A-wing 3
Lore: Created by General Dodonna and Rebel engineer Walex Blissex. Designed to combat the speed and maneuverability of the TIE interceptor. Jamming suite disrupts enemy communications.
STARFIGHTER: A-WING [Death Star II] [C]
POWER: 3   MANEUVER: 5   HYPERSPEED: 4
Text: Permanent pilot provides ability of 1. Opponent may not 'react' to or from here. Power -1 when opponent has a starfighter present with higher maneuver.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot, Nav Computer, Scomp Link

A-wing Cannon 4
Lore: Equipped with targeting sensor system. Weapon mounts pivot up to 60 degrees to improve targeting.
STARSHIP WEAPON [Death Star II] [C]
Text: Deploy on your A-Wing. May target a starfighter or squadron for free. Draw destiny. Add your starship's maneuver. Target hit if total destiny > twice target's defense value.

•Admiral Ackbar 1
Lore: Mon Calamari **leader** of Rebel fleet. Master military strategist. Early prisoner of Grand Moff Tarkin. Convinced his people to join the Alliance.
CHARACTER-REBEL [Death Star II] [XR]
POWER: 3   ABILITY: 3   FORCE-ATTUNED
Text: Deploys -2 to Home One. Adds 3 to power of any capital starship he pilots. Your capital starships deploy -1 to same system. Once per game, may take one Mon Calamari character or Admiral's Order into hand from Reserve Deck; reshuffle.
DEPLOY: 4   FORFEIT: 7
Icons: Pilot

Anakin Skywalker 4
Lore: "You were right about me. Tell your sister ... you were right."
USED INTERRUPT [Death Star II] [R]
Text: If Luke is about to cross over to the Dark Side, draw destiny. Add 6 if Emperor present. If total destiny > 12, Vader instead crosses to the Light Side, opponent loses 6 Force, and Emperor is lost

•AQUARIS
LOCATION-SYSTEM [Death Star II] [C]
LIGHT (1): If you control with a starfighter, opponent's *Dreadnaught*-class cruisers are deploy +3 and your force generation here is +3.
DARK (1): -
Icons: Planet, Parsec: 4

B-wing Attack Squadron 3
Lore: Utilizes dense formations on attack mission to concentrate firepower. This tactic is particulary effective in defeating deflector shields.
SQUADRON B-WING [Death Star II] [R]
POWER: 12   MANEUVER: 2   HYPERSPEED: 3
Text: * Replaces 3 B-Wings at one location (B-wings go to Used Pile). Permanent pilots provide total ability of 3. Each of its weapon destiny draws is +1.
DEPLOY: *   FORFEIT: 12
Icons: Pilot x3, Nav Computer x3, Scomp Link x3

B-wing Bomber
Lore: Carries weapon systems capable of taking on escort frigates and capital starships. Armed with high-powered ion cannon used to disable deflector shields.
STARFIGHTER B-WING [Death Star II] [C]
POWER: 4   MANEUVER: 2   HYPERSPEED: 3
Text: May add 1 pilot (suspends permanent pilot). Permanent pilot provides ability of 1. May fire two or more weapons during battle. Each of its ion cannon weapon destiny draws is +3.
DEPLOY: 3   FORFEIT: 4
Icons: Pilot, Nav Computer, Scomp Link

•Blue Squadron 5 2
Lore: Blue Squadron B-Wing. Ordered to lead attack on Executor. Drew enemy fighters away from strike force led by General Calrissian and Commander Antilles.
STARFIGHTER B-WING [Death Star II] [U]
POWER: 4   MANEUVER: 2   HYPERSPEED: 3
Text: May add 1 pilot. May fire two or more weapons during battle. Each of its weapon destiny draws is +2. Immune to attrition < 4 when Ten Numb piloting.
DEPLOY: 2   FORFEIT: 4
Icons: Nav Computer, Scomp Link

•••Blue Squadron B-wing 3
Lore: B-wings ordered to attack Imperial command starships at Battle of Endor. Armed with armor-penetrating missiles. Maintained by Verpine mechanics.
STARFIGHTER B-WING [Death Star II] [R]
POWER: 4   MANEUVER: 2   HYPERSPEED: 3
Text: Deploy -2 to Roche. Permanent pilot provides ability of 2 and adds 1 to power. May fire two or more weapons during battle. Each of its weapon destiny draws is +2.
DEPLOY: 5   FORFEIT: 4
Icons: Pilot, Nav Computer, Scomp Link

•Capital Support 6
ADMIRAL'S ORDER [Death Star II] [R]
Text: Each pilot deploys -1 (or -2 if with an admiral) aboard a capital starship. Each capital starship with a pilot character aboard is immune to attrition < 4 (or adds 2 to immunity). During each of your control phases, opponent loses 1 Force for each battleground site your general or commander controls that is related to a system you occupy.

•Captain Verrack 4
Lore: Mon Calamari computer technician. Expert in power systems. His skills are desperately needed by Rebel fleet. **Gunner**.
CHARACTER-REBEL [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Allows your starship weapons at same location to fire and deploy for 1 less Force. While aboard your capital starship, adds 1 to each of its weapon destiny draws (2 when targeting a capital starship).
DEPLOY: 2   FORFEIT: 4

•Close Air Support 5
Lore: Attack plans for General Madine's commandos often require coordinated air support. A number of Z-95 headhunters have been modified to operate in this role.
EFFECT [Death Star II] [C]
Text: Deploy on table. While your Z-95 occupies a system or cloud sector, once per turn your scout at a related exterior site may add one battle destiny (if Z-95 is Tala 1 or Tala 2, may also add one destiny to total power only).

•Colonel Cracken 2
Lore: Alliance **spy** and **scout**. Often flies support missions for General Madine's commandos.
CHARACTER-REBEL [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Deploys -2 aboard Tala 1. Adds 2 to power of anything he pilots. When piloting Tala 1, draws one battle destiny if not able to otherwise. When opponent deploys a spy or scout to same (or related) exterior site, opponent loses 1 Force.
DEPLOY: 3   FORFEIT: 4
Icons: Pilot, Warrior

•Colonel Salm 4
Lore: **Leader** of Gray Squadron. Prefers to fly venerable Koensayr starfighters instead of newer models because "they've always gotten me home in one piece."
CHARACTER-REBEL [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When he is piloting a Y-wing, once per battle you may cancel and redraw your battle destiny just drawn. While he occupies the Renegade system, Imperial Control is flipped and Imperial Occupation may not be flipped.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot, Warrior

•Combined Fleet Action 6
ADMIRAL'S ORDER [Death Star II] [R]
Text: At each system where any player does not have both a starfighter and a capital starship present, that player's starships there are power -2. At sites related to systems you occupy, during each battle opponent may draw no more than one battle destiny. Once during each of your deploy phases, you may deploy one combat vehicle from your Reserve Deck; reshuffle.

•Concentrate All Firepower 6
ADMIRAL'S ORDER [Death Star II] [R]
Text: Each starfighter that fires a weapon in battle is power +3 for the remainder of battle. Once per turn you may cancel and redraw your starship weapon destiny just drawn. At sites related to systems you occupy, your characters who have immunity to attrition each add 2 to immunity and 1 to each of that character's weapon destiny draws.

Concussion Missiles 4
Lore: Used by veteran smugglers. Defend transports from maneuverable TIE fighters. Frequently used to arm Rebellion transports and freighters.
STARSHIP WEAPON [Death Star II] [C]
Text: Use 1 Force to deploy on your bomber, A-wing, freighter, or transport. May target a starship for free. Draw destiny. Add 1 if targetting a starfighter or squadron. Target hit if total destiny > defense value.

•Corporal Marmor 2
Lore: Corellian dock mechanic. Defected to the Alliance with General Madine. Manages staff of 75 starfighter and 12 star cruiser mechanics in Home One's rear quadrant.
CHARACTER-REBEL [Death Star II] [U]
POWER: 2   ABILITY: 3   FORCE-ATTUNED
Text: Reduces X by 3 on Docking And Repair Facilities when a Star Cruiser is held there. When he is at a docking bay where you have just deployed a starfighter, once per turn you may retrieve 1 Force.
DEPLOY: 3   FORFEIT: 5
Icons: Warrior

•Corporal Midge 2
Lore: Self-taught marksman and **scout** from a rural region of Chandrila. Inspired by Mon Mothma to join the Alliance. Newly recruited into Madine's commandos as a field technician.
CHARACTER-REBEL [Death Star II] [U]
POWER: 2   ABILITY: 2

Text: Adds 1 to each of his character weapon destiny draws (2 when firing a rifle and all your ability here is provided by scouts). While on Endor, adds 1 to your Force drains at your exterior Endor sites where you have a scout of ability > 2 (and no Ewoks).
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•Critical Error Revealed 4
Lore: **Hologram** technology allows effecient communication of complex intelligence during war room briefings.
USED INTERRUPT [Death Star II] [U]
Text: If you have a leader at your war room, peek at the top card of opponent's Reserve Deck. You may place it on bottom of that Reserve Deck.

•*Defiance* 3
Lore: Fleet rear guard. Weapon batteries hard-wired to central targeting processor. Coordinates vicious crossfire against enemy captial starships.
CAPITAL: MON CALAMARI STAR CRUISER [Death Star II] [R]
POWER: 8   ARMOR: 6   HYPERSPEED: 3
Text: May add 5 pilots, 6 passengers, 1 vehicle and 3 starfighters. Has ship-docking capability. Permanent pilot aboard provides ability of 2. Each of it's weapon destiny draws are +2. Capital starships it hits are power -5.
DEPLOY: 9   FORFEIT: 10
Icons: Pilot, Nav Computer, Scomp Link

Enhanced Proton Torpedoes 3
Lore: Often modified by Rebel technicians. Heavy warhead provides increased armor penetration. Decreased maneuverability and effectiveness against starfighters.
STARSHIP WEAPON [Death Star II] [C]
Text: Deploy on your X-wing, Y-wing or B-wing. May target a starship for 1 Force. Add 1 if targetting a capital starship. Otherwise, subtract 1. Target hit if total destiny > defense value.

