

SPECIAL EDITION LIGHT SIDE SPOILER LIST

Air-2 Racing Swoop 5
 Lore: Features maneuvering flaps and repulsorlift engines. High speed and sensitive controls make swoops hard to drive. Outracing slavers on Bonadan, Han escaped on an Air-2.
 TRANSPORT VEHICLE [Special Edition] [C]
 POWER: 0 MANEUVER: 5 LANDSPEED: *
 Text: May add 1 driver and 1 passenger. *Landspeed = Driver's ability, and once per turn, may follow an opponent's vehicle or character that just moved from same site (if within range).
 DEPLOY: 2 FORFEIT: 2

Alderaan Operative 3
 Lore: Many of the Alliance's generals and commanders are from Alderaan. Not all of Alderaan's population are active members of the Rebellion, but most support the cause.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 1 ABILITY: 1
 Text: While at an Alderaan site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your general is on Alderaan) and, once during each of your deploy phases, may deploy one site to Alderaan from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3
 Icons: Warrior

All Wings Report In 5
 Lore: "Red 10 standing by." "Red 7 standing by." "Red 3 standing by." "Red 6 standing by." "Red 9 standing by." "Red 2 standing by." "Red 11 standing by." "Red 5 standing by."
 USED INTERRUPT [Special Edition] [R]
 Text: Once per game, target on non-unique starfighter on table. Draw destiny. If destiny < X, retrieve X Force, where X = number of copies of that card you have on table. (Immune to Sense.) OR Take one non-unique starfighter into hand from Reserve Deck; reshuffle.

Anoat Operative 3
 Lore: Independent H'nemthe merchants at Anoat coordinate the shipping of supplies to Rebel bases throughout the galaxy.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 1 ABILITY: 1
 Text: While at an Anoat site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your smuggler or Ugnaught is on Anoat) and, once during each of your deploy phases, may deploy one site to Anoat from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3
 Icons: Warrior

Antilles Maneuver 5
 Lore: As their war with the Empire continued, Rebel pilots learned ways to counter standard Imperial tactics such as the Talon Roll.
 USED INTERRUPT [Special Edition] [C]
 Text: Take one Corellian Slip into hand from Reserve Deck; reshuffle. OR If Luke and Wedge are in a battle together at a system or sector, exclude from that battle one opponent's starfighter or combat vehicle present.

ASP-707 (Ayesspee) 3
 Lore: Extremely common menial-labor droid. Used for a variety of tasks. Mostly used for transporting heavy objects from one place to another.
 CHARACTER-DROID [Special Edition] [F]
 POWER: 0 AUTOMATION DROID
 Text: Your vehicles and devices deploy -1 here. Once during each of your control phases, may place your weapon, device or non-creature vehicle present on top of Reserve Deck. When on Crash Site Memorial, that Effect is immune to Alter.
 DEPLOY: 1 FORFEIT: 4

B-wing Attack Fighter 3
 Lore: First models designed in Roche asteroid field by Admiral Ackbar's team of Verpine engineers. Early design equipped to detect and neutralize Imperial orbital mines.
 STARFIGHTER: B-WING [Special Edition] [F]
 POWER: 4 MANEUVER: 2 HYPERSPEED: 3
 Text: Permanent pilot provides ability of 1. May fire 2 or more weapons during battle. Each of its destiny draws is +1. During your turn, may use 1 Force to 'defuse' (lose) an Orbital Mine present.
 DEPLOY: 3 FORFEIT: 4
 Icons: Pilot, Nav Computer, Scomp Link

Balanced Attack 4
 Lore: Alliance starfighter pilots cross-train with other starship types to maximize combat efficiency.
 USED INTERRUPT [Special Edition] [U]
 Text: If you have more than one class of "snub fighter" (Z-95, A-wing, B-wing, X-wing or Y-wing) in a battle, for each different class, add 1 to attrition against opponent (add 2 more if Falcon present). OR Take one admiral or general into hand from Reserve Deck; reshuffle.

Ben Kenobi Clarification 1
 Lore: Served Bail Organa during the Clone Wars. Saved Anakin's lightsaber until he was able to give it to Luke. Hasn't gone by the name Obi-Wan for a long time.
 CHARACTER-REBEL [Special Edition] [R]
 POWER: 5 ABILITY: 6 JEDI KNIGHT
 Text: Deploys only on Tatooine. When in a duel, adds 2 to your total. Once per turn, if a battle just ended, may 'revive' (place here from Lost Pile) your character forfeited from same site this turn. Immune to attrition <5.
 DEPLOY: 5 FORFEIT: 9
 Icons: Warrior

Bothan Spy 3
 Lore: Bothans operate the most complex spy network in the galaxy. Discovered the location of the second Death Star. Ambitious. Resourceful. Furry. Tend to die in large numbers.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 1 ABILITY: 2
 Text: May be targeted (instead of a droid) by Death Star Plans. When targeted by Death Star Plans, makes that Effect immune to Alter and adds one destiny to Force retrieved with Death Star Plans. May not be targeted by Nabrun Leids.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

BOTHAWUI LOCATION-SYSTEM [Special Edition] [F]
 LIGHT (2): Your spies deploy -1 here and at related sites. If you control, Undercover is immune to Hutt Smoothch.
 DARK (1): Force drain -X here, where X= number of spies opponent has on table.
 Icons: Planet, Parsec 2

Bothawui Operative 3
 Lore: Gran pacifists responsible for maintaining contact with the Bothans. Some are stationed on the Bothan homeworld to help monitor sensitive information.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 1 ABILITY: 1
 Text: While at a Bothawui site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Bothan is on Bothawui) and, once during each of your deploy phases, may deploy one site to ABothawui from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3
 Icons: Warrior

Bren Quersay 2
 Lore: Piloted Red 8 at the Battle of Yavin. Dreamed of attending the prestigious Raithal Academy. Trained on X-wings by Wedge Antilles.
 CHARACTER-REBEL [Special Edition] [U]
 POWER: 2 ABILITY: 2
 Text: Adds 2 to anything he pilots. When piloting Red 8 during battle, adds one destiny to total power only. When at Rallitir system, adds 1 to each of your Force drains there.
 DEPLOY: 2 FORFEIT: 4
 Icons: Pilot

Bron Burs 3
 Lore: Ugly scars cover this former commando from southern Nentan. Likes to be on his own. Crack shot. Off and on partner of Debnoli. Relies on intuition to survive.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: When alone at a site, draws one battle destiny if not able to otherwise. Adds 1 to each of his weapon destiny draws. Immune to attrition < X, where X=number of Imperials present.
 DEPLOY: 3 FORFEIT: 3
 Icons: Warrior

Camie 2
 Lore: Friend of Luke and Biggs. Fixer's girlfriend. Lives in Anchorhead. Feels sorry for Luke, but still calls him 'Wormie.' Her parents have underground hydroponics gardens.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 1 ABILITY: 2
 Text: Deploys free to Anchorhead. Forfeit +1 when present with Fixer. Once during each of your deploy phases, may deploy Luke (of power <4), Biggs or Fixer to same Tatooinie site from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3

Clak'dor VII Operative 3
 Lore: Hired by the Alliance after the ecological disaster on Clak'dor VII. Brought food supplies and medicine to the Bith, securing their loyalty to the Rebellion.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 1 ABILITY: 1
 Text: While at a Clak'dor VII site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your musician is on Clak'dor VII) and, once during each of your deploy phases, may deploy one site to Clak'dor VII from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3
 Icons: Warrior

Cloud City Merchants 4
 Lore: The merchants on Cloud City fear Imperial occupation. Many on the floating station long for the day that the Empire is overthrown.
 EFFECT [Special Edition] [R]
 Text: Deploy on Bespin system if you occupy at least two Cloud City battleground sites. During each of your control phases, retrieve 1 Force for each Cloud City battleground you occupy. Canceled if opponent controls this system. (Immune to Alter.)

CLOUD CITY: CASINO LOCATION-SITE [Special Edition] [U]
 LIGHT (2): Whenever your gambler present here wins Cloud City Sabacc, retrieve 2 Force (3 if Lando).
 DARK (1): Unless you have a gambler here, you may not use wild cards in Cloud City Sabacc.
 Icons: Exterior, Mobile, Scomp Link

CLOUD CITY: CORE TUNNEL LOCATION-SITE [Special Edition] [U]
 LIGHT (1): Your aliens are power +1 here. If your Lando or your Lobot here, Force drain +1 here.
 DARK (1): Your aliens are forfeit -1 here. If your Lando or your Lobot here, Force drain +1 here.
 Icons: Interior, Mobile, Scomp Link

CLOUD CITY: DOWNTOWN PLAZA LOCATION-SITE [Special Edition] [R]
 LIGHT (2): Once during each of your control phases, may use 1 Force to retrieve one Cloud City location.
 DARK (2): If you control, opponent's Downtown Plaza game text is canceled.
 Icons: Exterior, Mobile, Scomp Link

CLOUD CITY: NORTH CORRIDOR LOCATION-SITE [Special Edition] [C]
 LIGHT (2): If you control, once per turn may use 1 Force to cancel a Force drain at a Cloud City site.
 DARK (1): If you control, once per turn may use 2 Force to cancel a Force drain at a Cloud City site.
 Icons: Interior, Mobile, Scomp Link

CLOUD CITY: WEST GALLERY LOCATION-SITE [Special Edition] [C]
 LIGHT (2): Your blasters present may fire at targets at nearest related exterior site.
 DARK (1): Force drain -1 here.
 Icons: Interior, Mobile, Scomp Link

Colonel Feyn Gospic 2
 Lore: One of General Dodonna's chief strategic advisors. Planned the Rebel fleet's approach to the Death Star.
 CHARACTER-REBEL [Special Edition] [R]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: Adds 2 to power of anything he pilots. Power +2 on Yavin 4. When at Massassi War Room, doubles Rebel Tech bonus to Attack Run. While present with Rebel Planners, that Effect applies separately to every system and immune to Alter.
 DEPLOY: 3 FORFEIT: 4
 Icons: Pilot, Warrior

Commander Wedge Antilles 3
 Lore: Promoted to commander for his heroism in the Battle of Yavin. Leader in charge of training new pilots assigned to Echo Base. Piloted Rogue 3 in the battle of Hoth.
 CHARACTER-REBEL [Special Edition] [R]
 POWER: 2 ABILITY: 2
 Text: Adds 3 to power of anything he pilots. When piloting Rogue 3, also adds 2 to maneuver and draws battle destiny if not able to otherwise. May use 2 Force to take one One More Pass into hand from Reserve Deck; reshuffle.
 DEPLOY: 3 FORFEIT: 6
 Icons: Pilot, Warrior

Corellia Operative 3
 Lore: Many of the Alliance's best engineers are sent to Corellia. The Rebellion maintains a presence on Corellia to ensure and assist in the production of the Alliance's starships.
 CHARACTER-REBEL [Special Edition] [U]
 POWER: 1 ABILITY: 1
 Text: While at a Corellia site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Corellian is on Corellia) and, once during each of your deploy phases, may deploy one site to Corellia from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 3
 Icons: Warrior

Corellian Engineering Corporation 4
 Lore: Only one of the 'Big Three' starship manufacturers to sell primarily to civilians. CEC employees take great delight in calling their highly modifiable designs 'stock'.
 EFFECT [Special Edition] [R]
 Text: Deploy on Corellia system. All your freighters are deploy -1 and hyperspeed +1. Also, all your Quad Laser Cannons deploy free and add 2 to each of their weapon destiny draws. Suspended while opponent controls Corellia. (Immune to Alter.)

CORUSCANT LOCATION-SYSTEM [Special Edition] [R]
 LIGHT (1): Force drain +1 here. If Rebels control this system, Imperials and Imperial starships are deploy +2.
 DARK (2): Your starships and pilots deploy -2 here.
 Icons: Planet, Parsec 0

Coruscant Celebration 4
 Lore: Despite Imperial propaganda, the citizens of Coruscant very much wish for the collapse of the Empire.
 EFFECT [Special Edition] [R]
 Text: Deploy on Coruscant system if you occupy at least two Coruscant battleground sites. During each of your control phases, retrieve 1 Force for each Coruscant battleground you occupy. Canceled if opponent controls this system. (Immune to Alter.)

Dantooine Base Operations / More Dangerous Than You Realize

OBJECTIVE [Special Edition] [R]
[Front Side] 0

Deploy Dantooine system.

While this side up, once during each of your deploy phases, may deploy from Reserve Deck to Dantooine one site or non-unique Rebel; reshuffle. At Dantooine locations, each Imperial is deploy +2.

Flip this card if Rebels control at least three Dantooine sites and opponent controls no Dantooine locations.

Place out of play if Dantooine is "blown away."

[Back Side] 7

While this side up, opponent's Force drains are -1. At Dantooine locations, each Imperial is deploy +2. Your squadrons may deploy to Dantooine (deploy cost = squadron's power -3), are immune to attrition < 4 and may draw one battle destiny if not able to otherwise. Your Force drains are +1 at systems where you have a squadron present.

Flip this card if opponent controls at least two Dantooine locations.

Place out of play if Dantooine is "blown away."

•Darklighter Spin 3

Lore: Biggs improvised this maneuver shortly after joining the Alliance. By spinning his starfighter while firing all four cannons, he was able to destroy multiple incoming targets.

LOST INTERRUPT [Special Edition] [C]

Text: During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your starfighter in that battle.

•DEATH STAR 3

LOCATION-SYSTEM [Special Edition] [R]

LIGHT (0): Deploy if Death Star Plans completed and and Death Star system not on table. If "blown away," Dark Side loses 8 Force.

DARK (2): X = parsec of current position (starts at 0). Immune to Revolution. You may move Death Star (hyperspeed = 1).

Icons: Mobile, Parsec X

•DEATH STAR: DETENTION BLOCK CORRIDOR

LOCATION-SITE [Special Edition] [C]

LIGHT (0): Force drain +1 here. Whenever you release a captive here, retrieve 1 Force (4 if Leia).

DARK (1): During your deploy phase, IT-O and Hypo may deploy here from Reserve Deck; reshuffle.

Icons: Interior, Mobile

•Debnoli 2

Lore: Good-natured patron of Mos Eisley cantina, until the Empire impounded his starship. Expert marksman. Seeking revenge on the Empire.

CHARACTER-ALIEN [Special Edition] [R]

POWER: 3 **ABILITY: 2**

Text: Adds 2 to power of anything he pilots. When firing a character weapon, adds 1 to total weapon destiny and characters he "hits" are forfeit=0. Immune to attrition <2 (<5 while armed with a blaster).

DEPLOY: 3 **FORFEIT: 4**

Icons: Pilot, Warrior

◊DESSERT

LOCATION-SITE [Special Edition] [F]

LIGHT (1): Your Jawas may deploy here. Sandwhirl here moves only if on Tatooine. May not be deployed to Bespin, Coruscant, Dagobah, Hoth, Kessel or Naboo.

DARK (1): Eash of your battle destiny draws is -1 here. Sandwhirl here moves only if on Tatooine. May not be deployed to Bespin, Coruscant, Dagobah, Hoth, Kessel or Naboo.

Icons: Exterior, Planet

•Desperate Tactics 4

Lore: Members of the Rebel Alliance are willing to make a perilous frontal attack for their cause.

USED INTERRUPT [Special Edition] [C]

Text: If your vehicle weapon was just fired during a battle, add one battle destiny. OR During a battle at a site where you have an artillery weapon or vehicle weapon, cancel all opponent's immunity to attrition for remainder of battle.

•Direct Assault 4

Lore: "I got 'im! I got 'im!"

USED INTERRUPT [Special Edition] [C]

Text: If you have a piloted starship armed with a starship weapon, select one opponent's starship present to lose all immunity to attrition for remainder of turn. OR Cancel Dark Maneuvers.

Disruptor Pistol 4

Lore: Illegal weapon easily purchased by Rebel suppliers on the black market. Rechargeable energy packs make it a cost-effective weapon.

CHARACTER WEAPON [Special Edition] [F]

Text: Use 2 Force to deploy on your warrior (1 on your non-unique warrior). May target a character or creature using 2 Force (for free if on your non-unique warrior). Draw Destiny. Target lost if destiny > defense value.

•Docking And Repair Facilities 3

Lore: Most Rebel frigates are equipped with repair facilities for damaged or disabled starfighters. Capital ships are serviced at larger spaceports.

EFFECT [Special Edition] [R]

Text: Use 4 Force to deploy on your side of table. A starship you just lost may be placed here. Holds one starship at a time. During your deploy phase, may use X Force to bring starship to hand, where X= deploy cost of that starship.

Don't Tread On Me 5

Lore: Han did not take kindly to Jabba's posturing.

USED OR STARTING INTERRUPT [Special Edition] [R]

Text: USED: Add 1 to your just-drawn weapon destiny. **STARTING:** If you have deployed a battleground, deploy Ultimatum, Scrambled Transmission and/or Do, Or Do Not from Reserve Deck. Place Interrupt in Reserve Deck.

•Down With The Emperor! 6

Lore: News of Imperial defeat inspires the citizens of the galaxy. A major loss seriously undermines the Empire's ability to function.

EFFECT [Special Edition] [U]

Text: If no Dark Jedi is on table, deploy on Death Star system. If Death Star "blown away," relocate to opponent's side of table: each Imperial and Imperial starship is deploy +8 and loses immunity to attrition. Canceled if a Dark Jedi is deployed. (Immune to Alter.)

•Draw Their Fire 4

Lore: "I'm going to cut across the axis and try and draw their fire."

EFFECT [Special Edition] [U]

Text: Deploy on your side of table. Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force. Also, during a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. (Immune to Alter.)

•••Droid Merchant Clarification 3

Lore: Careful manipulator of funds and Imperial taxation codes. Buys droids from Jawas and sells them to the Alliance.

