

CORUSCANT LIGHT SIDE SPOILER LIST

A Tragedy Has Occurred 5
 Lore: Senator Palpatine was quick to point out the aggressions of the Trade Federation in front of the Galactic Senate.
 EFFECT [Coruscant] [U]
 Text: Deploy 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. (Immune to Alter.)
 Icons: Episode I

*****A Vergence In The Force** 5
 Lore: "A vergence, you say?"
 IMMEDIATE EFFECT [Coruscant] [U]
 Text: If you just lost more than 2 Force to a Force drain, deploy on opponent's location. You lose no more than 1 Force from Force drains here. At any time, you may place Immediate Effect in Used Pile to draw two cards from top of Reserve Deck.
 Icons: Episode I

••All Wings Report In & •Darklighter Spin 5
 USED OR LOST INTERRUPT [Coruscant] [R]
 USED: Take one unique (*) unpiloted starfighter into hand from Reserve Deck; reshuffle. LOST: During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your unique (*) starfighter in that battle.

Alter 4
 Lore: The Force can be used to affect the things around a Jedi. "Always remember, your focus determines your reality."
 LOST INTERRUPT [Coruscant] [U]
 Text: Target an Effect, Utinni Effect, or Political Effect (even if just being deployed), and one of your characters on table. Draw destiny. If destiny < ability of character, target Effect is canceled. OR Cancel Sense.
 Icons: Episode I

•Another Pathetic Lifeform 5
 Lore: Young Obi-Wan has much to learn about the living Force. Patience with others is also high on that list.
 EFFECT [Coruscant] [U]
 Text: Deploy on table. Once during each of opponent's turns, if you occupy a battleground site, may activate 1 Force. While opponent has a non-unique alien or non-unique starfighter in battle, opponent may not draw more than two battle destiny. (Immune to Alter.)
 Icons: Episode I

•Are You Brain Dead?! 5
 Lore: "I'm not going in there with two Jedi!"
 USED OR LOST INTERRUPT [Coruscant] [R]
 Text: USED: Target your [Episode I] Jedi defending a battle. Target is immune to attrition for rest of turn (unless Dark Jedi present). LOST: In a battle you lost, place a Jedi Council Member you just forfeited in Used Pile to cancel all battle damage and attrition against you.
 Icons: Episode I

•Ascertaining The Truth [U] 3
 "We must move quickly to stop the Trade Federation."
 POLITICAL EFFECT [Coruscant]
 Text: Deploy on table. If no senator here, you may place a senator here from hand to subtract 3 from any battle destiny just drawn. If an order agenda here, during your move phase you may peek at top 2 cards of any Reserve Deck; replace in any order.
 Icons: Episode I

•Baseless Accusations 5
 Lore: The first step in removing a political opponent is to bring their reputation into question.
 LOST INTERRUPT [Coruscant] [C]
 Text: During any control phase, target an opponent's senator present with your character with politics at Galactic Senate. For remainder of turn, target's game text is canceled and target is politics = 0.
 Icons: Episode I

•Battle Plan & •Draw Their Fire 5
 EFFECT [Coruscant] [R]
 Text: Deploy on table. You may initiate battles for free. During a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. 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. (Immune to Alter.)

•Captain Madakor 2
 Lore: Captain of the *Radiant VII*. Has gained her rank through consistent excellent performance, and has one of the finest service records of all Republic officers.
 CHARACTER-REPUBLIC [Coruscant] [R]
 POWER: 2 ABILITY: 2
 Text: Adds 2 to power of anything she pilots. While piloting *Radiant VII* and you have no other starships at same system, opponent may not draw more than one battle destiny here.
 DEPLOY: 2 FORFEIT: 5
 Icons: Pilot, Warrior, Episode I

•Captain Panaka 2
 Lore: **Leader** of Amidala's royal guard who personally supervised the Queen's weapon and self-defense training. Served under Captain Magneta before his current assignment.
 CHARACTER-REPUBLIC [Coruscant] [R]

POWER: 4 ABILITY: 3 FORCE-ATTUNED
 Lore: Deploys -1 to same site as Amidala. Once per game, may deploy a blaster on Panaka from Reserve Deck; reshuffle. Once per turn, if Panaka just fired a blaster and 'hit' a character, opponent loses 2 Force.
 DEPLOY: 4 FORFEIT: 6
 Icons: Warrior, Episode I

Control 2
 Lore: Qui-Gon's sense of control assisted him in his final confrontation with Darth Maul. The ability to heal oneself in battle, mentally and physically, can be a huge advantage.
 LOST INTERRUPT [Coruscant] [U]
 Text: Cancel Sense or Alter. (Immune to Sense.) OR Cancel an Immediate or Mobile Effect (even if just deployed), or Force drain.
 Icons: Episode I

•CORUSCANT LOCATION-SYSTEM [Coruscant] [C]
 LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Coruscant sites.
 DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Coruscant sites.
 Icons: Planet, Parsec: 0, Episode I

•CORUSCANT: DOCKING BAY LOCATION-SITE [Coruscant] [C]
 LIGHT (1): Your docking bay transit from here requires 1 Force.
 DARK (1): Your docking bay transit from here requires 2 Force.
 Icons: Exterior, Planet, Episode I

•CORUSCANT: JEDI COUNCIL CHAMBER LOCATION-SITE [Coruscant] [R]
 Light (3): [Episode I] Yoda may deploy here from Reserve Deck; reshuffle. Immune to Revolution.
 Dark (0): Non-unique lightsaber Force drain bonuses everywhere are canceled.
 Icons: Interior, Planet, Episode I

•CORUSCANT: GALACTIC SENATE LOCATION-SITE [Coruscant] [C]
 LIGHT (1): During battles here, a character's power is equal to that character's politics.
 DARK (1): During battles here, a character's power is equal to that character's politics.
 Icons: Exterior, Planet, Episode I

Coruscant Guard 3
 Lore: Highly trained guard personnel play a valuable role in protecting the various dignitaries and political figures that frequently have business to attend to on Coruscant.
 CHARACTER-REPUBLIC [Coruscant] [C]
 POWER: 2 ABILITY: 1
 Text: Once per turn, may use 1 Force to add 2 to politics of one of your senators present for remainder of turn. While present at Galactic Senate, all characters without politics here are forfeit = 0 (except Coruscant Guards).
 DEPLOY: 2 FORFEIT: 4
 Icons: Warrior, Episode I

•Credits Will Do Fine 3
 Lore: "No, they won't!"
 EFFECT [Coruscant] [C]
 Text: Use 2 Force to deploy on table. If you just initiated a Force drain (or won a battle) at Watto's Junkyard, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down. (Immune to Alter.)
 Icons: Episode I

•Depa Billaba 2
 Lore: Chalcactan Jedi Master who was rescued by Mace Windu from space pirates when she was six months old. **Jedi Council member** who is renowned for her insights.
 CHARACTER-JEDI MASTER [Coruscant] [R]
 POWER: 4 ABILITY: 7 JEDI MASTER
 Text: Deploys only to Jedi Council Chamber. While at Jedi Council Chamber, immune to attrition and once per turn may use 1 Force to peek at the top card of any Reserve Deck and place that card on top of owner's Reserve Deck or Used Pile.
 DEPLOY: 4 FORFEIT: 6
 Icons: Warrior, Episode I

•Free Ride & •Endor Celebration 5
 USED INTERRUPT [Coruscant] [R]
 Cancel Tatooine Occupation, Cloud City Occupation, Rebel Base Occupation. (Immune to Sense.) OR Peak at one card randomly selected from opponent's hand. If that card is a speeder bike, AT-ST, or skiff, steal it into hand.

•Freon Drevan 3
 Lore: Xexto who had his business license revoked when his partner siphoned away his credits, fled the system, and left him with the tax debt.
 CHARACTER-ALIEN [Coruscant] [U]
 POWER: 2 ABILITY: 2
 Text: Cancels game text of opponent's accountants and tax collectors at same or adjacent site. While in a battle at a site, your battle destiny draws may not be canceled, and you may not draw more than two battle destiny.
 DEPLOY: 2 FORFEIT: 4
 Icons: Episode I

•Graxol Kelvyyin 3
 Lore: Gentle male Anx who enjoys the risk and reward of the Podraces. Has a bet against Watto that Skywalker will win the Boonta Eve event.
 CHARACTER-ALIEN [Coruscant] [U]
 POWER: 1 ABILITY: 2
 Text: While at Podrace Arena, at end of opponent's turn: you retrieve 1 Force if Anakin's Podracer is leading the Podrace, or you lose 1 Force if Anakin's Podracer is losing the Podrace.
 DEPLOY: 2 FORFEIT: 3
 Icons: Episode I

Gungan Warrior 3
 Lore: Residing in the underwater city of Otoh Gunga, the Gungans established an alliance with the Naboo to fight the Trade Federation's forceful occupation of their planet.
 CHARACTER-ALIEN [Coruscant] [C]
 POWER: 2 ABILITY: 1
 Text: Deploys -1 to a Naboo site opponent occupies. While with another Gungan, draws one battle destiny if unable to otherwise. Power +3 while armed with an electropole.
 DEPLOY: 2 FORFEIT: 3
 Icons: Warrior, Episode I

•Horox Ryyder 3
 Lore: Anx **senator**. Known for his patience, Horox exhibits unique insight into many complicated Senate issues.
 CHARACTER-ALIEN [Coruscant] [C]
 POWER: 1 ABILITY: 2 POLITICS: 2
 Text: Agendas: order, taxation, peace. While in a senate majority, opponent may not draw more than one battle destiny at battleground systems, and you may not cancel opponent's battle destiny draws at systems.
 DEPLOY: 2 FORFEIT: 4
 Icons: Episode I

•I Will Not Defer 3
 Lore: "I've come before you to resolve this attack on our sovereignty now."
 POLITICAL EFFECT [Coruscant] [U]
 Text: Deploy on table. If no senator here, you may place a senator here from hand to add 2 to your next Force drain at a battleground this turn. If a peace agenda here, once per turn you may activate up to 2 Force when opponent initiates battle.
 Icons: Episode I

•Inconsequential Barriers 4
 Lore: The lightsaber is an extremely versatile weapon, making a Jedi a rather difficult opponent to slow down. "This is impossible!"
 USED INTERRUPT [Coruscant] [C]
 Text: Cancel Republic Barrier, None Shall Pass, or Set For Stun. OR Peek at the top card of your Force Pile; either return it, or place it under your Force Pile or Reserve Deck.
 Icons: Episode I

•Insurrection & •Aim High 5
 EFFECT [Coruscant] [R]
 Text: Deploy on table. Unique (*) Rebels of ability < 3 are forfeit +1. Nabrun Leids and Elis Helrot are limited to owner's move phase and exterior sites only. Once during each of your deploy phases, may deploy one docking bay from Reserve Deck; reshuffle. When opponent retrieves X cards, opponent must first use X Force or that retrieval is canceled. (Immune to Alter.)

