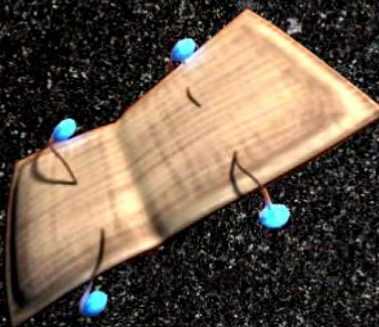




MOISTURE VAPORATOR
(Healing)

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.



Bacta Patch
(Healing)

Temporary Common Item Glyph: At any time during your turn, you may remove 1 wound from this figure's Army Card or the Army Card of an adjacent figure. Bacta Patch does not affect Droids, Vehicles, or Weapons.



Cortosis Vibroblade
(Adjacent Attack Enhancement)

Permanent Common Item Glyph: A small or medium figure carrying this glyph rolls one additional attack die when attacking an adjacent figure with a normal attack.



F-187 Fusioncutter
(Defense Reduction)

Permanent Common Item Glyph: When a small or medium figure carrying this glyph attacks an adjacent Droid, Vehicle, Weapon, or Destructible Object, the defending figure rolls 2 fewer defense dice.



Han Solo in Carbonite
(Artifact)

Unique Item Glyph: A small or medium figure carrying this glyph subtracts 1 from its Move. Other rules for this item glyph may vary, depending on the Game Scenario.



Infrared Goggles
(Attack Enhancement)

Permanent Common Item Glyph: When a small or medium figure carrying this glyph attacks, 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.



Microbe Armor
(Defense Enhancement)

Temporary Common Item Glyph: Whenever a small or medium figure carrying this glyph would receive one or more wounds, you must remove this glyph from the game and ignore all wounds.



Repair Kit
(Healing)

Temporary Common Item Glyph: If a small or medium figure is carrying this glyph, instead of taking a turn with that figure, you may choose an adjacent Droid, Vehicle, or Weapon Hero and remove up to 2 wounds from that figure's Army Card.



Targeter Ranging Scope
(Enhanced Range)

Permanent Common Item Glyph: If a small or medium figure carrying this glyph has a range of 4 or more, it may add 2 to its Range when attacking with a normal attack.



Thermal Detonator

(Special Attack)

Temporary Common Item Glyph: If a small or medium figure is carrying this glyph, after moving and instead of attacking, that figure may use Thermal Detonator Special Attack. After using this special attack, remove this glyph from the game.

THERMAL DETONATOR SPECIAL ATTACK

Range 4. Lob 10. Attack 4.

Choose a space within 4 spaces of this figure that is no more than 10 levels above this figure's base. All figures on the chosen space and any adjacent spaces that are no more than 8 levels above or below the chosen space, are affected by this special attack. Roll attack dice once for all affected figures. Each figure rolls defense dice separately. If any figures are destroyed by this special attack, remove any Treasure or Item Glyphs on those figures' Army Cards from the game.



Jetpack

(Special Movement)

Permanent Common Item Glyph: Instead of moving normally, a small or medium figure carrying this glyph may use Jetpack. Jetpack has a move of 3. When counting spaces for Jetpack, ignore elevations. This figure may jet over water without stopping, jet over figures without becoming engaged, and jet over obstacles such as ruins. This figure may not jet more than 25 levels up or down in a single move. If this figure is engaged when it starts to jet, it will take any leaving engagement attacks.