**Star Wars™ Customizable Card Game™**

**A New Hope Light Side Spoiler List**

### 1. **Advance Preparation**

- **Lore:** Early warning and careful planning allow the Rebels to achieve maximum readiness while still maintaining optimal resources.
- **USED OR LOST INTERRUPT**
  - **[A New Hope] [U1]**
  - **Text:** Use Force to cancel a battle just initiated at a system or sector.
  - **OR:** Cancel Bepacor, OR Release (move for free) all your characters from a captured starship to your side of any docking bay.

### 2. **Alternatives To Fighting**

- **Clarification**
  - **Lore:** The Rebel's limited resources force it to consider the wisdom of any military encounter. In many cases, retreat or deception is a preferable recourse.

### 3. **Lore:**

- **Unut Pokoll** is a typical male Arcona. Unlike many other Arcona, he describes military encounter. In many cases, retreat or deception is a preferable recourse.

- **Star Wars™**
  - **π**
  - **Clarification**
    - **π**
      - **Number of light icons in play:** $B$.
  - **3.141592653589793238462643383...**

### 4. **Text:**

- **Used or Lost Interrupt**
  - **[A New Hope] [C2]**
  - **Text:** Place out of play any one of the following from your hand:
    - **USED INTERRUPT**
      - **[A New Hope] [C2]**
      - **Text:** Deploy on your astromech droid. Cancels Lateral Damage, an 'expanding' Program Trap or effects of an Ion Cannon present when deployed. Also, if deployed on R2-Q2, may lose Fire Extinguisher to cancel a battle just initiated where present at a site.
  - **Gold 2**
    - **Clarification**
      - **Text:** Free-trader who imports ice chunks from rings of Ohann and Astethra, outer planets in Tatooine. Sales remain cold due to steep Imperial taxes and bribes.

### 5. **Text:**

- **Cantina**
  - **For each other musician at same site, the ability required to draw battle
    - **Used Pile.**
  - **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.

### 6. **Lore:**

- **Aren't you a little short for a stormtrooper?”**
- **Text:** For each other musician at same site, the ability required to draw battle
  - **Used Pile.**

### 7. **text:**

- **Cantina**
  - **For each other musician at same site, the ability required to draw battle
  - **Used Pile.**

### 8. **Text:**

- **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.

### 9. **Text:**

- **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.

### 10. **Text:**

- **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.

### 11. **Text:**

- **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.

### 12. **Text:**

- **Dejariks Hologameboard**
  - **A New Hope Spoiler List – Light Side**
  - **Text:** Böttch is power +1 for each Stormtrooper at same site, unless Reegesk may target a character or creature using X (Proton Torpedoes* required) and wingmen (if any). Turbolaser Batteries and TEUs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hull starfighters are immediately lost.
I Have A Very Bad Feeling About This
3
Lore: "Look at him. He's heading for that small moon." Luke became apprehensive when Obi-Wan informed him, "That's no moon. It's a space station."

POWER: 1

USED INTERRUPT [A New Hope] [C2]

Text: If opponent just deployed four or more characters to same location this turn, prevent all of these characters from baiting this turn. OR if opponent just 'reacted' to a battle, cancel the battle.

I'm Here To Rescue You
Clarification
6
Lore: "Huh?"

POWER: 1

USED INTERRUPT [A New Hope] [U1]

Text: If you have a spy present at the Detention Block Corridor, target a captive there. Draw destiny. If destiny + ability of spy > ability of captive, target is released. Otherwise, spy is captured. OR Cancel Spice Mines Of Kessel (releasing targeted captive).

-ckebel Gont
Lore: Male Bith musician. His favorite cantina song is "Trees of Aquanna" (mainly because it features him on Flautar).

CHARACTER-Alien
POWER: 1

[New Hope] [U2]

Text: May add 1 passenger. Permanent pilot provides ability of 1. May carry weapons.

Jawa Ion Gun
Clarification
Lore: Cobbled-together weapon built from salvaged power cells, droid restraints bolts and an ion accelerator. Fires a stream of ion energy that stuns droids and irritates others.

