

FIRST ANTHOLOGY SPOILER LIST

LIGHT SIDE

- Commander Wedge Antilles** 3
 Lore: Promoted to commander for his heroism in the Battle of Yavin.
Leader in charge of training new pilots assigned to Echo Base. Piloted Rogue 3 in the battle of Hoth.
 CHARACTER-REBEL [SE Preview] [PM]
 POWER: 3 ABILITY: 2
 Text: Adds 3 to the power on any starship he pilots. On Rogue 3, also adds 2 to maneuver and draws one battle destiny if not able to do otherwise. May use 2 force to search through your reserve deck and take 1 "One More Pass" into hand, shuffle, cut and replace.
 DEPLOY: 3 FORFEIT: 6
 Icons: Pilot, Warrior
- Hit And Run** 3
 Lore: Many pilots for the Rebellion learned their skills using modified T-47s and other airspeeders. Being able to weave in and out of combat has become second nature to them.
 LOST INTERRUPT [SE Preview] [PM]
 Text: Just after the weapons phase of a battle, you may move any of all of your starships there away, at normal use of the Force. ('Hit' cards must still be lost.)
- X-wing Assault Squadron** 2
 Lore: A squadron of X-wings ran interference for Y-wings during their assault on the Death Star. Keeping a tight formation dramatically increased the squadron's efficiency.

SQUADRON: X-WING [SE Preview] [PM]
 POWER: 9 MANEUVER: 4 HYPERSPEED: 5
 Text: *Replaces 3 X-wings at one location (X-wings go to Used Pile). Permanent pilots aboard provide total ability of 3.
 DEPLOY: * FORFEIT: 12
 Icons: Pilot x3, Nav Computer x3, Scomp Link x3

DARK SIDE

- Boba Fett** *Clarification* 1
 Lore: Infamous **bounty hunter**. Hired to help Jabba intimidate debtors and smugglers. Crack shot. Mandalorian armor and jet pack provide protection and flight capability.
 CHARACTER-ALIEN [SE Preview] [PM]
 POWER: 3 ABILITY: 2 ARMOR: 5
 Text: Adds 2 to power and 1 to maneuver of anything he pilots. May deploy -1 as a 'react' to same site as a gangster or smuggler. When firing weapons, any 'hit' characters are forfeit = 0. May 'fly' (landspeed = 3). Immune to attrition <3.
 DEPLOY: 5 FORFEIT: 4
 Icons: Pilot, Warrior
- Death Star Assault Squadron** 1
 Lore: Notoriety gained during the assaults on Ralltiir and Mon Calamari makes this the most feared squadron in the Empire. Defended the Death Star during the Battle of Yavin.
 SQUADRON: 1 TIE AD x1, 2 TIE/LNs [SE Preview] [PM]

POWER: 3 MANEUVER: 3 NO HYPERSPEED
 Text: Permanent pilots aboard are •Darth Vader, •DS-61-2 and •DS-61-3, who provide total ability of 10 and add 9 to total power of •Vader's Custom TIE, •Black 2 and •Black 3.
 DEPLOY: 12 FORFEIT: 10
 Icons: Vader, Pilot x2

•Jabba's Influence 3
 Lore: Jabba makes offers one cannot refuse. Smugglers, thieves and competitors who do not acquiesce have been rumored to wake up with a bantha's head in their bed.
 EFFECT [SE Preview] [PM]
 Text: Deploy on one of your gangsters or bounty hunters. Once during each of your control phases, if present with an opponent's smuggler or character of ability = 1, may use 3 Force. Opponent must use 5 Force or that character returns to opponent's hand.

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

SECOND ANTHOLOGY SPOILER LIST

LIGHT SIDE

- Rapid Deployment** 5
 Lore: General Solo's strike team was made up of the Alliance's finest ground troops.
 LOST INTERRUPT [Endor Preview] [PM]
 Text: At the beginning of your deploy phase, if you occupy an Endor or rebel base site, deploy up to 5 troopers there from Reserve Deck (those troopers deploy -1) and reshuffle. You may not deploy any other characters or starships this turn.
- Mon Calamari Star Cruiser** 1
 Lore: Mon Cal MC80 cruiser. Originally a civilian ship. Converted to military use following the liberation of Mon Calamari from the Empire.
 CAPITAL: MON CALAMARI STAR CRUISER
 POWER: 7 ARMOR: 5 HYPERSPEED: 3
 Text: Deploys only at Mon Calamari or any Rebel Base. May add 5 pilots, 6 passengers, 1 vehicle and 3 starfighters. Has ship-docking capability. Permanent pilot aboard provides ability of 2.
 DEPLOY: 8 FORFEIT: 9 [DSII Preview] [PM]
 Icons: Pilot, Nav Computer, Scomp Link
- Mon Mothma** 1
 Lore: Native of Chandrila. **Leader** of the Alliance. A former member of the Imperial Senate where she was a formidable opponent of then-Senator Palpatine. Friend of Bail Organa.

