

# REFLECTIONS II LIGHT SIDE SPOILER LIST

## EXPANDED UNIVERSE

**•Chewbacca, Protector** 1  
 Lore: Chewie honored his life debt to Han by protecting Leia. Posed as the mercenary Snoowa while on Coruscant. **Smuggler**. Wookiee.  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 6 ABILITY: 2 ARMOR: 4  
 Text: Deploys -3 to same site as Leia. Adds 2 to power of anything he pilots (3 if Falcon). Once per turn, may target opponent's character at same site who has power <4 and cancel target's game text for remainder of turn.  
 DEPLOY: 5 FORFEIT: 6  
 Icons: Pilot, Warrior

**•Corran Horn** 3  
 Lore: Corellian. Former counter-intelligence agent and **spy** for CorSec (Corellian Security). Gifted tactician. One of Wedge Antilles' best pilots. Member of Rogue Squadron.  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 2 ABILITY: 4 FORCE-SENSITIVE  
 Text: Adds 2 to power and 2 to maneuver of anything he pilots. During your move phase, may use 1 Force to "break cover" of opponent's Undercover spy at same site. Power +3 in battle against opponent's spy or bounty hunter. Immune to attrition <3.  
 DEPLOY: 4 FORFEIT: 5  
 Icons: Pilot, Warrior

**•Dash Rendar** *Errata* 3  
 Lore: Emperor resurrected Rendar family from Coruscant. Became **gambler** and **smuggler**. Brought down AT-AT at the Battle of Hoth. Works for Rebel Alliance from time to time. Corellian.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 3 ABILITY: 3 FORCE-ATTUNED  
 Text: Adds 3 to power of anything he pilots. When piloting Outrider, draws one battle destiny if not able to otherwise, and once per battle, may reduce power of one opponent's starship in same battle by power of Outrider for remainder of battle.  
 DEPLOY: 3 FORFEIT: 5  
 Icons: Pilot, Warrior

**•LE-BO2D9 (Leebo)** 3  
 Lore: **Smuggler**. Heavily modified Cybot Galactica LE-series repair droid. **Information broker**. Provides information gained through underworld channels to the Alliance.  
 CHARACTER-DROID [Reflections II] [PM]  
 POWER: 2 ARMOR: 4  
 Text: May be battled. While aboard any freighter adds 2 to hyperspeed and may draw one battle destiny if not able to otherwise. If you have completed Rycar's Run or Kessel Run, opponent loses 1 force (2 if both) during each of your control phases.  
 DEPLOY: 2 FORFEIT: 4  
 Icons: Pilot

**•Luke Skywalker, Rebel Scout** 1  
 Lore: Resourceful **scout** and member of the Rebel infiltration team assembled to destroy the shield generator. Surrendered to his father so that he would not endanger the mission.  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 6 ABILITY: 6 JEDI KNIGHT  
 Text: May cancel immunity to attrition of any vehicle here. If escorted by Vader and Take Your Father's Place on table, during your move phase may relocate Vader (with Luke) to Death Star II: Throne Room. Immune to Always Thinking With Your Stomach and Attrition < 5.  
 DEPLOY: 7 FORFEIT: 8  
 Icons: Pilot, Warrior

**•Mercenary Armor** 3  
 Lore: Worn by hired guns throughout the galaxy. Often used by Rebels when infiltrating underworld organizations. Leia wore Boush's armor when she infiltrated Black Sun.  
 DEVICE [Reflections II] [PM]  
 Text: Use 2 Force (free on Leia) to deploy on a Rebel without armor. Character gains (spy) skill, power +3, armor = 4, and immunity to attrition < 3. Imperial Barrier is canceled. Blasters deploy for free and fire for free on this character.

