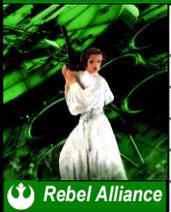


## Princess Leia Organa



<b>100</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Leader	<b>Attack 3</b>
Persuasive	<b>Defense 3</b>
<b>Medium 5</b>	

**Rebel Alliance**

### FORCE INTUITION

Princess Leia Organa may re-roll any dice that show blanks when defending or attacking. Force Intuition may only be used to re-roll dice once per attack or defense.

### REBEL LEADERSHIP

All friendly squad figures who follow the Rebel Alliance and begin their turn within 4 clear sight spaces of one or more figures with the Rebel Leadership Special Power add 1 to their Move number for that turn. All friendly squad figures that follow the Rebel Alliance and are within 4 clear sight spaces of one or more figures with the Rebel Leadership Special Power add 1 die to their attack.

### FIRE FROM COVER

If Princess Leia Organa is unengaged and is adjacent to any terrain, obstacle, or destructible object whose height is three or more levels higher than Princess Leia's base, add 1 die to her Attack and Defense.



## Luke Skywalker



<b>90</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 7</b>
Adventurer	<b>Attack 3</b>
Reckless	<b>Defense 3</b>
<b>Medium 5</b>	

**Rebel Alliance**

### FORCE INTUITION

Luke Skywalker may re-roll any dice that show blanks when defending or attacking. Force Intuition may only be used to re-roll dice once per attack or defense.

### DARING ESCAPE

Instead of moving normally, Luke Skywalker may use his Daring Escape. Choose an adjacent, friendly, small or medium Hero and move both Luke and the chosen figure up to 3 spaces each. Both Luke and the chosen figure must end their movement unengaged and adjacent to each other. In addition, both Luke and the chosen figure may not end their move on a space that either figure occupied before moving. Figures moved by Daring Escape do not take any leaving engagement attacks.

### I'M HERE TO RESCUE YOU

Whenever Luke Skywalker or an adjacent, friendly, small or medium Hero is attacked by an opponent's non-adjacent figure and at least 1 skull is rolled, if it is possible for Luke to use Daring Escape, you may roll the 20-sided die. If you roll 1-8, roll defense dice normally. If you roll 9 or higher, you must immediately move the defending figure using Daring Escape and neither Luke nor the chosen figure receive any damage.



## Han Solo



<b>120</b>	<b>Life 5</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 7</b>
Smuggler	<b>Attack 4</b>
Daring	<b>Defense 4</b>
<b>Medium 5</b>	

**Rebel Alliance**

### NEVER TELL ME THE ODDS SPECIAL ATTACK

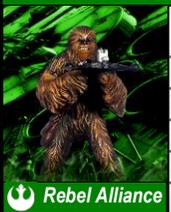
Range 5. Attack 2.

When taking a turn with Han Solo, during his normal move, Han may use his Never Tell Me the Odds Special Attack. Each time Han enters a new space, he may attack once as long as he is on a space where he could end his movement. When using his Never Tell Me the Odds Special Attack, Han may attack up to 5 times, may not attack the same figure more than once, and does not take any leaving engagement attacks.

### SHOOT FIRST

The first time each turn that Han Solo rolls defense dice against a normal attack from a non-adjacent figure, add 1 automatic shield to whatever is rolled and any excess shields count as unblockable hits on the attacking figure.

## Chewbacca



<b>120</b>	<b>Life 6</b>
Wookiee	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Smuggler	<b>Attack 5</b>
Loyal	<b>Defense 3</b>
<b>Medium 6</b>	

**Rebel Alliance**

### CHEWIE'S LIFE DEBT

At the start of the game, you may choose a Unique Hero you control. After taking a turn with the chosen figure, you may move Chewbacca up to 6 spaces as long as Chewbacca ends his movement adjacent to that figure. If the chosen figure would receive enough wounds to be destroyed and Chewbacca is adjacent to that figure, you must destroy Chewbacca instead. If the chosen figure is Han Solo, you may add 1 die to Han Solo's defense as long as he is adjacent to Chewbacca, and you may add 1 to Han Solo's Move number as long as he begins his turn adjacent to Chewbacca.

### WOOKIEE RAGE

If Chewbacca attacks an adjacent squad figure with a normal attack and fails to destroy it, he may attack one additional time. Chewbacca may not use Wookiee Rage to attack more than twice in a single turn.

### BOWCASTER SPECIAL ATTACK

Range 7. Attack 5.

Chewbacca may not use his Bowcaster Special Attack if he moved this turn.

## Obi-Wan Kenobi



<b>150</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Jedi Master	<b>Attack 4</b>
Serene	<b>Defense 5</b>
<b>Medium 5</b>	

**Rebel Alliance**

### JEDI MENTOR

At the start of the game, choose a Unique Hero you control who is a Padawan or who has the Force Sensitive Symbol on its Army Card to be Obi-Wan Kenobi's Apprentice. After revealing an Order Marker on this card and taking a turn with Obi-Wan, you may take a turn with Obi-Wan's Apprentice. While Obi-Wan's Apprentice is adjacent to Obi-Wan, add 1 die to the defense of Obi-Wan's Apprentice.

### JEDI MIND TRICK 14

If an opponent reveals an Order Marker on the Army Card of a Common Squad or a figure with the Weak Minded Special Power and at least one figure from that Card is within 2 clear sight spaces of Obi-Wan Kenobi, roll the 20-sided die. If you roll a 14 or higher, that player's turn immediately ends. Droids are not affected by Jedi Mind Trick 14.

### OBI-WAN'S SPIRIT

When Obi-Wan Kenobi is destroyed, place this figure on the Army Card of Obi-Wan's Apprentice. If Obi-Wan's Apprentice would receive one or more wounds from an attack, you may instead remove Obi-Wan's figure from the Apprentice's Army Card and ignore all wounds that would be received from the attack.



## R2-D2



<b>30</b>	<b>Life 4</b>
Droid	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Astromech	<b>Attack 1</b>
Brave	<b>Defense 3</b>
<b>Small 3</b>	

**Rebel Alliance**

### ASTROMECH INTERNAL SYSTEMS

After moving and instead of attacking, R2-D2 may do one of the following:

- Shock a figure. To shock, choose an opponent's adjacent, small or medium figure and roll the 20-sided die. Add 3 to your roll if the chosen figure is a Droid. If you roll a 15 or higher, move the chosen figure 1 space, if possible. A figure moved by Astromech Internal Systems never takes any leaving engagement attacks. If the chosen figure is a Droid, it receives one wound.
- Repair a figure. To repair, choose an adjacent Droid and roll the 20-sided die. If you roll a 15 or higher, remove up to two wound markers from the chosen figure's Army Card.

### RESOURCEFUL

All friendly figures within 6 clear sight spaces of R2-D2 may add 1 to any 20-sided die roll. When an opponent targets a friendly figure within 6 clear sight spaces of R2-D2 with a special power that requires the roll of the 20-sided die, you may subtract 1 from that roll.

### SECRET MISSION

At the end of each round, if there are no revealed Order Markers on this card, you may move R2-D2 up to 4 spaces.

## C-3PO



<b>10</b>	<b>Life 3</b>
Droid	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Protocol	<b>Attack 0</b>
Precise	<b>Defense 1</b>
<b>Medium 5</b>	

**Rebel Alliance**

### SIX MILLION FORMS OF COMMUNICATION

Add 2 to your initiative roll for each species in your army, up to a maximum of +10 for Six Million Forms of Communication.

### WE'RE DOOMED!

If C3PO is the only Hero in your army, C3PO cannot use his Six Million Forms of Communication Special Power and you must subtract 10 from your initiative roll.

### INSIGNIFICANT

When C-3PO or a friendly, small Droid Hero adjacent to C-3PO is targeted for a normal attack from a non-adjacent opponent, you may roll the 20-sided die. If you roll a 6 or higher, C-3PO and all friendly, small Droid Heroes adjacent to C-3PO no longer have any visible hit zones for the duration of the attacking figure's turn.

### WAIT, WHERE ARE YOU GOING?!

Anytime you move R2-D2, you may move C-3PO up to 4 spaces.

