

A New Hope



Admiral Motti (A)

Imperial Naval Officer

1 (R) Ch DS B 3
S 30 P 3 H 3

Any time a Jedi Character can attack Motti, that Character must do so. As long as Motti is in the Character arena, your Jedi Characters can attack Motti.

"Don't try to frighten us with your sorcerer's ways, Lord Vader."

Beru Lars (A)

Tatooine Farmer

2 (R) Ch LS B 3
S 10 P 1 H 3

Discard Beru from the Character arena → Return a Character card from your discard pile to your hand. Play only during your build step.

"Luke's just not a farmer, Owen. He has too much of his father in him."

Blaster Barrage

3 (R) Ba DS

Pay 5 Force → For this attack, you may divide the hits done by the attacking unit between the defending unit and another of your opponent's units in the same arena as the defending unit. Play only when one of your units is attacking (before you roll attack dice).

Capture the Falcon

4 (R) Mi DS B 3

Choose one of your opponent's untapped Space units. Tap that unit.

"Its markings match those of a ship that blasted its way out of Mos Eisley." -- Imperial officer

Contingency Plan

5 (R) Mi LS B 1

Remove all build counters from each partially built card in your build zone. You get that many extra build points this turn.

"Secret mission? What plans? What are you talking about?" -- C-3PO

Dannik Jerriko (A)

Anzati Bounty Hunter

6 (R) Ch N B 5
S 40 P 3 H 5

Stun 3
When Dannik damages a Character, remove 1 damage counter from Dannik.

Before Jerriko could make his attempt to claim Jabba's bounty, Han Solo had escaped from Tatooine.

Darth Vader (A)

Dark Jedi Knight - Sith Lord

7 (R) Ch DS B 8
S 50 P 6 H 6

When Vader attacks a Character other than a Jedi Knight or Jedi Master, you may pay Force equal to that Character's total build cost. If you do, that Character retreats when Vader's attack ends.

Pay 2 Force → Evade 2
Pay 1 Force → Intercept

Desperate Confrontation

8 (R) Mi N B 2

Each of your units gets "Pay 1 Force → This unit gets +2 power for this attack" until end of turn.

"Come on! Come on! Luke, it's too late!" -- Princess Leia

Destroy Alderaan

9 (R) Mi DS B 10

Your opponent discards his or her hand.

"That's what I'm trying to tell you, kid. It ain't there. It's been totally blown away." -- Han Solo

Dianoga (A)

Vodran Creature

10 (R) Ch DS B 5
S 30 P 4 H 4

{T} → Choose an untapped Character with power 4 or less. Tap that Character. Play only during battle.

"There's something alive in here!" -- Luke Skywalker

Disturbance in the Force

11 (R) Mi N B 4

Your opponent can't play activated abilities this turn. (Activated abilities are abilities on units that include the → symbol.)

"I felt a great disturbance in the Force." -- Obi-Wan Kenobi

It's Not Over Yet

12 (R) Ba N

Pay 5 Force → Choose an arena. Untap all units in that arena. Fight another battle in that arena. Play only if all units in all arenas are tapped.

"It's the only explanation for the ease of our escape." -- Princess Leia

EG-6 Power Droid

Service Droid

13 (R) Ch N B 4
S 10 P 1 H 4

{T} → Untap one of your other Droids in the Character arena. (It can attack again.) Play only when this unit would attack and only once per turn.

Notoriously stupid, this droid is often called a walking battery.

Elite Stormtrooper Squad

Imperial Clone Stormtrooper

14 (R) Gr DS B 6
S 40 P 4 H 5

Critical Hit 1
Accuracy 1

"Only Imperial stormtroopers are so precise." -- Obi-Wan Kenobi

Figrin D'an (A)

Bith Musician

15 (R) Ch N B 4
S 20 P 3 H 3

As long as Figrin is in the Character arena, each of your opponent's Characters gets -10 speed and -1 power.

Figrin D'an plays kloo horn and gasan string drum.

Greedo (A)

Rodian Bounty Hunter

16 (R) Ch N B 3
S 40 P 4 H 3

When the Character battle step starts, your opponent may pay 3 Force. If he or she does, retreat Greedo.

"Yeah, but this time I've got the money." -- Han Solo
"If you give it to me, I might forget I found you." -- Greedo

Hold 'Em Off

17 (R) Ba LS

Pay 4 Force → Each of your Characters gets +10 speed and Stun 2 until end of turn.

"I can't hold 'em off forever! Now what?" -- Han Solo

Imperial Blockade

18 (R) Mi DS B 2

To complete Imperial Blockade, you must also pay 8 Force. Your opponent can't spend build points this turn.

"Looks like an Imperial cruiser. Our passengers must be hotter than I thought." -- Han Solo

Imperial Navy Helmsman

Imperial Naval Officer

19 (R) Ch DS B 4
S 20 P 3 H 4

{P} Capital Ship Pilot. The Capital Ship gets +20 speed.

"Should I have your ship standing by?"

Imperial Sentry Droid

Imperial Patrol Droid

20 (R) Ch DS B 3
S 60 P 1 H 1

When the battle phase ends, if this unit is in the Character arena, look at your opponent's hand.

The Mark IV sentry droid's sensor arrays incorporate electromagnetic, infrared, and visible-spectrum receptors.

IT-O Interrogator Droid

Imperial Interrogation Droid

21 (R) Ch DS B 4
S 20 P 1 H 3

{T} → Look at your opponent's hand. If there are any Battle or Mission cards there, choose one of them. Your opponent discards that card. Play only during your build step.

"And now, Your Highness, we will discuss the location of your hidden Rebel base." -- Darth Vader

Jawa Leader

Tatooine Jawa

22 (R) Ch N B 3
S 20 P 3 H 3

As long as this unit is in the Character arena, each other Jawa (yours and your opponent's) gets +1 power.

