

# PREMIERE LIGHT SIDE SPOILER LIST

**2X-3KPR (Tooex)** 3  
 Lore: Simple maintenance and diagnostics droid. Activates alarm sensors, security lighting and power fences on remote installations. KPR servant droids built by Lerrimore Droids.  
 CHARACTER-DROID [Premiere] [U1]  
 POWER: 0 SECURITY DROID  
 Text: Where present under "nighttime condition," each of your Rebels and aliens at same planet site are power +2, and also have immunity to attrition < 3 if a Hydroponics Station is present.  
 DEPLOY: 2 FORFEIT: 2

**A Few Maneuvers** 6  
 Lore: "...I know a few maneuvers. We'll lose them." Boosted shields and fancy flying are necessary to escape Imperial weapon fire until hyperspace jump can be made.  
 USED INTERRUPT [Premiere] [C2]  
 Text: Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn. (Interrupt may even affect the result immediately after a destiny draw targeting the starfighter's maneuver.)

**•A Tremor In The Force** *Errata* 3  
 Lore: "Stand By..."  
 EFFECT [Premiere] [U1]  
 Text: Once per game, during your deploy phase, "insert" (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

**•Affect Mind** 5  
 Lore: "What was that?" The Jedi power known as "affect mind" is often used to create minor distractions, allowing Jedi to elude enemies rather than engage them in battle.  
 EFFECT [Premiere] [R1]  
 Text: Use 1 Force to deploy on one of your Jedi. Unless a Dark Jedi is also present, opponent's total ability at same location is reduced by 2.

**•ALDERAAN** [Premiere] [U2]  
 LOCATION-SYSTEM [Premiere] [U2]  
 LIGHT (1): Subtract 1 from each of opponent's battle destiny draws here.  
 DARK (0): If you control, Force drain +1 here.  
 Icons: Planet, Parsec: 2

**Alter** 4  
 Lore: A user of the Force can alter the environment to affect the minds of others. "The Force can have a strong influence on the weak-minded."  
 USED INTERRUPT [Premiere] [U1]  
 Text: Cancel one Effect (or Utinni Effect) by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Sense card just played.

**•Beggar** 3  
 Lore: Many Mos Eisley citizens, once swindled and robbed, become destitute. Unable to afford off-planet passage, they live in the streets and do odd jobs or beg.  
 EFFECT [Premiere] [R1]  
 Text: Use 3 Force to deploy on any exterior Tatooine site (free at Beggar's Canyon). You may use any amount of Force in the opponent's Force Pile during your turns. However, if you use more than 1 of the opponent's Force in a turn, Beggar is lost.

**•Beru Lars** *Clarification* 2  
 Lore: Wife of Owen Lars and guardian of Luke Skywalker. Quietly lobbied Owen to allow Luke to attend Academy. Maintains Lars' farm hydroponics labs.  
 CHARACTER-REBEL [Premiere] [U2]  
 POWER: 1 ABILITY: 1  
 Text: Forfeit +2 when at same site as Owen Lars or a Hydroponics Station. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.  
 DEPLOY: 1 FORFEIT: 3

**•Beru Stew** *Errata* 4  
 Lore: Moisture farmers grow enough food to sustain Tatooine's population. Beru Lars has devised many dishes using herbs and roots naturally found in Tatooine's desert.  
 LOST INTERRUPT [Premiere] [U2]  
 Text: Each player must immediately activate 2 Force. Also, you may activate 1 additional Force for each Beru Lars, Owen Lars or Hydroponics Station on table.

**•Biggs Darklighter** *Clarification* 2  
 Lore: Piloted Red 3 at Battle of Yavin. Childhood friend of Luke. Led mutiny on Rand Ecliptic and theft of Ecliptic from shipyards on Bestine. Ecliptic Evaders emblem on helmet.  
 CHARACTER-REBEL [Premiere] [R2]  
 POWER: 2 ABILITY: 2  
 Text: Adds 2 to power of anything he pilots. When piloting Red 3, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Pilot, Warrior

**Blaster** *Clarification* 3  
 Lore: A Merr-Sonn Model 44 blaster pistol. Uses power packs and high-energy blaster gases to shoot bolts of explosive coherent light energy.  
 CHARACTER WEAPON [Premiere] [C2]  
 Text: Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

**Blaster Rifle** *Clarification* 3  
 Lore: BlasTech E-11 blaster rifle. Standard issue for Imperial forces. So numerous that many have been stolen by Rebels. Extendable stock. Carries energy for 100 shots.  
 CHARACTER WEAPON [Premiere] [C1]  
 Text: Use 2 Force to deploy on your warrior. May target a character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

**•Boshek** *Clarification* 1  
 Lore: Rogue pilot. Outlaw starship tech. Has secret lab in Mos Eisley. He bragged about beating Han Solo's Kessel Run record. Left fringe life behind after meeting Obi-Wan Kenobi.  
 CHARACTER-ALIEN [Premiere] [U1]  
 POWER: 2 ABILITY: 4 FORCE-SENSITIVE  
 Text: Adds 3 to power of anything he pilots. May make a Kessel Run in place of a smuggler. Immune to attrition < 3.  
 DEPLOY: 4 FORFEIT: 3  
 Icons: Pilot

**•C-3PO (See-Threepio)** 3  
 Lore: Cytob Galactica 3PO human-cyborg relations droid. Fluent in over six million forms of communication. 112 years old. Has never been memory-wiped...as far as he knows.  
 CHARACTER-DROID [Premiere] [R1]  
 POWER: 1 PROTOCOL DROID  
 Text: Total power at same site is +2 for each of your droid/Rebel pairs present, including C-3PO. R2-D2 is forfeit +2 when present.  
 DEPLOY: 3 FORFEIT: 4

**Caller** 6  
 Lore: Hand-held device that can remotely command restraining bolt. Each caller can be keyed to specific bolt. Used by many species. Also called "restraining bolt activators."  
 DEVICE [Premiere] [U2]  
 Text: Deploy on a Rebel or Jawa. During your control phase, may steal one droid at same site if it is controlled by a Restraining Bolt. After droid is stolen, Restraining Bolt returns to owner's hand.

**Cantina Brawl** 5  
 Lore: "...watch your step. This place can be a little rough." The Mos Eisley Cantina harbors smugglers, thieves, cutthroats, criminals and bounty hunters!  
 LOST INTERRUPT [Premiere] [R1]  
 Text: Use 2 Force to cause a fight to break out in the Cantina. Both players draw destiny. All characters in Cantina with an ability number matching either destiny draw are lost.

**Collision!** *Clarification* 4  
 Lore: High-speed collisions are a constant danger during chaotic starfighter dogfights. Scanners can be jammed. Pilots rely on vision, increasing the chances of such accidents.  
 LOST INTERRUPT [Premiere] [C2]  
 Text: Use 1 Force if opponent has at least two starships present at same system or sector. Draw destiny. If destiny < number of those starships, opponent must lose one of them.

**Combined Attack** 4  
 Lore: Efficient cooperation allowed the Rebels to coordinate the attack of their small starfighters effectively at the Battle of Yavin.  
 LOST INTERRUPT [Premiere] [C2]  
 Text: During a battle at any system, target one starship by combining the destiny draws of two or more of your Weapon (Starship)-Destiny s at same system.

**Corellian Corvette** 1  
 Lore: Multi-purpose Rebel Blockade Runner. Modular interior designed for troop or cargo transport. 150 meters long. Used by Rebels, pirates, corporations and the Empire.  
 CAPITAL: CORVETTE [Premiere] [U2]  
 POWER: 5 ABILITY: 4 HYPERSPEED: 3  
 Text: May add 3 pilots, 4 passengers and 1 vehicle. Has ship-docking capability. Permanent pilot aboard provides ability of 1.  
 DEPLOY: 4 FORFEIT: 8  
 Icons: Pilot, Nav Computer, Scomp Link

**•Crash Site Memorial** 5  
 Lore: Mos Eisley was built around wreckage of the colony ship Dowager Queen. The wreck remains as a monument where residents leave junk for Jawa scavengers.  
 EFFECT [Premiere] [U1]  
 Text: Deploy on your side of table. You may place lost vehicles, droids, weapons and devices here instead of Lost Pile. Once each turn, during your deploy phase, you may exchange any one hand card with one card from your 'memorial.'

**CZ-3 (Seezee-Three)** 3  
 Lore: CZ comm droid built by Serv-O-Droid. Outdated but still commonly in use. Built-in comlink. Sophisticated scramblers and encryption programming.  
 CHARACTER-DROID [Premiere] [C1]  
 POWER: 1 COMMUNICATIONS DROID  
 Text: If opponent has just initiated a battle or Force drain at CZ-3's location or an adjacent site, you may 'react' by deploying cards (at normal use of the Force) to that battle or Force drain location.  
 DEPLOY: 1 FORFEIT: 4

**•DANTOINE** [Premiere] [U1]  
 LOCATION-SYSTEM [Premiere] [U1]  
 LIGHT (1): Your capitol starships deploy -2 and your starfighters deploy -1 here.  
 DARK (0): If you control, Force drain +1 here.  
 Icons: Planet, Parsec: 5

**•Death Star Plans** 6  
 Lore: "What's so important? What's he carrying?" "The technical readouts of that battle station. I only hope that when the data is analyzed, a weakness can be found."  
 UTINNI EFFECT [Premiere] [R1]  
 Text: Deploy on any Death Star site(except docking bay). Target one of your droids(not on Death Star). When target reaches Utinni Effect, 'steal' plans. If target then moves to any Yavin 4 site, draw 3 destiny. Retrieve that much lost Force. Lose Utinni Effect.

**•DEATH STAR: DETENTION BLOCK CONTROL ROOM** *Errata* [Premiere] [U2]  
 LOCATION-SITE [Premiere] [U2]  
 LIGHT (0): If you control, Force Drain +1 here and all imprisoned characters on Death Star are released.  
 DARK (1): -  
 Icons: Interior, Mobile, Scomp Link

**•DEATH STAR: DOCKING BAY 327** [Premiere] [C2]  
 LOCATION-SITE [Premiere] [C2]  
 LIGHT (1): Your docking bay transit from here requires 1 Force.  
 DARK (1): Your docking bay transit from here requires 1 Force.  
 Icons: Exterior, Interior, Mobil, Scomp Link

**•DEATH STAR: TRASH COMPACTOR** [Premiere] [U1]  
 LOCATION-SITE [Premiere] [U1]  
 LIGHT (0): You may deploy here without presence. If you control, Force drain +1 here.  
 DARK (0): (none).  
 Icons: Interior, Mobile

**Demotion** *Clarification* 3  
 Lore: Repercussions for failure are severe in the Imperial military. Many officers prefer demotion to "alternative" punishment from Darth Vader.  
 EFFECT [Premiere] [R2]  
 Text: Use 2 force to deploy on any Imperial except Vader, Emperor or a stormtrooper. That Imperial is power -2 and its game text is canceled.

**•Dice Ibegon** 2  
 Lore: Female companion of Lak Sivrak. A Florn lamproid. Dangerous predator with a poison stinger. Rumored to have mysterious time-shifting attunement to the Force.  
 CHARACTER-ALIEN [Premiere] [R2]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: If present where an opponent's character just fired a weapon, may use 1 Force to utilize Dice's poison stinger (once per turn). Target that character and draw destiny. If destiny = ability, target is 'hit'.  
 DEPLOY: 4 FORFEIT: 3

**Disarmed** *Clarification* 5  
 Lore: When Dr. Evazan and Ponda Baba confronted Luke in the Cantina, Obi-Wan pointed out, "This little one isn't worth the effort." A brawl ensued.  
 EFFECT [Premiere] [R1]  
 Text: If both players have a character with a weapon present at same site, deploy on that opponent's character during any control phase. Character loses all weapons, is power -1 and may no longer carry weapons. (Immune to Alter.)

**•Don't Get Cocky** *Clarification* 5  
 Lore: Luke and Han made an effective team when defending the Millennium Falcon with its quad laser cannons against attacking TIE fighters. "Great kid! Don't get cocky."  
 LOST INTERRUPT [Premiere] [R1]  
 Text: If Luke and Han are in a battle together, you may add two battle destiny. OR If opponent just initiated a battle at a system or sector, choose one TIE/In present to be lost.

**Don't Underestimate Our Chances** 4  
 Lore: "Stand-by alert. Death Star approaching. Estimated time to firing range, fifteen minutes."  
 LOST INTERRUPT [Premiere] [C1]  
 Text: If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser. OR Triple the result of You Overestimate Their Chances.

**Droid Shutdown** 6  
 Lore: If low on energy and unable to recharge, a droid can shutdown active systems to conserve power.  
 USED INTERRUPT [Premiere] [C2]  
 Text: Cancel any attempt to steal, destroy or capture one of your droids. Droid is protected for remainder of this turn.

**•Dutch** *Clarification* 1  
 Lore: Jon 'Dutch' Vander. Gold Squadron leader at Battle of Yavin. Prefers Y-wing fighters. Previously led squadron at Renforra Base. Emblem of Specter Squadron on his helmet.  
 CHARACTER-REBEL [Premiere] [R1]  
 POWER: 2 ABILITY: 2

Text: Adds 2 to power of anything he pilots. When piloting Gold 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Gold Squadron pilot at same location.

DEPLOY: 2 FORFEIT: 5  
Icons: Pilot, Warrior

**Electrobinoculars** *Errata* 3  
Lore: Enhances distant targets using a computer-assisted zoom technology. Provides range information. Works in low-light. Rugged case protects the internal systems.  
DEVICE [Premiere] [C2]  
Text: Use 1 Force to deploy on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force. You may choose to move that card to the top of your Force Pile.

**Ellorrs Madak** *Clarification* 5  
Lore: Like many Duros, Madak has natural piloting and navigation skill. Former scout. Freelance instructor. Makes runs to important trade worlds Celanon, Byblos and Yaga Minor.  
EFFECT [Premiere] [C2]  
Text: Deploy on your non-pilot character (except droids) to give that character [Pilot] skill. Adds 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

**Escape Pod** 6  
Lore: Capital starships have emergency escape pods. Equipped with food, water, flares, medpacs, hunting blaster and tracking beacon (R2-D2 deactivated this one's beacon).  
USED INTERRUPT [Premiere] [U2]  
Text: Save all characters, weapons, and devices aboard any just-lost capital starship. Relocate them to any planet site.

**•Eyes In The Dark** 5  
Lore: "I don't like the look of this."  
EFFECT [Premiere] [U1]  
Text: Deploy beside either player's Lost Pile. That pile is turned face down. Cards from that player's Life Force may not be viewed when they are lost.

**•Figrin D'an** 2  
Lore: A male Bith. **Musician** who leads the Mos Eisley Cantina band, Figrin D'an and the Modal Nodes. Expert **gambler** and card shark.  
CHARACTER-ALIEN [Premiere] [U2]  
POWER: 1 ABILITY: 1  
Text: Once each turn during your control phase, you may use 1 Force to make a "waager." Draw three destiny. Opponent draws two destiny. Player with highest total may randomly select one card to be retrieved from that player's Lost Pile.  
DEPLOY: 2 FORFEIT: 4

**Friendly Fire** 4  
Lore: Overcrowding in heavy fire zones increases chances of accidentally shooting one's own comrades. Stormtroopers never let accuracy get in the way of victory.  
LOST INTERRUPT [Premiere] [C2]  
Text: An accident occurs at the beginning of a battle at any site where opponent has at least two characters and one weapon. Draw destiny. If destiny < number of opponent's characters at that site, one is lost. (Opponent's choice.)

**•Full Throttle** *Clarification* 4  
Lore: Rebel pilots use visual scanning to supplement sensors for an edge against Imperial fighter pilots. Natural instincts allow lone Rebels to overcome superior numbers.  
LOST INTERRUPT [Premiere] [R2]  
Text: If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Luke is defending a battle alone at a system or sector, add 1 to power and add one battle destiny.

