

Individual

Admiral Firmus Piett (B) *Imperial Officer*
 tesb | Though triggered abilities can usually only be used when a card is in an arena, Piett (B) may trigger while in hand.

Admiral Motti (A) *Imperial Naval Officer*
 anh | Your Jedi must attack Motti if they can. Your opponent's Jedi Characters must attack Motti if they can. The "must attack" takes precedence over abilities that can be activated when a unit would attack.

AT-AT Assault Group *Imperial Assault Walker Squac*
 tesb | AT-AT Assault Group may be piloted.

Attract Enemy Fire
 aotc | If you have a unit that can't be attacked (because of Tyranus's Edict or a similar card), there's no way to attack it at all. If you play Attract Enemy Fire, you can't change the defending unit to a unit that can't be attacked.

Aurra Sing (A) *Bounty Hunter*
 sr | Any time Aurra damages a Jedi, if that damage causes the Jedi to be discarded, you must untap Aurra. (She untaps every time she kills a Jedi.) You don't untap her if she damages a Jedi and that Jedi isn't discarded immediately, but is then discarded later on in the turn.

Aurra Sing (C) *Bounty Hunter*
 tpm | If Aurra is returned to your hand, the face down cards are set aside (i.e., out of play) until the game ends. If a different version of Aurra is put on top of her stack, she doesn't get the bonuses, but the cards remain with the stack, and If Aurra (C) was placed back on top, the bonuses would reactivate.

Printed as: Aurra Sing (B)

Bargain with Jabba
 rotj | If you have less than 6 cards in your deck, draw whatever remains. Cards set aside for any other purpose are not included in the effects of Bargain with Jabba.

Bib Fortuna (A) *Tatooine Twi'lek Smuggler*
 rotj | If Bib is discarded, any cards facedown under him remain out of play. If a unit has been 'stolen' using Lando's Influence, then stacked under Bib, that unit will not return to its original owner, but will remain out of play.

Blaster Barrage
 anh | You must play Blaster Barrage before dice are rolled. Once the dice have been rolled (and rerolled), you can divide the hits. You choose the second unit after dice are rolled. You can choose to apply 0 hits to either of the two units.

Blizzard Force AT-ST *Imperial Assault Walker*
 tesb | If there is no defending unit for this unit to attack, it cannot use its ability to search for a Location card.

Blockade (TPM)
 tpm | This card is considered independent from the pre-existing Blockade card (from TESB). You can have 4 of each in your tournament decks. Deployment directly from hand to arena is allowed if the deployment is free.

Blow This Thing
 boy | If the 1-die attack results in a hit, that damage may still be prevented. If the damage is prevented, Blow This Thing has no effect.

Bright Hope (A) *Rebel Transport*
 tesb | If a Ground card is placed in the build zone per Bright Hope's ability, but is not built before the end of the game, it must be revealed to verify that it was a Ground card. If you have a Ground card under Bright Hope, but then play Refit on Yavin on Bright Hope, the underlying card is discarded and has no effect afterward.

Careful Targeting
 sr | Completely ignore the unit's Shields ability. All Shields abilities on the unit stop working, whether they're printed on it or it gets them some other way.

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Celebrate the Victory
 boy | Face-down cards in a build zone aren't units and have no effect on whether or not you can complete Celebrate the Victory.

Chariot Light Assault Vehicle *Imperial Assault Speeder*
 boy | Chariot Light Assault Vehicle gives one of your other units in the Ground arena Accuracy 1. That unit must already be attacking, so it must have higher speed or some other way to attack before Chariot Light Assault Vehicle would attack. Chariot Light Assault Vehicle can't give itself Accuracy 1, since it would already be tapped when it attacks.

Chewbacca (B) *Independent Wookiee*
 boy | Chewbacca's ability to remove damage counters activates whenever you draw a card, whether that is during your draw step or as an effect that happens at some other time.

Chewbacca (I) *Rebel Wookiee*
 ras | Although the card text refers to Chewbacca's Retaliate as an attack, it should still be considered "dice of damage."

Chewbacca (M) *Wookiee*
 rots | Chewbacca must be in an arena for the discard trigger to take effect.