CHARACTER-ALIEN [Special Edition] [C]

POWER: 1 **ABILITY: 2**

Text: Spaceport Speeders may be played at same site. Once per game, may do one of the following: activate 1 Force when you deploy a droid OR retrieve 1 Force when you deploy an astromech to a starfighter.

DEPLOY: 1 **FORFEIT: 3**

Echo Base Trooper Rifle 3

Lore: BlasTech A295 blaster rifle. Standard-issue longarm at Echo Base.

Highly accurate with good range. Favored by marksmen and snipers in a hostile environment.

CHARACTER WEAPON [Special Edition] [C]

Text: Use 3 Force to deploy on your warrior (Free on your Echo Base trooper).

May target a character, creature or vehicle at same or adjacent site using 2 Force (1 if fired by an Echo Base trooper). Draw Destiny. Target hit if destiny +1 > defense value.

•Elyhek Rue 2

Lore: Piloted Red 7 at the Battle of Yavin. Part of the Griffon flight wing, a Rebel squadron sent to fight the Imperial subjugation of Ralltiir.

CHARACTER-REBEL [Special Edition] [U]

POWER: 2 **ABILITY: 2**

Text: Adds 2 to power of anything he pilots. When piloting Red 7 during battle, adds one destiny to total power only. When at Ralltiir system, adds 1 to each of your Force drains there.

DEPLOY: 2 **FORFEIT: 4**

Icons: Pilot

•Entrenchment 4

Lore: As the Empire advances, Rebels retreat to fortified positions to marshal their resources and redeploy the troops.

EFFECT [Special Edition] [R]

Text: Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique Rebel. Rebels may deploy from here as if from hand (if Effect canceled by opponent, any Rebels here may immediately deploy for free.)

◊FARM

LOCATION-SITE [Special Edition] [F]

LIGHT (2): During your deploy phase, Hydroponics Station or Vaporator may deploy here from Reserve Deck; reshuffle. May not be deployed to Bespin, Coruscant, Dagobah, Hoth, Kessel.

DARK (1): May not be deployed to Bespin, Coruscant, Dagobah, Hoth, Kessel.

Icons: Exterior, Planet

•Firin Morett 3

Lore: Engineer responsible for preparing Red and Gold Squadron starships for battle. Has final launch authority in the Yavin 4 docking bay.

CHARACTER-REBEL [Special Edition] [U]

POWER: 2 **ABILITY: 2**

Text: Subtracts 2 from deploy cost of each of your starfighters to same docking bay. Once during each of your control phases, may take one Advanced Preparation, Rebel Planners or docking bay into hand from Reserve Deck; reshuffle.

DEPLOY: 2 **FORFEIT: 4**

Icons: Warrior

•First Aid 4

Lore: The Alliance used stolen medical droids to help carry on the battle against the Empire.

USED INTERRUPT [Special Edition] [F]

Text: If your character's forfeit was just reduced to 0, restore it to normal. OR Reduce your battle damage by 5 by losing from hand a starship, vehicle or character. (Immune to Sense.)

◊FOREST

LOCATION-SITE [Special Edition] [F]

LIGHT (1): Your characters present here are immune to attrition. May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.

DARK (1): May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.

Icons: Exterior, Planet

•General McQuarrie 3

Lore: Commander from Ralltiir. Fled from his homeland after its occupation by the Empire. Was instrumental in the establishment of the new Rebel base on Hoth.

CHARACTER-REBEL [Special Edition] [R]

POWER: 2 **ABILITY: 2**

Text: While McQuarrie is on Hoth, your Hoth Sentry is not unique (+), is doubled, deploys free, applies all of its modifiers and is immune to Alter. Power -1 when not on Hoth.

DEPLOY: 2 **FORFEIT: 3**

Icons: Warrior

•Gold 3

Lore: Part of Pops' Y-wing squadron at the Rebel base on Dantooine. Led evacuation efforts from the base. Piloted by Ryle Torsyn.

STARFIGHTER: Y-WING [Special Edition] [U]

POWER: 2 **MANEUVER: 3** **HYPER SPEED: 4**

Text: If deployed to Dantooine, may retrieve 1 Force. May add 2 pilots or passengers. Proton Torpedoes deploy and fire free aboard. Immune to attrition < 4 when matching pilot aboard.

DEPLOY: 1 **FORFEIT: 3**

Icons: Nav Computer, Scomp Link

•Gold 4 3

Lore: Point starfighter for Gold Squadron during the approach to the Death Star. Impact scars on its hull caused by small asteroids.

STARFIGHTER: Y-WING [Special Edition] [U]

POWER: 2 **MANEUVER: 3** **HYPER SPEED: 4**

Text: If deployed to Anoat, may retrieve 1 Force. May add 2 pilots or passengers. SW-4 Ion Cannon deploys and fires free aboard. Immune to attrition < 4 when matching pilot aboard.

DEPLOY: 1 **FORFEIT: 3**

Icons: Nav Computer, Scomp Link

•Gold 6 3

Lore: Led an attack on an Imperial outpost at Kashyyyk. Disabled the outpost's shields with ion cannons. Flown by Hol Okand during the Battle of Yavin.

STARFIGHTER: Y-WING [Special Edition] [U]

POWER: 2 **MANEUVER: 3** **HYPER SPEED: 4**

Text: If deployed to Kashyyyk, may retrieve 1 Force. May add 2 pilots or passengers. SW-4 Ion Cannon deploys and fires free aboard. Immune to attrition < 4 when matching pilot aboard.

DEPLOY: 1 **FORFEIT: 3**

Icons: Nav Computer, Scomp Link

•Goo Nee Tay 4

Lore: "Nah nah nah. Ohhhh! Louwa! GOO NEE TAY!"

EFFECT [Special Edition] [R]

Text: Deploy on opponent's side of table. All opponent's characters of ability >2 deploy +2. Also, opponent may not play Surprise and may not use M'iiyoom Onith's game text.

•Grondorn Muse Clarification 2

Lore: Formerly belonged to the Corellian militia. Popular musician before the Empire blacklisted his songs for their political content. Joined the Alliance with his wife, Duriel.

CHARACTER-REBEL [Special Edition] [R]

POWER: 2 **ABILITY: 3** **FORCE-ATTUNED**

Text: While Grondorn is on Yavin 4, your Yavin Sentry is not unique (+), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Yavin 4.

DEPLOY: 3 **FORFEIT: 5**

Icons: Warrior

•Harc Seff 3

Lore: Ishi Tib accountant. Experienced administrator. Freelance consultant. Worked for many planetary governors. Knows how to get the most out of any taxation scheme.

CHARACTER-ALIEN [Special Edition] [U]

POWER: 2 **ABILITY: 2**

Text: Power +1 at a swamp. Adds 2 to power of anything he pilots. While at a battleground site, whenever you must lose Force from a Force drain at an adjacent site, may reduce the loss by X by using X Force.

DEPLOY: 2 **FORFEIT: 3**

Icons: Pilot

•Harvest 5

Lore: "Harvest is when I need you the most. It's only one season more. This year we'll make enough on the harvest that I'll be able to hire some more hands."

LOST INTERRUPT [Special Edition] [R]

Text: If Luke is in a battle with Owen or Beru, add one battle destiny (two if both). OR If Owen or Beru is on table, retrieve any one card (wo if both, four if both present at Lars' Moisture Farm).

•Heroes Of Yavin 4

Lore: The three Rebels proved to be a deadly combination time and time again.

USED INTERRUPT [Special Edition] [R]

Text: If Luke, Chewie and Han are in a battle together, draw destiny and subtract that amount from opponent's attrition and total power. OR If Red 5 and Falcon are in a battle together, add one battle destiny.

Heroic Sacrifice 4

Lore: The Alliance lost many fine soldiers at conflicts such as the Battle of Hoth. The Rebel High Command is aware of the cost of freedom from Imperial tyranny.

IMMEDIATE EFFECT [Special Edition] [U]

Text: If you just forfeited a Rebel of ability > 2 from a battle at a battleground, deploy on that location; place that Rebel out of play and retrieve 2 Force for each Heroic Sacrifice on table. Immediate Effect canceled if opponent controls this location. (Immune to Control.)

Hidden Base / Systems Will Slip Through Your Fingers *Errata*
OBJECTIVE [Special Edition] [R]
[Front Side] 0
Deploy *Rendezvous Point*. Place a planet system (with a parsec number from 1 to 8) from Reserve Deck face down on your side of table (not in play); that card indicates the planet where your "Hidden Base" is located.
While this side up, once during each of your deploy phases, may deploy one system from Reserve Deck; reshuffle. Opponent loses no more than 1 Force from each of your Force drains at systems and sectors.
Flip this card any time after you have deployed five battleground systems and your "Hidden Base" system.
[Back Side] 7
While this side up, to draw a card from Force Pile, opponent must first use 1 Force. For each battleground system you control, you may cancel one opponent's Force drain (limit twice per turn). You may not deploy any systems. At each system opponent occupies during any deploy phase, opponent may 'probe' there by placing one card from hand face down beneath that system.
Place out of play if "Hidden Base" system is 'probed.' Dark side places 'probe' cards in Used Pile (and may retrieve 1 Force for each Probe Droid used to 'probe').

•Hit And Run 3
Lore: Many pilots for the Rebellion learned their skills using modified T-47s and other airspeeders. Being able to weave in and out of combat has become second nature to them.
LOST INTERRUPT [Special Edition] [R]
Text: Just after the weapons segment of a battle, you may move any or all of your starships there away. ('Hit' cards must still be lost.)

•Hol Okand 2
Lore: Piloted Gold 6 at the Battle of Yavin. Flew as Dutch's wingman during an attack on an Imperial supply outpost at Kashyyyk. Befriended by Chewbacca before leaving Yavin 4.
CHARACTER-REBEL [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Gold 6 during battle, adds one destiny to total power only. When at Kashyyyk system, adds 1 to each of your Force drains there.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•Hoth Sentry 3
Lore: "Reroute all power to the energy shield. We've got to hold them till all transports are away."
EFFECT [Special Edition] [U]
Text: Use 2 Force to deploy at any Hoth site. Declare one of the following to affect that site and adjacent sites while 'sentry' present: Opponent's deploy +1. OR Opponent's ability required for battle destiny +1. OR Your total power +1.

Imperial Atrocity 6
Lore: The Empire's ruthless tactics at times unintentionally create support for the cause of the Rebel Alliance.
IMMEDIATE EFFECT [Special Edition] [R]
Text: If you occupy at least two battlegrounds and just lost more than 2 Force to a Force drain at a location, deploy on that location (limit one per Force drain). Opponent loses 2 Force for each Imperial Atrocity on table.

•Incom Corporation 4
Lore: Incom's core design team defected to the Alliance with the plans for the famed X-wing fighter. Once with the Alliance, many former Incom test pilots flew for the Rebellion.
EFFECT [Special Edition] [R]
Text: Deploy on a Rebel Base interior site. Your ability-1 permanent pilots aboard T-16s, T-47s, Z-95s and X-wings (except squadrons) are replaced by ability-2 permanent pilots who add 1 to power. Canceled if opponent controls this site. (Immune to Alter.)

Incom Engineer 3
Lore: After narrowly escaping the nationalization of Incom by the Empire, many former employees joined the Rebellion. They spent long hours maintaining X-wings and T-47s.
CHARACTER-REBEL [Special Edition] [C]
POWER: 1 ABILITY: 2
Text: At same and related locations, adds 2 to your total battle destiny where your X-wing, T-47, T-16 and Z-95 is present and makes those vehicles and starships immune to attrition <3 (<5 if he is present with your maintenance droid).
DEPLOY: 2 FORFEIT: 3

Intruder Missile 7
Lore: Prototype missile developed by Slayn & Korpil. Ionizing warhead disrupts onboard systems. Capable of destroying capital starships by overloading shield generators.
STARSHIP WEAPON [Special Edition] [F]
Text: Deploy on your B-wing, Z-95, YT-class freighter or Falcon. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

•It's Not My Fault! 5
Lore: "It's not fair! The transfer circuits are working!"
USED INTERRUPT [Special Edition] [F]
Text: If opponent just initiated a battle at a site, use X Force to make your character present immune to attrition for remainder of battle, where X= that character's ability (free if Han or Lando).

•Joh Yowza 3
Lore: Yuzzum musician and thief. Singer for The Max Rebo Band. Stage name given to him by Sy Snootles. Jabba likes his performance, even though the Hutt despises Yuzzum.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 1

Text: Power +2 on Endor or when present with your musician. When opponent draws destiny, Joh may 'jam' (place that card face down under Joh). Holds one card at a time. If Joh leaves table, place card under Joh in opponent's Used Pile.
DEPLOY: 2 FORFEIT: 3

◇JUNGLE
LOCATION-SITE [Special Edition] [F]
LIGHT (1): Your aliens and creature vehicles are each power +1 here. May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.
DARK (1): Force drain -1 here. Your attrition against opponent is -2 here. May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.
Icons: Exterior, Planet

•Kalit's Sandcrawler 2
Lore: Provides enclosed shelter from harsh Tatooine climate, Tusken Raiders and krayt dragons. Kalit offers sanctuary to others when traveling (even members of enemy Jawa tribes).
TRANSPORT VEHICLE [Special Edition] [R]
POWER: 3 MANEUVER: 3 LANDSPEED: 2
Text: Deploys only on Tatooine. May add 1 driver and 7 passengers. While your Jawa is aboard, this vehicle and your Jawas at same site are immune to attrition < 3 (< 5 if Kalit at same site).
DEPLOY: 3 FORFEIT: 5

Kashyyyk Operative 3
Lore: Following the subjugation of Kashyyyk by the Empire, the Alliance hired merchants to 'purchase' Wookiee slaves to be freed.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 1 ABILITY: 1
Text: While at a Kashyyyk site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Wookiee is on Kashyyyk) and, once during each of your deploy phases, may deploy one site to Kashyyyk from Reserve Deck; reshuffle.
DEPLOY: 1 FORFEIT: 3
Icons: Warrior

•Ketwol 3
Lore: Pacifist scout. From an unknown system on the Outer Rim. Spends most of his time talking to pilots and travelers at local docking bays.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. Once per turn, may exchange a docking bay from hand with top card of Lost Pile. Your docking bay transit is free when moving to or from same site.
DEPLOY: 2 FORFEIT: 3
Icons: Pilot

Kiffex Operative 3
Lore: Some traders on Kiffex maintain a covert presence and coordinate information to help plan attacks on Imperial convoys.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 1 ABILITY: 1
Text: While at a Kiffex site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your spy or Vul Tazaena is on Kiffex) and, once during each of your deploy phases, may deploy one site to Kiffex from Reserve Deck; reshuffle.
DEPLOY: 1 FORFEIT: 3
Icons: Warrior

Kirdo III Operative 3
Lore: Some traders who run convoys to Kirdo III relay secret information from the Rebel population of Kirdo III. These traders have extensive experience with the Kitonak.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Kirdo III site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Kitonak is on Kirdo III) and, once during each of your deploy phases, may deploy one site to Kirdo III from Reserve Deck; reshuffle.
DEPLOY: 1 FORFEIT: 3
Icons: Warrior

•Koensayr Manufacturing 4
Lore: Company responsible for design of the rugged Y-wing snub fighter. Maintains sales offices on many planets. Koensayr parts often find their way into a variety of ships.
EFFECT [Special Edition] [R]
Text: Deploy on Ralltiir system. Once during each of your control phases, you may retrieve one Y-wing. Also Special Modifications is not unique (+) and makes its target immune to attrition <4. Suspended while opponent controls Ralltiir. (Immune to Alter.)

•Lando's Blaster Rifle 4
Lore: Standard-issue Imperial blaster rifle appropriated by Lando from a stormtrooper. Used by Calrissian to pin down stormtroopers as he made his escape from Cloud City.
CHARACTER WEAPON [Special Edition] [R]
Text: Deploy on your Lando or use 3 Force to deploy on your other warrior. May target a character, creature or vehicle using 1 Force. If Lando targeting a character, target is power -2 for remainder of turn. Draw destiny. Target hit if destiny +1 > defense value.

•Legendary Starfighter *Errata* 3
Lore: The Millennium Falcon's well-known reputation is favorable not only for its captain and first mate, but for the Alliance as well.
IMMEDIATE EFFECT [Special Edition] [C]
Text: If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is Falcon or Red 5). Also, that starfighter is power +2 (Immune to Control.)

•Leia's Blaster Rifle 3
Lore: Standard production blaster rifle issued at Echo Base. Modified by Rebel engineers for Leia's use. Has less recoil and a higher recharge rate.
CHARACTER WEAPON [Special Edition] [R]
Text: Deploy on your Leia or use 3 Force to deploy on your other warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Leia, target is lost.

•Lieutenant Lepira 2
Lore: Piloted Gold 4 at the Battle of Yavin. Learned to fly a starfighter by racing through the Anoat system.
CHARACTER-REBEL [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Gold 4 during battle, adds one destiny to total power only. When at Anoat system, adds 1 to each of your Force drains there.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•Lieutenant Naytaan 2
Lore: Piloted Red 9 at the Battle of Yavin. Led the relief effort of Clak'dor VII in the Mayagil sector. Became an 'ace' in only two missions.
CHARACTER-REBEL [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Red 9 during battle, adds one destiny to total power only. When at Clak'dor VII system, adds 1 to each of your Force drains there.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•Lieutenant Tarn Mison 3
Lore: Former Imperial pilot. Joined the Alliance shortly after the Battle of Yavin. Flew cover for Bright Hope during the evacuation of Hoth. Expert marksman.
CHARACTER-REBEL [Special Edition] [R]
POWER: 1 ABILITY: 2
Text: Deploys -1 aboard your unique (+) Rebel starfighter. Adds 2 to power of anything he pilots. When starfighter he pilots fires a starship weapon, characters aboard target are forfeit = 0 for remainder of turn.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•Local Defense 4
Lore: Even seasoned smugglers respect a well-planned, well-armed defense.
USED INTERRUPT [Special Edition] [U]
Text: Take one cloud car or starship into hand from Reserve Deck; reshuffle. OR If opponent just initiated a battle at a sector where none of your ability comes from Rebels or Rebel starships, add one battle destiny.

