

REFLECTIONS III LIGHT SIDE SPOILER LIST

•A Close Race 0
 Lore: Poodoo.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. If you just lost a Podrace, your Force loss is limited to half the difference between the winning race total and your highest race total (round up). While you occupy three battlegrounds, Watto's Box is suspended.
 Icons: Episode I

•A Remote Planet 5
 Lore: In unfamiliar and potentially hostile territory, Qui-Gon knew that success would require patience and caution.
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. At Tatooine battleground sites, your Force drains are +1 and opponent's cards with ability are deploy -1. While Padmé at a Tatooine battleground site, opponent's Force drains at related sites are -1. Place Effect in Used Pile if canceled.
 Icons: Episode I

•A Tragedy Has Occurred 0
 Lore: Senator Palpatine was quick to point out the aggressions of the Trade Federation in front of the Galactic Senate.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Once per game, may use 1 Force to stack one Interrupt just played here. To play any new interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free.
 Icons: Episode I

•Aim High 0
 Lore: The destruction of a command vehicle negatively impacts Imperial battle efficiency.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Whenever opponent retrieves X cards, opponent must first use X Force or that retrieval is canceled. (X is equal to the full amount of Force allowed to be retrieved, regardless of the number of cards in opponent's Lost Pile.)

•An Unusual Amount Of Fear 0
 Lore: The peacekeepers of the galaxy are not to be taken lightly.
 STARTING EFFECT [Reflections 3] [PM]
 Text: Before any starting cards are revealed, deploy on table with up to 10 cards from outside your deck face-down under here. Cards under here do not count toward your deck limit. Three times per game, may play a Defensive Shield from here, as if from hand.
 Icons: Episode I

•Another Pathetic Lifeform 0
 Lore: Young Obi-Wan has much to learn about the living Force. Patience with others is also high on that list.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. While opponent has a non-unique alien or non-unique starfighter in battle, opponent may not draw more than two battle destiny.
 Icons: Episode I

•Armament Dismantled 6
 Lore: Divide and conquer.
 EFFECT [Reflections 3] [PM]
 Text: Use 4 Force (or 1 Force if Obi-Wan is armed with a lightsaber) to deploy on table if Maul present with Obi-Wan. (Obi-Wan may not move that turn.) Maul's lightsaber may add only 1 to Force drains, and may be 'swung' only once per battle. (Immune to Alter.)
 Icons: Episode I

•Battle Plan 0
 Lore: Even though the landing of the stolen shuttle was successful, the Rebel strike team on Endor was forced to rethink their plans when Leia disappeared.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. For either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site and a battleground system.

•Chewie, Enraged 3
 Lore: **Smuggler.** Very few people need to be told that angry Wookiees should be given a wide berth.
 CHARACTER-REBEL [Reflections 3] [PM]
 POWER: 9 ABILITY: 2 ARMOR: 4 + X
 Text: X = number of Imperials present. While with Han or Leia, adds 2 to your battle destiny draws here. During your turn, target one Imperial per power < 5 present. Targets game text canceled for remainder of turn. End of your turn: ★ Use 2 or ⚔ Lose 1 or ♣.
 DEPLOY: 6 FORFEIT: 6
 Icons: Pilot, Warrior

•Clinging To The Edge 5
 Lore: There are some times, more than others, when you should not look down.
 USED INTERRUPT [Reflections 3] [PM]
 Text: If opponent's Dark Jedi with at least one combat card just initiated lightsaber combat against your Jedi with none, draw 3 destiny and choose 2 to use for lightsaber combat destiny. You may take other card into hand, or return it to top of Reserve Deck.
 Icons: Episode I

•Colo Claw Fish 4
 Lore: The colo claw fish's front end is dominated by a large snout covered with two large eyes that can see deep into the murky depths. Able to survive due to its exceptional vision.

EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Cancels Opee Sea Killer. While no card here, you may place a card from hand face-up here. If you just drew weapon or battle destiny, you may exchange it for card here, which then counts as that destiny draw. (Immune to Alter.)
 Icons: Episode I

•Darth Maul's Demise 6
 Lore: Despite coming face to face with the first Sith to be seen in a millennia, the young Padawan was still a force to be reckoned with.
 USED INTERRUPT [Reflections 3] [PM]
 Text: If your [Episode I] Jedi just defeated Maul in lightsaber combat, draw destiny. Add 2 if Qui-Gon out of play. If total > 6, place Maul out of play and you may search your Lost Pile and take any one card into hand. (Immune to Sense.)
 Icons: Episode I

•Desperate Times 4
 Lore: Han's best tactic when outnumbered? Shoot first and don't worry about asking questions later.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: During a battle where your opponent has more characters participating than you, fire (for free) one blaster that cannot fire repeatedly, even if that blaster was already fired this battle. Add 1 to your total weapon destiny.

•Diversionary Tactics 0
 Lore: Rebel pilots understand that what they lack in numbers, they must make up for in strategy. They often use diversions to remove dangerous opponents from a conflict.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: If your starfighter with a pilot character aboard is in a battle, target an opponent's starfighter present that has no characters aboard. For remainder of battle, both starfighters are power = 0, and target starfighter is forfeit = 0. (Immune to Sense.)

•Do, Or Do Not 0
 Lore: A Jedi may choose to intervene in the natural course of events, but must accept responsibility for the consequences.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays 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.