•I've Decided To Go Back 4
 Lore: "This is your arena. I feel I must return to mine."
 USED OR LOST INTERRUPT [Coruscant] [C]
 Text: USED: During your move phase, take one of your characters with politics at Galactic Senate into hand. LOST: If you have a Republic character with politics in battle at a site, add one battle destiny; that character is power and politics = 0 until end of turn.
 Icons: Episode I

Jawa 3
 Lore: Always on the prowl, Jawas work hard for every credit they earn.
 CHARACTER-ALIEN [Coruscant] [C]
 POWER: 1 ABILITY: 1
 Text: Deploys only on Tatooine. *To deploy, requires 1 Force from each players' Force Pile. Power +1 on Tatooine. While with another Jawa, if opponent just initiated a Force drain at adjacent site, may use 2 Force to reduce it by 1.
 DEPLOY: * FORFEIT: 1
 Icons: Episode I

•Ki-Adi-Mundi 2
 Lore: Cerean Jedi trained by Yoda since the age of four. Only **Jedi Council member** who is a Jedi Knight. Freed his homeworld from a group of rogues without any bloodshed.
 CHARACTER-REPUBLIC [Coruscant] [U]
 POWER: 5 ABILITY: 6 JEDI KNIGHT
 Text: Deploys +3 if not to Jedi Council Chamber. While at a battleground site, if opponent just initiated a battle at same or adjacent site, opponent must lose top card of their Reserve Deck (if possible).
 DEPLOY: 5 FORFEIT: 6
 Icons: Warrior, Episode I

•Liana Merian 2
 Lore: Alderaanian **senator**. Known for her efforts to promote peace throughout the Republic by using her homeworld as an example.

CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 1 ABILITY: 3 POLITICS: 2
Text: Agendas: peace, trade. While in a senate majority, once during opponent's turn, target an opponent's just drawn battle destiny; opponent must use or lose 2 Force or that battle destiny = 0.
DEPLOY: 2 FORFEIT: 5
Icons: Episode I

•Lieutenant Williams 2
Lore: Pilot of the *Radiant VII*. Was personally requested by Captain Madakort to assist in the transportation of the Jedi ambassadors.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. While piloting *Radiant VII* and you have no other starships at same system, unless opponent has total ability >6 piloting here, opponent's total battle destiny here is -3.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot, Warrior, Episode I

•Mace Windu 1
Lore: Senior **Jedi Council member** who maintains rigorous adherence to the Code. Sent Qui-Gon to Naboo to accompany the Queen and learn more about the mysterious 'dark warrior'.
CHARACTER-JEDI MASTER [Coruscant] [R]
POWER: 6 ABILITY: 7 JEDI MASTER
Text: Deploys +3 to any location except Jedi Council Chamber. While at Jedi Council Chamber, immune to attrition and once during your control phase, if Amidala at a battleground site and Maul not on table, opponent loses 2 Force.
DEPLOY: 6 FORFEIT: 7
Icons: Warrior, Episode I

•MALASTARE
LOCATION-SYSTEM [Coruscant] [U]
LIGHT (2): If you have won a Podrace, Force drain +1 here.
DARK (1): If you have lost a Podrace, you may not draw more than one battle destiny here.
Icons: Planet, Parsec: 3, Episode I

•Mas Amedda 2
Lore: Chancellor's Chagrian advisor who maintains order in the Senate. Although Senator Palpatine suggested he may be on the Trade Federation's payroll, nothing has been proven yet.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 3 ABILITY: 2 POLITICS: 3
Text: Agenda: order. If with Valorum, your Force generation at this location is +1. While in a senate majority, once during your control phase, if you occupy a battleground site and a battleground system, opponent loses 2 Force.
DEPLOY: 2 FORFEIT: 5
Icons: Episode I

•Master Qui-Gon 1
Lore: Jedi Master currently not on the Council. Although he serves the Council well, there have been times when he has defied their wishes to pursue a path he believes is right.
CHARACTER-JEDI MASTER [Coruscant] [R]
POWER: 6 ABILITY: 7 JEDI MASTER
Text: Deploys -2 on Coruscant. If opponent's Dark Jedi on table, during your move phase may use 4 Force to return Qui-Gon (and all cards on him) to owner's hand. Immune to attrition and You Are Beaten.
DEPLOY: 8 FORFEIT: 9
Icons: Warrior, Episode I

•Might Of The Republic 5
Lore: Despite its current reputation, the Republic still has able citizens that are willing to try and fight the injustices before them.
USED INTERRUPT [Coruscant] [R]
Text: Once per game, retrieve 1 Force for each of your senators at Galactic Senate. (Immune to Sense.) OR Take one senator (or Coruscant Guard, Sei Taria or Mas Amedda) into hand from Reserve Deck; reshuffle.
Icons: Episode I

•Mindful Of The Future 5
Lore: "But not at the expense of the moment."
USED OR STARTING INTERRUPT [Coruscant] [C]
Text: USED: Use 2 Force to deploy a unique (+) battleground not on table, from Reserve Deck; reshuffle. STARTING: Deploy from your Reserve Deck one Effect which deploys on table (or your side of table) and has no deploy cost; Place Interrupt in Lost Pile.
Icons: Episode I

•Murr Danod 2
Lore: A peaceful Ithorian, Murr is a member of a Trade Guild based on an Ithorian herd ship. He treats his customers honestly, but does like to deal in 'grey' items. **Smuggler**.
CHARACTER-ALIEN [Coruscant] [R]
POWER: 2 ABILITY: 3 FORCE-ATTUNED
Text: When at a site and opponent is losing force from Force drains at cloud sectors on same planet, lost force must come from Reserve Deck, if possible.
DEPLOY: 3 FORFEIT: 3
Icons: Episode I

•My Loyal Bodyguard 5
Lore: Amidala's handmaidens served more functions than a casual observer would ever notice.
USED INTERRUPT [Coruscant] [U]
Text: Deploy a handmaiden to Amidala's location from Reserve Deck; reshuffle. OR If opponent just initiated battle at same site as your handmaiden and Amidala, add one battle destiny.
Icons: Episode I

•NABOO
LOCATION-SYSTEM [Coruscant] [U]
LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Naboo sites.
DARK (2): If you control, for each of your starships here, your total power is +1 in battles at Naboo sites.
Icons: Planet, Parsec: 5, Episode I

•NABOO: SWAMP [Coruscant] [C]
LOCATION-SITE
LIGHT (1): Your gungans are each power +1 and deploy -1 here.
DARK (1): Unless your battle droid present, Force drain -1 here.
Icons: Exterior, Planet, Episode I

•NABOO: BATTLE PLAINS [Coruscant] [C]
LOCATION-SITE
LIGHT (2): Once per game may take Gungan Energy Shield into hand from Reserve Deck; reshuffle.
DARK (2): Your tanks deploy +1 here.
Icons: Exterior, Planet, Episode I

•NABOO: THEED PALACE COURTYARD [Coruscant] [C]
LOCATION-SITE
LIGHT (2): Add 1 to each of your weapon destiny draws here.
DARK (1): (none)
Icons: Exterior, Planet, Episode I

•NABOO: THEED PALACE DOCKING BAY [Coruscant] [C]
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: Interior, Exterior, Planet, Episode I

•NABOO: THEED PALACE THRONE ROOM [Coruscant] [C]
LOCATION-SITE
LIGHT (2): While you occupy, opponent's [Presence] droids require +1 Force to move to here.
DARK (1): (none)
Icons: Interior, Planet, Episode I

Naboo Blaster Rifle 2
Lore: Standard issue blaster given to Naboo security volunteers. Noted for its effectiveness in battle and cheap manufacturing cost.
CHARACTER WEAPON [Coruscant] [C]
Text: Use 1 Force to deploy on your warrior. May target a character, creature, vehicle using 1 Force. Draw destiny. Target hit if destiny +2 > defense value.
Icons: Episode I

Naboo Defense Fighter 3
Lore: Part of the Royal Naboo Air Security Forces. Designed by Theed Palace Space Vessel Engineering Corps and used in the attack on the Trade Federation Droid Control Ship.
STARFIGHTER: N-1 STARFIGHTER [Coruscant] [C]
POWER: 2 MANEUVER: 4 HYPERSPEED: 3
Text: Permanent pilot provides ability of 1. May add 1 pilot (suspends permanent pilot). Power +1 at Naboo system. While with another N-1 starfighter, draws one battle destiny if unable to otherwise.
DEPLOY: 1 FORFEIT: 3
Icons: Pilot, Nav Computer, Republic, Episode I

Naboo Fighter Pilot 3
Lore: One of many pilots who assisted at the Battle of Naboo. Determined to fight for the planet he's lived on all his life.
CHARACTER-REPUBLIC [Coruscant] [C]
POWER: 0 ABILITY: 2
Text: Deploys -2 at Naboo. If just deployed aboard a N-1 starfighter, you may activate 1 Force. Adds 2 to the power of any starfighter he pilots (or 3 if piloting a N-1 starfighter). Forfeit +1 when forfeited during a battle at a system.
DEPLOY: 2 FORFEIT: 3
Icons: Pilot, Episode I

Naboo Security Officer Blaster 5
Lore: Used primarily by high-ranking Naboo security officers, and known for its precision targeting.
CHARACTER WEAPON [Coruscant] [C]
Text: Use 1 Force to deploy on your warrior. May target a character, creature, vehicle for free. Draw destiny. Add 1 if fired by a leader. Target hit if total destiny > defense value.
Icons: Episode I