**•Mirax Terrik** 3  
 Lore: Called 'Myra' by childhood friend Wedge Antilles. Corellian **smuggler**. Captain of the Pulsar Skate. Responsible for starship repairs and upgrades. **Information Broker**.  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 2 ABILITY: 2  
 Text: Adds 2 to power of anything she pilots. When piloting Pulsar Skate, draws one battle destiny if not able to otherwise. Once per turn, may use 1 Force to place a card from hand on bottom of Used Pile and draw top card of Reserve Deck.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Pilot, Warrior

**•No Questions Asked** 6  
 ADMIRAL'S ORDER [Reflections II] [PM]  
 Text: Force generation at sectors a player occupies is +1 for that player. Any independent starship with an alien pilot character aboard is immune to attrition <4 (or adds 2 to immunity). During your control phase, one of your smugglers at a site related to a system occupied by your freighter or independent starship may either fire a blaster or make a regular move using personal landspeed.

**•Outrider** 2  
 Lore: Highly modified Corellian Engineering Corporation YT-2400. KonGar KGDefender military grade ion engines. Griffyn/Y2TG hyperdrive. Never boarded by Imperial customs.  
 STARFIGHTER: MODIFIED LIGHT FREIGHTER [Reflections II] [PM]  
 POWER: 3 MANUEVER: 4 HYPER SPEED: 5  
 Text: May add 2 pilots and 1 passenger. Utinni Effects which retrieve Force are immune to Alter, but are placed out of play when completed. While Dash or Leebob piloting, immune to attrition < 4.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Nav Computer, Independent, Scomp Link

**•Obi-Wan's Journal** 2  
 Lore: Written by Obi-Wan Kenobi. Used by Luke to construct his lightsaber. Contained instructions on building required tools as well. Keyed to self-destruct if not opened by Luke.  
 DEVICE [Reflections II] [PM]  
 Text: Deploy on Luke or Obi-Wan. Your characters present armed with a unique (+) lightsaber Weapon card are immune to Disarmed, once per battle may cancel a weapon destiny just drawn, and that lightsaber's Force drain modifiers may not be canceled. Lost if stolen.

**•Pulsar Skate** 2  
 Lore: Owned by legendary Terrik family of smugglers. Used to chase down the pirates who killed Wedge's parents. On Corellian Security's most wanted list. 37.5 meters long.  
 STARFIGHTER: BAUDO-CLASS STAR YACHT [Reflections II] [PM]  
 POWER: 2 MANUEVER: 4 HYPER SPEED: 5  
 Text: May add 2 pilots and 6 passengers. May add ability of your (+) unique smuggler aboard to X on Kessel Run targeting that smuggler. When Booster, Mirax or Wedge piloting, Immune to attrition < 5.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Nav Computer, Independent, Scomp Link

**•Talon Karrde** 3  
 Lore: **Smuggler** and **information broker**. Operates intelligence network. Pragmatic businessman. Strong sense of personal honor. Bounty placed on his head by Grand Admiral Thrawn.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: Adds 2 to power of anything he pilots. Once during each of your control phases, may peek at one card from opponent's hand or top card of opponent's Reserve Deck. At same location, your smugglers are each forfeit +2 and defense value +2.  
 DEPLOY: 3 FORFEIT: 4  
 Icons: Pilot

**Watch Your Step / This Place Can Be a Little Rough**  
 OBJECTIVE [Reflections II] [PM]  
**[Front Side]** 0  
*Deploy Cantina, Docking Bay 94 and Tatooine System.*  
 For remainder of game, opponent activates no force at your Cantina. Your cards with ability are deploy +6 except Luke, smugglers, freighters, and independent starships. Opponent's game text on Kessel is cancelled. **While** this side up, once during each of your deploy phases, may take Corellia or Kessel into hand from Reserve Deck| reshuffle. **Flip** this card if you occupy two battlegrounds with smugglers or have completed two Kessel Runs.  
**[Back Side]** 7  
**While** this side up, your force generation is +1 at each system you control with a smuggler. Opponent's force generation at non-battleground locations is limited to 1. When you have two or more smugglers in a battle, add one battle destiny. Each of your smugglers is forfeit +2. Once during each turn, may play one interrupt from Lost Pile (then place that card out of play). Sense, Alter, and Keep Your Eyes Open may not be played. **Flip** this card if you do not occupy two battlegrounds (unless you have completed two Kessel Runs).