Clone Captain *Clone Soldier*
 sr | You can't split the damage from an attack among more than one of your Clones. You can play this ability only once each time a source would damage Clone Captain. You can't prevent damage to those Clones in any other way, either. You're putting damage counters on them, not doing damage to them.

Clone Officer *Clone Soldier*
 aotc | The Clone Officer says "...each of your Clones gets +1 power." Its subtype includes "Clone," so its ability will give itself +1 power in addition to giving each of your other Clones +1 power.

Close Quarters
 rotj | Only units which are in the arena at the time Close Quarters is played benefit from its effects, and those units retain the effects if the number of units is reduced below 4 later in the turn.

Cloud City Dining Hall *Character*
 tesb | Cloud City Dining Hall does not allow characters to retreat. Effects/rules that require a card to move to the build zone are not considered "retreats." If you use Millennium Falcon (F)'s ability while Cloud City Dining Hall is out, your Character will not retreat, and the Falcon will untap.

Combined Squadron Tactics
 rots | You can play CST if there are more than three Space units in the Space arena, but you must designate the three units that get the benefit when resolving the effect.

Concentrated Fire
 sr | You don't choose the unit until the battle phase starts, so your opponent can't stop you from doing so unless he or she retreats all his or her units from the Space arena. If your opponent retreats all his or her units from the Space arena, Concentrated Fire does nothing.

Contingency Plan
 anh | The units from which you remove the build counters are still considered "partially built," even though they have no build counters on them. You can spend the build points you get in any way you choose.

Countermeasures
 boy | You must play Countermeasures before dice are rolled for this attack. Both units suffer an equal amount of damage after damage prevention. Any damage that is prevented to the defending unit for this attack is also prevented for the attacking unit.

Creature Attack
 boy | Creature Attack has no effect if your opponent has no units in the Character arena when the battle phase starts.

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Dangerous Gamble

tesb The "name" of the card does not include the version.

Dannik Jerriko (A)

Anzati Bounty Hunter

anh Remove 1 damage counter each time Dannik damages a Character.
You can't remove more than 1 damage counter each time Dannik damages a Character, even if he does 2 or more damage.
If Dannik somehow damages himself, he can remove a damage counter from himself, including the damage that is placed that triggers the removal effect.

Dark Cave

Character

tesb Even if Dark Cave is removed from the arena, any Characters taken over by the Dark Side player return to the Light Side player's control at the end of the turn.
The counters go away if Dark Cave is replaced by another Location

Dark Dreams

jg If you copy a card that is based on a condition, you can't use it unless the condition is met.
The cost of the card being copied is the cost that is printed, regardless of what a player actually paid for it. This cost may be modified normally.

Dark Side's Command

aotc Playing this card during an attack doesn't cancel the attack, it just lets you attack with one of your opponent's units.
If you choose to use the effect, then you get to make all the choices about which of your opponent's units is attacked. Your opponent can't choose not to attack and can't play an ability. If you choose not to use the effect, or if you can't use it because none of your opponent's units can be attacked, the unit attacks normally. In that case, your opponent gets to make all the choices, just like a normal attack.

Dark Side's Compulsion

aotc Playing this card during an attack doesn't cancel the attack, it just lets you attack with one of your opponent's units.
If you choose to use the effect, then you get to make all the choices about which of your opponent's units is attacked. Your opponent can't choose not to attack and can't play an ability. If you choose not to use the effect, or if you can't use it because none of your opponent's units can be attacked, the unit attacks normally. In that case, your opponent gets to make all the choices, just like a normal attack.

Darth Maul (C)

Dark Jedi - Sith Apprentice

sr Your opponent can still use Battle cards and other abilities that prevent damage. Maul's first ability stops your opponent only from playing the Evade keyword ability to prevent any damage from Maul during this attack.

Darth Sidious (A)

Dark Jedi Master

aotc Darth Sidious' second ability does not prevent effects from being used that reference a 'face-down' card that is partially built.

Darth Sidious (C)

Dark Jedi - Sith Master

jg If you want Sidious to reroll, you don't get to look at the dice beforehand. You must blindly pick which dice he rerolls.
If Sidious attacks the Clone Captain and the Captain wants to prevent some damage, he must place the damage counters before he gets to see how many hits were rolled. Even if Sidious didn't do as much damage as was placed, the damage counters stay where they were put.