•New Leadership Is Needed 5
Lore: The political process in the Republic is one whereby even the most powerful positions are fraught with peril.
USED INTERRUPT [Coruscant] [C]
Text: If you have a senate majority, activate 1 Force. OR If your opponent has a senate majority, place your character with politics at Galactic Senate in Used Pile to place an opponent's character present (your choice) in opponent's Used Pile. (Immune to Sense.)
Icons: Episode I

•Odin Nesloor 4
Lore: Odin's family mysteriously disappeared during a hyperspace jump. He scours the galaxy for information on them, and his best lead has brought him to Tatooino.
USED INTERRUPT [Coruscant] [U]
Text: During your move phase, target any or all of your characters at one exterior site to 'transport' (relocate) to another exterior site. Draw destiny. Use that much Force to 'transport,' or place Interrupt in Lost Pile.
Icons: Episode I

•Panaka's Blaster 4
Lore: Naboo blaster personally modified by Captain Panaka. Boosted by extra power packs that allow it to maintain sustained fire in tense situations.
CHARACTER WEAPON [Coruscant] [R]
Text: Deploy on Panaka. May target a character, creature, or vehicle for free. Draw destiny. Target hit if destiny +2 > defense value. When this blaster hits a character or vehicle in battle, your total power here is +3 for remainder of battle.
Icons: Episode I

•Phyo Gandish 2
Lore: Good-natured former pilot whose family owns a galactic transportation company. Years of travel has her to learn many loopholes in spaceport protocol.
CHARACTER-ALIEN [Coruscant] [R]
POWER: 1 ABILITY: 4 FORCE-SENSITIVE
Text: Deploys for free at a docking bay. Adds 3 to the power of anything she pilots. While at opponent's docking bay, adds 2 to your Force drains there, and your other characters there are defense value +1 and immune to attrition < 4.
DEPLOY: 4 FORFEIT: 4
Icons: Episode I

•Plea To The Court 3
Lore: Amidala did not hold much hope in the options she had. Regardless of how limited the choices, she had to choose one path to try and avert disaster befalling Naboo.
POLITICAL EFFECT [Coruscant] [U]
Text: Deploy on table. If no senator here, you may place a senator here from hand to cancel an opponent's Force drain. If a justice agenda here, during a battle where opponent has a weapon and you do not, may cancel a just drawn weapon destiny to cause a re-draw.
Icons: Episode I

Plead My Case To The Senate / Sanity And Compassion [Coruscant] [U]
OBJECTIVE 0
[Front Side]
Deploy Galactic Senate and any other [Episode I] location.
For remainder of game, Rebel and Republic leaders of ability < 4 are politics +2. Counter Assault and Surprise Assault are canceled. You may deploy cards on your Political Effects to table. At Galactic Senate, weapon destiny draws are -6, creatures are lost and game text of non-Republic characters is canceled.
Flip this card if you have 3 senators (or 2 senators, at least one with a peace agenda) at Galactic Senate.
[Back Side] 7
While this side up, once during your control phase may use 3 Force to place up to two random cards from opponent's hand into their Used Pile. Once per turn may take a Political Effect into hand from Reserve Deck; reshuffle. Your senators are destiny +2 (or +3 for any character with an order agenda) when drawn for battle or weapon destiny. May use 2 Force at end of a turn to place all cards on your Political Effects into Used Pile. Flip this card if you have less than two senators at Galactic Senate.
Icons: Episode I

•Plo Koon 2
Lore: Kel Dor **Jedi Council member** descended from a long line of Jedi. Known for exceptional sensory skills, Plo Koon's control of the Force is unmatched by most.
CHARACTER-JEDI MASTER [Coruscant] [R]
POWER: 5 ABILITY: 7 JEDI MASTER
Text: Deploys only to Jedi Council Chamber. While at Jedi Council Chamber, immune to attrition and, once per turn if a weapon or battle destiny was just drawn, may cancel and cause a re-draw.
DEPLOY: 6 FORFEIT: 5
Icons: Warrior, Episode I

•Queen Amidala, Ruler Of Naboo 3
Lore: Naboo leader. Frustrated by the Trade Federation's control of her planet, Amidala came to the Senate to plead her case in person.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 2 ABILITY: 4 POLITICS: 3
Text: Agendas: justice, peace. While in a senate majority, once during your control phase, may retrieve 1 Force for each Naboo site you control. May be placed on your Political Effect instead of a senator. Immune to attrition < 3.
DEPLOY: 2 FORFEIT: 6
Icons: Warrior, Episode I

•Queen's Royal Starship 2
Lore: Chromium-plated, sleek transport ship used by the royalty of the Naboo. Spaceframe was designed around a J-type configuration.
STARFIGHTER: J-TYPE 327 NUBIAN [Coruscant] [R]
POWER: 3 ARMOR: 5 HYPERSPEED 7
Text: May add 2 pilots and 5 passengers. Weapons may not deploy on this starship. While Ric piloting, draws one battle destiny if unable to otherwise, and immune to Lateral Damage and attrition < 4.
DEPLOY: 4 FORFEIT: 7
Icons: Republic, Nav Computer, Episode I

•Radiant VII 1
Lore: Optimized for diplomatic missions with sensor-proof pods that have ejection capabilities. Easily identified by its red coloration.
STARFIGHTER: CORELLIAN REPUBLIC CRUISER
POWER: 5 ARMOR: 4 HYPERSPEED: 4
Text: May add 3 pilots and 3 passengers. Has ship-docking capability. While Madakort or Williams piloting, immune to Lateral Damage and attrition < 5.
DEPLOY: 4 FORFEIT: 7 [Coruscant] [R]
Icons: Republic, Nav Computer, Episode I

•Rebel Artillery 7
Lore: The Rebel Alliance utilizes every piece of equipment, ammunition and personnel it can muster.
USED INTERRUPT [Coruscant] [R]
Text: During your control phase, if you have a weapon (except a lightsaber, or [Permanent Weapon]) at a battleground you control, opponent loses one Force. OR If you just used a weapon (except a lightsaber, or [Permanent Weapon]) to hit a character or starship, loses one Force. (Immune to Sense.)

Republic Cruiser 1
Lore: Manufactured by Corellian Engineering Corporation, this consular ship design serves the Republic for a variety of dignitary transportation and diplomatic missions.
STARFIGHTER: CORELLIAN REPUBLIC CRUISER
POWER: 3 ARMOR: 4 HYPERSPEED: 4
Text: May add 1 pilot and 3 passengers. Permanent pilot provides ability of 2. Has ship-docking capability. While at same system as opponent's battleship, opponent's battle destiny draws are each -1 here.
DEPLOY: 3 FORFEIT: 6 [Coruscant] [C]
Icons: Pilot, Nav Computer, Republic, Episode I

•Reveal Ourselves To The Jedi 2
Lore: Darth Maul was eager to make his presence known.
USED OR LOST INTERRUPT [Coruscant] [C]
Text: Use 5 Force to reveal opponent's hand. If opponent has no duplicate cards there, place this Interrupt in Used Pile. Otherwise USED: place a card revealed in opponent's Used Pile. LOST: all cards opponent has two or more of are lost. (Immune to Sense.)
Icons: Episode I

•Ric Olié 2
Lore: **Leader** of Bravo Squadron. Piloted Amidala's Royal Starship from Naboo so that she could plead her case to the Senate. Was able to break the blockade with a little help.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 3 ABILITY: 3 FORCE-ATTUNED
Text: Adds 3 to power of anything he pilots (or adds 4 if Queen's Royal Starship). While piloting Queen's Royal Starship, once during a battle Ric is in, may use X Force to reduce attrition against you by X.
DEPLOY: 3 FORFEIT: 6
Icons: Pilot, Warrior, Episode I

•Sabé 3
Lore: Female chosen as a handmaiden by Panaka due to her resemblance to Amidala. Trained to play the role of the Queen whenever it is considered that Amidala may be at risk.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 1 ABILITY: 2
Text: While at same site as Amidala, Sabé is power +2 and Amidala is immune to attrition. When at a site, during your deploy phase may place Sabé out of play to deploy Amidala to that site (for free) from your Reserve Deck (reshuffle) or Lost Pile.
DEPLOY: 2 FORFEIT: 2
Icons: Episode I

•Saché 3
Lore: Handmaiden chosen by Captain Panaka for her strength and loyalty to Naboo. Willing to protect the Queen, even with her life.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 1 ABILITY: 2
Text: While at same site as Amidala, Saché is power +2 and Amidala is defense value +2. If just lost during a battle, may use 2 Force to take Saché into hand.
DEPLOY: 2 FORFEIT: 2
Icons: Episode I

Secure Route 4
Lore: Maintaining unimpeded control of vital transportation channels can strengthen and secure surrounding areas.
EFFECT [Coruscant] [U]
Text: Deploy on a docking bay you control. No Force drains here. Trample may not target a character at this site. Your Force drains are +2 at adjacent non-docking bay battleground sites. Place Effect in Used Pile if opponent controls this location.
Icons: Episode I

•Security Control 4
Lore: Actions borne of the love for one's planet can heavily outweigh those generated from simple battle orders.
EFFECT [Coruscant] [U]
Text: Deploy on table. Your unique (+) Republic characters of ability < 4 are forfeit +2. Unless Insurrection on table, once during each of your deploy phases, may deploy one docking bay from Reserve Deck; reshuffle. (Immune to Alter.)
Icons: Episode I

•Sei Taria 3
Lore: Valorum's female administrative aide who has studied the taxation bills. After Valorum was voted out of his position as Chancellor, Sei chose to leave political life.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 2 ABILITY: 2 POLITICS: 3
Text: Agendas: peace, taxation. If with Valorum, your Force generation at this location is +1. While in a senate majority, your Force drains are +1 at battleground systems while you control a battleground site.
DEPLOY: 3 FORFEIT: 5
Icons: Episode I

•Senator Palpatine 1
Lore: **Senator** for the Naboo. Advised Amidala on actions required to highlight their conflict with the Trade Federation. Watches young Skywalker's future with great interest.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 1 ABILITY: 4 POLITICS: 4
Text: Agendas: ambition, peace, order. While in a senate majority, once per turn, if opponent just drew battle destiny, use 1 Force to add its destiny number to your total power in that battle (you may not cancel that draw). Amidala is politics +1 here.
DEPLOY: 3 FORFEIT: 5
Icons: Episode I