Local Uprising / Liberation [Special Edition] [R]
OBJECTIVE 0
[Front Side] 0
Deploy any planet system and one ◇ site to that system. This system is the Subjugated planet.
While this side up, once during each of your deploy phases, you may deploy one ◇ site to the Subjugated planet from Reserve Deck; reshuffle. Flip this card if your matching operatives control at least three battleground sites related to the Subjugated planet.
[Back Side] 7
While this side up, opponent's Force drains are -1. You may retrieve 1 Force whenever you deploy a matching operative to the Subjugated planet. Your matching operatives on that planet are each forfeit +2, and when at the same site as an Imperial or AT-AT, are each power +2. When you have at least one matching operative in a battle on the Subjugated planet, you may add one battle destiny.
Flip this card if you do not occupy at least two battleground sites related to the Subjugated planet.

•Major Palo Torshan 2
Lore: Coordinator of Rebel base security. Served under General Dodonna at Yavin 4. Sat in on conferences planning the Battle of Yavin. Developed counterintelligence techniques.
CHARACTER-REBEL [Special Edition] [R]
POWER: 2 ABILITY: 3 FORCE-ATTUNED
Text: Deploys -2 on a Rebel Base. While at your war room, adds 1 to your Attack Run total. Once during each of your control phases, may use 1 Force to take one Double Agent or Sabotage into hand from Reserve Deck; reshuffle.
DEPLOY: 3 FORFEIT: 4
Icons: Warrior

Maneuvering Flaps 4
Lore: Enhanced steering mechanisms on Rebel T-47s provide increased maneuverability in planetary atmospheres.
EFFECT [Special Edition] [C]
Text: Deploy on your side of table. Once during each of your control phases, may use 1 Force: your combat vehicles and shuttle vehicles are power and forfeit +2, maneuver +1 and landspeed=0 until start of your next turn. (Immune to Alter if Luke or Zev on table.)

•Mechanical Failure 4
Lore: The massive war machines of the Empire require tremendous effort to maintain combat readiness.
UTINNI EFFECT [Special Edition] [R]
Text: Deploy on an exterior site. Target an opponent's combat vehicle at a related site. Target's power and forfeit = 0. When target reaches Utinni Effect, target draws one destiny. Utinni Effect canceled if destiny >2. Otherwise, draw again next move phase, etc.

•Meditation 4
Lore: To prepare for the inevitable conflict with Jabba's minions, Luke entered a calm state of mental preparation.
EFFECT [Special Edition] [R]
Text: Deploy on your character of ability >3 (Effect lost if that character battles this turn). On a subsequent turn, if in a battle at a site, character's total weapon destiny is +3 and character adds one battle destiny. Effect lost at the end of that battle.

Medium Bulk Freighter 3
Lore: Modern Corellian design. Length 100 meters. Features engine system similar to that of a Corellian corvette. Dorsal hatch reveals hangar bay.
CAPITAL: YV-CLASS FREIGHTER [Special Edition] [U]
POWER: 2 MANEUVER: 3 HYPERSPEED: 4
Text: Deploys and moves like a starfighter. May add 2 pilots, 6 passengers and 1 vehicle. Permanent pilot provides ability of 1. Has ship-docking capability. Quad Laser Cannon may deploy aboard.
DEPLOY: 3 FORFEIT: 4
Icons: Independent, Pilot, Nav Computer, Scomp Link

•Melas 2
Lore: Sarkan **smuggler**. Smokes an Eesoosian gruu pipe to heighten awareness. Exiled from his home planet of Sarka for displaying curiosity to other aliens. Misses his homeworld.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 4 FORCE-SENSITIVE
Text: Adds 2 to power of anything he pilots. Power +2 under "nighttime conditions." Immune to attrition < X, where X = number of your aliens present (including himself).
DEPLOY: 3 FORFEIT: 4
Icons: Pilot

Mind What You Have Learned / Save You It Can [Special Edition] [R]
OBJECTIVE 0
[Front Side]
Deploy *Dagobah system (may not be converted)*.
While this side up, during your deploy phase, may deploy Luke, Yoda (deploy -2), Yoda's Hope, At Peace and/or Luke's Backpack to Dagobah from Reserve Deck; reshuffle. Whenever you draw training destiny, draw two and choose one. Place Luke's completed Jedi Tests on table. Your cards at Dagobah may not Force drain or contribute to Force retrieval. Add 4 to each player's destiny draw for Sense and Alter.
Flip this card when Luke completes Jedi Test #5.

[Back Side] 7
Immediately retrieve 10 Force and place destiny card from Jedi Test #5 on that Jedi Test.
While this side up, during your move phase, may use 3 Force to take Luke into hand from a location you control (cards on Luke go to owner's Used Pile). Luke's Jedi Test are suspended (not lost) whenever Luke not on table. Luke may ignore location deployment restrictions. Opponent may not play Sense or Alter.
Place out of play if you Force drain at Dagobah or if Luke is placed out of play. Cancel Luke's Jedi Tests.

Moisture Farmer 3
Lore: Many native Tatooinian citizens shun larger settlements. Form small communities in the desert. Their vaporators harvest water from the atmosphere.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 2
Text: Deploy -1 to a farm or exterior Tatooinian site. Power and forfeit +1 when Ardon Crell at Audience Chamber. Once during each of your control phases, may take one Hydroponics Station or Vaporator into hand from Reserve Deck; reshuffle.
DEPLOY: 2 FORFEIT: 3

•Neb Dulo 3
Lore: Disciple of Davrilat, a complicated religion based on the sanctity of harmonics. Originally from the desert planet Tocoya. Strong protective instincts.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Power +3 when present with your musician. When a battle was just initiated where present, may choose one opponent's character of ability < X to move away for free (or that character is lost), where X = number of your musicians present.
DEPLOY: 3 FORFEIT: 3

•Nick Of Time 4
Lore: Luke barely escaped being crushed by the AT-AT's massive footpad during the Battle of Hoth.
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. During a battle, you may place out of play from hand a copy of any unique (+) card participating in that battle to reduce attrition against you by that card's forfeit value. (Immune to Alter while you occupy a battleground.)

Old Times 5
Lore: "I'll be right up there with you! And, have I got stories to tell you..."
USED INTERRUPT [Special Edition] [R]
Text: If Luke and Biggs are defending a battle together (or are in any battle together at Tatooinian), add one battle destiny. OR If Luke and Biggs are making an Attack Run, add one battle destiny to your Attack Run total.

•On Target 5
Lore: Some Imperial starfighters are equipped with sensors, informing the pilot when an enemy craft has targeted him. The pilot's evasive maneuvers cost him time, but save his life.
USED INTERRUPT [Special Edition] [C]
Text: If you have a piloted capital starship armed with a starship weapon, use 2 Force to target an opponent's starship present. Until the end of your next turn, target cannot move and its pilots may not apply ability toward drawing battle destiny.

Organized Attack 5
Lore: "Hold up here and wait for my signal to start your run."
USED OR LOST INTERRUPT [Special Edition] [C]
Text: USED: If a battle was just initiated, each of your X-wings and Y-wings present is power +1 and immune to attrition for remainder of turn. LOST: Lose 1 Force to take up to three non-unique X-wings and/or non-unique Y-wings into hand from Reserve Deck; reshuffle.

Patrol Craft 4
Lore: Small, lightly armed, enclosed vehicle widely used throughout the galaxy. Sometimes used as a pleasure craft by wealthy eccentrics.
TRANSPORT VEHICLE [Special Edition] [C]
POWER: 1 MANEUVER: 3 LANDSPEED: 3
Text: Power +1 or Coruscant of Bespin. May add 1 driver and 1 passenger. May deploy or move as a 'react.' At cloud sectors, may move and be targeted by weapons like a starfighter.
DEPLOY: 1 FORFEIT: 3

Portable Scanner 6
Lore: Cryoncorp EnhanceScan general-purpose scanner. 1,500-meter lifetime detection range. Motion sensor and metal detection sensors optimized for up to 500 meters.
DEVICE [Special Edition] [C]
Text: Deploy on your Rebel. Adds 2 to your search party destiny draws where present. Also, once during each of your control phases, may take one device or weapon (except a lightsaber) into hand from Reserve Deck; reshuffle.

•Power Pivot 4
Lore: Using lateral thrusters, an X-wing can suddenly change direction, rotating around to fire at a pursuing ship.
LOST INTERRUPT [Special Edition] [C]
Text: If your piloted starship armed with a starship weapon is in a battle, lose 1 Force to reduce the power of one opponent's starship in that battle to zero. OR Place one opponent's starship just hit in Lost Pile.

•Precise Hit 2
Lore: "Luke, trust me."
USED OR LOST INTERRUPT [Special Edition] [C]
Text: USED: During a battle at a system or sector, instead of firing one of your starship weapons at a target, reduce that target's power by 4 until end of turn. LOST: During a battle at a system or sector, use 3 Force to cancel one battle destiny just drawn.

•Princess Organa 1
Lore: Adopted by Bail Organa. Former senator of Alderaan. Natural leader. Helped steal the Death Star plans. A key figure in the Rebel Alliance.
CHARACTER-REBEL [Special Edition] [R]
POWER: 3 ABILITY: 3 FORCE-ATTUNED
Text: While at a Rebel Base location, subtracts 1 from opponent's Force drains at related locations. Once during each of your deploy phases, may deploy one Leia Of Alderaan, Reflection or leader of ability <3 to same location from Reserve Deck; reshuffle.
DEPLOY: 3 FORFEIT: 7
Icons: Pilot, Warrior

R3-A2 (Arthree-Aytoo) 2
Lore: Special-purpose astromech capable of coordinating piloting coordinates and approach angles during combat.
CHARACTER-DROID [Special Edition] [U]
POWER: 1 ASTROMECH DROID
Text: When in battle aboard your capital starship at a system or sector, adds 1 to total attrition against opponent for each of your piloted starfighters present in that battle.
DEPLOY: 2 FORFEIT: 3
Icons: Nav Computer

•R3-T2 (Arthree-Teetoo) 4
Lore: Expanded memory capacity. Escaped from pirates based in Mos Eisley. Programmed with the ability to both enhance and sabotage hyperdrive systems.
CHARACTER-DROID [Special Edition] [R]
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 Central Core, Death Star requires +2 to move.
DEPLOY: 2 FORFEIT: 3
Icons: Nav Computer

Ralltiir Freighter Captain 3
Lore: After Ralltiir's fall to the Empire, many former members of its defense force became **smugglers** and **scouts**. Hoping to liberate their planet.
CHARACTER-ALIEN [Special Edition] [F]
POWER: 1 ABILITY: 2
Text: Power +2 at a Ralltiir site. Adds 2 to power and 1 to maneuver of anything he pilots. When piloting a starship and Ralltiir on table, may draw one battle destiny if not able to otherwise. When making a Kessel Run from Ralltiir, doubles X.
DEPLOY: 2 FORFEIT: 3
Icons: Pilot

Ralltiir Operative 3
Lore: During the Battle of Ralltiir, many Alliance soldiers participated in the defense of the planet from the Empire. Many of Ralltiir's population feel indebted to the Rebellion.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Ralltiir site: adds 1 to your Force drains there, is forfeit +1 (and power +1 if your trooper is on Ralltiir) and, once during each of your deploy phases, may deploy one site to Ralltiir from Reserve Deck; reshuffle.
DEPLOY: 1 FORFEIT: 3
Icons: Warrior

Rapid Fire 5
Lore: Rebel engineers at Echo Base quickly armed T-47 snowspeeders with harpoon guns in preparation for the impending attack.
USED INTERRUPT [Special Edition] [C]
Text: If a battle was just initiated, deploy (for free) a vehicle weapon or starship weapon from hand (or Reserve Deck; reshuffle) on your participating vehicle or starship.

Rebel Ambush 5
Lore: Entrenched Rebel troops defend their ground with surprising fierceness.
USED INTERRUPT [Special Edition] [C]
Text: If a battle was just initiated at a site, each of your troopers present is power +1 (+2 if at a Rebel Base site) and immune to attrition for remainder of turn.

•Rebel Fleet 3
Lore: To avoid unnecessary Imperial entanglements, the Rebel fleet is continuously on the move.
EFFECT [Special Edition] [R]
Text: Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique starfighter. Starfighters may deploy here as if from hand (if Effect cancelled by opponent, any starfighters here may immediately deploy for free.)

•Red 7 4
Lore: Flown by Elyhek Rue. X-wing that participated in an attack on the Devastator at Ralltiir.
STARFIGHTER: X-WING [Special Edition] [U]
POWER: 3 MANEUVER: 4 HYPERSPEED: 5
Text: Deploys free to Ralltiir. May add 1 pilot. Proton Torpedoes deploy and fire free aboard. Immune to attrition < 4 when matching pilot aboard.
DEPLOY: 2 FORFEIT: 4
Icons: Nav Computer, Scomp Link

•Red 8 5
Lore: X-wing assigned to Bren Quersey by Wedge Antilles. Scored a hit on Black 2.
STARFIGHTER: X-WING [Special Edition] [U]
POWER: 3 MANEUVER: 4 HYPERSPEED: 5
Text: Deploys free to Ralltiir. May add 1 pilot. Adds 1 to total weapon destiny when firing X-wing Laser Cannons. Immune to attrition < 4 when matching pilot aboard.
DEPLOY: 2 FORFEIT: 5
Icons: Nav Computer, Scomp Link

•Red 9 4
Lore: Part of the relief fleet sent to Clak'dor VII. Had extra cargo room installed. Flown by Lieutenant Naytaan.
STARFIGHTER: X-WING [Special Edition] [U]
POWER: 3 MANEUVER: 4 HYPERSPEED: 5
Text: Deploys free to Clak'dor VII. May add 1 pilot. Adds 1 to total weapon destiny when firing X-wing Laser Cannons. Immune to attrition < 4 when matching pilot aboard.
DEPLOY: 2 FORFEIT: 5
Icons: Nav Computer, Scomp Link

•Red 10 4
Lore: Theron Nett's X-wing. Assigned to be Red Leader's wingman during the second attack run on the Death Star.
STARFIGHTER: X-WING [Special Edition] [U]
POWER: 3 MANEUVER: 4 HYPERSPEED: 5
Text: Deploys free to Ord Mantell. May add 1 pilot. Proton Torpedoes deploy and fire free aboard. Immune to attrition < 4 when matching pilot aboard.
DEPLOY: 2 FORFEIT: 4
Icons: Nav Computer, Scomp Link

•RENDEZVOUS POINT Errata
LOCATION-SYSTEM [Special Edition] [R]
LIGHT (2): Your starships deploy -2 here and are hyperspeed +2 when moving to or from here. Neither player may Force drain here.
DARK (0): -
Icons: Space, Parsec 13

Rescue The Princess / Sometimes I Amaze Even Myself [Special Edition] [R]
OBJECTIVE 0
[Front Side]
Deploy *Detention Block Corridor (with Leia of ability < 4 imprisoned there), Docking Bay 327, Yavin 4: Docking Bay and Yavin 4: War Room*.
While this side up, your spies, 8D8, Revolution, Death Star Plans and Detention Block Control Room may not deploy to Death Star. Cards that release captives are immune to Sense and Alter. May not play Nabrun Leids.
Flip this card if you move Leia to Yavin 4: War Room.
Place out of play if Leia is lost from table (you may not deploy Death Star Plans for remainder of game).

[Back Side] 7
While this side up, for opponent to initiate a Force drain, opponent must use +1 Force. During battle, opponent's unique (+) characters, vehicles and starships lost from table are placed out of play; Leia adds one battle destiny; attrition against opponent is +2; and Imperials, Dark Jedi and Imperial starships lose all immunity to attrition.
Flip this card if Leia is captured.

•ROCHE [Special Edition] [U]
LOCATION-SYSTEM
LIGHT (1): During your deploy phase, you may deploy Big One and/or Asteroid Cave to this system from Reserve Deck; reshuffle.
DARK (1): Force Drain -1 here. If you control, Asteroid Sanctuary at related sector is canceled.
Icons: Planet, Parsec 7

•Rogue 4 2
Lore: **Enclosed** snowspeeder piloted by Derek 'Hobbie' Klivian. Wingman of Rogue Leader at the Battle of Hoth. Laser cannons modified for improved recharge rate.
COMBAT VEHICLE: T-47 SNOW-SPEEDER [Special Edition] [R]
POWER: 3 MANEUVER: 4 LANDSPEED: 4
Text: May add 2 pilots or passengers. May move as a 'react' only to Hoth sites. Dual Laser Cannon deploys and fires free aboard. Immune to attrition < 3 when Hobbie piloting.
DEPLOY: 2 FORFEIT: 5

Ronto 5
Lore: Creatures used as beasts of burden by Jawas. Tremendous strength makes them excellent pack animals. Very skittish around repulsorlift vehicles.
CREATURE VEHICLE [Special Edition] [C]
POWER: 3 MANEUVER: 3 LANDSPEED: 2
Text: May add 2 'riders' (passengers). Ability=1/4. When 'ridden' by a Jawa, moves for free and draws one battle destiny if not able to otherwise.
DEPLOY: 2 FORFEIT: 3

•Ryle Torsyn 2
Lore: Piloted Gold 3 at the Battle of Yavin. Recruited by Garven Dreis. Found hidden Imperial tracking device that forced the evacuation of Rebel base on Dantooine.
CHARACTER-REBEL [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Gold 3 during battle, adds one destiny to total power only. When at Dantooine system, adds 1 to each of your Force drains there.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•S-foils 4
Lore: "Lock S-foils in attack position."
EFFECT [Special Edition] [C]
Text: Deploy on table. Once during each of your control phases, may use 1 Force: until beginning of your next turn, each of your X-wings and B-wings is power +2 and hyperspeed=0, and adds 1 to each weapon destiny. (Immune to Alter is Red Leader on table.)

