

The Phantom Menace



**Ann and Tann Gella (A)** *Twilek Masseuses*  
 1 (R) Ch N B 5  
 S 20 P 2 H 2  
 Each of your opponent's Characters gets -2 power.  
 {T} → One of your Characters gets Lucky 2 until end of turn.

**Aurra Sing (C)** *Bounty Hunter*  
 2 (R) Ch DS B 4  
 S 40 P 4 H 4  
 Treat Aurra as a Dark Jedi.  
 Pay 2 Force → Evade 1  
 Whenever Aurra damages a unit and that unit is discarded, put the top card of your deck face down under Aurra. She gets +10 speed, +1 power, and +1 health for each face down card under her. (Face down cards are not in Aurra's stack.)  
 "You want me to kill Jedi? Lady, I'd almost do that for free. Almost."

*Printed as: Aurra Sing (B)*

**Bongo Sub** *Aquatic Speeder*  
 3 (R) Gr N B 3  
 S 50 P 2 H 2  
 When you deploy this unit, you may search your deck for an Aquatic Location, show it to your opponent, and put it into your hand. Then shuffle your deck.  
 Shields 1  
 The bongo's manta-shaped hull is organically grown through secret Gungan techniques.

**Boss Nass (A)** *Naboo Gungan Diplomat*  
 4 (R) Ch N B 5  
 S 30 P 4 H 4  
 Each of your other Gungan units costs 1 fewer build point to deploy and each gets +1 power.  
 "Wesa ready to do are-san part."

**C-9979** *Trade Federation Transport*  
 5 (R) Sp DS B 8  
 S 20 P 4 H 6  
 When you deploy this unit, you may search your deck for a Trade Federation MTT card, a Trade Federation AAT card, and a Trade Federation STAP card. Show those cards to your opponent and put them into your hand. Then shuffle your deck.

**Corridors of Power** *Ground*  
 6 (R) Lo DS B 2  
 When the build step starts, you may either put a Credit counter on this Location or remove all the Credit counters on it. For each Credit counter you remove, you gain 1 extra build point this turn.

**Dark Woman (A)** *Jedi Master*  
 7 (R) Ch LS B 5  
 S 50 P 4 H 4  
 Pay 1 Force → Deflect 1  
 Pay 1 Force → Evade 1  
 Pay 1 Force → Intercept  
 Pay 1 Force → Dark Woman gets Accuracy 1 for this attack.  
 The Dark Woman's teaching methods, though unorthodox and at times even brutal, have only resulted in one failure -- her former Padawan, Aurra Sing.

**Darth Maul (F)** *Dark Jedi - Sith Apprentice*  
 8 (R) Ch DS B 6  
 S 50 P 5 H 6  
 Pay 1 Force → Evade 1  
 Pay 2 Force → Deploy Maul to the Character arena. Play this ability only if Maul has at least 5 build counters on him. At the end of the Character battle step, retreat Maul.  
 "...he was well-trained in the Jedi arts." -- Qui-Gon Jinn

**Duel of the Fates**  
 9 (R) Mi LS B 7  
 This turn, at the end of each Space battle step, if neither player controls the Space arena, untap all units in the Space arena. There is another Space battle step. Do the same for the Ground and Character arenas.

**Fambaa Shield Beast** *Naboo Gungan Creature*  
 10 (R) Gr N B 4  
 S 20 P 4 H 4  
 Each of your Gungan units in the Ground arena gets Shields 1.  
 Lumbering beasts of burden favored by the Gungans of Naboo, fambaas are immense quadrupeds capable of hauling enormous cargoes.

**Fight on All Fronts**  
 11 (R) Ba N  
 Play this card only if you have units in all 3 arenas.  
 Pay 3 Force → Choose a unit in each arena. Each of those units gets +2 power and Critical Hit 1 until end of turn.  
 Enhance: Pay 3 more Force → Each of those units gets +4 power and Critical Hit 2 until end of turn instead.

**Gardulla the Hutt (A)** *Hutt*  
 12 (R) Ch N B 7  
 S 20 P 3 H 6  
 Pay X Force → Choose one of your opponent's non-Jedi Characters with total build cost equal to or less than X. Gain control of that unit until the end of the Character battle step. Play only during the Character battle step and only if no unit is attacking.  
 She represents the powerful Besadii clan on Tatooine.

**Gas Attack**  
 13 (R) Mi DS B 1  
 Gas Attack does 4 dice of damage to each non-Droid Character in the Character arena.  
 Exposure to dioxin gas is usually lethal.