Darth Sidious (D)

Sith Lord

tpm Sidious does not affect activated abilities with no Force cost.
If Nexu is in play, the Force cost of all activated abilities is increased by 1 Force, so Sidious could then affect abilities he otherwise could not.

Darth Tyranus (D)

Dark Jedi Master - Sith Lorc

sr With Tyranus's first ability, your opponent can play Battle cards and abilities other than Evade to prevent the damage, even if the Character you choose isn't a Jedi Master.

Darth Vader (A)

Dark Jedi Knight - Sith Lorc

anh You must pay the Force for Vader's first ability when he attacks. If you pay the Force, the unit will retreat after the attack.

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Darth Vader (F)

Dark Jedi Knight - Sith Lorc

boy Darth Vader's ability affects only a Character whose total health is 3 or less. Stacking a unique Character with printed health 3 or less could make its total health 4 or more, so this ability couldn't affect it. Damage counters on your opponent's Characters don't affect this ability. For example, a Character with 5 health who has 2 or more damage counters remains unaffected by this ability.

Darth Vader (L)

Dark Jedi Master - Sith Lorc

ras The set aside cards can only be used for Vader's ability, and not anything else.

Darth Vader (P)

Dark Jedi - Sith Lorc

rotj Vader's second ability adds power to the total power of Vader. It doesn't replace the printed power.

Death Star (C)

Imperial Battle Station

boy When this ability is activated, all your units and all your opponent's units in the Ground arena (including their Pilots, if any) are discarded.

Decoy Tactics

tesb If you put a card into an arena using Decoy Tactics, and it is subsequently retreated, it will still be discarded at the end of the turn.

Deflectors Activated

boy Deflectors Activated prevents 1 damage each time a unit in the chosen arena is damaged (each damage instance).
If a Battle card or ability damages more than one of your units at once, Deflector Activated prevents 1 damage to each of the units.
If you play 2 Deflector Activated cards, the effects add up. This means you prevent 2 damage each time any of your units in the chosen arena takes damage.

Demonstration of Power

anh This card cares about the power of your Dark Side units only at the time you play it. If those units' power changes later in the turn, its effect on them doesn't change.

Desperate Confrontation

anh Each unit can use the ability once per attack. Only your units in play at the time the Mission is played get the effect.

Dianoga (A)

Vodran Creature

anh "Play only during battle" means that you can play the ability during battle in any PoP chance other than a disrupt, reroll, or damage-prevention PoP.

Don't Get All Mushy

tesb This card may be played during the build step if one of the two character's has an ability that they can use at that time.

Duel of the Fates

tpm If there are no units in an arena, and both players agree that no one can win that arena this turn, skip that arena.
If it is clear that no one can win an arena this turn (because of a card that prevents all damage, or something similar), skip that arena.
You must untap units that you can normally choose to keep tapped, unless some effect says a unit "can't" untap.

Emperor Palpatine (C)

Dark Jedi Master

rotj Yoda (E) may use his Reserves ability to prevent this damage.

Emperor Palpatine (E)

Dark Jedi Master

rotj For resolution timing purposes, treat Palpatine (E)'s win condition as a triggered effect that triggers when the win condition is met.
If a Pilot with any corruption counters is piloting at the time Palpatine (E) is discarded, it retains its corruption counters.

Emperor's Bidding

tesb If R2-D2's Heroism is played the turn Emperor's Bidding is played, the Dark Side does not win. The Light Side can't lose that turn.

Emperor's Prize

tesb "Damage more than twice its health" refers to the total number of damage counters on the unit when the unit was discarded.
The condition "resets" each time a unit is brought back into play from the discard pile.