## Rebel Troopers



<b>55</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Common Squad	<b>Range 6</b>
Soldiers	<b>Attack 2</b>
Disciplined	<b>Defense 2</b>
<b>Medium 5</b>	

**Rebel Alliance**

### HOLD STEADY

Begin the game with a Hold Steady Marker on this card. Whenever a Rebel Trooper you control moves, if the Hold Steady Marker is on this card, remove it. If no Rebel Troopers you control move during your turn, you may place the Hold Steady Marker on this card. While the Hold Steady Marker is on this card, add 1 die to the defense of all Rebel Troopers you control.

## Darth Vader



<b>220</b>	<b>Life 6</b>
Cyborg	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Sith Lord	<b>Attack 6</b>
Imposing	<b>Defense 6</b>
<b>Medium 5</b>	

**Galactic Empire**

### FORCE CHOKE

After moving and before attacking with Darth Vader, you may choose a figure within 4 clear sight spaces of Darth Vader. If Darth Vader is engaged, you may only choose an adjacent figure to Force Choke. Roll 1 attack die. If you roll a skull and the chosen figure does not have the Force Leap or Force Push special power, you may roll 1 additional attack die. Continue rolling attack dice in this manner until you fail to roll a skull. The chosen figure receives 1 wound for each skull rolled. Force Choke does not affect Droids, Undead, or destructible objects. Darth Vader may not use Force Choke and Force Push on the same turn.

### INTIMIDATING PRESENCE

All opponents' Common Squad figures within 6 clear sight spaces of Darth Vader roll 1 less defense die.

### YOU HAVE FAILED ME FOR THE LAST TIME

If Darth Vader is not engaged and a Unique Hero you control within 4 clear sight spaces of Darth Vader attacks with a normal attack but does not roll any skulls, you must immediately use Darth Vader's Force Choke Special Power on that figure.



## Stormtroopers

	<b>80</b>	<b>Life 1</b>
Human	<b>Move 5</b>	
Common Squad	<b>Range 6</b>	
Soldiers	<b>Attack 1</b>	
Precise	<b>Defense 3</b>	
	<b>Medium 5</b>	

### IMPERIAL MARKSMANSHIP

When a Stormtrooper attacks a Squad figure, all skulls rolled count for one additional hit.

## Death Star Troopers

	<b>60</b>	<b>Life 1</b>
Human	<b>Move 5</b>	
Common Squad	<b>Range 6</b>	
Soldiers	<b>Attack 1</b>	
Precise	<b>Defense 2</b>	
	<b>Medium 5</b>	

### IMPERIAL MARKSMANSHIP

When a Death Star Trooper attacks a Squad figure, all skulls rolled count for one additional hit.

### IMPERIAL NAVY TRAINING

When attacking with a Death Star Trooper, if he is on an Asphalt, Concrete or Road space, each blank rolled counts for one additional hit.

## Imperial Officer

	<b>85</b>	<b>Life 3</b>
Human	<b>Move 5</b>	
Uncommon Hero	<b>Range 6</b>	
Officer	<b>Attack 2</b>	
Inspiring	<b>Defense 2</b>	
	<b>Medium 5</b>	

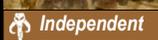
### IMPERIAL COMMAND

All common figures you control with a Range number of 4 or more who follow the Galactic Empire and are within 4 clear sight spaces of at least one Imperial Officer you control add 1 to their Range Number.

### WE'RE SENDING A SQUAD UP

After revealing a '1' Order Marker on this card and instead of taking a turn with this Imperial Officer, you may also reveal an 'X' Order Marker on this card. You may then place one full Squad of your own previously destroyed Common Squad figures who follow the Galactic Empire on this Army Card. If an opponent takes permanent control of this Army Card, remove any Squad figures from this card. At the end of the round, place any Squad figures on this card onto any empty spaces in your start zone, if possible, even if this Imperial Officer is destroyed.

## Jawas

	<b>35</b>	<b>Life 1</b>
Jawa	<b>Move 4</b>	
Common Squad	<b>Range 4</b>	
Scavengers	<b>Attack 1</b>	
Timid	<b>Defense 1</b>	
	<b>Small 3</b>	

### ION BLASTER

When a Jawa attacks a Droid figure, add 2 dice to its attack.

### RESTRAINING BOLT

If a Jawa you control inflicts enough wounds to destroy an opponent's Unique Droid Hero and at least one Jawa you control is adjacent to that Droid Hero, instead of placing wound markers on that Droid Hero's Army Card, immediately remove any Order Markers that are on that Hero's card and take control of that Droid Hero and its Army Card for the remainder of the game.

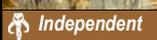
### UTINI!

Before a Jawa you control rolls defense dice against a normal attack from an opponent's figure, you may move any 2 Jawas you control, that are within 5 spaces of the defending figure, up to 3 spaces each.

### SCALE 2

When moving up or down levels of terrain, Jawas may add 2 to their height.

## Tusken Raiders

	<b>50</b>	<b>Life 1</b>
Tusken	<b>Move 5</b>	
Common Squad	<b>Range 1</b>	
Warriors	<b>Attack 3</b>	
Relentless	<b>Defense 3</b>	
	<b>Medium 5</b>	

### DESERT AMBUSH

After revealing an Order Marker on this card, and before taking a turn with Tusken Raiders, you may roll the 20-sided die. If you roll a 15 or higher, you may place one of your previously destroyed Tusken Raider figures on any empty sand space. You must place this Tusken Raider adjacent to at least one opponent's figure. After placing this Tusken Raider, choose an adjacent opponent's figure and roll 1 attack die. If you roll a skull, the chosen figure receives one wound.

### CLAN ATTACK

Before moving the Tusken Raiders, you must roll the 20-sided die.

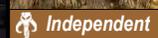
- If you roll a 1-4, your turn immediately ends.
- If you roll a 5-10, you may move and attack with up to 3 Tusken Raiders that you control.
- If you roll a 11-16, you may move and attack with up to 6 Tusken Raiders that you control.
- If you roll a 17-20, you may move and attack with up to 9 Tusken Raiders that you control.



### GLYPH OF MOISTURE VAPORATOR (Healing)

**Permanent Glyph:** At the end of each round remove one wound marker from the card of any non-Droid figure on the Moisture Vaporator Glyph. This glyph must be placed symbol-side up in any scenario you may create.

## A-Zulmun

	<b>170</b>	<b>Life 5</b>
Tusken	<b>Move 4</b>	
Unique Hero	<b>Range 7</b>	
Chieftain	<b>Attack 3</b>	
Relentless	<b>Defense 4</b>	
	<b>Large 8</b>	

### CLAN LEADERSHIP

Anytime you roll the 20-sided die for a Tusken Army Card, you may add 1 to your die roll.

### TUSKEN BATTLE CRY

After revealing an Order Marker on this card and taking a turn with A-Zulmun, you may reveal an 'X' Order Marker on this card and take an immediate turn with one other Tusken Army Card you control. Figures taking a turn with Tusken Battle Cry must be within 6 clear sight spaces of A-Zulmun before moving.

### TUSKEN RESOLVE

If an 'X' Order Marker is revealed on A-Zulmun's card, all Tusken figures you control within 4 clear sight spaces of A-Zulmun add 1 die to their defense.

### FORCE PUSH

Once per turn, before or after moving or attacking, you may choose a small or medium object or opponent's figure within 2 clear sight spaces to Force Push. Choose up to 2 empty, same-level or lower spaces in a straight line from the chosen object or figure and move that object or figure onto either of the chosen spaces. Figures affected by Force Push may not be moved closer to this figure. Figures moved by Force Push never take any leaving engagement attacks but will receive any falling damage that may apply. Figures with a Force Leap or Force Push symbol may not be moved onto a molten lava space.

### FORCE LEAP

Instead of a normal move, this figure may Force Leap. Force Leap has a move of 3. When counting spaces for Force Leap, ignore elevations. This figure may Force Leap over water without stopping. Force Leap over figures without becoming engaged, and Force Leap over obstacles such as ruins. This figure may not Force Leap more than 25 levels up or down in a single Force Leap. If this figure is engaged when it starts to Force Leap, it will take any leaving engagement attacks. Figures with the Force Leap symbol are not affected by Falling or Major Falling but are affected by Extreme Falling.