CHARACTER WEAPON
[New Hope] [C2]

Text: Use 1 Force to deploy on your Jawa, 3 on your warrior. May target a character using 1 Force. Draw destiny. Targeted droid stolen if destiny +1. OR Settle on Tatooine if destiny -1.

-Keep Your Eyes Open
Lore: It's not wise to upset a Wookiee. "But sir, nobody worries about their sockets when they lose.

LOCATION-SYSTEM
[New Hope] [C1]

Text: To any time, any player may use 1 Force to turn M-HYD off (face down) or on (face up). May target a rebel to give force sensitive to. OR Cancel the Hoth plot.

-Rebel Tech
Clarification
Lore: Old Gorn, typical expert in communications and scanner jamming, served aboard the Rebel privateer Corvette before joining the Alliance High Council.

CHARACTER-REBEL
POWER: 1

[New Hope] [C1]

Text: Add 1 to forfeit of other rebels (except leaders) at same site. If your rebel ship deploys free to same location.

-Rebel Squad Leader
Clarification
Lore: Lt. Pello Scrambas is a typical veteran officer in the Rebel forces. Loyally served the Organa family for nearly two decades as a guard for the Royal House of Alderaan.

CHARACTER-REBEL
POWER: 1

[New Hope] [C3]

Text: Add 1 to forfeit of your other troopers and Rebel Guards at same site. When moving with a "squad" of exactly three other troopers and/or Rebel Guards, all four move for 1 Force. Rebel Guards at same site may move.

Referenda Clarification
Lore: Fable of the Wookiee soothsayer. Features active/passive scanners, powerful jamming system, ship-to-ship transfers and short-range target acquisition program.

DEVICE
[New Hope] [C2]

Text: Use 1 Force to deploy on your starship. You may deploy cards as a react to a battle at same system or sector.

Rectenna
Clarification
Lore: Fabricate communications and sensor array. Features active/passive scanners, powerful jamming system, ship-to-ship transfers and short-range target acquisition program.

DEVICE
[New Hope] [C2]

Text: Use 1 Force to deploy on your starship. You may deploy cards as a react to a battle at same system or sector.

Red 7
Lore: Wedge’s X-wing at Battle of Yavin. Wedge had to nurse the fighter home after a hit in the Death Star tractor destroyed its microcomputer control.

STARFIGHTER-X-WING
[New Hope] [R1]

POWER: 3

MANEUVER: 4

HYPERSPEED: 5

Text: May add 1 pilot and 1 astromech. Immune to attrition +4 if Wedge piloting.

Red 6
Lore: Jek Porkin’s X-wing at Battle of Yavin. Instrumentation similitudes between Red 5 and the T-16 skyhopper allowed Luke to play a pivotal role in the conflict.

STARFIGHTER-X-WING
[New Hope] [R1]

POWER: 3

MANEUVER: 4

HYPERSPEED: 5

Text: May add 1 pilot and 1 astromech. Immune to attrition +4 if Luke piloting. When firing in an Attack Run, adds 1 to total.

Remote Clarification
Lore: Tashhiii, Thalhii. Zap! "Look... good against rebels. But against the living. That's something else."

DEVICE
[New Hope] [C2]

Text: Use 1 Force to deploy at any site. Moves like a character at normal use of the Force. Once during each of your control phases, may: Select one character present to be power or forfeit +1 for remainder of turn. OR Use 2 Force to cancel any seeker present.

Rogue Barrista
Clarification
Lore: Fed into the wildness after mistreatment by a young Tusken Raider. Raised by moisture farmer. Friendly toward rebels, but attacks Tusken Raiders on principle. "Away from my customers!"

CREATURE VEHICLE
[New Hope] [C1]

POWER: 2

MANEUVER: 2

LANDSPEED: 1

Text: May add 2 to any skill or maneuver. OR May be used as an astromech. Immune to attrition +2. May be moved as a react. "Whenever a battle was just initiated at same site, one Tusken Raider present (your choice) is 'trampled' (immediately lost)."