•First Officer Thaneespi 2
Lore: Mon Calamari deck officer. Brilliant tactical analyst. One of several brave leaders of Mon Calamari refugees from Imperial invasion of her planet.
CHARACTER-REBEL [Death Star II] [R]
POWER: 2   ABILITY: 3   FORCE-ATTUNED
Text: Adds 3 to power of any capital starship she pilots. If piloting a Star Cruiser with another Mon Calamari, unless opponent's pilots here have total ability > 6, opponent's battle destiny = 0.
DEPLOY: 3   FORFEIT: 5
Icons: Pilot

•General Calrissian 1
Lore: **Leader**. **Gambler**. Fair pilot. Lando was given the rank of General for "a little maneuver" at the Battle of Taanab. Willing to lead Rebel starfighters in a crazy attack.
CHARACTER-REBEL [Death Star II] [R]
POWER: 4   ABILITY: 3   FORCE-ATTUNED
Text: Deploy -2 aboard Falcon. Adds 3 to power of anything he pilots. When piloting a freighter, adds 1 to maneuver and draws one battle destiny if not able to otherwise. When he attempts to "blow away" Death Star II, adds 2 to total.
DEPLOY: 4   FORFEIT: 7
Icons: Pilot, Warrior

•General Walex Blissex 3
Lore: Engineer who worked with Jan Dodonna to design the A-wing starfighter. Given honorary rank due to his service to the Rebellion.
CHARACTER-REBEL [Death Star II] [U]
POWER: 1   ABILITY: 2
Text: Deploys -2 aboard your Star Cruiser or to same location as your Admiral. Adds 1 to power and forfeit ofeach of your A-wings at same and related locations.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Gold Squadron 1 3
Lore: The *Millennium Falcon* relies on heavily upgraded speed and maneuverability to survive in combat. General Calrission's starship at Battle of Endor.
STARFIGHTER: HEAVILY-MODIFIED LIGHT FREIGHTER
POWER: 3   MANEUVER: 5   HYPERSPEED: 6
Text: Deploy -2 to Endor. May add 2 pilots and 2 passengers. Immune to Tallon Roll. Immune to attrition < 4 when Lando or Nien Nunb piloting (< 6 when both).
POWER: 3   FORFEIT: 7 [Death Star II] [R]
Icons: Nav Computer, Scomp Link

•Green Leader 2
Lore: **Leader**. Assigned to fly fighter screen for General Calrissian at Endor.
CHARACTER-REBEL [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Green Squadron 1, draws on battle destiny if not able to otherwise. Adds 3 to total weapon destiny of any starfighter he pilots firing at a starfighter with lower maneuver.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot, Warrior

•Green Squadron 1   3
Lore: Constructed at Chardaan Shipyards, a zero-gravity facility. Typically used as an escort for Y-wings or B-wings on critical attack missions.
STARFIGHTER: A-WING   [Death Star II] [R]
POWER: 3   MANEUVER: 5   HYPERSPEED: 4
Text: May add 1 pilot. Power -1 when opponent has a starfighter present with higher maneuver. Immune to attrition < 4 when Green Leader piloting.
DEPLOY: 2   FORFEIT: 4
Icons: Nav Computer, Scomp Link

•Green Squadron 3   3
Lore: Flown by Tycho Celchu at the Battle of Endor. Modified canopy improves pilot vision in tight confines. Assigned to fly top cover for Millennium Falcon.
STARFIGHTER: A-WING   [Death Star II] [R]
POWER: 3   MANEUVER: 5   HYPERSPEED: 4
Text: May add 1 pilot. Power -1 when opponent has a starfighter present with higher maneuver. Maneuver +2 at a Death Star II sectors. Immune to attrition < 4 when Tycho Celchu piloting.
DEPLOY: 2   FORFEIT: 3
Icons: Nav Computer, Scomp Link

•••Green Squadron A-wing   3
Lore: A-wing starfighters from Green Squadron. Assigned mission of screening Rebel capital starships from enemy fighters and bombers.
STARFIGHTER: A-WING   [Death Star II] [R]
POWER: 3   MANEUVER: 5   HYPERSPEED: 4
Text: Deploy -1 to Sullust or same system or sector as Green Leader. Permanent pilot provides ability of 2 and adds 2 to power. Power -1 when opponent has a starfighter present with a higher manuever.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot, Nav Computer, Scomp Link

•••Green Squadron Pilot   3
Lore: Many top X-wing pilots transferred to A-wing squadrons when the new starfighter entered service. The best A-wing pilots were selected to fly for Green Squadron at the Battle of Endor.
CHARACTER-REBEL   [Death Star II] [C]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting an A-wing, draws one battle destiny if not able to otherwise and is forfeit +2.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Grey Squadron 1   3
Lore: Y-wing flown by Colonel Salm at the battle of Endor. Ordered to disable capital starships between the Death star and General Calrissian.
STARFIGHTER: Y-WING   [Death Star II] [U]
POWER: 2   MANEUVER: 3   HYPERSPEED: 4
Text: May add 2 pilots or passengers. Ion cannons may fire free aboard. Each of its ion cannon destiny draws is +2. Immune to attrition < 4 when Salm or Kian piloting.
DEPLOY: 2   FORFEIT: 3
Icons: Nav Computer

•Grey Squadron 2   3
Lore: Flown by Lieutenant Telsij as Colonel Salm's wingman. Part of gray squadron at the battle of Endor.
STARFIGHTER: Y-WING   [Death Star II] [U]
POWER: 2   MANEUVER: 3   HYPERSPEED: 4
Text: May add 2 pilots or passengers. Immune to attrition < 3 when Lieutenant Telsij or Karie Neth piloting (when both immune to attrition < 5 and adds one destiny to power only).
DEPLOY: 1   FORFEIT: 2
Icons: Nav Computer

•••Grey Squadron Y-wing Pilot   3
Lore: Veteran pilots of the reliable Koensayr starfighter were assigned by Ackbar to a key role at Endor. Both the pilots and their venerable Y-wings were up to the task.
CHARACTER-REBEL   [Death Star II] [C]
POWER: 2   ABILITY: 2
Text: Adds 2 to the power of anything he pilots. When piloting a Y-wing, draws one battle destiny if not able to otherwise. When a starship he pilots fires an ion cannon, once per turn, may draw two weapon destiny and choose one.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

Head Back To The Surface   5
Lore: "And see if you can get a few of those TIE fighters to follow you."
USED INTERRUPT   [Death Star II] [C]
Text: If your piloted unique (•) starfighter is present with opponent's piloted starfighter during your move phase at a non-cloud sector, relocate both to related system. OR Target your starfighter in battle. During this battle, your other starships may not be targeted by weapons.

•Heading For The Medical Frigate   3
Lore: At the Battle of Endor, Rebel starships fought to defend key capital starships, such as the Redemption.
USED OR STARTING INTERRUPT   [Death Star II] [C]
Text: USED: Add 1 to your battle destiny just drawn.
STARTING: Deploy up to three Effects if each of them deploys for free, is always immune to Alter and has "deploy on table" (or "deploy on your side of table") in its game text. Place Interrupt in Lost Pile.

Heavy Turbolaser battery   3
Lore: Built to penetrate the armor of the toughest Star Destroyers. Cooling technology pilfered from the Empire.
STARSHIP WEAPON   [Death Star II] [C]
Text: Use 4 Force to deploy on your Star Cruiser. Adds 2 to power. May target a starship using 2 force. Draw two destiny. Subtract 1 when targeting a capital starship. Otherwise, subtract 6. Target hit if total destiny > defense value.

•Home One   1
Lore: Command ship of the Rebel fleet. 1200 meters long. Masterpiece of aesthetic form. Most heavily armed and armored ship in the fleet. Admiral Ackbar's personal flagship.
CAPITAL: MON CALAMARI STAR CRUISER   [Death Star II] [R]
POWER: 9   ARMOR: 8   HYPERSPEED: 3
Text: May add unlimited pilots, passengers, vehicles and starfighters. Has ship-docking capability. Permanent pilots provide total ability of 4. Immune to attrition < 8 (< 10 when Ackbar piloting).
DEPLOY: 12   FORFEIT: 12
Icons: Pilot x2, Nav Computer, Scomp Link

•HOME ONE: DOCKING BAY
LOCATION-SITE   [Death Star II] [C]
LIGHT (1): Your docking bay transit from here is free. If you occupy, opponent may not move to this site.
DARK (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

•HOME ONE: WAR ROOM
LOCATION-SITE   [Death Star II] [R]
LIGHT (2):If you control with a Rebel leader, Home One is deploy -5 and power +3.
DARK (0):If you initiate battle here, add one battle destiny. Force drain -1.
Icons: Interior, Starship Site, Mobile, Scomp Link

•Honor Of The Jedi   4
Lore: The final act of Luke's ascension to Jedi Knighthood was sending off his father, draped in the garb of Vader.
EFFECT   [Death Star II] [U]
Text: Deploy on table. Unless opponent occupies three battlegrounds, each time you must lose Force (except from your card, battle damage or a Force drain at a battleground), reduce the loss by 2. (Immune to Alter while you occupy any battleground).

•I Can Feel The Conflict   4
Lore: "I know there is good in you. The Emperor hasn't driven it from you fully."
EFFECT   [Death Star II] [U]
Text: Use 2 Force to deploy on table. Each time you win a battle or duel, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down. When attempting to cross Vader over, add 3 to total destiny for each card in stack. (Immune to Alter.)

•I'll Take The Leader   6
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Unique (•) starfighters without permanent pilots are immune to attrition < 4 (or add 2 to immunity if starfighter already has immunity). Starships without pilot characters aboard are power –2. At docking bays related to systems you occupy, your Force drains are +1. Once per turn, your starfighter just lost from a system may be relocated to a related docking bay.

•I'm With You Too   7
Lore: Luke completes the legendary foursome.
EFFECT   [Death Star II] [R]
Text: Deploy on Luke if That's One and Count Me In are on table. When Han, Chewie, Leia and Luke are involved in the same battle, you may double your total battle destiny and Han, Chewie, Leia, and Luke are immune to attrition. Don't Get Cocky is a Used Interrupt.

•Independence   1
Lore: Communications starship. Often hosts first assignment for top prospects from among newly commissioned officers.
CAPITAL: MON CALAMARI STAR CRUISER   [Death Star II] [R]
POWER: 8   ARMOR: 6   HYPERSPEED: 3
Text: May add 5 pilots, 6 passengers, 1 vehicle and 3 starfighters. Has ship-docking capability. Permanent pilot provides ability of 2. Immune to attrition < 3 (< 4 if rebel leader aboard).
DEPLOY: 9   FORFEIT: 10
Icons: Pilot, Nav Computer, Scomp Link

•Insertion Planning   6
Lore: The Rebellion employees every advantage it has over Imperial machines. A corps of well-trained scouts can elude detection in proper terrain.
USED INTERRUPT   [Death Star II] [C]
Text: If your scout is in battle at an exterior planet site, subtract 3 from opponent's total battle destiny. OR Target opponent's character aboard an open vehicle moving to your scout's site. Draw destiny. If destiny +2 > ability, target goes to Used Pile.