Sense 3
Lore: Yoda calls upon the Force often to try and foresee what destiny has in store.
LOST INTERRUPT [Coruscant] [U]
Text: If opponent just played an Interrupt (or just initiated a 'react'), target one of your characters on table. Draw destiny. If destiny < ability of target, that Interrupt (or 'react') is canceled. OR Cancel Alter.
Icons: Episode I

•Speak With The Jedi Council 4
Lore: Qui-Gon knew that urgency was required. What had transpired on Tatoine demanded the attention of the Council.
USED OR LOST INTERRUPT [Coruscant] [R]
Text: USED: If the Jedi Council Chamber is not on table, you may deploy it from Reserve Deck; reshuffle. LOST: Deploy one Jedi Council member to the Jedi Council Chamber from Reserve Deck; reshuffle.
Icons: Episode I

•Stay Here, Where It's Safe 4
Lore: Having enforced a momentous change upon the Senate, the headstrong Queen then wished to return to Naboo and do the same.
USED INTERRUPT [Coruscant] [C]
Text: Target your character with a peace or order agenda. Draw destiny. For remainder of turn, target is power + X (or politics +X if at Galactic Senate) and immune to attrition < X, where X = destiny number of the card drawn. (Immune to Sense.)
Icons: Episode I

•Supreme Chancellor Valorum 3
Lore: Although Finis Valorum maintains the Galactic Senate's ultimate title, his real power is mired by endless bureaucracy, petty corruption, and incessant plotting.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 2 ABILITY: 4 POLITICS: 5
Text: Agendas: justice, order. While in a senate majority, once per turn may use 1 Force to cancel a battle destiny just drawn at another site where you have a Republic Character. Opponent may use X Force; Valorum is politics - X for remainder of turn.
DEPLOY: 4 FORFEIT: 7
Icons: Episode I

•TATOOINE [Coruscant] [U]
LOCATION-SYSTEM
LIGHT (2): Your movement from here using hyperspeed requires -1 Force.
DARK (1): Unless your [Trade Federation] or [Independent] starship here, you may not draw more than one battle destiny here.
Icons: Planet, Parsec: 7, Episode I

•TATOOINE: MARKETPLACE [Coruscant] [C]
LOCATION-SITE
LIGHT (1): If you control, once during each of your control phases may use 2 Force to retrieve 1 Force.
DARK (1): If you control, once during each of your control phases may use 4 Force to retrieve 1 Force.
Icons: Exterior, Planet, Episode I

•TATOOINE: WATTO'S JUNKYARD [Coruscant] [C]
LOCATION-SITE
LIGHT (1): While you occupy, Force generation +2 here. Immune to Revolution.
DARK (1): If Watto present, Force drain +1 here and opponent's battle destiny draws here are -2.
Icons: Exterior, Planet, Episode I

•TATOOINE: MOS ESPA DOCKING BAY [Coruscant] [C]
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: Interior, Exterior, Planet, Episode I

•Tendau Bendon 2
Lore: Ithorian **senator**. Called on by his people to represent them in the Senate, though his heart is not in politics. Voted against the taxation of trade routes.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 3 ABILITY: 2 POLITICS: 2
Text: Agendas: justice, peace. While in a senate majority, if you have at least one card in hand, once during your control phase may place your hand in Used Pile to draw up to four cards from Reserve Deck.
DEPLOY: 2 FORFEIT: 4
Icons: Episode I

•The Gravest Of Circumstances 3
Lore: "The Naboo system has been invaded by the droid armies of the Trade Federation."
POLITICAL EFFECT [Coruscant] [U]
Text: Deploy on table. If no senator here, you may place a senator here from hand to add 3 to a battle destiny just drawn. If a taxation agenda here, during your turn may place any one card from hand on Used Pile; opponent must use 1 Force or lose 1 Force.
Icons: Episode I

The Hyperdrive Generator's Gone / We'll Need A New One [Coruscant] [U]
OBJECTIVE [Coruscant] [U]
[Front Side] 0
Deploy Watto's Junkyard, City Outskirts, and Credits Will Do Fine.
For remainder of game, you may not deploy cards with ability except unique (+) aliens, Republic characters and starships, and [Episode I] Jedi. Your Destiny is suspended.
While this side up, once per game may take Coruscant and/or Tatoine system into hand from Reserve Deck; reshuffle. You may not deploy any systems. Maul is immune to attrition.
Flip this card if there are 4 or more cards beneath Credits Will Do Fine.
[Back Side] 7
While this side up, your unique (+) Republic characters are power +1 and forfeit +2. Aliens may not have their deploy cost modified and Republics deploy +1 to Tatoine sites. Whenever you draw battle destiny, may retrieve 1 Force (Force retrieved in this way may be taken into hand.) While Queen's Royal Starship at a planet system, once during each of opponent's control phases may activate up to 2 Force. Once during each of your control phases, loses 1 Force for each battleground site you occupy with a senator.
Icons: Episode I

•Thrown Back 3
Lore: Being sent to dispose of two Jedi is the battle droid equivalent of a really bad day at the office.
EFFECT [Coruscant] [C]
Text: Use 3 Force to deploy on table. During your move phase, if opponent has 13 or more cards in hand, you may use 4 Force to place all but 8 (random choice) in Used Pile. Once during any control phase, you may place up to three cards from hand in Used Pile.
Icons: Episode I

•Vote Now! 5
Lore: "Vote now! Vote now! Vote now!"
USED INTERRUPT [Coruscant] [R]
Text: During your control phase, draw destiny. If destiny > 2, draw up to X cards (maximum 4) from Reserve Deck, where X = your total politics at Galactic Senate minus opponent's total politics at Galactic Senate.
Icons: Episode I

•We Wish To Board At Once 5
Lore: Ambassadors carry a certain amount of political power. Jedi ambassadors carry a lot more.
USED INTERRUPT [Coruscant] [R]
Text: Use 3 Force to take one Effect of any kind into hand from your Reserve Deck; reshuffle. OR Take *Radiant VII*, or one Interrupt with the word "Podracer(s)" in its game text, into hand from Reserve Deck; reshuffle.
Icons: Episode I

•We're Leaving 2
Lore: Qui-Gon realized that sometimes it's best to just leave, before any more damage is done.
EFFECT [Coruscant] [C]
Text: Use 3 Force to deploy on table. If you just forfeited all your cards that participated in a battle that opponent initiated, you may place this Effect out of play to cancel all remaining battle damage. (Immune to Alter.)
Icons: Episode I

•Yané 3
Lore: The youngest handmaiden, Yané stayed behind on Naboo while Amidala pleaded her case to the Galactic Senate. **Musician**.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 1 ABILITY: 2
Text: While at a Theed Palace site or same site as Amidala, opponent's Republic characters are deploy +1 here and Yané is forfeit +3. If just lost during a battle, may use 2 Force to place Yané in Used Pile.
DEPLOY: 2 FORFEIT: 2
Icons: Episode I

•Yarua 2
Lore: Kashyyyk's senior Wookiee **senator**. Believes that a thorough taxation plan will assist funding of other worthwhile Republic programs. Despises the corruption around him.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 5 ABILITY: 3 POLITICS: 2
Text: Agendas: justice, taxation. While in a senate majority, retrieve 1 Force when you initiate a Force drain at a battleground system. Once per turn, may use 1 Force to target a senator present with a wealth agenda. Target is politics -2 this turn.
DEPLOY: 2 FORFEIT: 4
Icons: Episode I

•Yoda, Senior Council Member 1
Lore: Senior **Jedi Council member**. Responsible for the early training of Obi-Wan Kenobi. When Qui-Gon brought Anakin before the Council, Yoda voted not to train the boy.
CHARACTER-JEDI MASTER [Coruscant] [R]
POWER: 3 ABILITY: 7 JEDI MASTER
Text: Deploys only to Jedi Council Chamber. While at Jedi Council Chamber, you lose no Force from Dagobah: Cave and, during your move phase, may use 4 Force to relocate your other Jedi here to any site you occupy. Immune to attrition.
DEPLOY: 4 FORFEIT: 7
Icons: Episode I

•You've Got A Lot Of Guts Coming Here 3
Lore: The Empire, Lando Calrissian, Jabba the Hutt. For Han Solo, it can be very hard to tell when your past is going to catch up with you.
EFFECT [Coruscant] [R]

Text: Deploy on table. Unique (*) Rebels of ability = 3 are power and forfeit +1 (or power and forfeit +2 if at a Cloud City or Jabba's Palace site). While Han at a battleground, opponent retrieves no Force from Scum And Villainy. (Immune to Alter.)

•Your Insight Serves You Well & •Staging Areas 5

EFFECT

[Coruscant] [R]

TEXT: Deploy on table. Your Force generation is +1 at each docking bay you occupy. Opponent's Dark Jedi are defense value -1. Scanning Crew and 3,720 to 1 are canceled. You may place Effect in Lost Pile to take one [Endor] or [DSII] Effect that deploys for free into hand from Reserve Deck; reshuffle. (Immune to Alter.)