## COMBO CARDS

**Alter & Friendly Fire** 4  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Target your highest-ability character and one Effect. Draw destiny. If destiny < ability of target character, cancel target Effect. LOST: If a battle was just initiated at a site where opponent has at least two characters and one weapon, draw destiny. If destiny is < number of opponent's characters at that site, opponent chooses one to be lost.

**•Artoo & Threepio** 3  
 Lore: Threepio's extensive experience 'talking' to the Falcon's computer allowed him to pilot the freighter while on Coruscant. Artoo, an R-unit droid, provided moral support.  
 CHARACTER-DROID [Reflections II] [PM]  
 POWER: 2 ASTROMECH & PROTOCOL  
 Text: May pilot only Falcon. All droids may be battled. Any player that has no ability in a battle takes no battle damage. Once per turn, may take on card with "Bad Feeling" in title into hand from Reserve Deck| reshuffle. Bad Feeling Have I is suspended.  
 DEPLOY: 3 FORFEIT: 6  
 Icons: Pilot, Nav Computer

**Control & Tunnel Vision** 1  
 LOST INTERRUPT [Reflections II] [PM]  
 Text: Cancel one Sense or Alter card. (Immune to Sense.) OR Cancel one Immediate Effect, Mobile Effect, or Force drain. OR Take one card into hand from Force Pile; reshuffle.

**•Do, Or Do Not & •Wise Advice** 1  
 EFFECT [Reflections II] [PM]  
 Text: Deploy on table. Sense and Alter are now Lost Interrupts. When any player makes a destiny draw for Sense or Alter, and that destiny draw is successful, that player loses 2 Force. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

**Houjix & Out Of Nowhere** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: If opponent just initiated a battle at a system or sector where you have a starship with maneuver > 3, use 1 Force to add one battle destiny. LOST: If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.)

**•Nar Shaddaa Wind Chimes & •Out Of Somewhere** 4  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: Once per game, target one non-unique character on table. Draw destiny. If destiny < X, retrieve X Force, where X equals the number of copies of that card you have on table (Immune to Sense). OR Take one non-unique alien into hand from Reserve Deck; reshuffle. OR If opponent just initiated a battle with more than double your total power, search your Reserve Deck. Any one character you find there may immediately deploy as a 'react'; reshuffle.

**•Owen Lars & •Beru Lars** 3  
 Lore: Watchful guardians of Luke Skywalker. When the Lars' moisture farm was attacked by stormtroopers, Luke's life changed forever.  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 4 ABILITY: 3 FORCE-ATTUNED  
 Text: Deploy free to Lars' Moisture Farm. Draws one battle destiny if not able to otherwise. If opponent has a Stormtrooper at a Tatooine site, you may not play Harvest. If lost during opponent's turn, Luke is power +6 until end of your next turn.  
 DEPLOY: 3 FORFEIT: 5

**Out Of Commission & Transmission Terminated** 5  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Use 1 force to randomly place one card in opponents lost pile out of play. LOST: Cancel one hologram. OR Use 4 Force. Draw destiny. Add 1 to destiny for each asteroid sector on table. If total destiny > 3, Imperial Holotable site is "blown away" (opponent loses 4 Force).

**•Path Of Least Resistance & •Revealed** 3  
 LOST INTERRUPT [Reflections II] [PM]  
 Place one opponent's Undercover spy in opponent's Used Pile. OR If opponent has no presence or Force icons, return spy to hand. Any Force used to deploy spy remains used and that card may not deploy this turn. OR Relocate one of your characters at an interior mobile site to a related interior mobile site.

**Sense & Recoil In Fear** 3  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Target your highest-ability character and one just-played Interrupt. Draw destiny. If destiny < ability of target character, cancel target Interrupt. LOST: Use 3 Force. Each player counts cards in hand, then places entire hand and Used Pile onto Reserve Deck| reshuffle. Each player then draws from Reserve Deck the counted number of cards to create a new hand.