### FORCE SENSITIVE

The Force Sensitive Symbol has no powers attached to the symbol. We added this symbol to denote figures who are sensitive to the Force, but have not been trained in its use.



## Grand Moff Tarkin

	<b>160</b>	Life 4
	Human	Move 5
	Unique Hero	Range 4
	Grand Moff	Attack 3
	Ruthless	Defense 2
Galactic Empire	Medium 5	

### TARKIN DOCTRINE

When rolling for initiative, opponents must subtract 2 from their roll for each differently named Army Card you control that follows the Galactic Empire, to a maximum of 10 subtracted from their roll.

### IMPERIAL DEPLOYMENT

Start the game with 4 Overconfidence Markers. Each round that you win initiative, before revealing Order Markers, you must place one Overconfidence Marker on this card. After placing an Overconfidence Marker on this card, you may move all figures you control that follow the Galactic Empire up to 3 spaces each.

### YOU OVERESTIMATE THEIR CHANCES

Whenever an opponent rolls the 20-sided die for a special power on an Army Card they control, that opponent may add or subtract 1 from the result for each Overconfidence Marker on this card.

## Rebel Captain

	<b>65</b>	Life 3
	Human	Move 5
	Uncommon Hero	Range 6
	Captain	Attack 3
	Disciplined	Defense 3
Rebel Alliance	Medium 5	

### REBEL ASSAULT

After revealing an Order Marker on this card and taking a turn with this Rebel Captain, you may choose one of the following:

- Move up to 6 Common Squad figures you control that have the Hold Steady Special Power
- Take a single turn with up to 4 Common Squad figures you control that have the Hold Steady Special Power, during which the chosen figures may only attack

Figures chosen for Rebel Assault must be within 5 clear sight spaces of this Rebel Captain. At the end of your turn, you may place the Hold Steady marker on the Army Card of one of the chosen figures.

### REBEL COMMAND

Any figure you control that has a Hold Steady Marker on its Army Card and is within 5 clear sight spaces of at least one Rebel Captain you control may add 1 to its Range number.

## General Veers

	<b>100</b>	Life 4
	Human	Move 5
	Unique Hero	Range 5
	General	Attack 3
	Demanding	Defense 4
Galactic Empire	Medium 5	

### ARMORED SUPPORT

After revealing an Order Marker on this card and instead of taking a turn with General Veers, you may take a turn with any Vehicle you control.

### AT-AT STRIKE SPECIAL ATTACK

**Range 7. Attack 2 + Special.**

Only destructible objects and large or huge figures may be targeted with this special attack. Roll an additional attack die if the target is a destructible object. Defending figures may not roll any defense dice. This special attack may only be used once per round.

### GROUND TACTICS EXPERT

After revealing an Order Marker on this card and taking a turn with General Veers, you may take an immediate turn with up to two Common Squad figures you control who follow the Galactic Empire and are within 3 clear sight spaces of General Veers.

## AT-ST

	<b>200</b>	Life 6
	Vehicle	Move 5
	Uncommon Hero	Range 1
	Scout	Attack 3
	Intimidating	Defense 4
Galactic Empire	Huge 14	

### BIPEDAL WALKER

Heavy snow and elevation changes of up to 2 levels only count as one space when moving. This AT-ST does not have to stop its movement when entering water spaces and may move through small and medium figures. This AT-ST never takes leaving engagement attacks from small or medium figures and never makes leaving engagement attacks.

### DOUBLE CANNON SPECIAL ATTACK

**Range 5. Attack 4.**  
Choose up to two non-adjacent figures that are adjacent to each other to target. While engaged, this AT-ST may attack non-adjacent figures with Double Cannon Special Attack. When using Double Cannon Special Attack, you may attack one additional time. This AT-ST may attack either targeted figure with each attack.

### DURASTEEL ARMOR

When defending against a normal attack, add 1 automatic shield to whatever is rolled

## E-Web Trooper

	<b>100</b>	Life 3
	Human	Move 4
	Uncommon Hero	Range 1
	Gunner	Attack 2
	Disciplined	Defense 4
Galactic Empire	Medium 5	

### PRE-CHARGED WEAPON

If you move at least one space, you may not use E-Web Special Attack unless you reveal an 'X' Order Marker on this card.

### E-WEB SPECIAL ATTACK

**Range 8. Attack 3 + Special.**

When attacking with E-Web Special Attack, you may attack one additional time. If there is a Human Squad figure you control adjacent to this E-Web Trooper, you may attack a third time and you may roll one additional attack die on any or all of your attacks.

### POWER OVERLOAD

After using E-Web Special Attack, if you moved at least one space, rolled an additional attack die on any attack, or attacked more than 2 times, roll the 20 sided die. Subtract 2 from your roll if you used the Pre-Charged Weapon Special Power this turn. If you roll a 3 or lower destroy this E-Web Trooper and roll 1 unblockable attack die, one at a time, against each figure adjacent to this E-Web Trooper.

## Probe Droid

	<b>25</b>	Life 3
	Droid	Move 6
	Uncommon Hero	Range 5
	Scout	Attack 1
	Systematic	Defense 3
Galactic Empire	Large 6	

### FULL SPECTRUM SCANNING

When a figure you control attacks an opponent's figure that is within 8 spaces of a Probe Droid you control, any special power preventing clear sight to the defending figure is negated for that attack. The defending figure may not roll any additional defense dice or use any special abilities due to the type of terrain it occupies or is adjacent to.

### SELF-DESTRUCT PROGRAMMING

If this Probe Droid is attacked and at least 1 skull is rolled, instead of rolling defense dice, you may roll 1 attack die against each figure adjacent to this Probe Droid. A skull counts as an unblockable hit on that figure. After using Self-Destruct Programming, destroy this Probe Droid.

### HOVER REPULSORLIFTS

This Probe Droid may move over water and molten lava without stopping, and Slippery Ice and Heavy Snow only count as 1 space when moving. This Probe Droid never receives a Road movement bonus or rolls for molten lava or lava field damage. If this Probe Droid's Hover Repulsorlifts power is negated because of any special power on an Army Card or Glyph, destroy this Probe Droid.

## Snowtroopers

	<b>70</b>	Life 1
	Human	Move 4
	Common Squad	Range 6
	Soldiers	Attack 1
	Precise	Defense 3
Galactic Empire	Medium 5	

### IMPERIAL MARKSMANSHIP

When a Snowtrooper attacks a Squad figure, all skulls rolled count for one additional hit.

### SNOWTROOPER ARMOR

When a Snowtrooper is on a snow space, add 1 die to their defense against non-adjacent attacks.

### SNOW AND ICE ENHANCED MOVEMENT

Slippery Ice and Heavy Snow only count as 1 space when moving.

## Major Derlin

	<b>100</b>	Life 5
	Human	Move 5
	Unique Hero	Range 6
	Major	Attack 3
	Clever	Defense 3
Rebel Alliance	Medium 5	

### COUNTERINTELLIGENCE

Once per round, before taking a turn with Major Derlin, you may choose an Order Marker on an opponent's Army Card. That opponent must reveal that Order Marker to you. If it is an 'X' Order Marker you may either remove that 'X' Order Marker or you may move one other Hero you control up to 4 spaces.

### CHIEF OF SECURITY

After revealing an Order Marker on this card and taking a turn with Major Derlin, you may take a turn with any Gunner you control who follows the Rebel Alliance. You may not choose a figure that was moved using Counterintelligence this turn.

## Atgar Cannon

	<b>50</b>	Life 3
	Weapon	Move 0
	Uncommon Hero	Range 6
	Gunner	Attack 2
	Unreliable	Defense 3
Rebel Alliance	Medium 6	

### LASER CANNON SPECIAL ATTACK

**Range 9. Attack 2 + Special.**

Choose a figure to attack and add up to 4 attack dice to Laser Cannon Special Attack. Before rolling attack dice for this special attack, you must roll the 20-sided die. Subtract one from your roll for each additional attack die you added to this special attack this turn. If you roll a 1-2, your turn immediately ends and this Atgar Cannon may not use its Laser Cannon Special Attack for the remainder of the game. If you roll a 3 or higher, roll attack dice normally. When attacking a Droid or Vehicle with Laser Cannon Special Attack, the defending figure rolls one fewer defense die for each skull rolled.