•Karie Neth   2
Lore: Gray Squadron 2's **gunner** at the Battle of Endor. Member of Rogue Squadron. Replaced Bothan pilot lost during secret mission ordered by Rebel command staff.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything she pilots. While aboard your starship, adds 1 to each of its weapon destiny draws (2 if Gray Squadron 2 or when with Telsij).
DEPLOY: 2   FORFEIT: 4
Icons: Pilot, Warrior

•Kier Santage   3
Lore: Rescaued from an Imperial detention center by Wedge Antilles. Rogue Squadron veteran. Assigned to Red Squadron at the Battle of Endor. Coordinates with Rebellion procurement.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When at a system, sector, or docking bay, once during each of your deploy phases, may subtract 2 from deploy cost of your unique (•) X-wing deploying here.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

•Kin Kian   3
Lore: Rogue Squadron pilot. Assigned as **gunner** aboard Colonel Salm's Y-wing at Battle of Endor, as part of Gray Squadron. Former member of Aggressor Squadron.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 1 to power of anything he pilots. While aboard your starship, adds 2 to each of its weapon destiny draws. While aboard a unique (•) Gray Squadron Y-wing at a system or sector, adds 1 to each of your Force drains there.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot, Warrior

Launching The Assault   4
Lore: By recruiting the Mon Calamari, a race of master shipwrights, the Rebel starfleet gained capital starships rivaling the dreaded Imperial Star Destroyers.
EFFECT   [Death Star II] [R]
Text: Deploy on any system. Once per game, may take Home One into from Reserve Deck; reshuffle. Your Force drains are +1 at battleground systems where you have a Star Cruiser piloted by a character. Effecte canceled when Rendezvous Point on table. (Immune to Alter.)

•Let's Keep A Little Optimism Here   5
Lore: The heroes of the Rebellion know that where there is life, there is hope.
EFFECT   [Death Star II] [C]
Text: Deploy on table. While you occupy a Renegade planet location, operatives are forfeit = 0, operatives do not add to Force drains and your Force drains may not be reduced. At any time, you may place Effect out of play to retrieve 1 Force. (Immune to Alter.)

•Liberty   2
Lore: Winged star cruiser. Military transport for techinical units. Afforced special care by the Alliance's top engineers.
CAPITAL: MON CALAMARI STAR CRUISER   [Death Star II] [R]
POWER: 8   ARMOR: 7   HYPERSPEED: 3
Text: May add 5 pilots, 6 passengers, 1 vehicle, and 3 starfighters. Has ship-docking capability. Permanent pilot provides ability of 2. May go to Used Pile instead of Lost Pile when forfeited (unless 'hit').
DEPLOY: 8   FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•Lieutenant Blount   2
Lore: Wingman of Colonel Cracken. **Spy** and **scout**. Former agent of the Imperial Security Bureau. Defected and joined Rebel Intelligence. Seasoned combat veteran.
CHARACTER-REBEL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Tala 2, draws one battle destiny if not able to otherwise. While he occupies any Coruscant location, Empire's Sinister Agents is flipped and ISB Operations may not be flipped.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot, Warrior

•Lieutenant s'Too Vees   3
Lore: Dock mechanic. Installs starfighters cannons. **Gambler**. Followed Lando from Cloud City. Turned down assignment in rear guard to work on General Calrissian's starship.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 3   ABILITY: 1
Text: When in battle at a site with Lando or Marmor, adds one destiny to total power only. When he is at a docking bay, once during each of your deploy phases, you may deploy one starship weapon from Reserve Deck on your starfighter present; reshuffle.
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•Lieutenant Telsij   3
Lore: One of only four attackers who survived the raid on the Imperial Academy at Carida. Gray Squadron pilot.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When at a system, sector or docking bay, once during each of your deploy phases, may subtact 2 from deploy cost of your unique (•) Y-wing deploying there.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

•Luke Skywalker, Jedi Knight   6
Lore: **Scout** trained in the ways of the Force. Key figure for both the Alliance and the Empire. Desired by Vader as an ally, by Palpatine as a servant and by the Alliance as its savior.
CHARACTER-REBEL   [Death Star II] [UR]
POWER: 6   ABILITY: 6   JEDI KNIGHT
Text: Deploys -3 to Home One or Endor. Adds 2 to power of anything he pilots. Power +2 when armed with a lightsaber. Subtracts 3 from any attempt to cross him over (even if captured). Immune to attrition < 5 (< 6 if alone or armed with a lightsaber, < 7 if both).
DEPLOY: 2   FORFEIT: 9
Icons: Pilot, Warrior

•Luke's Lightsaber   1
Lore: Weapon of a truly powerful warrior. Constructed by Luke as part of his training.
CHARACTER WEAPON   [Death Star II] [R]
Text: Deploy on Luke. Adds 1 to defense value and training destiny. May add 1 to force drain where present. May target a character, creature, speeder bike, or swoop for free. Draw 2 destiny. Target hit, and its forfeit = 0 if total destiny > defense value.

•*Luminous*   3
Lore: Medium transport with boosted hyperdrive. Armor and capacity diminished. Crew trained for reconnaissance and swift intergalactic transport.
CAPITAL: MODIFIED TRANSPORT   [Death Star II] [R]
POWER: 1   ARMOR: 3   HYPERSPEED: 5
Text: Deploys and moves like a starfighter. May add 1 pilot and 6 passengers. Has ship-docking capability. Permanent pilot provides ability of 2. May use Covert Landing like a shuttle or starfighter.
DEPLOY: 3   FORFEIT: 4
Icons: Pilot, Nav Computer, Scomp Link

•Major Haash'n   3
Lore: Mon Calamari master engineer. Joined the Alliance to fulfill his personal goal of piloting star cruisers.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Deploys -2 to any Star Cruiser. Adds 2 to the power of any capital ship he pilots. When piloting a Star Cruiser, adds 1 to hyperspeed and armor and cancels Lateral Damage targeting a starship at same system.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Major Olander Brit   3
Lore: Communications expert. Staff monitors entire spectrum of electromagnetic signals. Politically minded. Followed Panno to the Alliance.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 1
Text: Power and forfeit +1 while present with Major Panno. When with Major Panno at a site, adds one battle destiny. When present with a Scomplink, cancels Counter Assault at a related site where you have a spy or scout.
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•Major Panno   2
Lore: Male Dresselian **scout**. Former commando. Tactician. Works with General Madine to plan logistics of strike operations.
CHARACTER-REBEL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: While at a system or an exterior battleground site, allows you to activate up to 2 additional Force for each related exterior battleground site you occupy with a scout (limit 4 additional Force).
DEPLOY: 2   FORFEIT: 4
Icons: Warrior

•*Masayna*   3
Lore: Frequently escorts Mon Calamari star crusiers. Personally assigned by Ackbar to main Rebel fleet. Advanced scanners continuously disrupt target acquistion signals.
CAPITAL: CORELLIAN CORVETTE   [Death Star II] [R]
POWER: 5   ARMOR: 4   HYPERSPEED: 3
Text: Deploys -4 to same system as any non-unique Star Cuiser. May add 3 pilots, 4 passengers and 1 vehicle. Has ship docking capability. Permanent pilot provides ability of 1. Cannot be 'hit' by missiles.
DEPLOY: 5   FORFEIT: 8
Icons: Pilot, Nav Computer, Scomp Link

•Menace Fades   4
Lore: As the Executor crashed into the Death Star, hope surged throughout the ranks of the outmanned Rebel fleet.
EFFECT   [Death Star II] [C]
Text: Deploy on table. While you control any three Coruscant, Death Star and/or Death Star II locations, or any battleground site and one battleground system, all opponents Force drain bonuses everywhere are cancelled. (Immune to Alter.)

•MON CALAMARI
LOCATION-SYSTEM   [Death Star II] [C]
LIGHT (2): If you occupy with a Star Cruiser, opponent's Star Destroyers may not deploy here. Your Star Cruisers deploy -1 here.
DARK (1): If you control without a Star Destroyer, Force drain -1 here.
Icons: Planet, Parsec: 6

Mon Calamari Star Cruiser   1
Lore: Mon Cal MC80 cruiser. Originally a civilian ship. Converted to military use following the liberation of Mon Calamari from the Empire.
CAPITAL: MON CALAMARI STAR CRUISER   [Death Star II] [R]
POWER: 7   ARMOR: 4   HYPERSPEED: 3
Text: Deploys only at Mon Calamari or any Rebel Base. May add 5 pilots, 6 passengers, 1 vehicle and 3 starfighters. Has ship-docking capability. Permanent pilot aboard provides ability of 2.
DEPLOY: 8   FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

Nebulon-B Frigate   3
Lore: Product of Imperial Kuat Drive Yards. Several captured by Alliance. Imperial crews promptly defected. Can be outfitted for a variety of missions requiring mid-size capital starships.
CAPITAL: NEBULON-B FRIGATE   [Death Star II] [U]
POWER: 4   ARMOR: 5   HYPERSPEED: 4
Text: May add 4 pilots, 4 passengers, and 2 starfighters. Has ship-docking capability. Permanent pilot provides ability of 1. Turbolaser batteries and laser cannons may deploy aboard for free.
DEPLOY: 5   FORFEIT: 6
Icons: Pilot, Nav Computer, Scomp Link

•Nien Nunb   2
Lore: Brilliant navigator. Former SoroSuub employee. Turned to pirating when that corporation backed the Empire. Tall for a Sullustan.
CHARACTER-REBEL   [Death Star II] [R]
POWER: 2   ABILITY: 2

Text: Adds 2 to the power of anything he pilots. When at a mobile sector, once per turn you may peek at the top card of your Reserve Deck; you may place that card on top of your Used Pile. When with General Calrissian may add one battle destiny.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

◊Orbital Mine   2
Lore: Often Stolen from the Empire. Used by the Rebellion to protect key spaceports. Can be released to cover the retreat of a fleeing strike force.
AUTOMATED MINE   [Death Star II] [C]
Text: Deploy at the same system as a bomber. "Explodes" if an opponents starship deploys or moves here. Draw destiny. Add 2 when targeting a capital starship. Starship lost if total destiny > defense value. Orbital mine is also lost.

•Our Only Hope   4
Lore: "The Emperor knew, as I did, if Anakin were to have any offspring, they would be a threat to him."
USED OR LOST INTERRUPT   [Death Star II] [U]
Text: USED: If your Rebel of ability > 2 just won a battle or duel, randomly take into hand one card stacked on Insignificant Rebellion. (Immune to Sense.) LOST: If Luke is in battle (except with Vader), subtract 2 from each of opponent's battle destiny draws.