•Don't Do That Again 0
 Lore: The Jedi won't tolerate silly behavior for very long.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Once per game may take any Immediate Effect into hand from Reserve Deck; reshuffle. While opponent occupies no battleground systems, Mobilization Points is suspended.
 Icons: Episode I

•Echo Base Sensors 5
 Lore: "The sensors are in place. You'll know if anything comes around."
 EFFECT [Reflections 3] [PM]
 Text: Deploy on North Ridge if Main Power Generators on table. When opponent deploys a character or vehicle to a marker site, activate 1 Force and that card may not move that turn. Effect lost if opponent occupies an Echo site, or your Ice Storm on table. (Immune to Alter.)

•Energy Walls 5
 Lore: Theed security protocol proved to be a deciding variable in the duel of the fates.
 IMMEDIATE EFFECT [Reflections 3] [PM]
 Text: During your control phase, deploy on Theed Palace Generator Core. No more than one character may deploy to here each turn, and characters may not move to or from here. Immediate Effect lost at end of opponent's turn.
 Icons: Episode I

•Ewok Celebration 5
 Lore: "Na na, beeha na nooooooooooooooooooowa."
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. At Endor sites where you have an Ewok, your characters are forfeit and defense value +1 (+3 if you have two Ewoks at that site.) In battles at Endor sites where all your ability is provided by Ewoks, add one battle destiny. (Immune to Alter.)

•Fall Of A Jedi 6
 Lore: The blow, when it came, was lightning swift and fatal. But Qui-Gon's death gave new life to his former Padawan.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: If your Jedi was just defeated in lightsaber combat, you may either: Reveal a Dark Jedi's combat cards and place one in opponent's Lost Pile (return others). OR Place Qui-Gon out of play and take [Episode I] Obi-Wan into hand from Lost Pile or Reserve Deck; reshuffle.
 Icons: Episode I

•Han, Chewie, And The Falcon 2
 Lore: Although temperamental, this trusty hunk of junk always seems to perform for its proud owner and his Wookiee co-pilot when needed the most.
 STARFIGHTER: HEAVILY MODIFIED LIGHT FREIGHTER
 POWER: 4 MANEUVER: 6 HYPERSPEED: 7
 Text: Permanent pilots are •Han and •Chewie: provide ability of 5, add one battle destiny, and add 5 to power. Immune to attrition < 6, Come With Me, and Lateral Damage. End of your turn: ★ Use 3 or ♣.
 DEPLOY: 6 FORFEIT: 8
 Icons: Pilot x2, Nav Computer, Scamp Link

•He Can Go About His Business 0
 Lore: "You can go about your business."
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Cancels Responsibility Of Command and You Overestimate Their Chances. While Brangus Glee on table, once per turn you may search opponent's Lost Pile and place all docking bays found there out of play.

•Horace Vancil 3
 Lore: Part of Amidala's advisory council, Horace monitors political crises, as well as providing the Queen with information regarding the current economic state of the city.
 CHARACTER-REPUBLIC [Reflections 3] [PM]
 POWER: 2 ABILITY: 2
 Text: Deploys -1 on Naboo. While at Theed Palace Throne Room, once during your control phase may reveal one card (random selection) from opponent's hand. Opponent must place card in Used Pile or lose 1 Force.
 DEPLOY: 2 FORFEIT: 5
 Icons: Episode I

•Inner Strength 0
 EPIC EVENT [Reflections 3] [PM]
 Text: Deploy on table. You may not play Sorry About The Mess or Clash Of Sabers. During any deploy phase, you may place one card face-down under one of your Jedi. (These are that character's combat cards.) No character may have more than two combat cards at once. Instead of drawing lightsaber combat destiny or duel destiny, your participating character may use one of his combat cards. Place character's combat cards in owner's Used Pile when used (or if that character leaves table).
 Icons: Episode I

•Jar Jar's Electropole 7
 Lore: Jar Jar had to be instructed on how to use an electropole prior to the battle on the great grass plains. It's not his weapon of choice.
 CHARACTER WEAPON [Reflections 3] [PM]
 Text: Deploys on Jar Jar. May 'throw' (place in Used Pile) to target a character, creature or vehicle. Draw destiny. If destiny +2 > defense value, target is landspeed = 0 and power -2 for remainder of turn.
 Icons: Episode I

•Jedi Leap 3
 Lore: Obi-Wan's youth combined with his Jedi training meant that he was not to be dispatched easily.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: During your deploy phase, lose 1 Force to relocate [Episode I] Obi-Wan to an adjacent Naboo site. OR Raise your converted interior Theed Palace site to the top.
 Icons: Episode I

•Lando Calrissian, Scoundrel 5
 Lore: With a silvery tongue or a rapid-fire blaster, Lando prides himself on being able to get out of tight situations. Is at his best when cornered.
 CHARACTER-REBEL [Reflections 3] [PM]
 POWER: 6 ABILITY: 3 FORCE-ATTUNED
 Text: Text: Adds one battle destiny. If opponent initiates battle at same location, retrieve 1 Force and add its destiny number to Lando's power, or power of Falcon he is piloting. End of your turn: ★ Use 1 or ⚔ Lose 2 or ♣.
 DEPLOY: 5 FORFEIT: 7
 Icons: Pilot, Warrior

•Lando's Not A System, He's A Man 5
 Lore: Lando Calrissian has quite a reputation amongst gamblers and smugglers. This is not always a good thing.
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Once per turn, may target a character present with [Cloud City] Lando. For remainder of turn, target is forfeit = 0. During battle on Cloud City, you may use X Force (maximum 3) to add X to your total battle destiny. (Immune to Alter.)