Individual	
Escape Pod	<i>Independent Device</i>
boy	When you use Escape Pod's ability, the Pilot moves to your build zone. This doesn't tap the Pilot. You can activate Escape Pod's ability only if the unit the Pilot is on is discarded.
Ewok Village	<i>Ground - Endor</i>
rotj	"Would be damaged by your opponent" refers to damage from any unit controlled by your opponent, from any ability or effect played by your opponent, or from any card played by your opponent. It does not apply to the placement of damage counters.
Explore the Swamps	
tesb	You must choose an untapped Character to fulfill the cost of this card.
Failed for the Last Time	
tesb	The entire type line must match.
Falcon's Needs	
ras	If a unit affected by Falcon's Needs effect is discarded, the effect ends, even if the unit is somehow returned to play. Falcon's Needs affects a unit, so even if a unit is subsequently stacked or rearranged it still has Upkeep. Multiple Falcon's Needs may be played on a single unit, each generating a separate Upkeep cost, that must be paid individually.
Fight on All Fronts	
tpm	You only need 1 unit in each arena.
Fog of War	
sr	You roll one of your dice for each unit, so some units could be tapped and others left untapped.
Forward Command Center	<i>Republic Fortification</i>
jg	FCC is played when the desired unit would attack, so it cannot be played on slower units (since it would already be tapped).
Grand Moff Tarkin (C)	<i>Imperial Diplomat</i>
boy	This restriction applies only during your retreat step. It doesn't stop cards or abilities that allow you to retreat during battle.
Han Solo (C)	<i>Independent Smuggler</i>
boy	You can't receive less than 0 build points during a turn.
Han Solo (H)	<i>Independent Smuggler</i>
ras	Make the prediction as soon as Han is declared as the target of an attack.
Hero's Potential	
boy	You may not choose the top card on the stack. When the turn ends, the card that was on top of the stack before Hero's Potential was played is returned to the top of the stack.
Homing Missile	
jg	You may not blow on the card as it falls. :) If you use card sleeves, you must remove the sleeve before you drop it.
Hope of Another	
tesb	If a Character is stacked, all cards in the stack are copies of that Character, and thus become Jedi. However, if the Character is discarded from the arena, the Character can no longer be targeted by effects that targeted it while in play, even if it says for remainder of game. Only the versions of the Character in play at the time Hope of Another is played are considered to be Jedi. If Hope of Another is played on a non-unique Character, only that copy of the non-unique Character gains the subtype.
Hoth Battle Plains	<i>Ground</i>
tesb	If in play when Painful Reckoning is played, damage from units would be quadrupled. With Overkill, divide the hits between the targets, then double them just prior to damage prevention.
Hound's Tooth (A)	<i>Transport</i>
ras	Hound's Tooth can gain the abilities of any pilot in the Character arena, whether or not it is a Transport pilot. However, if an ability specifically mentions a card type (such as Wedge B's "When this Speeder would be damaged..." ability) that particular ability will not work for Hound's Tooth, though any others may still.

Individual	
Human Shield	
ras	Once played, Human Shield applies to all of your Characters.
Imperial Landing Craft	<i>Imperial Shuttle</i>
boy	You choose the unit when you deploy Imperial Landing Craft. If that unit is in the Ground arena when the battle phase starts, Imperial Landing Craft does 2 damage to it. If it isn't in the Ground arena (for example, it has retreated), this ability doesn't activate and Imperial Landing Craft does no damage.
Imperial Manipulation	
anh	Moving damage counters isn't the same as attack, dice of damage, or direct damage. You just take a damage counter and put it onto a different unit. You can move the damage counter from one of your units onto one of your opponent's units, or from one of your opponent's units to another of his or her units.
In Disguise	
tpm	If the Character brought into the arena is a duplicate unique unit, play the unit and place the damage counters. If the unit has lethal damage, it is discarded. If the unit is still in play following counter placement, follow the normal rule for handling two uniques in play.
It's Not Over Yet	
anh	"Fight another battle in that arena" means that you take another battle step for that arena. The units in that arena get to attack again. Anything that triggers at the start of the appropriate battle step will trigger.
Jedi Council Quorum	
jg	If the Quorum condition is met and the Dark Side controls 2 arenas, the Light Side wins. This is because "at end of turn" triggered effects resolve before control of the arenas is checked.
Jedi Temple	<i>Character - Coruscant</i>
tpm	If you build a stack with 5 or more cards, then Jedi Temple is discarded, the stack remains, but you can no longer add to it.
Jedi Trap	
tesb	The Light Side player can bring Characters back into the Character arena during their build step, even if this card was played.
Jedi's Failure	
tesb	If the targeted Jedi is returned to hand or discarded before the end of turn, the opponent does not gain control of that Jedi.
Jump to Lightspeed	
anh	You can play this card even if the unit you want to return is being attacked.
Lando Calrissian (C)	<i>Bespin Smuggler Diplomat</i>
tesb	Lando's ability may only be activated if damage is pending on Lando. Even if damage is unpreventable, Lando will still get the build points.
Lando Calrissian (D)	<i>Bespin Smuggler Diplomat</i>
tesb	If Lando is made a Jedi, and subsequently has Jedi's Failure played on him, you still bid on him at the beginning of each Character battle step. If Lando is brought into play with Decoy Tactics, the bidding is bypassed if it takes place after the start of the Character battle step. If your opponent gains control of Lando, you may stack any copies of Lando on that unit like normal but that does not change who ultimately controls Lando and if Lando is returned to its owner's hand.
Lando Calrissian (F)	<i>Bespin Smuggler Diplomat</i>
ras	You may look at the cards you stack under Lando. If Lando is discarded, so are any cards from your deck that are stacked with him.
Lars Homestead	<i>Character - Tatooine Farm</i>
ras	The stacking cost of units is also reduced by 1 build counter, so if you could normally stack a card for 1 build counter, then the stacking cost is 0.
Luke Skywalker (A)	<i>Jedi Padawan</i>
anh	You can take any card named Luke Skywalker. You can't take a card with any other name, like Luke's X-wing. You can get any version of Luke Skywalker, even another Luke Skywalker (A).