Sabotage
Lore: Poorly equipped Rebels must rely on clandestine strikes against the massive Imperial military. Computer "slicing" and system tampering have proven most effective.

USED INTERRUPT [A New Hope] [U1]

Text: During your control phase, target one weapon, device or vehicle at same site as your Undercover Spy. Draw destiny. If destiny > target's defense cost, target is lost (may be stolen instead if they've also a theft). OR Cancel infrument.

A New Hope Spoiler List -- Light Side
[SANSDRAWLER] LOADING BAY
Clari[ca]fication
LOCATION-SITE [A New Hope] [R1]
LIGHT (0): Deploy on your sandcrawler. Each Jawas is forfeit +2 here.
"Nighttime conditions" here.
DARK (0): Your characters may enter here for 1 Force each.
"Nighttime conditions" here.
Icons: Interior, Vehicle Site

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

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

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

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

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

SW-4 Ion Cannon
Clari[ca]fication
POWER: 6
ARMOR: 4
HYPERSPEED: 4
Text: May be deployed even without Presence or Force icons. May add 3
pilots or passengers. permanent pilots provide total ability of 3.
DEPLOY: 5
FORFEIT: 8
Icons: Pilot, Nav Computer, Scomp Link

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

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

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

---WHAT'S THAT THING AT THE END?---
Lore: Moisture farmers like Own Lars must be on the lookout for repeated (and
blatant) ploys by Jawas.
IMMEDIATE EFFECT [A New Hope] [U2]
Text: Use 3 Force to deploy on table and stack one just-played interrupt in
opponent's hand to Used Pile.
On play any interrupt of the same name, player must first stack it here
and use +1 Force for each Interrupt in stack, even if Interrupt is normally free.
(Immune to Control.)

---WOOKEE ROAR---
Lore: "CHARRARRAARRARRRRR!!!"
LOST INTERRUPT [A New Hope] [R1]
Text: If Chewie is defending a battle alone at a site, add two battle destiny. OR
Use 0.5 Force to take Chewie into hand from Reserve Deck; reshuffle. OR
Scare off (lose) one 'mouse' droit on table.

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

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

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

---YOU'RE ALL CLEAR!---
Lore: "Now let's blow this thing and go home!"
USED INTERRUPT [A New Hope] [R1]
Text: Cancel On the Leader. (Immune to Sense.) OR Use 1 Force during
and Attack Run. Move one TIE in Death Star: Trench (your choice) to Death
Star system for free. Add 1 to total of Attack Run if lead starfighter has
matching pilot aboard.

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

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. TM, © & © 2001 Decipher Inc. Decipher, The Art of
Great Games are trademarks of Decipher Inc. All rights reserved.
A New Hope: Dark Side Spoiler List

---

**Avrodoz Erta**

*Power*:
- Ability: 1
- Text: Adds 2 to power of anything he pilots. Whenever you deploy a weapon or device from hand at same location, activate 1 Force as a kickback. Limit of 1 Avrodoz per location.

**Deploy:** 2

**Icons:** Pilot

**Astromech Shortage**

*Power*:
- Ability: 1
- Text: Use 3 Force to deploy on opponent's side of table. All opponent's starfighters (with a Nav Computer) icon are +1.

**Beseiged Clarification**

*Power*:
- Ability: 1
- Text: Docking bay security officer. Honored for bravery aboard the Star Destroyer Thunderfire where he rescued five officers from the wreckage of a shuttle crash.

**Black 4**

*Power*:
- Ability: 2
- Text: Once during each of your control phases, you may use 2 Force to take one Scanning Crew into hand from Reserve Deck; reshuffle.

**Captain Khurge Clarification**

*Power*:
- Ability: 1
- Text: Cumulatively adds 2 to total of Common PrimeIGNORE. OR During your control phase, may target an opponent's starfighter present (except a Mon Calamari star cruiser) using 2 Force. Draw two destiny. Target captured if destiny > defense value.

**Death Star Tractor Beam**

*Power*:
- Ability: 1
- Text: During opponent's control phase, may 'threaten' one smuggler at a site. Opponent may use 1 Force to 'endeavor' to avoid being threatened. OR Add 1 to weapon destiny draws of any opponent at your control phase.

