Table: Adds 2 to power of anything he pilots. When piloting Gold 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

DEPLOY: 2 FORFEIT: 4
Icons: Pilot, Warrior

Telocibiotics Erteka
Lore: Enhances resistant targets using a computer-assisted zoom technology. Provides range information. Works in low-light, rugged case proteines internal systems.

DEVICE
Premiere [C2]
Text: Use 1 Force to deploy on any warrior. At any time, you may peak at the top card of your Reserve Deck by using 2 Force. You may choose to move that card to the top of your Force Pile.

Elloros Madak Clarification
Lore: Like many Duros, Elloros Madak has natural plotting and navigation skill. Former scout. Freelance instructor. Makes runs to important trade worlds Celemban, Bygas and Yaga Minor.

FORCE
Premiere [R2]
Text: Add 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

Escape Pod
Lore: Capital starships have emergency escape pods. Equipped with food, water, fans, medic-packs, hunting blaster and tracking beacon (R2-D2 deactivated this one's beacon).

USED INTERRUPT
Premure [U2]
Icons: Pilot

* Eyes in The Dark
Lore: "I don't like the look of this."

PREMIRE
Texture: Deploy beside either player's Lost Pile. That pile is named face down. Cards from that player's Life Force may not be viewed when they are lost.

* Figrin D'an

CHARACTER-ALIEN
Premiere [C2]
POWER: 1 ABILITY: 1
Text: Once each during your phase, you may use 1 Force to make a 'wager.' Draw three destiny. Opponent draws two destiny. Player with highest total may randomly select one card to be retrieved from that player's Lost Pile.

DEPLOY: 2 FORFEIT: 4
Friendly Fire
Lore: Overriding in heavy fire zones increases chances of accidentally shooting one's own comrades. Stormtroopers never let accuracy get in the way of victory.

LOST INTERRUPT
Premiere [U2]
Text: An accident occurs at the beginning of a battle at any site where opponent has at least 2 characters and one weapon. Draw destiny. If destiny < number of opponent's characters at that site, it is lost. (Opponent's choice.)

* Full Throttle Clarification
Lore: Rebel pilots use visual scanning to supplement sensors for an edge against Imperial fighter pilots. Natural instincts allow lone Rebels to overcome superior numbers.

LOST INTERRUPT
Premiere [C2]
Text: If your pilot (or permanent pilot) is defending a battle alone at a site, you may use 1 Force to cancel his damaged action. Opponent may recover this lost destiny. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise.

DEPLOY: 3 FORFEIT: 6 Icons: Pilot, Warrior

Han's Back
Lore: "Don't we just leave this party?"

LOST INTERRUPT
Premiere [U2]
Text: If Han is lost, use 1 Force to retrieve him from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Han into your hand. Shuffle deck, cut and replace.

Han's Dice
Lore: A pair of dice dangling above Millennium Falcon's cockpit, for luck. "I've never seen anything to make me believe there's one, all powerful Force controlling everything."

USED INTERRUPT
Premiere [C2]
Text: If one of your characters of ability > 2 is in a battle, use 1 Force to draw another battle destiny instead of the one you just drew.

* Han's Heavy Blaster Pistol Clarification
Lore: Smuggler and Rebel starships use black market armor plating and deflector shields to withstand enemy fire. Expensive but life-saving modifications.

USED INTERRUPT
Premiere [C2]
Text: If opponent just targeted your starship with a weapon system, subtract 2 from each of that weapon system's destiny draws.

Help Me Obi-Wan Kenobi
Lore: Leia sent a hologram plea, General Kenobi, years ago you served my father in the Clone Wars. Now he begs you to help him in his struggle against the Empire.

USED INTERRUPT
Premiere [R1]
Text: If Obi-Wan is at a site you control, he may apply any amount of his ability toward drawing a battle destiny at any other location. He uses this way he cannot be used again this turn. OR One Rebel may move as a 'head' to an adjacent battle site.

How Did We Get Into This Mess?
Lore: Stranded in the Dune Sea, R2-D2 insisted on headlining into rocky canyons where he thought settlements were likely to exist. Threepio had other ideas.

USED INTERRUPT
Premiere [U2]
Text: If none of your droids is at the Dune Sea or where there is a Scum link, use 1 Force to discard your entire hand to your Used Pile. Draw the same number of cards from your Reserve Deck. Draw one extra card if droid is C-3PO or R2-D2.

Hydroponics Station Clarification
Lore: Grows fruits and vegetables. Very efficient water use. Often underground. Feeds moisture farm families, but excess vegetables are often sold at market.

DEVICE
Premiere [U2]
Text: Use 1 Force to deploy on any exterior Tatooine site. Cannot be moved. The Force you activate during your active phase may be drawn into hand instead. If a Vaporator on table, the second Force you activate may also be drawn into hand.

Hyper Escape
Lore: "We'll be safe enough once we make the jump hyperspace."

A starship in hyperspace cannot be tracked unless a homing beacon has been hidden aboard.

USED INTERRUPT
Premiere [C2]
Text: Cancel a battle just initiated by any system by moving all your starships there away (at normal use of the Force).

I've Got A Bad Feeling About This Clarification
Lore: Han’s smuggling adventures in Corporate Sector and Hutt Space put him in many tight spots.

USED INTERRUPT
Premiere [C2]
Text: If you just initiated a battle at a location where you have less power than the opponent, double opponent's battle drain when you win the battle (if Han is present at the battle location, triple opponent’s battle damage).

Into The Garbage chute, Flyboy
Lore: Leia led an unbridled escape into a "garbage masher" on the detection level. "What an incredible smell you’ve discovered!"

USED INTERRUPT
Premiere [R2]
Text: If Trash Compactor is on table, cancel any battle just initiated at another Death Star site by moving (for free) all your character icons to the Trash Compactor.

It Could Be Worse
Lore: After escaping Detonation Block 6A-22, Rebels found themselves in the trash compactors. Leia point out, “It could be worse.” If Isan won. That was the end of it.

USED INTERRUPT
Premiere [C2]
Text: If Han’s Force loss for any reason, reduce the loss by 1 amount by using X Force.

Jawa Siesta
Lore: Jawa toes take a cool, energy-saving nap in the noon-day suns at Mos Eisley.

EFFECT
Premiere [U1]
Text: To deploy on (your side of table), requires 3 Force. No card drawn from player's Force Pile. Cannot deploy otherwise. All your Jawas are forfeit.

Jedi Lightsaber Clarification
Lore: Elegant sword of pure energy. "This is the weapon of a Jedi Knight. Not as clumsy or as random as a blaster. A lightsaber can be dangerous to an untrained user."

CHARACTER WEAPON
Premiere [U1]
Text: Use 1 Force to deploy on your warrior where X > (7 – warrior's ability). May add 1 to Force drain where present. May target a character or creature by using X Force. Draw two destiny. Target hit if total destiny > defense value.