Rebel Leadership   4
Lore: In times of greatest need, the Rebellion relies on the brilliant leadership provided by commanders fighting for freedom.
USED INTERRUPT   [Death Star II] [R]
Text: Each of your admirals and generals are foreit +1 for remainder of turn. OR If your admiral is in battle at a system (or your general, except Obi-Wan, is in battle at a site), you may either add one battle destiny or prevent opponent from drawing more that one battle destiny.

•Red Squadron 1   3
Lore: Flown by Wedge Antilles as Red 2 at the Battle of Yavin. Redesinated at Endor. Rugged Incom fighter. Victory markers show it role in the attack on the first Death Star.
STARFIGHTER: X-WING   [Death Star II] [R]
POWER: 3   MANEUVER: 4   HYPERSPEED: 5
Text: May add 1 pilot. [DSII] Wedge deploys -2 aboard (for free if deploying to Endor). When Wedge piloting, immune to attrition < 5 and adds 6 to total when targeted by Tallon Roll.
DEPLOY: 3   FORFEIT: 5
Icons: Nav Computer, Scomp Link

•Red Squadron 4   2
Lore: Flown by Derek 'Hobbie' Klivian during the attack on the second Death Star. Second-highest mission total of any X-wing in service for the Alliance.
STARFIGHTER: X-WING   [Death Star II] [U]
POWER: 3   MANEUVER: 4   HYPERSPEED: 5
Text: May add 1 pilot. Hobbie deploys -2 aboard. When firing X-wing Laser Cannons, may use 2 Force to make X = 3. When Hobbie piloting, maneuver +2 and immune to attrition < 4.
DEPLOY: 3   FORFEIT: 5
Icons: Nav Computer, Scomp Link

•Red Squadron 7   3
Lore: Incom starfighter flown by Keir Santage. Flew twelve sorties against Imperial shipyards at Fondor.
STARFIGHTER: X-WING   [Death Star II] [U]
POWER: 3   MANEUVER: 4   HYPERSPEED: 5
Text: May add 1 pilot. Keir Santage deploys -2 aboard. Your other Red Squadron starfighters at same location are manuever +1.
DEPLOY: 3   FORFEIT: 4
Icons: Nav Computer, Scomp Link

•Squadron Assignments   5
Lore: Rebel starfighter squadrons take great pride in their proficiency and dedication. Alliance pilots train relentlessly until man and machine function as one.
EFFECT   [Death Star II] [C]
Text: Deploy on table. During your deploy phase, you may reveal one unpiloted starfighter from hand to take its matching pilot character from Reserve Deck (or vice versa) and deploy both simultaneously; reshuffle. (Immune to Alter.)

Staging Areas   3
Lore: The Alliance carefully chooses docking bays from which to launch limited offensives.
EFFECT   [Death Star II] [C]
Text: Deploy on table. Your Force generation is +1 at each docking bay you occupy (or +2 if you control). You non-unique Star Cruisers are deploy -1 and may deploy to same battleground system as any rebel starship. (Immune to Alter.)

•Strike Planning   5
Lore: "General Solo, is your strike team assembled?"
EFFECT   [Death Star II] [R]
Text: Deploy on table. Opponent's Force generation at the Endor system is canceled unless Endor Operations on table. Twice per game, you may search your Reserve Deck and take any general (except Obi-Wan) into hand. (Immune to Alter.)

•Strikeforce   5
Lore: Admiral Ackbar's hit-and-fade tactics force the Imperial Navy to spread throughout the galaxy in a futile attempt to engage the Rebels.
EFFECT   [Death Star II] [C]
Text: Deploy on table. While you control a battleground site, your Force drain may not be modified or canceled at a system where you have a Star Cruiser or unique(•) starfighter, except by a 'react.' Place Effect in Used Pile if you lose a battle at a system.

•SULLUST
LOCATION-SYSTEM   [Death Star II] [C]
LIGHT (2): To move your starship between here and Death Star II, system it orbits, or Mon Calamari requires -1 force.
DARK (1): Your starships deploy +1 here.
Icons: Planet, Parsec: 7

•Superficial Damage   5
Lore: Veteran Rebel engineers know that weapon systems positioned for adequate coverage are vulnerable themselves.
EFFECT   [Death Star II] [C]
Text: Deploy on table. Each turn, each of your characters, vehicles, and starships may forfeit one of its weapons (except a lightsaber) using forfeit value = 3. Also, your forfeited weapons go to Used Pile. (Immune to Alter.)

•Taking Them With Us   6
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Each player, if that player has a capital starship armed with a starship weapon in battle, draws one battle destiny if not able to otherwise and once per battle, may reduce the defense value of one opponent's capital starship present by 4 for remainder of the battle. At sites related to systems you occupy, your non-pilot warriors are deploy -1, defense value +2 and forfiet +1.

•Tala 1   3
Lore: Heavily modified Headhunter. Operationally assigned to support Madine's commando team. Hyperdrive added to allow it to operate independently of capital starship support.
STARFIGHTER: MODIFIED Z-95 HEADHUNTER   [Death Star II] [R]
POWER: 2   MANEUVER: 4   HYPERSPEED: 3
Text: May add 1 pilot. May be carried like a vehicle. Power and maneuver +2 at opponent's system (except battlegrounds) or at any sector. Immune to attrition < 4 when Colonel Cracken piloting.
DEPLOY: 2   FORFEIT: 3
Icons: Nav Computer, Scomp Link

•Tala 2   2
Lore: Equipped with sophisticated sensor suite to monitor Imperial activity during Rebel commando operations. Hyperdrive allows long-range reconnaissance.
STARFIGHTER: MODIFIED Z-95 HEADHUNTER   [Death Star II] [R]
POWER: 2   MANEUVER: 4   HYPERSPEED: 3
Text: May add 1 pilot. May be carried like a vehicle. When your spy aboard, opponent's spies and scouts are deploy +2 to related sites. Immune to attrition < 4 when Lieutenant Blount piloting.
DEPLOY: 2   FORFEIT: 3
Icons: Nav Computer, Scomp Link

•Ten Numb   3
Lore: Sullustan **gunner**. Pilot of Blue 5. Ordered to head a B-wing attack against Imperial command ships at the Battle Of Endor.
CHARACTER-REBEL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Deploys -2 aboard Blue Squadron 5. Adds 2 to power of anything he pilots. Adds 2 to total weapon destiny of any B-wing he pilots.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

The Time For Our Attack Has Come   5
Lore: "With the Imperial Fleet spread throughout the galaxy in a vain effort to engage us, it is relatively unprotected."
EFFECT   [Death Star II] [C]
Text: If you just initiated a second battle this turn, deploy on table. When you lose a battle, you may place Immediate Effect in Used Pile to cancel all battle damage against you, unless Draw Their Fire on table. (Immune to Control.)

The Way Of Things   5
Lore: "When nine hundred years old you reach, look as good you will not. Hmmm?"
EFFECT   [Death Star II] [U]
Text: Deploy on table. If Yoda is on Dagobah and Jedi Test #3 is present with target apprentice, it is completed. Also, you may not play Surprise Assault. Each apprentice on Dagobah is landspeed = 2 and may not be targeted by Set For Stun. (Immune To Alter.)

There Is Good In Him / I Can Save Him
OBJECTIVE   [Death Star II] [R]
[Front Side]   0
Deploy Chief Chirpa's Hut (with [DSII] Luke and Luke's Lightsaber there), Endor: Landing Platform and I Feel The Conflict.
For remainder of game, you may not play Alter, Strangle, or Captive Fury. **While** this side up, your Force generation is +2 at Luke's site. While an Imperial is at Landing Platform, you may not Force drain or generate Force at Luke's location. When any Imperial is at Luke's site, Luke is captured (seized by an Imperial, if possible, even if not a warrior). **Flip** this card if Luke captured.
[Back Side]   7
While this side up, at end of each of opponent's turns, opponent loses 2 Force unless Vader is escorting Luke. At any time, an Imperial escorting Luke may transfer Luke to Vader, if present. Vader may not transfer Luke. Once during each of your turns, if Vader present with Luke (even as a non-frozen captive), may shuffle Reserve Deck and draw destiny. If destiny > 14, Vader crosses to Light Side, totally depleting opponent's Life Force.
Flip if Luke neither present with Vader nor a captive.

Twilight Is Upon Me 5
Lore: When a Jedi dies, the spirit spreads through the Force and touches the living.
EFFECT [Death Star II] [R]
Text: Deploy on table. Once per turn, may take The Force Is Strong With This One or Anakin Skywalker into hand from Reserve Deck: reshuffle. May use 2 Force to cancel Dark Jedi Presence or You Are Beaten (unless canceling Uncontrollable Fury). (Immune to Alter.)

•Tycho Celchu 2
Lore: **Spy** fighting for the memory of his homeworld of Alderaan. Rogue Squadron pilot. Volunteered to fly an A-wing at the Battle of Endor. Former TIE fighter pilot.
CHARACTER-REBEL [Death Star II] [R]
POWER: 2 ABILITY: 2
Text: Deploys -2 aboard Green Squadron 3. Adds 3 to power of any starfighter he pilots. When piloting Green Squadron 3 or any X-wing, draws one battle destiny if not able to otherwise.
DEPLOY: 3 FORFEIT: 4
Icons: Pilot

•Wedge Antilles, Red Squadron Leader 2
Lore: Corellian commander and **leader** of Rogue Squadron. Chose to have Rogue Squadron relaim the designation "Red Squadron" at the battle of Endor.
CHARACTER-REBEL [Death Star II] [R]
POWER: 3 ABILITY: 3 FORCE-ATTUNED
Text: Adds 3 to power of anything he pilots. When piloting draws one battle destiny if not able to otherwise (if Red 2 also adds 2 to maneuver.) When in battle with another Red or Rogue squadron pilot once per battle may cancel one battle destiny just drawn.
DEPLOY: 3 FORFEIT: 6
Icons: Pilot, Warrior

You Must Confront Vader 6
JEDI TEST #6 [Death Star II] [R]
Text: **Deploy** on table. **Target** a Skywalker who has completed Jedi Test #5. While target on Dagobah, "move phase" on Save You It Can may be treated as "deploy phase." Until Jedi Test completed, battles you initiate at Vader's site are canceled and opponent loses 2 Force at start of your turn unless Vader is at a battleground site. **Attempt** during your move phase when Vader with target (even as a non-frozen captive). Vader and target duel: Each player draws destiny. Add ability. Highest total wins. If target wins, test completed. **Leave** on table. Add one battle destiny in every battle. Also, target is immune to attrition < 5.