•Leia, Rebel Princess 3
 Lore: After attracting Luke's attention and then Han's attention, Leia should not have been surprised when she got more attention than desired from Jabba.
 CHARACTER-REBEL [Reflections 3] [PM]
 POWER: 3 ABILITY: 4 FORCE-SENSITIVE
 Text: Twice per game, may place top card of Lost Pile on top of Reserve Deck to cancel a Force drain at a related site. Unless opponent's non-alien character present, opponent's total ability at same site = 0. Immune to attrition < 5 if with Luke, Han or Jabba.
 DEPLOY: 4 FORFEIT: 7
 Icons: Warrior

•Let's Keep A Little Optimism Here 0
 Lore: The heroes of the Rebellion know that where there is life, there is hope.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays 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. (Renegade planet is defined on the Objective card Imperial Occupation.)

•NABOO: THEED PALACE GENERATOR [Reflections 3] [PM]
 LOCATION-SITE
 LIGHT (2): Your Jedi are power +2 here.
 DARK (2): Your Dark Jedi are power +1 here. Force drain -1 here.
 Icons: Interior, Planet, Episode I

THEED PALACE PREVIEW FOILS

•NABOO: THEED PALACE GENERATOR CORE
 LOCATION-SITE [Reflections 3] [PM]
 LIGHT (3): Any characters of ability < 5 'hit' here (and all cards on them) are placed in owner's Used Pile.
 DARK (2): Any characters of ability < 5 'hit' here (and all cards on them) are placed in owner's Used Pile.
 Icons: Interior, Planet, Episode I

•Obi-Wan Kenobi, Jedi Knight 1
 Lore: Padawan learner promoted to Jedi Knight after his encounter with Darth Maul. Has sworn to train Anakin Skywalker, even if the Jedi Council forbids it.
 CHARACTER-REPUBLIC [Reflections 3] [PM]
 POWER: 6 ABILITY: 6 JEDI KNIGHT
 Text: Deploys -2 to Naboo. Power +2 if Maul present. If Qui-Gon is participating in lightsaber combat and Obi-Wan is present, Qui-Gon may use Obi-Wan's combat cards. Immune to Sniper and attrition < 5.
 DEPLOY: 7 FORFEIT: 8
 Icons: Warrior, Episode I

•Obi-Wan's Lightsaber 2
 Lore: Constructed by Obi-Wan himself, this Padawan's lightsaber was responsible for tearing an ancient Sith weapon in half.
 CHARACTER WEAPON [Reflections 3] [PM]
 Text: Deploy on [Episode I] Obi-Wan. May add 1 to Force drain if present at a Naboo battleground. May target a character or creature for free. Draw two destiny. Add 1 if targeting a Dark Jedi. Target hit, and its forfeit = 0, if total destiny > defense value.
 Icons: Episode I

•Only Jedi Carry That Weapon 0
 Lore: An elegant weapon for a more civilized age.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. For opponent to steal a weapon from target character using a non-[Episode I] card, must first draw destiny. If destiny +1 > target's ability, weapon stolen. Otherwise, attempt fails and stealing card is placed out of play.
 Icons: Episode I

•Opee Sea Killer 3
 Lore: The opee sea killer catches its prey with a long, flexible tongue. It uses camouflage to assist in hunting prey, as well as avoiding larger predators like the sanda aqua monster.
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Cancels Sanda Aqua Monster. While no card here, may place an opponent's just-drawn battle destiny face-up here. If opponent just drew battle destiny with the same card title as card here, place both cards in opponent's Lost Pile. (Immune to Alter.)
 Icons: Episode I

•Ounee Ta 0
 Lore: Jabba's decadent behavior makes him susceptible to deception. Leia and Lando exploited this weakness, posing as Jabba's kind of scum.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. At each opponent's ♦ site, your Rebels are each deploy -2 and your Force generation is +1.

•Planetary Defenses 0
 Lore: Key installations are protected from bombardment by a complex network of early-warning sensors, emergency shields and fast-response fighters.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on any interior site. This location may not be targeted by Proton Bombs.
 Icons: Episode I

•Qui-Gon Jinn, Jedi Master 1
 Lore: Jedi Master ordered by the Jedi Council to return to Naboo to seek out the mysterious "dark warrior" that he had encountered on Tatooine.
 CHARACTER-JEDI MASTER [Reflections 3] [PM]
 POWER: 6 ABILITY: 7 JEDI MASTER
 Text: : Deploys -2 to Naboo. Qui-Gon's game text may not be canceled. When Qui-Gon wins a lightsaber combat, adds 2 to opponent's Force loss. Once per game, may lose 2 Force to deploy a lightsaber on Qui-Gon from Lost Pile. Immune to attrition.
 DEPLOY: 8 FORFEIT: 9
 Icons: Warrior, Episode I

•Qui-Gon's Lightsaber 5
 Lore: This lightsaber bore silent witness to the death of two great warriors in the same day. One a Jedi, one a Sith.
 CHARACTER WEAPON [Reflections 3] [PM]
 Text: Deploy on Qui-Gon or [Episode I] Obi-Wan. Adds 1 to this character's lightsaber combat total. May target a character for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value (if hit target is a Dark Jedi, opponent also loses 1 Force).
 Icons: Episode I

•Sanda Aqua Monster 5
 Lore: The sanda aqua monster is quite a mystery to Naboo oceanographers. A reclusive predator by nature, this undersea giant appears to have no natural enemies.
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Cancels Opee Sea Killer and Colo Claw Fish. While no card here, you may draw destiny and place it face-up here. If you are about to draw a card for weapon or battle destiny, you may instead use card here, then place it in Lost Pile. (Immune to Alter.)
 Icons: Episode I