Jedi Presence
Lore: Jedi's inspired allies on the battlefield through bravery and heroism. Obi-Wan's presence encouraged the Rebels and gave them a chance to escape the Death Star.

LOST INTERRUPT
Premiere [R1]
Text: If one of your Jeds is present during any battle, use 1 Force to cause all other Rebels there to battle at double power.

* Jek Porkins Clarification

CHARACTER-REBEL
Power: 2 Ability: 2
Texture: Adds 2 to power of anything he pilots. When piloting Red 6, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

DEPLOY: 2 FORFEIT: 4 Icons: Pilot, Warrior

*Klor'slug

EFFECT
Premiere [R1]
Text: Deploy on your side of table. For each unit of ability you have present during the battle, use 1 Force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny.

*Kabe

CHARACTER-ALIEN
Power: 1 Ability: 1
Texture: During your control phase, may target one opponent's device or weapon attack site. Draw destiny. If destiny > target's destiny number, Kabe's 'toads' device to use, or weapon to hold and transfer (for free) to a warrior at same site.

DEPLOY: 2 FORFEIT: 3

Kafailn'Ch'dros Clarification
Lore: A female Qor'sayv, a warm-blooded, avian/monotreme species. 3.5 meters tall. Over-protective mother. Freelance pilot. Has custom-built ship and extensive collection of enclosed vehicles.

POWER: 1 ABILITY: 1
Texture: When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's destiny to zero. Landseps > 3. Adds 2 to power of anything they pilots. May not deploy to or board starfighters or enclosed vehicles.

DEPLOY: 0 FORFEIT: 5 Icons: Pilot.
**Kessel**  
**LOCATION-SYSTEM**  
**LIGHT (1): If you control, Force drain +1 here.**  
**TARGET (Dark): If you control, Kessel Run is prevented (canceled).**  
**Icons: Planet, Parsec:** 8

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**Kessel Run**  
Lore: Planet Kessel has infamous glitterstone spice mines attracting smugglers and pirates. A “Kessel run” is a long, dangerous hyperroute they must travel quickly.

**UTINNI EFFECT**  
**POWER: 0**  
**MINING DROID**  
**CHARACTER-DROID**  
[Premiere]  
[C1]

Effect is lost if character loses lightsaber.

**DEFENDERS**  
**[Premiere]**  
**[R1]**  
Text: Use 3 Force to deploy on your side of the table (free if C-3PO on table).  
After losing any battle: characters, starships and vehicles may be forfeited directly from your hand (for forfeit value) to reduce attrition or battle damage.

---

**Krayt Dragon Howl**  
Lore: Using Jedi skill, Obi-Wan Kenobi initiated perfectly the mournful howl of the dangerous krayt dragon to scare Tusken Raiders away from Luke Skywalker.

**LOST INTERRUPT**  
**[Premiere]**  
**[R1]**  
Text: If Obi-Wan is defending a battle alone at a site, add 1 to power and add one battle destiny OR any other one battle destiny. Mysterious “crazy wizard” steps in and revives (relocates) that character back to same site.

---

**Leesu Srin**  
Lore: Leesu is a Qirishaq (near-human). Enslaved as child. Limited precognition. Selected by Imperial High Inquisitor Tremayne as Force adept. Escaped and hiding in Mos Eisley.

**CHARACTER-ALIEN**  
**[Premiere]**  
**[R2]**  
POWER: 1  
ABILITY: 3  
FORCE-ATTUNED

Add 1 to power of each Rebel present with her at a Death Star site.

---

**Leia Organa**  

**New Droid**  
**[Premiere]**  
**[U1]**  
POWER: 3  
ABILITY: 4  
FORCE-SENSITIVE

Text: Use 1 Force to temporarily suspend a battle just initiated at a site.

---

**Leia’s Back**  
Lore: “It’s not over yet!”

**LOST INTERRUPT**  
**[Premiere]**  
**[U2]**  
Text: If Leia is lost, use 1 Force to retrieve her from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Leia into your hand.

---

**Light Boost**  
Lore: System of enclosed high-speed vertical and horizontal transport cylinders. Used in space stations, large starships, Death Stars, etc.

**TRANSPORT VEHICLE**  
**[Premiere]**  
**[C2]**

POWER: 2  
MANEUVER: 4  
LANDSPEED: 3

**Luke’s Back**  
Lore: “It looks like I’m going nowhere.”

**LOST INTERRUPT**  
**[Premiere]**  
**[U2]**  
Text: If Luke is lost, use 1 Force to retrieve him from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Luke into your hand.  
Shuffle deck, cut and replace.

---

**Luke Skywalker**  
Lore: Son of Anakin Skywalker. Student of Obi-Wan Kenobi. Honest piloting skills while buttstepping womp rats in Beggar’s Canyon aboard T-16 skyhooker.

**CHARACTER-REBEL**  
**[Premiere]**  
**[R1]**

POWER: 3  
ABILITY: 4  
FORCE-SENSITIVE

Text: You may activate 1 Extra Force each turn if Luke is not at a Tatooine site.

---

**Luke’s X-34 Landspeeder**  
Lore: Skywalker’s landspeeder. Common open-air transport. Top speed 250 km per hour. Repulsorlift system keeps it suspended one meter above ground, even when parked.

**TRANSPORT VEHICLE**  
**[Premiere]**  
**[U2]**

POWER: 1  
MANEUVER: 5  
LANDSPEED: 3


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**Manwell Kadi**  

**CHARACTER-ALIEN**  
**[Premiere]**  
**[R1]**

POWER: 1  
ABILITY: 3  
FORCE-ATTUNED

Text: During your control phase, may snare (steal) one Bantha, Dewback, Wampa, Rancor, Bubo, or Dragonsnake present at same site.

---

**Move Along...**  
Lore: Obi-Wan used Jedi “reflect mind” power to convince stormtroopers, “These aren’t the droids you’re looking for.”

**USED INTERRUPT**  
**[Premiere]**  
**[R1]**  
Text: Use 1 Force to temporarily suspend a battle just initiated at a site where one of your Jedi is present. Draw destiny. That number of opponent’s characters with ability = 1 (your choice) must move away (for free), or are lost. Battle continues.

---

**Nabrun Leids**  

**CHARACTER-ALIEN**  
**[Premiere]**  
**[U2]**

POWER: 2  
ABILITY: 3  
FORCE-ATTUNED

Text: Any of your characters at one site may attempt to move to any other one site. Draw destiny to determine Nabrun’s asking price. Accept transport by using much Force. Decline transport and Nabrun leaves (to Lost Pile).

---

**Narren Leidi**  

**NEW DROID**  
**[Premiere]**  
**[U1]**

POWER: 0  
ABILITY: 3  
FORCE-ATTUNED

Text: 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.

---

**Observant Star**  

**CHARACTER-REBEL**  
**[Premiere]**  
**[U1]**

POWER: 1  
ABILITY: 3  
FORCE-ATTUNED

Text: Deploy on Alderaan. Target one Rebel at Tatooine. When Target reaches Utinni Effect, retrieve one lost Force for each Force-Aligned character you have on table, two for each Force-Sensitive or Jedi. Lose Utinni Effect.