•Your Insight Serves You Well 5
Lore: Luke knew that while the dark side was quicker and more seductive, eventually evil would turn on itself.
EFFECT [Death Star II] [U]
Text: Deploy on table. Opponent's Dark Jedi are defense value -1. Scanning Crew and 3,720 To 1 are canceled. You may place Effect in Lost Pile to take one [Endor] or [DSII] Effect that deploys for free into hand from Reserve Deck; reshuffle. (Immune to Alter.)

•*Accuser*   1
Lore: Modified for optimal crisis response time. Veteran crew experienced
at monitoring shipping lanes and Imperial port traffic.
CAPITAL: *IMPERIAL*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 7   ARMOR: 5   HYPERSPEED 4
Text: May deploy -3 as a 'react'. May add 6 pilots, 8 passengers, 2 vehicles
and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability
of 1.
DEPLOY: 8   FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•*Admiral Chiraneau*   2
Lore: Deep space transmissions expert. Piett's personal advisor. TIE ace
promoted upon Piett's request.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 3 to power of anything he pilots. When piloting a Star Destroyer
at a battleground system, adds 1 to your Force drains here and at each
other battleground system controlled by a Star Destroyer within 2 parsecs
of Chiraneau.
DEPLOY: 3   FORFEIT: 4
Icons: Pilot, Warrior

•*Admiral Piett*   1
Lore: Veteran of the Imperial military machine. **Leader** of the Imperial fleet
at Endor. Skilled at political maneuvering and appeasing his powerful
superiors.
CHARACTER-IMPERIAL   [Death Star II] [XR]
POWER: 3   ABILITY: 3   FORCE-ATTUNED
Text: Deploys -2 to Executor. Adds 2 to power of anything he pilots (3 if a
Star Destroyer). Your capital starships deploy -1 to same system. Once per
game, you may take one Admiral's Order or any commander into hand
from Reserve Deck; reshuffle.
DEPLOY: 4   FORFEIT: 6
Icons: Pilot, Warrior

•*Baron Soontir Fel*   1
Lore: Corellian Baron. **Leader** of famed 181st Imperial Fighter Wing.
Taught at the Imperial Academy on Prefsbelt IV. Instructed Biggs
Darklighter.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 3   FORCE-ATTUNED
Text: Adds 3 to power of anything he pilots. When piloting Saber 1, adds
one battle destiny and 2 to maneuver. Adds 1 to your total battle destiny
for each of your piloted TIE Interceptors in same battle.
DEPLOY: 3   FORFEIT: 5
Icons: Pilot, Warrior

•*Battle Deployment*   6
ADMIRAL'S ORDER   [Death Star II] [R]
Text: At each system where any player does not have both a starfighter
and a capital starship present that player's starships there are power -2. At
sites related to systems you occupy, during each battle opponent may draw
no more than one battle destiny. Once during each of your deploy phases,
you may deploy one combat vehicle from Reserve Deck; reshuffle.

Black 11   2
Lore: Stationed aboard command ship Executor. Pilot known as 'Wampa'
for icy precision in battle. Often serves as escort to Lord Vader's shuttle.
STARFIGHTER: TIE/LN   [Death Star II] [R]
POWER: 1   MANEUVER: 3   NO HYPERSPEED
Text: Deploy -1 to any mobile system. Permanent pilot provides ability of 2.
When with Vader in battle, may draw destiny and subtract that amount from
opponent's total power.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

Bring Him Before Me / Take Your Father's Place
OBJECTIVE   [Death Star II] [R]
[Front Side]   0
Deploy Throne Room, Insignificant Rebellion and Your Destiny.
For remainder of game, Scanning Crew may not be played. Opponent's
cards that place a character out of play may not target Luke. You may deploy
Emperor (deploy -2) from Reserve Deck; reshuffle. Opponent may deploy
Luke from Reserve Deck (deploy -2; reshuffle) or Lost Pile. If Luke is present
with Vader and Vader is not escorting a captive, Luke is captured and seized
by Vader. Vader may not transfer Luke.
Flip this card if Luke captured.
[Back Side]   7
While this side up, lose 1 Force at end of each of your turns. Once during
each of your turns, when Vader, Luke (even as a non-frozen captive) and
Emperor are all present at your Throne Room, you may initiate a
Luke/Vader duel: Each player draws two destiny. Highest total
wins. If Vader wins, opponent loses 3 Force. If Luke wins, shuffle Reserve
Deck and draw destiny; if destiny > 12, Luke crosses to Dark Side, totally
depleting opponent's Life Force.
Flip if Luke neither present with Vader nor a captive.

•*Captain Godhert*   3
Lore: Elite fleet engineer. Technically brilliant. Key operator of magnetic
signature sensors monitoring Star Destroyer hulls.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 3 to power of any capital starship he pilots. While aboard a Star
Destroyer, adds 1 to armor, adds 1 to hyperspeed and, once during each of
your move phases, may cancel Landing Claw at same system or sector.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot, Warrior

•*Captain Jonus*   3
Lore: Often flies as top cover during bombing runs. Served with Death
Squadron. Narrowly escaped death by space slug. Scored several kills
against rebel blockade runners.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Deploys -2 aboard Scimitar 2. Adds 2 to power of anything he pilots.
When forfeited from a TIE/sa, also satisfies all remaining attrition and battle
damage against you.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•*Captain Sarkli*   2
Lore: Piett's nephew. Once granted audience with Emperor. On fast-track to
promotion. Absolutely fearless **spy**.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. While he controls opponent's
non-battleground location, opponent generates no Force here. While he
occupies opponent's Subjugated system, Liberation is flipped and Local
Uprising may not be flipped.
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•*Captain Yorr*   2
Lore: Former member of Imperial Demonstration Team. Flew test flights
during development of various TIE prototypes. Jendon's wingman. Has
scored 24 combat victories.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots (3 if a starfighter). When piloting a
TIE Defender and with Jendon, adds one battle destiny.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•*Chimaera*   1
Lore: Early model *Imperial*-class Star Destroyer. Acting command ship in the
absence of *Executor*.
CAPITAL: *IMPERIAL*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 8   ARMOR: 6   HYPERSPEED: 3
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-
docking capability. Permanent pilot provides ability of 2. Immune to attrition <
4 (< 5 while an Imperial leader aboard, < 6 while Thrawn aboard).
DEPLOY: 9   FORFEIT: 10
Icons: Pilot, Nav Computer, Scomp Link

•*Colonel Davod Jon*   2
Lore: **Scout**. Special forces **leader**. Convinced superiors that wilderness
survival and recon training are necessary for militia dominance, despite
technological superiority.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 3   ABILITY: 2
Text: While at an exterior planet site, power +2, immune to attrition < 3 and
draws one battle destiny if not able to otherwise. When present with a
Scomplink, cancels Surpise Assault at a related site where you have a spy or
scout.
DEPLOY: 4   FORFEIT: 5
Icons: Warrior

•*Colonel Jendon*   1
Lore: Senior test pilot ordered to shake down first TIE defenders assigned to
fleet operations. Occasionally given honor duty of flying Vader's shuttle.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 3 to power and 1 to maneuver of anything he pilots. When piloting
Onyx 1, draws one battle destiny if not able to otherwise.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

•*Combat Response*   5
Lore: Being stationed at Endor during the construction of the second Dearth
Star allowes Imperial pilots time to train in the latest starfighter combat
techniques.
EFFECT   [Death Star II] [C]
Text: Deploy on table. During your deploy phase, you may reveal one
unpiloted starfighter from hand to takes its matching pilot character from
Reserve Deck (or vice versa and depploy both simultaneously; reshuffle.
(Immune to Alter.)

•*Commander Merrejk*   2
Lore: Elite Imperial **scout** and **spy**. Often poses as a freighter captain
making runs to the Outer Rim. Monitors activites of Rebels and other
criminals.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When he is present with a
Scomp link, once during each of your deploy phases, you may deploy one
battleground system from Reserve Deck; reshuffle.
DEPLOY: 3   FORFEIT: 4
Icons: Pilot

•*Concussion Missiles*   4
Lore: Originally developed by smugglers and pirates as defense against
starfighters. Adapted by the Empire to serve as onboard defense for slow
moving bombers.
STARSHIP WEAPON   [Death Star II] [C]

Text: Use 1 Force to deploy on your bomber, TIE Defender, freighter or
transport. May target a starship for free. Draw destiny. Add 1 when
targeting a starfighter or squadron. Target hit if total destiny > defense
value.

•*Darth Vader's Lightsaber*   1
Lore: Vader's lightsaber. Symbol of the most feared man in the galaxy.
Vader's control of the dark side of the Force allows him to wield this
weapon in surprising ways.
CHARACTER WEAPON   [Death Star II] [R]
Text: Deploy on Vader. May target a character or creature. Draw two
destiny. Target hit if total destiny > defense value. Also, during a duel,
Vader may 'throw' this lightsaber to add 1 to each of his duel destiny
draws (place lightsaber in Used Pile at end of duel).

•*DEATH STAR II*
LOCATION-SYSTEM   [Death Star II] [R]
DARK (2): X = parsec of current position. Must deploy orbiting Endor.
Death Star II locations are immune to revolution. Opponent's Force Drains
+3 here unless That Thing's Operational on table.
LIGHT (0): -
Icons: Mobile, Parsec: X

•*DEATH STAR II: CAPACITORS*
LOCATION-SECTOR   [Death Star II] [C]
DARK (1): Deploys only if Coolant Shaft on table. While That Thing's
Operational on table, you may add one battle destiny during battles at
Death Star II system and system it orbits.
LIGHT (0): When your starship moves from here, draw movement destiny.
Add maneuver. If total destiny < 2, starship is lost.
Icons: Mobile

•*DEATH STAR II: COOLANT SHAFT*
LOCATION-SECTOR   [Death Star II] [C]
DARK (1): Deploys only if Death Star II system on table. Your TIEs at
Death Star II locations may not Tallon Roll. Your non-Objective cards with
'Occupation' in title are canceled.
LIGHT (0): When your starship moves from here, draw movement destiny.
Add maneuver. If total destiny < 1, starship is lost.
Icons: Mobile

•*DEATH STAR II: DOCKING BAY*
LOCATION-SITE   [Death Star II] [C]
DARK (1): Your TIEs deploy -1 here. Your docking bay transit from here is
free.
LIGHT (0): Your docking bay transit to or from here requires 8 Force
(ignore other docking bay's text).
Icons: Interior, Exterior, Mobile, Somp Link

•*DEATH STAR II: REACTOR CORE*
LOCATION-SECTOR   [Death Star II] [C]
DARK (1): Deploys only if Capacitors on table. You may deploy That
Thing's Operational from Reserve Deck; reshuffle. Ominous Rumors is
suspended.
LIGHT (0): When attempting to "blow away" Death Star II, add 1 to total
destiny for each of your piloted starfighter here.
Icons: Mobile

•*DEATH STAR II: THRONE ROOM*
LOCATION-SITE   [Death Star II] [R]
DARK (2): Once per game, you may take Emperor's Power into hand from
Reserve Deck; reshuffle.
LIGHT (0): Immune to Revolution.
Icons: Interior, Mobile, Scomp Link

•*Desperate Counter*   5
Lore: The Empire relied on the skill of its pilot corps to defend the Death
Star reactor core from attack.
EFFECT   [Death Star II] [C]
Text: Deploy on Death Star II system. When opponent moves from a
related sector, for each TIE armed with a weapon there, movement
destiny is -3 (limit -9). Also, you may deploy either Combat Response or
Imperial Arrest Order from Reserve Deck; reshuffle. (Immune to Alter.)