### PERMANENT EMBLEMMENT

This Atgar Cannon may not be moved by any special power on an Army Card or glyph.

## Rebel Heavy Gunner



<b>65</b>		<b>Life 3</b>
Human		<b>Move 4</b>
Uncommon Hero		<b>Range 5</b>
Gunner		<b>Attack 2</b>
Loyal		<b>Defense 3</b>
Rebel Alliance	<b>Medium 5</b>	

**REPEATING BLASTER CANNON SPECIAL ATTACK**  
**Range 7. Attack 2.**  
 This Rebel Heavy Gunner may use this special attack 4 times in the same turn and may attack the same figure or different figures with each attack. This Rebel Heavy Gunner may not use this special attack if he moved at least one space this turn.

## Rebel Snow Troopers



<b>65</b>		<b>Life 1</b>
Human		<b>Move 4</b>
Common Squad		<b>Range 7</b>
Soldiers		<b>Attack 2</b>
Disciplined		<b>Defense 2</b>
Rebel Alliance	<b>Medium 5</b>	

**HOLD STEADY**  
 Begin the game with a Hold Steady Marker on this card. Whenever a Rebel Snow Trooper you control moves, if the Hold Steady Marker is on this card, remove it. If no Rebel Snow Troopers you control move during their turn, you may place the Hold Steady Marker on this card. While the Hold Steady Marker is on this card, add 1 die to the defense of all Rebel Snow Troopers you control.

**DUG IN**  
 If the Hold Steady marker is on this card, a Rebel Snow Trooper on a snow space adds 1 die to his attack against non-adjacent figures.

## Wampa



<b>110</b>		<b>Life 5</b>
Wampa		<b>Move 5</b>
Uncommon Hero		<b>Range 1</b>
Beast		<b>Attack 5</b>
Ferocious		<b>Defense 4</b>
Independent	<b>Large 7</b>	

**AMBUSH**  
 If this Wampa starts its turn unengaged, for this turn add 2 dice to its attack.

**SNOW CAMOUFLAGE**  
 If this Wampa is on a snow space, opponents' figures must be adjacent to this Wampa to attack it with a normal attack.

**SNOW AND ICE ENHANCED MOVEMENT**  
 Slippery Ice and Heavy Snow only count as 1 space when moving.

## Shield Generator



		<b>Life 6</b>
		<b>Move</b>
		<b>Range</b>
		<b>Attack</b>
<b>Huge 6</b>		<b>Defense 5</b>
Destructible Object		

**MASSIVE EQUIPMENT INSTALLATION**  
 When a small or medium figure targets this Shield Generator for a normal attack, add 1 die to its defense.

**PERMANENT EMPLACEMENT**  
 This Shield Generator may not be moved by any special power on an Army Card or glyph.

## Anti-Infantry Battery



		<b>Life 5</b>
		<b>Move</b>
		<b>Range</b>
<b>Occupancy 3</b>		<b>Attack</b>
<b>Huge 9</b>		<b>Defense 5</b>
Destructible Object		

**ENERGY BLAST SPECIAL ATTACK**  
**Range 10. Attack 1 + Special.**  
 After revealing an Order Marker for a figure on this card and instead of taking a turn with that card, you may use this Anti-Infantry Battery's Energy Blast Special Attack. Choose a non-adjacent figure to attack. Any figures adjacent to the chosen figure are also affected by this special attack. This Anti-Infantry Battery only needs a clear sight shot at the chosen figure. Add 1 die to your attack for each figure on this Army Card. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. When using this special attack, you may not use any special powers on the Army Cards of any figures occupying this Anti-Infantry Battery. This special attack may only be used once per turn.

**PERMANENT EMPLACEMENT**  
 This Anti-Infantry Battery may not be moved by any special power on an Army Card or Glyph.

## Bacta Tank



		<b>Life 4</b>
		<b>Move</b>
		<b>Range</b>
<b>Occupancy 1</b>		<b>Attack</b>
<b>Large 6</b>		<b>Defense 3</b>
Destructible Object		

**MEDICAL EQUIPMENT**  
 Droids and figures without wound markers on their Army Card may not occupy this Bacta Tank.

**BACTA HEALING**  
 After you reveal a numbered order marker on an Army Card you control, before taking that turn, if a figure you control is on this card, you may:

- Remove one wound from the Army Card of the figure on this card; or
- Place the figure on this card on any empty space adjacent to this Bacta Tank. Figures may not exit the Bacta Tank by any other means.

**PERMANENT EMPLACEMENT**  
 This Bacta Tank may not be moved by any special power on an Army Card or Glyph.

## Greedo



<b>30</b>		<b>Life 4</b>
Rodian		<b>Move 5</b>
Unique Hero		<b>Range 6</b>
Bounty Hunter		<b>Attack 3</b>
Overconfident		<b>Defense 3</b>
Independent	<b>Medium 5</b>	

**BOUNTY**  
 At the start of the game, choose a Unique Hero to be Greedo's Bounty. When Greedo attacks his Bounty with a normal attack, add 1 die to his attack

**INCOMPETENCE**  
 If Greedo attacks his chosen Bounty but does not inflict any wounds, Greedo receives one wound.

## Boba Fett



<b>170</b>		<b>Life 5</b>
Clone		<b>Move 5</b>
Unique Hero		<b>Range 6</b>
Bounty Hunter		<b>Attack 4</b>
Cunning		<b>Defense 5</b>
Independent	<b>Medium 5</b>	

**BOUNTY**  
 At the start of the game, choose a Unique Hero to be Boba Fett's Bounty. When Boba Fett attacks his Bounty with a normal attack, add 1 die to his attack.

**FIBERCORD WHIP**  
 Before attacking, if the defending figure is within 2 clear sight spaces of Boba Fett, you may reveal an 'X' Order Marker on this card and roll the 20-sided die. If you roll an 8 or higher, the defending figure rolls 2 fewer defense dice this turn. Huge figures are not affected by Fibercord Whip.

**BOBA FETT'S GUILF**  
 If Boba Fett is attacked, at least one skull is rolled, and Boba Fett receives no wounds from the attack, you may either move Boba Fett using his Stealth Jetpack special power or roll 1 unblockable attack die against the attacking figure.

**STEALTH JETPACK**  
 Instead of his normal move, Boba Fett may use his Stealth Jetpack. Stealth Jetpack has a move of 3. When counting spaces for Stealth Jetpack, ignore elevations. Boba Fett may jet over water without stopping, jet over figures without becoming engaged, and jet over obstacles such as ruins. Boba Fett may not jet more than 25 levels up or down in a single move. If Boba Fett is engaged when he starts to jet, he will not take any leaving engagement attacks.

## IG-88B



<b>150</b>		<b>Life 4</b>
Droid		<b>Move 5</b>
Unique Hero		<b>Range 7</b>
Bounty Hunter		<b>Attack 3</b>
Calculating		<b>Defense 5</b>
Independent	<b>Medium 6</b>	

**BOUNTY**  
 At the start of the game, choose a Unique Hero to be IG-88B's Bounty. When IG-88B attacks his Bounty with a normal attack, add 1 die to his attack.

**PULSE CANNON SPECIAL ATTACK**  
**Range 5. Attack 2 + Special.**  
 If the defending figure receives at least one wound from this special attack, roll 1 additional attack die for each wound received. The defending figure receives an additional wound for each additional skull rolled. IG-88B may use this special attack 3 times in the same turn and may target the same figure or a different figure with each attack.

**BALLISTIC ANALYSIS**  
 When rolling defense dice against a non-adjacent normal attack, 1 shield will block all damage.

## Bossk



<b>130</b>	<b>Life 7</b>
Trandoshan	<b>Move 6</b>
Unique Hero	<b>Range 5</b>
Bounty Hunter	<b>Attack 4</b>
Sadistic	<b>Defense 3</b>
<b>Independent</b>	<b>Medium 5</b>

**BOUNTY**  
At the start of the game, choose a Unique Hero to be Bossk's Bounty. When Bossk attacks his Bounty with a normal attack, add 1 die to his attack.

**BRUTAL CLAWS**  
After attacking an adjacent figure with a normal attack, you may place a wound marker on this card and attack an adjacent figure one additional time.

**WOOKIEE HATRED**  
Bossk may not leave an engagement with a Wookiee. If Bossk ends his movement adjacent to one or more Wookiees, he must attack a Wookiee, if possible.