**Fusion Generator Supply Tanks** *Clarification* 4  
Lore: Uses standard fusion technology. Provides starships with energy for hyperspace travel. Installed at docking bays and throughout the Outer Rim Territories.  
DEVICE [Premiere] [C2]  
Text: Deploy on your starship at a system or sector where a related docking bay is on table. Adds 1 to hyperspeed, power and maneuver.

**•General Dodonna** 2  
Lore: Skilled tactician and natural **leader**. Planned attack on Death Star after analyzing technical readouts provided by Princess Leia. Star Destroyer captain during Old Republic.  
CHARACTER-REBEL [Premiere] [U1]  
POWER: 2 ABILITY: 2  
Text: Increases Rebel Planners by 1, doubles if at same site. May use 1 Force to cancel Wrong Turn. Each Rebel present with him at a Yavin 4 site is power +1.  
DEPLOY: 3 FORFEIT: 5  
Icons: Warrior

**•Gift Of The Mentor** 5  
Lore: Luke relied on Obi-Wan's knowledge and advice to learn the ways of the Force. Obi-Wan continued to counsel Luke long after the old Jedi's apparent 'death.'  
LOST INTERRUPT [Premiere] [R1]  
Text: If Luke and Obi-Wan or Yoda are in a battle together, you may add two battle destiny. OR Use 1 Force to search through your Reserve Deck and take any one lightsaber into your hand. Shuffle deck, cut and replace.

**•Gold 1** 3  
Lore: Lead fighter of Gold Squadron at Battle of Yavin. Flown by Jon 'Dutch' Vander. Designated Specter 1 at Renforra Base.  
STARFIGHTER: Y-WING [Premiere] [R2]

POWER: 2 MANEUVER: 3 HYPERSPEED: 4  
Text: May add 2 pilots or passengers.  
DEPLOY: 1 FORFEIT: 3  
Icons: Nav Computer, Scomp Link

**•Gold 5** 4  
Lore: Flown by the veteran Rebel fighter pilot Pops during the Battle of Yavin. He personally supervised all repairs and maintenance.  
STARFIGHTER: Y-WING [Premiere] [R2]  
POWER: 2 MANEUVER: 3 HYPERSPEED: 4  
Text: May add 2 pilots or passengers, and 1 astromech.  
DEPLOY: 1 FORFEIT: 3  
Icons: Nav Computer, Scomp Link

**•Han Solo** *Clarification* 1  
Lore: **Smuggler, gambler** and "freelance law-bender." Crafty Corellian pirate. Rebel hero. Owns Millennium Falcon. Co-pilot Chewbacca promised him "life-debt." Has bounty on head.  
CHARACTER-REBEL [Premiere] [R1]  
POWER: 3 ABILITY: 3 FORCE-ATTUNED  
Text: Once during battle, may use 1 Force to cancel and re-draw your just drawn destiny. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise.  
DEPLOY: 3 FORFEIT: 6  
Icons: Pilot, Warrior

**Han's Back** 3  
Lore: "Didn't we just leave this party?"  
LOST INTERRUPT [Premiere] [U2]  
Text: If Han is lost, use 1 Force to retrieve him from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Han into your hand. Shuffle deck, cut and replace.

**Han's Dice** 3  
Lore: A pair of dice dangling above Millennium Falcon's cockpit, for luck. "I've never seen anything to make me believe there's one, all-powerful Force controlling everything."  
USED INTERRUPT [Premiere] [C2]  
Text: If one of your characters of ability > 2 is in a battle, use 1 Force to draw another battle destiny instead of the one you just drew.

**•Han's Heavy Blaster Pistol** *Clarification* 2  
Lore: BlasTech DL-44 heavy pistol. Short range, but relatively powerful. Carries energy for 25 shots. Illegal or restricted on most systems.  
CHARACTER WEAPON [Premiere] [R2]  
Text: Use 1 Force to deploy on Han, or 3 on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Han, target's forfeit = 0.

**Hear Me Baby, Hold Together** *Clarification* 3  
Lore: Smuggler and Rebel starships use black market armor plating and deflector shields to withstand enemy fire. Expensive but life-saving modifications.  
USED INTERRUPT [Premiere] [C2]  
Text: If opponent just targeted your starship with a starship weapon, subtract 2 from each of that weapon's destiny draws.

**Help Me Obi-Wan Kenobi** 3  
Lore: Leia sent a hologram plea, "General Kenobi, years ago you served my father in the Clone Wars. Now he begs you to help him in his struggle against the Empire."  
USED INTERRUPT [Premiere] [R1]  
Text: If Obi-Wan is at a site you control, he may apply any amount of his ability toward drawing a battle destiny at any other location. Ability he uses this way cannot be used again this turn. OR One Rebel may move as a 'react' to an adjacent battle site.

**How Did We Get Into This Mess?** 4  
Lore: Stranded in the Dune Sea, R2-D2 insisted on heading into rocky canyons where he thought settlements were likely to exist. Threepio had other ideas.  
USED INTERRUPT [Premiere] [U2]  
Text: If one of your droids is at the Dune Sea or where there is a Scomp link, use 1 Force to discard your entire hand to your Used Pile. Draw the same number of cards from your Reserve Deck. Draw one extra card if droid is C-3PO or R2-D2.

**Hydroponics Station** *Clarification* 4  
Lore: Grows fruits and vegetables. Very efficient water use. Often underground. Feeds moisture farm families, but excess vegetables are often sold at markets.  
DEVICE [Premiere] [U2]  
Text: Use 1 Force to deploy on any exterior Tatooine site. Cannot be moved. The first Force you activate during your activate phase may be drawn into hand instead. If a Vaporator on table, the second Force you activate may also be drawn into hand.

**Hyper Escape** 5  
Lore: "We'll be safe enough once we make the jump to hyperspace." A starship in hyperspace cannot be tracked unless a homing beacon has been hidden aboard.  
USED INTERRUPT [Premiere] [C2]  
Text: Cancel a battle just initiated at any system by moving all your starships there away (at normal use of the Force).

**I've Got A Bad Feeling About This** *Clarification* 4  
Lore: Han's smuggling adventures in Corporate Sector and Hutt Space put him in many tight scrapes. He's about to be in another.  
USED INTERRUPT [Premiere] [C2]

Text: If you just initiated a battle at a location where you have less power than the opponent, double opponent's battle damage if you win the battle (if Han is present at the battle location, triple opponent's battle damage).

**Into The Garbage Chute, Flyboy** 6  
Lore: Leia led an unorthodox escape into a "garbage masher" on the detention level. "What an incredible smell you've discovered!"  
USED INTERRUPT [Premiere] [R2]  
Text: If Trash Compactor is on table, cancel any battle just initiated at another Death Star site by moving (for free) all your characters involved to the Trash Compactor.

**It Could Be Worse** 4  
Lore: After escaping Detention Block AA-23. Rebels found themselves in the trash compactor. Leia point out, "It could be worse." It soon was.  
USED INTERRUPT [Premiere] [C2]  
Text: If you must lose Force for any reason, reduce the loss by X amount by using X Force.

**Jawa** 3  
Lore: Pesky scavenger species. One meter tall. Trade language nearly unintelligible...unless Jawas wish to be understood. Sometimes build massive stone fortresses.  
CHARACTER-ALIEN [Premiere] [C2]  
POWER: 1 ABILITY: 1  
Text: \*To deploy, requires 1 Force from each players' Force Pile. Cannot deploy otherwise. Deploy only on Tatooine, but may move elsewhere.  
DEPLOY: \* FORFEIT: 1

**•Jawa Siesta** 3  
Lore: Three Jawas take a cool, energy-saving nap in the noon-day suns at Mos Eisley.  
EFFECT [Premiere] [U1]  
Text: To deploy (on your side of table), requires 3 Force from both players' Force Piles. Cannot deploy otherwise. All your Jawas are forfeit +1.

**Jedi Lightsaber** *Clarification* 2  
Lore: Elegant sword of pure energy. "This is the weapon of a Jedi Knight. Not as clumsy or as random as a blaster. A lightsaber can be dangerous to an unskilled user."  
CHARACTER WEAPON [Premiere] [U1]  
Text: Use X Force to deploy on your warrior where X = (7 - warrior's ability). May add 1 to Force drain where present. May target a character or creature by using X Force. Draw two destiny. Target hit if total destiny > defense value.

**Jedi Presence** 3  
Lore: Jedi Knights inspired allies on the battlefield through bravery and heroism. Obi-Wan's presence encouraged the Rebels and gave them a chance to escape the Death Star.  
LOST INTERRUPT [Premiere] [R1]  
Text: If one of your Jedi is present during any battle, use 1 Force to cause all other Rebels there to battle at double power.

**•Jek Porkins** *Clarification* 2  
Lore: Piloted Red 6 at Battle of Yavin. Specializes in strafing runs. Served in Tierfon Yellow Aces squadron at Tierfon Rebel Outpost. Free trader from Bestine system.  
CHARACTER-REBEL [Premiere] [U1]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. When piloting Red 6, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot, Warrior

**•K'lor'slug** 3  
Lore: Dejarik hologram of venomous swamp creature from Noe'ha'on. Keen senses of smell and vision. Dangerous hunter. Lays eggs - hundreds of ravenously hungry hatchlings.  
EFFECT [Premiere] [R1]  
Text: Deploy on your side of table. For each unit of ability you have present during a battle, you may use 1 Force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny.

**•Kabe** 3  
Lore: Young female Chadra-Fan. **Thief**. Guardian is Muftak. Abandoned on Tatooine by slavers. Loves intoxicating juri juice. Once robbed Jabba the Hutt's dwelling in Mos Eisley.  
CHARACTER-ALIEN [Premiere] [U1]  
POWER: 1 ABILITY: 1  
Text: During your control phase, may target one opponent's weapon or device at same site. Draw destiny. If destiny < target's destiny number, Kabe 'steals' device to use, or weapon to hold and transfer (for free) to a warrior at same site.  
DEPLOY: 2 FORFEIT: 3

**•Kal'Falni C'ndros** *Clarification* 2  
Lore: A female Quor'sav, a warm-blooded, avian/monotreme species. 3.5 meters tall. Over-protective mother. Freelance pilot. Has custom-built ship with tall corridors. Lays eggs.  
CHARACTER-ALIEN [Premiere] [R1]  
POWER: 1 ABILITY: 1  
Text: When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's destiny to zero. Landspeed = 3. Adds 2 to power of anything she pilots. May not deploy to or board starfighters or enclosed vehicles.  
DEPLOY: 0 FORFEIT: 5  
Icons: Pilot

**•KESSEL**  
LOCATION-SYSTEM [Premiere] [U2]  
LIGHT (1): If you control, Force drain +1 here.  
DARK (2): If you control, Kessel Run is prevented (canceled).  
Icons: Planet, Parsec: 8

**•Kessel Run** 5  
Lore: Planet Kessel has infamous glitterstim spice mines attracting smugglers and pirates. A "Kessel run" is a long, dangerous hyper-route they must travel quickly.  
UTINNI EFFECT [Premiere] [R2]  
Text: Deploy on Kessel. Target one of your smugglers at another system. X=parsec distance between the two systems. When target reaches Kessel, opponent draws destiny. If = 0, starship lost. Otherwise, by returning to first system, 'retrieve' X Lost Force.

**•Krayt Dragon Howl** 4  
Lore: Using Jedi skill, Obi-Wan Kenobi imitated perfectly the mournful howl of the dangerous krayt dragon to scare Tusken Raiders away from Luke Skywalker.  
LOST INTERRUPT [Premiere] [R1]  
Text: If Obi-Wan is defending a battle alone at a site, add 1 to power and add one battle destiny. OR If any other Rebel with ability > 2 is defending a battle alone at a site, add one battle destiny.

**•Leesub Sirlin** 4  
Lore: Leesub is a Qiraash (near-human). Enslaved as child. Limited precognition. Selected by Imperial High Inquisitor Tremayne as Force adept. Escaped and hiding in Mos Eisley.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 1 ABILITY: 3 FORCE-ATTUNED  
Text: Once each turn during your control phase, may use 1 Force to guess a card type and point to a card in opponent's hand. Card must be shown. If guessed correctly, card is lost.  
DEPLOY: 3 FORFEIT: 3

**•Leia Organa** 1  
Lore: Strong-willed princess from Alderaan. Youngest Imperial Senator ever. Used diplomatic immunity to spy for Rebels. Led relief effort on Ralltir. Natural leader.  
CHARACTER-REBEL [Premiere] [R1]  
POWER: 3 ABILITY: 3 FORCE-ATTUNED  
Text: Adds 1 to power of each Rebel present with her at a Death Star site. 'Diplomatic' immunity to attrition < 2.  
DEPLOY: 3 FORFEIT: 6  
Icons: Warrior

**•Leia's Back** 3  
Lore: "It's not over yet!"  
LOST INTERRUPT [Premiere] [U2]  
Text: If Leia is lost, use 1 Force to retrieve her from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Leia into your hand. Shuffle deck, cut and replace.

**•Leia's Sporting Blaster** Clarification 5  
Lore: Defender sporting blaster, made by Drearian Defense Conglomerate. Intended for personal defense or small-game hunting. Short range. Low power. Carries energy for 50 shots.  
CHARACTER WEAPON [Premiere] [U1]  
Text: Use 1 Force to deploy on Leia, or 2 on your warrior. May target a character, creature or vehicle for free. Draw destiny. Target hit if destiny -1 > defense value. If hit by Leia, target's forfeit = 0.

**Lift Tube** 6  
Lore: System of enclosed high-speed vertical and horizontal transport cylinders. Used in space stations, large starships, Death Stars, etc.  
TRANSPORT VEHICLE [Premiere] [C2]  
POWER: 0 MANEUVER: 4 LANDSPEED: 3  
Text: May carry 4 passengers. Deploy and move only at interior mobile sites. May move without presence aboard. Also, may move as a 'react' only to a battle or Force drain (if within range).  
DEPLOY: 1 FORFEIT: 1

**•Lightsaber Proficiency** 4  
Lore: A Jedi learns not only to wield a lightsaber, but how to channel the Force to increase skill and control the lightsaber's damage.  
EFFECT [Premiere] [R1]  
Text: Deploy on any character with ability > 2 and a lightsaber. That character is power +3 in battles or may add 1 to Force drain where present. Effect is lost if character loses lightsaber.

**LIN-V8K (Elleyein-Veeatekay)** Clarification 3  
Lore: Armored military droid which specializes in laying explosive mines. Originally intended to set charges inside ore and spice mines, but has also been converted for military use.  
CHARACTER-DROID [Premiere] [C1]  
POWER: 0 MINING DROID  
Text: Lays mines. OR at any time during your turn, may use 1 Force to 'defuse' (lose) any one mine at same site.  
DEPLOY: 2 FORFEIT: 4

**•Luke Skywalker** Errata 1  
Lore: Son of Anakin Skywalker. Student of Obi-Wan Kenobi. Honed piloting skills while bullseyeing womp rats in Beggar's Canyon aboard T-16 skyhopper.  
CHARACTER-REBEL [Premiere] [R1]  
POWER: 3 ABILITY: 4 FORCE-SENSITIVE  
Text: You may activate 1 extra Force each turn if Luke is not at a Tatooinie site. Adds 3 to power of anything he pilots. When piloting Red 5, also adds 2 to maneuver. Immune to attrition < 3.  
DEPLOY: 3 FORFEIT: 7  
Icons: Pilot, Warrior

**•Luke's Back** 3  
Lore: "It looks like I'm going nowhere."  
LOST INTERRUPT [Premiere] [U2]  
Text: If Luke is lost, use 1 Force to retrieve him from the Lost Pile. OR Use 3 Force to search through your Reserve Deck and take Luke into your hand. Shuffle deck, cut and replace.