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Luke Skywalker (I) *Rebel Officer Jedi Padawan*

tesb | If Luke (I) is the only card in the stack, then he may pay 2 Force to get Evade 1.

Luke Skywalker (K) *Rebel Officer Jedi Padawan*

tesb | If Luke (as a Ground unit) is discarded from the Ground arena, he does not come back untapped in the Character arena. When Luke is in the Ground arena as a Ground unit, he is also a Character unit. If the speeder Luke is piloting is discarded during the build step, you may rearrange Luke's stack, move him to one of the other arenas or build zone. Regardless of his location in play, he will be treated as a Ground unit until the end of the Ground battle step, at which point he will move to the Character arena.

Luke's Speeder (A) *Tatooine Speeder*

anh | This unit lets you put free build counters on one of your partially built Space unit cards. (These build counters don't cost you any build points.)

Max Rebo Band (A) *Tatooine Musician*

rotj | Your opponent must pay Force just prior to tapping and attacking with his or her unit. This cost must be paid for each unit to attack.

Millennium Falcon (B) *Independent Transport*

boy | Remove only 1 damage counter per turn (when the battle phase starts), only if you have 1 or more Pilots on the Millennium Falcon. If the Millennium Falcon has no damage counters, this ability has no effect. If you have 2 Pilots on the Millennium Falcon, you still remove only 1 damage counter from it.

Millennium Falcon (F) *Rebel Transport*

tesb | If you use the Falcon's ability while Cloud City Dining Hall is out, your Character will not retreat, and the Falcon will untap.

Millennium Falcon (G) *Rebel Transport*

tesb | One roll is made to prevent (or not) all incoming damage.

Mon Mothma (A) *Rebel Diplomat*

rotj | If Mon Mothma [somehow] intercepts an attack, and your opponent does not pay the Force to attack Mon Mothma, then the Intercept does not happen, and the defender remains the same.

Mos Eisley *Ground - Tatooine City*

ras | If new card types are introduced, you can search for them with Mos Eisley.

Mounted Stormtrooper *Imperial Clone Stormtrooper - Creature*

anh | This unit lets you put free build counters on one of your partially built Stormtrooper Character cards. (These build counters don't cost you any build points.)

Negotiate the Peace

tpm | "Total build cost" refers to the sum of the total build costs of any units you return.

Neimoidian Shuttle (A) *Trade Federation Transport*

jg | Neimoidian Shuttle may retreat itself.

Nexu *Geonosian Creature*

aotc | Nexu causes activated abilities with no Force cost to have a Force cost of 1.