**•Shocking Information & •Grimtaash** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Target a location. Scomp links there cannot be used for remainder of turn. OR If opponent is about to scan or otherwise look through your hand (unless using Monnok), opponent continues but must lose 4 Force plus card allowing scan. OR If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**•Sorry About The Mess & •Blaster Proficiency** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: If you just targeted with a blaster, add 3 to your total weapon destiny. LOST: During your control phase, fire one of your weapons. Any 'hit' targets are immediately lost. OR Lose 1 Force to place opponent's just 'hit' character in Lost Pile.

**The Bith Shuffle & Desperate Reach** 5  
 USED INTERRUPT [Reflections II] [PM]  
 Text: Shuffle any player's Reserve Deck or Used Pile. OR During your move phase, relocate one of your characters (unless Disarmed) from Weather Vane to any Cloud City site. Character may not move for remainder of turn. OR Cancel Imperial Barrier or The Shield Doors Must Be Closed.

**•Yoda Stew & •You Do Have Your Moments** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: During opponent's turn take up to 4 cards from your hand and place them on top of your Force Pile. LOST: During a battle, before any cards have been forfeited, cause all attrition for both sides to be reduced to 0.

# REFLECTIONS II DARK SIDE SPOILER LIST

## EXPANDED UNIVERSE

**•Arica** 1  
 Lore: Mara Jade posed as a dancer at Jabba's Palace in an attempt to complete her master's task and kill Luke. **Musician. Spy.** Unable to convince Jabba to take her on his skiff.  
 CHARACTER-IMPERIAL-ALIEN [Reflections II] [PM]  
 POWER: 4 ABILITY: 5 FORCE-SENSITIVE  
 Text: Deploys only to a site as an Undercover spy. Reduces Luke's forfeit and immunity to attrition by 2 while present. During opponent's control phase, Arica may "break cover" to fire one weapon (for free). Immune to attrition <4.  
 DEPLOY: 5 FORFEIT: 7  
 Icons: Pilot, Warrior

**Agents of Black Sun / Vengeance of the Dark Prince**  
 OBJECTIVE [Reflections II] [PM]  
**[Front Side]** 0  
 Deploy Imperial City (With Xizor there) and Coruscant system.  
 For remainder of game, your aliens with "Black Sun" in lore, bounty hunters, and information brokers are Black Sun Agents. You may not deploy cards with ability except Black Sun Agents, Emperor, or Independent starships. During your control phase, each of your bounty hunters may make a regular move to an adjacent site where there is a bounty. Scanning Crew may not be played.  
 Flip this card if Xizor is at a battleground site and Luke is not at a battleground site.  
**[Back Side]** 7  
 While this side up, once per turn, may place a card from hand in used pile to peek at cards in your Force pile. Once during each of your battle phases, may peek at top X cards of any reserve deck, where X= number of locations you occupy. For each Black Sun Agent in battle, attrition against opponent is +1. During your control phase, opponent loses 1 force for each battleground location occupied by Xizor or Emperor.  
 Flip this card if Luke is at a battleground site or if Xizor not on table.

**•Black Sun Fleet** 6  
 ADMIRAL'S ORDER [Reflections II] [PM]  
 Text: Any independent starship with an alien pilot character aboard is immune to attrition < 4. At any site related to a system you occupy, your Black Sun agents are also information brokers. Information Exchange is immune to Alter. You may not retrieve Force for initiating a battle. During your control Phase, one of your independent starships may make a regular move.