**Come With Me Clarification**

*Power*:
- Ability: 2
- Text: Under "nighttime conditions," may use 1 Force to 'hide' (exclude himself) from a battle. At a site affected by Revolution, opponent must lose 1 Force during your control phase.

**Commence Primary Ignition 0**

*Power*:
- Ability: 1
- Text: In case of the TIE fighter's engine failure, may use 1 Force to deploy on your TIE. May target a starfighter using 1 Force. Force destiny. Subtract 2 if targeting a capital starship. Target hit if destiny > defense value.

**Conquest Clarification**

*Power*:
- Ability: 1
- Text: Use 1 Force to target a starfighter's permanent pilot. Draw destiny. If destiny > 2, deploy on starfighter to remove permanent pilot (otherwise, Effect is lost). May add 1 to your control phase. (Immune to Alter.)

**Debrief**

*Power*:
- Ability: 1
- Text: Male Malef Defel A specification, also known as "warriors," is capable of warping light around themselves, becoming difficult to see at dusk. Character-ID

**Defend**

*Power*:
- Ability: 1
- Text: Under "nighttime conditions," may use 1 Force to hide (exclude himself) from a battle. At a site affected by Revolution, opponent must lose 1 Force during your control phase.

**Dark Side Spy**

*Power*:
- Ability: 2
- Text: On deployment, may target a starfighter for remainder of this turn.

**Dualspeak**

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

**Erador Clarification**

*Power*:
- Ability: 2
- Text: Once during each of your deployment phases, may place, face down, one card from hand or Force Pool under 'hallstatt,' "for all consumption." If Hem lost, cards underneath also lost. OR +Power = 1 + number of cards underneath.

**Emzn Dazon**

*Power*:
- Ability: 2
- Text: During each of your deployment phases, may place, face down, one card from hand or Force Pool under 'hallstatt,' "for all consumption." If Hem lost, cards underneath also lost. OR +Power = 1 + number of cards underneath.

**Evader Clarification**

*Power*:
- Ability: 2
- Text: Adds 1 to forfeit of each of your other Imperials (except leaders) at same site. *Power = +1 if targeting a capital starship. Target hit if destiny > defense value.

**Ghikth Clarification**

*Power*:
- Ability: 2
- Text: Once during each of your deployment phases, may place, face down, one card from hand or Force Pool under 'hallstatt,' "for all consumption." If Hem lost, cards underneath also lost. OR +Power = 1 + number of cards underneath.

**Greedo**

*Power*:
- Ability: 2
- Text: Once during each of your deployment phases, may place, face down, one card from hand or Force Pool under 'hallstatt,' "for all consumption." If Hem lost, cards underneath also lost. OR +Power = 1 + number of cards underneath.

**Herbivore Scan**

*Power*:
- Ability: 1
- Text: On your starting location, the location converted by the Herbivore Scan is the Star Destroyer.

**Hypno Clarification**

*Power*:
- Ability: 2
- Text: Truth drugs like Baro Sae decrease resistance to interrogation. The enormous needle adds psychological pressure, facilitating the interrogation process.

**I'm On The Leader Clarification**

*Power*:
- Ability: 2
- Text: Once in defense of the Battle of Yavin, Darth Vader took the last attacker, supported by his wingmen Black 2 and Black 3.

**Imperial Commander**

*Power*:
- Ability: 2
- Text: Adds 1 to forfeit of each of your other Imperials (except leaders) at same site.

**Imperial Hoitolable**

*Power*:
- Ability: 2
- Text: Adds 1 to forfeit of each of your other Imperials (except leaders) at same site.
Imperial Justice

Lore: “There’s nothing you could have done Luke, had you been there. You’d have been killed too.”

**EFFECT**

Test: If opponent is generating at least 4 more Force than you, deploy on a location to cancel all Force generation at that location. OR Deploy on a location. It’s now immune to Revolutions.

**Imperial Squad Leader**

Clarification

Lore: Captain Mosi Trra, a typical officer of the Desert Sands sandtrooper unit. Fearless and highly motivated. Willing to sacrifice as many troops as necessary.