## Dengar



<b>110</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Bounty Hunter	<b>Attack 3</b>
Ruthless	<b>Defense 4</b>
<b>Independent</b>	<b>Medium 5</b>

**BOUNTY**  
At the start of the game, choose a Unique Hero to be Dengar's Bounty. When Dengar attacks his Bounty with a normal attack, add 1 die to his attack.

**VALKEN-38 RIFLE SPECIAL ATTACK**  
**Range 10. Attack 1 + Special.**  
Choose a non-adjacent figure to attack. If the chosen figure is Dengar's Bounty, roll one additional attack die. The chosen figure cannot roll defense dice when attacked by Dengar's Valken-38 Rifle Special Attack. Dengar may not use this special attack if he moved this turn.

**MERCILESS ASSAULT**  
If Dengar inflicts one or more wounds on an adjacent figure with a normal attack, he may attack that figure one additional time.

## 4-LOM



<b>105</b>	<b>Life 4</b>
Droid	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Bounty Hunter	<b>Attack 3</b>
Determined	<b>Defense 4</b>
<b>Independent</b>	<b>Medium 5</b>

**PARTNER UP**  
At the start of the game, you may choose a Bounty Hunter you control to be 4-LOM's Partner. The Bounty of 4-LOM's Partner is also considered to be 4-LOM's Bounty. After revealing an Order Marker on his Partner's card and taking a turn with his Partner, you may take an immediate turn with 4-LOM. When 4-LOM attacks his Bounty with a normal attack, add 1 die to his attack.

**W-90 CONCUSSION RIFLE**  
**SPECIAL ATTACK**  
**Range 9. Attack 4.**  
Subtract one hit from this attack for each blank rolled. If at least 2 skulls are rolled against a small or medium defending figure that is not destroyed, move the defending figure one space, if possible. Figures moved by this special attack may not be moved closer to 4-LOM and never take leaving engagement attacks.

## Zuckuss



<b>95</b>	<b>Life 4</b>
Gand	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Bounty Hunter	<b>Attack 3</b>
Unstable	<b>Defense 3</b>
<b>Independent</b>	<b>Medium 4</b>

**BOUNTY**  
At the start of the game, choose a Unique Hero to be Zuckuss' bounty. When Zuckuss attacks his Bounty with a normal attack, add 1 die to his attack.

**GRS-1 SNARE RIFLE**  
Instead of attacking, you may choose an opponent's Unique Hero within 8 clear sight spaces of Zuckuss and roll the 20-sided die. Add 3 to your roll if the chosen figure is Zuckuss' Bounty. If you roll a 16 or higher, remove all Order Markers from the chosen figure's card.

**INTUITION**  
When defending, Zuckuss may roll one additional die for each blank rolled by the attacking figure. Zuckuss may re-roll any dice that show blanks when defending. Intuition may only be used to re-roll dice once per defense.

## 2-1B



<b>50</b>	<b>Life 3</b>
Droid	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Medic	<b>Attack 0</b>
Precise	<b>Defense 3</b>
<b>Rebel Alliance</b>	<b>Medium 5</b>

**Rebel Field Medic**  
Instead of attacking, you may choose an adjacent friendly figure that is not a Droid or Vehicle who follows the Rebel Alliance. Remove up to two wound markers from the chosen figure's Army Card.

**Medical Programming**  
2-1B may never attack an opponent's figure or make leaving engagement attacks.

## FX-7 Medical Droid



<b>35</b>	<b>Life 1</b>
Droid	<b>Move 0</b>
Common Hero	<b>Range 1</b>
Medic	<b>Attack 0</b>
Useful	<b>Defense 4</b>
<b>Independent</b>	<b>Medium 5</b>

**FORWARD POSITIONING**  
FX-7 Medical Droid does not start the game on the battlefield. At the start of each round, before placing Order Markers, you may place one or more FX-7 Medical Droids you control on any empty spaces.

**FIELD MEDIC**  
At the end of each round, one wound marker is removed from the card of each wounded Unique Hero that is adjacent to at least one FX-7 Medical Droid (yours or otherwise). Droids, Vehicles, and Weapons are not affected by this special power.

**MEDICAL PROGRAMMING**  
FX-7 Medical Droid may never attack any figure or make a leaving engagement attack.

## Bespin Guards



<b>70</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Common Squad	<b>Range 6</b>
Guards	<b>Attack 2</b>
Dutiful	<b>Defense 2</b>
<b>Independent</b>	<b>Medium 5</b>

**CORRUPTION**  
Bespin Guards you control who are not within 6 clear sight spaces of an Administrator you control may not make any leaving engagement attacks.

**COORDINATED DEFENSE**  
When defending against a non-adjacent normal attack with a Bespin Guard or an Administrator, roll one additional defense die for each Bespin Guard you control adjacent to the defending figure, up to a maximum of +3 dice. After rolling defense dice and placing any wound markers, you may move the defending figure and up to 3 adjacent Bespin Guards you control 1 space for each shield rolled, up to a maximum of 3 spaces per figure.

## Cloud Car Pilots



<b>125</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Unique Squad	<b>Range 6</b>
Pilots	<b>Attack 3</b>
Daring	<b>Defense 3</b>
<b>Independent</b>	<b>Medium 5</b>

**CLOUD CAR STRAFING RUN**  
**SPECIAL ATTACK**  
**Range 5 + Special. Attack 4.**  
Instead of attacking normally with this squad, one Cloud Car Pilot may use Cloud Car Strafing Run Special Attack. Choose a figure to attack. You may also choose 4 spaces in a straight line from the targeted figure. All figures on those spaces are affected. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Figures affected by this special attack never roll extra defense dice for height advantage.

## Lando Calrissian



<b>100</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Gambler	<b>Attack 3</b>
Pragmatic	<b>Defense 3</b>
<b>Independent</b>	<b>Medium 5</b>

**HERE GOES NOTHING**  
When Lando Calrissian attacks a figure with a normal attack, before rolling attack dice, you may roll the 20-sided die. If you roll a 10 or lower, roll one fewer attack die. If you roll an 11 or higher, add two automatic skulls to whatever is rolled.

**A CLEVER DECEPTION**  
If an opponent's figure within 5 clear sight spaces of Lando Calrissian targets one or more friendly figures with a normal or special attack, you may immediately reveal an 'X' Order Marker on this card. If you do, the attacking player's turn immediately ends and targeted figures do not receive any wounds. You may also move one friendly targeted figure up to 4 spaces. Figures moved using A Clever Deception never take any leaving engagement attacks. A Clever Deception may only be used once per game.

<b>Lobot</b>		<b>Luke Skywalker</b>		<b>Darth Vader</b>	
	<b>80</b> Cyborg Unique Hero Administrator Loyal Independent Medium 5		<b>110</b> Human Unique Hero Padawan Reckless Rebel Alliance Medium 5		<b>230</b> Cyborg Unique Hero Sith Lord Conflicted Galactic Empire Medium 5
	Life 3 Move 5 Range 5 Attack 3 Defense 2		Life 4 Move 6 Range 1 Attack 4 Defense 4		Life 6 Move 5 Range 1 Attack 6 Defense 5

**CLOUD CITY ADMINISTRATIVE AIDE**  
At the start of the game, choose a small or medium Hero you control to be the Administrator of Cloud City. For the remainder of the game, that figure's Class is Administrator instead of the Class listed on its card.

**NETWORK UPLINK**  
After revealing an Order Marker on this card and before taking a turn with Lobot, you may take a turn with one squad of Independent Guards or Independent Pilots you control. Instead of moving and attacking with Lobot, you may take a turn with another Administrator you control.

**EFFECTIVE ADMINISTRATION**  
If you control Lando Calrissian and he is the Administrator of Cloud City, Lando, Lobot, and any Independent Guards or Independent Pilots you control are never attacked when leaving an engagement.

**IMPULSIVE**  
When another Unique Hero you control who follows the Rebel Alliance is engaged, Luke Skywalker will not take any leaving engagement attacks and rolls 1 fewer defense die. When Luke Skywalker attacks an opponent's figure that is engaged with another Unique Hero you control who follows the Rebel Alliance, he may attack that figure one additional time with a normal or special attack.