**•Captain Gilad Pellaeon** 2  
 Lore: Corellian **leader.** Lied about his age to enter the Academy. Took command of *Chimaera* when its captain was killed at the Battle of Endor. Admires Grand Admiral Thrawn.  
 CHARACTER-IMPERIAL [Reflections II] [PM]  
 POWER: 4 ABILITY: 3 FORCE-ATUNED  
 Text: Deploys for free to Thrawn's location. Each other Imperial aboard same capital starship is forfeit +2. Adds 2 to power of any capital starship he pilots (3 if *Chimaera*). While aboard *Chimaera* with Thrawn, also adds 2 to that starship's armor and hyperspeed.  
 DEPLOY: 3 FORFEIT: 5  
 Icons: Pilot

**•Grand Admiral Thrawn** 1  
 Lore: The last remaining Grand Admiral. Found legendary Katana fleet of missing dreadnaughts. Military genius. Master of unorthodox tactics. Passionate collector of art. **Leader.**  
 CHARACTER-IMPERIAL [Reflections II] [PM]  
 POWER: 2 ABILITY: 4 FORCE-SENSITIVE  
 Text: Adds 3 to power of any starship he pilots. When piloting a star destroyer in battle, adds one battle destiny. While no other admiral and no star cruiser on table, your Admiral's Order just placed in used pile from table, may be taken into hand instead.  
 DEPLOY: 4 FORFEIT: 7  
 Icons: Pilot, Warrior

**•Guri** 2  
 Lore: Human-replica droid. Programmed to function as Xizor's personal bodyguard and assassin. Black Sun agent. Cost 9 million credits. Worth every decided.  
 CHARACTER-DROID [Reflections II] [PM]  
 POWER: 6 ARMOR: 5 ASSASSIN DROID  
 Text: Adds 2 to power of anything she pilots. When present with Xizor, he may not be targeted by weapons. While Vader not here, opponent may draw no more than one battle destiny here. Immune to purchase, Restraining Bolt, and attrition < 5.  
 DEPLOY: 6 FORFEIT: 7  
 Icons: Pilot, Warrior

**•Jabba's Prize** 0  
 CHARACTER-REBEL [Reflections II] [PM]  
 POWER: 0 ABILITY: 0  
 Text: Jabba's Prize is a Dark Side card.  
 Deploys only at start of game if Carbon Chamber Testing is on table to Security Tower, frozen and imprisoned. (instead of a Rebel from opponent's Reserve Deck). If You Can Either Profit By This... is on table, opponent does not deploy Han at start of game (relocate Jabba's Prize to Audience Chamber, flip Carbon Chamber Testing, and you may not move or transfer Jabba's Prize).

May not be placed in Reserve Deck. Jabba's Prize is a persona of Han only while on table. If Jabba's Prize leaves table, place it out of play. May not be targeted by We're The Bait or Someone Who Loves You. While Jabba's Prize is at Audience Chamber, Jabba is power +3, defense value +3, and adds 3 to his immunity to attrition. If Jabba's Prize was just released, opponent may replace it with any Han from hand, Used Pile, or Reserve Deck; reshuffle (if not replaced, place Jabba's Prize out of play).  
 DEPLOY: 0 FORFEIT: 0

**•Kir Kanos** 3  
 Lore: Fiercely devoted Royal Guard. Feels deeply indebted to those who risk their life for him. Unaware of the extent of Palpatine's atrocities and cruelty.  
 CHARACTER-IMPERIAL [Reflections II] [PM]  
 POWER: 5 ABILITY: 3 FORCE-ATUNED  
 Text: When armed with a Force pike, adds one battle destiny. Once during each of your deploy phases, lose 1 Force or place Kanos and cards deployed on him in owner's Used Pile (if Emperor on table, may use 1 Force instead).  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Warrior

**•Prince Xizor** 1  
 Lore: Falleen **gangster** and **leader.** Black Sun agent. Dark Prince of the Black Sun crime syndicate. Fortifies his personal defenses with information gathered by his agents.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 5 ABILITY: 3 FORCE-ATUNED  
 Text: Adds 2 to power of anything he pilots. When in battle at a site, draws one battle destiny if not able to otherwise and total ability of 6 or more required for opponent to draw battle destiny here. Immune to attrition < 5 when Vader not here.  
 DEPLOY: 4 FORFEIT: 6  
 Icons: Pilot, Warrior