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CORUSCANT DARK SIDE SPOILER LIST

•Accepting Trade Federation Control 3
 Lore: Palpatine suggested to the Queen that she acquiesce to the Trade Federation, just for the time being
 POLITICAL EFFECT [Coruscant] [U]
 Text: Deploy on table. If no senator here, you may place a senator here from hand to subtract 3 from any battle destiny just drawn. If a taxation agenda here, you draw phase, you may activate 1 Force; opponent must use 1 Force (if possible).
 Icons: Episode I

•Aks Moe 2
 Lore: Gran senator from Malastare. A skillful politician who demanded that a commission be sent to Naboo to investigate the alleged occupation there.
 CHARACTER-REPUBLIC [Coruscant] [R]
 POWER: 3 ABILITY: 3 POLITICS: 3
 Text: Agendas: ambition, blockade. While in a senate majority, your capital starships are each power +2, and your Force drains are +1 at each battleground system where you occupy a related site.
 DEPLOY: 2 FORFEIT: 5
 Icons: Episode I

•Allegations Of Corruption 5
 Lore: With the Republic groaning under the weight of its own bureaucracy, senators accuse, bicker and fight to further their own agendas.
 EFFECT [Coruscant] [U]
 Text: Deploy 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. (Immune to Alter.)
 Icons: Episode I

Alter 4
 Lore: Those who can use the Force are able to manipulate the objects around them to their advantage.
 LOST INTERRUPT [Coruscant] [U]
 Text: Target an Effect, Utinni Effect, or Political Effect (even if just being deployed), and one of your characters on table. Draw destiny. If destiny < ability of character, target Effect is canceled. OR Cancel Sense.
 Icons: Episode I

•Baskol Yeesrim 3
 Lore: Gran senator who is part of the Malastare delegation. Supported Aks Moe's suggestion for a commission to be sent to Naboo.
 CHARACTER-REPUBLIC [Coruscant] [U]
 POWER: 2 ABILITY: 3 POLITICS: 2
 Text: Agenda: blockade. While in a senate majority, once during your control phase opponent loses 1 Force for each Naboo location you control.
 DEPLOY: 3 FORFEIT: 5
 Icons: Episode I

Battle Droid Blaster Rifle 6
 Lore: Two-handed blaster rifle manufactured in large quantities for Battle Droids. Excellent accuracy, as well as being able to clip onto a battle droid's back for storage.
 CHARACTER WEAPON [Coruscant] [C]
 Text: Deploy on your battle droid. May target a character or creature using 1 Force. Draw destiny. Target hit and is forfeit -4 if destiny +1 > defense value.
 Icons: Episode I

•Battle Order & •First Strike 5
 EFFECT [Coruscant] [R]
 Text: Deploy on table. You may initiate battles for free. During a battle you initiate, each time opponent plays an interrupt, opponent must first use 1 Force. For either player to initiate a Force drain, that player must first use 3 Force unless Battle Plan on table, or that player occupies a battleground system and a battleground site. (Immune to Alter.)

•Begin Landing Your Troops 4
 Lore: Once begun, the occupation of Naboo was swift, and devastatingly effective.
 EFFECT [Coruscant] [U]
 Text: Deploy on table. Your unique (+) Republicans are forfeit +2 and immune to Goo Nee Tay. Unless Imperial Arrest Order on table, once during your deploy phase, may deploy one docking bay from Reserve Deck; reshuffle. (Immune to Alter.)
 Icons: Episode I

•BLOCKADE SHIP: BRIDGE
 LOCATION-SITE [Coruscant] [R]
 DARK (2): While you control with Haako, Gunray, or Dofine, your [Presence] droids are power +1.
 LIGHT (0): Unless your Jedi here, Force drain -1 here.
 Icons: Interior, Mobile, Episode I

•Chokk 3
 Lore: Klatoinian bodyguard currently in the paid service of Jabba the Hutt. Chokk takes pride in his work, and he is very good at it.
 CHARACTER-ALIEN [Coruscant] [U]
 POWER: 4 ABILITY: 1 ARMOR: 4
 Text: Each of your alien leaders present is defense value +2. Power +3 while defending a battle. Adds 2 to his total weapon destiny when firing a blaster. Your characters present may not have their forfeit value reduced.
 DEPLOY: 3 FORFEIT: 3
 Icons: Warrior, Episode I

Control 2
 Lore: Maul channeled his rage within himself, thus drawing on the dark side of the Force in his confrontation with the Jedi.
 LOST INTERRUPT [Coruscant] [U]
 Text: Cancel Sense or Alter. (Immune to Sense.) OR Cancel an Immediate or Mobile Effect (even if just deployed), or Force drain.
 Icons: Episode I

•CORUSCANT
 LOCATION-SYSTEM [Coruscant] [C]
 DARK (2): If you control, for each of your starships here, your total power is +1 in battles at Coruscant sites.
 LIGHT (1): If you control, for each of your starships here, your total power is +1 in battles at Coruscant sites.
 Icons: Planet, Parsec: 0, Episode I

•CORUSCANT: DOCKING BAY
 LOCATION-SITE [Coruscant] [C]
 DARK (1): Your docking bay transit from here requires 1 Force.
 LIGHT (1): Your docking bay transit from here requires 2 Force.
 Icons: Exterior, Planet, Episode I

•CORUSCANT: GALACTIC SENATE
 LOCATION-SITE [Coruscant] [C]
 DARK (1): During battles here, a character's power is equal to that character's politics.
 LIGHT (1): During battles here, a character's power is equal to that character's politics.
 Icons: Exterior, Planet, Episode I

Coruscant Guard 3
 Lore: Coruscant Guards are an elite force whose assignments include the protection of important political figures, as well as the policing of Coruscant's higher profile city districts.
 CHARACTER-REPUBLIC [Coruscant] [C]
 POWER: 2 ABILITY: 1
 Text: Once per turn, may use 1 Force to add 2 to politics of one of your senators present for remainder of turn. While present at Galactic Senate, all characters without politics here are forfeit = 0 (except Coruscant Guards).
 DEPLOY: 2 FORFEIT: 4
 Icons: Warrior, Episode I

•Darth Maul, Young Apprentice 1
 Lore: Fueled by a hatred of the Jedi and an arsenal of dark abilities, this Sith warrior is a powerful weapon for his dark mentor, Darth Sidious.
 CHARACTER-DARTH MAUL [Coruscant] [R]
 POWER: 7 ABILITY: 6 DARK JEDI
 Text: Deploys -2 to Coruscant. When Maul swings a lightsaber at a Jedi, each weapon destiny draw is +1. If Maul hits a Jedi Master during battle, that Jedi Master is power -3 for remainder of battle. Immune to Clash Of Sabers and attrition < 5.
 DEPLOY: 7 FORFEIT: 8
 Icons: Pilot, Warrior, Episode I

•Daultay Dofine 2
 Lore: Neimoidian Trade Federation captain who gained his current position through political backstabbing and family connections. Not favored by Darth Sidious.
 CHARACTER-REPUBLIC [Coruscant] [R]
 POWER: 2 ABILITY: 3 FORCE-ATTUNED
 Text: At start of your draw phase, if you have no cards in your Force Pile may activate up to two Force. If your just drawn destiny was a destroyer droid or battle droid, once per turn you may take that card into hand to cancel that destiny and re-draw.
 DEPLOY: 2 FORFEIT: 4
 Icons: Episode I

Destroyer Droid 2
 Lore: These Trade Federation droids are basically a mobile weapons platform. They were commissioned by the Trade Federation from the Colicoids of Colla IV.
 CHARACTER-DROID [Coruscant] [R]
 POWER: 3 ARMOR: 3 DESTROYER DROID
 Text: Permanent weapon is Twin Cannons (may target a character or vehicle using 1 Force; draw destiny; if destiny > defense value, target hit and opponent loses 1 Force). While with another destroyer droid, draws one battle destiny if not able to otherwise.
 DEPLOY: 3 FORFEIT: 3
 Icons: Permanent Weapon, Presence, Episode I

•Dioxis 3
 Lore: Green gas that is lethal to most carbon-based life forms.
 LOST INTERRUPT [Coruscant] [R]
 Text: Use 2 Force to target two opponent's Jedi at same interior battleground. Targets may not participate in battle for remainder of turn. OR Target opponent's Jedi. Draw destiny. If destiny > 2, target's game text is canceled for remainder of turn.
 Icons: Episode I

•Do They Have A Code Clearance? 5
 Lore: Imperial officers are always on the lookout for Rebel espionage.
 EFFECT [Coruscant] [R]
 Text: Deploy on table. Unique (+) Imperials of ability = 3 are forfeit +3. 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. (Immune to Alter.)

Droid Starfighter 2
 Lore: These automated starfighters are managed by the Droid Control Ship and are used en masse by the Trade Federation to overwhelm an opponent with sheer numbers.
 STARFIGHTER: DROID STARFIGHTER [Coruscant] [C]
 POWER: 3 MANEUVER: 3 NO HYPERSPEED
 Text: Deploys -1 to same location as your battleship. Power -1 unless your droid control ship present. While another droid starfighter here, opponent's starfighters present are each power -1.
 DEPLOY: 2 FORFEIT: 2
 Icons: Trade Federation, Pilot, Presence, Episode I

•Drop! 3
 Lore: Anakin had to heed Qui-Gon's advice to avoid the rapidly approaching storm.
 EFFECT [Coruscant] [U]
 Text: Use 3 Force to deploy on table. During your move phase, if opponent has 13 or more cards in hand, you may use 4 Force to place all but 8 (random choice) in Used Pile. Once during any control phase, you may place up to three cards from hand in Used Pile.
 Icons: Episode I

•Edel Bar Gane 3
 Lore: Senator from the planet Roona. One of the first to support Amidala's motion for a vote of no confidence in Supreme Chancellor Valorum. Intolerant of other species.
 CHARACTER-REPUBLIC [Coruscant] [C]
 POWER: 1 ABILITY: 2
 Text: Agenda: ambition. While in a senate majority, opponent may not draw more than one battle destiny in battles at battleground sites and you may not cancel opponent's battle destiny draws at sites.
 DEPLOY: 3 FORFEIT: 5
 Icons: Episode I

••Enter The Bureaucrat 5
 Lore: Even the most effective of operations can be easily mired under the Republic's plethora of procedural red tape.
 IMMEDIATE EFFECT [Coruscant] [U]
 Text: If you just lost more than 2 Force to a Force drain, deploy on opponent's location. You lose no more than 1 Force from Force drains here. At any time, you may place Immediate Effect in Used Pile to draw two cards from top of Reserve Deck.
 Icons: Episode I

Establish Control 5
 Lore: Keeping supply routes clear allows rapid distribution of resources to where they are most required.
 EFFECT [Coruscant] [U]
 Text: Deploy on a docking bay you control. No Force drains here. Fallen Portal may not target a character at this site. Your Force drains are +2 at adjacent non-docking bay battleground sites. Place Effect in Used Pile if opponent controls this location.
 Icons: Episode I

•Gardulla The Hutt 2
 Lore: Well-known as a gambler and a gangster. Gardulla was a former owner of Shmi and Anakin Skywalker, before losing them in a bet to the Toydarian junk dealer, Watto.
 CHARACTER-ALIEN [Coruscant] [U]
 POWER: 3 ABILITY: 3 FORCE-ATTUNED
 Text: When you retrieve Force from Boonta Eve Podrace, any or all of your retrieved Force may be taken into hand. Once during your control phase, may use 1 Force; opponent draws one destiny. If destiny > 2, you retrieve 1 Force. Otherwise, lose 1 Force.
 DEPLOY: 3 FORFEIT: 5
 Icons: Episode I

•Grotto Werribee 1
 Lore: Once a junior traffic controller for an interstellar shipping corporation, Grotto brags that there is nothing about docking bay procedure that he doesn't know.
Information broker.
 CHARACTER-ALIEN [Coruscant] [R]
 POWER: 2 ABILITY: 4 FORCE-SENSITIVE
 Text: Deploys -1 to a docking bay. Adds 2 to the power of anything he pilots. While at opponent's docking bay, adds 2 to your Force drains there, and your vehicles and other characters there are immune to attrition < 4.
 DEPLOY: 4 FORFEIT: 3
 Icons: Pilot, Episode I

•Imperial Arrest Order & •Secret Plans 5
 EFFECT [Coruscant] [R]
 TEXT: Deploy on table. Unique (+) Imperials of ability < 3 are forfeit +1. Nabrun Leids and Elis Helrot are limited to owner's move phase and exterior sites only. Once during each of your deploy phases, may deploy one docking bay from Reserve Deck; reshuffle. When opponent retrieves X cards, opponent must first use X Force or that retrieval is canceled. (Immune to Alter.)