Each Jawa community is divided into families, and each clan has a single chief.

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Krayt Dragon Tatooine Dragon Creature

23 (R) Gr N B 9
S 30 P 8 H 7

When this unit damages another unit and the other unit is discarded, untap this unit. (It can attack again.)

The terror of Tatooine, feared by all.

Leia's Kiss

24 (R) Ba LS

Pay 3 Force → One of your units gets +30 speed and Accuracy 1 until end of turn.

"For luck." -- Princess Leia

Luke Skywalker (B)

25 (R) Ch LS B 4
S 50 P 4 H 3

Jedi Padawan

Pay 2 Force → Evade 1
Pay 2 Force → Luke gets +20 speed until end of turn.

"I can't believe he's gone."

Luke Skywalker (A)

26 (R) Ch LS B 5
S 50 P 4 H 4

Jedi Padawan

Pay 2 Force → Evade 1
{T} → Search your deck. You may take a Luke Skywalker card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.

"How did my father die?"

Luke's Speeder (A)

27 (R) Gr LS B 3
S 50 P 2 H 2

Tatooine Speeder

Discard Luke's Speeder from the Ground arena → Show one of your partially built Space unit cards to your opponent. Put 3 build counters on it. Play only during your build step.

"You'll have to sell your speeder." -- Obi-Wan Kenobi

"That's okay. I'm never coming back to this planet again." -- Luke Skywalker

Luke's X-wing (A)

28 (R) Sp LS B 4
S 50 P 3 H 2

Rebel Starfighter

Accuracy 1
Shields 1

"This is Red Five, I'm going in!" -- Luke Skywalker

Momaw Nadon (A)

29 (R) Ch LS B 4
S 30 P 3 H 5

Ithorian Diplomat

As long as Momaw is in the Character arena, each Stormtrooper in that arena gets -20 speed.

No friend to Imperials, Momaw sold false information about a certain two droids to the Empire.

Most Desperate Hour

30 (R) Ba LS

Pay 5 Force → One of your Starfighters gets Critical Hit 6 until end of turn. Tap all your other units in the Space arena. Play only before any of your Space units attack.

"This is our most desperate hour." -- Princess Leia

No Escape

31 (R) Ba DS

Pay 3 Force → Choose a Character in your opponent's build zone. Put that Character into the Character arena. If that Character is tapped, untap that Character.

"There'll be no escape for the princess this time." -- C-3P0

Obi-Wan Kenobi (E)

32 (R) Ch LS B 6
S 50 P 5 H 5

Jedi Knight

Each non-Jedi Character gets -2 power as long as it's attacking Obi-Wan.
Pay 2 Force → Evade 2

"This is the weapon of a Jedi Knight. Not as clumsy or random as a blaster."

Obi-Wan's Prowess

33 (R) Ba LS

Pay 4 Force → Prevent up to 2 damage to one of your Characters. That Character may do that much damage to a Character of your choice in the same arena.

"Only a master of evil, Darth." -- Obi-Wan Kenobi

Obi-Wan's Task

34 (R) Mi LS B 1

To complete Obi-Wan's Task, you must also tap one of your untapped Jedi in the Character arena. You get +3 build points this turn.

From a seedy cantina on Tatooine to the heart of the Death Star itself, Obi-Wan proved an invaluable ally to the Rebel cause.

Our Only Hope

35 (R) Mi LS B 1

You may complete Our Only Hope only if you have exactly 1 other partially built card. Discard your hand and put 4 build counters on that card.

"Help me, Obi-Wan Kenobi. You're my only hope." -- Princess Leia

Owen Lars (A)

36 (R) Ch LS B 3
S 20 P 2 H 4

Tatooine Farmer

Discard Owen from the Character arena → Choose one of your Characters. That Character can't be attacked this turn. Play only during your build step.

"You can waste time with your friends when your chores are done. Now come on, get to it!"

Plan of Attack

37 (R) Mi N B 2

To complete Plan of Attack, you must also tap one of your untapped units in the Character arena. Search your deck. You may take a Battle card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck.

"A precise hit will start a chain reaction, which should destroy the station." -- General Dodonna

Princess Leia (A)

38 (R) Ch LS B 6
S 40 P 4 H 4

Rebel Diplomat

When the battle phase ends, if Leia is in the Character arena, your opponent loses 1 Force. When one of your opponent's Characters would damage Leia, prevent that damage unless your opponent pays 2 Force.

"Somebody has to save our skins."

Protection of the Master

39 (R) Ba LS

Tap one of your untapped Jedi in any arena → Prevent all damage to one of your other Jedi in that arena.

"Be patient, Luke." -- Obi-Wan Kenobi

R5-D4 (A)

40 (R) Ch LS B 3
S 10 P 2 H 2

Astromech Droid

When R5-D4 attacks, you may give it +1 power for that attack. If you do, when the attack ends, R5-D4 does 2 damage to itself.

When R5-D4 is discarded from the Character arena, search your deck. You may take an Astromech Droid card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck.

Rebel Crew Chief

41 (R) Ch LS B 3
S 10 P 2 H 4

Rebel Technician

{T} → Show one of your partially built Starfighter cards to your opponent. Put 1 build counter on it. Play only during your build step.

"This R2 unit of yours seems a bit beat-up. Do you want a new one?"

Rebel Lieutenant

42 (R) Ch LS B 4
S 10 P 3 H 4

Rebel Officer

{P} Capital Ship Pilot. The Capital Ship gets:

- +10 speed.
- +1 power.
- As long as this unit is in the Space arena, each of your other Space units gets +10 speed.

Many officers who once served the Old Republic came to question their loyalties once the Rebellion began.

Regroup on Yavin

43 (R) Mi LS B 1

If you have 2 or more units in each arena, you get +3 build points this turn.