•*Dominator*   1
Lore: *Victory*-class hull overhauled with powerful thrusters and latest
hyperdrive technology. Engineered to support task forces combating
Rebel starfighters.
CAPITAL: *VICTORY*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 6   ARMOR: 5   HYPERSPEED: 4
Text: May add 4 pilots, 6 passengers, 1 vehicle and 2 TIEs. Has ship-
docking capability. Permanent pilot provides ability of 2. Laser Cannon
Battery may deploy aboard (and may fire twice per battle).
DEPLOY: 7   FORFEIT: 7
Icons: Pilot, Nav Computer, Scomp Link

•*DS-181-3*   3
Lore: Flies Saber 3 in fighting 181st. Studied under Baron Fel at the
Prefsbelt Imperial Academy; now flies as his wing. Nicknamed "Fel's
Wrath". Watches the Baron's back.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 1   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Saber 3, draws
one battle destiny if not able to otherwise. Opponent may not 'react' to
same system or sector.
DEPLOY: 1   FORFEIT: 2
Icons: Pilot

•DS-181-4   **4**
Lore: Wingman of Major Phennir. Earned promotion to Fel's squadron by scoring 12 kills at Mon Calamari. Repeatedly refused further promotion so that he could remain in the 181st.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 3 to power of any TIE he pilots. Once during each of your deploy phases, you may take one unique (•) TIE Interceptor into hand from Reserve Deck; reshuffle.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Emperor Palpatine   **6**
Lore: Sith Master and **leader** of Galactic Empire. Dark side mentor to Darth Vader. Controls the Empire by instilling fear in its subjects and greed in its governors.
CHARACTER-DARK JEDI MASTER-IMPERIAL   [Death Star II] [UR]
POWER: 4   ABILITY: 7   DARK JEDI MASTER
Text: Never deploys or moves (even aboard a starship or vehicle) to a site opponent occupies. Where present, subtracts 3 from attempts to cross Vader over. Once per turn, you may take Force Lightning into hand from Reserve Deck; reshuffle. Immune to attrition.
DEPLOY: 5   FORFEIT: 9

•Emperor's Personal Shuttle   **3**
Lore: Transport used extensively by Emperor Palpatine. Extremely well guarded. Pilots ordered to maintain constant contact with all nearby Imperial strike forces.
STARFIGHTER: *LAMBDA*-CLASS SHUTTLE   [Death Star II] [R]
POWER: 2   MANEUVER: 3   HYPERSPEED: 3
Text: May add 1 pilot and 4 passengers. Permanent pilot provides ability 2. Emperor deploys for free aboard. While Emperor aboard, immune to attrition and adds one battle destiny.
DEPLOY: 3   FORFEIT: 5
Icons: Pilot, Nav Computer, Scomp Link

•Emperor's Power   **5**
Lore: From his throne room aboard the second Death Star, Emperor Palpatine monitors activity throughout the galaxy.
EFFECT   [Death Star II] [U]
Text: Deploy on your Throne Room. You may not Force drain here. While Emperor here, opponent's characters are deploy +2 to Death Star II sites and, one per turn, you may lose Effect (or 1 Force from top of Reserve Deck) to add one battle destiny anywhere. (Immune to Alter.)

•Endor Shield   **5**
Lore: Planetary scale shield projected from surface of Endor moon. Protected second Death Star during construction. Only another superlaser could penetrate it while operational.
EFFECT   [Death Star II] [R]
Text: Deploy on Bunker. Imperials deploy -1 here while Death Star II system orbits Endor and you control Bunker. At Death Star II system and each Death Star site opponent may not deploy and must use +3 Force to move there.

•Fighter Cover   **6**
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Each starfighter that fires a weapon in battle is power +3 for the remainder of battle. Once per turn you may cancel and redraw your starship weapon destiny just drawn. At sites related to systems you occupy, your characters who have immunity to attrition each add 2 to immunity and 1 to each of that character's weapon destiny draws.

•Fighters Coming In   **6**
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Unique (•) starfighters without permanent pilots are immune to attrition < 4 (or add 2 to immunity if starfighter already has immunity). Starships without pilot characters aboard are power -2. At docking bays related to systems you occupy, your Force drains are +1. Once per turn, your starfighter just lost from a system may be relocated to a related docking bay.

•*Flagship Executor*   **4**
Lore: Command ship of the Imperial Fleet at the Battle of Endor. Originally constructed at the Fondor shipyards. Admiral Piett stationed aboard.
CAPITAL: *SUPER*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 12   ARMOR: 12   HYPERSPEED: 2
Text: May add unlimited pilots, passengers and starfighters. Has ship-docking capability. Permanent pilot provides abiity of 3. Immune to attrition if target of Flagship Operations.
DEPLOY: 12   FORFEIT: 15
Icons: Pilot, Nav Computer, Scomp Link

•Flagship Operations   **5**
Lore: There's too many of them!"
EFFECT   [Death Star II] [R]
Text: Deploy on any Star Destroyer if at least 5 Executor sites on table. Your TIEs are deploy -1, forfeit +2 and destiny +2. At systems where you have a TIE, your Imperial capital starships are deploy -3 and your battle destiny draws are +1 each. (If on Executor, immune to Alter.)

•Force Lightning   **5**
Lore: The Emperor is strong in the dark arts of the Force. He can direct pure energy to shoot forth from his outstretched fingers.
USED OR LOST INTERRUPT   [Death Star II] [R]
Text: USED: Target any character (even a captive) present with Emperor. Target is defense value -4 for remainder of turn. LOST: Emperor loses immunity to attrition and is defense value -2 for remainder of turn. Draw destiny. Target lost if destiny +1 > defense value.

Force Pike   **4**
Lore: Uses microscopic vibrations emitted from its tip. Cuts through stone, metal, and bone. Ceremonial weapon for most; deadly implement in the hands of an Emperor's Royal Guard.
CHARACTER WEAPON   [Death Star II] [C]
Text: Deploy on your Royal Guard (or use 3 Force to deploy on your other warrior). Adds 1 to defense value. May target a character or creature using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by a Royal Guard, target's power = 0.

•GALL
LOCATION-SYSTEM   [Death Star II] [C]
DARK (1): While you occupy, once per battle you may choose a target just 'hit' by a blaster or rifle (except permanent weapons) to be lost.
LIGHT (1): Immune to Revolution.
Icons: Planet, Parsec 9

Heavy Turbolaser Battery   **3**
Lore: The ultimate in armor penetration. Relies in dense capacitor banks for massive firing charge. Capacitors regularly malfunction. Hitting maneuverable targets nearly impossible.
STARSHIP WEAPON   [Death Star II] [C]
Text: Use 4 Force to deploy in your Star Destroyer (adds 2 to power) or any mobile system. May target a starship using 2 Force. Draw two destiny. Subtract 1 when targeting a capital starship. Otherwise, subtract 6. Target hit if total destiny > defense value.

•Imperial Command   **4**
Lore: The Emperor's high command is subjected to close scrutiny by the Imperial bureaucracy. Despite this apparent lack of trust, many turn out to be fine commanders.
USED INTERRUPT   [Death Star II] [R]
Text: Take one admiral or general into hand from Reserve Deck; reshuffle. OR If your admiral is in battle at a system (or your general is in battle at a site), you may either add one battle destiny or prevent opponent from drawing more than one destiny.

•Inconsequential Losses   **5**
Lore: With its superior numbers, the Empire knowingly sacrifices the safety of many units and weapons in order to preserve the greater war machine.
EFFECT   [Death Star II] [U]
Text: Deploy on table. Each turn, each of your characters, vehicles, and starships may forfeit one of its weapons (except a lightsaber) using forfeit value = 3. Also, your forfeited weapons go to Used Pile. (Immune to Alter.)

•Insignificant Rebellion   **4**
Lore: "Your fleet is lost. And your friends on the Endor moon will not survive. There is no escape, my young apprentice."
EFFECT   [Death Star II] [U]
Text: Use 2 Force to deploy on table. Each time you win a battle, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down. When attempting to cross Luke over (except with Epic Duel), add 3 to total destiny for each card in stack. (Immune to Alter.)

•Intensify The Forward Batteries   **6**
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Each player, if that player has a capital starship armed with a starship weapon in battle, draws one battle destiny if not able to otherwise and once per battle, may reduce the defense value of one opponent's capital starship present by 4 for remainder of the battle. At sites related to systems you occupy, your non-pilot warriors are deploy -1, defense value +2 and forfeit +1.

•Janus Greejatus   **2**
Lore: Imperial council member. Very cruel at heart. Has lusted for power his entire life. Predictable and controllable.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 2   ABILITY: 4   FORCE-SENSITIVE
Text: Deploys -3 to Emperor's site. When with Emperor at a battleground site, adds 1 to your Force drains here. Once per turn, you may use 1 Force to place a card from hand to bottom of Used Pile and draw top card of Reserve Deck. Immune to attrition < 3.
DEPLOY: 4   FORFEIT: 5

•*Judicator*   **1**
Lore: Incorporates latest design modifications from Kuat Drive Yards. Targeting computers outfitted with antenna locking, in-line calibration and helical-motion extrapolators.
CAPITAL: *IMPERIAL*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 8   ARMOR: 6   HYPERSPEED: 3
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Each of its weapon destiny draws is +2. Starfighters it 'hits' are power = 0.
DEPLOY: 8   FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•Leave Them To Me   **5**
Lore: "I will deal with them myself."
EFFECT   [Death Star II] [C]
Text: Deploy on table. While you occupy a 'Subjugated' planet location, operatives are forfeit = 0, operatives do not add to Force drains and your Force drains may not be reduced. At any time, you may place Effect out of play to retrieve 1 Force.