**•Luke's X-34 Landspeeder** Clarification 3  
Lore: Skywalker's SoroSuub. Common open-air transport. Top speed 250 km per hour. Repulsorlift drive keeps it suspended one meter above ground, even when parked.  
TRANSPORT VEHICLE [Premiere] [U2]  
POWER: 1 MANEUVER: 5 LANDSPEED: 4  
Text: May add 1 driver and 2 passengers. Moves free if Luke aboard. May move as a 'react'.  
DEPLOY: 2 FORFEIT: 4

**•Mantellian Savrip** 3  
Lore: Dejarik game uses holograms of mythological and real creatures from across the galaxy. The hulking Mantellian savrip is a nasty predator from Ord Mantell.  
EFFECT [Premiere] [R2]  
Text: Use 3 Force to deploy on your side of table (free if C-3PO on table). After losing any battle: characters, starships and vehicles may be forfeited directly from your hand (for forfeit value) to reduce attrition or battle damage.

**•Millennium Falcon** 2  
Lore: Modified YT-1300 freighter. Owned by Lando Calrissian until won by Han in a sabacc game. 26.7 meters long. "She may not look like much, but she's got it where it counts."  
STARFIGHTER: MODIFIED LIGHT FREIGHTER [Premiere] [R1]  
POWER: 3 MANEUVER: 4 HYPER SPEED: 6  
Text: May add 2 pilots and 2 passengers. Immune to attrition < 5 if Han, Chewie or Lando piloting. Has ship-docking capability. Must have pilot aboard to use power, maneuver or hyperspeed.  
DEPLOY: 3 FORFEIT: 7  
Icons: Nav Computer, Scomp Link

**•Momaw Nodon** 3  
Lore: Male Ithorian, from a tree-loving race derogatorily nicknamed, "Hammerheads." Master of animal husbandry and horticulture. Former herd ship leader. Rebel spy.  
CHARACTER-ALIEN [Premiere] [U2]  
POWER: 1 ABILITY: 3 FORCE-ATTUNED  
Text: During your control phase, may snare (steal) one Bantha, Dewback, Wampa, Rancor, Bubo, or Dragonsnake present at same site.  
DEPLOY: 2 FORFEIT: 3

**Move Along...** 3  
Lore: Obi-Wan used Jedi "affect mind" power to convince stormtroopers, "These aren't the droids you're looking for."  
USED INTERRUPT [Premiere] [R1]  
Text: Use 1 Force to temporarily suspend a battle just initiated at a site where one of your Jedi is present. Draw destiny. That number of opponent's characters with ability = 1 (your choice) must move away (for free), or are lost. Battle continues.

**Nabrun Leids** 4  
Lore: Four-armed smuggler and pilot for hire. A Morseerian male. Breathes methane. Former fighter pilot. He can take you anywhere for the right price.  
USED INTERRUPT [Premiere] [U2]  
Text: Any or all of your characters at one site may attempt to hire transport to any other one site. Draw destiny to determine Nabrun's asking price. Accept transport by using that much Force. Decline transport and Nabrun leaves (to Lost Pile).

**Narrow Escape** Errata 5  
Lore: Blast doors seal off compartments during battles, hull ruptures or as security measures. Thick doors repel blaster rifle shots.  
USED INTERRUPT [Premiere] [C2]  
Text: If opponent just initiated battle at a site where you have a Rebel of ability > 2 present, move all of your cards with ability there away (using their landspeed at normal use of Force) and cancel battle.

**Nightfall** 3  
Lore: Tatoo I and Tatoo II, twin sons of Tatooinie, create a harsh desert environment, but provide spectacular sunsets. At night, many dangers emerge from the shadows.  
EFFECT [Premiere] [U1]  
Text: Deploy on any planet system to cause "nighttime conditions" at related sites. During battles there, both sides add one destiny to power only. Spies deploy free to sites under "nighttime conditions."

**Noble Sacrifice** 3  
Lore: "You can't win Darth. If you strike me down I shall become more powerful than you can possibly imagine." Obi-Wan's sacrifice gave the Rebels time to escape.  
LOST INTERRUPT [Premiere] [R2]  
Text: If opponent just deployed a character, sacrifice (out of play) from table one of your characters with the same power (even a captured character). You may retrieve Force from Lost Pile equal to your sacrificed character's forfeit value.

**•Obi-Wan Kenobi** Clarification 1  
Lore: Jedi Knight. Trained by Yoda. Friend of Bail Organa. General Kenobi became a hero of the Old Republic during the Clone Wars. Mentor of Anakin and Luke Skywalker.  
CHARACTER-REBEL [Premiere] [R1]  
POWER: 5 ABILITY: 6 JEDI KNIGHT

Text: When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost. Immune to attrition < 5.  
DEPLOY: 5 FORFEIT: 9  
Icons: Warrior

**•Obi-Wan's Cape** Clarification 4  
Lore: A symbol of the noble Jedi and his mysterious powers.  
EFFECT [Premiere] [R1]  
Text: Use 2 Force to deploy on your Rebel or alien. Character is immune to attrition < 5. Also, When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost.

**•Obi-Wan's Lightsaber** Clarification 1  
Lore: "An elegant weapon for a more civilized time." Miniaturized power cell. Uses rare crystals to focus the lightsaber. This lightsaber was personally built by Obi-Wan.  
CHARACTER WEAPON [Premiere] [R1]  
Text: Deploy on Obi-Wan. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

**Old Ben** Clarification 3  
Lore: "That old man's just a crazy wizard." Obi-Wan lived in Tatooinie's deserts for years...ready for the right moment to act.  
LOST INTERRUPT [Premiere] [C2]  
Text: Use 1 Force if any of your characters (except Obi-Wan) was just forfeited from a Tatooinie site. Mysterious "crazy wizard" steps in and revives (relocates) that character back to same site.

**On The Edge** 2  
Lore: Luke and Leia nearly fell over the retracted bridge across the Death Star's central core while trying to elude stormtroopers. They were soon trapped on the precipice.  
LOST INTERRUPT [Premiere] [R2]  
Text: Use 1 Force and target one Rebel (on table) of ability > 2. Choose a number from 1 to 6. You may retrieve that amount from your Lost Pile if you now draw destiny > chosen number. If you fail, Rebel is lost.

**•Our Most Desperate Hour** 6  
Lore: Following her father Bail Organa's instructions, Leia placed the Death Star plans into R2-D2, hoping that they could be delivered safely to Alderaan by Obi-Wan Kenobi.  
UTINNI EFFECT [Premiere] [R1]  
Text: Deploy on Alderaan. Target one Rebel at Tatooinie. When Target reaches Utinni Effect, retrieve one lost Force for each Force-Attuned character you have on table, two for each Force-Sensitive or Jedi. Lose Utinni Effect.

**Out Of Nowhere** Clarification 5  
Lore: Black market sensor-stealth arrays can be used to hide starships from enemy sensor scans. Stellar interference can naturally shield a starship for surprise attacks.  
USED INTERRUPT [Premiere] [U2]  
Text: If opponent just initiated a battle at a system or sector where you have a starship with maneuver > 3, use 1 Force to add one battle destiny.

**•Owen Lars** Clarification 2  
Lore: Guardian of Luke Skywalker. Husband of Beru Lars. Brother of Obi-Wan Kenobi. Farmer of moisture. Disapprover of Luke's desire to leave Tatooinie.  
CHARACTER-REBEL [Premiere] [U1]  
POWER: 1 ABILITY: 3 FORCE-ATTUNED  
Text: Deploys free at Lars' Moisture Farm. Power +2 if at same site as Beru Lars or a Vaporator. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.  
DEPLOY: 2 FORFEIT: 4

**Panic** 4  
Lore: Cornered by Imperial troops, Han's gambler reflexes led him to do what comes naturally - attack! Surprise assaults work...sometimes.  
USED INTERRUPT [Premiere] [U1]  
Text: If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any characters, starships, vehicles, devices or weapons. Any others are lost.

**•Plastoid Armor** 5  
Lore: Luke and Han took the armor suits from fallen stormtroopers and used them as both protection and disguise to penetrate the detention cell block aboard the Death Star.  
UTINNI EFFECT [Premiere] [U2]  
Text: Deploy on a Death Star site where a Stormtrooper was just lost. Target one of your characters not on Death Star. When target reaches Utinni Effect, steal 'armor.' Character gains Spy skill, power +2, forfeit +2 and immunity to weapon destiny < 6.

**•Pops** Clarification 2  
Lore: Piloted Gold 5 at Battle of Yavin. Real name Davish Krail. Veteran pilot. Flew fighters for two decades. Wingman of Gold Leader.  
CHARACTER-REBEL [Premiere] [U1]  
POWER: 2 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. When piloting Gold 5, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot, Warrior

**Proton Torpedoes** *Clarification* **4**  
 Lore: Powerful ballistic projectiles. Carries proton-scattering energy warheads. Short range. Pierces energy shields, but blocked by particle shields.  
 STARSHIP WEAPON [Premiere] [C2]  
 Text: Use 1 Force to deploy on your X-wing, Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. Target hit if destiny > defense value.

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

**R2-X2 (Artoo-Extoo)** **4**  
 Lore: Typical starfighter pilot assistant. Contains ten coordinates for hyperspace jumps. Built-in tools and computer interfaces. R2-X2 was assigned to Red 10 at Yavin Base.  
 CHARACTER-DROID [Premiere] [C2]  
 POWER: 1 ASTROMECH DROID  
 Text: While aboard any starfighter, adds 1 to power, maneuver, and hyperspeed.  
 DEPLOY: 1 FORFEIT: 3  
 Icons: Nav Computer

**R4-E1 (Arfour-Eeone)** *Clarification* **4**  
 Lore: One of numerous vehicle computer operation droids, manufactured by Industrial Automation. This unit, R4-E1, is a companion of BoShek. Rambunctious. Fiercely independent.  
 CHARACTER-DROID [Premiere] [C2]  
 POWER: 1 VEHICLE DROID  
 Text: While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.  
 DEPLOY: 1 FORFEIT: 3

**Radar Scanner** **3**  
 Lore: Sensor on Luke's landspeeder. Many possible settings. Can scan for life forms, movement or concentrations of metal. Used for traffic control on settled worlds.  
 USED INTERRUPT [Premiere] [C2]  
 Text: If you have at least one vehicle or starship on table, use 1 Force to glance at the cards in the opponent's hand for 10 seconds. You may move each Jawa (except Dathcha) and Tusken Raider you find there to opponent's Used Pile.

**Rebel Barrier** **4**  
 Lore: While being chased through the Death Star, Luke and Leia disabled the blast doors behind them in order to slow down pursuing stormtroopers.  
 USED INTERRUPT [Premiere] [C2]  
 Text: Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn.

**Rebel Guard** *Clarification* **3**  
 Lore: Galen Torg was selected for honor guard duty during ceremony following the Battle of Yavin. He is typical of the hard-working, unsung heroes in the Rebel Alliance.  
 CHARACTER-REBEL [Premiere] [C2]  
 POWER: 0 ABILITY: 2  
 Text: Power +4 when defending a battle. Cannot move.  
 DEPLOY: 2 FORFEIT: 1

**Rebel Pilot** *Clarification* **3**  
 Lore: Lt. Wenton Chan, from Corulag, is typical of the new pilots who volunteer for dangerous duty in the Rebellion. Few have Academy training. Most learn piloting on skyhoppers.  
 CHARACTER-REBEL [Premiere] [C2]  
 POWER: 0 ABILITY: 2  
 Text: Adds 2 to power of anything he pilots.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Pilot

**Rebel Planners** *Clarification* **4**  
 Lore: Rebel strategists worked under master tactician General Dodonna. They devised an unorthodox battle plan to destroy the Death Star at the Battle of Yavin.  
 EFFECT [Premiere] [R2]  
 Text: Use 1 Force to deploy at Massassi War Room or any docking bay. Adds X to total power of your starships at the related system and related sectors, where X = the number of your starships present.

**Rebel Reinforcements** **4**  
 Lore: Rebels rely on hidden 'cells' of undercover operatives. Striking from hidden bases, troops or starfighters can arrive in a battle zone at any time.  
 LOST INTERRUPT [Premiere] [C1]  
 Text: If opponent outnumbered you in total characters and starships on table, use 1 Force to draw destiny. That number of Rebel Troopers and/or Y-wings may be retrieved from Lost Pile.

**Rebel Trooper** **1**  
 Lore: Corellian Corvette trooper Ensign Chad Hulse, an Alderaanian, typifies the loyal Rebel volunteers dedicated to defeating the Empire. Trained in starship and ground combat.  
 CHARACTER-REBEL [Premiere] [C3]  
 POWER: 1 ABILITY: 1  
 Text: Deploy free to same site as one of your Rebels with ability > 2.  
 DEPLOY: 1 FORFEIT: 2  
 Icons: Warrior

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

**Red 3** **3**  
 Lore: Biggs Darklighter's fighter at Battle of Yavin. Part of Ecliptic Evaders squadron near Sullust until transferred to Yavin Base.  
 STARFIGHTER: X-WING [Premiere] [R2]  
 POWER: 3 MANEUVER: 4 HYPERSPEED: 5  
 Text: May add 1 pilot and 1 astromech.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Nav Computer, Scomp Link

**Red Leader** *Clarification* **1**  
 Lore: X-wing pilot Garven Dreis. Led Red Squadron at the Battle of Yavin, and fired an unsuccessful shot at the Death Star thermal exhaust port. Served at Dantooine Rebel base.  
 CHARACTER-REBEL [Premiere] [R1]  
 POWER: 2 ABILITY: 2  
 Text: Adds 2 to power of anything he pilots. When piloting Red 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Red Squadron pilot at same location.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Pilot, Warrior

**Restraining Bolt** **6**  
 Lore: Fits in a special socket on a droid's body. When installed, restricts actions of droids, forcing them to follow orders. Can be operated remotely by a 'caller.'  
 DEVICE [Premiere] [C2]  
 Text: Deploy on any droid at any site. Droid cannot move and cannot utilize its "game text." During your deploy phase, Restraining Bolt may be transferred (for free) to another droid at same site.

**Restricted Deployment** **3**  
 Lore: The Empire is too bureaucratic to deploy troops efficiently except under favorable circumstances. Rebel actions across the galaxy force Imperials to split their forces.  
 EFFECT [Premiere] [U1]  
 Text: Use 3 Force to deploy on opponent's side of table. All opponent's warriors are deploy +1.

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

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

**Rycar Ryjerd** *Clarification* **4**  
 Lore: A Bimm trader and smuggler of starship weapons. Trusts no one. Does business with anyone. Teaches smuggler apprentices. Has mastered Jawa language.  
 EFFECT [Premiere] [U1]  
 Text: Adds 2 to power of anything he pilots (or 4 if trained by Rycar Ryjerd). Any starfighter Rycar pilots is immune to Tallon Roll and is not lost if an asteroid sector is drawn for asteroid destiny.

**Sai'torr Kal Fas** **4**  
 Lore: Saurin female from planet Durkteel. Bodyguard of Hrckek, a Saurin droid trader. Sai'torr will teach battle skills to those who prove themselves worthy.  
 EFFECT [Premiere] [C2]  
 Text: Deploy on any non-warrior character (except droids) to give that character [[Warrior]] skill. OR Deploy on any warrior. That character is power +1. (Immune to Alter.)

**Sandcrawler** *Clarification* **2**  
 Lore: Warren-like enclosed homes for Jawa tribes. Protects against Tatooine predators. Originally mining vehicles. Jawas claimed them when mines abandoned. No two look alike.  
 TRANSPORT VEHICLE [Premiere] [R2]  
 POWER: 3 ARMOR: 3 LANDSPEED: 2  
 Text: Deploys only to a Tatooine site. May add 1 driver and 7 passengers. May relocate only to planet sites. Adds 1 to forfeit of each Jawa at same exterior site.  
 DEPLOY: 3 FORFEIT: 5

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

**Sense** **3**  
 Lore: Users of the Force can sense impending danger by feeling the way the Force flows in others. Cataclysmic events can be sensed (as when Obi-Wan felt Alderaan's destruction).  
 USED INTERRUPT [Premiere] [U1]  
 Text: Cancel one Interrupt (or one 'react') by drawing a destiny < ability of your highest-ability character on table. OR Cancel one Alter card just played.