---

**Out of Nowhere**  
Lore: Black market sensor-stealth arrays can be used to hide starships from enemy sensor scans. Stellar interference can naturally shield a starship for surprise attacks.

**USED INTERRUPT**  
**[Premiere]**  
**[U2]**  
Text: 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.

---

**Panico**  
Lore: Combed by Imperial troops, Han’s gambler relatives led him to do what comes naturally - attack! Surprise assaults work...sometimes.

**USED INTERRUPT**  
**[Premiere]**  
**[U1]**

Text: If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any characters, starships, vehicles or weapons. Any others are lost.

---

**Plo-Koon**  
Lore: Luke and Han took the armor suits from fallen stormtroopers and used them as both protection and disguise to penetrate the detention block cell aboard the Death Star.

**UTINNI EFFECT**  
**POWER: 1**  
**ABILITY: 3**  
**FORCE-ATTUNED**

Text: Deploy on Death Star. Site where a Stormtrooper was just killed. Target one of your characters not on Death Star. When target reaches Utinni Effect, steal/armor: Character gains Spy skill, power +2, forfeit +2 and immunity to weapon destiny - 6.

---

**Pops**  

**CHARACTER-REBEL**  
**[Premiere]**  
**[U1]**

POWER: 2  
ABILITY: 2

Text: Adds 1 to power of any piece he pilots. When piloting Gold 5, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Deploy 2  
**FORFEIT: 4**

Icons: Pilot, Warrior

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**Premiere Spoiler List – Light Side**

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**Premiere Spoiler List – Light Side**

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**Proton Torpedoes**  
Clarity 4  
**STARSHIP WEAPON**  
[Premiere]  [C2]  
Text: Use 1 Force to deploy on your X-wing, Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. Target hit if destiny > defense value.  

**Quad Laser Cannon**  
Clarity 4  
Lore: Starship blaster, often slung in turret mounts to achieve short range and quick target acquisition. Installed on many starships including the Millennium Falcon.  
**STARSHIP WEAPON**  
[Premiere]  [U1]  
Text: Use 2 Force to deploy on your Corellian Corvett or Falcon. May target a starship using 1 Force. Draw destiny. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.  

**STAR WARS X-WING**  
**POWER: 1  ABILITY: 2**  
Lore: A highly maneuverable starfighter. Starfighters of this caliber were used by the X-Wing Squadrons of the Rebel Alliance.  

**Red 1**  
Lore: Lead fighter of Red Squadron at Battle of Yavin. Flown by Garven Dreis. Also served at main Rebel base on Dantooine.  
**STARFIGHTER: X-WING**  
[Premiere]  [U1]  
Text: May add 1 and 2 to 1st roll.  
**POWER: 3  MANEUVER: 4  HYPERSPEED: 5**  
**DEPLOY: 2  FORFEIT: 5**  
Icons: Nav Computer, Scum Link  

**Red 3**  
Lore: Biggs Darklighter’s fighter at Battle of Yavin. Part of Ecliptic Evaders squadron that fell under the command of Tallon Vannas.  
**STARFIGHTER: X-WING**  
[Premiere]  [R2]  
**POWER: 3  MANEUVER: 4  HYPERSPEED: 5**  
**DEPLOY: 2  FORFEIT: 5**  
Icons: Nav Computer, Scum Link  

**Red Leader**  
Clarity 1  
**POWER: 2  ABILITY: 2**  
Text: Adds 2 to power of anything he pilots. When piloting Red 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.  
**DEPLOY: 2  FORFEIT: 5**  
Icons: Pilot, Warrior  

**Restraining Bolt**  
6  
Lore: Fits in a special socket on a droid’s body. When installed, restricts actions of droids, forcing them to follow orders. Can be operated remotely by a “caller.”  
**DEVICE**  
[Premiere]  [C2]  
Text: Use 3 Force to deploy on opponent’s side of table. All opponent’s warriors are deployed +1.  

**Return Of A Jedi**  
Lore: “Where did you dig that old fop?” “I don’t think he exists anymore.” “Surely he must be dead now.” “I can’t believe he’s gone.” “Oh, he’s not dead, you old fool! Back to the back.”  
**LOST INTERRUPT**  
[Premiere]  [U2]  
Text: If Obi-Wan is lost, use 1 Force to retrieve him from the Lost Pod. Or Use 3 Force to search through your Reserve Deck and take Obi-Wan into your hand. Shuffe deck, cut and replace.  

**Revolution**  
Lore: Spies and informants gave Rebels vital data to plan strategic attacks, create local insurrections, and harass Imperial activities.  
**EFFECT**  
[Premiere]  [R1]  
Text: Use 3 Force to deploy on any location. Rotate the location so that icons and game text switch direction. (If Expand the Empire present, it also switches.) If Revolution later canceled, location rotates back again.  

**Rycon Ryder**  
Clarity 4  
**EFFECT**  
[Premiere]  [C2]  
**POWER: 2 to power of any pylons he pilots (or 4 if trained by Rycon Ryder).**  
Any starfighter Ryco pilots is immune to Tallon Roll and is not lost if an asteroid sector is drawn for asteroid destiny.  

**Saltor Kal Fas**  
Lore: Saurin female from planet Durkteel. Bodyguard of Hrchek, a Saurin warlord.  
**EFFECT**  
[Premiere]  [U1]  
**POWER: 1**  
Text: Adds 2 to power of anything he pilots.  
**DEPLOY: 2  FORFEIT: 5**  
Icons: Pilot  

**Scum Link Access**  
3  
Lore: A computer connection access port used mainly by droids to plug into database networks and locate information, evaluate threats, execute diagnostics or perform maintenance.  
**USED INTERRUPT**  
[Premiere]  [C2]  
Text: If one of your Yf unit droids is at any Scum link, you may glance at the cards in any Reserve Deck for 20 seconds. Shuffle, cut and replace. OR if also at a Death Star site, cancel We’re All Gonna Be A Lot Thinner or Boring Conversation Anyway.  

**Sense**  
Lore: Users of the Force can sense impending danger by feeling the way the Force flows in others. Cataclysmic events can be sensed (as when Obi-Wan felt Alderaan’s destruction).  
**USED INTERRUPT**  
[Premiere]  [U1]  
Text: Cancel one interrupt (or one ‘react’) by drawing a destiny + ability of your highest-ability character on table. OR Cancel one Alter card played.  

**Shistavanen Wolfman**  
Lore: Lak Siron is a typical Shistavanen male. Ferocious, but not aggressive. Often trained as scouts at Imperial academies, but they despise the ambitions of the New Order.  
**POWER: 2  ABILITY: 1**  
Text: May move to an adjacent site as a ‘react’.  
**FORFEIT: 3**  
Icons: Warrior  

**Skywalkers**  
Lore: Luke and Leia escaped to an unusual portion of the Death Star, evading security checkpoints. At a retracted bridge, they swung across on a grappling line through enemy fire.  
**LOST INTERRUPT**  
[Premiere]  [R1]  
Text: If Luke and Leia are in a battle together, you may add two battle destiny OR Cancel Imperial Baron or Wrong Turn or Retire The Bridge.  