"You know what's about to happen, what they're up against. They could use a good pilot like you." -- Luke Skywalker

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Sandtrooper 44 (R) Ch DS B 5 S 30 P 5 H 4	<i>Imperial Clone Stormtrooper</i> As long as this unit is attacking a Tatooine Character, it gets Critical Hit 2. "Let me see your identification."
Starfighter's End 45 (R) Ba LS	Pay 6 Force → Choose one of your untapped Starfighters in the Space arena and one of your opponent's units in that arena. For each 10 speed your Starfighter has, it does 1 damage to that unit. Then discard your Starfighter from the Space arena. Play only if no unit is attacking.
Stormtrooper TK-421 46 (R) Ch DS B 5 S 40 P 6 H 5	<i>Imperial Clone Stormtrooper</i> This unit gets -2 power as long as it's attacking a unique Character. "TK-four-two-one. Why aren't you at your post?" -- Lieutenant Pol Treidun
Strategy Session 47 (R) Mi LS B 4	Each of your units gets Accuracy 1 until end of turn. "That's impossible, even for a computer." -- Wedge Antilles
Strike Me Down 48 (R) Ba LS	Discard one of your Jedi from the Character arena → You gain +6 Force. Play only if no unit is attacking. "If you strike me down, I shall become more powerful than you can possibly imagine." -- Obi-Wan Kenobi
Surprise Attack 49 (R) Mi LS B 2	Your opponent can't play Battle cards this turn. "Look out! He's loose!" -- Han Solo "He's going to pull us apart!" -- Luke Skywalker
Tantive IV (A) 50 (R) Sp LS B 6 S 30 P 5 H 5	<i>Rebel Capital Ship</i> Shields 1 When Tantive IV is discarded from the Space arena, your opponent loses 3 Force.
Tarkin's Stench 51 (R) Ba DS	Pay 12 Force → Choose an arena. Tap all of your opponent's untapped units in that arena. "I recognized your foul stench when I was brought on board." -- Princess Leia
TIE Fighter Elite Pilot 52 (R) Ch DS B 3 S 30 P 2 H 2	<i>Imperial Naval Officer</i> {P} Starfighter Pilot. The Starfighter gets: • +20 speed. • Critical Hit 2. "Look out!"
Tiree (A) 53 (R) Ch LS B 3 S 30 P 2 H 3	<i>Rebel Officer</i> {P} Starfighter Pilot. The Starfighter gets: • Pay 2 Force → Intercept. • When this Starfighter is discarded from the Space arena, each of your other Starfighters gets +2 power until end of turn.
Tractor Beam 54 (R) Ba DS	Pay 6 Force → Choose a Space unit in your opponent's build zone. Put that unit into the Space arena. If it's untapped, tap it. Until end of turn, each of your units gets Accuracy 1 as long as it's attacking that unit.
URoRRuR'R (A) 55 (R) Ch N B 4 S 60 P 2 H 2	<i>Tatooine Tusken Soldier</i> As long as you have more units in the Character arena than your opponent, URoRRuR'R gets +2 power. "This tusken leads a typical clan of Sand People, numbering thirty-four."
Imperial Manipulation 56 (R) Mi DS B 2	When the battle phase starts, move 1 damage counter from one unit to another unit in the same arena. (This can't be prevented.) "She may yet be of some use to us." -- Darth Vader

Vader's Leadership 57 (R) Ba DS	Pay 9 Force → Choose an arena. Each of your units in that arena gets +3 power until end of turn. "Several fighters have broken off from the main group. Come with me!" -- Darth Vader
Vader's TIE Fighter (A) 58 (R) Sp DS B 5 S 50 P 3 H 2	<i>Imperial Dark Jedi - Sith Starfighter</i> Pay 2 Force → Evade 2 When Vader's TIE Fighter is discarded from the Space arena, you may pay 2 Force. If you do, return Vader's TIE Fighter, all cards stacked with it, and its Pilot, if any, from your discard pile to your hand.
Wedge Antilles (A) 59 (R) Ch LS B 4 S 40 P 3 H 2	<i>Rebel Officer</i> {P} Starfighter Pilot. The Starfighter gets: • +20 speed. • +2 power. • Pay 1 Force → Retreat this Starfighter. Play only if no unit is attacking and only if this Starfighter has 1 or more damage counters on it. "I can't stay with you."
Yavin 4 Hangar Base 60 (R) Gr LS B 7 S 20 P 5 H 9	<i>Rebel Fortification</i> {T} → Search your deck. You may take a Starfighter card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step. "All pilots to your stations." -- Rebel Officer
Astromech Assistance 61 (U) Ba LS	Pay 1 Force → Remove up to 2 damage counters from one of your Space units. "Artoo, that stabilizer's broken loose again! See if you can't lock it down!" -- Luke Skywalker
Benefits of Training 62 (U) Ba N	Pay 4 Force → Each of your Soldiers in the Ground arena gets Accuracy 1 until end of turn. "Imperial troops show a level of discipline that has been called inhuman."
Biggs Darklighter (A) 63 (U) Ch LS B 2 S 30 P 2 H 2	<i>Rebel Officer</i> {P} Starfighter Pilot. The Starfighter gets "Discard this Starfighter and Biggs from the Space arena → Prevent all damage to one of your other Space units." "It'll be like old times, Luke. They'll never stop us."
C-3PO (C) 64 (U) Ch LS B 3 S 20 P 1 H 3	<i>Protocol Droid</i> As long as C-3PO is in the Character arena, each of your neutral units costs 1 fewer build counters to deploy. "Protocol? Why, it's my primary function, sir."
Commander Praji (A) 65 (U) Ch DS B 3 S 30 P 2 H 1	<i>Imperial Officer</i> As long as Praji is in the Character arena, each of your other Characters gets +10 speed. "If word of this gets out, it could generate sympathy for the Rebellion in the Senate."
Tatooine Sandcrawler 66 (U) Gr N B 6 S 10 P 2 H 6	<i>Tatooine Jawa Sandcrawler</i> {T} → Search your deck. You may take a Droid or Jawa card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step. "The sand-pitted vehicles have magnetic suction tubes modified for sucking droids and scrap into their cargo chambers."
Darth Vader (B) 67 (U) Ch DS B 6 S 40 P 6 H 5	<i>Dark Jedi Knight - Sith Lord</i> Pay 2 Force → Vader gets +2 power for this attack. Pay 3 Force → Evade 3 "I find your lack of faith disturbing."
Death Star Hangar Bay 68 (U) Gr DS B 7 S 20 P 2 H 7	<i>Imperial Fortification</i> {T}, Pay 1 build point → Choose an untapped Space unit with power 5 or less. Tap that unit. Play only during your build step. "Clear Bay 327. We are opening the magnetic field." -- Imperial officer