Nien Nunb (A) *Rebel Sullustan Smuggler*

rotj | If Nien is one of multiple pilots on a vessel, then he is considered the 'extra' pilot, regardless of when he was moved to the vessel. Hound's Tooth (A) can use Nien's abilities.

Obi-Wan Kenobi (A) *Jedi Knight*

aotc | Obi-Wan can be discarded to prevent damage to himself to gain the Force.

Obi-Wan Kenobi (H) *Rebel Jedi Knight*

boy | If you don't have a Luke Skywalker in the Character arena, you can't get any Luke Skywalker cards from your deck.

Obi-Wan's Spirit (A) *Jedi Spirit*

tesb | Obi-Wan's Spirit is a completely different unit than Obi-Wan Kenobi. It may not be stacked with Obi-Wan Kenobi, and may be in play simultaneously.

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Owen Lars (A) *Tatooine Farmer*

anh | The Character can still be affected by cards and abilities.

Painful Reckoning

tesb | If multiple Painful Reckoning effects are in play, the damage increases linearly with each one. That is if two PRs are in effect and a unit received 3 damage counter, then the PR effects would result in +3 and +3, for a total of 9 damage counters placed. If played when Hoth Battle Plains is in play, damage from units would be quadrupled.

Penetrate the Shields

anh | Check to see if the defending unit has Shields only at the time you play this card. If the defending unit loses Shields or if a unit without Shields becomes the defending unit, your unit keeps the +3 power.

Podrace

tpm | If players tie, then neither gets the effect.

Press the Advantage

anh | The -3 penalty applies only to units in play when the Mission is complete.

Prince Xizor (A) *Black Sun Crime Lord*

ras | Neutral units without Upkeep do not get Xizor's bonus.

Probot *Imperial Droid*

tesb | You discard this card anytime damage counters are placed on it while the unit is in the Character arena. When choosing cards to place back on the deck, you can choose from all the cards in your hand, not just the 5 you drew. Any cards placed back in the deck, are placed on top in any order you choose.

Quest for Truth

tesb | If you pick a Battle card to play you discard it after you have played it. Your opponent may not play any of those cards while they are set aside.

Quinlan Vos (A) *Kiffar Jedi Master*

tpm | The cards set aside cannot be used to satisfy any other purpose, and may be returned to the bottom of your deck in any order you choose.

R2-D2 (D) *Astromech Droid*

boy | You can place another Pilot (if it's not an Astromech Droid) on the Starfighter before or after placing R2-D2 on the Starfighter. The other Pilot must follow all the standard rules including having the "Starfighter Pilot" ability.

R2-D2's Heroism

tesb | If R2-D2's Heroism is played the turn Emperor's Bidding is played, the Dark Side does not win. The Light Side can't lose that turn.

Rally the Defenders

tesb | "Build cost 2 or less" refers to the printed cost on the card.

Rebel Armored Freerunner *Rebel Assault Speeder*

boy | When the Rebel Armored Freerunner would attack, you can play its ability instead. You can divide the 3 damage in any way between 1 or 2 units. You can do either 3 damage to one unit or 2 damage to one unit, and 1 damage to another unit. This is an activated ability, not an attack.

Rebel Blockade Runner *Rebel Capital Ship*

anh | This card's second ability works no matter why your opponent causes you to discard it from your hand. The second ability doesn't do anything if one of your effects causes you to discard this card from your hand. When its second ability takes effect, this unit isn't "deployed," it's just "put into the Space arena."

Rebel Crew Chief *Rebel Technician*

anh | This unit lets you put free build counters on one of your partially built Starfighter cards. (These build counters don't cost you any build points.)

Individual

Rebel Surrender

anh If dice were rerolled, use the last roll to see if your opponent rolled any hits.
No dice are rolled for a unit with 0 power, so your opponent rolls no hits for such a unit.
You can play this card only if your opponent rolled no hits. If your opponent rolled any hits but the damage was prevented, this card can't be played.
If the defending unit is removed from battle after the attack begins, but before dice are rolled, then no hits are rolled.

Refit on Yavin

boy If you have a Ground card under Bright Hope (A), but then play Refit on Yavin on Bright Hope, the underlying card is discarded and has no effect afterward.