**Solo Han**  
Lore: A smuggler. Solo must always be alert for trouble, even when appearing relaxed. Bounty hunters are eager to claim the price on the Corellian pilot’s head.  
**LOST INTERRUPT**  
[Premiere]  [R2]  
Text: If Han is defending a battle alone at a site, or two battle destiny. OR If any alien is defending a battle alone at a site, add one battle destiny  

**Sorbood V-35 Landspeeder**  
Clarity 4  
Lore: Typical starfighter landspeeder such as the one used by Lars family for trips to Anchorhead. Has cargo compartment. Enclosed seating.  
**TRANSPOST VEHICLE**  
[Premiere]  [C2]  
**POWER: 3  MANEUVER: 4**  
Text: May add 1 driver and 3 passengers. Moves free if Owen Lars, Beru Lars or Luke aboard. May move as a ‘react’.  
**DEPLOY: 2  FORFEIT: 3**  

**Spaceport Speeders**  
Lore: Spaceport Speeders buys, sells and sells floatex. Wookiee is known as a shrewd bargainer. Luke got 2,000 credits for his X-24 speeder.  
**USED INTERRUPT**  
[Premiere]  [U1]  
Text: Sell one of your vehicles or droids at Most Eisley or at same site as Wookiee. Draw two battle destiny if vehicle is Luke’s X-34 Landspeeder. The total loses Force equal to the ‘offer’ which you must accept. Activate that muchForce. Then vehicle or droid is lost.  

**Special Modifications**  
Clarity 3  
Lore: Han’s “special modifications” for the Millennium Falcon included security mechanisms, deflector shields, hull plating, faster hyperdrive and enhanced weapons  
**EFFECT**  
[Premiere]  [U1]  
Text: Use 1 Force to deploy on any starship, to add 2 to its armor or maneuver. Or if Falcon with Han, Lands or Chewie plugging, also adds 2 to power and forfeit.  

**Surprise Assault**  
Lore: Imperial troops with strict orders are often caught off-guard by innovative Rebel ambushes, sneak attacks, or sabotage efforts.  
**LOST INTERRUPT**  
[Premiere]  [C2]  
Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your total destiny to opponent’s total power. Player with lowest total loses Force equal to the difference.  

**Tagge Seeker**  
Lore: Imperial military version of a “remote.” Programmed to stalk specific targets or secondary targets. Heat and light sensors track with total accuracy. Can stay away on starships.  
**AUTOMATED WEAPON**  
[Premiere]  [R2]  
Text: Use 1 Force to deploy on opponent’s side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When in the same location as Tagge or warrior of ability ≥ 3, choose one to be immediately lost. Seeker also lost.  

**Talz**  
Lore: Mubak is a typical male Talz from Alcor III, a system enslaved by the Empire. A Talz’s pair of eyes provides excellent night vision.  
**POWER: 1**  
Text: May forfeit in place of any other character hit by a weapon at same site, restoring that character to normal. Any Talz is power +2 under “nighttime conditions.”  
**DEPLOY: 1  FORFEIT: 4**  

**Targeting Computer**  
Clarity 3  
Lore: Specifically designed for use by Rebel starfighters. Assists pilots on torpedo runs. Automatically looks on pro-programmed target points.  
**DEVICE**  
[Premiere]  [U1]  
Text: Use 2 Force to deploy on any starship. Adds 1 to starship’s maneuver. If this starship is using a weapon during a battle, then may fire that weapon twice, separately or combined. Subtract 1 from each destiny draw when firing.
Tarkin Seeker

Lore: Military version of a 'remote.' Programmed to stalk specific targets orsecondary targets. Has heat and light sensors track with total accuracy. Can stay on starships.

AUTOMATED WEAPON

Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When at same location as Tarkin or alien of ability 3, choose one to be immediately lost. Seeker also lost.

• TATTOoine

LOCATION-SYSTEM

LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.

DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.

Icons: Planet, Parsec: 7

Tatooine Utility Belt


DEVICE

Text: Use 1 Force to deploy on any Rebel or alien. While on Tatooine, that character's power and forfeit are +2.

• TATTOoine: CANTINA

LOCATION-SITE

CORD: (1) Your Jawas deploy here for 1 force from you only, for free if Sandcrawler present.

DARK (1): Icons: Exterior, Planet

• TATTOoine: DOCKING BAY 94

LOCATION-SITE

LIGHT (1): Your docking bay transit from here requires 1 Force.

DARK (1): Your docking bay transit from here requires 2 Force.

Icons: Exterior, Interior, Planet, Scamp Link

• TATTOoine: DUNE SEA

LOCATION-SITE

CORD: (1) Total ability of 6 or more required for you to draw battle destiny here.

Icons: Exterior, Planet

• TATTOoine: JAWA CAMP

LOCATION-SITE

CORD: (1) Your Jawas deploy here for 1 force from you only, for free if Sandcrawler present.

DARK (1): Icons: Exterior, Planet

• TATTOoine: LAR'S MOISTURE FARM

Clarification

LOCATION-SITE

CORD: (1) Ben Lan and Luke display –1 here.

DARK (1): Add +1 to each of your weapon destiny draws here.

Icons: Exterior, Planet, Scamp Link

• TATTOoine: MOS ESLEY

LOCATION-SITE

CORD: (2): During your control phase, you may move free from here directly to Carida (or vice versa).

DARK (1): Icons: Exterior, Planet

• TATTOoine: OBi-WAN'S HUT

LOCATION-SITE

CORD: (2): Obi-Wan is deploy –3 here.

DARK (1): If you control, Force drain +1 here.

Icons: Interior, Planet

Thank The Maker

Lore: Reference to “One Who Creates,” used by droids in an atmosphericsway, C-3PO used phrase upon getting a much-needed cleansing of bath.

LOST INTERRUPT

Text: Use 1 Force during opponent's control phase if you have a droid on the table and were drained of at least 5 Force. Draw destiny. That number of cards are randomly selected and retrieved from your Lost Pile.

The Bith Shuffle

Lore: Figrin D'an and the Modal Nodes play at the Cantina with a distinctive rockin'motion. When Luke arrived, they were playing one of their favorite songs, "Mab About Us."

USED INTERRUPT

Text: Shuffle any player's Reserve Deck or Lost Pile or Used Pile.

The Force Is Strong With This One

Lore: Luke's piloting skills and Force abilities made his X-wing a difficult target for Darth Vader as they raced down the Death Star tarch.

LOST INTERRUPT

Text: If Luke and an Imperial with ability 2 are involved in the same battle, you may add one battle destiny (add 2 if Imperial is Vader).

This Is All Your Fault

Lore: "We seem to be made to suffer. It's our lot in life."