**CHARACTER-IMPERIAL**

**POWER:** 1

**ABILITY:** 1

Text: Adds 1 to the forfeit of your other troopers at same site. When moving with a squad of exactly three other troopers, all move for 1 Force. Imperial Trooper Guards at same site may move.

Icons: DEPLOY: 2 FORFEIT: 3

**Warior**

Informant Clarification

Lore: The Empire’s network of spies and petty informants allows Imperial operators to discover and react to Rebel assaults before they occur.

**USED INTERRUPT**

[New Hope] [U1]

Text: If a battle was just initiated at same site as your Undercover spy, your characters at adjacent sites may move there as a ‘react’ (for free). OR Cancel Sabotage.

<3-O (Eysty-On)

Clarification

Lore: Floating prisoner interrogation droid. Uses probes and needles to dispense truth drugs and perform “surgery.” Sensors determine subject’s pain threshold and truthfulness.

**CHARACTER-DROID**

[New Hope] [R1]

**POWER:** 4

**INTERROGATOR DROID**

Text: When at Detention Block Corridor, adds X to your Force drains there, where X = the number of captives present. Immune to Restraining Bolt.

**DEPLOY:** 3 **FORFEIT:** 1

**Jawa Blaster**

Clarification

Lore: Built from scavenged parts. Jawas are not required to adhere to any design standards. An etching on this stock warns “datinni greb zroom.”

**CHARACTER WEAPON**

[New Hope] [C2]

Text: Deploy on your Jawa. May target a character or creature for free. Draw destiny. If destiny > 1, defense target. If destiny = 0, Jawa Blaster ‘explodes’ (weapon and character firing it are lost).

Icons: Planet: Planet-6

<4-KEFF

**LOCATION-SYSTEM**

[New Hope] [C1]

**DARK:** (2) Force drain = 1 here. If you control, all Wookiees on table are forfeit +3 here.

**LIGHT:** (1) Your starships with any Wookiee aboard are power and forfeit here +2 here.

Icons: Planet: Planet-6

<KASHYYYK

**LOCATION-SYSTEM**

[New Hope] [R1]

**DARK:** (2) If you can occupy with exactly 2 starships, your total power here is +2 and Tonnta Sisters anywhere are doubled.

**LIGHT:** (2) If you can occupy with exactly 2 starships, your total power here is +2.

Icons: Planet: Planet-2

<Krayt Dragon Bones

Lore: Tusken Raiders, Jawas and other desert dwellers believe that krayt dragon bones possess mystical powers that can bring good or bad luck.

**EFFECT**

Text: Use 1 Force to deploy on table. Each opponent demásing a draw, you do the following: (0) Put top used card in hand; (1) lose 1 Force; (2) activate 1 Force; (3) lose this Effect; (4) retrieve 1 Force. Free a character for free; (i) nothing.

**LASER GATE**

Clarification

Lore: Security corridors are guarded by a grid of laser emplacements. An etching on this stock warns “datinni greb en anpaw.”

**DEVICE**

[New Hope] [R2]

**MANEUVER CHECK**

Text: Used if opponent just deployed four or more characters to same location this turn. OR Cancel On The Edge.

**DEPLOY:** 3 **FORFEIT:** 3

**Light (1):** Your starships with any Wookiee aboard are power and forfeit here +2 here.

Icons: Planet: Planet-3

<5-OR

**LOCATION-SYSTEM**

[New Hope] [U1]

**DARK:** (2) Site Memorial into hand to use as your own.

**LIGHT:** (1) Tantive IV is power +1 here. (4) anything.

**LOS**

**LOCATION-SYSTEM**

[New Hope] [C1]

[Dark: (1)] Deviator is power +1 here and may move to or from here for free.

Icons: Planet: Planet-6

<Reegeek

Lore: Ranat thief and scavenger from Avilla. Regularly trades with Jawas.

**ABILITY**

Text: Once during each of your control phases, may lose 1 Force to take one vehicle, droid, weapon or device from opponent's Lost Pile or Crash Site Memorial into hand to use as your own.