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Death Star Plans

69 (U) Ba N

Pay 6 Force → Choose one of your opponent's units in the Space arena this turn. Each of your units in the Space arena gets Critical Hit 3 as long it's attacking that unit.

Death Star Scanning Technician

Imperial Soldier

70 (U) Ch DS B 5
S 20 P 3 H 3

When you deploy this unit, look at your opponent's hand. Choose one of those cards. Your opponent discards that card.

"Send a scanning crew aboard. I want every part of this ship checked." -- Darth Vader

Death Star Superlaser Gunner

Imperial Soldier

71 (U) Ch DS B 2
S 10 P 1 H 3

{T} → This turn, each of your Space units gets +2 power as long as it's using Bombard to attack a Ground unit. Play only during your build step.

It's the dangerous job of the gunner crews to manage the incredible energies of the battle station's superlaser from the inside of the firing chambers.

Death Star Turbolaser Gunner

Imperial Soldier

72 (U) Ch DS B 2
S 20 P 2 H 2

{T} → This turn, each of your Ground units gets +2 power as long as it's using Ion Cannon to attack a Space unit. Play only during your build step.

The helmet worn by the turbolaser gunners helps suppress some of the dangerous flashback from such massive cannons.

Demonstration of Power

73 (U) Mi DS B 3

Each of your Dark Side units that currently has power 5 or more gets +3 power until end of turn.

"You have determined the choice of the planet that will be destroyed first." -- Grand Moff Tarkin

Devastator (A)

Imperial Capital Ship

74 (U) Sp DS B 9
S 20 P 8 H 8

Shields 1
As long as it's attacking a Rebel Space unit, Devastator gets +2 power.

Darth Vader made the Devastator famous for its capture of the traitors aboard Tantive IV.

Dissolve the Senate

75 (U) Mi DS B 5

Discard all Diplomats (yours and your opponent's) from the Character arena.

"The Imperial Senate will no longer be of any concern to us. I have just received word that the Emperor has dissolved the council permanently." -- Grand Moff Tarkin

Error in Judgment

76 (U) Mi N B 4

Choose one of your opponent's partially built cards. Unless your opponent pays 5 Force, he or she discards that card.

"Hold your fire. There are no life forms. It must have been shortcircuited." -- Imperial officer

Fate of the Dragon

77 (U) Ba N

Pay 12 Force → One of your units gets +10 power for this attack.

The bleach-white bones are all that remain of the great beast. No one can say what killed the lord of the desert.

General Dodonna (A)

Rebel Officer

78 (U) Ch LS B 5
S 40 P 4 H 4

{T} → One of your units gets Accuracy 1 until end of turn. Play only during your build step.

"A small one-man fighter should be able to penetrate the outer defense."

General Tagge (A)

Imperial Officer

79 (U) Ch DS B 3
S 40 P 3 H 3

As long as Tagge is in the Character arena, you can't play Battle cards and each of your Capital Ships gets +1 power.

"The Rebel Alliance is too well equipped. They're more dangerous than you realize."

Han's Courage

80 (U) Ba LS

Pay 4 Force → One of your Characters gets +2 power and Accuracy 1 for this attack.

*"He certainly has courage." -- Princess Leia
"What good will it do us if he gets himself killed?" -- Luke Skywalker*

Imperial Control Station

Imperial Fortification

81 (U) Gr DS B 4
S 10 P 2 H 2

As long as this unit is in the Ground arena, each of your Imperial Starfighters gets +1 power.

"We count thirty Rebel ships, Lord Vader. But they're so small they're evading our turbolasers!" -- Imperial officer

Imperial Navy Lieutenant

Imperial Naval Officer

82 (U) Ch DS B 5
S 40 P 4 H 4

{P} Transport Pilot. The Transport gets +1 power.

Only after thirty months of rigorous training in the Imperial Academy do the proud officers of the Emperor's navy receive their commissions.

Insignificant Power

83 (U) Mi DS B 3

Your opponent loses 4 Force. (If your opponent has 4 or less Force, he or she loses all of it.)

"The ability to destroy a planet is insignificant next to the power of the Force." -- Darth Vader

Into the Garbage Chute

84 (C) Ba N

Pay 4 Force → Prevent all damage to one of your units in the Character arena. Retreat that unit.

"Into the garbage chute, fly boy." -- Princess Leia

Jawa

Tatooine Jawa

85 (U) Ch N B 2
S 20 P 2 H 2

"I can't abide those Jawas. Disgusting creatures." -- C-3PO

Jawa Collection Team

Tatooine Jawa

86 (U) Gr N B 3
S 30 P 2 H 3

As long as this unit is attacking a Droid, it gets Stun 4.

"What about that blue one? We'll take that one." -- Owen Lars

Jedi Extinction

87 (U) Mi DS B 3

Your opponent can't put Jedi into the Character arena during his or her build step this turn. If your opponent deploys a Jedi this turn, that Jedi stays in his or her build zone.