**BLASTER PISTOL SPECIAL ATTACK**  
Range 5. Attack 3.  
Luke Skywalker may not use this special power against any figure with the Force Leap or Force Push special powers.

**FORCE THROW**  
Instead of using the Force Push special power this turn, you may choose a small or medium object or opponent's common figure within 4 clear sight spaces of Darth Vader and place it on any other empty space within 4 clear sight spaces of, but not adjacent to, Darth Vader. If Darth Vader is engaged, you must either choose an adjacent figure to throw or place the thrown object or figure adjacent to a figure engaged with Darth Vader. After placing the thrown object or figure, roll one unblockable attack die against both the thrown object or figure and an adjacent object or figure. Figures moved by Force Throw will not take any leaving engagement attacks.

**DARK SIDE AGGRESSION**  
After making a normal attack, Darth Vader may attack the same figure 1 additional time. Darth Vader rolls 1 fewer attack die for the second attack. Darth Vader may not use Dark Side Aggression and Force Throw in the same turn.

**LIGHTSABER DEFENSE**  
When defending against a normal attack from an adjacent attacking figure, if Darth Vader rolls any excess shields, the attacking figure receives one unblockable wound. When defending against a normal attack from a non-adjacent figure, all blanks rolled count as additional blocks.

<b>Yoda</b>		<b>Chemical Canister</b>		<b>Container</b>	
	<b>100</b> Unknown Unique Hero Jedi Master Wise Rebel Alliance Small 3		<b>Life 2</b> Move Range Small 3 Destructible Object		<b>Life 3</b> Move Range Medium 4 Destructible Object
	Life 4 Move 3 Range 1 Attack 4 Defense 4		Life 2 Move Range Attack Defense 3		Life 3 Move Range Attack Defense 2

**GO WITH YOU I WILL**  
After moving a medium or large Hero you control, if that figure was adjacent to Yoda at the start of its move and ended its movement unengaged, you may place Yoda on any empty space adjacent to that figure. If Yoda was engaged before using Go With You I Will, he will take any leaving engagement attacks.

**MASTERY OF THE FORCE**  
You may only use Mastery of the Force if Yoda is unengaged at the beginning of his turn. Instead of using Force Push, you may choose up to three small or medium figures or objects or one large or huge figure or object within 4 clear sight spaces of Yoda and place each of those figures or objects on any space within 3 spaces of its current location and no more than 15 levels above or below its base. Figures and objects moved by Mastery of the Force never take leaving engagement attacks and may not be placed onto a molten lava space.

**SMALL OBSTACLE**  
Chemical Canisters are considered Small Obstacles. Up to 2 Small Obstacles may occupy the same space at the same time. Figures may move through, but not stop on, a space occupied by one or more Small Obstacles. If a huge figure moves through a space occupied by one or more Small Obstacles, roll 1 attack die. A skull rolled counts as an unblockable hit against all Small Obstacles on that space.

**PARTIAL COVER 12**  
Before a small or medium figure adjacent to this Chemical Canister rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Canister. Roll the 20-sided die. If you roll 12 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.

**HAZARDOUS MATERIAL**  
When this Chemical Canister is destroyed, roll 1 unblockable attack die against each adjacent figure. Destructible objects are not affected by this Canister's Hazardous Material special power.

**MEDIUM OBSTACLE**  
Containers are considered Medium Obstacles. Figures may move through, but not stop on, a space occupied by a Medium Obstacle. If a huge figure moves through a space occupied by a Medium Obstacle, roll 1 attack die. A skull rolled counts as an unblockable hit against that Medium Obstacle.

**PARTIAL COVER 10**  
Before a small or medium figure adjacent to this Container rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Container. Roll the 20-sided die. If you roll 10 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.

<b>Crate</b>		<b>Admiral Ozzel</b>		<b>Han Solo</b>	
	<b>Life 1</b> Move Range Small 3 Destructible Object		<b>70</b> Human Unique Hero Admiral Overconfident Galactic Empire Medium 5		<b>110</b> Human Unique Hero Scout Bold Rebel Alliance Large 7
	Life 1 Move Range Attack Defense 2		Life 4 Move 5 Range 6 Attack 2 Defense 2		Life 5 Move 7 Range 5 Attack 4 Defense 4

**SMALL OBSTACLE**  
Crates are considered Small Obstacles. Up to 2 Small Obstacles may occupy the same space at the same time. Figures may move through, but not stop on, a space occupied by one or more Small Obstacles. If a huge figure moves through a space occupied by one or more Small Obstacles, roll 1 attack die. A skull rolled counts as an unblockable hit against all Small Obstacles on that space.

**PARTIAL COVER 14**  
Before a small or medium figure adjacent to this Crate rolls defense dice against an attack from a non-adjacent figure, you may choose to have the defending figure take cover behind this Crate. Roll the 20-sided die. If you roll 14 or higher, add 1 Wound Marker to this Army Card and add 1 automatic shield to whatever is rolled by the defending figure. You may only take cover behind one object each time you roll defense dice.

**SURPRISE ATTACK**  
After revealing an Order Marker on this card and taking a turn with Admiral Ozzel in which he attacked an opponent's figure, you may reveal an 'X' Order Marker on this card and roll the 20-sided die.

- If you roll 1-10, you may take a turn with one Common Squad you control that follows the Galactic Empire. All opponent's figures attacked during this turn may add 2 dice to their defense.
- If you roll 11-20, you may take a turn with up to two Common Squads you control that follows the Galactic Empire.

Figures moved using Surprise Attack may add 2 to their move. Figures may only take a turn once each time Surprise Attack is used.

**RESCUE MISSION**  
After moving Han Solo, you may choose a friendly, small or medium figure that Han was adjacent to at any point before or during his movement that is also within 5 clear sight spaces of an opponent's figure. Place the chosen figure on any empty space adjacent to Han. Figures moved with Rescue Mission may not be placed into engagement and never take leaving engagement attacks.

**AGGRESSIVE SCOUTING**  
If Han Solo attacks a figure that was not within 5 clear sight spaces before moving, he may attack one additional time. Han may not use Aggressive Scouting and Rescue Mission on the same turn.

**SNOW AND ICE ENHANCED MOVEMENT**  
Slippery Ice and Heavy Snow only count as 1 space when moving.

## Tusken Snipers

	<b>130</b>	<b>Life 1</b>
Tusken	<b>Move 5</b>	
Unique Squad	<b>Range 10</b>	
Snipers	<b>Attack 2</b>	
Precise	<b>Defense 3</b>	
 Independent	<b>Medium 5</b>	

### TUSKEN CYCLER RIFLE

Before attacking a non-adjacent figure, roll the 20-sided die.

- If you roll a 9 or lower, the defending figure rolls defense dice normally.
- If you roll 10-18, the defending figure rolls 1 fewer defense die.
- If you roll a 19 or higher, the defending figure cannot roll any defense dice.
- If a Tusken Sniper moved this turn, it may not attack a non-adjacent figure.

### DESERT CAMOUFLAGE

While on a sand space, Tusken Snipers always add one automatic shield when defending against a non-adjacent normal attack.

## IG-88A

	<b>180</b>	<b>Life 4</b>
Droid	<b>Move 5</b>	
Unique Hero	<b>Range 7</b>	
Leader	<b>Attack 3</b>	
Calculating	<b>Defense 5</b>	
 Independent	<b>Medium 6</b>	

### DROID REVOLUTION

After revealing an Order Marker on this card and instead of taking a turn with IG-88A, you may take a turn with one other hero or squad you control. After that turn you may also reveal an 'X' Order Marker on this card and take a turn with IG-88A or a different hero or squad you control. If you control any figures that are not Droids, IG-88A may not use his Droid Revolution special power.

### DIOXIS GAS SPECIAL ATTACK

#### Range Special. Attack 3

All small, medium, and large figures within two clear sight spaces of IG-88A and no more than 6 levels above or below IG-88A's base are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Droids are not affected by Dioxis Gas Special Attack.

### BALLISTIC ANALYSIS

When IG-88A rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage.