**•Snoova** 1  
 Lore: Perhaps the only true Wookiee **bounty hunter** in the galaxy. Even high ranking members of the Alliance fear him. Favors a vibro-ax for his personal weapon.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 6 ABILITY: 2 ARMOR: 4  
 Text: Deploys -3 to same site as any smuggler or bounty. During your deploy phase, a Vibro-Ax may deploy for free on Snoova from Reserve Deck) reshuffle. When Snoova excludes a target with a Vibro-Ax, he may capture target instead.  
 DEPLOY: 5 FORFEIT: 4  
 Icons: Warrior

**•Stinger** 3  
 Lore: Constructed by a secretive Surronian hive craftguild. Equipped with H2-1 hyperdrive system and emergency braking jets. Guri's personal starship. Gift from Prince Xizor.  
 STARFIGHTER: SURRONIAN CONQUEROR [Reflections II] [PM]  
 POWER: 3 MANUEVER: 4 HYPER SPEED: 5  
 Text: Permanent pilot provides 1 ability. May add Guri as pilot (suspends permanent pilot). Guri deploys aboard for free. When Guri piloting, adds one battle destiny and immune to attrition < 5.  
 DEPLOY: 2 FORFEIT: 4  
 Icons: Pilot, Nav Computer, Independent, Scomp Link

**•The Emperor** 1  
 Lore: **Leader.** Secretive manipulator of the galaxy. Played Darth Vader and Prince Xizor off against one another in his relentless pursuit of young Skywalker.  
 CHARACTER-IMPERIAL [Reflections II] [PM]  
 POWER: 4 ABILITY: 7 DARK JEDI MASTER  
 Text: Deploys only to Coruscant or Death Star II. Never moves to a site occupied by opponent (even if carried). If Vader or Xizor here, and Luke is not on table, adds 2 to attrition against opponent at other locations.  
 Immune to attrition.  
 DEPLOY: 6 FORFEIT: 9

**•••Vigo** 3  
 Lore: One of Xizor's hand-picked lieutenants. Ascended as Black Sun agent from **gangster** to manager. Earned title of Vigo from old Tionese for 'nephew'.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 3 ABILITY: 2  
 Text: Deploys for free on Coruscant. Adds 2 to power of anything he pilots. While at a non-Coruscant battleground site and Vengeance Of The Dark Prince is on table, Force drain +1 here. Forfeit +2 when present with Xizor or another Vigo.  
 DEPLOY: 3 FORFEIT: 4  
 Icons: Pilot, Warrior

**•Virago** 2  
 Lore: Prototype designed by MandalMotors to Prince Xizor's exacting specifications. Contains four separate power generators to power advanced flight controls and engines.  
 STARFIGHTER: STARVIPER-CLASS ASSAULT FIGHTER  
 POWER: 4 MANUEVER: 5 HYPER SPEED: 4  
 Text: Permanent Pilot provides 1 ability. May add Xizor as pilot (suspends permanent pilot). Xizor deploys -3 aboard. When Xizor piloting, adds one battle destiny and immune to attrition < 5.  
 DEPLOY: 3 FORFEIT: 5 [Reflections II] [PM]  
 Icons: Pilot, Nav Computer, Independent, Scomp Link

## COMBO CARDS

**•Abyssin Ornament & •Wounded Wookiee** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Take one non-unique alien into hand from Reserve Deck; reshuffle. LOST: During a battle, if opponent drew more than two battle destiny, cancel all but two of those destiny draws (your choice). OR If your non-unique alien is in a battle, cancel game text of one Rebel for remainder of turn.

**Alter & Collateral Damage** 4  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Target your highest-ability character and one Effect, Draw Destiny. If destiny < ability of target character, cancel target Effect. LOST: If a battle was just initiated at a site where opponent has at least two characters and one weapon, draw destiny. If destiny < number of opponent's characters at that site, opponent chooses one to be lost.