Sandspeeder Clarification 5
Lore: **Enclosed** Incom T-47 airspeeder adapted for use in hot, dry conditions. Maximum speed 600 kilometers per hour. Drive section left exposed for easier maintenance.
COMBAT VEHICLE: T-47 SAND-SPEEDER [Special Edition] [F]
POWER: 3 MANEUVER: 4 LANDSPEED: 4
Text: May add 1 pilot or passenger. Permanent pilot provides ability of 1. May move as a 'react' to Tatooine or desert sites.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•Scrambled Transmission 4
Lore: The Rebel Alliance employs sophisticated jamming technology to block Imperial communications.
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. Shocking Information is immune to Sense. Any interrupt that examines cards in your Used or Force Pile is lost. Once during each of your control phases, may take one Shocking Information into hand from Reserve Deck; reshuffle. (Immune to Alter.)

Scurrier 5
Lore: Considered to be a nuisance. Feeds on garbage. Its only defense is its speed. Nasty bite attack when surprised or cornered. Grow as big as 1.2 meters long.
SCAVENGER CREATURE [Special Edition] [F]
POWER: 2 SCURRY: 2
Text: Habitat: planet sites. Landspeed=2. Ferocity +2 when present at Mos Eisley or any spaceport site.
DEPLOY: 2 FORFEIT: 0
Icons: Selective Creature

•Sergeant Edian 3
Lore: Veteran of the Cloud City security forces. Loyal to Administrator Calrissian. Disdainful of the corruption of other Cloud City troopers.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 2 ABILITY: 1
Text: Deploys free on Cloud City if your Lando is at a related location. Power +2 on Cloud City. When in a battle at a Cloud City site, adds 1 to your total battle destiny for each of your other Cloud City troopers in that battle.
DEPLOY: 2 FORFEIT: 3
Icons: Warrior

•Sergeant Hollis 3
Lore: Trooper stationed at Echo Base during the Battle of Hoth. Distinguished himself with several acts of valor, earning the Kenobi Medallion.
CHARACTER-REBEL [Special Edition] [R]
POWER: 2 ABILITY: 2
Text: When in battle with another Echo Base trooper, adds one battle destiny. Once during each of your control phases, may take one Rebel Ambush into hand from Reserve Deck; reshuffle. Power -1 when not on Hoth.
DEPLOY: 2 FORFEIT: 3
Icons: Warrior

•Slayn & Korpil Facilities 4
Lore: Based in the Roche Asteroid Field. Worked with Admiral Ackbar to develop the B-wing fighter. Verpine owned, and that means quality.
EFFECT [Special Edition] [R]

Text: Deploy on Roche system. Once during each of your deploy phases, you may deploy a starship weapon from Reserve Deck on your B-wing; reshuffle. Also, retrieve 2 Force whenever your starfighter or vehicle 'hits' an opponent's starship or vehicle. (Immune to Alter.)

•Slight Weapons Malfunction 4
Lore: Han was gifted in the art of understatement.
USED INTERRUPT [Special Edition] [C]
Text: If your weapon (except a lightsaber) was just fired during a battle, add one battle destiny.

•Soth Petikkin 3
Lore: Persuasive recruiter from Tefau. Possesses limited precognition. Used his contacts in Jabba's desert stronghold to find support for the Rebellion.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 ABILITY: 3 FORCE-ATTUNED
Text: Once during each of your control phases, when at a Jabba's Palace site you control, may use 1 Force to take one alien that is a smuggler, scout, thief or spy into hand from Reserve Deck; reshuffle.
DEPLOY: 3 FORFEIT: 4

◇SPACEPORT CITY
LOCATION-SITE [Special Edition] [F]
LIGHT (1): If you have a non-unique Rebel leader at same or related site, Force drain +1 here. May not be deployed to Bespin, Dagobah, Endor, Hoth or Yavin 4.
DARK (1): If your thief or scout present, Force drain +1 here. May not be deployed to Bespin, Dagobah, Endor, Hoth or Yavin 4.
Icons: Exterior, Planet

◇SPACEPORT DOCKING BAY
LOCATION-SITE [Special Edition] [F]
LIGHT (1): Your docking bay transit from here requires 2 Force. Your starfighters deploy -1 (or 2 is freighter) here. May not be deployed to Bespin, Dagobah, Endor, Hoth or Yavin 4.
DARK (1): Your docking bay transit from here requires 3 Force. Your pilots deploy +1 here. May not be deployed to Bespin, Dagobah, Endor, Hoth or Yavin 4.
Icons: Exterior, Planet, Scamp Link

◇SPACEPORT STREET
LOCATION-SITE [Special Edition] [F]
LIGHT (1): During your move phase, may move free between here and any related spaceport site. May not be deployed to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
DARK (1): Imperials are power -1 here. May not be deployed to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
Icons: Exterior, Planet

•Spiral 2
Lore: Has conducted several successful ambushes on Imperial convoys. Veteran crew. Has a reputation for arriving when least expected.
CAPITAL: CORELLIAN CORVETTE [Special Edition] [R]
POWER: 5 ARMOR: 5 HYPERSPEED: 3
Text: May deploy -3 as a 'react'. May add 3 pilots, 4 passengers and 1 vehicle. Has ship-docking ability. Permanent pilot provides ability of 2.
DEPLOY: 5 FORFEIT: 7
Icons: Pilot, Nav Computer, Scamp Link

•Star Destroyer! 7
Lore: Leia's perception increased as she became more attuned to the Force. She attained the uncanny ability to spot objects at long distances.
USED INTERRUPT [Special Edition] [R]
Text: If opponent just deployed or moved a Star Destroyer, say "Star Destroyer!" After placing interrupt in Used Pile, may place Used pile on top of Reserve Deck.

•Stay Sharp! 4
Lore: "Ha haaaaaa!"
USED INTERRUPT [Special Edition] [U]
Text: During your control phase, fire one of your starship weapons (for free). If Han or any gunner is aboard that starship, may add 2 to destiny draw. 'Hit' target is lost. OR If you just fired a weapon in battle, add that weapon's destiny number to your total power.

•Steady Aim 3
Lore: Although unfamiliar with the quad laser turrets on the Falcon, Luke quickly scored two hits.
USED OR LOST INTERRUPT [Special Edition] [C]
Text: Add X to one starship weapon destiny (before destiny is drawn) when targeting opponent's starship.
USED: X=2. LOST: X=4.

•Suppressive Fire 3
Lore: Echo Base heavy weapons units provided covering fire, allowing Alliance personnel to escape Hoth.
USED INTERRUPT [Special Edition] [C]
Text: During your control phase, fire (for free) one of your blasters carried by a trooper or one of your automated weapons. 'Hit' target is lost.

◇SWAMP
LOCATION-SITE [Special Edition] [F]
LIGHT (1): Once during each of your deploy phases, may deploy one creature here from Reserve Deck; reshuffle. May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.
DARK (1): To initiate battle here, you must use +3 Force. You may not 'react' to or from here. May not be deployed to Bespin, Coruscant, Hoth, Kessel or Tatooine.
Icons: Exterior, Planet

T-47 Battle Formation 4
Lore: Airspeeders operate in coordinated patrols, supporting Rebel ground troops and denying infiltration of key planets.
LOST INTERRUPT [Special Edition] [R]
Text: If your T-47s occupy three battleground sites on same planet, your Force drains at same and related battlegrounds this turn are +1 (or +2 if at Hoth). OR Cancel a Force drain at a site if your T-47 occupies an adjacent site. OR Cancel Walker Garrison.

•Tatooine Celebration 4
Lore: Even in the Outer Rim, many fear the wrath of the Empire and pray for its destruction.
EFFECT [Special Edition] [R]
Text: Deploy on Tatooine system if you occupy at least two Tatooine battleground sites. During each of your control phases, retrieve 1 Force for each Tatooine battleground you occupy. Canceled if opponent controls this system. (Immune to Alter.)

•TATOoine: ANCHORHEAD
LOCATION-SITE [Special Edition] [F]
LIGHT (1): During your move phase, may move your characters from here to Mos Eisley.
DARK (1): If you occupy, opponent's Anchorhead game text is canceled.
Icons: Exterior, Planet

•TATOoine: BEGGAR'S CANYON
LOCATION-SITE [Special Edition] [R]
LIGHT (1): T-16s deploy free (and are power +2) here. If you control with a T-16, Force drain +1 here.
DARK (1): Your womp rats, banthas and Tusken Raiders deploy -1 here.
Icons: Exterior, Planet

•TATOoine: JABBA'S PALACE
LOCATION-SITE [Special Edition] [C]
LIGHT (2): If you occupy with an alien, Bo Shuda cannot be canceled.
DARK (1): When deployed, lose 1 Force for each of your Jabba's Palace sites that you do not occupy.
Icons: Exterior, Planet

•TATOoine: JAWA CANYON
LOCATION-SITE [Special Edition] [U]
LIGHT (1): Your Jawas are each power +1 and forfeit +2 here.
DARK (1): When deployed, lose 1 Force for each of your Jawa is at this site.
Icons: Exterior, Planet

•TATOoine: TOSCHE STATION
LOCATION-SITE [Special Edition] [C]
LIGHT (1): You generate +X Force here, where X=power of your highest forfeit character here.
DARK (1): If you occupy, opponent's Tosche Station game text is canceled.
Icons: Exterior, Planet

•Tawss Khaa 2
Lore: Female Nimbanel fortune teller. Roams the wastes of Tatooine. Trained in the ways of a Sakiyan hunter. Now tracks them for the Alliance. Risk-taker.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 3 ABILITY: 4 FORCE-SENSITIVE
Text: If you just initiated battle where present, predicts the winner. If correct, randomly retrieves 1 Force. If incorrect, lose 1 Force. Power +3 when present with opponent's alien of ability >3. Immune to attrition <3.
DEPLOY: 3 FORFEIT: 3

•The Planet That It's Farthest From 4
Lore: The Rebellion operates freely in many Outer Rim territories, allowing them to ignore Imperial activities in the core systems.
EFFECT [Special Edition] [U]
Text: Deploy on Tatooine system or Dagobah system. Target another system. At locations related to target system, opponent's Force drain modifiers are canceled. Effect canceled of opponent controls this system. (Immune to Alter.)

•Thedit 3
Lore: Organizes perimeter patrols for Kalif's territory. Inspiring leader. Keeps a watchful eye for kratt dragons, Tusken Raiders, and Wittin's bandits.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 ABILITY: 2
Text: Deploys only on Tatooine. When in a battle with at least two of your other Jawas, adds one battle destiny. When your total battle destiny at Thedit's site is greater than opponent's total battle destiny, Thedit reduces attrition against you by 3.
DEPLOY: 2 FORFEIT: 3

•Theron Nett 2
Lore: Experienced smuggler from Ord Mantell. Piloted Red 10 at the Battle of Yavin. Long-time wingman of Garven Dreis.
CHARACTER-REBEL [Special Edition] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Red 10 during battle, adds one destiny to total power only. When at Ord Mantell system, adds 1 to each of your Force drains there.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot

•They're Tracking Us 4
Lore: "Not this ship, sister."
LOST INTERRUPT [Special Edition] [C]
Text: If opponent just deployed a planet site, deploy the related system from your Reserve Deck; reshuffle. OR Cancel one opponent's 'react' unless opponent uses 2 additional Force.

Tibrin Operative 3
Lore: To disrupt the enslavement of the Ishi Tib by the Empire, some Rodian hunters were sent to harass Imperial troop movements on Tibrin.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Tibrin site, adds 1 to your Force drains there, is forfeit +1 (and power +1 if your Ishi Tib is on Tibrin) and, once during each of your deploy phases, may deploy one site to Tibrin from Reserve Deck; reshuffle.
DEPLOY: 1 FORFEIT: 3
Icons: Warrior

•TK-422 1
Lore: Corellian **smuggler. Spy.** Han stole the armor and identity of an enemy soldier that boarded the Millennium Falcon. Bluffed his way into the detention area.
CHARACTER-REBEL [Special Edition] [R]
POWER: 3 ABILITY: 3 FORCE-ATTUNED
Text: Deploys only as an Undercover spy at same site as an Imperial. While Undercover, Imperials are deploy +1 at related sites. May voluntarily "break cover" only during your move phase by using 3 Force. Captured if "cover broken" by opponent.
DEPLOY: 3 FORFEIT: 6
Icons: Pilot, Warrior

•Trooper Sabacc 4
Lore: Troopers stationed at various outposts play this sabacc variant to pass the time between assignments.
USED INTERRUPT [Special Edition] [F]
Text: **Requirements:** A gambler or trooper at a site. **Wild cards:** (2-7): Imperial and Rebel leaders. (Troopers may use weapons as wild cards.)
Clone cards: Locations and droids. **Stakes:** One transport vehicle without armor or one character weapon.

•Uh-oh! 4
Lore: Imperial law had no place in the Hutt's domain.
EFFECT [Special Edition] [U]
Text: Deploy on Your side of table. While no Rebels at any Jabba's Palace sites, at all such sites: Imperials are deploy +2, Bo Shuda may not be canceled, Expand the Empire is canceled and your non-unique aliens are each forfeit +1 (Immune to Alter.)

•Uutkik 3
Lore: Experienced Jawa **thief.** Pilfers equipment and hijacks vehicles from unwary bystanders in Mos Eisley. Het Nkik's ugliest cousin.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 2
Text: Deploys only on Tatooine. Once during each of your control phases, may lose 1 Force to steal into hand one transport vehicle, character weapon or device from opponent's Lost Pile.
DEPLOY: 2 FORFEIT: 3

•Weapons Display 3
Lore: The X-wing's display panel allows for different firing patterns for different weapons. This gives the pilot the ability to switch weapon types with minimum time and energy loss.
EFFECT [Special Edition] [C]
Text: Deploy on your side of table. Each of your starships with two or more starship weapons aboard is power +2. Once during each of your deploy phases, you may use 2 Force to deploy from Lost Pile one starship weapon, vehicle weapon or artillery weapon (for free).

•Wise Advice 4
Lore: The guidance of experienced Jedi allowed Luke to confront Vader.
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. Your training destiny draws are each +1. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

Wookiee 2
Lore: Wookiees are known to be fierce warriors. Combine high technology with a primitive lifestyle. Escaped Imperial slavery after the Battle of Endor.
CHARACTER-ALIEN [Special Edition] [F]
POWER: 4 ABILITY: 1
Text: Power +1 at a jungle, forest or Kashyyyk site. Also power +1 at same site as any Imperial. Wookiee Strangle is a Used Interrupt. When Bowcaster is deployed on or fired by this Wookiee, X=1. Adds 3 to destiny of each of your bowcaster.
DEPLOY: 4 FORFEIT: 4
Icons: Warrior

Wrist Comlink 5
Lore: Favored by scouts and troopers over the hand-held model. Easy to operate in difficult environments.
DEVICE [Special Edition] [C]
Text: Use 1 Force to deploy on your Rebel. Your characters and vehicles at related sites may move as a 'react' to same or adjacent site.

X-wing Assault Squadron 2
Lore: A squadron of X-wings ran interference for Y-wings during their assault on the Death Star. Keeping a tight formation dramatically increased the squadron's efficiency.
SQUADRON: X-WING [Special Edition] [R]
POWER: 9 MANEUVER: 4 HYPERSPEED: 5
Text: *Replaces 3 X-wings at one location (X-wings go to Used Pile). Permanent pilots provide total ability of 3.
DEPLOY: * FORFEIT: 12
Icons: Pilot x3, Nav Computer x3, Scamp Link x3

X-wing Laser Cannon 5
Lore: Quad Taim & Bak KX9 laser cannon. Fires singly or linked in groups of two or four. Smart pilots conserve energy and select only the cannons needed to score a hit.
STARSHIP WEAPON [Special Edition] [C]
Text: Deploy on your X-wing. May target a starfighter using X Force, where X=0 to 3. Draw destiny. If destiny + X > defense value, target hit (lost instead if X=3).

Yavin 4 Trooper 3
Lore: Elite troop force assigned to Massassi Base in the jungles of Yavin 4. Responsible for monitoring the perimeter of the Rebel outpost.
CHARACTER-REBEL [Special Edition] [F]
POWER: 2 ABILITY: 1
Text: Deploys only to a Yavin 4 site or any jungle. Power -1 when not at a Yavin 4 site. Warrior's Courage and Blast The Door, Kid! Played at same site are Used Interrupts. Forfeit +2 when present with a Rebel leader.
DEPLOY: 2 FORFEIT: 3
Icons: Warrior

•YAVIN 4: MASSASSI HEADQUARTERS
LOCATION-SITE [Special Edition] [R]
LIGHT (2): May not be separated from interior Yavin 4 sites. If you control, Attack Run total is +2.
DARK (0): May not be separated from interior Yavin 4 sites. If you occupy, Attack Run total is -4.

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SPECIAL EDITION DARK SIDE SPOILER LIST

2X-7KPR (Tooex) 3
 Lore: Basic security droid. Monitors perimeter sensors and floodlights at Imperial outposts. Responsible for maintenance of security devices. Stolen from Jabba.
 CHARACTER-DROID [Special Edition] [C]
 POWER: 0 SECURITY PATROL DROID
 Text: Where present under "nighttime conditions," each of your Imperials and aliens at same planet site is power +2 and immune to attrition <3.
 DEPLOY: 2 FORFEIT: 2

•A Bright Center To The Universe 4
 Lore: The intimidating power of the Empire was focused in the core systems, allowing the Emperor to ignore minor activities occurring on the Outer Rim.
 EFFECT [Special Edition] [U]
 Text: Deploy on Death Star system or Coruscant system. Target another system. At locations related to target system, opponent's Force drain modifiers are canceled. Effect canceled if opponent controls this system. (Immune to Alter.)