"The Jedi are extinct." -- Grand Moff Tarkin

Jon "Dutch" Vander (A)

Rebel Officer

88 (U) Ch LS B 3
S 20 P 2 H 3

{P} Starfighter Pilot. The Starfighter gets Stun 3.

"This is Gold Leader. We're starting our attack run."

Learning the Force

89 (U) Mi N B 2

You gain +1 Force for each of your Characters in any arena.

"It's an energy field created by all living things." -- Obi-Wan Kenobi

Lieutenant Tanbris (A)

Imperial Soldier

90 (U) Ch DS B 4
S 10 P 4 H 5

"We count thirty Rebel ships, Lord Vader."

LIN Demolitionmech

Minelayer Droid

91 (U) Ch N B 4
S 20 P 3 H 3

{T} → This unit does 2 damage to each other Character in the Character arena (yours and your opponent's). Play only when this unit would attack.

No droid is better at laying mines, whether for industrial or for military purposes, than the LIN Demolitionmech.

Luke Skywalker (C)

Jedi Padawan

92 (U) Ch LS B 3
S 40 P 2 H 3

As long as you have another Jedi in the Character arena, Luke gets +2 power and "Pay 3 Force → Evade 1."

"I want to go with you."

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Luke's Warning

93 (U) Ba LS

Pay 2 Force → Prevent up to 3 damage to one of your Characters, or prevent 1 damage to one of your Space or Ground units.

"No! Wait!" -- Luke Skywalker

Mounted Stormtrooper

Imperial Clone Stormtrooper - Creature

94 (U) Gr DS B 4
S 10 P 4 H 5

Discard this unit from the Ground arena → Show one of your partially built Stormtrooper Character cards to your opponent. Put 2 build counters on it. Play only during your build step.

On sand-blown Tatooine, stormtroopers often use dewbacks rather than vehicles that can break down in the heat and dust.

Mouse Droid

Imperial Droid

95 (U) Ch DS B 3
S 30 P 0 H 1

{T}, Pay 1 build point → Draw a card. Play only during your build step.

Aboard the enormous Death Star, the MSE-6's primary function is to guide troops from one location to another.

Obi-Wan Kenobi (F)

Jedi Knight

96 (U) Ch LS B 6
S 40 P 5 H 5

Pay 2 Force → Evade 2
Pay 1 Force → Intercept
When Obi-Wan is discarded from the Character arena, you gain +4 Force.

Oil Bath

97 (U) Mi LS B 3

Remove up to 4 total damage counters from any number of units in one arena.

"Thank the maker! This oil bath is going to feel so good." -- C-3P0

Princess Leia (B)

Rebel Diplomat

98 (U) Ch LS B 4
S 40 P 3 H 3

Accuracy 1
When one of your opponent's Characters would damage Leia, prevent that damage unless your opponent pays 2 Force.

"Aren't you a little short to be a stormtrooper?"

R2-D2 (C)

Astromech Droid

99 (U) Ch LS B 4
S 30 P 1 H 3

{T} → Look at the top 3 cards of your opponent's deck. Put them back in any order. Play only during your build step.

"Plug in. He should be able to interpret the entire Imperial network." -- Obi-Wan Kenobi

Rebel Blockade Runner

Rebel Capital Ship

100 (U) Sp LS B 6
S 30 P 4 H 5

{T} → Draw a card. Play only during your build step.
When one of your opponent's effects causes you to discard this card from your hand, you may put it into the Space arena from your discard pile.

Rebel Control Officer

Rebel Soldier

101 (U) Ch LS B 6
S 10 P 4 H 4

As long as this unit is in the Character arena, each of your other Rebels gets +10 speed and +1 power.

"We've picked up a new group of signals. Enemy fighters coming your way."

Rebel Control Post

Rebel Fortification

102 (U) Gr LS B 5
S 10 P 2 H 4

{T} → Look at the top 5 cards of your opponent's deck. Choose any number of Space unit cards there and put them into your opponent's discard pile. Put the rest back on top in any order. Play only when this unit would attack.

Rebel Marine

Rebel Soldier

103 (U) Ch LS B 2
S 40 P 2 H 2

This unit can't attack if you have no units in the Space arena.

Rebel marines are trained for combat onboard starships, either to repel invaders or to board ships.

Rebel Surrender

104 (U) Ba DS

Pay 4 Force → Choose one of your opponent's units in the Ground or Character arena. If your opponent rolled no hits for that unit's last attack, he or she discards the unit. Play only after the unit has attacked and before any other unit attacks.

Rebel Trooper

Rebel Soldier

105 (U) Ch LS B 2
S 10 P 2 H 3

Pay 2 Force → Intercept

The men and women who joined the Rebel Alliance were willing to lay down their lives in the name of freedom.

Remote Seeker Droid

Training Droid

106 (U) Ch LS B 2
S 50 P 1 H 2

When the battle phase ends, if you have this unit and a Jedi in the Character arena, you gain +1 Force.

"A Jedi can feel the Force flowing through him." -- Obi-Wan Kenobi

Press the Advantage

107 (U) Mi N B 3

Choose one: Clone, Droid, or Jedi. Each unit of that type gets -3 power until end of turn.

"This is not going to work." -- Han Solo
"Why didn't you say so before?" -- Luke Skywalker
"I did say so before!" -- Han Solo

Stabilize Deflectors

108 (U) Ba LS

Pay 2 Force → Each of your Starfighters gets Shields 1 until end of turn.

"Stabilize your rear deflectors. Watch for enemy fighters." -- Davish "Pops" Krail

Star Destroyer Commander

Imperial Naval Officer

109 (U) Ch DS B 4
S 30 P 3 H 3

{P} Capital Ship Pilot. The Capital Ship gets Critical Hit 2.

"The battle station plans are not aboard this ship!"