•Imperial Artillery 7
 Lore: The Empire always had a large weapons cache held in reserve, in case of an emergency.
 USED INTERRUPT [Coruscant] [R]

Text: During your control phase, if you have a weapon (except a lightsaber or [Permanent Weapon]) at a battleground you control, opponent loses 1 Force. OR if you just used a weapon (except a lightsaber or [Permanent Weapon]) to 'hit' a character or starship, opponent loses 1 Force. (Immune to Sense.)

Jawa 3

Lore: Every now and then, Jawas will pause in their scavenging duties to take in a Podrace. Many believe this is only because they want to be first to a crash scene.

CHARACTER-ALIEN [Coruscant] [C]

POWER: 1 ABILITY: 1

Text: Deploys only on Tatooine. *To deploy, requires 1 Force from each players' Force Pile. Power +1 on Tatooine. While with another Jawa, if opponent just initiated a Force drain at adjacent site, may use 2 Force to reduce it by 1.

DEPLOY: * FORFEIT: 1

Icons: Episode I

*Keder The Black 1

Lore: A highly paid assassin and spy, Keder has infiltrated the Senate disguised as a Coruscant Guard. The identity of his target and his employer remains a mystery to all but him.

CHARACTER-REPUBLIC [Coruscant] [R]

POWER: 3 ABILITY: 3 FORCE-ATTUNED

Text: Deploys only to a site as an Undercover spy (-2 on Coruscant). During your control phase, may 'break cover' to target one character with politics present. Draw destiny. If destiny +1 > target's politics, target and Keder are lost.

DEPLOY: 4 FORFEIT: 4

Icons: Warrior, Episode I

*Kill Them Immediately 3

Lore: Darth Sidious instructed Nute Gunray to dispose of the Jedi ambassadors. Rune Haako was not so confident.

USED OR LOST INTERRUPT [Coruscant] [C]

Text: Use 5 Force to reveal opponent's hand. If opponent has no duplicate cards there, place this Interrupt in Used Pile. Otherwise USED: place a revealed card in opponent's Used Pile. LOST: all cards opponent has two or more of are lost. (Immune to Sense.)

Icons: Episode I

*Lana Dobreed 4

Lore: Dobreed used to have dreams of opening up his own shop in Mos Espa. Now broke from his gambling activities, he provides transportation services to pay for his urges.

USED INTERRUPT [Coruscant] [U]

Text: During your move phase, target any or all of your characters at one exterior site to 'étransport' (relocate) to another exterior site. Draw destiny. Use that much Force to 'étransport,' or place Interrupt in Lost Pile.

Icons: Episode I

Laser Cannon Battery 4

Lore: Trade Federation battleships use concealed quad laser emplacements. Though their coverage is limited, the surprise factor and ferocious firing rate is often overwhelming.

STARSHIP WEAPON [Coruscant] [U]

Text: Deploy on your capital starship. May deploy as a 'react.' May target a starship using X Force, where X = 0 to 3. Draw destiny. Subtract 2 if targeting a starship with maneuver. If destiny +X > defense value, target hit and opponent loses 1 Force.

Icons: Episode I

*Little Real Power 5

Lore: "He is mired by baseless accusations of corruption."

LOST INTERRUPT [Coruscant] [C]

Text: During any control phase, target an opponent's character with politics present with your senator at Galactic Senate. For remainder of turn, target's game text is canceled and target is politics = 0.

Icons: Episode I

*Lott Dod 2

Lore: Primary Neimoidian senator who represents the Trade Federation in the Galactic Senate. Thwarted attempts by Amidala to end the blockade of Naboo.

CHARACTER-REPUBLIC [Coruscant] [R]

POWER: 1 ABILITY: 3 POLITICS: 4

Text: Agendas: ambition, blockade, trade. While in a senate majority, once during your control phase, may search your Force Pile and take any one card there into hand; reshuffle. While at Galactic Senate, your other Neimoidians are forfeit +2.

DEPLOY: 2 FORFEIT: 5

Icons: Episode I

*MALASTARE

LOCATION-SYSTEM [Coruscant] [U]

DARK (2): If you control, during your control phase may deploy Watto's Box (regardless of your current race total).

LIGHT (1): If you control, may use 4 Force to cancel Watto's Box.

Icons: Planet, Parsec: 3, Episode I

*Masterful Move & *Endor Occupation 5

USED INTERRUPT [Coruscant] [R]

Text: Cancel Tatooine Celebration, Cloud City Celebration, or Coruscant Celebration. (Immune to Sense.) OR Use 1 Force to take one hologram, dejarik, or Imperial Holotable into hand from Reserve Deck; reshuffle. OR Cancel Mantellian Savrip. OR Cancel opponent's Force drain at a holosite.

Maul Strikes 5

Lore: A Sith needs no introduction.

LOST INTERRUPT [Coruscant] [R]

Text: If Maul in battle with a Jedi, add one battle destiny (two if Jedi is Qui-Gon). OR Use 1 Force to take any lightsaber into hand from Reserve Deck; reshuffle. OR Target a Jedi present with Maul; they duel: Both players draw 2 destiny. Loser (lowest total) is lost.

Icons: Episode I

*Maul's Sith Infiltrator 6

Lore: One of Sienar Advanced Projects Laboratories' prototype designs. Equipped with advanced weaponry and a full-effect stygium-based cloaking device for invisibility on command.

STARFIGHTER: SITH INFILTRATOR [Coruscant] [R]

POWER: 4 ARMOR: 5 HYPERSED: 6

Text: May add 2 pilots. Maul deploys -3 aboard. While Maul piloting, immune to attrition and during your move phase, may lose 2 Force to 'cloak' (does not participate in battles) until end of next turn.

DEPLOY: 3 FORFEIT: 6

Icons: Nav Computer, Independent, Episode I

*Mind Tricks Don't Work On Me 2

Lore: Watto is smart enough to not let himself get swindled by a Jedi bully.

EFFECT [Coruscant] [U]

Text: Use 3 Force to deploy on table. If you just forfeited all your cards that participated in a battle opponent initiated, you may place this Effect out of play to cancel all remaining battle damage. (Immune to Alter.)

Icons: Episode I

*Motion Supported 3

Lore: "The delegates from Malastare concur the with delegates from the Trade Federation. A commission must be appointed!"

POLITICAL EFFECT [Coruscant] [U]

Text: Deploy on table. If no senator here, you may place a senator here from hand to add 2 to your next Force drain at a battleground this turn. If a wealth agenda here, once per turn, you may lose your just drawn battle destiny to substitute it with a card from hand.

Icons: Episode I

My Lord, Is That Legal? / I Will Make It Legal

OBJECTIVE [Coruscant] [U]

[Front Side] 0

Deploy Galactic Senate and any other [Episode 1] location.

For remainder of game, Rebel and Imperial leaders of ability < 4 are politics +2. Counter Assault and Surprise Assault are canceled. Your Republic characters are immune to Goo Nee Tay. Cards on your Political Effects may deploy to table. At Galactic Senate, weapon destiny draws are -6, creatures are lost and game text of non-Republicans is canceled.

Flip this card if you have 3 senators (or 2 senators, at least 1 with a blockade agenda) at Galactic Senate.

[Back Side] 7

While this side up, once during your control phase may use 3 Force to place up to two random cards from opponent's hand into their Used Pile. Once per turn may take a Political Effect into hand from Reserve Deck; reshuffle. Your senators are destiny +2 (or +3 if senator has an ambition agenda) when drawn for weapon or battle destiny. May use 2 Force at end of any turn to place all cards on your Political Effects into Used Pile.

Flip this card if you have less than two senators at Galactic Senate.

Icons: Episode I

*NABOO

LOCATION-SYSTEM [Coruscant] [U]

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

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

Icons: Planet, Parsec: 5, Episode I

*NABOO: SWAMP LOCATION

LOCATION-SITE [Coruscant] [C]

DARK (1): If your battle droid present, Force drain +1 here.

LIGHT (1): If your Gungan present, Force drain +1 here.

Icons: Exterior, Planet, Episode I

*NABOO: BATTLE PLAINS

LOCATION-SITE [Coruscant] [C]

DARK (2): Unless Gungan Energy Shield on table, your tanks are each power +2 here.

LIGHT (2): Once per game may take Gungan Energy Shield into hand from Reserve Deck; reshuffle.

Icons: Exterior, Planet, Episode I

*NABOO: THEED PALACE COURTYARD

LOCATION-SITE [Coruscant] [C]

DARK (2): During your move phase, may move your characters from here to any interior Naboo site.

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

Icons: Exterior, Planet, Episode I

*NABOO: THEED PALACE DOCKING BAY

LOCATION-SITE [Coruscant] [C]

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

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

Icons: Interior, Exterior, Planet, Episode I

*NABOO: THEED PALACE THRONE ROOM

LOCATION-SITE [Coruscant] [C]

DARK (2): If Haako or Gunray present, Force drain +1 here.