•A Day Long Remembered 6
 Lore: "It has seen the end of Kenobi and will soon see the end of the Rebellion."
 EFFECT [Special Edition] [U]
 Text: If Obi-Wan not on table, deploy on Yavin 4 or Hoth system. If system "Blown away," relocate to opponent's side of table. Rebels and Rebel starships are deploy +8 and lost immunity to attrition. Canceled if Obi-Wan is deployed. (Immune to Alter.)

•A Real Hero 4
 Lore: "I got my own problems."
 USED OR LOST INTERRUPT [Special Edition] [R]
 Text: USED: Take Lobot into hand from Reserve Deck; reshuffle. LOST: If your Lando is in a battle at a Cloud City site, add two battle destiny. OR If Han and your Lando are involved in the same battle, cancel one opponent's battle destiny just after it is revealed.

•Ak-rev 2
 Lore: Weequay musician from Sriluur. Studied in a monastery devoted to the Weequay god of thunder. Jabba's drum master. Trained in several forms of hand-to-hand combat.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 4 ABILITY: 1
 Text: Subtracts 1 from attrition against you at same site. Once during each of your control phases, may use 1 Force to take one musician into hand from Reserve Deck; reshuffle.
 DEPLOY: 3 FORFEIT: 1
 Icons: Warrior

Alert My Star Destroyer! 4
 Lore: For important Imperial dignitaries, an individual Star Destroyer is placed at their disposal.
 IMMEDIATE EFFECT [Special Edition] [C]
 Text: If your admiral, Moff or Dark Jedi just shuttled aboard your Star Destroyer, deploy on that character. Star Destroyer is immune to attrition and Flagship deploys free on that starship. Immediate Effect lost if character not aboard that starship.

All Power To Weapons 4
 Lore: The TIE fighter's energy management system allows its pilot to transfer all power from engines to weapons at a moment's notice.
 USED OR LOST INTERRUPT [Special Edition] [C]
 Text: USED: If a battle was just initiated, each of your TIEs present is power +2 and immune to attrition for remainder of turn. LOST: Lose 1 Force to take up to three non-unique TIEs into hand from Reserve Deck; reshuffle.

Anoat Operative 3
 Lore: Independent mercenaries operating out of Anoat work with some of the locals, such as Ugnaughts. These operatives inform the Empire of all suspected Alliance activities.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 1 ABILITY: 1
 Text: While at an Anoat site: adds 1 to your Force drains there, is power +1 (or +2 if your Ugnaught is on Anoat) and, once during each of your deploy phases, may deploy one site to Anoat from Reserve Deck; reshuffle.
 DEPLOY: 1 FORFEIT: 2
 Icons: Warrior

•Bantha Herd 4
 Lore: While banthas are found on many worlds, the largest herds are found on Tatooine. The Sand People of that planet learned to tame the beasts.
 MOBILE EFFECT [Special Edition] [R]
 Text: Deploy on an exterior Tatooine site. Specify starting location. During your control phase, moves to next adjacent site (reversing direction as necessary). During battle, if your tusken raider or bantha here may add one battle destiny.

•Barquin D'an 2
 Lore: Bith musician and gambler. Estranged older brother of Figrin D'an. Plays kloo horn, but not as well as his brother. Briefly jammed with Max Rebo's band.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 2 ABILITY: 1

Text: Once during each of your control phases, may use 1 Force to make a "waiver." Both players draw two destiny (add 1 to your total destiny for each of your gamblers at same site). Player with highest total may retrieve 1 Force.
 DEPLOY: 2 FORFEIT: 2
 Icons: Warrior

•Blast Points 5
 Lore: "Only Imperial stormtroopers are so precise."
 USED INTERRUPT [Special Edition] [C]
 Text: If your trooper just fired a character weapon during a battle, add one battle destiny. OR During your deploy phase, deploy on your trooper one character weapon from Reserve Deck; reshuffle.

•Blown Clear 2
 Lore: Vader was nearly killed when Han damaged his TIE fighter during a surprise attack in the Death Star trench.
 EFFECT [Special Edition] [U]
 Text: Deploy on your side of table. During a battle, you may place out of play from hand a copy of any unique (+) card participating in that battle to reduce attrition against you by that card's forfeit value. (Immune to Alter while you occupy a battleground.)

•Boba Fett Clarification 1
 Lore: Infamous bounty hunter. Hired to help Jabba intimidate debtors and smugglers. Crack shot. Mandalorian armor and jet pack provide protection.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 3 ABILITY: 2 ARMOR: 5
 Text: Adds 2 to power and 1 to maneuver of anything he pilots. May deploy -1 as a 'react' to same site as a gangster or smuggler. When firing weapons, any 'hit' characters are forfeit = 0. May 'fly' (landspeed = 3). Immune to attrition <3.
 DEPLOY: 5 FORFEIT: 4
 Icons: Pilot, Warrior

•Boelo 1
 Lore: Naroou Cuthus' predecessor as Jabba's right hand man. Sees what he wants to see. Hears what he wants to hear. Has a pet womp rat named Worra.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 3 ABILITY: 3 FORCE-ATTUNED
 Text: Deploys only on Tatooine or to same site as Jabba. When in a battle either at Audience Chamber or with your alien leader, may cancel one opponent's battle destiny just drawn.
 DEPLOY: 4 FORFEIT: 3
 Icons: Warrior

•Bossk In Hounds Tooth 1
 Lore: Bossk once said of his ship, "Greezeg out nikel!"
 CAPITAL: MODIFIED CORELLIAN FREIGHTER [Special Edition] [R]
 POWER: 5 ARMOR: 4 HYPERSPEED: 4
 Text: May add 6 passengers and 1 vehicle. Permanent pilot is "Bossk, who provides ability of 2, adds 2 to power and adds one battle destiny. Deploys and moves like a starfighter. Has ship-docking capability.
 DEPLOY: 8 FORFEIT: 5
 Icons: Independent, Pilot, Nav Computer, Scomp Link

•Bragus Glee 3
 Lore: Elder of a dextrous race of renowned travelers. **Gambler.** Frequents casinos, bars and spaceports. Originally from distant planet Dor Nameth
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 1 ABILITY: 4 FORCE-SENSITIVE
 Text: Power +2 at Cantina. Adds 2 to power of anything he pilots. Once per turn, may exchange a docking bay from hand with top card of Lost Pile. Your docking bay transit is free when moving to or from same site. Immune to attrition < 3.
 DEPLOY: 3 FORFEIT: 3
 Icons: Pilot, Warrior

Carbon Chamber Testing / My Favorite Decoration [Special Edition] [R]
[Front Side] 0
 Deploy Carbonite Chamber, Carbonite Chamber Console and Security Tower with a Rebel (opponent's choice) from opponent's Reserve Deck (if possible) imprisoned there.
 While this side up, once during each of your deploy phases, you may deploy from Reserve Deck one Audience Chamber, Docking Bay 94 or East Platform; reshuffle. You may not play Dark Deal.
 Flip this card if you move a frozen captive to Audience Chamber (or if no Rebel was in opponent's Reserve Deck at start of game).
[Back Side] 7
 While this side up, your aliens and starships are immune to attrition < 4 and, once during each of your control phases, you may retrieve 1 Force. While you have a frozen captive at Audience Chamber, Scum And Villainy is immune to Alter and during your deploy phase, you may deploy Scum And Villainy from Reserve Deck; reshuffle.
 Place out of play if there are no frozen captives on table (unless no Rebel was in opponent's Reserve Deck at start of game).

•Chyler 2
 Lore: Placed several ISB agents and Aqualish in the Cloud City miner's guild. Promised a position when the Empire took over Cloud City. She's still waiting.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 2 ABILITY: 2
 Text: While on Cloud City, adds 4 to destiny of each of your miners drawn for battle destiny and adds 1 to your Force drains at related cloud sectors where you have a minor or refinery (adds 2 if both).
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior

•Cloud City Occupation 4
 Lore: "I advise everyone to leave before more Imperial troops arrive."
 EFFECT [Special Edition] [R]
 Text: Deploy on Bespin system if you occupy at least two Cloud City battleground sites. During each of your control phases, opponent loses 1 Force for each Cloud City battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

•CLOUD CITY: CASINO [Special Edition] [U]
 LOCATION-SITE
 DARK (2): Whenever your gambler present here wins Cloud City Sabacc, retrieve 2 Force (3 if Lando).
 LIGHT (1): Unless you have a gambler here, you may not use wild cards in Cloud City Sabacc.
 Icons: Exterior, Mobile, Scomp Link

•CLOUD CITY: DOWNTOWN PLAZA [Special Edition] [R]
 LOCATION-SITE
 DARK (2): Once during each of your control phases, may use 1 Force to retrieve one Cloud City location.
 LIGHT (2): If you control, opponent's Downtown Plaza game text is cancelled.
 Icons: Exterior, Mobile, Scomp Link

•CLOUD CITY: INTERROGATION ROOM [Special Edition] [C]
 LOCATION-SITE
 DARK (1): For each captive present, Force drain +1 (+1 more if captive is a unique Rebel).
 LIGHT (1): Force drain +1 here.
 Icons: Interior, Mobile, Scomp Link

•CLOUD CITY: PORT TOWN DISTRICT [Special Edition] [U]
 LOCATION-SITE
 DARK (1): Force drain +1 here. Your aliens are deploy -1 and power +1 here.
 LIGHT (1): Force drain +1 here.
 (Exterior, Mobile, Scomp Link)

•CLOUD CITY: UPPER WALKWAY [Special Edition] [C]
 LOCATION-SITE
 DARK (2): During your move phase, may move for free from here to any other Cloud City exterior site.
 LIGHT (1): Force drain -1 here. If you control, opponent's Upper Walkway game text is cancelled.
 Icons: Exterior, Mobile, Scomp Link

•CLOUD CITY: WEST GALLERY [Special Edition] [C]
 LOCATION-SITE
 DARK (2): Your blasters present may fire at targets at nearest related exterior site.
 LIGHT (1): Force drain -1 here.
 Icons: Interior, Mobile, Scomp Link

•••Combat Cloud Car 3
 Lore: **Enclosed** Ubrikkian Talon 1 Combat Cloud Car. Speeds up to 1,875 kph. Exceptional maneuverability makes this a favorite of outer Rim security forces.
 COMBAT VEHICLE: TALON 1 COMBAT CLOUD CAR
 POWER: 3 MANEUVER: 4 LANDSPEED: 5
 Text: Permanent pilot provides ability of 2. At cloud sectors, power and maneuver +1, may deploy as a 'react' and may move and be targeted by weapons like a starfighter.
 DEPLOY: 3 FORFEIT: 4 [Special Edition] [F]
 Icons: Pilot

Come Here You Big Coward! 4
 Lore: "Chewie! Come here!"
 EFFECT [Special Edition] [C]
 Text: Deploy on table. Unless opponent occupies at least two battlegrounds, cancels: Asteroid Sanctuary, opponent's Force drains at non-battleground locations and opponent's Force retrieval. (Immune to Alter if you occupy any battleground.)

•Coordinated Attack 2
 Lore: "Stay in attack formation."
 USED OR LOST INTERRUPT [Special Edition] [C]
 Text: USED: During a battle at a system or sector, instead of firing one of your starship weapons at a target, reduce that target's power by 4 until end of turn. LOST: During a battle at a system or sector, use 3 Force to cancel one battle destiny just drawn.

•Corporal Grenwick 3
 Lore: Death Star trooper who witnessed Leia's interrogation. Senior tactical advisor to Sergeant Major Enfield. Coordinates security duty assignments for Detention Block AA-23.
 CHARACTER-IMPERIAL [Special Edition] [R]
 POWER: 2 ABILITY: 1
 Text: While Grenwick is on Death Star, your Death Star Sentry is not unique (+), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Death Star.
 DEPLOY: 1 FORFEIT: 2
 Icons: Warrior

•Corporal Prescott 3
Lore: Death Star trooper and detention block guard. Volunteered for prison detail. Takes sadistic pleasure in seeing Imperial justice enforced.
CHARACTER-IMPERIAL [Special Edition] [U]
POWER: 4 ABILITY: 1
Text: When at a prison, instead of Force draining there, may use X Force to retrieve X Force, where X = number of imprisoned Rebels there. Power -2 when not on Death Star.
DEPLOY: 2 FORFEIT: 3
Icons: Warrior

Corulag Operative 2
Lore: Independent traders make money selling equipment to the academy at Corulag. Resentful of the Alliance pilots that disrupt their shipping lines.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Corulag site: adds 1 to your Force drains there, is power +1 (or +2 if your trooper is on Corulag) and, once during each of your deploy phases, may deploy one site to Corulag from Reserve Deck-reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

•CORUSCANT
LOCATION-SYSTEM [Special Edition] [R]
DARK (2): If you control with a Star Destroyer, Force drain +1 here and opponent may not deploy Rebels to related sites.
LIGHT (0): Force drain -1 here.
Icons: Planet, Parsec: 0

•CORUSCANT: DOCKING BAY
LOCATION-SITE [Special Edition] [C]
DARK (1): Your docking bay transit from here requires 1 Force (free if an Imperial present).
Light (0): Your docking bay transit from here requires 3 Force. Your transit to here requires +8 Force.
Icons: Exterior, Mobile, Scomp Link

•CORUSCANT: IMPERIAL CITY
LOCATION-SITE [Special Edition] [U]
DARK (1): If your general here, during battles at all battlegrounds, add one destiny to your total power only.
LIGHT (0):
Icons: Exterior, Planet, Scomp Link

•CORUSCANT: IMPERIAL SQUARE Clarification
LOCATION-SITE [Special Edition] [R]
DARK (2): Emperor deploys free here. If your moff here, all Imperials are deploy +1 at sites.
LIGHT (0): Force drain +1 here. If you control, Emperor may not deploy to Coruscant.
Icons: Exterior, Planet, Scomp Link

•Counter Surprise Assault 2
Lore: "He certainly has courage." "What good will it do us if he gets himself killed?"
LOST INTERRUPT [Special Edition] [R]
Text: Cancel Surprise Assault. OR Use 4 Force to cancel opponent's Force drain at a mobile site. Deploy (for free) from Reserve Deck any number of non-unique troopers to that site. (Light Side characters, vehicles and starships here may 'escape' to Used Pile).

•DAGOBAH Errata
LOCATION-SYSTEM [Special Edition] [U]
DARK (2): If you occupy, opponent may not Force drain at related locations.
Light (2): Neither player may Force drain here.
Icons: Planet, Parsec: 9

Dantooine Operative 3
Lore: Corrupt Pacifhip businessmen. Report to the Empire on who makes contributions to the Alliance.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Dantooine site: adds 1 to your Force drains there, is power +1 (or +2 if your thief is on Dantooine) and, once during each of your deploy phases, may deploy one site to Dantooine from Reserve Deck-reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

•Darth Vader, Dark Lord Of The Sith 1
Lore: Formerly Anakin Skywalker, Jedi Knight. Became Darth Vader. Ordered by Emperor Palpatine to deal with Luke Skywalker, but bargained for his son's life instead.
CHARACTER-IMPERIAL [Special Edition] [R]
POWER: 6 ABILITY: 6 DARK JEDI
Text: Adds 3 to power of anything he pilots. When in a battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability. Immune to attrition < 5.
DEPLOY: 6 FORFEIT: 8
Icons: Pilot, Warrior

•••Death Squadron Star Destroyer 2
Lore: Vader's infamous Death Squadron, which blockaded the fleeing Rebels at the Battle of Hoth, boasts the finest captains of the Imperial fleet - and Ozzel.
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Special Edition] [R]
POWER: 7 ARMOR: 6 HYPERSPEED: 3

Text: Deploy -2 to same system as Executor. May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Immune to attrition < 4.
DEPLOY: 9 FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•Death Star Assault Squadron 1
Lore: Notoriety gained during the assaults on Ralltiir and Mon Calamari makes this the most feared squadron in the Empire. Defended the Death Star during the Battle of Yavin.
SQUADRON: 1 TIE ADVANCED x1 2 TIE/LNS [Special Edition] [R]
POWER: 3 MANEUVER: 3 NO HYPERSPEED
Text: Permanent pilots aboard are •Darth Vader, •DS-61-2 and •DS-61-3, who provide total ability of 10 and add 9 to total power of •Vader's Custom TIE, •Black 2 and •Black 3.
DEPLOY: 12 FORFEIT: 10
Icons: Vader, Pilot x2

•DEATH STAR: DETENTION BLOCK CONTROL ROOM
LOCATION-SITE [Special Edition] [C]
DARK (1): If you occupy with an Imperial, this site may not be converted.
LIGHT (0): If you control, you may raise converted Detention Block Control Room to the top.
Icons: Interior, Mobile, Scomp Link

◊DESERT
LOCATION-SITE [Special Edition] [F]
DARK (1): Your Jawas and Tusken Raiders may deploy here. Sandwhirl here moves only if on Tatooine. May not deploy to Bespin, Coruscant, Dagobah, Hoth, Kessel or Naboo.
LIGHT (1): Each of your battle destiny draws is -1 here. Sandwhirl here moves only if on Tatooine. May not deploy to Bespin, Coruscant, Dagobah, Hoth, Kessel or Naboo.
Icons: Exterior, Planet

•Desilijik Tattoo 4
Lore: Jabba the Hutt's clan requires all members to carry ritual scarring identifying them forever as heirs to the Nal Hutta legacy. These tattoos are considered marks of power.
EFFECT [Special Edition] [U]
Text: Deploy on your Hutt. Once during each of your deploy phases, may deploy one Jabba's Influence or Death Mark from Reserve Deck; reshuffle. While at Audience Chamber, no battles or Force drains may take place here unless a Rebel present. (Immune to Alter.)