**Shistaven Wolfman** **2**  
 Lore: Lak Sivrak is a typical Shistaven male. Ferocious, but not aggressive. Often trained as **scouts** at Imperial academies, but they despise the ambitions of the New Order.  
 CHARACTER-ALIEN [Premiere] [C2]  
 POWER: 2 ABILITY: 1  
 Text: May move to an adjacent site as a 'react'.  
 DEPLOY: 3 FORFEIT: 2  
 Icons: Warrior

**Skywalkers** **5**  
 Lore: Luke and Leia escaped to an unused portion of the Death Star, evading security checkpoints. At a retracted bridge, they swung across on a grappling line through enemy fire.  
 LOST INTERRUPT [Premiere] [R1]  
 Text: If Luke and Leia are in a battle together, you may add two battle destiny OR Cancel Imperial Barrier or Wrong Turn or Retract The Bridge.

**Solo Han** **4**  
 Lore: As a smuggler, Solo must always be alert for trouble, even when appearing relaxed. Bounty hunters are eager to claim the price on the Corellian pirate's head.  
 LOST INTERRUPT [Premiere] [R2]  
 Text: If Han is defending a battle alone at a site, add two battle destiny. OR If any alien is defending a battle alone at a site, add one battle destiny.

**SoroSuub V-35 Landspeeder** *Clarification* **4**  
 Lore: Typical old model Courier landspeeder such as the one used by Lars family for trips to Anchorhead. Has cargo compartment. **Enclosed** seating.  
 TRANSPORT VEHICLE [Premiere] [C2]  
 POWER: 0 MANEUVER: 4 LANDSPEED: 3  
 Text: May add 1 driver and 3 passengers. Moves free if Owen Lars, Beru Lars or Luke aboard. May move as a 'react'.  
 DEPLOY: 2 FORFEIT: 3

**Spaceport Speeders** **6**  
 Lore: Spaceport Speeders buys, trades and sells floater. Wioslea is known as a shrewd bargainer. Luke got 2,000 credits for his X-24 speeder.  
 USED INTERRUPT [Premiere] [U2]  
 Text: Sell one of your vehicles or droids at Mos Eisley or same site as Wioslea. Draw two destiny (three destiny if vehicle is Luke's X-34 Landspeeder). The total is the 'offer', which you must accept. Activate that much Force; then vehicle or droid is lost.

**Special Modifications** *Clarification* **3**  
 Lore: Han's "special modifications" for the Millennium Falcon included security mechanisms, deflector shields, hull plating, faster hyperdrive and enhanced weapons.  
 EFFECT [Premiere] [U1]  
 Text: Use 1 Force to deploy on any starship to add 2 to its armor or maneuver. If on Falcon with Han, Lando or Chewie piloting, also adds 2 to power and forfeit.

**Surprise Assault** **3**  
 Lore: Imperial troops with strict orders are often caught off-guard by innovative Rebel ambushes, sneak attacks, or sabotage efforts.  
 LOST INTERRUPT [Premiere] [C1]  
 Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny total to opponent's power total. Player with lowest total loses Force equal to the difference.

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

**Talz** **3**  
 Lore: Mufkak is a typical male Talz from Alzoc III, a system enslaved by the Empire. A Talz's second pair of eyes provide excellent night vision. Mufkak is a friend and protector of Kabe.  
 CHARACTER-ALIEN [Premiere] [C2]  
 POWER: 1 ABILITY: 1  
 Text: May forfeit in place of any other character hit by a weapon at same site, restoring that character to normal. Any Talz is power +2 under "nighttime conditions".  
 DEPLOY: 1 FORFEIT: 4

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

**Tarkin Seeker** 3  
Lore: Military version of a 'remote.' Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.  
AUTOMATED WEAPON [Premiere] [R2]  
Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When at same location as Tarkin or alien of ability < 3, choose one to be immediately lost. Seeker also lost.

**TATOINE**  
LOCATION-SYSTEM [Premiere] [C2]  
LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.  
DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.  
Icons: Planet, Parsec: 7

**Tatooine Utility Belt** 4  
Lore: Survival gear, food and tools are stored in small compartments. Made from bantha hide. Used by Luke and other Tatooine inhabitants.  
DEVICE [Premiere] [C2]  
Text: Use 1 Force to deploy on any Rebel or alien. While on Tatooine, that character's power and forfeit are +2.

**TATOINE: CANTINA**  
LOCATION-SITE [Premiere] [R2]  
LIGHT (2): Your aliens are each power +1.  
DARK (2): Your aliens here, except Tusken Raiders, are each forfeit +1.  
Icons: Interior, Planet

**TATOINE: DOCKING BAY 94**  
LOCATION-SITE [Premiere] [C2]  
LIGHT (1): Your docking bay transit from here requires 1 Force.  
DARK (1): Your docking bay transit from here requires 2 Force.  
Icons: Exterior, Interior, Planet, Scomp Link

**TATOINE: DUNE SEA**  
LOCATION-SITE [Premiere] [C1]  
LIGHT (1): -  
DARK (1): Total ability of 6 or more required for you to draw battle destiny here.  
Icons: Exterior, Planet

**TATOINE: JAWA CAMP**  
LOCATION-SITE [Premiere] [C1]  
LIGHT (1): Your Jawas deploy here for 1 force from you only, for free if Sandcrawler present.  
DARK (1): -  
Icons: Exterior, Planet

**TATOINE: LARS' MOISTURE FARM** Clarification  
LOCATION-SITE [Premiere] [C1]  
LIGHT (2): Beru Lars and Luke deploy -1 here.  
DARK (1): Add 1 to each of your weapon destiny draws here.  
Icons: Exterior, Planet, Scomp Link

**TATOINE: MOS EISLEY**  
LOCATION-SITE [Premiere] [U2]  
LIGHT (2): During your control phase, you may move free from here directly to Cantina (or vice versa).  
DARK (1): -  
Icons: Exterior, Planet

**TATOINE: OBI-WAN'S HUT**  
LOCATION-SITE [Premiere] [R1]  
LIGHT (2): Obi-Wan is deploy -3 here.  
DARK (0): If you control, Force drain +1 here.  
Icons: Interior, Planet

**Thank The Maker** 3  
Lore: Reference to "One Who Creates," used by droids in an almost-religious way. C-3PO used phrase upon getting a much-needed cleansing oil bath.  
LOST INTERRUPT [Premiere] [R2]  
Text: Use 1 Force during opponent's control phase if you have a droid on the table and were drained of at least 5 Force. Draw destiny. That number of cards are randomly selected and retrieved from your Lost Pile.

**The Bith Shuffle** 5  
Lore: Figrin D'an and the Modal Nodes play at the Cantina with a distinctive rocking motion. When Luke arrived, they were playing one of their favorite songs, "Mad About Me."  
USED INTERRUPT [Premiere] [C2]  
Text: Shuffle any player's Reserve Deck or Lost Pile or Used Pile.

**The Force Is Strong With This One** 5  
Lore: Luke's piloting skills and Force abilities made his X-wing a difficult target for Darth Vader as they raced down the Death Star trench.  
LOST INTERRUPT [Premiere] [R2]  
Text: If Luke and an Imperial with ability > 2 are involved in the same battle, you may add one battle destiny (add 2 if Imperial is Vader).

**This Is All Your Fault** 4  
Lore: "We seem to be made to suffer. It's our lot in life."  
USED INTERRUPT [Premiere] [U1]  
Text: Sacrifice (forfeit) a droid to cancel all attrition against you at same site this turn. OR Re-target an opponent's weapon to one of your droids at same site. If droid is lost, use original target's forfeit number.

**Timer Mine** 4  
Lore: A timer-activated explosive device designed to be placed by a mining droid. Typically used in ore and spice mines for demolition. Also has many military applications.  
AUTOMATED WEAPON [Premiere] [C2]  
Text: Deploy on opponent's side at same site as one of your mining droids. 'Explodes' at beginning of your next turn. Draw destiny. That number of opponent's characters there are immediately lost (owner's choice). Timer Mine is also lost.

**Traffic Control** 3  
Lore: Expert traffic controllers coordinate launches faster than automated launch systems. Rebel bases scramble fighters quickly during Imperial attacks.  
EFFECT [Premiere] [U2]  
Text: Use 1 Force to deploy on your side of table. During your control phase, you may return any cards from your hand to the top of your Used Pile.

**Tusken Breath Mask** 4  
Lore: Sand People use a special mask to reclaim exhaled moisture in the hot, harsh environment of Tatooine. Protects by filtering blowing sand and dispersing excess heat.  
EFFECT [Premiere] [U1]  
Text: Deploy on any Tatooine site where you have just won a battle. Target one of your characters not at Tatooine. Upon reaching, target takes mask. While on Tatooine, target's power and forfeit are +2 and has immunity to attrition of exactly 3.

**Utinni!** 4  
Lore: Jawa trade language word for "Come here!" Jawas work communally and scavenge for equipment.  
USED INTERRUPT [Premiere] [R1]  
Text: If one of your Jawas is at the same location as any Utinni Effect, 'steal' that Utinni Effect into your hand, to use or lose as your own. OR Cancel any Interrupt or Effect with 'Jawa' in the card name.

**Vaporator** 4  
Lore: Essential for life on desert planets. Condenses water vapor from atmosphere. Has purification filters and coolant tanks. Protects against drought and harsh conditions.  
DEVICE [Premiere] [C2]  
Text: Use 1 Force to deploy on any Tatooine site. Cannot be moved. Protects all characters at same site, or an adjacent site, from Gravel Storm.

**Warrior's Courage** 4  
Lore: Each Rebel soldier is driven by bravery and a belief in the Rebel Alliance's ideal of freedom. Courageous and quick-thinking Rebels often defeat Imperial legions.  
LOST INTERRUPT [Premiere] [R2]  
Text: If any warrior is defending a battle alone at a site, add one battle destiny. OR If Leia is defending a battle alone at a site, add two battle destiny.

**We're Doomed** 5  
Lore: Threepio's many misadventures often threatened his continued operation. The luckless protocol droid developed a healthy sense of cynicism, and a keen grasp of the obvious.  
USED INTERRUPT [Premiere] [C2]  
Text: If you have less than 15 Life Force, play during opponent's control phase. For remainder of turn, each time you must lose Force, the loss is cut in half (round up). If R2-D2 or C-3PO on table, round down.

**WED-9-M1 'Bantha' Droid** Clarification 4  
Lore: Unique treadwell droid cobbled together by Jawas. Now owned by the DeMaals, proprietors of Docking Bay 94. Nicknamed 'bantha' for its slow and stubborn personality.  
CHARACTER-DROID [Premiere] [R2]  
POWER: 1 MAINTENANCE DROID  
Text: Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if 'bantha' droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors and may cancel Lateral Damage.  
DEPLOY: 2 FORFEIT: 3

**Wioslea Errata** 5  
Lore: Bought Luke's landspeeder for Spaceport Speeders. A Vuvvian female. Gambler who owes Jabba 1,000 credits in wagering debts. Speaks many languages.  
CHARACTER-ALIEN [Premiere] [U1]  
POWER: 2 ABILITY: 1  
Text: During your control phase, may use 1 Force to target an opponent's unoccupied transport vehicle or droid present. Draw destiny. If destiny > target's destiny number, use Force equal to target's deploy cost to 'purchase' target (use as if stolen).  
DEPLOY: 1 FORFEIT: 2

**X-wing** 2  
Lore: Model T-65 by Incom Corporation. Delivered to Alliance by defecting design team. 12.5 meters long. Wings deploy in an 'X' position for better weapons coverage.  
STARFIGHTER: X-WING [Premiere] [C2]  
POWER: 3 MANEUVER: 4 HYPERSPEED: 5  
Text: Permanent pilot aboard provides ability of 1.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot, Nav Computer, Scomp Link

**Y-wing** 3  
Lore: Rugged Rebel Alliance fighter. BTL-S3 has room for a second pilot to assist weapons operations. 16 meters long. Built by Koensayr.  
STARFIGHTER: Y-WING [Premiere] [C2]  
POWER: 2 MANEUVER: 3 HYPERSPEED: 4

Text: May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1.  
DEPLOY: 1 FORFEIT: 2  
Icons: Pilot, Nav Computer, Scomp Link

**YAVIN 4**  
LOCATION-SYSTEM [Premiere] [C2]  
LIGHT (2): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.  
DARK (1): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.  
Icons: Planet, Parsec: 4

**YAVIN 4: JUNGLE**  
LOCATION-SITE [Premiere] [C2]  
LIGHT (1): A Rebel alone here battles at power +2 and is immune to attrition.  
DARK (1): If you control, Force drain +1 here.  
Icons: Exterior, Planet

**YAVIN 4: DOCKING BAY**  
LOCATION-SITE [Premiere] [C1]  
LIGHT (1): Your docking bay transit from here is free.  
DARK (1): Your docking bay transit from here requires 2 Force.  
Icons: Exterior, Interior, Planet, Scomp Link

**YAVIN 4: MASSASSI THRONE ROOM**  
LOCATION-SITE [Premiere] [R1]  
LIGHT (1): If this is your starting location, Light Side goes first in game.  
DARK (0): If you control, Force drain +1 here.  
Icons: Interior, Planet

**YAVIN 4: MASSASSI WAR ROOM**  
LOCATION-SITE [Premiere] [U2]  
LIGHT (2): If you control with a leader here, all Stormtroopers and TIEs on table are forfeit -1.  
DARK (0): If you initiate a battle here, add one battle destiny.  
Icons: Interior, Planet, Scomp Link

**Yavin Sentry** 3  
Lore: Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base's main sensors.  
EFFECT [Premiere] [U2]  
Text: Use 2 Force to deploy at any Yavin 4 site. Declare one of the following to affect that site and adjacent sites while 'sentry' present: Opponent's deploy +1. OR Opponent's ability required for battle destiny +1. OR Your total power +1.

**Yerka Mig** 3  
Lore: An Imperial bureaucrat with high security clearance who resigned and fled in remorse after the occupation of his home planet, Ralltir. Now a fugitive from the ISB.  
EFFECT [Premiere] [U1]  
Text: Deploy at any location. You may move Mig like a character. Target an opponent's character, who may apprehend (cancel) Mig by reaching same location. Until then, during all battles at same and adjacent sites to Mig, opponent's total power is -1.

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# PREMIERE DARK SIDE SPOILER LIST

**•5D6-RA-7 (Fivedesix)** 2  
 Lore: Aide to Admiral Motti's staff. Foul-tempered and vindictive. Feared by other droids. A spy for the ISB. Secretly investigates Imperial officers whose loyalties are in question.  
 CHARACTER-DROID [Premiere] [R1]  
 POWER: 2 SERVANT DROID  
 Text: Power +1 if at same site as Motti or Yularen. Deploy +1 for all opponent's droids (and your 'mouse' droids) at same location. Immune to attrition during "nighttime conditions."  
 DEPLOY: 4 FORFEIT: 5

**•A Disturbance In The Force** *Errata* 3  
 Lore: The destruction of Alderaan caused a great disturbance in the Force "...as if millions of voices suddenly cried out in terror and were suddenly silenced."  
 EFFECT [Premiere] [U1]  
 Text: Once per game, during your deploy phase, 'insert' (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

**•Admiral Motti** *Clarification* 1  
 Lore: Senior Navy Commander of Death Star. Believes in technology. Ridiculed the Force. Ambitious leader. Promoted due to support of New Order, not military skills. Hates Vader.  
 CHARACTER-IMPERIAL [Premiere] [R2]  
 POWER: 3 ABILITY: 3 FORCE-ATTUNED  
 Text: Deploys -2 if at least two Imperial starships on table. Adds 2 to power of anything he pilots. Subtracts 1 from forfeit of Rebel pilots at same system.  
 DEPLOY: 3 FORFEIT: 5  
 Icons: Pilot, Warrior

**•ALDERAAN** [Premiere] [R1]  
 LOCATION-SYSTEM  
 DARK (0): If you control, Force drain +1 here for each Death Star site on table also in your control.  
 LIGHT (1): -  
 Icons: Planet, Parsec: 2

**Alter** 4  
 Lore: A user of the Force can subjugate the will of others or alter the environment at a distance, as when Vader 'disciplines' those whose lack of faith disturbs him.  
 USED INTERRUPT [Premiere] [U1]  
 Text: Cancel one Effect (or Utinni Effect) by drawing a destiny < ability of your highest-ability Character on table. OR Cancel one Sense card just played.

