadow** 4
 Lore: "Traveling through hyperspace ain't like dustin' crops, boy!" Gravitational phenomena cast shadows in hyperspace, posing a serious threat to lightspeed navigation.
 LOST INTERRUPT [Jedi Pack] [PM]
 Text: If opponent's starship has just begun to move through hyperspace, draw destiny. If destiny > pilot's ability, starship must return to original location and may not move this turn. If destiny = pilot's ability, starship is lost.

- Hyperroute Navigation Chart** [Jedi Pack] [PM]

 - 0 Coruscant
 - 1 Corellia, Eriadu
 - 2 Alderaan, Kiffex, Bothuwui
 - 3 Rallitir, Nal Hutta, Raitthal
 - 4 Yavin*, Chandria
 - 5 Hoth*, Anoat, Dantooine
 - 6 Bespin, Kashyyyk, Mon Calamari
 - 7 Tatooine, Sullust, Ord Mantell
 - 8 Endor, Kessel
 - 9 Dagobah

- *Known Rebel Base
- Motti** 1
 Lore: Considered an overrated **leader** by many subordinates. Has a disturbing lack of faith. Became a member of the Death Star's command triumvirate despite his failings.
 CHARACTER-IMPERIAL [Jedi Pack] [PM]
 POWER: 2 ABILITY: 2
 Text: -
 Deploy: 4 FORFEIT: 3
 Icons: Pilot
- Tarkin** 1
 Lore: Imperial Governor of the Seswenna Sector. Conceived and implemented the Death Star project. A **leader** in the effort to crush the **Rebellion**.
 CHARACTER-IMPERIAL [Jedi Pack] [PM]
 POWER: 2 ABILITY: 2
 Text: -
 Deploy: 4 FORFEIT: 3

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REBEL LEADER SPOILER LIST

- Gold Leader In Gold 1** 2
 Lore: At the Battle of Yavin, Dutch led his squadron of outdated but reliable Y-wings in the first wave of the assault against the Death Star.
 STARFIGHTER: Y-WING [PM]
 POWER: 2 MANEUVER: 3 HYPERSPEED: 4
 Text: May add 1 pilot or passenger. Permanent pilot aboard is •Dutch, who provides ability of 2, adds 2 to power and may draw one battle destiny if not able to otherwise.
 DEPLOY: 5 FORFEIT: 4
 Icons: Pilot, Nav Computer

- Red Leader In Red 1** 2
 Lore: Called 'Boss' or 'Chief' by his squadron, Garven Dreis was the first pilot to fire proton torpedoes at the Death Star's exhaust port during the Battle of Yavin.
 STARFIGHTER: X-WING [PM]
 POWER: 3 MANEUVER: 4 HYPERSPEED: 5
 Text: Permanent pilot aboard is •Red Leader, who provides ability of 2, adds 2 to power and may draw one battle destiny if not able to otherwise.
 DEPLOY: 6 FORFEIT: 5
 Icons: Pilot, Nav Computer

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