USED INTERRUPT

Text: Sacrifice (forfeit) a droid to cancel all attrition against you at same site this turn. OR Re-target an opponent's weapon to one of your droids at same site. If droid is lost, use original target's forfeit number.

Timer Mine

Lore: A time-activated explosive device designed to be placed by a mining droid. Typically used in ore and spice mines for demolition. Also has many military applications.

AUTOMATED WEAPON

Text: Deploy on opponent's side at same site as one of your mining droids. ‘Explodes’ at beginning of your next turn. Draw destiny. Number of opponent's characters there are immediately lost (owner's choice). Timer Mine is also lost.

Traffic Control

Lore: Expert traffic controllers coordinate launches faster than automated launch systems. Rebel bases scramble fighters quickly during Imperial attacks.

EFFECT

Text: Use 1 Force to deploy on your side of table. During your control phase, you may return any cards from your hand to the top of your Used Pile.

• Tusken Breath Mask

Lore: Sand People use a special mask to reclaim exhaust moisture in the hot, harsh environment of Tatooine. Protects by filtering blowing sand and dispelling excess heat.

EFFECT

Text: Deploy on any Tatooine site where you have just won a battle. Target one of your characters not at Tatooine. Upon reaching, target takes mask. While on Tatooine, target's power and forfeit are +2 and it has immunity to attrition of exactly 3.

Ultini!

Lore: Jewa trade language word for “Come here!” Jewa work communally and scavange for equipment.

USED INTERRUPT

Text: If one of your Jawas is at the same location as any Ultini Effect, ‘steal’ that Ultini Effect into your hand, to use or lose as your own. OR Cancel any Interrupt or Effect with ‘Jawa’ in the card name.

Vaporator


DEVICE

Text: Use 1 Force to deploy on any Tatooine site. Cannot be moved. Protects all characters at same site, or an adjacent site, from Gravel Sasm.

• Warrior’s Courage

Lore: Each Rebel soldier is driven by bravery and a belief in the Rebel Alliance’s ideal of freedom. Courageous and quick-thinking Rebels often defied Imperial legions.

LOST INTERRUPT

Text: If any warrior is defending a battle alone at a site, add one battle destiny. OR If Jess is defending a battle alone at a site, lose two battle destiny.

We’re Deeromed

Lore: Threepio’s many misadventures often threatened his continued operation. The lackluster protocol droid developed a healthy sense of cynicism, and a keen grasp of the obvious

USED INTERRUPT

Text: If you have less than 15 Life Force, play during opponent's control phase. For remainder of turn, each time you lose Force, the loss is cut in half (round up). If R2-Q2 or C-3PO on table, round down.

• WED-9-M1 'Bantha’ Droid

Clarification

LOCATION-SITE


CHARACTER-DROID

POWER: 1

MANSMAINTENANCEDROID

POWER: 0

Text: Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if 'bantha' is used at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors and may cancel Lateral Damage.

DEPLOY: 2 FORFEIT: 3

• Wioslea


CHARACTER-ALIEN

POWER: 1

ABILITY: 1

Text: During your control phase, may use 1 Force to target an opponent's unoccupied transport vehicle or droid present. Draw destiny. If destiny > target's destiny number, use Force equal to target's deployment cost to 'purchase' target (use as stolen).

DEPLOY: 1 FORFEIT: 2

X-wing

Lore: Model T-65 by Incom Corporation. Delivered to Alliance by defector design team. 12.5 meters long. Wings deploy in an ‘X’ position for better weapons cone coverage.

STARG UFFER: X-WING

POWER: 3 MANEUVER: 4 HYPERSPEED: 5

Text: Permanent pilot aboard provides ability of 1.

DEPLOY: 2 FORFEIT: 4

Icons: Pilot, Nav Computer, Scamp Link

Y-wing

Lore: Target Rebel Alliance fighter. BTL-S3 has room for a second pilot to assist weapons operations. 16 meters long. Built by Koonays.

STARG UFFER: Y-WING

POWER: 2 MANEUVER: 3 HYPERSPEED: 4

Text: May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1.

DEPLOY: 1 FORFEIT: 2

Icons: Pilot, Nav Computer, Scamp Link

• Yavin 4

LOCATION-SYSTEM

LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.

DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.

Icons: Planet, Parsec: 4

• Yavin 4: JUNGLE

LOCATION-SITE

LIGHT (1): A Rebel alone here battles power +2 and is immune to attrition.

DARK (1): If you control, Force drain +1 here.

Icons: Exterior, Planet

• Yavin 4: Docking Bay

LOCATION-SITE

LIGHT (2): If you control with a leader here, all Stormtroopers and TIEs on table are forfeit-1.

DARK (2): If you initiate a battle here, add one battle destiny.

Icons: Interior, Planet, Scamp Link

• Yavin 4: Massassi Throne Room

LOCATION-SITE

LIGHT (1): If this is your starting location, Light Side goes first in game.

DARK (2): If you control, Force drain +1 here.

Icons: Interior, Planet

• Yavin 4: Massassi War Room

LOCATION-SITE

LIGHT (2): If you control, a leader here, all Stromtroopers and TIEs on table are forfeit-1.

DARK (2): If you initiate a battle here, add one battle destiny.

Icons: Interior, Planet, Scamp Link

• Yavin Sentry

Lore: Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base’s main sensors.

EFFECT

Text: Use 2 Force to deploy at any Yavin 4 site. Destroys one of the following to affect site and adjacent sites while 'sentry' present: Opponent's deploy +1. OR Opponent's ability required for battle destiny +1. OR Your total power +1.

• Yerka Mig

Lore: An Imperial bureaucrat with high security clearance who resigned and fled in remorse after the occupation of his home planet, Rallit. Now a fugitive from the ISB.

EFFECT

Text: Deploy at any location. You may move Mig like a character. Target an opponent’s character, who may apprehend (cancel) Mig by reaching same location. Until then, during all battles at same and adjacent sites to Mig, opponent's total power is -1.