**Assault Rifle** *Clarification* 2  
 Lore: BlasTech model DLT-19 "heavy blaster rifle." Enhanced with extra power packs and greater range.  
 CHARACTER WEAPON [Premiere] [R2]  
 Text: Use 3 Force to deploy on your warrior. May target a character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

**Baniss Keeg** 5  
 Lore: Duros are famous spacers and starship engineers. Many are forced to work for the Empire. Some, like Baniss Keeg, train pilots for deep space missions.  
 EFFECT [Premiere] [C2]  
 Text: Deploy on any non-pilot character (except droids) to give that character [Pilot] skill. Adds 2 to power of any starship that character pilots. OR Deploy on any pilot. Adds 1 to power of any starship that character pilots. (Immune to Alter.)

**Bantha** 3  
 Lore: Transport, pack animal. Many breeds of different sizes and colors. Three meters tall. Can go weeks without food or water. Found throughout the galaxy.  
 CREATURE VEHICLE [Premiere] [U2]  
 POWER: 1 MANEUVER: 2 LANDSPEED: 1  
 Text: May carry 2 passengers. Bantha ability = 1/2. May move as a 'react' only to a battle or Force drain (if within range). Each Tusken Raider at same exterior site is power +1.  
 DEPLOY: 1 FORFEIT: 3

**•Black 2** 2  
 Lore: TIE/ln assigned to pilot DS-61-2. Has 27 'flames' on cockpit, one for each Rebel kill. Control yoke has a holo of Mithels' young son, Rejili.  
 STARFIGHTER: TIE/ln [Premiere] [R1]  
 POWER: 1 MANEUVER: 4 NO HYPERSPEED  
 Text: May add 1 pilot.  
 DEPLOY: 1 FORFEIT: 3

**•Black 3** 3  
 Lore: TIE/ln fighter of pilot DS-61-3. Stylized image of Corellian slice-hound painted on inner hatch.  
 STARFIGHTER: TIE/ln [Premiere] [U1]  
 POWER: 1 MANEUVER: 3 NO HYPERSPEED  
 Text: May add 1 pilot.  
 DEPLOY: 1 FORFEIT: 3

**•Blast Door Controls** 5  
 Lore: Panels control blast doors and key security lock-downs during alerts. Luke destroyed one, locking Imperial forces out of Hangar Bay 327.  
 EFFECT [Premiere] [U2]  
 Text: Deploy on your side of table. Cancels: Into The Garbage Chute, Flyboy; Narrow Escape; Blast The Door, Kid; and Rebel Barrier.

**Blasters Rack** *Clarification* 3  
 Lore: Imperial facilities like the Death Star and garrison bases have blaster racks at key locations to equip soldiers with weapons like blaster rifles and thermal detonators.  
 EFFECT [Premiere] [U1]  
 Text: Deploy on your side of table. At any time, you may transfer one of your character weapons from any site to the Blasters Rack. During your deploy phase, weapon may be transferred to your character on table for an expenditure of Force equal to the weapon's deploy cost.

**Blasters Rifle** 3  
 Lore: Stormtrooper BlasTech E-11 blaster rifle. Can convert from a pistol to a rifle configuration by using extendable stock. Carries 100 shots. Military-issue only.  
 CHARACTER WEAPON [Premiere] [C2]  
 Text: Use 2 Force to deploy on any warrior. May target using 2 Force. Draw destiny. Character hit if destiny +1 > ability. Vehicle hit if destiny +1 > maneuver or armor.

**Blasters Scope** *Clarification* 3  
 Lore: The effectiveness of a blaster can sometimes be enhanced through an electronic targeting scope mounted on top, especially for long range targets.  
 DEVICE [Premiere] [U1]  
 Text: Deploy on your Imperial Blaster or Blasters Rifle. Scope allows that weapon to target at an adjacent site.

**Boosted TIE Cannon** *Clarification* 4  
 Lore: Enhanced TIE blaster cannon prototype. Greater range and power. Improved targeting software. Requires more powerful energy cells. Tested by elite TIE squadrons.  
 STARSHIP WEAPON [Premiere] [U1]  
 Text: Use 1 Force to deploy on your TIE Advanced x1. May target a starship using 1 Force. Draw destiny. Subtract 1 if targeting a capital starship. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.

**Boring Conversation Anyway** 5  
 Lore: "Uh...had a slight weapons malfunction. But, uh, everything's perfectly all right now. We're fine. We're all fine here, now, thank you. How are you?"  
 USED INTERRUPT [Premiere] [R1]  
 Text: Cancel either: Report To Lord Vader, Scomp Link Access, Rebel Planners, Rebel Reinforcements, Gift of the Mentor, Panic, Don't Get Cocky, Skywalkers, Demotion, Combined Attack or Surprise Assault.

**Caller** 6  
 Lore: Hand-held device that commands restraining bolt. Each caller can be targeted to a specific bolt. Used throughout the galaxy. Also called 'owners.'  
 DEVICE [Premiere] [U2]  
 Text: Deploy on Imperial or Jawa. During your control phase, may steal one droid at same site if it is controlled by a Restraining Bolt. After droid is stolen, Restraining Bolt returns to owner's hand.

**Charming To The Last** 5  
 Lore: "You're far too trusting. Dantooine is too remote to make an effective demonstration. But don't worry...We will deal with your Rebel friends soon enough."  
 LOST INTERRUPT [Premiere] [R2]  
 Text: If Tarkin and a Rebel with ability > 2 are involved in the same battle, you may add one battle destiny (add two destiny if Rebel is Leia).

**•Chief Bast** *Clarification* 2  
 Lore: Aide to Grand Moff Tarkin. Rarely underestimates enemies. Learned cunning and patience hunting big game as a youth.  
 CHARACTER-IMPERIAL [Premiere] [U1]  
 POWER: 2 ABILITY: 2  
 Text: Adds 2 to power of anything he pilots. Power +1 if at same site as Tarkin. If a battle was just initiated where Bast is aboard a starship, he may 'evacuate' (relocate) with one other non-droid character present to a related site.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Pilot

**Collateral Damage** 4  
 Lore: Blast vests and helmets with blast shields cannot protect Rebel soldiers from grenades, panel explosions and other combat hazards.  
 LOST INTERRUPT [Premiere] [C2]  
 Text: An accident occurs at the beginning of a battle at any site where opponent has at least two characters and one weapon. Draw destiny. If destiny < number of opponent's characters at that site, one is lost. (Opponent's choice.)

**•Colonel Wulff Yularen** 2  
 Lore: Imperial Security Bureau (ISB) officer assigned to brief Tarkin. Also ordered to ensure absolute loyalty to the Emperor. Leader. Will stop at nothing to fulfill the Emperor's will.  
 CHARACTER-IMPERIAL [Premiere] [U1]  
 POWER: 1 ABILITY: 2  
 Text: Power +1 if at the same site with Tarkin, Chief Bast or General Dodonna.  
 DEPLOY: 2 FORFEIT: 5  
 Icons: Warrior

**Comlink** 3  
 Lore: Hand-held communication device. Military comlinks have scrambling and variable frequency programming for secure communication during battles or emergencies.  
 DEVICE [Premiere] [C1]  
 Text: Use 1 Force to deploy on any character. If opponent has just initiated a battle or Force drain at Comlink's location or an adjacent site, you may 'react' by deploying cards (at normal use of the Force) to that battle or Force drain location.

**•Commander Praji** *Clarification* 2  
 Lore: Vader's aide on the Devastator. Personally supervised search for Death Star plans on Tatooine by Vader's order. Was graduated with honors from Imperial Navy Academy on Carida.  
 CHARACTER-IMPERIAL [Premiere] [U2]  
 POWER: 1 ABILITY: 2  
 Text: Adds 2 to power of anything he pilots. When piloting Devastator, also adds 1 to hyperspeed. Where present, cancels game text of C-3PO or R2-D2.  
 DEPLOY: 2 FORFEIT: 3  
 Icons: Pilot, Warrior

**Counter Assault** 3  
 Lore: Imperial stormtroopers use tactical training to regroup and mount a surprise counterattack, such as when they halted Han Solo's wild pursuit.  
 LOST INTERRUPT [Premiere] [C1]  
 Text: Use 1 Force to cancel a Force drain at one location. Draw one destiny for each character, starship and vehicle the opponent has present. Compare your destiny total to opponent's power total. Player with lowest total loses Force equal to the difference.

**•DANTOOINE** [Premiere] [U1]  
 LOCATION-SYSTEM  
 DARK (1): Your starships may move here as a "react" (if within range) at any time during the opponent's turn.  
 LIGHT (1): (none)  
 Planet, Parsec: 5

**•Dark Collaboration** 5  
 Lore: Imperial leaders are ruthlessly effective when working together. Tarkin, Motti and Tagge presented a deadly combination as they plotted to "crush the Rebellion."  
 LOST INTERRUPT [Premiere] [R1]  
 Text: If Tarkin and either Tagge or Motti are in a battle together, you may add two battle destiny. OR Cancel Restricted Deployment or Rebel Barrier.

**•••Dark Hours** 2  
 Lore: After surviving Tarkin's extortion, kidnapping, threats of execution and the assault of the Interceptor droid, Princess Leia was asleep when her rescuers came.  
 EFFECT [Premiere] [U2]  
 Text: Select one site under "nighttime conditions." Target every character there (except droids) and draw one destiny each. If battle > ability, character 'sleeps' (power, forfeit and ability = 0, "game text" unusable) until the end of your next turn.

**Dark Jedi Lightsaber** *Clarification* 2  
 Lore: Multifaceted jewels focus light into a deadly blade. Projects a meter-long beam of pure energy. A lightsaber is constructed personally by a Jedi as a part of training.  
 CHARACTER WEAPON [Premiere] [U1]  
 Text: Use X Force to deploy on your warrior where X = (7 - warrior's ability). May add 1 to Force drain where present. May target a character or creature using X Force. Draw two destiny. Target hit if total destiny > defense value.

**Dark Jedi Presence** 3  
 Lore: A Dark Lord's presence motivates Imperial troops. "See to it personally, Commander."  
 LOST INTERRUPT [Premiere] [R1]  
 Text: If one of your Dark Jedi is present during any battle, use 1 Force to cause all other Imperials there to battle at double power.

**Dark Maneuvers** 6  
 Lore: Imperial TIE fighters, while easily damaged, are very fast and agile. Sophisticated tactics are executed to take advantage of Rebel X-wing and Y-wing weaknesses.  
 USED INTERRUPT [Premiere] [C2]  
 Text: Add 2 to maneuver and 1 to power of any starfighter for the remainder of this turn. If it has hyperspeed, also add 2 to hyperspeed. (Interrupt may even affect the result immediately after a destiny draw targeting the starfighter's maneuver.)

**•Darth Vader** *Clarification* 1  
 Lore: Dark Lord of the Sith. Servant of Emperor's. Encased in armor with cybernetic life support. Student of Obi-Wan Kenobi. Was the best starpilot in the galaxy. Cunning warrior.  
 CHARACTER-IMPERIAL [Premiere] [R1]  
 POWER: 6 ABILITY: 6 DARK JEDI  
 Text: When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of anything he pilots (or 4 to power and 3 to maneuver if Vader's Custom TIE). Immune to attrition < 5.  
 DEPLOY: 6 ORFEIT: 8  
 Icons: Pilot, Warrior

**•Dathcha** **2**  
Lore: Jawa adventurer and trader. Famous for taunting a krayt dragon and escaping to tell the tale. Wants to leave Tatooine to explore the galaxy.  
CHARACTER-ALIEN [Premiere] [U1]  
POWER: 2 ABILITY: 2  
Text: "To deploy, requires 2 Force from each players' Force Pile. Cannot deploy otherwise. Deploy only on Tatooine, but may move elsewhere.  
Power +2 at non-Tatooine sites.  
DEPLOY: \* FORFEIT: 2  
Icons: Warrior

**Dead Jawa** **5**  
Lore: Many Jawas were killed by stormtroopers searching for R2-D2. They used banthas and gaffi sticks to feign a Tusken Raider attack, but Obi-Wan saw through the ruse.  
LOST INTERRUPT [Premiere] [C2]  
Text: If two or more Stormtroopers are present where the opponent has Jawas, target as many Jawas there as desired. Draw destiny. If destiny > the number of Jawas you targeted, they are immediately lost.

**•Death Star Sentry** **3**  
Lore: Death Star troopers on sentry duty observe and direct incoming starships and monitor other critical sites. They perform sensor scans for life forms and weapons.  
EFFECT [Premiere] [U1]  
Text: Use 2 Force to deploy on any Death Star site. Declare one of the following to affect that site and adjacent sites while 'sentry' present:  
Opponent's deploy +1. OR Opponent's ability required for battle destiny +1. OR Your total power +1.

**Death Star Trooper** **3**  
Lore: Elite soldiers trained in combat techniques and weapons skills. Devin Cant augmented security personnel guarding Princess Leia in Detention Block AA-23.  
CHARACTER-IMPERIAL [Premiere] [C2]  
POWER: 2 ABILITY: 1  
Text: Deploy only on Death Star, but may move elsewhere. Power -1 at a site other than a Death Star site.  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**•DEATH STAR: CENTRAL CORE**  
LOCATION-SITE [Premiere] [U2]  
DARK (1): If you control, Wrong Turn and Retract The Bridge deploy for free.  
LIGHT (0): If you control, Force drain +1 here and Death Star Tractor Beam is canceled.  
Icons: Interior, Mobile, Scomp Link

**•DEATH STAR: DETENTION BLOCK CORRIDOR**  
LOCATION-SITE [Premiere] [C1]  
DARK (1): Add 1 to each of your weapon destiny draws here.  
LIGHT (0): If you control, Force drain +1 here.  
Icons: Interior, Mobile

**•DEATH STAR: DOCKING BAY 327**  
LOCATION-SITE [Premiere] [C2]  
DARK (1): Your docking bay transit from here is free.  
LIGHT (1): Your docking bay transit from here requires 2 Force.  
Icons: Exterior, Interior, Mobil, Scomp Link

**•DEATH STAR: LEVEL 4 MILITARY CORRIDOR**  
LOCATION-SITE [Premiere] [U1]  
DARK (1): During your move phase, Imperials may move free from here to any one Death Star site.  
LIGHT (0): If you control, Force drain +1 here.  
Icons: Interior, Mobile, Scomp Link

**•DEATH STAR: WAR ROOM**  
LOCATION-SITE [PREMIERE] [U2]  
DARK (1): If you control, with a leader here, all Rebel Troopers and Y-Wings on table are forfeit -1.  
LIGHT (0): If you initiate a battle here, add one battle destiny.  
Icons: Interior, Mobile, Scomp Link

**•Devastator** **1**  
Lore: Supported the devastating subjugation of Ralltir. While under the command of Darth Vader, chased and captured the traitor Princess Leia Organa aboard the consular ship *Tantive IV*.  
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Premiere] [R1]  
POWER: 9 ARMOR: 6 HYPERSPEED: 3  
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 2.  
DEPLOY: 8 FORFEIT: 9  
Icons: Pilot, Nav Computer, Scomp Link

**Disarmed** **5**  
Lore: C-3PO's arm was pulled off by attacking Tusken Raiders. "I don't think I can make it. You go on, Master Luke...I'm done for."  
EFFECT [Premiere] [R1]  
Text: If both players have a character with a weapon at same site, deploy on that opponent's character during any control phase (even opponent's control phase). Character loses weapon, is power -1 and may no longer carry weapons. (Immune to Alter.)