Stormtrooper Charge

110 (U) Ba DS

Pay 3 Force → Each of your Stormtroopers gets +1 power until end of turn.

"It's them! Blast them!" -- Stormtrooper

Stormtrooper DV-692

Imperial Clone Stormtrooper

111 (U) Ch DS B 4
S 40 P 4 H 2

This unit gets -2 power as long as it's attacking a unique Character.
Stun 3

"She'll be all right. Inform Lord Vader we have a prisoner."

Stormtrooper Squad Leader

Imperial Clone Stormtrooper

112 (U) Ch DS B 7
S 40 P 4 H 4

Accuracy 1
As long as this unit is in the Character arena, each of your other Stormtroopers gets Accuracy 1.

"Open the blast doors! Open the blast doors!"

Stormtrooper TK-119

Imperial Clone Stormtrooper

113 (U) Ch DS B 3
S 30 P 3 H 2

Pay 1 Force → Intercept
This unit gets -2 power as long as it's attacking a unique Character.

"All right, we'll check it out."

Support in the Senate

114 (U) Mi LS B 2

You get +1 build point for each Diplomat (yours and your opponent's) in the Character arena.

"The Rebellion will continue to gain support in the Imperial Senate." -- General Tagge

Disrupt the Power System

115 (U) Mi LS B 1

Your opponent's units can't use Bombard or Ion Cannon this turn. You gain +1 Force.

"A power loss at one of the terminals will allow the ship to leave." -- C-3P0

Tatooine Speeder

Tatooine Speeder

116 (U) Gr N B 3
S 40 P 2 H 2

Pay 2 Force → Intercept

A more modern redesign of the V-35, this speeder demonstrates greater speed, though its heavy chassis often gets in the way on crowded Mos Eisley streets.

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Tusken Sharpshooter 117 (U) Ch N B 3 S 20 P 2 H 2	<i>Tatooine Tusken Soldier</i> Accuracy 1 As long as this unit is in the Character arena, each other Tusken (yours and your opponent's) gets Accuracy 1. "Sand People! Or worse!" -- Luke Skywalker
Vader's Interference 118 (U) Mi DS B 1	To complete Vader's Interference, you must also tap one of your untapped Jedi in the Character arena. Your opponent gets -3 build points this turn. (If your opponent has 3 or fewer build points, he or she loses all of them.) "I've been waiting for you, Obi-Wan." -- Darth Vader
Vader's TIE Fighter (B) 119 (U) Sp DS B 4 S 50 P 3 H 2	<i>Imperial Dark Jedi - Sith Starfighter</i> Accuracy 1 Pay 1 Force → Vader's TIE Fighter gets +1 power for this attack. Vader's fighter, known officially as TIE Advanced x1, was built to his precise specifications.
Wuher (A) 120 (U) Ch N B 2 S 20 P 1 H 2	<i>Tatooine Bartender</i> As long as Wuher is in the Character arena, each Droid (yours and your opponent's) costs 1 more build counter to deploy. Wuher's patrons tolerate his foul temper and hatred of droids, since he mixes the best drinks on Tatooine.
Air Cover 121 (C) Ba N	One of your Ground units gets +3 power for this attack. Play only if you have more units in the Space arena than your opponent. The Imperial military relies on a combination of space and ground forces, working together as a team, in order to subjugate the galaxy.
Precise Blast 122 (C) Ba N	Pay 2 Force → One of your Ground units gets +4 power for this attack. "I never heard of them hitting anything this big before." -- Luke Skywalker
Stay Sharp 123 (C) Ba N	Pay 2 Force → One of your units gets +1 power and Critical Hit 1 for this attack. "You in, kid? Okay, stay sharp!" -- Han Solo
Carrack Cruiser 124 (C) Sp DS B 5 S 40 P 5 H 5	<i>Imperial Transport</i> Carrack cruisers have been around for decades, but their reliable service record has kept them in use.
Darth Vader (C) 125 (C) Ch DS B 5 S 40 P 5 H 5	<i>Dark Jedi Knight - Sith Lord</i> Pay 2 Force → Evade 2 Pay 1 Force → Intercept "Where are those transmissions you intercepted?"
Death Star Cannon Tower 126 (C) Gr DS B 3 S 20 P 0 H 3	<i>Imperial Fortification</i> Ion Cannon 3 "My scope shows the tower, but I can't see the exhaust port." -- Wedge Antilles
Death Star Guard Squad 127 (C) Gr DS B 3 S 20 P 3 H 3	<i>Imperial Soldier</i> Over two hundred thousand soldiers serve about the Death Star.
Domesticated Bantha 128 (C) Gr N B 3 S 20 P 2 H 4	<i>Tatooine Creature</i> As long as you have one or more Tusken in any arena, this unit gets +2 power. On the desert world of Tatooine, Tusken Raiders use banthas as pack animals, beasts of burden, and steeds.

