




Grand Admiral Thrawn

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




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

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

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

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

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

	75	 Life 4
Human	Move 5	
Uncommon Hero	Range 5	
Gunner	Attack 3	
Steady	Defense 2	
 Rebel Alliance	Medium 5	

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.