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**Star Wars™ Customizable Card Game™**

**PREMIERE DARK SIDE SPOILER LIST**

**-ID6-RA-7 (Fivesex)**
- Lore: Aide to Admiral Motti’s staff. Fault-tolerant and predictive, equipped by others. A spy for the ISB. Secretly investigates Imperial officers whose loyalties are in question.
  - CHARACTER-ORDE [Premiere] [R1]
  - POWER: 2
  - SERVANT DROID
  - Text: Power +1 if at same site as Motti or Yularen. Deploy +1 if all opponent’s droids (or ‘your’ droids) at same location. Immune to attrition during “nighttime conditions.”
  - DEPLOY: 4
  - FORFEIT: 5

**-Star Wars™ Lore: TIE/in fighter of pilot DS-61-3. Stylized image of Corellian slice-hound painted on interior walls.**
  - CHARACTER-DRONE [Premiere] [R2]
  - POWER: 6
  - MANEUVER: 5
  - LANDSPEED: 5
  - Text: Use 3 Force to deploy on your side of table. At any time, you may transfer one of your character weapons from any site to the Blaster-Racker. During your deployment phase, weapon may be transferred to your character on table for an expenditure of Force equal to the weapon’s deploy cost.
  - DEPLOY: 3
  - FORFEIT: 3

**-Black 2**
- Lore: TIE/in pilot assigned to plot DS-61-2. Has 27 ‘fames’ on cockpit, one for each Rebel kill. Control yoke has a holo of Mithels’ young son, Rejili. Student of Obi-Wan Kenobi. Was the best starpilot from Imperial Navy Academy on Carida.
  - LOCATION-SYSTEM [Premiere] [R2]
  - POWER: 2
  - ABILITY: 2
  - Force drain site. If this site is controlled by an opposing character, that character wins any battle against this ship. (Interrupt may be used during battle or emergencies.)
  - DEPLOY: 2
  - FORFEIT: 3

**-Lore:**
- “You’re far too trusting. Dantooine is too remote to make an effective surprise counterattack, such as when they halted Han Solo’s wild pursuit.”

**-Comlink**
- Lore: Hand-held communication device. Military comlinks have scrambling and variable frequency programming for secure communication during battle or emergencies.
  - DEVICE [Premiere] [U1]
  - Text: Use 1 Force to deploy on any character. If opponent has just initiated a battle or Force drain at Comlink’s location or an adjacent site, you may ‘react’ by deploying cards (at normal use of the Force) to that battle or Force drain location.

**-Lore:**
- “crush the Rebellion.”

**-Counter Assault**
- Lore: Imperial stormtroopers use tactical training to regroup and mount a surprise counterattack, such as when they halted Han Solo’s wild pursuit.
  - DEVICE [Premiere] [C1]
  - Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny to opponent’s power total. Player with lowest total loses Force equal to the difference.

**-DANTOINE**
- Lore: Imperial leaders are ruthlessly effective when working together through Tarkin, Motti and Tagge presented a deadly combination as they plotted to “crush the Rebellion.”

**-Dark Hour**
- Lore: After surviving Tarkin’s execution, kidnapping, threats of execution and the assault of the Interceptor droid, Princess Leia was asleep when her rescuers came.
  - EFFECT [Premiere] [U2]
  - Text: Select one tile under “nighttime conditions.” Target every character there (except droids) and draw one destiny each. If destiny + ability, character “sleeps” (power, force and ability 0), “game text” unavailable) until the end of your turn.

**-Dark Jedi Lightshaper**
- Lore: Multibilateral jewels focus light into a deadly blade. Projects a meter-long beam of pure energy. A lightsaber is constructed personally by a Jedi as a part of training.
  - CHARACTER WEAPON [Premiere] [U1]
  - Text: Add 2 to power of any starship or vehicle the opponent has present. Add 2 to power of all characters, starships and vehicles the opponent has present. (Interrupt may affect opponent’s current deployment.)

**-Dark Jedi Presence**
- Lore: A Dark Lord’s presence motivates Imperial troops. “See to it personally, Commander.”
  - EFFECT [Premiere] [R1]
  - Text: If one of your Dark Jedi is present during any battle, use 1 Force to cause all other Imperials there to battle at double power.

**-Dark Maneuvers**
- Lore: Imperial TIE fighters, while easily damaged, TIE very fast and agile. Sophisticated tactics are executed to take advantage of Rebel X-wing and Y-wing weaknesses.
  - EFFECT [Premiere] [C2]
  - Text: Add 2 to maneuver and 1 to power of any starfighter for the remainder of this turn. If it has hyperdrive, also add 2 to hyperspeed. (Interrupt may even affect the result immediately after a destiny draw targeting the starfighter’s maneuver.)

**-Darth Vader**
  - CHARACTER-IMPERIAL [Premiere] [R1]
  - POWER: 6
  - ABILITY: 6
  - Text: When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of any action he pilots (or 4 to power and 3 to maneuver if Vader’s Custom TIE). Immune to attrition.

**-Comlink**
- Lore: Hand-held communication device. Military comlinks have scrambling and variable frequency programming for secure communication during battle or emergencies.
  - DEVICE [Premiere] [C1]
  - Text: Use 1 Force to deploy on any character. If opponent has just initiated a battle or Force drain at Comlink’s location or an adjacent site, you may ‘react’ by deploying cards (at normal use of the Force) to that battle or Force drain location.

**-Counter Assault**
- Lore: Imperial stormtroopers use tactical training to regroup and mount a surprise counterattack, such as when they halted Han Solo’s wild pursuit.
  - DEVICE [Premiere] [C1]
  - Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny to opponent’s power total. Player with lowest total loses Force equal to the difference.

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- Lore: Multibilateral jewels focus light into a deadly blade. Projects a meter-long beam of pure energy. A lightsaber is constructed personally by a Jedi as a part of training.
  - CHARACTER WEAPON [Premiere] [U1]
  - Text: Add 2 to power of any starship or vehicle the opponent has present. Add 2 to power of all characters, starships and vehicles the opponent has present. (Interrupt may affect opponent’s current deployment.)

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**-Darth Vader**
  - CHARACTER-IMPERIAL [Premiere] [R1]
  - POWER: 6
  - ABILITY: 6
  - Text: When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of any action he pilots (or 4 to power and 3 to maneuver if Vader’s Custom TIE). Immune to attrition.

**-Comlink**
- Lore: Hand-held communication device. Military comlinks have scrambling and variable frequency programming for secure communication during battle or emergencies.
  - DEVICE [Premiere] [C1]
  - Text: Use 1 Force to deploy on any character. If opponent has just initiated a battle or Force drain at Comlink’s location or an adjacent site, you may ‘react’ by deploying cards (at normal use of the Force) to that battle or Force drain location.

**-Counter Assault**
- Lore: Imperial stormtroopers use tactical training to regroup and mount a surprise counterattack, such as when they halted Han Solo’s wild pursuit.
  - DEVICE [Premiere] [C1]
  - Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny to opponent’s power total. Player with lowest total loses Force equal to the difference.

**-DANTOINE**
- Location: Dantooine. Twitter: http://twitter.com/palitwarrior
- Clarification
  - Leader
  - Icons: Pilot, Warrior
  - Custom TIE). Immune to attrition < 5.
  - Icons: Pilot, Warrior

**-Premiere Spoiler List – Dark Side**
Lore: Imperial officers are issued-coded cylinders which access computer information via Scourp links. Each cylinder is coded to the officer's own security clearance.

LOCATION-PLANET [Premiere] [U2]
TEXT: Turn this card face-up. If the opponent has two cards or less in hand, opponent must discard any one of them. Then draw one card of your Reserve Deck to both players. If it is a vehicle or starship, card is moved to opponent's side of board. If it is a character, card is moved to opponent's Lost Pile.