•Sio Bibble 3
 Lore: Governor of Naboo. After initially opposing Amidala in her campaign to become Naboo's elected ruler, Sio Bibble is now one of her most ardent supporters.
 CHARACTER-REPUBLIC [Reflections 3] [PM]
 POWER: 2 ABILITY: 2 POLITICS: 1
 Text: Agenda: order. While at same site as Amidala, your Force generation is +2 here. While on Naboo, subtracts one from opponent's Force drains at adjacent sites, and your other Republic characters present are power +1.
 DEPLOY: 2 FORFEIT: 5
 Icons: Episode I

•Strike Blocked 3
 Lore: At times it was calculated defense, at others it was simply survival.
 USED INTERRUPT [Reflections 3] [PM]
 Text: Take top card of Force Pile into hand. OR If opponent just revealed a combat card, it is canceled (place in opponent's Used Pile) and opponent must draw destiny instead (that destiny is reduced by 1). OR Cancel Maul Strikes, Dark Strike, or You Are Beaten.
 Icons: Episode I

•Ultimatum 0
 Lore: "Jabba! This is your last chance. Free us or die."
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. While you occupy at least 3 battlegrounds or opponent occupies no battlegrounds, you lose no more than 2 Force from each Force drain or 'insert' card.

We'll Handle This / Duel Of The Fates
 OBJECTIVE [Reflections 3] [PM]
 [Front Side] 0
 Deploy Theed Palace Generator Core, Theed Palace Generator, and Inner Strength.

While this side up, opponent may not Force drain where opponent has a Dark Jedi, and your Force drains at Naboo sites where you have a Jedi may not be canceled. Once during your control phase, may target one opponent's character present with your Jedi at an interior Theed Palace site. Target is lost.

Flip this card if an opponent's Dark Jedi is present at an interior Naboo battleground site.

[Back Side] 7
 While this side up, you may not Force drain or initiate a battle at any location where you have a Jedi. Once during your move phase, your Jedi may initiate a lightsaber combat against an opponent's Dark Jedi present: Each player draws 2 destiny. Loser (lowest total) loses 2 Force (cannot be reduced). If difference is 5 or greater, lost Force must come from Reserve Deck, and losing character is lost.
 Flip this card and retrieve 1 Force if opponent has no Dark Jedi present at any interior Naboo battleground.
 Icons: Episode I

•Weapon Of A Fallen Mentor 6
 Lore: Darth Maul's complacency in what seemed like imminent victory over the Padawan was his downfall. That, and the lightsaber of Obi-Wan's fallen teacher.
 IMMEDIATE EFFECT [Reflections 3] [PM]
 Text: If your non-[Permanent Weapon] lightsaber was just lost (or stolen) from a site, deploy on your character of ability > 4 at same site. Relocate that lightsaber to this character, who may use that lightsaber, and it may not be stolen. (Immune to Control.)
 Icons: Episode I

•Wise Advice 0
 Lore: The guidance of experienced Jedi allowed Luke to confront Vader.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Your Immediate Effects may play for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile.

•Yoda, Master Of The Force 4
 Lore: **Jedi Council Member.** "More to say have you?"
 CHARACTER-JEDI MASTER [Reflections 3] [PM]
 POWER: 3 ABILITY: 7 JEDI MASTER
 Text: Deploys only to Naboo or Coruscant. Once per game, may take a Sense, Control, or Alter into hand from Reserve Deck; reshuffle. Your Jedi present are immune to attrition < 4 (or < 5 if a Jedi Council member). Immune to attrition.
 DEPLOY: 4 FORFEIT: 7
 Icons: Episode I

•Your Insight Serves You Well 0
 Lore: Luke knew that while the dark side was quicker and more seductive, eventually evil would turn on itself.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Cancels Scanning Crew. If an 'insert' card was just inserted or revealed, it is canceled.

•Your Ship? 0
 Lore: Han was not sure if Lando had forgiven him for winning the Millennium Falcon. As the old gamblers' saying about sabacc goes: "Win the game, lose a friend."
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Cancels A Dangerous Time. Each player may play only one card with "sabacc" in title each turn. You may cancel an opponent's card with "sabacc" in title by losing 1 Force from hand.

•Amidala's Blaster (Foil) 6
 Lore: Amidala's ability as a warrior is underestimated by those who encounter her. With her weapon of choice, she often uses this fact to her advantage.
 CHARACTER WEAPON [Theed Palace] [PV]
 Text: Deploy on Amidala. May target a character or creature for free. Draw destiny. Character is power and forfeit = 0 if destiny > defense value. Creature lost if destiny +2 > defense value.
 Icons: Episode I

•Gimme A Lift! (Foil) 6
 Lore: Jar Jar Binks's courage on the battlefield put quite a thorn in the Trade Federation's side. Many believed it wasn't actually courage.
 USED INTERRUPT [Theed Palace] [PV]
 Text: Relocate Jar Jar to a battle just initiated at an adjacent site. OR Increase Jar Jar's landspeed by 1 for remainder of turn. OR If Jar Jar on Brisky Morning Munchen, take him into hand.
 Icons: Episode I

•They Win This Round (Foil) 5
 Lore: The Queen realized that you must give up one battle in order to have an advantage in the next.
 IMMEDIATE EFFECT [Theed Palace] [PV]
 Text: If opponent just Force drained you at a location, deploy on that location. Opponent's Force drains here are +1. Your battle destiny draws here are +1 If you control this location, may place Immediate Effect in Used Pile to retrieve 4 Force. (Immune to Control.)
 Icons: Episode I

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REFLECTIONS III DARK SIDE SPOILER LIST

•A Useless Gesture 0
 Lore: Imperial officers aboard the Death Star considered the Rebellion a minor threat.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Cancels Don't Underestimate Our Chances. When opponent plays an Interrupt and has 3 smugglers on table, if that Interrupt is placed in Lost Pile, place it out of play. Ketwol may exchange a docking bay only once per game.