•Destroyed Homestead 5
Lore: "Uncle Owen? Aunt Beru?"
UTINNI EFFECT [Special Edition] [R]
Text: Deploy on Lars' Moisture Farm. Target Obi-Wan or Luke. Target may not apply ability toward drawing destiny for Sense, Alter or battle destiny. Opponent loses 1 Force during each of your control phases. Utinni Effect canceled when reached by target.

Dewback 5
Lore: Protected by hard skin composed of tough armored scales. Frequently ridden by sandtroopers stationed in desert environments.
CREATURE VEHICLE [Special Edition] [C]
POWER: 2 MANEUVER: 4 LANDSPEED: 2
Text: If driven by a Sandtrooper, draws 1 battle destiny if not able to otherwise. Sandtroopers deploy -1 here.
DEPLOY: 2 FORFEIT: 4

Disruptor Pistol 4
Lore: Highly specialized weapon used for disintegration. Commonly found on the black market and in criminal arsenals. One of the favored weapons of the Black Sun.
CHARACTER WEAPON [Special Edition] [F]
Text: Use 2 Force to deploy on your warrior (1 on your non-unique warrior). May target a character or creature using 2 Force (for free if on your non-unique warrior). Draw destiny. Target lost if destiny > defense value.

•Dodo Bodonawieedo 3
Lore: Rodian musician. Plays slitherhorn. Grew up in the streets of Mos Eisley. "Frooked" Jawas and stole ronto steaks as a child. Information broker. Was part of the Shawpee gang.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 2 ABILITY: 1
Text: Power +2 at Mos Eisley. Opponent's Jawas are power -1 here. Once during each of your control phases, may peek at top X cards of your Force Pile, reorder however you wish and replace, where X = number of other musicians at same site.
DEPLOY: 2 FORFEIT: 2
Icons: Warrior

•Dr. Evazan's Sawed-off Blaster 2
Lore: Equipped with powerful infrared scope. Extremely sensitive trigger mechanism. Used to earn Evazan the death sentence on several systems.
CHARACTER WEAPON [Special Edition] [U]
Text: Deploy on Dr. Evazan (may deploy on him as a 'react') or use 3 Force to deploy on your warrior. May target a character or creature at same or adjacent site using 2 Force. Draw destiny. Target hit if destiny +1 > defense value. May fire repeatedly.

•Dreaded Imperial Starfleet 3
Lore: The Empire uses short-range fighters and patrol craft to maintain a presence in every system within its scope of power.
EFFECT [Special Edition] [R]
Text: Deploy on your side of table. Once per turn, you may cancel a Force drain by placing her from hand any non-unique starfighter. Starfighters may deploy from here as if from hand (if Effect canceled by opponent, any starfighters here may immediately deploy for free).

•••Dune Walker 1
Lore: Enclosed armored transport adapted for hot climates by replacing tertiary weapons systems with additional Siemar t23 heat dissipation units.
COMBAT VEHICLE: AT-AT [Special Edition] [R]
POWER: 6 ARMOR: 7 LANDSPEED: 1
Text: Deploy -1 to a desert or Tatooine site. May add 1 pilot and 6 passengers. Immune to attrition < 4. Landspeed may not be increased. Permanent pilot provides ability of 1.
DEPLOY: 7 FORFEIT: 6
Icons: Pilot, Scomp Link

Eriadu Operative 3
Lore: Used by Imperial officers as a contact between the Empire and local citizenry. Keep the Imperial bureaucracy informed on planetary issues.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Eriadu site: adds 1 to your Force drains there, is power +1 (or +2 if your commander, general or moff is on Eriadu) and, once during each of your deploy phases, may deploy one site to Eriadu from Reserve Deck-reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

•EXECUTOR: DOCKING BAY
LOCATION-SITE [Special Edition] [U]
DARK (1): Your docking bay transit from here is free. If you occupy, opponent may not move to this site.
LIGHT (0): Your docking bay transit from here requires 7 Force. Your transit to here requires +9 Force.
Icons: Interior, Exterior, Starship Site, Mobile, Scomp Link

•Feltipern Trevagg's Stun Rifle 2
Lore: Assault rifle modified by Feltipern. Used by the Gotal bounty hunter before he became a tax collector. Occasionally brought along to 'ease' Feltipern's collection duties.
CHARACTER WEAPON [Special Edition] [U]
Text: Deploy on Feltipern Trevagg or use 2 Force to deploy on your other bounty hunter. May target a character using 2 Force. Draw destiny. Add 2 if target is the target of any bounty. Target may be captured if total destiny > defense value.

•Firepower 3
Lore: "About twenty guns. Some on the surface, some on the towers."
EFFECT [Special Edition] [C]
Text: Deploy on your side of table. Each of your starships with two or more starship weapons aboard is power +2. Once during each of your deploy phases, you may use 2 Force to deploy from Lost Pile one starship weapon, vehicle weapon or artillery weapon (for free).

•First Strike 4
Lore: "There'll be no escape for the princess this time."
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force. Also, during a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. (Immune to Sense.)

Flare-S Racing Swoop 5
Lore: Attain speeds of up to 600 kph. 3 meters long. Extremely difficult to control at high speeds. Dengar rode a similar swoop when injured in a race with Han at Agrilat.
TRANSPORT VEHICLE [Special Edition] [C]
POWER: 0 MANEUVER: 5 LANDSPEED: *
Text: May add 1 driver and 1 passenger. *Landspeed = driver's ability, and may be used at any time to follow an opponent's vehicle or character that just moved from same site (if within range).
DEPLOY: 2 FORFEIT: 2

•Flawless Marksmanship 3
Lore: Heavy-weapon gunners assigned to Imperial facilities undergo intense training. The Imperial Navy boasts a higher weapons accuracy rate than that of the Imperial Army.
LOST INTERRUPT [Special Edition] [C]
Text: Add X to one starship weapon or tractor beam destiny (before destiny is drawn) when targeting opponent's starship.
USED: X = 2. LOST: X = 4.

••Floating Refinery Errata 4
Lore: Refines Tibanna gas at mines like those at Cloud City. Also used for moisture collection on dry planets.
DEVICE [Special Edition] [C]
Text: Deploy on a cloud sector (limit one per sector). Force you activate may be drawn into hand (one per turn for each of your Floating Refineries on table). Each cloud sector or gas miner drawn in this way may be revealed to retrieve 2 Force.

•FONDOR
LOCATION-SYSTEM [Special Edition] [U]
DARK (2): Executor deploys -5 here. If you occupy, all opponent's Corellian corvettes are forfeit -4 and deploy +1.
LIGHT (1): Force drain -1 here. If you control, opponent may not deploy Executor.
Icons: Planet, Parsec: 6

◊FOREST
LOCATION-SITE [Special Edition] [F]
DARK (1): Your characters here are immune to attrition. May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
LIGHT (1): May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
Icons: Exterior, Planet

•Gela Yeens 1
 Lore: Bad-tempered **smuggler**. Makes a few credits more helping Jabba collect debts. Highly regarded for his uncanny anticipation in battle.
 Searching for Debnoli
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 2 ABILITY: 2
 Text: May deploy for free to your [I] starship. Adds 2 to power of anything he pilots. Power +2 when present with and opponent's smuggler. When targeted by a weapon, subtract one from each weapon destiny.
 DEPLOY: 3 FORFEIT: 3
 Icons: Pilot, Warrior

•Greeta 3
 Lore: Rodian **musician**. In addition to her singing talents, she plays kloo horn. Befriended Sy Snootles on the luxury liner Kuari Princess.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 2 ABILITY: 1
 Text: Other Rodians deploy -1 to same site. Once during each of your control phases, may use 1 Force to take any Rodian into hand from Reserve Deck- reshuffle. While at Audience Chamber, all your other musicians are deploy -1 and forfeit +3.
 DEPLOY: 1 FORFEIT: 2

Heavy Fire Zone 5
 Lore: "Heavy fire boss! Twenty-three degrees."
 USED INTERRUPT [Special Edition] [C]
 Text: If a battle was just initiated, deploy (for free) a vehicle weapon or starship weapon from hand (or Reserve Deck; reshuffle) on your participating vehicle or starship.

•Homing Beacon 5
 Lore: "You're sure the homing beacon is secure aboard their ship? I'm taking an awful risk, Vader. This had better work."
 DEVICE [Special Edition] [R]
 Text: Deploy on opponent's starship (even if 'concealed') if your bounty hunter or Imperial leader is on table. Your starships may move for free (and may move as a 'react') to this location. During your move phase, may cancel Landing Claw on this starship.

Hunt Down And Destroy The Jedi / Their Fire Has Gone Out Of The Universe
 OBJECTIVE [Special Edition] [R]
 [Front Side] 0

Deploy *Holotheatre* and *Visage Of The Emperor*. May deploy *Meditation Chamber* and/or *Epic Duel*.
 While this side up, during your move phase, may use 4 Force to take Vader into hand from a location you control (cards on him go to owner's Used Pile). Add 4 to each player's destiny draw for Sense and Alter.
 Flip this card if Vader is at a battleground site and no Light Jedi or Luke is at a battleground site.

Place out of play if you play Scanning Crew, initiate a non-Epic duel or Force drain at an Executor site.

[Back Side] 7
 While this side up, opponent cannot initiate battles or Force drains where opponent has a Jedi or Skywalker. You lose no Force from *Visage Of The Emperor*. While Vader at Meditation Chamber, subtract 2 from each of opponent's battle destiny draws. Opponent may not play Sense or Alter.
 Flip this card if opponent has Luke or a Jedi at a battleground site or if Vader is not on table.
 Place out of play if you play Scanning Crew, initiate a non-Epic duel or Force drain at an Executor site.

•Hunting Party 7
 Lore: Sometimes a missing person is found by the wrong search party.
 USED INTERRUPT [Special Edition] [R]
 Text: During your control phase, form a search party for an opponent's missing character at same site. Add 1 to search party destiny draw for each bounty hunter in search party. If successful, capture the character found.

•I Can't Shake Him! 5
 Lore: "You've picked one up... watch it!"
 USED INTERRUPT [Special Edition] [C]
 Text: If your starship weapon aboard your starfighter was just fired during a battle, add one battle destiny. OR During your deploy phase, deploy one starship weapon or tractor beam from Reserve Deck; reshuffle.

IM4-099 4
 Lore: Imperial Mark IV Patrol Droid. Identifies criminal activity and transmits information to local authorities. Monitors random comm signals for illegal activity.
 CHARACTER-DROID [Special Edition] [F]
 POWER: 0 PATROL DROID
 Text: Whenever opponent Force drains at same or adjacent site, may deploy up to four troopers there as a 'react'. When IM4 is present with your trooper, Rebels are deploy +2 to same site and opponent may not 'react' to or from same site.
 DEPLOY: 1 FORFEIT: 3

Imperial Occupation / Imperial Control
 OBJECTIVE [Special Edition] [R]
 [Front Side] 0
 Deploy any planet system and one ◊ site to that system. This system is the *Renegade planet*.

While this side up, once during each of your deploy phases, you may deploy one ◊ site to the *Renegade planet* from Reserve Deck; reshuffle.
 Flip this card if your matching operatives control at least three battleground sites related to the *Renegade planet*.

[Back Side] 7
 While this side up, opponent's Force drains are -1. You may retrieve 1 Force whenever you deploy a matching operative to the *Renegade planet*. Your matching operatives on that planet are each forfeit +2 and, when at same site as a Rebel, are each power +2. When you have at least one

matching operative in a battle on the *Renegade planet*, you may add one battle destiny.
 Flip this card if you do not occupy at least two battleground sites related to the *Renegade planet*.

Imperial Propaganda 6
 Lore: Imperial data transmissions depict Rebel incursions as terrorist acts. The Alliance is portrayed as a danger to civilians of the Empire.
 IMMEDIATE EFFECT [Special Edition] [R]
 Text: If you occupy at least two battlegrounds and just lost more than 2 Force to a Force drain at a location, deploy on that location (limit one per Force drain). Opponent loses 2 Force for each Imperial Propaganda on table.

•In Range 6
 Lore: "They'll be in range of our tractor beam in moments, my lord." "Good. Prepare the boarding party and set your weapons for stun."
 USED INTERRUPT [Special Edition] [C]
 Text: If you have a Star Destroyer in a battle, during the weapons segment use its tractor beam for free. Add 2 to tractor beam destiny if targeting a unique (*) starship. If not captured, target is power and maneuver -3 for remainder of battle.

Intruder Missile 7
 Lore: Produced by Sienar for TIE bombers and TIE defenders, using plans stolen from Slayn & Korpil by ISB agents. Often sold to bounty hunters and mercenaries by Black Sun.
 STARSHIP WEAPON [Special Edition] [F]
 Text: Deploy on your TIE Bomber, TIE Defender or freighter. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

•Iasa, The Traitor Of Jawa Canyon 1
 Lore: While on a trip, King Kalit entrusted his credits, sandcrawler and mate to his friend Iasa. When Kalit returned, one was spent, one was sold and the other was missing.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 3 ABILITY: 1
 Text: Deploys only on Tatooine. When firing any Jawa weapon, subtracts 3 from target's defense value. When playing Dune Sea Sabacc, may subtract 1 from or add 1 to your total.
 DEPLOY: 3 FORFEIT: 2
 Icons: Warrior

ISB Operations / Empire's Sinister Agents
 OBJECTIVE [Special Edition] [R]
 [Front Side] 0
 Deploy any *Coruscant location*.
 For remainder of game, your characters with 'ISB,' 'Rebel' or 'Rebellion' in lore are ISB agents and spies, and may deploy regardless of deployment restrictions listed in their game text.
 Flip this card if ISB agents control at least two Rebel Base locations or if four ISB agents are on table.

[Back Side] 7
 While this side up, once during each of your draw phases, you may retrieve one ISB agent. When you have a non-Undercover ISB agent at a battleground site, your Force drains are +1 there and opponent's Force drains are -1 at same and related locations.
 Flip this card if no ISB agents are on table.

•Jabba 1
 Lore: **Gangster. Leader.** Infamous Hutt crime lord. Operates his vast empire from an ancient monastery on Tatooine. Uses mercenary pilots to smuggle spice and other contraband.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: To use his landspeed requires +1 Force. Your aliens are deploy -1 to same location. While at Audience Chamber, adds 2 to forfeit of all your non-unique aliens and makes Scum and Villainy immune to Alter. Immune to attrition < 4.
 DEPLOY: 3 FORFEIT: 5
 Icons: Warrior

•Jabba's Influence 3
 Lore: Jabba makes offers one cannot refuse. Smugglers, thieves and competitors who do not acquiesce have been rumored to wake up with a bantha's head in their bed.
 EFFECT [Special Edition] [R]
 Text: Deploy on one of your gangsters or bounty hunters. Once during each of your control phases, if present with an opponent's smuggler or character of ability = 1, may use 3 Force. Opponent must use 5 Force or that character returns to opponent's hand.

•Jabba's Space Cruiser 4
 Lore: Flying fortress of Jabba Desilicij Tiurs. Reaches speeds of 800 kph in atmosphere. The crime lord installed hidden gunports as an unpleasant surprise for would-be pirates.
 CAPITAL: UBRIKIAN LUXURY SPACE YACHT [Special Edition] [R]
 POWER: 5 ARMOR: 5 HYPERSPEED: 4
 Text: Deploys and moves like a starfighter. May add 2 alien pilots and 6 passengers. Turbolaser Battery may deploy aboard as a 'react'. When Jabba aboard, moves for free and immune to attrition.
 DEPLOY: 5 FORFEIT: 5
 Icons: Independent, Nav Computer, Scomp Link

•Jabba's Through With You 5
 Lore: "Klees ka tianko ya oska."
 USED INTERRUPT [Special Edition] [U]
 Text: If your bounty hunter just fired a character weapon during a battle, add one battle destiny. OR During your deploy phase, deploy on your bounty hunter one character weapon from Reserve Deck; reshuffle.

•Jabba's Twerps 6
 Lore: "Look, Jabba, next time you want to see me, come see me yourself. Don't send one of these twerps."
 USED INTERRUPT [Special Edition] [U]
 Text: If opponent just initiated battle where your alien leader is present, deploy up to three non-unique aliens to that location from Reserve Deck; reshuffle. OR Once per game, retrieve 1 Force for each of your alien leaders present at any battleground sites.