**•Djas Puhr** **1**  
Lore: Male Sakiyan, a race often employed as assassins. **Bounty hunter**. Incredible infrared peripheral vision. Has excellent aural and olfactory senses. Often tracks by scent.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 1 ABILITY: 4 FORCE-SENSITIVE

Text: Power +1 for each [Dark Force Icon] present, +2 under "nighttime conditions." Immune to attrition < 3.  
DEPLOY: 4 FORFEIT: 4  
Icons: Warrior

**•Dr. Evazan** **3**  
Lore: Thug. **Smuggler**. Twisted 'doctor'. Disfigured by blaster. Has death sentence in over 12 systems. Notorious partner of Ponda Baba. Aliases: Dr. Cornelius and Rooboo.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 1 ABILITY: 2  
Text: Adds 2 to power of anything he pilots. The not-so-good doctor may 'operate' on any other character present that was just 'hit' or just Disarmed; 'patient' is lost.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot, Warrior

**Droid Detector** **5**  
Lore: To keep out the mechanicals he so detested, Wuher installed an automatic droid detector at the entrance to the Mos Eisley Cantina.  
DEVICE [Premiere] [C2]  
Text: Deploy at any interior site. Cannot be moved. Droids may not deploy to same site. Following the turn this device is deployed, all droids present are lost at end of any turn.

**•DS-61-2** **2**  
Lore: Vader's left wingman. Flies Black 2. Specially trained pilot held in reserve for mission with Vader. Nicknamed "Mauler Mithel."  
CHARACTER-IMPERIAL [Premiere] [U1]  
POWER: 2 ABILITY: 2  
Text: Adds 3 to power of anything he pilots. When piloting Black 2, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.  
DEPLOY: 2 FORFEIT: 4  
Icons: Pilot, Warrior

**•DS-61-3** **2**  
Lore: Vader's right wingman. Flies Black 3. Reputation for ferocity in combat. Corellian pilot with excellent skills. Nicknamed "Backstabber."  
CHARACTER-IMPERIAL [Premiere] [R1]  
POWER: 3 ABILITY: 2  
Text: Adds 3 to power of anything he pilots. When piloting Black 3, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot, Warrior

**EG-6 (Eegee-Six)** \*  
Lore: Ambulatory power generator made by Veril Line Systems to support equipment and vehicles. Slow-witted. This EG unit is memory-wiped and doesn't know its name or serial number.  
CHARACTER-DROID [Premiere] [U2]  
POWER: 2 POWER DROID  
Text: Power +1 for each droid present, except power droids. \*Destiny equals zero, but if drawn as a battle destiny where you have less power than opponent, your total power present is doubled (once per battle).  
DEPLOY: 1 FORFEIT: 3

**Elis Helrot** **4**  
Lore: A Givin pilot who can seal his joints to withstand the vacuum of space. Makes slaving and spike runs to Kala'uun. Has made many special modifications to his ship, the Hinthra.  
USED INTERRUPT [Premiere] [U2]  
Text: At any time (except during battle), target any or all of your characters at one site to 'transport' (relocate) to any one other site. Draw destiny. Use that much Force to 'transport', or place Interrupt in Lost Pile.

**Emergency Deployment** **4**  
Lore: TIE fighters are stored in large racks far above the hangar deck. Catapulted into space by powerful tractor beam generators, TIEs can quickly scramble to engage the enemy.  
USED INTERRUPT [Premiere] [U1]  
Text: If opponent just initiated a battle where opponent has more than double your power, draw up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any Characters, starships, vehicles, devices or weapons. Any others are lost.

**Evacuate?** **6**  
Lore: Escape pods are on many starships allowing those in peril to flee, an act considered cowardly by Imperial officers. "We've analyzed their attack, sir, and there is a danger."  
USED INTERRUPT [Premiere] [U2]  
Text: Unless Tarkin is aboard, save all characters, weapons and devices aboard any just-lost capital starship. Relocate them to any one planet site or one of your capital starships.

**•Expand The Empire** **3**  
Lore: The Emperor disbanded the Imperial Senate "for the duration of the emergency," seizing absolute power. He planned to extend rule by terrorizing planets into submission.  
EFFECT [Premiere] [R1]  
Text: Deploy on any site. "Expands" your "game text" for that site to add to your "game text" at the adjacent sites.

**Fear Will Keep Them In Line** **4**  
Lore: "The regional governors now have direct control over their territories. Fear will keep the local systems in line. Fear of this battle station."  
EFFECT [Premiere] [R2]  
Text: Deploy on any capital starship. When that starship is at a system or sector you control, your total power is +1 in battles at related sites.

**•Feltipern Trevagg** **4**  
Lore: Corrupt tax collector. A male Gotal. **Bounty hunter**. Once sought a bounty on Obi-Wan. Has limited sensing ability to droid emanations. Romanced M'liiyoum Onith.  
CHARACTER-ALIEN [Premiere] [U1]  
POWER: 2 ABILITY: 1  
Text: While no droid present with Trevagg, to initiate battles at same location as Trevagg, player must use X Force, where X = total number of [DS Force icon] and [LS Force icon] present.  
DEPLOY: 2 FORFEIT: 3  
Icons: Warrior

**Full Scale Alert** **3**  
Lore: Imperial stormtroopers adopt strict security measures. Excellent communications and sheer numbers can hinder Rebel movement across entire territories.  
LOST INTERRUPT [Premiere] [U2]  
Text: Use 2 Force. Draw Destiny. If destiny < number of Stormtroopers on the table, all opponent's movement is blocked for the remainder of this turn (except for smugglers and the starships they are aboard).

**Fusion Generator Supply Tanks** **4**  
Lore: Installed at many facilities throughout the Empire to provide power to the Imperial spacefleet. Supplies starships with energy necessary for sub-light and hyperspace travel.  
DEVICE [Premiere] [C2]  
Text: Deploy on any starship at a system where a related docking bay site is on table. Adds 1 to hyperspeed, power and maneuver.

**Gaderffi Stick** **4**  
Lore: Notorious 'gaffi' weapon favored by Tusken Raiders. Built from scavenged metal. Intimidates and evokes fear.  
CHARACTER WEAPON [Premiere] [C2]  
Text: Use 2 Force to deploy on any Tusken Raider. May target for free. If a battle has just been initiated where present, immediately draw two destiny. If total destiny > 5, opponent's weapons are "knocked away" (may not be used this battle).

**•Garindan** **4**  
Lore: Long-nosed, male Kubaz from Kubindi. **Spy**. Squealed on Obi-Wan and Luke outside Docking Bay 94. Works for Jabba the Hutt or the highest bidder. Not particularly brave.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 1 ABILITY: 1  
Text: When at same location as a Rebel of ability > 2, deploy -1 there for any Imperials, and during your move phase, Imperials at an adjacent site may move there for free.  
DEPLOY: 2 FORFEIT: 3

**•General Tagge** **1**  
Lore: Oversees defense operations of Death Star. Outstanding tactician. No-nonsense **leader**. Member of the House of Tagge, a powerful noble family and corporate conglomerate.  
CHARACTER-IMPERIAL [Premiere] [R2]  
POWER: 3 ABILITY: 3 FORCE-ATTUNED  
Text: Tagge's forfeit +1 for each Imperial trooper, of any kind, present with him at a site.  
DEPLOY: 3 FORFEIT: 4  
Icons: Warrior

**•Grand Moff Tarkin** **1**  
Lore: **Leader**. Governor of Outer Rim Territories. Commanded Death Star. Helped disband Imperial Senate. Defined doctrine of rule by fear. Plotted to use Death Star against Emperor.  
CHARACTER-IMPERIAL [Premiere] [R1]  
POWER: 4 ABILITY: 3 FORCE-ATTUNED  
Text: Adds 2 to power of anything he pilots. When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn.  
DEPLOY: 4 FORFEIT: 6  
Icons: Pilot, Warrior

**Gravel Storm** **3**  
Lore: Tatooine's twin suns cause turbulent storms that strike with little or no warning. Strong winds whip rocks through the air with enormous force.  
LOST INTERRUPT [Premiere] [U2]  
Text: Strikes at Dune Sea, Jundland Wastes, Beggar's Canyon, Lars' Moisture Farm, Jawa Camp, or Mos Eisley. Target opponent's character present at that site. Draw destiny. Target lost if destiny > ability.

**Han Seeker** **3**  
Lore: Military version of a 'remote.' Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.  
AUTOMATED WEAPON [Premiere] [R2]  
Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of Force. When at same location as Han or alien ability < 3, choose one to be immediately lost. Seeker is also lost.

**I Find Your Lack Of Faith Disturbing** **5**  
Lore: Darth Vader ruthlessly used the Force to strike down enemies and soldiers who displeased him. He could choke victims from afar without touching them.  
EFFECT [Premiere] [R1]  
Text: Use 1 Force to deploy on one of your Dark Jedi. Opponent's total ability at same location is reduced by 2, unless an opponent's Jedi is also present.

**I Have You Now** 5  
Lore: "Several fighters have broken off from the main group. Come with me." Darth Vader targets his TIE fighter's fire-linked blaster cannons at the Rebel pilots in the trench.  
LOST INTERRUPT [Premiere] [R2]  
Text: If a Dark Jedi and a Rebel with ability >2 are involved in the same battle, you may add one battle destiny (add two destiny if Rebel is Luke)

**I've Got A Problem Here** Clarification 4  
Lore: Debris fragments damaged Jek Porkins' X-wing, causing a cascade of computer and flight control failures.  
LOST INTERRUPT [Premiere] [C2]  
Text: Use 1 Force to target opponent's starfighter with maneuver at a system or sector where a battle just finished. Draw destiny. Starfighter lost if destiny > maneuver.

**I've Lost Artoo!** Clarification 5  
Lore: "WHAAAAAAAAAOOOOW!"  
EFFECT [Premiere] [U1]  
Text: Use 1 Force to target a starship's [nav computer] or astromech. Draw destiny. If destiny > 1, [nav computer] or astromech is lost. If starship's [nav computer] icon is lost, place Effect on starship (may add 1 astromech); otherwise, Effect lost.

**Imperial Barrier** 4  
Lore: As is often the case with a hasty plan, a quick heroic escape from the Death Star was temporarily thwarted by the magnetically sealed door in the trash compactor.  
USED INTERRUPT [Premiere] [C2]  
Text: Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn.

**Imperial Blaster** Clarification 3  
Lore: A BlasTech DH-17 blaster pistol. Uses power packs and high-energy blaster gases. Shoots bolts of explosive coherent light energy.  
CHARACTER WEAPON [Premiere] [C2]  
Text: Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

**Imperial Code Cylinder** 4  
Lore: Imperial officers are issued coded cylinders which access computer information via Scomp links. Each cylinder is coded to the officer's own security clearance.  
USED INTERRUPT [Premiere] [C2]  
Text: If any Imperial leader is present with a Scomp link, you may: Glance at the cards in any Reserve Deck for 20 seconds. Shuffle, cut and replace. OR If also at a Death Star site, cancel Scomp Link Access or Into The Garbage Chute, Flyboy.

**Imperial Pilot** Clarification 3  
Lore: Among the Empire's best pilots. Loyal and fearless. Use superior numbers to overwhelm opponents. Trained under combat conditions. Wear sealed, high-gravity flight suits.  
CHARACTER-IMPERIAL [Premiere] [C2]  
POWER: 0 ABILITY: 2  
Text: Adds 2 to power of anything he pilots.  
DEPLOY: 2 FORFEIT: 2  
Icons: Pilot

**Imperial Reinforcements** Clarification 4  
Lore: Imperial stormtroopers deploy in 8-10 trooper squads. Reinforcements are typically held in reserve according to standard Imperial operating procedures.  
LOST INTERRUPT [Premiere] [C1]  
Text: If opponent has more total characters and starships on table than you have, use 1 Force to draw destiny. Retrieve that number of Stormtroopers and/or TIE/Ins.

**Imperial Trooper Guard** Clarification 3  
Lore: Elite soldiers trained in combat techniques and weapons skills. Death Star trooper Tajs Durmin is typical of those assigned to guard key areas of the Death Star.  
CHARACTER-IMPERIAL [Premiere] [C2]  
POWER: 0 ABILITY: 1  
Text: Power +4 when defending a battle. Cannot move.  
DEPLOY: 2 FORFEIT: 1

**Imperial-Class Star Destroyer** 1  
Lore: Mainstay of Imperial Navy. 1.6 kilometers long. Has hangars and facilities for TIE fighter squadrons, shuttles, drop-ships and combat vehicles such as AT-ATs and AT-ATs.  
CAPITAL: IMPERIAL-CLASS STAR DESTROYER [Premiere] [U1]  
POWER: 8 ARMOR: 6 HYPERSPEED: 3  
Text: May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot aboard provides ability of 1.  
DEPLOY: 8 FORFEIT: 9  
Icons: Pilot, Nav Computer, Scomp Link

**Ion Cannon** Clarification 5  
Lore: Fires blasts of ionized energy. Causes massive disruptions in weapon, engine and computer systems aboard a target. Disables starship defenses against tractor beams.  
STARSHIP WEAPON [Premiere] [U1]  
Text: Use 2 Force to deploy on your Star Destroyer. May target a starship using 1 Force. Draw destiny. If destiny +2 > defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

**It's Worse** 6  
Lore: Things went from bad to worse when Luke was attacked by a dianoga, a parasitic predator native to the planet Vodran.  
LOST INTERRUPT [Premiere] [C2]

Text: If It Could Be Worse was just played, it is canceled and you may use X Force to raise damage against opponent by X amount. OR If opponent just lost Force from a battle, play to increase loss by 1 Force.

**Jawa** 3  
Lore: Small, rodent-like scavenger species. Refurbish and sell droids. Nest in sandcrawlers. Considered to be pests by most species.  
CHARACTER-ALIEN [Premiere] [C2]  
POWER: 1 ABILITY: 1  
Text: To deploy, requires 1 Force from each players' Force Pile. Cannot deploy otherwise. Deploy only on Tatooine, but may move elsewhere.  
DEPLOY: \* FORFEIT: 1

**Jawa Pack** 3  
Lore: Jawas travel in packs for protection. They use ambush tactics against unwary droids in the canyons of the Jundland Wastes. "Aeeeyaa!"  
EFFECT [Premiere] [U1]  
Text: To deploy (on your side of table), requires 3 Force from both players' Force Piles. Cannot deploy otherwise. All your Jawas are forfeit +1.

**Juri Juice** 4  
Lore: Popular beverage served in many cantinas and tapcafes. Has intoxicating effect on many species. Favorite drink of Kabe, Chadra-Fan thief of Mos Eisley.  
EFFECT [Premiere] [R2]  
Text: Deploy on any alien if Cantina, Mos Eisley or Jabba's Sail Barge on table. That alien may not use ability in battles (if Kabe, she also cannot 'steal'). Utinni Effect canceled by moving that alien to one of those sites without 'driving' a vehicle.