•Allegations Of Corruption 0
 Lore: With the Republic groaning under the weight of its own bureaucracy, senators accuse, bicker, and fight to further their own agendas.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Once per game, may use 1 Force to stack one Interrupt just played here. To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack, even if Interrupt is normally free.
 Icons: Episode I

•Aurra Sing's Blaster Rifle 7
 Lore: Aurra Sing's weapon of choice when she isn't using an opponent's lightsaber against them. Targeting mechanism is so complex only Aurra Sing can decipher it.
 CHARACTER WEAPON [Reflections 3] [PM]
 Text: Deploy on Aurra Sing. May target a character or creature for free. Target loses all immunity to attrition for remainder of turn. Draw destiny. Target hit if destiny +1 > defense value. Jedi hit by Aurra Sing are power = 0 for remainder of battle.
 Icons: Episode I

•Battle Order 0
 Lore: Administration of the Imperial installation on Endor includes coordination of troops on the ground and tight security provided by the Empire's space fleet.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Unless Battle Plan on table, for either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site and a battleground system.

•Bib Fortuna 3
 Lore: Twi'lek who serves as Jabba's major-domo. First to discover the profitability of ryll spice found on Ryloth.
 CHARACTER-ALIEN [Reflections 3] [PM]
 POWER: 3 ABILITY: 1
 Text: While with Jabba, power +3 and, during your draw phase, may use 1 Force to count the number of cards in your Force Pile, place your Force Pile in your Used Pile, and then activate Force up to the counted number.
 DEPLOY: 2 FORFEIT: 3
 Icons: Episode I

•Blizzard 4 4
 Lore: Staffed by an experienced crew. Blizzard 4's role in all engagements is to seek out new terrain uncovered by the initial offense thrust and unload troops to hold it.
 COMBAT VEHICLE: AT-AT [Reflections 3] [PM]
 POWER: 8 ARMOR: 4 LANDSPEED: 1
 Text: May add 6 passengers. Permanent pilots provide ability of 4. When deployed, you may deploy (for free) an Imperial warrior aboard of your Reserve Deck; reshuffle. End of your turn: ★ Use 1 or ♣.
 DEPLOY: 5 FORFEIT: 5
 Icons: Pilot x2, Scomp Link

•BLOCKADE FLAGSHIP: HALLWAY
 LOCATION-SITE [Reflections 3] [PM]
 DARK (1): If you occupy, Force generation +1 here, and opponent's characters may not move from here.
 LIGHT (1): Your Jedi deploy +2 here.
 Icons: Interior, Mobile, Starship Site, Episode I

•Blow Parried 3
 Lore: Offense may win battles, but defense keeps you alive long enough to mount an offense.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: Take top card of Force Pile into hand. OR If opponent just revealed a combat card, it is canceled (place in opponent's Used Pile) and opponent must draw destiny instead (that destiny is reduced by 1). OR Cancel Glancing Blow, Clash Of Sabers, or Obi-Wan's Journal.
 Icons: Episode I

•Boba Fett, Bounty Hunter 3
 Lore: The most feared bounty hunter in the galaxy. Justifiably, his fee is as large as his reputation.
 CHARACTER-ALIEN [Reflections 3] [PM]
 POWER: 7 ABILITY: 3 ARMOR: 5
 Text: Text: Adds 3 to power of anything he pilots. Adds one battle destiny if with your alien or Imperial (or adds two battle destiny if with your bounty hunter or Vader). Immune to attrition < 5. End of your turn: ★ Use 2 or ♣ Lose 2 or ♣.
 DEPLOY: 5 FORFEIT: 6
 Icons: Pilot, Warrior

•Colo Claw Fish 4
 Lore: The colo claw fish's front end is dominated by a large snout covered with two large eyes that can see deep into the murky depths. Able to survive due to its exceptional vision.

EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Cancels Opee Sea Killer. While no card here, you may place a card from hand face-up here. If you just drew weapon or battle destiny, you may exchange it for card here, which then counts as that destiny draw. (Immune to Alter.)
 Icons: Episode I

•Come Here You Big Coward 0
 Lore: "Chewie! Come here!"
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. While you occupy a battleground and opponent occupies less than two battlegrounds, cancel: Asteroid Sanctuary, opponent's Force drains at non-battleground locations, and opponent's Force retrieval.

•Conduct Your Search 5
 Lore: "...and bring his companions to me."
 EFFECT [Reflections 3] [PM]
 Text: Deploy on table. Once per turn, you may take a non-Interrupt card with "door" in title into hand from Reserve Deck; reshuffle. At Endor sites where you have a scout, Rebel scouts are power -1 and forfeit -3. (Immune to Alter.)

•Crossfire 0
 Lore: Scout walker pilots are trained to set up a deadly heavy fire zone. This tactic can be disrupted by enemy weapons fire.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. S-folds and Maneuvering Flaps are suspended where you have either a weapon present or a starship (or vehicle) with maneuver > 3 present.