**Gungan Grand Army** *Naboo Gungan*  
 14 (R) Gr N B 9  
 S 20 P 10 H 11  
 Discard one of your other Gungan units from any arena → Remove up to 3 damage counters from this unit.  
 Whenever this unit attacks a Droid, it gets Critical Hit 1 for that attack.  
 Overkill

**Guardian Mantis (A)** *Starfighter*  
 15 (R) Sp N B 4  
 S 50 P 3 H 3  
 Shields 1  
 {T} → Choose one of your opponent's Space units. This turn, each of your units gets Accuracy 1 when attacking that unit. Play only when the Guardian Mantis would attack.  
 Piloting the Guardian Mantis, mercenary Vana Sage has made a name for herself as a dependable gun-for-hire.

**In Disguise**  
 16 (R) Ba N  
 Pay 3 Force, Discard one of your Characters from the Character arena → You may put a Character card with build cost equal to or less than the discarded Character from your hand into the Character arena. Put damage counters on the new unit equal to the number of damage counters that were on the discarded unit.

**Jar Jar Binks (B)** *Gungan Officer*  
 17 (R) Ch LS B 3  
 S 40 P 2 H 2  
 As long as Jar Jar is attacking a Droid, he gets Critical Hit 2 for that attack.  
 Lucky 3  
 "Dissa berry, berry bombad."

**Jedi Temple** *Character - Coruscant*  
 18 (R) Lo LS B 5  
 Each Jedi costs 1 less build point to deploy. A Jedi Character can have more than 4 cards in its stack.  
 Removed from the surrounding bustle and urban sprawl by benefit of its colossal height, the Jedi Temple is the home of the Jedi Order on Coruscant.

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<b>Ki-Adi-Mundi (B)</b> 19 (R) Ch LS B 6 S 50 P 5 H 4	<i>Cerean Jedi Knight - Council Member</i> Pay 2 Force → Evade 2 Pay 2 Force → Ki-Adi-Mundi can attack Character units in your opponent's build zone. <i>Ki has one bond wife, four honor wives, and seven daughters.</i>
<b>Marauder-Class Corvette</b> 20 (R) Sp N B 6 S 30 P 3 H 5	<i>Patrol Ship</i> Pay 0 Force → Intercept Pay 0 Force → Retaliate 3 <i>Seiner Systems' Marauder-class corvette is no match for a serious warship, but it serves well in anti-pirate operations.</i>
<b>Negotiate the Peace</b> 21 (R) Mi LS B 3	Return to your hand any number of Light units in one arena whose total build cost is 7 or less. Choose any number of your opponent's Dark units in the same arena. Return those units to your opponent's hand if their total build cost is equal to or less than the total build cost of your returned units.
<b>Nute Gunray (C)</b> 22 (R) Ch DS B 5 S 20 P 2 H 2	<i>Trade Federation Diplomat</i> Each of your other Trade Federation units costs 1 fewer build point to deploy and each gets "Pay 0 Force → Intercept." <i>"I want droideka up here at once!"</i>
<b>Orn Free Taa (A)</b> 23 (R) Ch N B 8 S 10 P 3 H 5	<i>Twii'lek Senator</i> {T}, Pay 1 build point → Choose one of your opponent's units. Tap that unit. Play only during your build step. Whenever a unit attacks Orn, prevent all damage that unit would do to Orn this turn unless your opponent taps one of his or her untapped Characters.
<b>Otoh Gunga</b> 24 (R) Lo N B 2	<i>Ground - Naboo Gungan Aquatic City</i> At the beginning of your build step, you may search your deck for a Gungan unit, show it to your opponent, and put it into your hand. Then shuffle your deck.
<b>Podracing Course</b> 25 (R) Lo N B 3	<i>Ground - Tatooine</i> At the end of the Ground battle step, if there are more than 2 units in the Ground arena, discard the unit with the lowest speed. If 2 or more units are tied for lowest speed, you choose which unit is discarded.
<b>Quinlan Vos (A)</b> 26 (R) Ch LS B 7 S 50 P 6 H 6	<i>Kiffar Jedi Master</i> Pay 3 Force → Evade 3 At the start of the Character battle step, set aside the top 3 cards of your deck face down. You may look at them at any time and play any Battle card set aside this way as though it's in your hand. Put any cards that remain set aside this way on the bottom of your deck at the end of your Character battle step.
<b>Sando Aqua Monster</b> 27 (R) Gr N B 10 S 30 P 10 H 7	<i>Naboo Aquatic Creature</i> This unit costs 1 fewer build counter to deploy if there is an Aquatic Location in the Ground arena. {T} → Choose a unit in the Ground arena with health 4 or less and set it aside. Play only when this unit would attack. When this unit is discarded from the Ground arena, return units set aside in this way to the Ground arena tapped.
<b>Sith Infiltrator (B)</b> 28 (R) Sp DS B 5 S 50 P 4 H 4	<i>Dark Jedi - Sith Transport</i> Pay 1 Force → Evade 1 When you deploy Sith Infiltrator, you may choose a Ground or Space Location in play. Discard that Location. <i>"This is my apprentice, Lord Maul. He will find your lost ship." -- Darth Sidious</i> <i>Printed as: Sith Infiltrator</i>