**DEPLOY:** 3 **FORFEIT:** 3

**Reserve Pilot**

Clarification

Lore: Jynneys kept Lott Voon’s best TIE wingman out of the primary wave of starfighters. He remains on reserve duty, ready to replace lost pilots.

**CHARACTER-IMPERIAL**

[New Hope] [U1]

**POWER:** 1

**ABILITY:** 1

Text: Once during each of your control phases, may lose 1 Force to take one vehicle, droid, weapon or device from opponent's Lost Pile or Crash Site Memorial into hand to use as your own.

**DEPLOY:** 2 **FORFEIT:** 4

**Pilot**

Retrace The Bridge

Clarification

Lore: Strategically retracted bridges can frustrate enemy movement, forcing routing plans to be rearranged. MAY RETRACT FORCED ROUTING TO REARRANGE ROUTING PLANS.

**LOST INTERRUPT**

[New Hope] [R1]

Text: During your deploy phase, use X Force to rearm all interior Death Star sites, where X = total number of those sites. All cards at a given site move along with that site. OR Cancel On The Edge.

<---Rodian

Clarification

Lore: Thku is a typical male Rodian. Sent to hunt down Greedo by Narkiv the Hutt. Head of the Chattza tribe. Rodians enjoy “the hunt,” so many are employed as assassins.

**CHARACTER-ALIEN**

[New Hope] [C2]

**POWER:** 1

**ABILITY:** 1

Text: Adds 1 to power of each of your bounty hunters and smugglers (but subtracts 1 from Greedo’s power at same site). Adds 1 to power of anything he pilots.

**DEPLOY:** 2 **FORFEIT:** 2

**Icons:** Pilot

<Program Trap

Lore: Imperial slicers imbed a secret command in a droid’s primary performance banks. A predetermined trigger causes a power overload, destroying the droid and anything nearby.

**EFFECT**

[New Hope] [U1]

Text: Use 2 Force to deploy on an opponent’s droid (except RQ-02 and C-3PO) on your droid. When either player draws a destiny matching the number of characters at same site, droid ‘explodes’ (all characters present are lost).

**RQ-22 (Atooi-Kyootoo)**

Clarification

Lore: RQ-22 units have larger memory and more advanced circuitry than their R1 predecessors, allowing for more efficient astrotamination. RQ-23 served on the Death Star.

**CHARACTER-DROID**

[New Hope] [R1]

**POWER:** 1

**ABILITY:** 1

Text: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to all damage < 4. While at Death Star: Central Core, hyperspeed of Death Star system + 2.

**DEPLOY:** 3 **FORFEIT:** 3

**Icons:** Nav Computer

<RQ-42 (Arife-Ayto)**

Clarification

Lore: Selum used for navigation purposes, RQ-42 units are known for their ability to perform hull maintenance and repair damage caused by ion cannons.

**CHARACTER-DROID**

[New Hope] [C2]

**POWER:** 1

**ABILITY:** 1

Text: Once during each of your control phases, may lose 1 Force to take one vehicle, droid, weapon or device from opponent's Lost Pile or Crash Site Memorial into hand to use as your own.

**DEPLOY:** 3 **FORFEIT:** 3

**Icons:** Nav Computer

<Sandcrawler: Droid Junkheap

Clarification

[New Hope] [R1]

<Dark:** (0): Deploy on your sandcrawler. Each Jawa is forfeit +2 here.

Icons: Pilot, Vehicle Site

---
**Sniper Clarification** 3
Lore: Tusken Raiders often attack lone desert travelers at long range. Their cowardly nature leads them to rely on surprise attacks rather than direct engagement.

**LOST INTERRUPT** [A New Hope] [U1]
Text: During your control phase, fire one of your weapons. If URoRRuR'R'R firing, may add 2 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any hit targets are immediately lost.

**Spice Mines Of Kessel** 4
Lore: Captives sent to the Kessel spice mines spend the rest of their lives digging for glittersand, a spice sold throughout the galaxy by smugglers and crime lords.