•Lieutenant Endicott   **3**
Lore: Docking bay technician. Orphan. Offered post on new Death Star when he graduated third in class from the Imperial Academy at Carida.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2

Text: Deploys -2 to any docking bay or launch bay. While he is at Death Star II: Docking Bay, you may shuttle for free between here and exterior sites related to system Death Star II orbits.
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•Lieutenant Hebsly   **3**
Lore: Served in Anoat sector. Uses excellent maneuverability of TIE/ln to his advantage in combat.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 2 to power of anything he pilots. When piloting Scythe 3, once per turn may subtract 1 from maneuver of one opponent's starfighter at same location for remainder of turn.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Lord Vader   **1**
Lore: Forgiving administrator of Imperial policy. Emperor Palpatine's most trusted **leader**. Believes converting Skywalker is key to the Alliance's downfall.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 7   ABILITY: 6   DARK JEDI
Text: Deploys -2 to Executor, Death Star II or Endor. Adds 3 to power of anything he pilots. While armed with a lightsaber, adds 2 to his defense value and 1 to each of his lightsaber weapon destiny draws. Immune to Uncontrollable Fury and attrition < 6.
DEPLOY: 8   ORFEIT: 8
Icons: Pilot, Warrior

•Major Mianda   **3**
Lore: Commander of a TIE squadron assigned to defend the second Death Star during construction. Hand picked pilots to serve with him.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 3 to power of any TIE he pilots. Adds 2 to total weapon destiny of any TIE/ln he pilots.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Major Rhymer   **3**
Lore: **Leader** of Scimitar Squadron, the elite bomber wing assigned to defend the Endor shield generator from any ground assault.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Deploys -2 aboard Scimitar 1. Adds 2 to power of anything he pilots. When piloting a starfighter making a Bombing Run, prevents opponent's characters at same site from using landspeed.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Major Turr Phennir   **2**
Lore: Executive officer of the 181st Imperial Fighter Wing. Older brother killed by Wedge Antilles at the Battle of Yavin.
CHARACTER-IMPERIAL   [Death Star II] [U]
POWER: 2   ABILITY: 2
Text: Adds 3 to power of any TIE he pilots. When piloting Saber 2, draws one battle destiny if not able to otherwise. Once per game, you may take Fighters Coming In into hand from Reserve Deck; reshuffle.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

•Mobilizations Points   **3**
Lore: The imperial noose relies on swift troop dispatch from docking bays.
EFFECT   [Death Star II] [C]
Text: Deploy on table. Your Force generation is +1 at each docking bay you occupy (or +2 if you control). Once per game, you may take one Carida, Wakeelmui, Gall, Kuat or Rendili system or Executor into hand from Reserve Deck; reshuffle. (Immune to Alter.)

•Moff Jerrejod   **1**
Lore: **Leader**. Found discussions with Vader to be particularly motivating. Does not want to find out if the Emperor is more forgiving than Vader.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 3   ABILITY: 3   FORCE-ATTUNED
Text: Adds 2 to power of any capital starship he pilots. Once during each of your turns, you may take one Death Star II sector or Superlaser Mark II into hand from Reserve Deck; reshuffle. Prevents opponent's spies from deploying to same Death Star II site.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot, Warrior

•MON CALAMARI
LOCATION-SYSTEM   [Death Star II] [C]
DARK (2): If you occupy with a Star Destroyer, opponent's Star Cruisers are deploy +2 (and may not deploy here).
LIGHT (1): Force Drain -1 here. If you occupy with a Star Cruiser, opponent's Star Destroyers deploy +2 here.
Icons: Planet, Parsec 6

•Myn Kyneugh   **4**
Lore: Royal guard **leader**. Remembers nothing of his past other than serving his Emperor. Early instructor of Kir Kanos and Carnor Jax.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 4   ABILITY: 3   FORCE-ATTUNED
Text: Deploys only on Coruscant or Emperor's site (or related site). When armed with a Force pike, adds one battle destiny. Your troopers and Royal Guards may 'react' to here for free. Adds 1 to defense value of other Royal Guards at same and related sites.
DEPLOY: 3   FORFEIT: 5
Icons: Warrior

•Obsidian 10   **3**
Lore: Recalled to defend second Death Star during construction. Stationed aboard Thunderflare.
STARFIGHTER: TIE/LN   [Death Star II] [U]
POWER: 1   MANEUVER: 3   NO HYPERSPEED
Text: May deploy with a pilot as a 'react' to any asteroid sector or cloud sector. May add one pilot. OS-72-10 deploys -2 aboard.
DEPLOY: 1   FORFEIT: 3

•Onyx 1   **2**
Lore: Designed to emulate Rebel starfighter advantages. Production began shortly before the Battle of Endor. Armed with laser cannons, ion cannons and missile launchers.
STARFIGHTER: TIE DEFENDER   [Death Star II] [R]
POWER: 3   MANEUVER: 4   HYPERSPEED: 4
Text: May deploy -2 with a pilot as a 'react' to same location as any Imperial-class Star Destroyer. May add 1 pilot. Any starship cannon may deploy aboard. Immune to attriton < 4 when Jendon piloting.
DEPLOY: 3   FORFEIT: 4
Icons: Nav Computer

•Onyx 2   **2**
Lore: Part of limited production run of TIE defenders. Testing of the prototype defender indicated the need for a more powerful hyperdrive, which was added for this production model.
STARFIGHTER: TIE DEFENDER   [Death Star II] [U]
POWER: 3   MANEUVER: 4   HYPERSPEED: 4
Text: Deploys for free to any mobile system. May deploy with a pilot as a 'react'. May add 1 pilot. Any starship cannon may deploy aboard. Immune to attriton < 4 when Yorr piloting.
DEPLOY: 3   FORFEIT: 4
Icons: Nav Computer

•Operational As Planned   **5**
Lore: "We shall double our efforts."
USED OR STARTING INTERRUPT   Death Star II] [C]
Text: USED: Place one card from hand on top of Force Pile. STARTING: If Endor system on table, take Death Star II system, Jerjerrod and any Effect into hand from Reserve Deck. When you draw your starting hand, draw only six more cards. Place Interrupt in Lost Pile.

•Overseeing It Personally   **3**
Lore: Though reluctant to leave Coruscant. Emperor Palpatine occasionally finds it necessary to personally put lagging Imperial operations back on schedule.
EFFECT   [Death Star II] [R]
Text: Deploy on Emperor. While at a battleground planet site you control, at each related site where an Imperial is present, your Force drains are +1.

•Prepared Defenses   **3**
Lore: Since the debacle at Yavin, the Emperor places a premium on the security of his costly war machine.
USED OR STARTING INTERRUPT   [Death Star II] [C]
Text: USED: Add 1 to your battle destiny just drawn. STARTING: Deploy up to three Effects if each of them deploys for free, is always immune to Alter and has "deploy on table" (or "deploy on your side of table") in its game text. Place Interrupt in Lost Pile.

•Rise My Friend   **4**
Lore: "I sense you wish to continue your search for young Skywalker."
LOST INTERRUPT   [Death Star II] [R]
Text: If Emperor on Death Star II, take Vader into hand from a location you control (cards on him go to owner's hand). OR During your control phase, if Vader escorting Luke or Leia at a site you control, relocate Vader (with captive) to Death Star II: Docking Bay. (Immune to Sense.)

•Royal Escort   **4**
Lore: When away from the Imperial Palace on Coruscant, the Emperor is protected by legions of troops. Typically this force includes soldiers trained to fight in local environment.
EFFECT   [Death Star II] [C]
Text: Deploy on table. Each of your non-unique troopers on Endor or Death Star II is forfeit +1. When opponent just used a weapon to target your character aboard a piloted vehicle, that character may use that vehicle's defense value.

Royal Guard   **3**
Lore: Member of Emperor's Royal Guard. Completely subservient. Royal Guards must fight one of their own to the death in order to complete their training.
CHARACTER-IMPERIAL   [Death Star II] [C]
POWER: 3   ABILITY: 2
Text: Deploys only on Coruscant or to Emperor's site (or related site). When armed with a Force pike and defending a battle, adds one battle destiny. Emperor may not be targeted by weapons unless all Royal Guards present with Emperor are 'hit'.
DEPLOY: 2   FORFEIT: 3
Icons: Warrior

•Saber 1   **3**
Lore: TIE interceptor serial number 000004. Assigned to Baron Soontir Fel of the fighting 181st. Bears the Saber Squadron bloodstripe, representing a minimum of 10 kills.
STARFIGHTER: TIE INTERCEPTOR   [Death Star II] [R]
POWER: 3   MANEUVER: 4   NO HYPERSPEED
Text: May add 1 pilot. Fel deploys -1 aboard. When firing SFS L-s9.3 Laser Cannons, may use 1 Force to make X = 3. Immune to attrition < 5 when Fel piloting.
DEPLOY: 2   FORFEIT: 4

•Saber 2   **3**
Lore: TIE interceptor flown by Major Phennir. Assigned to protect Avenger at the Battle of Endor. Responsible for the logistics of Saber Squadron.
STARFIGHTER: TIE INTERCEPTOR   [Death Star II] [U]
POWER: 3   MANEUVER: 4   NO HYPERSPEED
Text: May add 1 pilot. When Phennir piloting, immune to attrition < 4 and adds 1 to forfeit of each other Saber Squadron pilot in same battle.
DEPLOY: 2   FORFEIT: 4

•Saber 3   **2**
Lore: TIE interceptor assigned to fly on the wing of Baron Fel. Often ordered to remain at a distance from Fel to give the Baron maneuvering room during combat.
STARFIGHTER: TIE INTERCEPTOR   [Death Star II] [U]
POWER: 3   MANEUVER: 4   NO HYPERSPEED
Text: May add 1 pilot. Cannons are deploy -2 aboard. Immune to attrition < 3 when DS-181-3 piloting.
DEPLOY: 2   FORFEIT: 3

•Saber 4   **3**
Lore: TIE interceptor often assigned to fly in a reserve position during battle. The bloodstripe of the 181st deontes the 10 kills scored by DS-181-4.
STARFIGHTER: TIE INTERCEPTOR   [Death Star II] [U]
POWER: 3   MANEUVER: 4   NO HYPERSPEED
Text: May deploy with a pilot as a 'react' to a battle initiated against a TIE (for free if TIE is in Saber Squadron). May add 1 pilot. Immune to attrition < 4 when DS-181-4 piloting.
DEPLOY: 2   FORFEIT: 3