LIGHT (1): Unless Amidala present, Force drain -1 here.

Icons: Interior, Planet, Episode I

Naboo Blaster 5

Lore: Weapons were confiscated by battle droids during the Trade Federation's occupation of Naboo. Considered superior to blasters manufactured in the Outer Rim.

CHARACTER WEAPON [Coruscant] [C]

Text: Use 1 Force to deploy on your warrior or battle droid. May target a character, creature, or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value.

Icons: Episode I

Naboo Blaster Rifle 2

Lore: A large quantity of these blasters found their way onto the black market after the Trade Federation's blockade of Naboo failed.

CHARACTER WEAPON [Coruscant] [C]

Text: Use 1 Force to deploy on your warrior or battle droid. May target a character, creature, or vehicle using 1 Force. Draw destiny. Target hit if destiny +2 > defense value.

Icons: Episode I

*Neimoidian Advisor 5

Lore: "We must move quickly to disrupt all communication down there."

USED OR STARTING INTERRUPT [Coruscant] [U]

Text: USED: Use 2 Force to deploy a unique (+) battleground not on table, from Reserve Deck; reshuffle. STARTING: Deploy from your Reserve Deck one Effect which deploys on table (or your side of table) and has no deploy cost; reshuffle. Place Interrupt in Lost Pile.

Icons: Episode I

Neimoidian Pilot 3

Lore: Trade Federation Neimoidian pilots are some of the most desired in the galaxy due to their willingness to follow orders.

CHARACTER-REPUBLIC [Coruscant] [C]

POWER: 0 ABILITY: 2

Text: Deploys -2 at Naboo. When deployed aboard your battleship, you may activate 1 Force. Adds 2 to the power of any starship he pilots. Forfeit +2 while piloting.

POWER: 2 FORFEIT: 2

Icons: Pilot, Episode I

*No Civility, Only Politics 4

Lore: It's not rare to see a senator using the system to forward his own personal agenda. Much goes on behind closed doors that the Senate never sees.

USED OR LOST INTERRUPT [Coruscant] [C]

Text: USED: During your move phase, take one of your characters with politics at Galactic Senate into hand. LOST: If you have a Republican with politics in battle at a site, add one battle destiny; that character is power and politics = 0 until end of turn.

Icons: Episode I

*Nute Gunray 3

Lore: Commanding Viceroy of the Trade Federation forces assigned to the blockade of Naboo. Takes for his own actions. Neimoidian leader.

CHARACTER-REPUBLIC [Coruscant] [R]

POWER: 3 ABILITY: 4 FORCE-SENSITIVE

Text: Your destroyer droids and battle droids are each forfeit +1 at same and related sites. While aboard Blockade Flagship, opponent's Jedi may not move or deploy to Bridge, and your destroyer droids are destiny +3 if drawn for battle destiny.

DEPLOY: 3 FORFEIT: 6

Icons: Episode I

No Money, No Parts, No Deal! / You're A Slave?

OBJECTIVE [Coruscant] [U]

[Front Side] 0

Deploy Watto's Junkyard and Mos Espa.

For remainder of game, Watto's Junkyard is immune to Revolution. If Watto at Watto's Junkyard, opponent may use 8 Force to place Watto in Used Pile and you may retrieve up to 4 Force.

While this side up, Qui-Gon is power +3. Opponent loses no more than 1 Force from your Force drains at Tatooine sites.

Flip this card if Watto present at Watto's Junkyard and you occupy Mos Espa.

[Back Side] 7

While this side up, once during each of your deploy phases, may place a card from hand face down on your side of the table and opponent must choose to lose 2 Force (you place card in Used Pile) or use 2 Force (you deploy that card for free). If opponent uses 2 Force and you cannot deploy card, lose 2 Force and card is lost. Opponent's non-unique aliens are each deploy +3.

Flip this card if Watto not present at Watto's Junkyard or you do not occupy Mos Espa.

Icons: Episode I

*On The Payroll Of The Trade Federation 5

Lore: A political agenda is no use without supporters. And in the world of politics, left and right often meet in the middle.

USED INTERRUPT [Coruscant] [C]

Text: Target an opponent's character at Galactic Senate if you have a senator there with a matching agenda. For remainder of turn: your senator's politics is increased by target's current politics, and target's politics is then reduced to zero.

*Orn Free Taa 4

Lore: Obese Rutian Twi'lek senator. Once a tax collector, he has used his connections and political power to fuel a myriad of devious plots for whomever can make him the highest offer.

CHARACTER-REPUBLIC [Coruscant] [C]

POWER: 1 ABILITY: 3 POLITICS: 2

Text: Agendas: taxation, wealth. While in a senate majority, once per turn may take your just drawn battle destiny into hand. During opponent's deploy phase, may use X Force to place Taa in your Used Pile. (X = cards in opponent's Force Pile.)

POWER: 1 FORFEIT: 4

Icons: Episode I

•Our Blockade Is Perfectly Legal 3
Lore: Until it could be proven otherwise, the Trade Federation maintained that they were pursuing a legal means of protesting the taxation of outlying trade routes.
POLITICAL EFFECT [Coruscant] [U]
Text: Deploy on table. If no senator here, you may place a senator here from hand to add 3 to any battle destiny just drawn. If a blockade agenda here, during your turn you may cancel a 'react' or an attempt by opponent to move away from a battle.
Icons: Episode I

•P-59 3
Lore: Trade Federation destroyer droid squad leader. Charged with removing the threat posed by Qui-Gon Jinn and Obi-Wan Kenobi. Found the Jedi hard to kill, but forced their retreat.
CHARACTER-DROID [Coruscant] [R]
POWER: 4 ARMOR: 4 DESTROYER DROID
Text: Permanent weapon is Twin Cannons (may target a character or vehicle for free; draw destiny; if destiny +1 > defense value, target hit and opponent loses 2 Force). Draws one battle destiny if unable to otherwise. Immune to attrition < 4.
DEPLOY: 4 FORFEIT: 4
Icons: Permanent Weapon, Presence, Episode I

•P-60 3
Lore: Trade Federation droid led by unit commander P-59. Assisted in the attempt to keep the Jedi ambassadors from breaching the battleship's command center.
CHARACTER-DROID [Coruscant] [R]
POWER: 3 ARMOR: 5 DESTROYER DROID
Text: Permanent weapon is Twin Cannons (may target a character or vehicle for free; draw destiny; if destiny +2 > defense value, target hit and opponent loses 1 Force). While with a destroyer droid at a site, adds one battle destiny.
DEPLOY: 4 FORFEIT: 4
Icons: Permanent Weapon, Presence, Episode I

•Passel Argente 2
Lore: A senator known for his ability to deflect blame. It is rumored that Argente receives kickbacks from a few corporations to thwart other companies' developments.
CHARACTER-REPUBLIC [Coruscant] [C]
POWER: 1 ABILITY: 2 POLITICS: 2
Text: Agendas: ambition, taxation. While in a senate majority, opponent's non-unique starships and non-unique vehicles are each deploy +2 and power -1. Argente is politics +X, where X = number of opponent's senators at same site.
DEPLOY: 2 FORFEIT: 3
Icons: Episode I

•Rune Haako 2
Lore: Trade Federation settlement officer serving as legal council to Viceroy Gunray. Reputed to have one of the sharpest legal minds in all of the Republic. Neimoidian.
CHARACTER-REPUBLIC [Coruscant] [R]
POWER: 2 ABILITY: 3 FORCE-ATTUNED
Text: While in battle, may choose one number. If next card opponent draws for destiny this battle has a printed destiny number matching this choice, that destiny is reduced to zero. If you just initiated a battle at same or adjacent site, retrieve 1 Force.
DEPLOY: 3 FORFEIT: 6
Icons: Episode I

Security Battle Droid 3
Lore: Manufactured by the Baktoid Combat Automata, battle droids are used by the Trade Federation throughout the galaxy in order to secure and protect sites of strategic importance.
CHARACTER-DROID [Coruscant] [C]
POWER: 2 ARMOR: 3 BATTLE DROID
Text: Opponent's characters require +1 Force to move from same site using their landspeed. While with another battle droid at a site, draws one battle destiny if unable to otherwise.
DEPLOY: 2 FORFEIT: 3
Icons: Presence, Episode I

Sense 3
Lore: A Sith Lord can use the Force to reach out and find what he seeks.
LOST INTERRUPT [Coruscant] [U]
Text: If opponent just played an Interrupt (or just initiated a 'react'), target one of your characters on table. Draw destiny. If destiny < ability of target, that Interrupt (or 'react') is canceled. OR Cancel Alter.
Icons: Episode I

•Short Range Fighters & Watch Your Back! 4
USED OR LOST INTERRUPT [Coruscant] [R]
Text: USED: Take one unique (+) unpiloted starfighter into hand from Reserve Deck; reshuffle. LOST: During a battle at a system or sector, if you are about to draw a card for battle destiny, you may instead use the maneuver number of your unique (+) starfighter in that battle.