LOCATION-SYSTEM [Premiere] [U2]
TEXT: If the opponent has two cards or less in hand, opponent must immediately lose 2 Force (4 if it is your turn). If the opponent has Fusion Generator Supply Tanks aboard a starship, loss is reduced by 2.

LOCATION-SPACE [Premiere] [R2]
TEXT: If any Imperial leader is present with a Scoon link, you may: Glance (see below) for the opponent's hand. If opponent is a pilot, draw 3 cards from opponent's hand and discard them.

LOCATION-SYSTEM [Premiere] [Premiere] [R2]
TEXT: If opponent just forfeited or lost a character, use 1 Force to regenerate one of your own characters. Return the character chosen to the top of your Lost Pile into your hand.

LOCATION-SPACE [Premiere] [U1]
TEXT: If opponent just forfeited or lost a character, use 1 Force to regenerate one of your own characters. Return the character chosen to the top of your Lost Pile into your hand.

LOCATION-SPACE [Premiere] [U1]
TEXT: If you control, Kessel Run is canceled.

LOCATION-SPACE [Premiere] [R2]
TEXT: If any warrior is defending a battle alone at a site, add one battle destiny. OR If Tagge is defending a battle alone at a system or sector, add two battle destiny.

LOCATION-SYSTEM [Premiere] [C1]
TEXT: If your opponent has no more than one card in hand, you may: Use 1 Force to draw one card from opponent's hand and place it on the bottom of your hand.
Deploy on your side of table. For each unit of ability you have present

**Effect**

Premiere | C2

Ponda Baba

Clarification

Lore: A male Quara (or fingered Aqualish). Thug, smuggler and partner of Dr. Evazan. Has a poor quality cybernetic arm replacement.

**Character**

Premiere | C2

Aryon of Tatooine. Tailed Jabba and his thugs to Docking Bay 94 when they confronted Han Solo.

**Device**

Premiere | C2

**Effect**

Premiere | C1

Presence of The Force

Lore: A location is affected by the history of the events which occur there. The Force... "binds the galaxy together" and has an ebb and flow.

**Effect**

Premiere | R1

Lore:取消 one Interrupt (or one 'react') by drawing a destiny < ability of your highest-ability Character on table. OR Cancel one Alter card just played.

**Effect**

Premiere | U1

Presence of The Force

Lore: "I sense something. A presence I've not felt since..."

**Effect**

Premiere | U1

Presence of The Force

Lore: "...I bring the galaxy together" and has an ebb and flow.

**Effect**

Premiere | U1

Cancel one Interrupt (or one 'react') by drawing a destiny < ability of your highest-ability Character on table. OR Cancel one Alter card just played.

**Effect**

Premiere | C2

Premiere

Lore: Warren-like smuggler. Protect against Tusken Raiders, krayt dragons, etc. 36 meters long, 17 meters tall. Originally mining vehicles. No two alike.

**Transport Vehicle**

Premiere | R2

Array

Lore: A re-generating, primitive, violent, desert dwelling, fearless, mercenary-joining, Lin'aar-befriending, cytoplasmic Abyss from Byss. Calling him 'moron' will start a fight.

**Character**

Premiere | U2

Lore: Player's Deck or Last Pile or Used Pile.

**Device**

Premiere | R2

Lore: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.

**Effect**

Premiere | C3

Lore: A male Quara (or fingered Aqualish). Thug, smuggler and partner of Dr. Evazan. Has a poor quality cybernetic arm replacement.

**Character**

Premiere | C1

San Dook

Lore: "I sense something. A presence I've not felt since..."

**Effect**

Premiere | U1

Cancel one Interrupt (or one 'react') by drawing a destiny < ability of your highest-ability Character on table. OR Cancel one Alter card just played.

**Effect**

Premiere | C2

Premiere

Lore: Warren-like smuggler. Protect against Tusken Raiders, krayt dragons, etc. 36 meters long, 17 meters tall. Originally mining vehicles. No two alike.

**Transport Vehicle**

Premiere | R2

Array

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**Character**

Premiere | U2

Lore: Player’s Deck or Last Pile or Used Pile.

**Device**

Premiere | R2

Lore: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.

**Effect**

Premiere | C3

Lore: Player’s Deck or Last Pile or Used Pile.

**Device**

Premiere | R2

Lore: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.

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**Effect**

Premiere | C3

Lore: Player’s Deck or Last Pile or Used Pile.

**Device**

Premiere | R2

Lore: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.

**Effect**

Premiere | C3

Lore: Player’s Deck or Last Pile or Used Pile.

**Device**

Premiere | R2

Lore: While aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.

**Effect**

Premiere | C3

Lore: Player’s Deck or Last Pile or Used Pile.
• TATOOINE: DOCKING BAY 94  
LOCATION-SITE  
[Premier]  
[C2]  
DARK (1): If Vader or Obi-Wan are present at same site, use 2 Force to discard the top 4 cards from your opponent's Used Pile.  
LIGHT (1): May add 1 to your Force drain here.  
[Icons: Exterior, Planet, Scomp Link]

• TATOOINE: JAWA CAMP  
LOCATION-SITE  
[Premier]  
[C1]  
DARK (1): If your Tusken Raiders here are each forfeit +1. If you control, Force drain +1 here.  
LIGHT (1): Total ability of 6 or more required for you to draw battle destiny here.  
[Icons: Exterior, Planet]

• TATOOINE: JUNDLAND WASTES  
LOCATION-SITE  
[Premier]  
[C1]  
DARK (1): Your Tusken Raiders here are each forfeit +1. If you control, Force drain +1 here.  
LIGHT (1): Total ability of 6 or more required for you to draw battle destiny here.  
[Icons: Exterior, Planet, Scomp Link]

• TATOOINE: MOS EISLEY  
LOCATION-SITE  
[Premier]  
[C1]  
DARK (2): Your spies, thieves, bounty hunters and smugglers are each power and forfeit +1 here.  
LIGHT (1): (none)  
[Icons: Exterior, Planet, Scomp Link]

Text: Twice during each of your control phases, may use 2 Force to draw 2 destiny for 2 chances at a destiny = 2. If successful, may steal or destroy up to 2 weapons or 2 devices present. (Targeted as one character, but requires double Force to use landspeeder.)  
DEPLOY: 2  FORFEIT: 2  
Icons: Warror #2

Tinto Duba  
5  
Lore: A Skiffshaper, a near-human race. Have ability to blend unnoticed into crowds. Tinto profits from turning lawbreakers over to Imperial authorities.  
USED INTERRUPT  
[Premier]  
[U1]  
Text: If there are cards in your opponent's Used Pile during your battle phase, draw one destiny. All cards there with the same destiny number are lost.  
Trooper Charge  
5  
Lore: Imperial troopers are fearless and totally indiscriminated. Backed by the most powerful weapons and starships in the galaxy, they tend to consider themselves invincible.  
LOST INTERRUPT  
[Premier]  
[U2]  
Text: Select one of your troopers in a battle to make a ‘charge’. If that trooper is a Death Star Trooper, it is power +3 the battle +3 if any other trooper, power +2. However, that trooper must be forfeited at end of battle.  
Turbolaser Battery  
Clariication  
Lore: High-powered blasters. Require power generators, cryogenic cooling units and large crews. More effective against capital starships than starfighters.  
STARFIGHTER: TIE/LN  
[Premier]  
[C2]  
DEPLOY: 2  FORFEIT: 3  
Icons: Exterior, Interior, Planet, Scomp Link

The Circle Is Now Complete  
Clarification  
6  
Lore: Vader and Obi-Wan Kenobi fought a final lightsaber duel near Hangar Bay 327 on the Star. "When I left you I was only the learner; now I am the master."  
LOST INTERRUPT  
[Premier]  
[R1]  
Text: If Vader, Tarkin, Motti or Tagge is lost, use 2 Force to retrieve one of them from the Lost Pile, OR use Force to force them through your Reserve Deck and take Vader, Tarkin, Motti, or Tagge into your hand. Shuffle deck, cut and replace.