•Dark Rage 5
 Lore: While Qui-Gon meditated to regain strength lost during the ferocious duel, Darth Maul paced impatiently outside the energy barrier like a caged krayt dragon.
 LOST INTERRUPT [Reflections 3] [PM]
 Text: If opponent just initiated a duel, use 3 Force to cancel it. OR Take Deep Hatred into hand from Reserve Deck; reshuffle. OR If Maul has no combat cards, place an opponent's combat card (random selection) in opponent's Used Pile. (Immune to Sense.)
 Icons: Episode I

•Deep Hatred 0
 EPIC EVENT [Reflections 3] [PM]
 Text: Deploy on table. You may not play Sniper or You Are Beaten. During any deploy phase, you may place one card face-down under one of your Dark Jedi. (These are that character's combat cards.) No character may have more than two combat cards at once. Instead of drawing lightsaber combat destiny or duel destiny, your participating character may use one of his combat cards. Place character's combat cards in owner's Used Pile when used (or if that character leaves the table).
 Icons: Episode I

•Do They Have A Code Clearance? 0
 Lore: Imperial officers are always on the lookout for Rebel espionage.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. If opponent just retrieved Force using an Interrupt or Utinni Effect, you may place that card here. Opponent's Force retrieval is reduced by X, where X = number of cards here.

•Energy Walls 4
 Lore: Theed security protocol proved to be a deciding variable in the duel of the fates.
 IMMEDIATE EFFECT [Reflections 3] [PM]
 Text: During your control phase, deploy on Theed Palace Generator Core. No more than one character may deploy to here each turn, and characters may not move to or from here. Immediate Effect lost at end of opponent's turn.
 Icons: Episode I

•Fanfare 0
 Lore: The Boonta Eve crowds are always looking for new and exciting developments at every Podrace.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. Cancels Order To Engage and Scramble. Once per game you may take any Immediate Effect into hand from Reserve Deck; reshuffle. While opponent occupies no battleground systems, Slaving Areas is suspended.
 Icons: Episode I

•Fear Is My Ally 0
 Lore: Maul's arsenal includes much more than simple combat training.
 STARTING EFFECT [Reflections 3] [PM]
 Text: Before any starting cards are revealed, deploy on table with up to 10 cards from outside your deck face-down under here. Cards under here do not count toward your deck limit. Three times per game, may play a Defensive Shield from here, as if from hand.
 Icons: Episode I

•Force Push 5
 Lore: A fully-trained Sith warrior has more weapons at his disposal than just a lightsaber.
 USED INTERRUPT [Reflections 3] [PM]
 Text: Target opponent's Jedi with at least one combat card present with your Dark Jedi. Reveal one of target's combat cards (random selection). If revealed card's destiny > 4, place it on top of opponent's Reserve Deck. Otherwise, lose 1 Force. (Immune to Sense.)
 Icons: Episode I

•Jabba Desilijic Tiure 3
 Lore: **Gangster** and **leader** in control of Tatooine. The amount of credits Jabba earns from Podracing is said to be vast, but only Bib Fortuna knows the exact number.
 CHARACTER-ALIEN [Reflections 3] [PM]
 POWER: 3 ABILITY: 3 FORCE-ATTUNED
 Text: While at Podrace Arena, once during your control phase may 'wager'. Both players draw destiny and add 2 if they have won a Podrace. Loser (lowest total) loses 1 Force. If you just won the wager and Bib Fortuna is present, you may retrieve 1 Force.
 DEPLOY: 3 FORFEIT: 5
 Icons: Episode I

•Leave Them To Me 0
 Lore: "I will deal with them myself."
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays 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. (Subjugated planet is defined on the Objective card Local Uprising.)

Let Them Make The First Move / At Last We Will Have Revenge
 OBJECTIVE [Reflections 3] [PM]
[Front Side] 0
 Deploy *Theed Palace Generator Core*, *Theed Palace Generator*, and *Deep Hatred*.

While this side up, opponent may not Force drain where opponent has a Jedi, and your Force drains at Naboo sites where you have a Dark Jedi may not be canceled. Once during your control phase, may target one opponent's character present with your Dark Jedi at an interior Theed Palace site. Target is lost.

Flip this card if an opponent's Jedi present at an interior Naboo battleground site.

[Back Side] 7
 While this side up, you may not Force drain or initiate battle at any location where you have a Dark Jedi. Once during your move phase, your Dark Jedi may initiate lightsaber combat against an opponent's Jedi present: Each player draws 2 destiny. Loser (lowest total) loses 2 Force (cannot be reduced). If difference is 5 or greater, lost Force must come from Reserve Deck, and losing character is lost.

Flip this card and retrieve 1 Force if opponent has no Jedi present at any interior Naboo battleground.
 Icons: Episode I

•Lord Maul 1
 Lore: Sent by Darth Sidious to Naboo in order to assist the Trade Federation in their blockade there. His confrontation with Obi-Wan and Qui-Gon would impact history forever.
 CHARACTER-DARTH MAUL [Reflections 3] [PM]
 POWER: 7 ABILITY: 6 DARK JEDI
 Text: Deploys -2 to Naboo. While with Qui-Gon, your battle destinies here are each +1. When Maul wins a lightsaber combat, adds 2 to opponent's Force loss. Immune to Disarmed, Clash Of Sabers, and attrition < 5 (or < 6 if armed with a lightsaber).
 DEPLOY: 8 FORFEIT: 8
 Icons: Pilot, Warrior, Episode I

•Maul's Double-Bladed Lightsaber 1
 Lore: Maul's double-bladed lightsaber was actually two lightsabers fused into one. Only after years of training could Maul finally wield this powerful weapon, which hasn't been used in ages.
 CHARACTER WEAPON [Reflections 3] [PM]
 Text: Deploy on Maul. Adds 1 to Maul's lightsaber combat total. May lose 1 Force to add 2 to Force drain where present. Twice per battle, may target a character. Draw two destiny. Target hit, and its forfeit = 0, if total > defense value. May not be stolen.
 Icons: Episode I