**UTINNI EFFECT** [A New Hope] [R1]
Text: Deploy on (Kessel may not be moved), target one captive and one trooper to escort captive. When targets reach Utinni Effect, retrieve Force equal to captive’s (captive and Utinni Effect lost).

**Stunning Leader Clarification** 4
Lore: Stormtroopers are trained to stun, not kill, priority targets lost in order to split enemy forces and hold the leaders for interrogation. Stun effects wear off, requiring efficient action.

**LOST INTERRUPT** [A New Hope] [C2]
Text: If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

**Superlaser Clarification** 2
Lore: The Death Star has more firepower than the combined might of the entire Imperial fleet. Enormous generators power the devastating planet-destroying weapon.

**DEATH STAR WEAPON** [A New Hope] [R2]
Text: Deploy on Death Star system at parsec 0. May target a capital starship at Death Star system, or at a system it orbits, using 4 Force. Draw two destiny. Target hit if total destiny > defense value.

**Swilla Corey** Clarification 4
Lore: Petty criminals throughout the galaxy often earn extra money by teaching their trade to initiates. Thievery has become more popular as the Empire tightens its grip.

**[A New Hope] [C2]
Text: Deploy on any non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny > target’s destiny number, it is slain. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**TATTOINOE: BLUFFS**

**LOCATION-SITE** [A New Hope] [U1]
**DARK (6): "Bluff Rules" in effect here.**

**LIGHT (6): "Bluff Rules" in effect here.**

**Icons: Exterior, Planet**

**Tech Mo’r** 6
Lore: Male Bib Client. Plays Ommin Box in Figrin D’an’s band. Lost ownership of instrument to Figrin while gambling.

**CHARACTER-ALIEN** [A New Hope] [U2]
**POWER: 1**

**ABILITY: 1**

Text: After using Ommin Box, peak at top X cards of pile or deck just shuffled, where X = number of other musicians at same site. May re-shuffle without peeking.

**DEPLOY: 3**

**FORFEIT: 1**

Icons: Warrior

**Tentacle** 5
Lore: Dianogas use their seven tentacles for both locomotion and catching food. The few survivors of such attacks claim that a dianoga tentacle has the strength of a hydralamp.

**IMMEDIATE EFFECT** [A New Hope] [C2]
Text: If opponentjust played an Interrupt, use 1 Force to deploy on table. That Interrupt is played out but is then “grabbed” (played here but is out of play). Any new Interrupts of the same name are unique (+). (Immune to Control.)

---

**There’ll Be Hell To Pay** 6
Lore: Luke’s dream of joining the Academy often distracted him from his chores, sometimes resulting in his having to pay the price for his impatience.

**IMMEDIATE EFFECT** [A New Hope] [U2]
Text: Use 3 Force to deploy on table and stack one just played Interrupt here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free. (Immune to Control.)

**This is Some Rescue!** 6
Lore: “When you came in here, didn't you have a plan for getting out?”

**USED INTERRUPT** [A New Hope] [U1]
Text: Cancel (I'm Here To Rescue You, Plastoid Armor, Out Of Commission, Alternatives To Fighting, Cil 2187 or Deak Rescue.

**TIE Assault Squadron** 2
Lore: Imperial strategy relies on quantity over quality. Although many of their pilots have low motivation, this is compensated by "welfpack" group tactics.

**SQUADRONE: TIEIN** [A New Hope] [U1]
**POWER: 3**

**MANEUVER: 3**

**NO HYPERSPEED**

Text: Replaces 3 TIEs at one location (TIEs go to Used Pile). Permanent pilots provide total ability of 3.

**DEPLOY:**

**FORFEIT: 6**

Icons: Pkt x3

**TIE Vanguard** Clarification 2
Lore: Reconnaissance starfighter. Often deployed first to gather detailed information on enemy starship movement before full fleet engagement.

**STAFFIGHTER: TIEIN** [A New Hope] [C2]

**POWER: 1**

**MANEUVER: 2**

**NO HYPERSPEED**

Text: Permanent pilot provides ability of 1. You may deploy cards to same system or sector as a "shelf."