◊JUNGLE
 LOCATION-SITE [Special Edition] [F]
 DARK (1): Your aliens and creature vehicles are each power +1 here. May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
 LIGHT (1): Force Drain -1 here. Your attrition against opponent is -2 here. May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
 Icons: Exterior, Planet

Kashyyyk Operative 3
 Lore: Hunters who track down escaped Wookiee slaves and report on their location. The Empire and Trandoshans pay a high price for that kind of information.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 1 ABILITY: 1
 Text: While at a Kashyyyk site: adds 1 to your Force drains there, is power +1 (or +2 if your Trandoshan is on Kashyyyk) and, once during each of your deploy phases, may deploy one site to Kashyyyk from Reserve Deck- reshuffle.
 DEPLOY: 1 FORFEIT: 2
 Icons: Warrior

Kessel Operative 3
 Lore: Mercenaries that make a profit selling materials to the troops stationed on Kessel. Help the Empire prevent escape attempts by the prisoners there.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 1 ABILITY: 1
 Text: While at a Kessel site: adds 1 to your Force drains there, is power +1 (or +2 if your smuggler is on Kessel) and, once during each of your deploy phases, may deploy one site to Kessel from Reserve Deck- reshuffle.
 DEPLOY: 1 FORFEIT: 2
 Icons: Warrior

Kiffex Operative 3
 Lore: Couriers. Watchful for any kind of activity by the Alliance or the Empire. Sell their information to anyone willing to buy.
 CHARACTER-ALIEN [Special Edition] [U]
 POWER: 1 ABILITY: 1
 Text: While at a Kiffex site: adds 1 to your Force drains there, is power +1 (or +2 if your spy is on Kiffex) and, once during each of your deploy phases, may deploy one site to Kiffex from Reserve Deck- reshuffle.
 DEPLOY: 1 FORFEIT: 2
 Icons: Warrior

•Krayt Dragon 1
 Lore: Krayt dragons have beautiful and valuable pearls inside them as a gizzard to grind up food. Their fierceness is legendary. Up to 10 meters tall and 30 meters long.
 DESERT CREATURE [Special Edition] [R]
 POWER: * MOURNFUL HOWL: 5
 Text: "Ferocity = 6 + two destiny. Habitat: deserts and Tatooine exterior sites. May not deploy to an occupied site. If defeated, opponent may draw destiny and retrieve Force equal to destiny draw.
 DEPLOY: 7 FORFEIT: 0

•KUAT
 LOCATION-SYSTEM [Special Edition] [U]
 DARK (1): Your starships move as a 'react' (for free) to a battle here.
 LIGHT (0): If you occupy, all Star Destroyers are deploy +1 (+3 if you control). Your movement to here requires +1 Force.
 Icons: Planet, Parsec: 1

•Kuat Drive Yards 3
 Lore: Company that produces current generation of Star Destroyers, as well as Nebulon-B Frigates. Ship yards are extremely well defended.
 EFFECT [Special Edition] [R]
 Text: Deploy on Kuat system. All your Imperial -class Star Destroyers are immune to attrition < 4. Once during each of your deploy phases, may deploy one Imperial -class Star Destroyer here from Reserve Deck; reshuffle. (Immune to Alter while you occupy Kuat.)

•Lobel 3
 Lore: Powerful magnetic fields in the Lobel physiology make the operation of nearby navigation devices impossible. Pilots claim these fields also produce headaches.
 CHARACTER-ALIEN [Special Edition] [C]
 POWER: 2 ABILITY: 1
 Text: Subtracts 2 from forfeit of each opponent's pilot at same site. Prevents characters from moving to or from same or adjacent site using Elis Helrot or Nabrun Leids.
 DEPLOY: 2 FORFEIT: 3

•Lobot 1
 Lore: Son of a traveling slaver. Helps run Cloud City with Administrator Lando Calrissian. Speech capability worn away by constant cyborg neural connection.
 CHARACTER-ALIEN [Special Edition] [R]
 POWER: 2 ABILITY: 2
 Text: Deploys only on Cloud City. Power +2 when present at a Scomp Link. If present at a site, can be replaced by opponent with any Light Side Lobot. While present on Cloud City with your Lando, prevents replacement of Lobot and Lando.
 DEPLOY: 2 FORFEIT: 3

•Lyn Me 3
Lore: Twi'lek musician whose village hired Boba Fett for protection from slavers. Fell in love with the famous mercenary. Vowed to kill Luke and Han.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 1 ABILITY: 1
Text: Subtracts 1 from deploy cost of Bounty hunters at same site (Boba Fett deploy free). During battle, subtracts X from opponent's total power, where X = number of your musicians present (+2 if battling Luke or Han, or +4 if both).
DEPLOY: 2 FORFEIT: 2

•Makurth 2
Lore: A fierce race of nocturnal carnivores from Moltok. Charge into battle with a terrifying scream. Often find employment as bodyguards for Black Sun.
CHARACTER-ALIEN [Special Edition] [F]
POWER: 2 ABILITY: 1
Text: When in a battle at a site, may use 2 Force (or 1 Force if you initiated the battle) to 'scream' (add one destiny to your total power only). Immune to attrition < 4 under "nighttime conditions."
DEPLOY: 2 FORFEIT: 2

•Masterful Move 6
Lore: A skillful hologrammer nullifies the advantage of even the most powerful game piece with clever maneuvering.
USED INTERRUPT [Special Edition] [C]
Text: Use 1 Force to take one hologram, dejarik or Imperial holotable into hand from Reserve Deck; reshuffle. Or Cancel Mantellian Savrip. OR Cancel opponent's Force drain at a holosite.

Nal Hutta Operative 3
Lore: Strong-armed H'nemthe thugs working for the Hutts. Work alongside Rodians and other unscrupulous aliens.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Nal Hutta site: adds 1 to your Force drains there, is power +1 (or +2 if your gangster or Rodian is on Nal Hutta) and, once during each of your deploy phases, may deploy one site to Nal Hutta from Reserve Deck- reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

•Nebit 3
Lore: Jawa leader responsible for organizing raids on rival Jawa factions. Detested warrior. Hates being "frocked."
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 1
Text: Deploys only on Tatooine. When in a battle with at least two of your other Jawas, adds one battle destiny. When your total battle destiny at Nebit's site is greater than opponent's total battle destiny, Nebit reduces attrition against you by 3.
DEPLOY: 2 FORFEIT: 3

•Niado Duegad 2
Lore: Mercenary from Vodran. Niado's culture controls its environment through terraforming facilities. Enhanced adrenal glands allow for short bursts of incredible strength.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 2 ABILITY: 3 FORCE-ATTUNED
Text: May not carry or use devices or weapons. Once per turn, may use X Force, where X = 1, 2, or 3, to add twice X to his power for remainder of turn.
DEPLOY: 3 FORFEIT: 4

•No Bargain 4
Lore: "Zet't seet. Jabba no tuzindy honkabee."
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. While no Imperials are at any Jabba's Palace sites: Rebels are deploy +2, Revolution is canceled and your non-unique aliens are each forfeit +1. (Immune to Alter.)

•One-Arm 3
Lore: When a wampa is wounded, the other members of its pack band together to repel the threat.
SNOW CREATURE [Special Edition] [R]
POWER: 3 VICIOUS HOWL: 4
Text: Habitat: Hoth sites. Deploys only to Wampa Cave. For remainder of game, all wampas are selective creatures.
DEPLOY: 6 FORFEIT: 0

•Oppressive Enforcement 4
Lore: The Imperial fleet keeps a tight grip on the systems under its control. Abuses and excesses by local citizens are not tolerated.
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. Your Imperial capital starships are each destiny +1. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

Ord Mantell Operative 3
Lore: Many Aqualish draft and maintain bounty hunting contracts for the Empire, the Hutts or anyone with credits. Fight against the Alliance to avoid losing their best customer.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at an Ord Mantell site: adds 1 to your Force drains there, is power +1 (or +2 if your bounty hunter is on Ord Mantell) and, once during each of your deploy phases, may deploy one site to Ord Mantell from Reserve Deck- reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

•OS-72-1 In Obsidian 1 2
Lore: Lead starfighter of Obsidian Squadron. Flown by Cive Rashon. Call sign "Howlrunner." She served in an elite TIE squadron aboard the Star Destroyer Avenger.
STARFIGHTER: TIE/LN [Special Edition] [R]
POWER: 2 MANEUVER: 3 NO HYPERSPPED
Text: Deploy -1 and power +3 at a cloud sector. Permanent pilot is •OS-72-1, who provides ability of 2, adds 2 to power and, at a cloud sector, may draw one battle destiny if not able to otherwise.
DEPLOY: 5 FORFEIT: 3
Icons: Pilot, Scomp Link

•OS-72-10 2
Lore: Pilot of Obsidian 10. Has served aboard the Conquest, the Thunderflare and the Executor. Not interested in advancing his rank as it would remove him from the pilot's seat.
CHARACTER-IMPERIAL [Special Edition] [R]
POWER: 3 ABILITY: 2
Text: Adds 2 to power of anything he pilots (3 if any TIE). When piloting a TIE at a cloud sector, adds one battle destiny and makes that TIE immune to attrition < 4 (< 6 if Obsidian 10).
DEPLOY: 3 FORFEIT: 3
Icons: Pilot, Warrior

•OS-72-2 In Obsidian 2 3
Lore: Piloted by Dodson Makraven, wingman of Cive Rashon. Experienced TIE pilot with many kills in atmospheric combat. Nicknamed "Night Beast" for his many curfew violations.
STARFIGHTER: TIE/LN [Special Edition] [R]
POWER: 1 MANEUVER: 3 NO HYPERSPPED
Text: Deploy -1 and power +3 at a cloud sector. Permanent pilot is •OS-72-2, who provides ability of 2, adds 2 to power and, at a cloud sector, may draw one battle destiny if not able to otherwise.
DEPLOY: 4 FORFEIT: 2
Icons: Pilot, Scomp Link

Outer Rim Scout 2
Lore: **Smugglers** and **scouts** employed by the **ISB**. Search the far reaches of the galaxy for Rebel activity and habitable worlds. Know all the smugglers' best hiding places.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 ABILITY: 1
Text: Deploy -1 to your [Independent] starship. Adds 2 to power of anything he pilots. When piloting a [Independent] starship, instead adds 3 to power and draws one battle destiny if not able to otherwise. Suspends Asteroid Sanctuary at related sector.
DEPLOY: 2 FORFEIT: 3
Icons: Pilot

Overwhelmed 5
Lore: When the Empire amasses its fleet, the only option for the Alliance is retreat.
LOST INTERRUPT [Special Edition] [C]
Text: During your deploy phase, target a system where your total power is more than double opponent's total power and opponent has no Jedi or starship weapon. Place all opponent's starships there (and cards on them) in owner's Used Pile.

Patrol Craft 4
Lore: Small, **enclosed** patrol fighter used on many worlds to help maintain order. A cheaper alternative to the Bespin Motors cloud car.
TRANSPORT VEHICLE [Special Edition] [C]
POWER: 1 MANEUVER: 3 LANDSPEED: 3
Text: Power +1 at Coruscant or Bespin. May add 1 driver and 1 passenger. May deploy or move as a 'react.' At cloud sectors, may move and be targeted by weapons like a starfighter.
DEPLOY: 1 FORFEIT: 3

•Planetary Subjugation 4
Lore: The Empire crushes resistance with massive orbital bombardment. The coordinated attack of a TIE bomber wing reduces a planet's surface to rubble.
EFFECT [Special Edition] [U]
Text: Deploy on table. You may add up to 5 to destiny of each TIE Bomber drawn for weapon or battle destiny. You may add 1 to Proton Bomb weapon destiny draws. Asteroid Sanctuary is canceled unless present with opponent's starship. (Immune to Alter.)

•Ponda Baba's Hold-out Blaster 2
Lore: High-powered, short-barreled blaster. Modified Imperial blaster pistol. Kept concealed by the Aqualish mercenary.
CHARACTER WEAPON [Special Edition] [U]
Text: Deploy on your smuggler or use 2 Force to deploy on your warrior. May deploy on Ponda Baba as a 'react.' May target a character or creature using 2 Force. Draw destiny. Target hit, and forfeit = 0, if destiny +1 > defense value.

•Pride Of The Empire Errata 3
Lore: Imperial starships that perform with distinction are highly publicized in an attempt to make the pilots look like heroes to the citizens of the Empire.
IMMEDIATE EFFECT [Special Edition] [C]
Text: If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is a TIE/In). Also, that starfighter is power +2. (Immune to Control.)

•Put All Sections On Alert 6
Lore: "We have an emergency alert in detention block AA-twenty three."
USED OR LOST INTERRUPT [Special Edition] [C]
Text: USED: Target a Rebel at a Death Star (or Executor) site. For remainder of turn, target may not use its game text and may not apply ability toward drawing battle destiny. (Immune to Sense.) LOST: Retrieve into hand up to two cards with "Death Star" in title.

•R2-A5 2
Lore: Combat communications astromech. Coordinates starfighter attack vectors. Broadcasts target acquisition data to gunnery systems.
CHARACTER-DROID [Special Edition] [U]
POWER: 1 ASTROMECH DROID
Text: When in battle aboard your capital starship at a system or sector, adds 1 to total attrition against opponent for each of your piloted TIEs present in that battle.
DEPLOY: 2 FORFEIT: 3
Icons: Nav Computer

Raithal Operative 3
Lore: Opportunists work with corrupt governments and Raithal casino operators. Keep the Empire informed of local Alliance activity, for a price.
CHARACTER-ALIEN [Special Edition] [C]
POWER: 1 ABILITY: 1
Text: While at a Raithal site: adds 1 to your Force drains there, is power +1 (or +2 if your gambler or tax collector is on Raithal) and, once during each of your deploy phases, may deploy one site to Raithal from Reserve Deck- reshuffle.
DEPLOY: 1 FORFEIT: 2
Icons: Warrior

Raithal Operations / In The Hands Of The Empire [Special Edition] [R]
OBJECTIVE 0
[Front Side]
Deploy Raithal system.
While this side up, once during each of your deploy phases, may deploy from Reserve Deck to Raithal one site or non-unique Imperial; reshuffle. At Raithal locations, each Rebel is deploy +2.
Flip this card if Imperials control at least three Raithal sites and opponent controls no Raithal locations.
Place out of play if Raithal is "blown away."
[Back Side] 7
While this side up, opponent's Force drains are -1. At Raithal locations, each Rebel is deploy +2. At all locations, add X to your total battle destiny, where X = number of Raithal locations your Imperials occupy. Once during each of your control phases, you may use 2 Force to take any one card into hand from Reserve Deck; reshuffle.
Flip this card if opponent controls at least two Raithal locations.
Place out of play if Raithal is "blown away."

•Rappertunie 3
Lore: Shawda Ubb musician from Manpha. Plays growdi. Real name Rapotwanalantonee. When cornered in a fight, he can spit a paralyzing poison.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 3 ABILITY: 1
Text: Where present, adds X to Force opponent must use to initiate battle, where X = number of musicians present. May target one non-droid character present in battle. Draw destiny. If destiny > defense value, target is power = 0 this battle.
DEPLOY: 2 FORFEIT: 2

•Rebel Base Occupation 4
Lore: "General, prepare your troops for a surface attack."
EFFECT [Special Edition] [R]
Text: Deploy on a Rebel Base system if you occupy at least two related battleground sites. During each of your control phases, opponent loses 1 Force for each related battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

•Relentless Pursuit 4
Lore: When tailed by a TIE fighter, Rebel pilots are often forced to focus on escaping the TIE's firing arc.
LOST INTERRUPT [Special Edition] [C]
Text: If your piloted starship armed with a starship weapon is in a battle, lose 1 Force to reduce the power of one opponent's starship in that battle to zero. OR Place one opponent's starship just 'hit' in Lost Pile.

•RENDILLI [Special Edition] [F]
LOCATION-SYSTEM [Special Edition] [F]
DARK (2): If you control, once during each of your control phases, may use 3 Force to retrieve a Victory-class Star Destroyer.
LIGHT (1): Force drain -1 here. If you occupy, opponent's Rendilli game text is canceled.
Icons: Planet, Parsec: 2

•Rendilli StarDrive 3
Lore: Responsible for early Imperial space supremacy. Rendilli designs provide extremely stable weapons platforms for capital ship weapons.
EFFECT [Special Edition] [R]
Text: Deploy on Rendilli system. Your Victory -class Star Destroyers are deploy -2 here. Each of your Turbolaser Batteries deploys free, fires for free and adds 1 to each of its weapon destiny draws. (Immune to Alter while you occupy Rendilli.)

•Return To Base 3
Lore: Imperial codes demand that damaged starships return to base for repair. Some captains with only minor damage to their ships resent this order.
EFFECT [Special Edition] [R]
Text: Use 4 Force to deploy on your side of table. A starship you just lost may be placed here. Holds one starship at a time. During your deploy phase, may use X Force to bring starship to hand, where X = deploy cost of that starship.

Rock Wart 5
Lore: Fast-moving, insect-like pest. Scavengers in rocky, secluded habitats. Hides in shadows and attacks when surprised. Nearly 1 meter long.
SCAVENGER CREATURE [Special Edition] [F]

POWER: 2 **CARAPACE:** 2
Text: Habitat: planet sites. Landspeed = 2. Ferocity +2 when present at Bluffs or any canyon.
DEPLOY: 2 **FORFEIT:** 0
Icons: Selective Creature

Ronto 5
Lore: Beast of burden often used by Jawas. Excellent sense of smell. Poor vision. Slow moving. Tough hide. Easily startled by fast-moving speeders.
CREATURE VEHICLE [Special Edition] [C]
POWER: 3 **ARMOR:** 3 **LANDSPEED:** 2
Text: May add 2 'riders' (passengers). Ability = 1/4. When 'ridden' by a Jawa, moves for free and draws one battle destiny if not able to otherwise.
DEPLOY: 2 **FORFEIT:** 3

•RR,uruurr 3
Lore: Tusken Raider who tends to the banthas used by URoRRuR'R'R's tribe. Expert in wielding a gaffi stick. Attacked Luke Skywalker in the Jundland Wastes.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 **ABILITY:** 2
Text: Deploys only on Tatooine. Power +3 while armed with a Gaderffi Stick. Where present, each of your banthas is power and forfeit +2 unless a Weequay is at a related site. When 'riding' a bantha, adds one battle destiny.
DEPLOY: 2 **FORFEIT:** 2

•Rystall 3
Lore: **Musician.** Raised by Ortolans. Grew up on the streets of Coruscant. Rescued from the Black Sun crime cartel by Lando Calrissian.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 **ABILITY:** 2
Text: Power and forfeit +2 at a Coruscant site. May retrieve 1 Force each time you deploy a musician to same site. Once during each of your turns, may use 1 Force to 'charm' one male of ability < 3 present- male is forfeit = 0 for remainder of turn.
DEPLOY: 2 **FORFEIT:** 3

•Sacrifice 4
Lore: Jabba's minions could be expected to be sacrificed to save the Hutt, to destroy one of the Hutts enemies or to provide the Hutt and his minions with a good laugh.
USED INTERRUPT [Special Edition] [F]
Text: Reduce your battle damage by 5 by losing from hand a starship, vehicle or character. OR If your character's forfeit was just reduced to 0, restore it to normal. (Immune to Sense.)