**Control & Set For Stun** 1  
 LOST INTERRUPT [Reflections II] [PM]  
 Text: Cancel one Sense or Alter card. (Immune to Sense.) OR Cancel one Immediate Effect, Mobile Effect, or Force drain. OR Use 3 force to target one opponent's character. Draw destiny. If destiny > character's ability, character immediately returns to opponent's hand. (Cards deployed on character return to owners' hands.)

**Dark Maneuvers & Tallon Roll** 6  
 USED INTERRUPT [Reflections II] [PM]  
 Text: Add 2 to maneuver and 1 to power of any TIE for the remainder of this turn. (Interrupt may even affect the result immediately after a destiny draw targeting the TIE's maneuver.) OR Target two starfighters (your TIE/In and any Rebel starfighter) present at same system or sector. Each player draws destiny. Opponent totals destiny and starship's power. You total destiny, TIE's power, and TIE's maneuver. Lowest total loses starfighter (if tied, neither starfighter is lost).

**•Defensive Fire & •Hutt Smooch** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Randomly select one card from opponent's hand and place it, unseen, in Used Pile. LOST: Capture one opponent's undercover spy ("cover is broken"). OR If opponent just deployed a spy to a site where opponent has no presence or Force icons, return spy to hand. Any Force used to deploy spy remains used and that card may not deploy this turn.

**•Dr. Evazan & •Ponda Baba** 3  
 Lore: **Smugglers** who met each other in the Corellian system. Gained the rights to Han Solo's old smuggling routes from Jabba the Hutt. They don't like you either.  
 CHARACTER-ALIEN [Reflections II] [PM]  
 POWER: 6 ABILITY: 2  
 Text: Adds 3 to power of anything they pilot. Power -3 if opponent has a lightsaber present. Draws one battle destiny if not able to otherwise. May target any other character present that was just 'hit'. Target character is lost.  
 DEPLOY: 4 FORFEIT: 6  
 Icons: Pilot, Warrior

**Evader & Monnok** 2  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Cancel all Revolutions in play. OR If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**Ghhhk & Those Rebels Won't Escape Us** 3  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Cancel Nabrun Leids LOST: If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage (immune to Sense). OR Cancel Hyper Escape, Closer!?, or one 'react.' OR During your move phase, cancel Landing Claw.

**Omni Box & It's Worse** 5  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Shuffle any player's Reserve Deck or Lost pile. LOST: If It Could Be Worse was just played, it is canceled and you may use X Force to raise damage against opponent by X amount. OR If opponent just lost Force from a battle, play to increase loss by 1 Force.

**Sense & Uncertain Is The Future** 3  
 USED OR LOST INTERRUPT [Reflections II] [PM]  
 Text: USED: Target your highest-ability character and one just-played Interrupt. Draw destiny. If destiny < ability of target character, cancel target Interrupt.  
 LOST: Use 3 Force. Each player counts cards in hand, then places entire hand and Used Pile onto Reserve Deck; reshuffle. Each player then draws from Reserve Deck the counted number of cards to create a new hand.

**•Sniper & •Dark Strike** 2  
 LOST INTERRUPT [Reflections II] [PM]  
 If you just targeted with a lightsaber, add 3 to your total weapon destiny. OR During your control phase, fire one of your weapons. Any 'hit' targets are immediately lost. OR Lose 1 Force to place opponent's just 'hit' character in Lost Pile

**Sundown & Too Cold For Speeders**

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EFFECT [Reflections II] [PM]

Text: Deploy on any planet system. At related sites: nighttime conditions are in effect; non-creature vehicles are power = 0, maneuver = 0, and landspeed = 0; spies deploy -1; and in battles there both sides add one destiny to power only.

**•There Is No Try & •Oppressive Enforcement**

1

EFFECT [Reflections II] [PM]

Text: Deploy on table. Sense and Alter are now Lost Interrupts. When any player makes a destiny draw for Sense or Alter, and that destiny draw is successful, that player loses 2 force. Your Immediate Effects may deploy for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile. (Immune to Alter.)

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