Flare-S Swoop 129 (C) Gr N B 2 S 50 P 1 H 2	<i>Independent Speeder</i> Heavier than the racing speeders found elsewhere, the Flare-S has a reinforced chassis that holds the swoop together during extreme maneuvers.
Ground Support 130 (C) Ba N	One of your Space units gets +3 power for this attack. Play only if you have more units in the Ground arena than your opponent. Back on Yavin, the Millennium Falcon could be repaired, refueled, and made ready for battle.
Imperial Detention Block 131 (C) Gr DS B 5 S 10 P 1 H 4	<i>Imperial Fortification</i> {T} → Choose an untapped non-Jedi Character. Tap that Character. Play only during your build step. "Where is she?" -- Luke Skywalker "Detention block AA-twenty-three. I'm afraid she's scheduled to be terminated." -- C-3PO
Imperial Star Destroyer 132 (C) Sp DS B 8 S 30 P 7 H 7	<i>Imperial Capital Ship</i> Bombard 3 The typical Star Destroyer measures 1,600 meters long and carries sixty turbolaser batteries for ship-to-ship combat and planetary bombardment.
Incom T-16 Skyhopper 133 (C) Gr LS B 3 S 50 P 2 H 2	<i>Tatooine Speeder</i> Accuracy 1 Popular among civilians for racing, skyhoppers are also valued among planetary police forces and militias after the addition of defensive armaments.
Into Hiding 134 (C) Mi N B 2	Choose an untapped non-Jedi Character. Tap that Character. "The door's locked? Move on to the next one." -- Stormtrooper
Jawa Squad 135 (C) Gr N B 3 S 20 P 2 H 3	<i>Tatooine Jawa</i> Accuracy 1
Jawa Supply Trip 136 (C) Mi N B 1	Take a Droid unit card from your hand. Show it to your opponent and put it in your build zone. Put 1 build counter on it for each Jawa you have in any arena. "Don't shoot! Don't shoot! Will this never end?" -- C-3PO
Jump to Lightspeed 137 (C) Ba N	Return one of your units from the Space arena to your hand. (Also return all cards stacked with it and its Pilot, if any, to your hand.) "Go strap yourself in; I'm going to make the jump to lightspeed." -- Han Solo
Luke Skywalker (D) 138 (C) Ch LS B 2 S 40 P 2 H 2	<i>Tatooine Farmer</i> {P} Speeder Pilot. The Speeder gets: • +20 speed. • Critical Hit 2 as long as it's attacking a Creature. "I used to bull's-eye womp rats in my T-16 back home."
Luke's Repairs 139 (C) Mi N B 2	Remove 1 damage counter from each of your damaged units. "You got a lot of carbon scoring here. It looks like you boys have seen a lot of action." -- Luke Skywalker

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Moisture Farm Tatooine Fortification

140 (C) Gr LS B 3
S 10 P 1 H 4

Discard this unit from the Ground arena →
Return a Jedi Character card from your discard
pile to your hand. Play only during your build step.

*"Owen, he can't stay here forever. Most of his
friends have gone. It means so much to him." --
Beru Lars*

Planetary Defense Turret Rebel Fortification

141 (C) Gr LS B 5
S 30 P 6 H 4

*The moon base turrets on Yavin hope to slow an
Imperial advance and allow time for a retreat.*

Nowhere to Run

142 (C) Ba N

Pay 3 Force → Choose a Ground unit in your
opponent's build zone. Put that unit into the
Ground arena. If it's tapped, untap it.

*Though the Rebel soldiers can't hope to defeat
the stormtroopers, they try to hold them off as
long as possible.*

Obi-Wan Kenobi (G) Jedi Knight

143 (C) Ch LS B 4
S 30 P 4 H 4

Pay 2 Force → Evade 2
Pay 1 Force → Intercept

*"Hello there! Come here, my little friend. Don't be
afraid."*

Jedi Intervention

144 (C) Ba N

One of your units gets "Pay 2 Force → Intercept"
until end of turn.

*"This little one's not worth the effort. Come, let
me get you something." -- Obi-Wan Kenobi*

Obi-Wan's Plan

145 (C) Ba N

Tap one of your untapped units in the Character
arena → One of your other Characters gets +40
speed until end of turn.

*"I don't think you can help. I must go alone." --
Obi-Wan Kenobi*

Penetrate the Shields

146 (C) Ba N

One of your units gets +3 power for this attack if
it's attacking a unit with Shields.

"You hear me, baby? Hold together!" -- Han Solo

Preemptive Shot

147 (C) Ba N

Pay 2 Force → One of your Characters gets +4
power for this attack.

*"I've been looking forward to this for a long
time." -- Greedo*
"Yes, I'll bet you have." -- Han Solo

Princess Leia (C) Rebel Diplomat

148 (C) Ch LS B 3
S 40 P 2 H 3

When Leia is discarded from the Character
arena, draw 3 cards.

*"I'm surprised you had the courage to take the
responsibility yourself."*

Rebel Fighter Wing Rebel Squadron

149 (C) Sp LS B 8
S 40 P 8 H 8

Critical Hit 2
This unit gets -1 power for each damage counter
on it.

Rebel Honor Company Rebel Soldier

150 (C) Gr LS B 7
S 40 P 7 H 7

*Though assembled in celebration, these Rebel
troops are ready to defend themselves against
the Empire at a moment's notice.*

Rebel Marine Squad Rebel Soldier

151 (C) Gr LS B 6
S 30 P 7 H 6

Subtract 1 from each of this unit's attack dice.

*Rebel marine troops are some of the finest
soldiers in the Alliance and are often use for
special operations.*

Rebel Pilot Rebel Officer

152 (C) Ch LS B 2
S 20 P 2 H 2

{P} Starfighter Pilot. The Starfighter gets +20
speed.

*Rebel pilots train on a wide variety of craft, but
most end up at the controls of X-wings or Y-
wings during combat.*

Rebel Squad Rebel Soldier

153 (C) Gr LS B 2
S 20 P 2 H 2

Pay 2 Force → Intercept

*Even when they know it will be their last stand,
Rebel soldiers support their cause to the end.*

Rescue

154 (C) Ba N

Pay 4 Force → Choose one: prevent up to 2
damage to one of your units, or one of your units
gets +3 power for this attack.

*"This is some rescue, When you came in here,
did you have a plan for getting out?" -- Princess
Leia*

Slipping Through

155 (C) Ba N

Pay 8 Force → Choose an arena. Prevent all
damage that would be done by units in that
arena until end of turn.

*"The more you tighten your grip, Tarkin, the more
star systems will slip through your fingers." --
Princess Leia*

SoruSuub V-35 Courier Independent Speeder

156 (C) Gr LS B 2
S 30 P 2 H 2

*Inexpensive, reliable, and unremarkable, the V-
35 is practical for families and civilians as a
means of transport.*

Synchronized Assault

157 (C) Ba N

Pay 4 Force → Each of your Starfighters gets
Accuracy 1.