**KESSEL** Clarification LOCATION-SYSTEM [Premiere] [U2]  
DARK (2): Your starships deploy -1 here, -2 if Tarkin is aboard a starship here. If you control, Kessel Run is canceled.  
LIGHT (1): Total ability of 6 or more required for you to draw battle destiny here.  
Icons: Planet, Parsec: 8

**Ket Maiss** 4  
Lore: Assassins are highly valued by Jabba the Hutt and other gangsters. Prince Xizor's "shadow killer," has unknown but undoubtedly lethal business in Mos Eisley.  
EFFECT [Premiere] [C2]  
Text: Deploy on any non-warrior character (except droids) to give that character [[Warrior] skill. OR Deploy on any warrior. That character is power +1. (Immune to Alter.)

**Kintan Strider** 3  
Lore: A **dejarik** hologram of a ferocious creature with incredible healing abilities. Extinct on the homeworld of Kintan, but used as a guard beasts by many Hutt gangsters.  
LOST INTERRUPT [Premiere] [C1]  
Text: If opponent just forfeited or lost a character, use 1 Force to regenerate one of your own characters. Retrieve the character closest to the top of your Lost Pile into your hand.

**Kitik Keed'kak** 2  
Lore: A female insectoid Yam'rii. Very strong and easily angered. Known for stealth, but also has good technological aptitude. Meat eater. Loves eggs.  
CHARACTER-ALIEN [Premiere] [R1]  
POWER: 8 ABILITY: 1  
Text: Immediately lost if at same site as overprotective mother, Kal'Fain C'ndros. Cannot board starfighters or enclosed vehicles.  
DEPLOY: 6 FORFEIT: 2

**Labria** 3  
Lore: **Information broker. Spy.** Devaronian males instinctively have 'wanderlust.' Frustrated that he must be reclusive due to shady past. Suffers from prejudice due to devilish appearance.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 1 ABILITY: 1  
Text: Once each turn, during your control phase, you may reveal the top card of your Reserve Deck to both players. If it is a vehicle or starship, card is immediately lost. Otherwise, return it to the top of your Reserve Deck, Force Pile or Used Pile.  
DEPLOY: 2 FORFEIT: 3

**Laser Projector** Clarification 3  
Lore: Laser system activated by distress signal from guards. Used at security checkpoints and detention block control rooms. Targeting guided by centralized droid controller.  
AUTOMATED WEAPON [Premiere] [U2]  
Text: Use 2 Force to deploy on an interior site. May target a seeker (use defense value = 1), character or creature for free. Draw destiny. Target hit if destiny -1 > defense value. Laser Projector may be targeted by any weapon (use defense value = 1).

**Lateral Damage** 4  
Lore: Starships can become damaged in combat and rendered ineffective until they can be repaired and re-outfitted.  
UTINNI EFFECT [Premiere] [R2]  
Text: Deploy on any system. Target an opponent's starship. Target's power and forfeit = 0. When target reaches Utinni Effect, target draws one destiny. Utinni Effect canceled if destiny > 2. Otherwise, draw again next move phase, etc.

**Lieutenant Tanbris** Clarification 2  
Lore: Former fighter pilot grounded after injury. Tactical officer aboard Death Star. Competent strategist. Specializes in directing Imperial starfighters.  
CHARACTER-IMPERIAL [Premiere] [U2]  
POWER: 2 ABILITY: 2

Text: Deploy -1 for starship weapons of any starship he pilots. Adds 2 to power of anything he pilots. Subtracts 1 from maneuver of any starfighter he pilots.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot

**Lift Tube** 6  
Lore: System of enclosed high-speed vertical and horizontal transport cylinders. Used in space stations, large starships, Death Stars, etc.  
TRANSPORT VEHICLE [Premiere] [C2]  
POWER: 0 MANEUVER: 1 LANDSPEED: 3  
Text: May carry 4 passengers. Deploy and move only at interior mobile sites. May move without presence aboard. Also, may move as a 'react' only to a battle or Force drain (if within range).  
DEPLOY: 1 FORFEIT: 1

**Light Repeating Blaster Rifle** Clarification 2  
Lore: BlasTech model T-21 light repeating blaster. Excellent power, good range. Carries energy for 25 shots. Unlimited firepower when attached to a power generator.  
CHARACTER WEAPON [Premiere] [R1]  
Text: Use 2 Force to deploy on your warrior. If your power droid or fusion generator present, may target a character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value. May fire repeatedly for 2 Force each time.

**Limited Resources** Errata 5  
Lore: The Empire dominates consumption of resources. Despite being efficient, Rebel logistical and maintenance officers often are compelled to expend emergency reserves.  
LOST INTERRUPT [Premiere] [U2]  
Text: If the opponent has two cards or less in hand, opponent must immediately lose 2 Force (4 Force if it is your turn). If the opponent has Fusion Generator Supply Tanks aboard a starship, loss is reduced by 2.

**LIN-V8M (Eleyein-Veeateemm)** Clarification 3  
Lore: Armored military droid which specializes in laying explosive mines. Originally intended to set charges inside ore and spice mines, but has also been converted for military use.  
CHARACTER-DROID [Premiere] [C1]  
POWER: 0 MINING DROID  
Text: Lays mines. OR At any time during your turn, may use 1 Force to 'defuse' (lose) any one mine at same site.  
DEPLOY: 2 FORFEIT: 3

**Local Trouble** 4  
Lore: "Look like somebody's beginning to take an interest in your handiwork." Imperial stormtroopers coerce local residents to assist them in the apprehension of Rebel scum.  
LOST INTERRUPT [Premiere] [R1]  
Text: Use 1 force at the beginning of your battle phase to allow any two Stormtroopers in the Cantina to battle any one opponent's character (your choice). You may add one battle destiny. No other battles may occur in Cantina this turn.

**Lone Pilot** Clarification 4  
Lore: One lone TIE fighter, acting as a scout near the Death Star, suddenly encountered the *Millennium Falcon*.  
LOST INTERRUPT [Premiere] [R2]  
Text: If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Motti is defending a battle alone at a system or sector, add two battle destiny.

**Lone Warrior** 4  
Lore: Though generally deployed in squads, all Imperial warriors are trained in the close combat techniques and have a reputation for ferocity when cornered.  
LOST INTERRUPT [Premiere] [R2]  
Text: If any warrior is defending a battle alone at a site, add one battle destiny. OR If Tagge is defending a battle alone at a site, add two battle destiny.

**Look Sir, Droids** 3  
Lore: Trooper 1124, Davin Felth, discovered droid plating dropped by R2-D2 and C-3PO when exiting escape pod.  
LOST INTERRUPT [Premiere] [R1]  
Text: Use 1 Force to search through the opponent's Used Pile and move any droids you find there to opponent's Lost Pile. OR Use X Force to destroy any one droid on table where X = droid's deploy cost.

**Luke Seeker** Errata 3  
Lore: Military version of a 'remote.' Programmed to stalk specific targets or secondary targets. Heat and light sensors track with fatal accuracy. Can stow away on starships.  
AUTOMATED WEAPON [Premiere] [R2]  
Text: Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of the Force. When at same location as Luke or ability < 4 or pilot of ability < 3, choose one to be immediately lost. Seeker also lost.

**Luke? Luuuuuke!** 4  
Lore: "All right. I'll be right there, Aunt Beru."  
UTINNI EFFECT [Premiere] [U1]  
Text: Deploy on any Tatooine site. Target any Rebel. Target is power and forfeit -1 (-3 if target is Luke). If Rebel's forfeit reaches zero, Rebel is lost. Utinni Effect canceled when reached by target.

**M'iyoom Onith** Clarification 3  
Lore: Female H'nemthe, a species whose females ritually kill their mates. Stranded on Tatooine due to questionable passage tax. Razor-sharp tongue. M'iyoom means, 'nightly'.

**CHARACTER-ALIEN** [Premiere] [U2]  
POWER: 1 ABILITY: 1  
Text: Once during each of your control phases, may reveal opponent's hand by using X Force, where X = number of cards in opponent's hand. All unique (+) male Rebels and unique (+) male aliens there are lost.  
DEPLOY: 3 FORFEIT: 3

**Macroscan** 3  
 Lore: Electrobinoocular view. Readouts list object's true and relative azimuth, elevation and range. Built-in night vision.  
EFFECT [Premiere] [C2]  
Text: Use 2 Force to deploy near opponent's Reserve Deck. At any time, you may use 1 Force to peek at the top card of that deck. If "nighttime conditions" exist anywhere on table, you may peek at the top three cards.

**•Molator** 3  
 Lore: Creature in **dejarik** hologame drawn from Alderaanian mythology. Stories describe molators as powerful, enchanted protectors of Alderaanian kings and queens.  
EFFECT [Premiere] [R1]  
Text: Deploy on your side of table. For each unit of ability you have present during a battle, you may use 1 Force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny.

**•Moment Of Triumph** 4  
 Lore: A ruthless ruler of Outer Rim Territories. Grand Moff Tarkin used the Death Star to destroy Alderaan, creating the doctrine of rule by fear.  
LOST INTERRUPT [Premiere] [R2]  
Text: If Tarkin is defending a battle alone, add two battle destiny. OR if any alien is defending a battle alone, add one battle destiny.

**MSE-6 'Mouse' Droid** 0  
 Lore: Nicknamed for rodent-like appearance. Delivers orders and sensitive documents. Retractable manipulator arms. Made by Reboxan Columni. Easily frightened.  
CHARACTER-DROID [Premiere] [U1]  
POWER: 0 MESSENGER DROID  
Text: Deploy on any Character targeted by an Utinni Effect. Move 'mouse' droid, instead of that Character, to pick up Utinni Effect and bring back to be fulfilled or canceled. Landspeed = 3. Upon delivery, 'mouse' droid returns to your hand.  
Deploy: 0 FORFEIT: 0

**•Myo** 3  
 Lore: A regenerating, primitive, violent, desert dwelling, fearless, mercenary-joining, Lirin Car'n-befriending, cyclopan Abyssin from Byss. Calling him 'monoc' will start a fight.  
CHARACTER-ALIEN [Premiere] [R2]  
POWER: 3 ABILITY: 1  
Text: Power +1 if present with Lirin Car'n or any bounty hunter. If lost or forfeited as a result of a battle, Myo 'regenerates' (place on top of your Used Pile).  
DEPLOY: 4 FORFEIT: 5  
Icons: Warrior

**Nevar Yalnal** 6  
 Lore: Immense Ranat scavenger from Aralia. Slyly spies for anyone willing to pay his price. Outcast. Works as a laborer for Hrchek, the Saurin droid trader.  
LOST INTERRUPT [Premiere] [R2]  
Text: If both players have a spy at the same site, draw destiny. Opponent's spy is lost if destiny > 2. If spy is Undercover, it is lost if destiny > 0.

**Observation Holocam** 3  
 Lore: Remote surveillance viewers with droid controllers supplement security. Can activate alarms and automated weapons when needed, bringing help to endangered locations.  
DEVICE [Premiere] [U2]  
Text: Deploy at any site. Cannot be moved. You may either: Add 1 to weapon destiny for each of your automated weapons there or at adjacent sites. OR A character at an adjacent site you control may add its power to a battle at holocam's site.

**Omni Box** 5  
 Lore: Difficult-to-play instrument which enhances music. Tech Mo'r plays one for Figrin D'an and the Modal Nodes in the Mos Eisley Cantina.  
USED INTERRUPT [Premiere] [C2]  
Text: Shuffle any player's Reserve Deck or Lost Pile or Used Pile.

**•Organa's Ceremonial Necklace** 4  
 Lore: Necklace worn by Princess Leia during the awards ceremony after the Battle of Yavin. A powerful artifact in the Alderaanian royal family for dozens of generations.  
UTINNI EFFECT [Premiere] [R1]  
Text: Deploy on any Yavin 4 site. Target one Imperial. When Imperial reaches target site, 'steal' necklace. Whenever necklace is present during Force drain: add 1 to Force drain and may then pass (for free) to an adjacent site you control (if any), and so on.

**Overload** 4  
 Lore: Weapons like lightsabers, turbolasers and blasters run on powerful energy cells or generators. Occasionally, these cells overheat causing the weapon to unexpectedly explode.  
LOST INTERRUPT [Premiere] [C2]  
Text: Target any weapon (except a Gaderffii Stick or any Ewok weapon). Draw destiny. Weapon lost if destiny < weapon's destiny number. If destiny = 0, the character or starship carrying weapon is also lost.

**Physical Choke** 3  
 Lore: Darth Vader often used physical means of 'persuasion' to get information. Captain Antilles of *Tantive IV* chose to die rather than reveal the location of the stolen Death Star plans.  
LOST INTERRUPT [Premiere] [R1]

Text: Cause one Rebel Trooper to be immediately lost. OR If a Dark Jedi is present at a battle you have just won, use 1 Force to attempt to choke any opposing character present. Draw destiny. If destiny > target's ability, target is lost.

**•Ponda Baba** *Clarification* 3  
 Lore: A male Quara (or fingered Aqualish). Thug, **smuggler** and partner of Dr. Evazan. Has a poor quality cybernetic arm replacement.  
**CHARACTER-ALIEN** [Premiere] [U1]  
POWER: 2 ABILITY: 1  
Text: Power +3 when battling at same site as Dr. Evazan, unless opponent has a lightsaber present. Adds 2 to power of anything he pilots.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot, Warrior

**Precise Attack** 4  
 Lore: "Only Imperial stormtroopers are so precise."  
**LOST INTERRUPT** [Premiere] [C2]  
Text: During a battle at any site, target one character or vehicle by combining the destiny draws of two or more of your weapons at same site.

**•Presence Of The Force** 2  
 Lore: A location is affected by the history of the events which occur there. The Force "...binds the galaxy together" and has an ebb and flow.  
EFFECT [Premiere] [R1]  
Text: Deploy on any location to add one [Dark icon] and one [Light icon].

**•Prophetess** 2  
 Lore: Renowned female psychic. Predictor of doom. Agent for Governor Aryon of Tatooine. Tailed Jabba and his thugs to Docking Bay 94 when they confronted Han Solo.  
**CHARACTER-ALIEN** [Premiere] [U1]  
POWER: 1 ABILITY: 4 FORCE-SENSITIVE  
Text: If you initiate a battle where present, you must predict the winner before the battle starts. If correct, randomly retrieve one lost card. If incorrect, lose 1 Force. Immune to attrition < 3.  
DEPLOY: 3 FORFEIT: 2

**R1-G4 (Arone-Geefour)** 3  
 Lore: Typical of the old model astromechs still used on capital starships and large freighters. Has armored Mark II reactor drone shell. R1-G4 was abandoned after owner was captured.  
CHARACTER-DROID [Premiere] [C2]  
POWER: 1 ASTROMECH DROID  
Text: When aboard a capital starship, adds 1 to power and hyperspeed, and that starship is immune to attrition < 3. Too large to go aboard a starfighter.  
DEPLOY: 1 FORFEIT: 3  
Icons: Nav Computer

**R4-M9 (Arfour-Emmine)** *Clarification* 4  
 Lore: Typical multiple-use droid. Controls and repairs vehicles and computers. R4-M9 was once used by the Empire to pull data from *Tantive IV*'s computer banks.  
CHARACTER-DROID [Premiere] [C2]  
POWER: 1 VEHICLE REPAIR DROID  
Text: While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.  
DEPLOY: 1 FORFEIT: 3

**Reactor Terminal** 3  
 Lore: The Death Star has many terminals coupled to the main reactor for power distribution throughout the immense space station.  
EFFECT [Premiere] [U2]  
Text: Use 1 Force to deploy on your side of table. During your control phase, you may return any cards from your hand to the top of your Used Pile.

**Restraining Bolt** 6  
 Lore: Affixed to droid's special recessed socket by using a fusion welder. Bolts can override a droid's circuits, freezing it in place if the droid tries to disobey orders.  
DEVICE [Premiere] [C2]  
Text: Deploy on any droid at any site. Droid cannot move and cannot utilize its "game text." During your deploy phase, Restraining Bolt may be transferred (for free) to another droid at same site.