CHARACTER-REBEL [Endor Preview] [PM]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: While at your war room, subtracts 1 from each opponent's battle destiny at all system locations and adds 2 to forfeit of all non-unique rebels. During your deploy phase, may deploy one non-unique Rebel from Reserve Deck and reshuffle.
 POWER: 5 FORFEIT: 8

DARK SIDE

- Flagship Operations** 5
 Lore: "There's too many of them!"
 EFFECT [DSII Preview] [PM]
 Text: Deploy on any Star Destroyer if at least 5 Executor sites on table. Your TIEs are deploy -1, forfeit +2 and destiny +2. At systems where you have a TIE, your Imperial capital starships are deploy -3 and your battle destiny draws are +1 each. (If on Executor, immune to Alter.)
- Sarlacc** 2
 Lore: Very patient predator in the Dune Sea. Tentacles can grab prey up to four meters away. Digests victims for 1000 years. Often fed prisoners by Jabba the Hutt.
 ANCIENT DESERT CREATURE [SE Preview] [PM]
 POWER: * TENTACLES: 12

Text: * Ferocity = 4 + destiny. Habitat: Great Pit Of Carkoon. If Sarlacc eats a captive, may retrieve 1 Force for each of your aliens here. Anything eaten by Sarlacc is placed out of play.
 DEPLOY: 4 FORFEIT: 0

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

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

THIRD ANTHOLOGY SPOILER LIST

LIGHT SIDE

- A New Secret Base** 5
 Lore: Due to constant Imperial pursuit, Alliance engineers became adept at constructing new facilities quickly.
 EFFECT [3rd Anthology] [PM]
 Text: Deploy on 1st marker. Yavin 4 locations do not count for Imperial Decree. S-foils and your 'insert' cards are canceled. Once during each of your turns, may take up to two sites (or one site and one Effect) with 'Echo' in title or one planet system with two [Light] icons into hand from Reserve Deck; reshuffle. (Immune to Alter.)
- Artoo-Detoo In Red 5** 0 or 7
 Lore: R2-D2 saved Luke and his starfighter more times than the young pilot could count.
 STARFIGHTER: X-WING [3rd Anthology] [PM]
 POWER: 3 MANEUVER: 4 HYPERSPEED: 5
 Text: May add 1 pilot. Permanent astromech aboard is "R2-D2, who adds 2 to power, maneuver and hyperspeed. Luke of ability < 5 deploys free aboard. Immune to attrition < 5 when Luke piloting.
 DEPLOY: 4 FORFEIT: 5
 Icons: Nav Computer, Scamp Link
- Echo Base Garrison** 4
 Lore: "All troop carriers will assemble at the North Entrance. The heavy Transport ships will leave as soon as they're loaded."
 EFFECT [3rd Anthology] [PM]
 Text: Deploy on table. Rogue T-47s are immune to attrition < 4 (or < 6 if matching pilot aboard). Once during each of your turns, may take one maintenance droid, Bacta Tank, Lone Rogue, [Hoth] Luke, [Special Edition] Wedge, Zev or Hobbie into hand from Reserve Deck; reshuffle.

- Massassi Base Operations / One In A Million** [3rd Anthology] [PM]
 OBJECTIVE 0
[Front Side]
 Deploy Yavin 4 system and Yavin 4: Docking Bay.
 For remainder of game, you may not play Revolution or Force drain at Yavin 4 sites or sectors.
While this side up, you generate no more than 1 Force from each Yavin 4 site. Once during each of your deploy phases, may deploy one Yavin 4 site from Reserve Deck; reshuffle. Each Imperial is deploy +2 to Yavin 4.
Flip this card if you control three Yavin 4 sites.
Place out of play if Yavin 4 is "blown away."
[Back Side] 7
While this side up, may deploy Death Star system without completing Death Star Plans. Once during each of your deploy phases, may take one Rebel Tech, Death Star system, Attack Run or Proton Torpedoes into hand from Reserve Deck; reshuffle. Your total power is +3 in battles at systems. If Death Star is "blown away," adds 3 to Force lost for each opponent's Death Star site and, for remainder of game, your Force drains at battleground systems where you have a starfighter present with a pilot character aboard are each +2.
- Prisoner 2187** 1
 Lore: Princess Leia Organa, Alderaanian senator. Targeted by Vader for capture and interrogation. The Dark Lord of the Sith wanted her alive.
 CHARACTER-REBEL [3rd Anthology] [PM]
 POWER: 4 ABILITY: 3 FORCE-ATTUNED
 Text: Deploys only if Rescue The Princess on table. May not be transferred while imprisoned. Adds 2 to your Force drains here. For remainder of game, your objective cannot be placed out of play and, if Leia not on table, flip Sometimes I Amaze Even Myself.
 DEPLOY: 0 FORFEIT: 6
 Icons: Warrior

DARK SIDE

- Set Your Course For Alderaan / The Ultimate Power In The Universe** [3rd Anthology] [PM]
 OBJECTIVE 0
[Front Side]
 Deploy Death Star and Alderaan systems and Docking Bay 327.
 For remainder of game, Revolution is canceled and Commence Primary Ignition may target only Alderaan, Yavin 4, Hoth or a Subjugated planet.
While this side up, once during each of your deploy phases, may take one card with "Death Star" in title into hand from Reserve Deck; reshuffle. You may not Force drain at Alderaan system. At Death Star sites, your Force drains and battle damage against you are canceled.
Flip this card if Alderaan is "blown away."
[Back Side] 7
While this side up, once during each of your deploy phases, may deploy one battleground system from Reserve Deck; reshuffle. Your Star Destroyers deploy -2 (or -1 if Victory class) to Death Star system. Your Force drains at battleground systems where you have a Star Destroyer are each +2 (or +1 if Victory class). If Yavin 4 system is "blown away," adds 3 to Force lost for each opponent's Yavin 4 site. **Place** out of play if Death Star is "blown away."

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