## IG-88C

	<b>140</b>	<b>Life 4</b>
Droid	<b>Move 5</b>	
Unique Hero	<b>Range 7</b>	
Mercenary	<b>Attack 3</b>	
Calculating	<b>Defense 5</b>	
 Independent	<b>Medium 6</b>	

### SYNCHRONIZED ASSAULT

After revealing an Order Marker on this card and instead of taking a normal turn with IG-88C, you may do one of the following:

- Take an immediate turn with IG-88C and one other Droid Hero you control in which they may only move. If you do, both IG-88C and the chosen Droid Hero add 2 to their move. You may choose which figure to move first.
- Take an immediate turn with IG-88C and one other Droid Hero you control in which they may only attack. If you do, both IG-88C and the chosen Droid Hero may add 1 to their normal attack. You may choose which figure attacks first.

### FLAMETHROWER SPECIAL ATTACK

#### Range 2. Attack 4.

Choose a figure to attack. All figures adjacent to the chosen figure that are within 2 clear sight spaces of IG-88C are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. IG-88C is not affected by his own special attack.

### BALLISTIC ANALYSIS

When IG-88C rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage.

## IG-88D

	<b>130</b>	<b>Life 4</b>
Droid	<b>Move 5</b>	
Unique Hero	<b>Range 7</b>	
Assassin	<b>Attack 3</b>	
Calculating	<b>Defense 5</b>	
 Independent	<b>Medium 6</b>	

### VIBROBLADE

Add 1 die to IG-88D's attack when attacking an adjacent figure.

### PARALYSIS CORD

Start the game with one grey Paralysis Marker. Before or after moving with IG-88D, you may choose a small or medium Unique Hero within 2 clear sight spaces and roll the 20-sided die. If you roll an 11 or higher, place the Paralysis Marker on the chosen figure's Army Card. While the Paralysis Marker is on its card, the chosen figure is considered paralyzed and may not move, attack, or make leaving engagement attacks, and rolls 2 fewer defense dice when attacked. If that figure receives one or more wounds or has one or more wound markers removed from its Army Card, remove the Paralysis Marker from the game.

### BALLISTIC ANALYSIS

When IG-88D rolls defense dice against a normal attack from a non-adjacent figure, one shield will block all damage.

## Bib Fortuna

	<b>90</b>	<b>Life 4</b>
Twi'lek	<b>Move 5</b>	
Unique Hero	<b>Range 5</b>	
Administrator	<b>Attack 2</b>	
Weak Minded	<b>Defense 2</b>	
 Independent	<b>Medium 5</b>	

### MAJORDOMO

Before the first round, after placing Order Markers, choose a Crime Lord you control to be Bib's Employer. At the beginning of each round, you may choose one special power from the Army Card of Bib's Employer. This power is now considered to be on Bib Fortuna's card for the remainder of that round. You may use Majordomo even if Bib Fortuna's Employer is destroyed.

### UNDERWORLD RECRUITER

Before moving Bib Fortuna, you may roll the 20-sided die. If you roll a 12 or higher, you may place a previously destroyed Independent Thug or Independent Guard common squad figure adjacent to Bib Fortuna or a Crime Lord you control. After rolling for Underworld Recruiter you may roll one additional time.

## Duros Thugs

	<b>50</b>	<b>Life 1</b>
Duros	<b>Move 5</b>	
Common Squad	<b>Range 5</b>	
Thugs	<b>Attack 2</b>	
Ruthless	<b>Defense 2</b>	
 Independent	<b>Medium 5</b>	

### GANG ACTIVITY

Instead of taking a turn with the Duros Thugs, you may move up to 6 Ruthless Thugs you control. You may then attack with any 3 Ruthless Thugs that moved this turn.

### TRAVELERS

While moving, a Duros Thug may add 3 to his move number. If he does, he may not attack this turn.

## Gamorrean Guards

	<b>65</b>	<b>Life 1</b>
Gamorrean	<b>Move 4</b>	
Common Squad	<b>Range 1</b>	
Guards	<b>Attack 3</b>	
Simple	<b>Defense 4</b>	
 Independent	<b>Medium 5</b>	

### BODYGUARD

Anytime a Unique Hero you control would receive one or more wounds from a normal attack, you may instead destroy an adjacent Gamorrean Guard you control.

### MIGHTY SWING

If a Gamorrean Guard did not move this turn, add 2 dice to its attack.

## Jabba The Hutt

	<b>140</b>	<b>Life 6</b>
Hutt	<b>Move 3</b>	
Unique Hero	<b>Range 1</b>	
Crime Lord	<b>Attack 2</b>	
Ruthless	<b>Defense 3</b>	
 Independent	<b>Large 6</b>	

### JABBA'S MOST WANTED

At the start of the game, before placing Order Markers, choose up to 3 different Common Item Glyphs to be Bounty Hunter Rewards. When a Bounty Hunter you control destroys its Bounty, you may choose one Bounty Hunter Reward and place it on that Bounty Hunter's card. A Bounty Hunter may only receive one Bounty Reward per turn. Whenever the Bounty of a Bounty Hunter you control is destroyed, that Bounty Hunter may immediately choose a new Bounty.

### UNDERWORLD CONNECTIONS

After revealing an Order Marker on this card and instead of attacking, you may take a turn with one Independent Hero or Independent Squad you control.

### UNTOUCHABLE

Jabba the Hutt cannot be targeted for a non-adjacent normal attack while there is at least one unengaged Bounty Hunter you control within 2 clear sight spaces of Jabba the Hutt.

## Luke Skywalker

	<b>200</b>	<b>Life 5</b>
Human	<b>Move 6</b>	
Unique Hero	<b>Range 1</b>	
Jedi Knight	<b>Attack 5</b>	
Valiant	<b>Defense 5</b>	
 Rebel Alliance	<b>Medium 5</b>	

### LIGHTSABER THROW SPECIAL ATTACK

#### Range 4. Attack 4.

Choose a non-adjacent figure to attack. You may also choose up to two additional figures within 2 spaces of the chosen figure to be affected by this special attack. Luke Skywalker does not need line of sight to the additional figures. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. Luke Skywalker may only use this special attack once per round.

### THE ANGER WITHIN

Each time Luke Skywalker attacks with a normal attack, you may roll the 20-sided die. Subtract 1 from your roll for each normal attack Luke Skywalker made this turn. If you roll a 1 or lower, choose an opponent. That opponent now controls Luke Skywalker. Remove any Order Markers on this Army Card, and give this card to that opponent. If you roll 2-11, Luke Skywalker may attack again with a normal attack. If you roll a 12 or higher, your turn immediately ends. If Luke Skywalker is within 4 clear sight spaces of an opponent's Sith Lord, you must roll for The Anger Within after each normal attack.



### Princess Leia Organa



<b>85</b>	<b>Life 4</b>
Human	<b>Move 5</b>
Unique Hero	<b>Range 6</b>
Leader	<b>Attack 3</b>
Tricky	<b>Defense 4</b>
<b>Rebel Alliance</b>	<b>Medium 5</b>

**BOUSHH DISGUISE**  
 You may not draft Princess Leia and Boushh into the same army. At the start of the game, place a Disguise Marker on this card. If the Disguise Marker is on this card, all figures controlled by an opponent, except Boushh, are considered friendly to Leia and may not attack her. Once per turn, when an opponent takes a turn with a figure that is within 3 clear sight spaces of Leia, roll the 20-sided die. Subtract 1 from your roll for each of the chosen opponent's figures within 3 clear sight spaces of Leia. If you roll a 12 or lower, remove the Disguise Marker from this card. Remove the Disguise Marker if Leia is the only figure you control, or after she makes an attack against an opponent's figure.

**THERMAL DETONATOR**  
 Start the game with the Thermal Detonator Item Glyph on this card.

**FORCE INTUITION**  
 Princess Leia Organa may re-roll any dice that show blanks when defending or attacking. Force Intuition may only be used to re-roll dice once per attack or defense.

**UNCOVER MISSION**  
 If the Disguise Marker is on this card, at the end of the round and Princess Leia did not take a turn that round, you may take an immediate turn with Princess Leia.

### Quarren Thugs



<b>50</b>	<b>Life 1</b>
Quarren	<b>Move 5</b>
Common Squad	<b>Range 5</b>
Thugs	<b>Attack 2</b>
Ruthless	<b>Defense 2</b>
<b>Independent</b>	<b>Medium 5</b>

**GANG ACTIVITY**  
 Instead of taking a turn with the Quarren Thugs, you may move up to 6 Ruthless Thugs you control. You may then attack with any 3 Ruthless Thugs that moved this turn.