•Squabbling Delegates 5
Lore: To simply be a sitting member of the Galactic Senate consumes a lot of time and energy. The opposition that is arrayed against you does not make it any easier.
USED INTERRUPT [Coruscant] [R]
Text: Once per game, retrieve 1 Force for each of your senators at Galactic Senate. (Immune to Sense.) OR Take one senator (or Coruscant Guard) into hand from Reserve Deck; reshuffle.
Icons: Episode I

•TATOOINE
LOCATION-SYSTEM [Coruscant] [U]
DARK (2): While you occupy, opponent's starship movement from here requires +1 Force. If Maul here, Force drain +1 here.
LIGHT (1): Your movement to here using hyperspeed requires -1 Force.
Icons: Planet, Parsec: 7, Episode I

•TATOOINE: MARKETPLACE
LOCATION-SITE [Coruscant] [C]
DARK (1): If you occupy, once during each of your control phases may use 3 Force to retrieve 1 Force.
LIGHT (1): If you occupy, once during each of your control phases may use 5 Force to retrieve 1 Force.
Icons: Exterior, Planet, Episode I

•TATOOINE: WATTO'S JUNKYARD
LOCATION-SITE [Coruscant] [C]
DARK (2): Once per game, may deploy Watto here from Reserve Deck; reshuffle. Watto deploys -2 here.
LIGHT (1): While Watto here, you may not draw battle destiny here.
Icons: Exterior, Planet, Episode I

•TATOOINE: MOS ESPA DOCKING BAY
LOCATION-SITE [Coruscant] [C]
DARK (1): Your docking bay transit from here requires 1 Force.
LIGHT (1): Your docking bay transit from here requires 2 Force.
Icons: Interior, Exterior, Planet, Episode I

•TC-14 3
Lore: Trade Federation-owned protocol droid used by the Neimoidians to distract the Jedi until a plan could be conceived to deal with them.
CHARACTER-DROID [Coruscant] [R]
POWER: 1 PROTOCOL DROID
Text: Opponent's Jedi using landspeed from here require +2 Force. During any control phase may place TC-14 out of play to target one opponent's Jedi present. Target Jedi loses all immunity to attrition and is power = 0 for remainder of turn.
DEPLOY: 3 FORFEIT: 3
Icons: Episode I

•Televan Koreyo 2
Lore: Leader of Tatooine's Street Performers And Panhandlers' Guild. Televan can survive on almost nothing, and he keeps tight controls on other Guild members. Information broker.
CHARACTER-ALIEN [Coruscant] [R]
POWER: 2 ABILITY: 2
Text: Beggar and Frozen Assets are canceled. Your thieves, gamblers, and information brokers at related Tatooine sites are power +1. While at Cantina, Mos Espa, or Marketplace, may draw one battle destiny if not able to otherwise.
DEPLOY: 0 FORFEIT: 3
Icons: Episode I

•Tey How 2
Lore: Neimoidian Trade Federation communications officer to Nute Gunray. Had audio and visual mechanics surgically implanted to assist her in shipboard operations.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 1 ABILITY: 2
Text: Adds 2 to the power of anything she pilots. While aboard a battleship, whenever you must lose Force from a Force drain at a system within 2 parsecs of How, may use X Force to reduce the loss by X.
DEPLOY: 2 FORFEIT: 3
Icons: Pilot, Episode I

•The Phantom Menace 7
Lore: Mysterious hologram that communicates with the Trade Federation, directing their blockade of Naboo. "This is getting out of hand. Now there are two of them!"
EFFECT [Coruscant] [R]
Text: Deploy on table. Once per turn, if Maul on table, may deploy a Neimoidian from Reserve Deck; reshuffle. While present with opponent's Jedi, Maul is defense value +2 and immune to attrition. If Maul just lost, place Effect in Used Pile. (Immune to Alter.)

•The Point Is Conceded 6
Lore: Political pressure carefully applied with a generous helping of Republic procedure can negate the strongest of motions.
USED INTERRUPT [Coruscant] [C]
Text: If you have a senate majority, activate 1 Force. OR If your opponent has a senate majority, place your senator at Galactic Senate in Used Pile to place an opponent's character present (your choice) in opponent's Used Pile. (Immune to Sense.)
Icons: Episode I

•They Will Be No Match For You 5
Lore: "At last we will reveal ourselves to the Jedi."
EFFECT [Coruscant] [R]
Text: Deploy on table. When Maul initiates a duel, Hunt Down And Destroy The Jedi (or Their Fire Has Gone Out Of The Universe) is not placed out of play. While armed with a lightsaber, Maul's duel destiny draws are each +1. (Immune to Alter.)
Icons: Episode I

They're Still Coming Through! 4
Lore: Despite the barriers erected, sometimes a determined opponent cannot be kept out.
USED INTERRUPT [Coruscant] [U]
Text: Cancel Rebel Barrier, It's A Trap!, or Smoke Screen. OR Re-target Fallen Portal by choosing up to two of opponent's characters there instead of your own. OR Peek at the top card of your Force Pile; either return it, or place it under your Force Pile or Reserve Deck.
Icons: Episode I

•This Is Outrageous! 3
Lore: "I recommend a commission be sent to Naboo to ascertain the truth!"
POLITICAL EFFECT [Coruscant] [U]
Text: Deploy on table. If no senator here, you may place a senator here from hand to cancel an opponent's Force drain. If a trade agenda here, once during your turn, you may place a card from hand in Lost Pile, shuffle that pile, and take top card into hand.
Icons: Episode I

•Tikkos 2
Lore: Quarren senator elected by the people of Mon Calamari. Has amassed considerable wealth through a multitude of political deals, but still moves to gain more.
CHARACTER-REPUBLIC [Coruscant] [C]
POWER: 3 ABILITY: 2 POLITICS: 2
Text: Agenda: wealth. While in a senate majority, your Force generation is +2 at battlegrounds you control, and Honor Of The Jedi is suspended. Once during your deploy phase, may draw bottom card of your Force Pile into hand.
DEPLOY: 3 FORFEIT: 6
Icons: Episode I

•Toonbuck Toora 3
Lore: Female senator and member of her planet's ruling class. Her original optimism in the political process has been eroded by witnessing bribery, corruption and petty bickering.
CHARACTER-REPUBLIC [Coruscant] [U]
POWER: 2 ABILITY: 3 POLITICS: 2
Text: Agendas: ambition, taxation, wealth. While in a senate majority, once per turn may add 1 to your total attrition in battle for each character with an ambition agenda at Galactic Senate.
DEPLOY: 2 FORFEIT: 3
Icons: Episode I

Trade Federation Battleship 2
Lore: Massive cargo vessels that were converted by the Trade Federation into armed battleships. Each is equipped with a large contingent of droid starfighters and battle droids.
CAPITAL: TRADE FEDERATION BATTLESHIP [Coruscant] [U]
POWER: 6 ARMOR: 6 HYPER SPEED: 3
Text: May add 4 pilots, 4 passengers, 2 vehicles and 4 starfighters. Has ship-docking capability. Permanent pilot provides ability of 1. While with any starfighter, draws one battle destiny if unable to otherwise.
DEPLOY: 7 FORFEIT: 7
Icons: Pilot, Nav Computer, Trade Federation, Episode I

Trade Federation Droid Control Ship 2
Lore: These heavily modified battleships are used to control and direct the Trade Federation's automated army. Easily identified by its array of sensors and antennae.
CAPITAL: TRADE FEDERATION BATTLESHIP [Coruscant] [R]
POWER: 5 ARMOR: 7 HYPER SPEED: 3
Text: May add 4 pilots, 4 passengers, 2 vehicles, and 4 starfighters. Has ship-docking capability. Permanent pilot provides ability of 2. While a droid starfighter here, adds one battle destiny.
DEPLOY: 6 FORFEIT: 6
Icons: Pilot, Nav Computer, Trade Federation, Episode I

Tusken Raider 3
Lore: Tusken Raiders are constantly taking bets to see who can hit the most Podracers on the Boonta Eve racetrack.
CHARACTER-ALIEN [Coruscant] [C]
POWER: 2 ABILITY: 1
Text: While at Podrace Arena, if opponent just placed race destiny on their Podracer, once per turn may use 3 Force to 'shoot' (no other Tusken Raiders may 'shoot' this turn.) Draw destiny. If destiny > 3, place race destiny in opponent's hand.
DEPLOY: 2 FORFEIT: 2
Icons: Episode I

•Vote Now! 5
Lore: With enough political support, any number of devious plans can be put into motion.
USED INTERRUPT [Coruscant] [R]
Text: During your control phase, draw destiny. If destiny > 2, draw up to X cards (maximum 4) from Reserve Deck, where X = your total politics at Galactic Senate minus opponent's total politics at Galactic Senate.
Icons: Episode I

•We Must Accelerate Our Plans 5
Lore: "This turn of events is unfortunate."
USED INTERRUPT [Coruscant] [R]
Text: Use 3 Force to take one Effect of any kind into hand from Reserve Deck; reshuffle. OR Deploy a Blockade Flagship site from your Reserve Deck; reshuffle. OR Take one Interrupt with the word 'Podracer(s)' in its game text into hand from Reserve Deck; reshuffle.
Icons: Episode I

•Wipe Them Out, All Of Them 5
Lore: Darth Sidious' command was merciless and direct. He left no room for misinterpretation.
EFFECT [Coruscant] [U]
Text: Deploy on table. Once during each of opponent's turns, if you occupy a battleground site, may activate 1 Force. While opponent has a non-unique alien or non-unique starfighter in battle, opponent may not draw more than two battle destiny. (Immune to Alter.)
Icons: Episode I

•Yade M'rak 3
Lore: Corellian **gambler** with an addiction to Podrace betting. Has lost most of his belongings to Gardulla. Still operates as a smuggler of black market weaponry.
CHARACTER-ALIEN [Coruscant] [U]
POWER: 2 ABILITY: 2
Text: Adds 2 to power of anything he pilots. Once per turn, may take a just drawn race destiny into hand. Once during a battle Yade is in at a system may use 2 Force to draw destiny. If destiny is odd, add one battle destiny; if even, destiny into hand.
DEPLOY: 2 FORFEIT: 4
Icons: Pilot, Warrior, Episode I

•Yeb Yeb Adem'thorn 3
Lore: **Senator** who opposes the taxation of trade routes. Some say that a recent move from his homeworld to a luxurious Coruscant abode is evidence of his corruption.
CHARACTER-REPUBLIC [Coruscant] [C]
POWER: 1 ABILITY: 2 POLITICS: 2
Text: Agendas: trade, wealth. While in a senate majority, once during your turn, may peek at top card of opponent's Reserve Deck; return that card or lose 1 Force to make it lost.
DEPLOY: 2 FORFEIT: 4
Icons: Episode I

•You Cannot Hide Forever & •Mobilization Points 5
EFFECT [Coruscant] [R]
Text: Deploy on table. Your Force generation is +1 at each docking bay you occupy. Opponent's Jedi are defense value -1. Never Tell Me The Odds is canceled. Once per game, you may take one Carida, Wakeelmui, Gall, Kuat or Rendili or Executor into hand from Reserve Deck; reshuffle. You may place Effect in Lost Pile to take one [Endor] or [DSII] Effect that deploys for free into hand from Reserve Deck; reshuffle. (Immune to Alter.)

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