•Scimitar 1   **2**
Lore: Scimitar bombing group TIE bomber. Equipped with advanced targeting system to increase damage during planetary bombardment.
STARFIGHTER: TIE/SA   [Death Star II] [U]
POWER: 1   MANEUVER: 2   NO HYPERSPEED
Text: May add 1 pilot. Power +3 during a Bombing Run battle. When proton bombs aboard 'collapse' a site, opponent loses 1 Force for each rebel just lost.
DEPLOY: 2   FORFEIT: 4

•Scimitar 2   **2**
Lore: TIE bomber repaired after being struck by an asteroid in the Anoat system. Stationed aboard second Death Star battle station.
STARFIGHTER: TIE/SA   [Death Star II] [U]
POWER: 1   MANEUVER: 2   NO HYPERSPEED
Text: May add 1 pilot. Power +3 during a Bombing Run battle. Once per game, you may deploy one Proton Bombs from Reserve Deck on this starfighter; reshuffle.
DEPLOY: 2   FORFEIT: 4

•••Scimitar Squadron TIE   **2**
Lore: Bombers typically assigned to attack secondary targets and provide cover during bombing runs. Targeting systems calibrated to track fast-moving Rebel starfighters.
STARFIGHTER: TIE/SA   [Death Star II] [C]
POWER: 1   MANEUVER: 2   NO HYPERSPEED
Text: Permanent pilot provides ability of 2. Power +3 during a Bombing Run battle. Cumulatively adds 1 to total weapon destiny of your other TIE/sa present firing Concussion Missiles.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

•Scythe 1   **4**
Lore: TIE fighter garrisoned aboard second Death Star. Part of Scythe Squadron, a TIE group with upgraded SFS Pw702 maneuvering jets to increase performance in tight quarters.
STARFIGHTER: TIE/LN   [Death Star II] [U]
POWER: 1   MANEUVER: 2   NO HYPERSPEED
Text: May add 1 pilot. Once during each of your move phases, may fire one starship weapon aboard ('hit' targets are lost) and/or make an additional move. Immune to attrition < 4 when Mianda piloting.
DEPLOY: 2   FORFEIT: 3

•Scythe 3   **4**
Lore: Heavily modified TIE/ln. Cannons upgraded to destroy small asteroids while serving in Anoat system. P-w702 maneuvering jets added by Death Star technicians.
STARFIGHTER: TIE/LN   [Death Star II] [U]
POWER: 1   MANEUVER: 2   NO HYPERSPEED
Text: May add 1 pilot. Hebsly deploys -2 aboard. Once during each of your move phases, may fire one starship weapon aboard ('hit' targes are lost). Immune to attrition < 4 when Hebsly piloting.
DEPLOY: 2   FORFEIT: 3

•••Scythe Squadron TIE   **4**
Lore: Scythe Squadron TIE fighters are modified TIE/lns assigned to defend the second Death Star during construction. Their pilots fly frequent training missions within the Death Star.
STARFIGHTER: TIE/LN   [Death Star II] [C]
POWER: 1   MANEUVER: 4   NO HYPERSPEED
Text: Deploy -2 to Death Star II or Endor. Permanent pilot provides ability of 2 add adds 1 to power and maneuver.
DEPLOY: 2   FORFEIT: 3
Icons: Pilot

SFS L-s7.2 TIE Cannon   **4**
Lore: TIE cannon mass produced at Wakeelmui system. Campatable with multiple TIE models for ease of deployment.
STARSHIP WEAPON   [Death Star II] [C]
Text: Use 2 Force to deploy on any TIE (for free if a TIE/ln). May target a starship using 1 Force. Draw Destiny. Target hit if destiny > defense value.

•Sim Aloo   **1**
Lore: Imperial council member. Senior political advisor to Emperor Palpatine. Never speaks. Like his master, shos remarkable patience and wisdom.
CHARACTER-IMPERIAL   [Death Star II] [R]
POWER: 3   ABILITY: 4   FORCE-SENSITIVE
Text: Deploys -3 to Emperor's site. When with Emperor, adds one battle destiny. Once per turn, you may use 1 Force to peek at top card of opponent's Reserve Deck; may place that card on bottom of that Reserve Deck. Immune to attrition < 4.
DEPLOY: 5   FORFEIT: 6

•Something Special Planned For Them   5
Lore: The high command of the Emperor's fleet is selected as much for loyalty and obedience as for martial skills. A wise admiral knows better than to question Palpatine.
EFFECT   [Death Star II] [C]
Text: Deploy on table. For opponent to move a starship from same location as your Star Destroyer requires +2 Force. Also, when opponent has just retrieved Force using an Interrupt or Utinni Effect card, that card is placed out of play. (Immune to Alter.)

•SULLUST
LOCATION-SYSTEM   [Death Star II] [C]
DARK (2): If you occupy when Haven is canceled, opponent loses 8 Force.
LIGHT (2): Immune to Revolution.
Icons: Planet, Parsec: 7

Superlaser Mark II   **3**
Lore: The redesign of the Death Star called for improved defenses against Rebel starships. The superlaser redesign, while not able to target snub fighters, can devastate capital starships.
STARSHIP WEAPON   [Death Star II] [U]
Text: Deploys on Death Star II. May be fired only if That Thing's Operational is on table. May fire for free at a capital starship at Death Star II system (or at a system Death Star II is orbiting) for free. Draw three destiny. Target hit if total destiny greater than armor.

•That Thing's Operational   **0**
EPIC EVENT   [Death Star II] [R]
Text: Deploy on Reactor Core. Death Star II may move (hyperspeed = 3). While Death Star II orbits a system you occupy (except Endor), once during each of your control phases, opponent loses X Force, where X = 2 plus number of related battleground sites you occupy. Once during each of opponent's control phases, opponent's piloted starfighter here may attempt to 'blow away' Death Star II. Draw destiny. Add 3 if armed with torpedoes or missiles. Add pilot's ability. If total destiny > 8, starships here may attempt to 'escape' and Death Star II is 'blown away' (lose double Force).

•The Emperor's Shield   **2**
Lore: Top outer rim pilots hand picked by Admiral Thrawn. Sent to protect the Emperor during his inspection of the second Death Star.
SQUADRON: 3 TIE/LNs   [Death Star II] [R]
POWER: 3   MANEUVER: 3   NO HYPERSPEED
Text: Deploys -2 to Endor, Death Star II or same location as Thrawn. May deploy as a 'react'. Permanent pilots provide total ability of 3. Power +3 at Endor or when Emperor is at same or related location.
DEPLOY: 5   FORFEIT: 6
Icons: Pilot x3

•The Emperor's Sword   **2**
Lore: Eliete pilots sworn to defend the Emperor to the death. Assigned older TIEs due to their years of experience with them. Stationed at Coruscant but always travel with the Emperor.
SQUADRON: 3 TIE/LNs   [Death Star II] [R]
POWER: 3   MANEUVER: 3   NO HYPERSPEED
Text: Deploys -2 to Coruscant or Death Star II. May deploy as a 'react'. Permanent pilots provide total ability of 3. Power +3 at Coruscant or when Emperor is at same or related location.
DEPLOY: 5   FORFEIT: 6
Icons: Pilot x3

•*Thunderflare*
Lore: Overpowered Star Destroyer. Energy is transferred from hyperdrive to weapons. Patrol duties in the Core Worlds make it a common first assignment for junior officers.
CAPITAL: *IMPERIAL*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 9   ARMOR: 6   HYPERSPEED: 2
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship docking capability. Permanent pilot aboard provides ability of 1. Turbolaser Batteries deploy and fire free here.
DEPLOY: 7   FORFEIT: 7
Icons: Pilot, Nav Computer, Scomp Link

TIE Interceptor
Lore: Advanced TIE design. Assigned to elite squadrons, such as the 181st. Developed with enhanced weapons and maneuverability to defeat the Incom X-wing design.
STARFIGHTER: TIE INTERCEPTOR   [Death Star II] [C]
POWER: 3   MANEUVER: 4   NO HYPERSPEED
Text: Permanent pilot provides ability of 1. Power +1 when present with an X-wing. During each battle, may fire one starship weapon aboard twice.
DEPLOY: 2   FORFEIT: 4
Icons: Pilot

•*Visage*   **1**
Lore: Outfitted to chart unknown expanses of Outer Rim. Staff includes galactic cartography contingent. Considered a joke assignment by most lower-ranked Naval officers.

CAPITAL: *IMPERIAL*-CLASS STAR DESTROYER   [Death Star II] [R]
POWER: 8   ARMOR: 7   HYPERSPEED: 3
Text: May deploy even without presence or Force icons (except to
Rendezvous Point). May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs.
Has shhip-docking capability. Permanent pilot provides ability of 1.
DEPLOY: 8   FORFEIT: 9
Icons: Pilot, Nav Computer, Scomp Link

•**We're In Attack Position Now**   **6**
ADMIRAL'S ORDER   [Death Star II] [R]
Text: Each pilot deploys -1 (or -2 if with an admiral) aboard a capital
starship. Each capital starship with a pilot character aboard is immune to
attrition < 4 (or adds 2 to immunity). During each of your control phases,
opponent loses 1 Force for each battleground site your general or
commander controls that is related to a system you occupy.

•**You Cannot Hide Forever**   **5**
Lore: "Give yourself to the dark side. It is the only way you can save your
friends."
EFFECT   [Death Star II] [U]
Text: Deploy on table. Opponent's Jedi are defense value -1. Never Tell Me
The Odds is canceled. You may place Effect in Lost Pile to take one Endor
or DSII Effect that deploys for free into hand from Reserve Deck; reshuffle.
(Immune to Alter.)

•**Young Fool**   **4**
Lore: "Now, young Skywalker ... you will die."
USED OR LOST INTERRUPT   [Death Star II] [R]
Text: If opponent's character present with Emperor was just lost, lose 1
Force to place that character out of play. OR Release frozen Luke at your
Throne Room (Luke may not be battled until end of your next turn) OR
Cancel NOOOOOOOOOOOO!

•**Your Destiny**   **0**
Lore: Luke's destiny lies with his father, Darth Vader. To become a Jedi
Knight, Luke must accept this.
EFFECT   [Death Star II] [C]
Text: Deploy on Bring Him Before Me. When Vader is present at a
battleground site, at start of your turn opponent loses 3 Force unless Luke
is captured, out of play, or present at a battleground site. Also, Luke is
immune to Responsibility Of Command. (Immune to Alter.)