The Empire's Back  
3  
Lore: "No star system will dare oppose the Emperor now."  
LOST INTERRUPT  
[Premier]  
[U1]  
Text: If Vader, Tarkin, Motti or Tagge is lost, use 2 Force to retrieve one of them from the Lost Pile, OR use Force to force them through your Reserve Deck and take Vader, Tarkin, Motti, or Tagge into your hand. Shuffle deck, cut and replace.

TIE Advanced x1  
3  
Lore: TIE advanced x1 fighter boasting improved power, stronger shields, armored hull and enhanced weapons. Deployed to elite Imperial Navy pilots.  
STALKER: TIE ADVANCED x1  
[Premier]  
[U2]  
POWER: 2  MANEUVER: 2  HYPERSPEED: 2  
TEXT: Permanent pilot aboard provides ability of 1.  
DEPLOY: 2  FORFEIT: 3  
Icons: Pilot, Nav Computer

TIE Fighter  
1  
Lore: TIE or Tion Ion Engine. TIE/ln model is Empire's most common fighter. Quick and maneuverable. Solar-panel wings supplement power generator. Built by Sienar Fleet Systems.  
STALKER: TIE/LN  
[Premier]  
[C2]  
POWER: 1  MANEUVER: 3  NO HYPERSOND  
TEXT: Deploy -1 to same system as any Imperial capital starship. Permanent pilot aboard provides ability of 1.  
DEPLOY: 1  FORFEIT: 2  
Icons: Pilot

TIE Scout  
4  
STALKER: TIE/Sc  
[Premier]  
[C2]  
POWER: 1  MANEUVER: 1  HYPERSPEED: 5  
TEXT: May add 1 [Pier] and 1 passenger, or 2 passengers. Permanent pilot aboard provides ability of 1.  
DEPLOY: 2  FORFEIT: 3  
Icons: Pilot, Nav Computer

Timer Mine  
2  
Lore: A timer-activated explosive device designed to be placed by a mining droid. Originally used in ore and spice mines for demolition. Altered for weapons. Long-range sensor and communications array. Scouts for Rebel activity.  
STALKER: AUTOMATED WEAPON  
[Premier]  
[C2]  
POWER: 2  ABILITY: 2  
TEXT: Deploy on opponent's side at same site as one of your mining droids. ‘Explodes’ at beginning of next turn. Draws destiny. That number of opponent's characters there are immediately lost (owner's choice). Timer Mine is also lost.

• Tonniia Sisters Errata  
2  
CHARACTER-DROID  
[Premier]  
[R1]  
POWER: 2  ABILITY: 2

Text: May add 1 to Force to draw a battle destiny at a site. add 1 to power and add one battle destiny. OR if any other Imperial with ability > 2 is defending a battle destiny at a site, add one battle destiny.

Characters  

• Vader's Lightsaber  
Clariication  
Lore: Darth Vader's armored mask and life-support system provide him with extraordinary physical protection in duels and battles, in addition to his Dark Jedi combat skill.  
LOST INTERRUPT  
[Premier]  
[R1]  
Text: If Vader is defending a battle alone at a site, add 1 to power and add one battle destiny. OR if any other Imperial with ability > 2 is defending a battle destiny at a site, add one battle destiny.

We're All Gonna Be A Lot Thinner!  
6  
Lore: Trash compactors crush waste before it is jettisoned into space. Magnetically sealed to prevent leakage. R2-D2 saved the day by shutting down compactor 3203827.  
LOST INTERRUPT  
[Premier]  
[R1]  
Text: Everything in Trash Compactor is crushed (loot).

WED15-1682 Treadwell Droide  
Clariication  
Lore: Standard treadwell droide. This one, also known as 'Eyesixsixtoo', is typical of the thousands of droides which repair and maintain heavy machinery and starfighters.  
CHARACTER-DROID  
[Premier]  
[R2]  
POWER: 1  MAINTENANCE DROID  
TEXT: Adds immunity to attrition < 2 to all your vehicles and droide at same location. Also, if ‘treadwell’ droide is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors.  
DEPLOY: 2  FORFEIT: 3

• Wruher  
3  
Lore: Gruff, surly, no-blasters-allowed bartender. Hates droids. "We don't serve their kind here." Wants to concoct the perfect drink for Jabbie so he can work as his personal bartender.  
CHARACTER-ALIEN  
[Premier]  
[U2]  
POWER: 2  ABILITY: 1  
TEXT: If at the beginning of your control phase any weapons or droide are present at same site, all of them are lost. If in the Cantina, all weapons and droide there immediately lost.  
DEPLOY: 2  FORFEIT: 3

• YAVIN 4: DOCKING BAY  
LOCATION-SITE  
[Premier]  
[C2]  
DARK (1): Your docking bay transit from here requires 1 Force.  
LIGHT (1): (none)  
Icons: Exterior, Interior, Planet, Scomp Link

• YAVIN 4: JUNGLE  
LOCATION-SITE  
[Premier]  
[U2]  
DARK (1): An Imperial alone here battles at power +2 and is immune to attrition.  
LIGHT (1): (none)  
Icons: Exterior, Planet

You Overestimate Their Chances  
4  
Lore: "Is that the way of the true Jedi?"  
LOST INTERRUPT  
[Premier]  
[C1]  
TEXT: If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser. OR Triple the result of Don't Underestimate Our Chances.  
Your Eyes Can Deceive You  
5  
Lore: "With this blast shield down, I can't even see. How am I supposed to fight?"  
EFFECT  
[Premier]  
[U1]  
TEXT: Deploy beside either player's Lost Pile. That pile is turned face down. Cards from that player's Life Force may not be viewed when they are lost.  
Your Powers Are Weak, Old Man  
5  
Lore: "You should not have come back."  
LOST INTERRUPT  
[Premier]  
[R1]  
TEXT: During any battle involving both Vader and Obi-Wan, you may add one battle destiny. OR Destroy (cancel) all cards in hand before attacking.  
DEPLOY: 2  FORFEIT: 0

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