**DEPLOY: 2**

**FORFEIT: 3**

Icons: Pilot

**Tractor Beam** Clarification 3
Lore: Captures enemy vessels for boarding. When used in conjunction with an ion cannon, tractor beams can ensnare even the most maneuverable starships.

**DEVICE** [A New Hope] [U1]
Text: Use 2 Force to deploy on your Star Destroyer. At the end of a battle at same system or sector, may target an opponent’s starship present (except Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Target captured if destiny > defense value.

**Trooper Davin Felth** 2
Lore: Dispatched to Tatooine to apprehend renegade droids fleeing the Taxine IV. Suspected to have misgivings about Imperial methods. Allegedly shot his commander in the back.

**CHARACTER-IMPERIAL** [A New Hope] [R2]
**POWER: 2**

**ABILITY: 2**

Text: While he is on Tatooine, Local Trouble and Look Sir, Droids are Used Interrupts. Opponent may select target when using Friendly Fire at same site as Felth.

**DEPLOY: 1**

**FORFEIT: 3**

Icons: Twin

**-U-3PO (You-Threepio)** 3
Lore: This protocol droid served in the House of Alderaan’s Diplomatic Corps. Imperials altered its programming for espionage, making the droid an unwitting spy for the Empire.

**CHARACTER-DROID** [A New Hope] [R1]
**POWER: 1**

**PROTOCOL DROID**

Text: Deploy on opponent’s site as an Undercover spy (except that if present during a battle at a site, adds its power to Light Side). If spy’s "cover is broken," the above game text is canceled and Light Side may use as if slain.

**DEPLOY: 3**

**FORFEIT: 3**

**Undercover Errata** 5
Lore: The Empire maintains a network of spies attempting to infiltrate the Rebel Alliance or misinform their operatives.

**EFFECT** [A New Hope] [C2]
Text: Deploy on your spy at a site and cross spy to opponent’s side. Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.)

**-URORRU/R’R’R’s Hunting Rifle** Clarification 5
Lore: Owning a hunting rifle is an important status symbol in Tusken culture. URORRU/R’R’R scavenged this weapon from a starship wreck near Anchorhead.

**CHARACTER-ALIEN** [A New Hope] [U1]
Text: Use 1 Force to deploy on URORRU/R’R’R or Chief Bast. 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a creature. Add 2 if targeting a creature. Target hit if total destiny > defense value.

**Victory-Class Star Destroyer** 2
Lore: Commissioned by the Old Republic at end of the Clone Wars, Rendili StarDrive’s Victory-class starship is atmosphere-capable but has a low sublight speed.

**CAPITAL: VICTORY-CLASS STAR DESTROYER** [A New Hope] [U1]
**POWER: 6**

**ARMOR: 5**

**HYPERSPEED 4**

Text: May add 4 pilots, 6 passengers, 1 vehicle and 3 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Adds 1 to your total power in battles at related planet sites.

**DEPLOY: 6**

**FORFEIT: 5**

Icons: Pilot, Nav Computer, Scomp Link

**We Have a Prisoner** 3
Lore: "You are part of the Rebel Alliance, and a traitor. Take her away!"

**LOST INTERRUPT** [A New Hope] [C2]
Text: Use 1 Force if opponent just lost or forfeited a character from battle. Character is captured instead. OR Use X Force to capture all characters aboard a captured starship, where X = twice the number of characters.

**-WED-D15-7” Septolid Droid** 2
Lore: Multi-armed maintenance droid fiercely loyal to the Empire. Specializes in extending effective operational life of Imperial resources. Nicknamed for an insect from Estrad.

**CHARACTER-DROID** [A New Hope] [U2]
**POWER: 1**

**MAINTENANCE DROID**

Text: * Forfeit value begins at 7. When ‘forfeited,’ droid remains in play, but

**DEPLOY: 1**

**FORFEIT: *”**

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. TM. © & © 2001 Decipher Inc. Decipher. The Art of Great Games are trademarks of Decipher Inc. All rights reserved.

A New Hope Spoiler List – Dark Side