**Sandcrawler** *Clarification* 2  
 Lore: Warren-like **enclosed** homes for Jawa tribes. Protect against Tusken Raiders, krayt dragons, etc. 36 meters long, 17 meters tall. Originally mining vehicles. No two look alike.  
TRANSPORT VEHICLE [Premiere] [R2]  
POWER: 3 ARMOR: 3 LANDSPEED: 2  
Text: Deploys only to a Tatooine site. May add 1 driver and 7 passengers. May relocate only to planet sites. Adds 1 to forfeit of each Jawa at same exterior site.  
DEPLOY: 3 FORFEIT: 5

**Scanning Crew** 3  
 Lore: Imperials use sensitive equipment to search captured ships for shielded compartments. Scanning crew BT-445 planned to search the *Millennium Falcon*.  
USED INTERRUPT [Premiere] [C2]  
Text: Use 1 Force to glance at the cards in the opponent's hand for 10 seconds. You may move any one Rebel you find there to the top of opponent's Used Pile.

**•Send A Detachment Down** 4  
 Lore: Vader sent Imperial stormtroopers to the surface of Tatooine in search of the stolen Death Star plans. "There'll be no one to stop us this time."  
UTINNI EFFECT [Premiere] [R1]

Text: Use 2 Force to deploy on any Tatooine site (except docking bay). Target any trooper on Death Star. When target reaches Utinni Effect, attrition +1 against opponent in all Tatooine battles as long as target remains at same site as Utinni Effect.

**Sense** 3  
 Lore: "I sense something. A presence I've not felt since..."  
USED INTERRUPT [Premiere] [U1]  
Text: Cancel one Interrupt (or one 'react') by drawing a destiny < ability of your highest-ability Character on table. OR Cancel one Alter card just played.

**Set For Stun** 2  
 Lore: "...bring me the passengers. I want them alive!" Imperial soldiers use blaster stun settings to intimidate or to capture prisoners for questioning and interrogation.  
LOST INTERRUPT [Premiere] [C2]  
Text: Use 2 Force to target one opponent's character. Draw destiny. If destiny > character's ability, character immediately returns to opponent's hand. (Also, any cards deployed on character return to owners' hands.)

**Stormtrooper** 1  
 Lore: One of the countless elite shock troops totally loyal to the Emperor. Unquestioningly follows orders. Willing to sacrifice their lives to accomplish a mission. First-strike force.  
CHARACTER-IMPERIAL [Premiere] [C3]  
POWER: 1 ABILITY: 1  
Text: Deploys free to same site as one of your Imperials with ability > 2.  
DEPLOY: 1 FORFEIT: 2  
Icons: Warrior

**Stormtrooper Backpack** 5  
 Lore: Standard-issue Imperial equipment with full survival and encampment gear, plus ammunition and food for an extended deployment. Makes each trooper self-sufficient.  
DEVICE [Premiere] [C2]  
Text: Deploy on any trooper. May carry and use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.

**Stormtrooper Utility Belt** 4  
 Lore: Standard Imperial issue for stormtroopers. Contains grappling hook, rope, and other miscellaneous emergency tools. Rebels have been known to steal and use them.  
DEVICE [Premiere] [C2]  
Text: Use 1 Force to deploy on any Imperial or alien. Character's power and forfeit are +1. If on Death Star, power and forfeit are +2.

**Sunsdown** 3  
 Lore: When the twin suns of Tatooine set, "Sand People or worse" become a threat, and battles are more dangerous. On Hoth, temperatures drop to deadly extremes.  
EFFECT [Premiere] [U1]  
Text: Deploy on any planet system to cause "nighttime conditions" at related sites. During battles there, both sides add one destiny to power only. Spies deploy free to sites under "nighttime conditions."

**•Tactical Re-Call** 4  
 Lore: Sophisticated communication equipment hidden in the ruins of the extinct Massassi race is used to coordinate forces and to re-call Rebel officers for debriefing and orders.  
UTINNI EFFECT [Premiere] [R2]  
Text: Deploy on any Yavin 4 site immediately after winning a battle elsewhere. Target a warrior involved in that battle. Target's power and forfeit are -2 (-3 if Leia) until target reaches this Utinni Effect (which is then canceled).

**Takeel** 3  
 Lore: Takeel, a burned-out Snivvian mercenary known as a double-crosser. Spice addicted. Frequents the Cantina looking for work, but has also turned lawbreakers over to the Empire.  
LOST INTERRUPT [Premiere] [C2]  
Text: If both players just drew one battle destiny, use 1 Force to switch numbers.

**Tallon Roll** *Errata* 4  
 Lore: Maneuver named after Adar Tallon, tactician of the Old Republic who revolutionized starfighter combat. Pursuing fighter rolls and turns, maintaining speed and target lock.  
USED INTERRUPT [Premiere] [C2]  
Text: Target two starfighters (your TIE/In and any Rebel starfighter) present at same system or sector. Each player draws destiny. Opponent totals destiny and starship's power. You total destiny, TIE's power and TIE's maneuver. Lowest total loses starfighter.

**•TATOoine**  
LOCATION-SYSTEM [Premiere] [C2]  
DARK (2): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.  
LIGHT (1): If you control, for each of your starships here, your total power is +1 in battles at Tatooine sites.  
Icons: Planet, Parsec: 7

**•TATOoine: CANTINA** [Premiere] [R2]  
LOCATION-SITE  
DARK (2): Your aliens here, except Tusken Raiders, are each power +1.  
LIGHT (2): Your aliens here are each forfeit +1.  
Icons: Interior, Planet

**•TATOOINE: DOCKING BAY 94**  
LOCATION-SITE [Premiere] [C2]  
DARK (1): Your docking bay transit from here requires 1 Force.  
LIGHT (1): Your docking bay transit from here requires 2 Force.  
Icons: Exterior, Interior, Planet, Scomp Link

**•TATOOINE: JAWA CAMP**  
LOCATION-SITE [Premiere] [C1]  
DARK (1): Your Jawas deploy here for 1 Force from you only.  
LIGHT (1): All your Jawas are power and forfeit -1 here.  
Icons: Exterior, Planet

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

**•TATOOINE: LARS' MOISTURE FARM**  
LOCATION-SITE [Premiere] [U2]  
DARK (1): Add 1 to each of your weapon destiny draws here. If you control, Force drain +1 here.  
LIGHT (1): (none)  
Icons: Exterior, Planet, Scomp Link

**•TATOOINE: MOS EISLEY**  
LOCATION-SITE [Premiere] [C1]  
DARK (1): Your spies, thieves, bounty hunters and smugglers are each power and forfeit +1 here.  
LIGHT (1): -  
Icons: Exterior, Planet

**The Circle Is Now Complete** Clarification 6  
Lore: Vader and Obi-Wan Kenobi fought a final lightsaber duel near Hangar Bay 327 on the Death Star. "When I left you I was but the learner; now I am the master."  
LOST INTERRUPT [Premiere] [R1]  
Text: If Vader and Obi-Wan are present at same site, use 1 Force to initiate a duel between them. Either Jedi is power +2 if they have a lightsaber. Loser of duel is placed out of play.

**The Empire's Back** 3  
Lore: "No star system will dare oppose the Emperor now."  
LOST INTERRUPT [Premiere] [U1]  
Text: If Vader, Tarkin, Motti or Tagge is lost, use 2 Force to retrieve one of them from the Lost Pile. OR Use 4 Force to search through your Reserve Deck and take Vader, Tarkin, Motti, or Tagge into your hand. Shuffle deck, cut and replace.

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

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

**TIE Scout** 4  
Lore: Limited production, light reconnaissance starship. Minimal armor and weapons. Long-range sensor and communications array. Scouts for Rebel activity.  
STARFIGHTER: TIE/SR [Premiere] [C2]  
POWER: 1 MANEUVER: 1 HYPERSPEED: 5  
Text: May add 1 [Pilot] and 1 passenger, or 2 passengers. Permanent pilot aboard provides ability of 1.  
DEPLOY: 2 FORFEIT: 3  
Icons: Pilot, Nav Computer

**Timer Mine** 2  
Lore: A timer-activated explosive device designed to be placed by a mining droid. Originally used in ore and spice mines for demolition. Altered for military use.  
AUTOMATED WEAPON [Premiere] [C2]  
Text: Deploy on opponent's side at same site as one of your mining droids. 'Explodes' at beginning of your next turn. Draw destiny. That number of opponent's characters there are immediately lost (owner's choice). Timer Mine is also lost.

**•Tonnik Sisters** Errata 2  
Lore: Twins. **Thieves**. Con artists. **Spies**. Swindlers. Double agents. Brea and Senni use their natural charm to sway the unwary on the fringe of society.  
CHARACTER-ALIEN [Premiere] [R1]  
POWER: 2 ABILITY: 2

Text: Twice during each of your control phases, may use 2 Force to draw 2 destiny for 2 chances at a destiny = 2. If successful, may steal or destroy up to 2 weapons or 2 devices present. (Targeted as one character, but requires double Force to use landspeed.)  
DEPLOY: 2 FORFEIT: 2  
Icons: Warrior x2

**Trinto Duaba** 5  
Lore: A Stennes Shifter, a near-human race. Have ability to blend unnoticed into crowds. Trinto profits from turning lawbreakers over to Imperial authorities.  
USED INTERRUPT [Premiere] [U1]  
Text: If there are cards in the opponent's Used Pile during your battle phase, draw one destiny. All cards there with the same destiny number are lost.

**Trooper Charge** 6  
Lore: Imperial troopers are fearless and totally indoctrinated. Backed by the most powerful weapons and starships in the galaxy, they tend to consider themselves invincible.  
LOST INTERRUPT [Premiere] [U2]  
Text: Select one of your troopers in a battle to make a 'charge.' If that trooper is a Death Star Trooper, it is power +3 the battle. If any other trooper, power +2. However, that trooper must be forfeited at end of battle.

**Turbolaser Battery** Clarification 2  
Lore: High-powered blasters. Require power generators, cryogenic cooling units and large crews. More effective against capital starships than starfighters.  
STARSHIP WEAPON [Premiere] [R2]  
Text: Use 3 Force to deploy on your Star Destroyer or any mobile system. May target a starship using 2 Force. Draw two destiny. Subtract 2 if targeting a capital starship. Otherwise, subtract 5. Target hit if total destiny > defense value.

**Tusken Raider** Clarification 2  
Lore: "Sand People." Ride banthas. Wield gaderffii (gaffi) sticks. Wear eye protectors and breath masks. Violent, nomadic, desert survival experts.  
"Urrrg! Ur Ur Uur!"  
CHARACTER-ALIEN [Premiere] [C2]  
POWER: \* ABILITY: 1  
Text: Deploys only on Tatooine. Power = 1, +1/2 for each other non-unique Tusken Raider present (limit three other Tusken Raiders that may add to power).  
DEPLOY: 2 FORFEIT: 1

**Tusken Scavengers** 5  
Lore: "Sand People always ride single file to hide their numbers." They frequently attack strangers as they scavenge for useful equipment. Looted Luke's landspeeder.  
LOST INTERRUPT [Premiere] [C2]  
Text: Use 1 Force to draw destiny. If destiny < the number of Tusken Raiders on table, you may scavenge (search through) the opponent's Used Pile. All vehicles, weapons or devices you find there are lost.

**Ubrikkian 9000 Z001** Clarification 2  
Lore: Enclosed repulsorlift landspeeder. Micro-thrusters placed around spherical hull. Seats three. Extremely maneuverable. Top speed of 160 km per hour.  
TRANSPORT VEHICLE [Premiere] [C2]  
POWER: 2 MANEUVER: 6 LANDSPEED: 3  
Text: May add 1 driver and 2 passengers. May move as a 'react.'  
DEPLOY: 2 FORFEIT: 4

**Utinni!** 4  
Lore: The Jawa who shot R2-D2 with an ionization gun called to his companions, "Utinni!", the Jawa word for "come here!"  
USED INTERRUPT [Premiere] [R1]  
Text: If one of your Jawas is at the same location as any Utinni Effect, "steal" that Utinni Effect into your hand, to use or lose as your own. OR Cancel any Interrupt or Effect with "Jawa" in the card name.

**•Vader's Custom TIE** 1  
Lore: TIE advanced x1 prototype. First of a limited production run leading to the development of the TIE Interceptor. At Vader's insistence a hyperdrive was installed.  
STARFIGHTER: TIE ADVANCED x1 [Premiere] [R1]  
POWER: 2 MANEUVER: 3 HYPERSPEED: 2  
Text: May add 1 pilot. If Vader is pilot, Custom TIE is immune to attrition < 4.  
DEPLOY: 2 FORFEIT: 4  
Icons: Nav Computer

**•Vader's Eye** 4  
Lore: Darth Vader's armored mask and life-support system provide him with extraordinary physical protection in duels and battles, in addition to his Dark Jedi combat skill.  
LOST INTERRUPT [Premiere] [R1]  
Text: If Vader is defending a battle alone at a site, add 1 to power and add one battle destiny. OR if any other Imperial with ability > 2 is defending a battle alone at a site, add one battle destiny.

**•Vader's Lightsaber** Clarification 1  
Lore: Custom-built by Darth Vader. After the Clone Wars, he wielded this weapon while hunting down the last of the Jedi. Cuts through almost anything except another lightsaber blade.  
CHARACTER WEAPON [Premiere] [R1]  
Text: Deploy on Vader. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

**We're All Gonna Be A Lot Thinner!** 6  
Lore: Trash compactors crush waste before it is jettisoned into space. Magnetically sealed to prevent leakage. R2-D2 saved the day by shutting down compactor 3263827.  
LOST INTERRUPT [Premiere] [R1]  
Text: Everything in Trash Compactor is crushed (lost).

**WED15-1662 'Treadwell' Droid** Clarification 2  
Lore: Standard treadwell droid. This one, also known as 'Eyesixsixtoo', is typical of the thousands of droids which repair and maintain heavy machinery and starfighters.  
CHARACTER-DROID [Premiere] [R2]  
POWER: 1 MAINTENANCE DROID  
Text: Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if 'treadwell' droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors.  
DEPLOY: 2 FORFEIT: 3

**•Wrong Turn** 3  
Lore: Imperial troopers use tactics to strand and cut off fugitives. Only daring and unpredictable actions gave Luke and Leia a chance to escape.  
EFFECT [Premiere] [U1]  
Text: Use 3 Force to deploy on opponent's side of table. All opponent's warriors are deploy +1.

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

**•YAVIN 4**  
LOCATION-SYSTEM [Premiere] [C2]  
DARK (2): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.  
LIGHT (1): If you control, for each of your starships here, your total power is +1 in battles at Yavin 4 sites.  
Icons: Planet, Parsec: 4

**•YAVIN 4: DOCKING BAY**  
LOCATION-SITE [Premiere] [C2]  
DARK (1): Your docking bay transit from here requires 1 Force.  
LIGHT (1): Your docking bay transit from here requires 1 Force.  
Icons: Exterior, Interior, Planet, Scomp Link

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

**You Overestimate Their Chances** 4  
Lore: "Evacuate? In our moment of triumph?"  
LOST INTERRUPT [Premiere] [C1]  
Text: If an opponent has just initiated a battle, triple the resulting battle damage for the eventual loser. OR Triple the result of Don't Underestimate Our Chances.

**Your Eyes Can Deceive You** 5  
Lore: "With this blast shield down, I can't even see. How am I supposed to fight?"  
EFFECT [Premiere] [U1]  
Text: Deploy beside either player's Lost Pile. That pile is turned face down. Cards from that player's Life Force may not be viewed when they are lost.

**Your Powers Are Weak, Old Man** 5  
Lore: "You should not have come back."  
LOST INTERRUPT [Premiere] [R1]  
Text: During any battle involving both Vader and Obi-Wan, you may add one battle destiny. OR Destroy (cancel) either Armor = Return Of A Jedi, Jedi Lightsaber, Jedi Presence or Old Ben.

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