Run the Gauntlet

sr Your opponent gets the +2 Force after the damage has been done. So he or she can't use that Force to reroll any of the dice or prevent any of the damage.

Rune Haako (A) *Trade Federation Diplomat*

tpm You may still discard two cards even if one (or both) are Trade Federation cards.

Sabers Locked

boy You may choose Characters in any arena or build zone.

Sacrifice

tesb The cost of the card being disrupted is the cost that is printed, regardless of what a player actually paid for it.
A unit must actually be placed in the discard pile in order for this card to have an effect.

Salacious B. Crumb (A) *Tatooine Kowakian Monkey-Lizard*

rotj If Salacious' ability is played, but the unit to be attacked is somehow retreated, the opponent's unit could then choose to attack any unit.
If Salacious' ability is played in the middle of an attack, the attacking unit gets the -2 power, but is not forced to choose a new target. If the chosen unit were untapped and able to attack again, then it would have to attack the designated unit.

Sando Aqua Monster *Naboo Aquatic Creature*

tpm Any Pilots on set aside units are set aside as well, and will return to play along with the piloted unit.
If the Sando is returned to your hand or discarded from the build zone, the set aside units would remain out of play for the rest of the game.

Sarlacc (A) *Tatooine Creature*

rotj If a targeted unit somehow untaps, it does not 'escape,' but still takes 2 damage at the start of each Character battle step as long as Sarlacc remains tapped.
As soon as the Sarlacc untaps (whether from your normal untap step or from some other effect), its effect ends, so Sarlacc may only ever keep one unit tapped.

Second Wave

boy Face-down cards in a build zone aren't units and have no effect on whether or not you can complete Second Wave.
The Starfighter cards put into the Space arena are now untapped units that can attack this turn and act like any other unit.
Putting the Starfighter cards into the Space arena doesn't count as having deployed or finished building them. No abilities can trigger on that.
You cannot put a stackable unique unit card into a stack already in battle. The units must be 3 individual Starfighter units.

Sith Infiltrator (A) *Dark Jedi - Sith Transpon*

sr You have to pay the 2 Force as soon as the Sith Infiltrator is discarded from the Space arena. You can't wait and pay it later in the turn or during a later turn.

Snowtrooper Elite Squad *Imperial Clone Stormtrooper Squad*

tesb If Vader is in the Character arena, this card cannot be retreated instead of discarded to fulfill another card's condition that requires a unit to be discarded. If it is designated as the target of a discard effect, it will instead retreat.

Individual

Space Slug {RAS} *Creature*

ras This unit is considered independent from the pre-existing Space Slug unit (from TESB). You can have 4 of each in your tournament decks.

Splinter the Republic

aotc Splinter may be used to retrieve a card with the same name as another even if they are different (non-unique) cards, such as Star Destroyer (BOY) and Star Destroyer (RAS).

Star Destroyer {RAS} *Imperial Capital Ship*

ras This unit is considered independent from the pre-existing Star Destroyer unit (from BOY). You can have 4 of each in your tournament decks.

Stormtrooper Assault Team *Imperial Clone Stormtrooper*

anh No method of preventing damage works, including Battle cards, Evade, and Deflect.
Cards and abilities that prevent damage can still be played, they just don't do anything.

Streets of Cloud City *Ground*

tesb With this card in play, the order of the battle becomes 1) Ground arena, 2) Space arena, 3) Character arena.

Suppressing Fire

sr If you choose to use a Bombard ability of one of your units, and that unit is still attacking a Ground unit, then you can play Suppressing Fire to give it +4 power.

Surprise Reinforcements

tesb This card does not create another build step. It allows you to place 5 build counters on cards in your build zone, or cards in your hand (placed in your build zone), but you do not get to deploy anything. You also do not get to redeploy any retreated units.

Surprising Strength

rotj Surprising Strength looks at a card's current power, including bonuses (not the card's printed power).

Tame the Beast

jg If the creature chosen untaps and is able to attack again, the player of Tame the Beast still controls it.
If the chosen creature has an ability that happens "when this unit would attack," then your opponent may play that ability instead, overriding the effect of Tame the Beast.