•NABOO: THEED PALACE GENERATOR
 LOCATION-SITE [Reflections 3] [PM]
 DARK (2): Your Dark Jedi are power +2 here.
 LIGHT (2): Your Jedi are power +1 here. Force drain -1 here.
 Icons: Interior, Planet, Episode I

•NABOO: THEED PALACE GENERATOR CORE
 LOCATION-SITE [Reflections 3] [PM]
 DARK (3): Any characters of ability < 5 'hit' here (and all cards on them) are placed in owner's Used Pile.
 LIGHT (2): Any characters of ability < 5 'hit' here (and all cards on them) are placed in owner's Used Pile.
 Icons: Interior, Planet, Episode I

•No Escape 0
 Lore: Jabba's influence is not easily ignored. Neither are his voracious and vile appetites. Even Jedi soon learn this lesson.
 DEFENSIVE SHIELD [Reflections 3] [PM]
 Text: Plays on table. At opponent's 0 site where opponent's creature present, you may deploy without presence or Force icons, and your Force generation there is +1.

•No Match For A Sith 4
 Lore: Lightsaber duels are so fast and furious that Jedi don't plan their offensive strategy, but instead rely on instinct and their ability to sense an opponent's next strike.
 LOST INTERRUPT [Reflections 3] [PM]

Text: If Maul armed with a lightsaber in battle, use 2 Force to draw two destiny. Opponent draws two destiny. If any of your destinies equal any of opponent's destinies, opponent's Jedi is power = 0 for remainder of battle.
Icons: Episode I

•Opee Sea Killer 3
Lore: With a vicious array of pointed teeth, the opee sea killer is a fearsome hunter. When outmatched in size, it uses small crevices to avoid bigger predators.
EFFECT [Reflections 3] [PM]
Text: Deploy on table. Cancels Sando Aqua Monster. While no card here, may place an opponent's just-drawn battle destiny face-up here. If opponent just drew battle destiny with the same card title as card here, place both cards in opponent's Lost Pile. (Immune to Alter.)
Icons: Episode I

•Oppressive Enforcement 0
Lore: The Imperial fleet keeps a tight grip on the systems under its control. Abuses and excesses by local citizens are not tolerated.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. Your Immediate Effects may play for free. Whenever opponent cancels your card with Sense or Alter, place that canceled card in Used Pile.

•Prepare For A Surface Attack 5
Lore: Ruthless and well-equipped for both air and ground assault, Vader's feared Death Squadron came to the icy Rebel Base with total domination in mind.
EFFECT [Reflections 3] [PM]
Text: Deploy on table. Your Force drains at Hoth sites may not be canceled. Once per turn, if you just deployed an AT-AT to a Hoth site, you may deploy (at -2) a Star Destroyer to the Hoth system (or vice versa) from Reserve Deck; reshuffle. (Immune to Alter.)

•Qui-Gon's End 5
Lore: While Qui-Gon spent years maintaining peace, Maul was sharpening his combat skills. Those years of training came to fruition in one fateful moment.
IMMEDIATE EFFECT [Reflections 3] [PM]
Text: Deploy on a site where Maul just defeated Qui-Gon in lightsaber combat. Place Qui-Gon out of play. While Obi-Wan at this site, his lightsaber combat total is +2 and opponent loses 1 Force at the end of each of your turns. (Immune to Control.)
Icons: Episode I

•Resistance 0
Lore: Oola had to choose between giving in to Jabba's constant advances or resisting him and inciting his wrath.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. While you occupy at least 3 battlegrounds or opponent occupies no battlegrounds, you lose no more than 2 Force from each Force drain or "insert" card.

•Sando Aqua Monster 5
Lore: Huge creature that is feline in nature and moves on its hind legs. Slow movement makes it difficult for the monster to feed but whenever a confrontation arises it always wins.
EFFECT [Reflections 3] [PM]
Text: Deploy on table. Cancels Colo Claw Fish. While no card here, you may draw destiny and place it face-up here. If you are about to draw a card for weapon or battle destiny, you may instead use card here, then place it in Lost Pile. (Immune to Alter.)
Icons: Episode I

•Secret Plans 0
Lore: Imperial computer systems are equipped with complex algorithms designed to prevent access by unauthorized users.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. If opponent is about to retrieve X Force, opponent must first use X Force or that retrieval is canceled. (X is equal to the full amount of Force allowed to be retrieved, regardless of the number of cards in opponent's Lost Pile.)

Stormtrooper Garrison 4
Lore: The Imperial Navy's ruthless shock troops. The distinctive white armor of the stormtrooper is recognized throughout the galaxy as a feared occupational force.
CHARACTER-IMPERIAL [Reflections 3] [PM]
POWER: 8 **ABILITY:** 1 **ARMOR:** 3
Text: Imperial leaders present may not be targeted by weapons. While with an Imperial leader, adds one battle destiny. While at an opponent's site, Force drain +1 here (or +2 if also a Rebel Base). End of your turn: ★ Use 1 or ♣ Lose 1 or ♠.
DEPLOY: 6 **FORFEIT:** 4
Icons: Warrior

•The Ebb Of Battle 5
Lore: Lightsaber confrontations are a complex dance of feints, strikes, parries and footwork. Mistakes are rarely forgiven.
USED INTERRUPT [Reflections 3] [PM]
Text: Activate 1 Force. OR Add 1 to your just-drawn duel destiny. OR If under your Dark Jedi as one of that character's combat cards, reveal to opponent and place in your Lost Pile to cancel an opponent's Force drain.
Icons: Episode I

•The Hutts Are Gangsters 5
Lore: "If they discovered her..."
EFFECT [Reflections 3] [PM]
Text: Deploy on table. While Amidala with Jabba, her game text is canceled. While you occupy an [Episode I] Tatooini site with [Episode I] Jabba, once per turn you may place a card from hand in your Used Pile to draw a card from Reserve Deck. (Immune to Alter.)
Icons: Episode I

•There Is No Try 0
Lore: "Always with you what cannot be done."
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays 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.