Sandtrooper 3
Lore: Equipped for harsh, high-temperature environments. Primarily assigned to search-and-destroy missions, but sometimes beaks up local disputes or recover stolen droids.
CHARACTER-IMPERIAL [Special Edition] [F]
POWER: 2 **ABILITY:** 1
Text: Deploys only to Tatooine or any desert. Immune to Sandwhirl. Power -1 when not on Tatooine.
DEPLOY: 2 **FORFEIT:** 3
Icons: Warrior

•Sarlacc 2
Lore: Very patient predator in the Dune Sea. Tentacles can grab prey up to four meters away. Digests victims for 1000 years. Often fed prisoners by Jabba the Hutt.
ANCIENT DESERT CREATURE [Special Edition] [R]
POWER: * **TENTACLES:** 12
Text: * Ferocity = 4 + destiny. Habitat: Great Pit Of Carkoon. If Sarlacc eats a captive, may retrieve 1 Force for each of your aliens here. Anything eaten by Sarlacc is placed out of play.
DEPLOY: 4 **FORFEIT:** 0

•Secret Plans 4
Lore: Imperial computer systems are equipped with complex algorithms designed to prevent access by unauthorized users.
EFFECT [Special Edition] [U]
Text: Deploy on your side of table. Once during each of your control phases, may take one Shocking Revelation into hand from Reserve Deck; reshuffle. Also, whenever opponent retrieves X cards, opponent must first use X Force or that retrieval is canceled. (Immune to Alter.)

Sentinel-Class Landing Craft 2
Lore: Modified light freighter. Length 20 meters. Heavily armored for a landing craft. Has ion cannon mounts. Often carries speeder bikes for reconnaissance purposes.
STARFIGHTER: SENTINEL-CLASS LANDING CRAFT
POWER: 3 **MANEUVER:** 3 **HYPERSPEED:** 3
Text: May add 1 pilot, 4 passengers and 2 speeder bikes. Permanent pilot provides ability of 1. Any starship cannon may deploy here. Takes off and lands for free.
DEPLOY: 3 **FORFEIT:** 4 [Special Edition] [F]
Icons: Pilot, Nav Computer, Scomp Link

•Sergeant Major Bursk 3
Lore: **Leader** of most brutal snowtrooper platoon in the battle of Hoth. Cunning planner. Coordinates attacks and manages troop movements.
CHARACTER-IMPERIAL [Special Edition] [U]
POWER: 3 **ABILITY:** 2
Text: When in a battle on Hoth, immune to attrition < 3 and adds 2 to attrition against opponent. Your snowtroopers are deploy -1 to same Hoth site. Power -1 when not on Hoth.
DEPLOY: 2 **FORFEIT:** 3
Icons: Warrior

•Sergeant Major Enfield 2
Lore: Commander of a platoon of Death Star troopers. Maintains security around the detention block area. Often serves as Lt. Shann Childsen's attache.
CHARACTER-IMPERIAL [Special Edition] [R]
POWER: 3 **ABILITY:** 2
Text: When in a battle with another Death Star trooper, adds one battle destiny. Your Death Star troopers are deploy -1 to same Death Star site. Trooper Charge targeting at same or related site is a Used Interrupt. Power -1 when not on Death Star.
DEPLOY: 3 **FORFEIT:** 3
Icons: Warrior

•Sergeant Merril 3
Lore: Tyrannical squad commander on Cloud City. Treats his fellow Cloud City troopers with disdain. Enemy of Utris M'Toc.
CHARACTER-ALIEN [Special Edition] [U]
POWER: 2 **ABILITY:** 1
Text: Deploys for free on Cloud City if your Lando is at a related location. Power +2 on Cloud City. When in battle at a Cloud City site, adds 1 to your total battle destiny for each of your other Cloud City troopers in that battle.
DEPLOY: 2 **FORFEIT:** 2
Icons: Warrior

•Sergeant Narthax 3
Lore: Commanded a squad of snowtroopers in the Battle of Hoth. Trains snowtroopers in extreme-weather survival tactics. Originally from Ukio.
CHARACTER-IMPERIAL [Special Edition] [R]
POWER: 3 **ABILITY:** 2
Text: While on Hoth, makes all your snowtroopers immune to Ice Storm. When in battle on Hoth with another snowtrooper, adds one battle destiny. Precise Attack targeting at same or related site is a Used Interrupt. Power -1 when not on Hoth.
DEPLOY: 2 **FORFEIT:** 3
Icons: Warrior

•Sergeant Torent 3
Lore: Senior watch trooper at Death Star's command center. Monitors external sensor data, scanning for Rebel activity. Vigilant in his duties.
CHARACTER-IMPERIAL [Special Edition] [R]
POWER: 2 **ABILITY:** 2
Text: Deploys -2 on Death Star. When in battle, adds 1 to your total battle destiny for each of your Death Star troopers present. While on Death Star, adds 1 to each of your Force drains at a battleground related to system Death Star orbits.
DEPLOY: 2 **FORFEIT:** 2
Icons: Warrior

SFS L-s9.3 Laser Cannons 5
Lore: Developed by Sienar Fleet Systems weapons division to provide added firepower against shielded Rebel fighters. Also provides added coverage to increase accuracy.
STARSHIP WEAPON [Special Edition] [C]
Text: Deploy on your TIE Avenger, TIE Interceptor or TIE Defender. May target a starfighter using X Force, where X = 0 to 3. Draw destiny. If destiny + X > defense value, target hit (lost instead if X = 3).

Short-range Fighters 5
Lore: Imperial battalions keep squadrons of TIE/Ins on constant patrol.
USED INTERRUPT [Special Edition] [R]
Text: Once per game, target one non-unique starfighter on table. Draw destiny. If destiny < X, retrieve X Force, where X = number of copies of that card you have on table. (Immune to Sense.) OR Take one non-unique starfighter into hand from Reserve Deck; reshuffle.

•Sienar Fleet Systems 3
Lore: Industry leader in fighter production, but produces several other products. Constantly working on advancements o the baseline TIE design.
EFFECT [Special Edition] [R]
Text: Deploy on Wakeelmui system. Retrieve 1 Force each time you deploy a TIE. Also, once per turn you may relocate a TIE just lost from table to Used Pile. (Immune to Alter while you occupy Wakeelmui.)

◇**SPACEPORT CITY**
LOCATION-SITE [Special Edition] [F]
DARK (1): If you have a non-unique Imperial leader a same or adjacent site, Force drain +1 here. May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
LIGHT (1): If your thief or scout present, Force drain +1 here. May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
Icons: Exterior, Planet

◇**SPACEPORT DOCKING BAY**
LOCATION-SITE [Special Edition] [F]
DARK (1): Your docking bay transit from here requires 2 Force. Your fighters deploy -1 (or -2 if freighter) here. May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.
LIGHT (1): Your docking bay transit from here requires 3 Force. Your pilots deploy +1 here. May not deploy to Bespin, Dagobah, Endor, Hoth or Yavin 4.
Icons: Exterior, Planet, Scomp Link

◇**SPACEPORT PREFECT'S OFFICE**
LOCATION-SITE [Special Edition] [F]
DARK (1): Your Imperial leader here, Imperials at same and related sites are power and forfeit +1. May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
LIGHT (1): May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
Icons: Exterior, Planet, Scomp Link

◇**SPACEPORT STREET**
LOCATION-SITE [Special Edition] [F]
DARK (1): During your move phase, may move free between here and any related ! spaceport site. May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
LIGHT (1): Rebels are power -1 here. May not deploy to Bespin, Dagobah, Endor, Hoth, Kashyyyk or Yavin 4.
Icons: Exterior, Planet

•Strategic Reserves 4
Lore: The Empire is able to quickly relocate its manpower, deploying its troops as efficiently as possible.
EFFECT [Special Edition] [R]
Text: Deploy on your side of table. Once per turn, you may cancel a Force drain by placing here from hand any non-unique Imperial. Imperials may deploy from here as if from hand (if Effect canceled by opponent, any Imperials here may immediately deploy for free).

Surface Defense 5
Lore: "The battle station is heavily shielded and carries a firepower greater than half the starfleet."
USED OR STARTING INTERRUPT [Special Edition] [R]
Text: USED: Add 1 to your just-drawn weapon destiny. STARTING: If you have deployed a battleground, deploy Resistance, Secret Plans and/or There Is No Try from Reserve Deck. Place Interrupt in Reserve Deck.

◇**SWAMP**
LOCATION-SITE [Special Edition] [F]
DARK (1): Once during each of your deploy phases, may deploy oncreature here from Reserve Deck; reshuffle. May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
LIGHT (1): To initiate battle here, you must use +3 Force. You may not 'react' to or from here. May not deploy to Bespin, Coruscant, Hoth, Kessel or Tatooine.
Icons: Exterior, Planet

Swoop Mercenary 3
Lore: Members of swoop gangs on Tatooine often have experience piloting larger craft. Many wear tall shock-helmets.
CHARACTER-ALIEN [Special Edition] [F]
POWER: 2 **ABILITY:** 1
Text: Adds 2 to power of anything he pilots or drives and, when driving a swoop, adds 3 to landspeed. When present at a site with another Swoop Mercenary, may draw one battle destiny if not able to otherwise.
DEPLOY: 2 **FORFEIT:** 3
Icons: Pilot

•Sy Snootles 3
Lore: Pa'lowick musician. Manager of The Max Rebo Band. Reports on Jabba to Lady Valarian. Bib Fortuna uses her as a double agent, feeding her false information.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 1 **ABILITY:** 1
Text: During your deploy phase, where present, allows J'Quille or Bib Fortuna to deploy from Reserve Deck- reshuffle. Once each turn when you have at least 3 musicians on a table, may play Omni Box to cancel opponent's Force drain at a related site.
DEPLOY: 1 **FORFEIT:** 3

•Tarkin's Bounty 5
Lore: "You don't know how hard I found it signing the order to terminate your life."
EFFECT [Special Edition] [U]
Text: Deploy on opponent's spy or Rebel leader. If subsequently captured by a bounty hunter or Imperial and then transferred to Detention Block Corridor, retrieve Force equal to character's forfeit (+4 if Leia) and lose Effect. (Immune to Alter.)

•Tatooine Occupation 4
Lore: Sandtroopers commanded by Governor Aryan do not enjoy their assignment. They find a means of venting their frustrations by harassing the local inhabitants.
EFFECT [Special Edition] [R]
Text: Deploy on Tatooine system if you occupy at least two Tatooine battleground sites. During each of your control phases, opponent loses 1 Force for each Tatooine battleground site you occupy. Canceled if opponent controls this system. (Immune to Alter.)

-TATOOINE: JAWA CANYON
LOCATION-SITE [Special Edition] [U]
DARK (1): Your Jawas are each power +2 here.
LIGHT (1): Force drain -1 here unless your Jawa is at this site.
Icons: Exterior, Planet

-TATOOINE: KRAYT DRAGON PASS
LOCATION-SITE [Special Edition] [F]
DARK (1): Add 1 to each of your battle destiny draws here for each Tatooine battleground site you occupy.
LIGHT (1): Force drain -1 here if Krayt Dragon Bones on table.
Icons: Exterior, Planet

•Tauntaun Skull 5
Lore: Bones strewn around the cave lair of the wampa are proof of the beast's prowess.
USED INTERRUPT [Special Edition] [C]
Text: During a battle or attack, place out of play one non-droid character, creature or creature vehicle from your Lost Pile. Add its destiny number to your total power. OR Take one Stop Motion or Yaggle Gackle into hand from Reserve Deck; reshuffle.

•They're Coming In Too Fast! 4
Lore: "We're not out of this yet!"
USED INTERRUPT [Special Edition] [C]
Text: If you have a piloted starship armed with a starship weapon, select one opponent's starship present to lose all immunity to attrition for remainder of turn. OR Cancel A Few Maneuvers.

•They've Shut Down The Main Reactor 4
Lore: "We'll be destroyed for sure!"
USED INTERRUPT [Special Edition] [C]
Text: If you have a piloted capital starship armed with a starship weapon or equipped with a tractor beam, use 2 Force to target an opponent's starship present. Until end of your next turn, target cannot move and its pilots may not apply ability toward drawing battle destiny.

TIE Defender Mark I 3
Lore: First production run of TIE defender design. Powerful P-sz9.7 sublight engines. Fire-linked laser cannons. Aft blind spot exploited by maneuverable enemy starfighters.
STARFIGHTER: TIE DEFENDER MARK 1 [Special Edition] [F]
POWER: 3 MANEUVER: 3 HYPERSPED: 2
Text: May deploy as a 'react'. Permanent pilot provides ability of 1. Any starship cannon may deploy aboard. Power - 2 while opponent has a starfighter present with higher maneuver.
DEPLOY: 3 FORFEIT: 3
Icons: Pilot, Nav Computer

•Trooper Sabacc 4
Lore: Sabacc is a popular game for off-duty Imperial stormtroopers throughout the galaxy.
USED INTERRUPT [Special Edition] [F]
Text: **Requirements:** A gambler or trooper at a site. **Wild cards (2-7):** Imperial and Rebel leaders. (Troopers may use weapons as wildcards.)
Clone cards: Locations and droids. **Stakes:** One transport vehicle without armor or one character weapon.

•Umpass Stay 2
Lore: Klatooinian born into slavery to Desilijic Hutt clan on Shawti.
Musician. Works as a spy for Jabba at his desert fortress while playing drums for visiting bands.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 3 ABILITY: 1
Text: Power +2 at a Jabba's Palace site. Each of your other musicians at same site is power +2 and immune to attrition < 3. Immune to attrition < 4.
DEPLOY: 4 FORFEIT: 2
Icons: Warrior

•Ur'Ru'r 3
Lore: Fierce Tusken Raider. Ransacks homes and moisture farms on the borders of Mos Espa.
CHARACTER-ALIEN [Special Edition] [R]
POWER: 2 ABILITY: 1
Text: Deploys only on Tatooine. While at Tusken Canyon, Jundland Wastes or same Tatooine site as UroRRuR'R'R, adds 2 to each of your battle destiny draws at Tatooine sites where you have a Tusken Raider.
DEPLOY: 2 FORFEIT: 2
Icons: Warrior

•URoRRuR'R'R's Bantha 3
Lore: Raised by RRruurr for personal use by URoRRuR'R'R. Alpha male of his bantha herd. Has trampled many Jawas. Nicknamed 'RrururR.
CREATURE VEHICLE [Special Edition] [R]
POWER: 2 MANEUVER: 2 LANDSPEED: 1
Text: 'May add 2 'riders' (passengers). Ability = 1/2. Adds 1 to power of each of your Tusken Raiders and other banthas present. When 'ridden' by URoRRuR'R'R, adds one battle destiny.
DEPLOY: 1 FORFEIT: 4

•Vader's Personal Shuttle 3
Lore: Shuttle Customized transport of Lord Vader. Employs advanced sensor jamming gear. Modified with enhanced tactical displays constructed to the Dark Lord's specifications.
STARFIGHTER: LAMBDA-CLASS SHUTTLE [Special Edition] [R]
POWER: 2 MANEUVER: 2 HYPERSPED: 3
Text: May add 1 pilot and 4 passengers. Permanent pilot aboard provides ability of 2. Moves for free. While Vader aboard, opponent must have ability > 5 to draw battle destiny at same system. May not Talon Roll.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot, Nav Computer, Scomp Link

•Vengeance 2
Lore: Part of Darth Vader's Death Squadron. Support vessel for the fleet's starfighters. Cargo areas converted into hangar space for additional TIE fighters.
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Special Edition] [R]
POWER: 8 ARMOR: 6 HYPERSPED: 3
Text: May add 6 pilots, 8 passengers, 1 vehicle and 6 TIEs. Has ship-docking capability. Permanent pilot provides ability of 2. Your TIE/lns are forfeit +2 at same location. Power +2 at Nal Hutta.
DEPLOY: 9 FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•WAKEELMUI [Special Edition] [U]
LOCATION-SYSTEM
DARK (1): If Kuat is on table, Force generation +2 for you here.
LIGHT (0): If you occupy, all TIEs deploy +1 (+2 if you control). Your movement to here requires +1 Force.
Icons: Planet, Parsec: 2

•Watch Your Back! 3
Lore: "Fighters above you, coming in!"
LOST INTERRUPT [Special Edition] [C]
Text: During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your starfighter in that battle.

•Wittin's Sandcrawler 2
Lore: Patrols the Dune Sea searching for lost droids and other items worth scavenging. Armor reinforced to protect against krayt dragon attacks.
Enclosed.
TRANSPORT VEHICLE [Special Edition] [R]
POWER: 3 ARMOR: 4 LANDSPEED: 2
Text: Deploys only on Tatooine. May add 1 driver and 7 passengers. While your Jawa is aboard, this vehicle and your Jawas at same site are immune to attrition < 3. Power +2 if Wittin at same site.
DEPLOY: 3 FORFEIT: 5

•••Womp Rat 5
Lore: Carnivorous rodents. Typically found in Beggar's Canyon. About the size of an average thermal exhaust port.
DESERT CREATURE [Special Edition] [C]
POWER: * SCURRY: 4
Text: * Ferocity = destiny. Habitat: exterior planet sites. Ferocity +1 for each other womp rat at same site. Lost if 'bullseyed' by Luke's T-16 Skyhopper present.
DEPLOY: 2 FORFEIT: 0
Icons: Selective Creature

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