Tatooine Hangar *Tatooine Fortification*

boy You can reduce the build cost of a unit to 0. The minimum build cost of a unit is 0. (You can't "gain" build points by using more than one copy of this unit and cheap Space units.)

Trade Federation Battle Freighter *Trade Federation Capital Ship*

jg If the Fortification unit is deployed during battle, but the Character battle step has already commenced, it will not be able to attack until the next turn.

Trade Federation Core Ship *Trade Federation Fortification*

jg If the Capital Ship unit is deployed during battle but the Ground battle step has already commenced, it will not be able to attack until the next turn.

Trust Your Feelings

boy Your prediction is based on the number of hits you roll, not the amount of damage inflicted. Damage prevention has no effect on Trust Your Feelings.

Twilight of the Republic

sr Twilight of the Republic swaps the order of the build and retreat steps this turn, forcing the Light Side player to build, deploy, and retreat before the Dark Side player does.
You don't get any extra build points during your second build step. You just get however many build points you had left when you completed Twilight of the Republic.
Triggered abilities and effects that trigger "When your build step starts..." or "At the start of your build step..." only trigger the first time your build step starts each turn. This also includes Draw, Upkeep, and Bounty.

Tyranus's Return

jg Tyranus's Return only allows a Character to be returned to your hand from play, not the discard pile.

Individual

Tyranus's Solar Sailer (B) *Geonosian Dark Jedi - Sith Starfighter*

jg | You may only use the Reserves ability if damage is pending (it doesn't have to be from an attack).

Ugnaught *Bespin Ugnaught*

ras | The Ugnaught's ability can be used to return itself from the discard pile, since its effect triggers after it enters the discard pile.

Unity of the Jedi

rots | You can play UotJ if there are more than three Jedi in the Character arena, but you must designate the three Jedi that get the benefit when resolving the effect.

Untamed Ronto *Tatooine Creature*

boy | Your opponent must decide before you roll the Untamed Ronto's attack dice whether or not to pay the 2 Force. Untamed Ronto may not attack itself.

Vader's Fury

boy | Vader's Fury must be played before the Starfighter attacks, or it has no effect.
Vader's Fury allows your Starfighter to attack each of your opponent's units in the Space arena once. Your Starfighter can't use Vader's Fury to attack any individual Space unit more than once.
If a Starfighter with this effect has its attack intercepted, then both defending Starfighters are considered to have been attacked, and cannot be attacked again.

Vader's TIE Fighter (A) *Imperial Dark Jedi - Sith Starfighter*

anh | If some of the cards have left the discard pile by the time the second ability takes effect, you don't get them back in your hand.

Vader's Vengeance

tesb | This card adds to the total power of a unit, it does not replace the printed power on the unit.

Wampa *Creature*

tesb | Wampa can't attack itself.

War Will Follow

aotc | You can't ever deploy a partially built card. You can deploy only units that are in the build zone.

Wookiee Hug

rotj | Being a damage prevention card, Wookiee Hug can only be played during a damage prevention chance to play battle cards and activated abilities, which is after you would activate Retaliate. However, you can use the granted ability against any future attack on the unit during the current turn.

Yoda (C) *Jedi Master*

sr | With Yoda's first ability, your opponent can play Battle cards and abilities other than Evade to prevent the damage, even if the Character you choose isn't a Jedi Master or Sith Master.

Yoda (G) *Jedi Master*

tesb | Yoda (G) does not count as Yoda while stacked under a padawan. Yoda G cannot leave the stack once stacked. Yoda must be played into a padawan's stack from hand, not from play. Yoda (G) cannot use its ability during setup, since abilities do not work at that time.

Yoda (I) *Jedi Master*

ras | If you use Yoda to rearrange a Character stack that is piloting a unit, and a non-Pilot version of that character is put on top of the stack, then the Pilot 'falls off' whatever it is piloting. The Pilot is then put either into the Character arena or the build zone, your choice.

Yoda's Training

tesb | Any card drawn must go straight from the deck into the stack, and cannot go anywhere else.

Zam Wesell (D) *Clawdite Bounty Hunter*

jg | You choose her stats when she is first deployed, and then at the beginning of each subsequent Ready Phase. If you fail to change her at the beginning of a subsequent Ready Phase, then she stays what she was last turn.