•They Must Never Again Leave This City 5
Lore: Vader's plans were to turn the city in the clouds into a graveyard for the Rebellion.
Effect [Reflections 3] [PM]
Text: Deploy on table. Opponent's movement from a Bespin location to a non-Bespin location requires +1 Force. Once per game, Executor deploys for free to Bespin system. Once per turn, may take into hand a TIE just forfeited from a Bespin location.

•Thok & Thug 5
Lore: Jabba the Hutt knew that having a big, strong, dumb guard was good, but having lots of them is better.
CHARACTER-ALIEN [Reflections 3] [PM]
POWER: 8 **ABILITY:** 1 **ARMOR:** 4
Text: Deploys -2 to a Jabba's Palace site. If opponent just initiated battle, may use X Force (limit 2) to add twice X to power. Your alien leaders present may not be targeted by weapons. End of your turn: ★ Use 2 or ♣ Lose 1 or ♠.
DEPLOY: 7 **FORFEIT:** 5
Icons: Warrior

•Through The Corridor 3
Lore: Obi-Wan was anxious, Qui-Gon was patient, and Maul was angry.
LOST INTERRUPT [Reflections 3] [PM]
Text: If opponent just initiated battle against Maul where opponent has two Jedi, cancel that battle and you may relocate one of those Jedi (your choice) to any adjacent site. That Jedi may not move for remainder of turn. (Immune to Sense.)
Icons: Episode I

•Unsalvageable 5
Lore: With mounting pressure from superior forces, the Rebellion sometimes has to abandon its crippled equipment in order to simply get its personnel out alive.
USED INTERRUPT [Reflections 3] [PM]
Text: During your turn, target an opponent's unpiloted starship present at a system, or an opponent's unpiloted vehicle. Target is lost (along with any cards aboard it). OR Cancel Hyper Escape, Power Pivot, or Out Of Commission.

•We'll Let Fate-a Decide, Huh? 0
Lore: Qui-Gon was not one to leave the success of an elaborate plan to chance.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. Cancels Frozen Assets and Beggar. Each player may play only one card with "sabacc" in title each turn. You may cancel an opponent's card with "sabacc" in title by losing 1 Force from hand.
Icons: Episode I

•Weapon Of A Sith 0
Lore: In order to use his double-bladed weapon Maul trained under Darth Sidious for years.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. For opponent to steal a weapon from target character using a non-[Episode I] card, must first draw destiny. If destiny +1 > target's ability, weapon is stolen. Otherwise, attempt fails and stealing card is placed out of play.
Icons: Episode I

•Where Are Those Droidekas?! 4
Lore: When two Jedi are attempting to breach your bridge, even a destroyer droid's response time seems far too slow.
EFFECT [Reflections 3] [PM]
Text: Deploy on table. While no card here, may cancel a Force drain by placing a non-unique destroyer droid here from Reserve Deck; reshuffle. During your deploy phase, may use 5 Force to deploy (for free) a destroyer droid from here, as if from hand.
Episode I

•Wipe Them Out, All Of Them 0
Lore: Darth Sidious' command was merciless and direct. He left no room for misinterpretation.
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. While opponent has a non-unique alien or non-unique starfighter in battle, opponent may not draw more than two battle destiny.
Icons: Episode I

•You Cannot Hide Forever 0
Lore: "Give yourself to the dark side. It is the only way you can save your friends."
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. If an "insert" card was just inserted or revealed, it is canceled.

•You've Never Won A Race? 0
Lore: "Not even finished?"
DEFENSIVE SHIELD [Reflections 3] [PM]
Text: Plays on table. Unless opponent occupies three battlegrounds, I did it! is suspended. If Sebulla's Podracer on table, your Force loss from Boonta Eve Podrace is reduced by X, where X = number of battlegrounds you occupy.
Icons: Episode I

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THEED PALACE PREVIEW FOILS

•After Her! (Foil) 5
Lore: "This one's a decoy!"
IMMEDIATE EFFECT [Theed Palace] [PV]
Text: If opponent just Force drained you at a location, deploy on that location. Opponent's Force drains here are +1. Your battle destiny draws here are +1. If you control this location, may place Immediate Effect in Used Pile to retrieve 4 Force. (Immune to Control.)
Icons: Episode I

•Naboo Occupation (Foil) 5
Lore: Battle droid armies require less credits to maintain than the average soldier. Trade Federation tactics are designed to take advantage of these numbers.
EFFECT [Theed Palace] [PV]
Text: Deploy on table. During your draw phase, may use 3 Force: until end of next turn, opponent generates no Force at Naboo sites you control with a battle droid. Place Effect in Lost Pile if you have no battle droids on Naboo. (Immune to Alter.)
Icons: Episode I

•Rolling, Rolling, Rolling (Foil) 5
Lore: The Colcooids from Colla IV modeled destroyer droids after themselves in that they can roll up into a ball and move swiftly into a conflict.
USED INTERRUPT [Theed Palace] [PV]
Text: Take any non-unique destroyer droid into hand from Reserve Deck; reshuffle. OR During your deploy phase, relocate your destroyer droid to an adjacent site.
Icons: Episode I

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