"Get set up for your attack run." -- Garvin Dreis

Stormtrooper Assault Team Imperial Clone Stormtrooper

158 (C) Gr DS B 2
S 30 P 2 H 2

Damage from this unit's attack can't be
prevented.

*"They're heading in this direction. What are we
going to do?" -- C-3P0*

Stormtrooper DV-523 Imperial Clone Stormtrooper

159 (C) Ch DS B 4
S 40 P 5 H 4

This unit gets -2 power as long as it's attacking a
unique Character.

"Close the blast doors!"

Stormtrooper Patrol Imperial Clone Stormtrooper

160 (C) Gr DS B 5
S 40 P 4 H 5

Stun 2

"There's one! Set for stun!" -- Stormtrooper

Stormtrooper Squad Imperial Clone Stormtrooper

161 (C) Gr DS B 3
S 20 P 4 H 2

"All right, men. Load your weapons!"

TIE Fighter DS-3-12 Imperial Starfighter

162 (C) Sp DS B 2
S 60 P 2 H 1

*The mass-produced TIE fighter sacrifices armor
and shields in favor of large power generators
and engines that, together, provide great speed
and maneuverability.*

TIE Fighter DS-73-3 Imperial Starfighter

163 (C) Sp DS B 3
S 50 P 2 H 2

Pay 2 Force → Intercept
Stun 2

*"A fighter that size couldn't get this deep into
space on its own." -- Obi-Wan Kenobi*

TIE Fighter DS-55-6 Imperial Starfighter

164 (C) Sp DS B 3
S 50 P 2 H 2

Critical Hit 2

*Imperial pilots that distinguish themselves are
assigned to special detachments, such as fighter
escorts for Lord Vader.*

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TIE Fighter DS-61-9 165 (C) Sp DS B 2 S 50 P 1 H 1	<i>Imperial Starfighter</i> Pay 1 Force → Intercept <i>The TIE (Twin Ion Engine) fighter was designed and built for the Empire by Sienar Fleet Systems.</i>
TIE Fighter Pilot 166 (C) Ch DS B 2 S 20 P 2 H 2	<i>Imperial Naval Officer</i> {P} Starfighter Pilot. The Starfighter gets +1 power. <i>TIE fighter pilots wear flight suits and helmets that provide life support in the cramped quarters of their starfighters.</i>
TIE Fighter Squad 167 (C) Sp DS B 6 S 60 P 5 H 4	<i>Imperial Squadron</i> Pay 2 Force → Intercept <i>The Empire considers fighter casualties inconsequential, given the thousands manufactured each year.</i>
Tusken Squad 168 (C) Gr N B 4 S 30 P 4 H 3	<i>Tatooine Tusken Warrior</i> <i>"It's too dangerous with all the Sand People around." -- Luke Skywalker</i>
Vader's Grip 169 (U) Ba DS	Pay 7 Force → Choose an untapped unit. Tap that unit. <i>"Enough of this! Vader, release him!" -- Grand Moff Tarkin</i>
Victory-Class Star Destroyer 170 (C) Sp DS B 6 S 20 P 6 H 6	<i>Imperial Capital Ship</i> Bombard 2 <i>While older and smaller, Victory-class Star Destroyers remain too useful, and too expensive, to be completely replaced by their larger cousins.</i>
Well-Aimed Shot 171 (C) Ba N	Pay 2 Force → One of your Space units gets +4 power for this attack. <i>Got him! I got him!" -- Luke Skywalker</i>
X-wing Red One 172 (C) Sp LS B 5 S 60 P 3 H 2	<i>Rebel Starfighter</i> When this unit attacks, you may give it +3 power for that attack. If you do, this unit does 2 damage to itself when the attack ends. <i>"Stay there; I just lost my starboard engine." -- Garven Dreis</i>
X-wing Red Three 173 (C) Sp LS B 3 S 60 P 2 H 2	<i>Rebel Starfighter</i> Pay 2 Force → Intercept <i>"They're coming in much faster this time. I can't hold them!" -- Biggs Darklighter</i>
X-wing Red Two 174 (C) Sp LS B 3 S 50 P 2 H 2	<i>Rebel Starfighter</i> Shields 1 <i>"Red Two standing by." -- Wedge Antilles</i>
X-wing Attack Formation 175 (C) Sp LS B 6 S 50 P 4 H 4	<i>Rebel Squadron</i> Critical Hit 3 Pay 2 Force → Evade 1
Y-wing Gold One 176 (C) Sp LS B 4 S 40 P 3 H 2	<i>Rebel Starfighter</i> Stun 3 <i>"We're starting for the target shaft now." -- Jon "Dutch" Vander</i>
Y-wing Gold Squadron 177 (C) Sp LS B 5 S 40 P 4 H 4	<i>Rebel Squadron</i> Pay 2 Force → Intercept Critical Hit 1
YT-1300 Transport 178 (C) Sp N B 3 S 30 P 2 H 3	<i>Independent Transport</i> Shields 1 <i>Thousands of YT-1300 transports roam the galaxy, and most of these light freighters receive little recognition for their work.</i>

YV-664 Light Freighter 179 (C) Sp N B 4 S 30 P 3 H 3	<i>Independent Transport</i> Shields 1 Discard this unit from the Space arena → You get +2 build points this turn. Play only during your build step. <i>A modern Corellian light freighter, this ship has a good balance of speed, cargo capacity, and durability.</i>
Z-95 Headhunter 180 (C) Sp N B 3 S 40 P 2 H 2	<i>Independent Starfighter</i> <i>A modest starfighter, the old Z-95 served as the basis for Incom's X-wing starfighter.</i>