**AMPHIBIOUS**  
 While a Quarren Thug is on a water space, add 2 to his Defense. If a Quarren Thug starts his turn on a water space, add 1 to his movement for that turn. A Quarren Thug does not have to stop his movement when entering a water space.

### Rancor



<b>205</b>	<b>Life 7</b>
Rancor	<b>Move 5</b>
Uncommon Hero	<b>Range 1</b>
Beast	<b>Attack 7</b>
Ferocious	<b>Defense 5</b>
<b>Independent</b>	<b>Huge 14</b>

**PREDATORY INSTINCT**  
 Before taking a turn with this Rancor, you must first roll the 20-sided die. If you roll 1-4, choose an opponent. That opponent will now control this Rancor for the remainder of your turn, but will not be able to view any unrevealed order markers on this card. At the end of that turn, control of this Rancor returns to you. All order markers that were on this Rancor's card will stay on this card.

**REACH**  
 If an opponent's figure is within 2 spaces of this Rancor and its base is no more than 3 levels above this Rancor's height or 3 levels below its base, this Rancor may add 1 to its Range when attacking that figure.

**RAKING SWIPE SPECIAL ATTACK**  
**Range 1. Attack 5.**  
 Choose a figure to attack. Any figures adjacent to both this Rancor and the chosen figure are also affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately.

**DEVOUR**  
 Once per round, when this Rancor destroys a small or medium figure with its normal attack, you may remove a wound marker from this card. This Rancor may not Devour Droids or destructible objects.

### Rodian Thugs



<b>50</b>	<b>Life 1</b>
Rodian	<b>Move 5</b>
Common Squad	<b>Range 5</b>
Thugs	<b>Attack 2</b>
Ruthless	<b>Defense 2</b>
<b>Independent</b>	<b>Medium 5</b>

**GANG ACTIVITY**  
 Instead of taking a turn with the Quarren Thugs, you may move up to 6 Ruthless Thugs you control. You may then attack with any 3 Ruthless Thugs that moved this turn.

**INFRARED VISION**  
 When attacked by a Rodian Thug, any special power preventing clear sight to the defending figure is negated for that attack. The defending figure may not roll any additional defense dice or use any special abilities due to the type of terrain it occupies or is adjacent to.

### Emperor Palpatine



<b>170</b>	<b>Life 4</b>
Human	<b>Move 4</b>
Unique Hero	<b>Range 1</b>
Emperor	<b>Attack 4</b>
Manipulative	<b>Defense 4</b>
<b>Galactic Empire</b>	<b>Medium 5</b>

**DARK SIDE MANIPULATIONS**  
 Start the game with two Dark Side Markers on this card. When any figure within clear sight of Emperor Palpatine rolls the 20-sided die, you may add or subtract 1 from the roll. You may also remove any number of Dark Side Markers from this card to add or subtract an additional 1 for each Dark Side Marker removed.

**ADVANCED FORCE LIGHTNING SPECIAL ATTACK**  
**Range 3. Attack 4 + Special.**  
 Choose a figure to attack. You may also choose a figure adjacent to the targeted figure to be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. After using this special attack, you may attack one additional time with this special attack. If Emperor Palpatine targets the same figure for both attacks, you may add one automatic skull to whatever is rolled for the second attack. Emperor Palpatine may only use this special attack once per round.

**POWER OF THE DARK SIDE**  
 When defending against a normal or special attack, Emperor Palpatine always adds one automatic shield to whatever is rolled. Place one Dark Side Marker on this card for each excess shield. A maximum of two Dark Side Markers may be on this card at any time.

### Imperial Royal Guard



<b>150</b>	<b>Life 1</b>
Human	<b>Move 5</b>
Unique Squad	<b>Range 1</b>
Guards	<b>Attack 2</b>
Loyal	<b>Defense 5</b>
<b>Galactic Empire</b>	<b>Medium 5</b>

**PROTECTION DETAIL**  
 At the start of the game, choose a Unique Hero you control who follows the Galactic Empire to be the Imperial Royal Guard's Protection Detail. You may not choose an Uncommon Hero to be the chosen Protection Detail. The chosen figure rolls 1 additional defense die for each adjacent Imperial Royal Guard you control, up to a maximum of 2 additional dice.

**MAKE WAY FOR THE EMPEROR**  
 After revealing an Order Marker on the Army Card of the Imperial Royal Guard's Protection Detail, but before taking a turn with that figure, you may take a turn with the Imperial Royal Guard in which they may all only move or only make a normal attack.

**FORCE PIKES**  
 When attacking with an Imperial Royal Guard, add one automatic skull to whatever is rolled and the defending figure rolls one fewer defense die.

### Grand Admiral Thrawn



<b>125</b>	<b>Life 4</b>
Chiss	<b>Move 5</b>
Unique Hero	<b>Range 5</b>
Grand Admiral	<b>Attack 3</b>
Inspiring	<b>Defense 3</b>
<b>Galactic Empire</b>	<b>Medium 5</b>

**YSALAMIR PROTECTION**  
 All figures within 4 spaces of Grand Admiral Thrawn with at least one Force Symbol on their Army Card subtract one die from their attack and defense and cannot use any special powers on their Army Card.

**BRILLIANT TACTICIAN**  
 While you control Grand Admiral Thrawn, after rolling for initiative and before any other actions are taken, you may choose one opponent. That opponent must reveal the placement of their Order Markers to you. You may not reveal the placement of the chosen opponent's Order Markers to any other player. You may then rearrange the Order Markers on cards you control.

### Heavy Stormtrooper



<b>35</b>	<b>Life 1</b>
Human	<b>Move 4</b>
Common Hero	<b>Range 7</b>
Soldier	<b>Attack 3</b>
Precise	<b>Defense 4</b>
<b>Galactic Empire</b>	<b>Medium 5</b>

**IMPERIAL HEAVY SUPPORT**  
 When taking a turn with a Common Squad of Soldiers you control that follow the Galactic Empire, you may choose to not move and attack with one of the figures and instead move and attack with a Heavy Stormtrooper you control.

### Prince Xizor



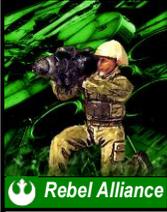
<b>140</b>	<b>Life 5</b>
Falleen	<b>Move 5</b>
Unique Hero	<b>Range 1</b>
Crime Lord	<b>Attack 4</b>
Cunning	<b>Defense 4</b>
<b>Independent</b>	<b>Medium 5</b>

**MASTER OF DECEPTION**  
 After revealing a numbered Order Marker on any Army Card you control, instead of taking a turn with that card, you may reveal an "X" Order Marker on this card and take a turn with any other Army Card you control.

**PHEROMONE CONTROL 13**  
 Before moving, you may choose a Unique Hero figure within 2 spaces of Prince Xizor. Roll the 20-sided die. If you roll a 13 or higher, take temporary control of the chosen Hero and immediately take a turn with that Hero. At the end of that turn, control of the chosen Hero returns to its previous owner. All Order Markers that were on the Hero's Army Card will stay on the Army Card. Pheromone Control does not affect Droids or Falleen.

**ALWAYS SCHEMING**  
 After revealing an Order Marker on this card and taking a turn with Prince Xizor, you may rearrange any unrevealed Order Markers on Army Cards you control. When a Unique Hero you control is destroyed, you may place any unrevealed Order Markers from its card onto this card.

# Rebel Vanguard

	<b>75</b>	 <i>Life</i> <b>4</b>
	Human	<i>Move</i> <b>5</b>
	Uncommon Hero	<i>Range</i> <b>5</b>
	Gunner	<i>Attack</i> <b>3</b>
	Steady	<i>Defense</i> <b>2</b>
	 <i>Rebel Alliance</i>	<b>Medium</b> <b>5</b>

## **PLX-1 PORTABLE MISSILE LAUNCHER SPECIAL ATTACK**

### **Range 8. Attack 3.**

Choose a non-adjacent figure to attack. Before rolling attack dice, you may choose to either have the targeted figure roll 2 fewer defense dice or have all figures adjacent to the chosen figure also be affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. This Rebel Vanguard may only use this special attack once per round.