<b>Walking Droid Starfighter</b> 29 (R) Gr DS B 4 S 20 P 3 H 2	<i>Trade Federation Droid Starfighter</i> Pay 3 Force → Put this unit into the Space arena. As long as this unit is in the Space arena, treat it as a Space unit. Play only during the Space battle step, and only if no unit has attacked this turn. Critical Hit 1 <i>The development of advanced technology is a religion to the Xi Charrians of the Haor Chall order, and the droid starfighter is testament to their devotion.</i>
<b>Watto's Shop</b> 30 (R) Lo N B 1	<i>Character - Tatooine</i> You may discard a Space or Ground unit from your hand and gain 1 build point. Play only during your build step and only once per turn. <i>"Thee in luck. I'm the only one hereabouts who has one...but thee might as well buy a new ship. It would be cheaper, I think." -- Watto</i>
<b>A'Sharad Hett (A)</b> 31 (U) Ch LS B 6 S 40 P 5 H 5	<i>Tusken Jedi</i> Pay 1 Force → Evade 1 Damage from A'Sharad can't be prevented. <i>A'Sharad Hett was the son and Padawan of the legendary Jedi Knight Sharad Hett, who lived among the Tusken until his death at the hands of Aurra Sing.</i>
<b>Anakin Skywalker (J)</b> 32 (U) Ch LS B 3 S 30 P 1 H 1	<i>Jedi Padawan</i> Pay 1 Force → Evade 1 {P} Speeder and Starfighter Pilot. The Speeder or Starfighter gets: • +20 speed. • Lucky 2
<b>Anakin's Podracer (A)</b> 33 (U) Gr LS B 3 S 80 P 2 H 4	<i>Speeder</i> Pay 1 Force → Evade 1 Lucky 1 <i>A pair of Radon-Ulzer 620C racing engines, a trio of air scoops providing additional control for braking and cornering, and a revolutionary fuel atomizer and distribution system were but a few of the innovations Anakin put into his Podracer.</i> <i>Printed as: Anakin's Podracer</i>
<b>Bravo Starfighter</b> 34 (U) Sp LS B 3 S 50 P 1 H 2	<i>Naboo Starfighter</i> Shields 1 This unit gets +1 power for each Naboo Location in any arena. <i>The Bravo's spaceframe is handcrafted by Theed Palace Space Vessel division, and its high-tech interior components come from a wide variety of offworld sources.</i>
<b>Captain Panaka (A)</b> 35 (U) Ch LS B 4 S 20 P 3 H 4	<i>Naboo Officer</i> Each of your Naboo units gets Stun 2 and "Pay 0 Force → Retaliate 2." <i>"This is a dangerous situation, your Highness. Our security volunteers will be no match against a battle-hardened Federation army."</i>
<b>Captain Tarpals (A)</b> 36 (U) Ch N B 5 S 40 P 3 H 4	<i>Gungan Officer</i> Each of your Gungan units gets Accuracy 1. <i>"Ouch time!"</i>
<b>Citadel Cruiser</b> 37 (U) Sp N B 4 S 40 P 3 H 3	<i>Transport</i> Armor Stun 3 <i>Manufactured by Koensayr, the Citadel-class cruiser had many design similarities to its sister ship, the Y-wing starfighter.</i>
<b>Colo Claw Fish</b> 38 (U) Gr N B 6 S 30 P 5 H 6	<i>Naboo Aquatic Creature</i> This unit costs 1 fewer build counter to deploy if there is an Aquatic Location in the Ground arena. Stun 5 <i>The colo claw fish can release a bizarre hydrosonic shriek that stuns its prey.</i>

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## Discuss It in Committee

39 (U) Ba N

Pay 4 Force → Choose an arena. Prevent all damage that would be dealt to units in that arena this turn.

*Near the end of the Old Republic, the Senate ceased to serve the common good. Petty bureaucrats held sway, and even Chancellor Valorum could not break their stalemates.*

## Durge (A)

Gen'Dai Bounty Hunter

40 (U) Ch DS B 12  
S 40 P 9 H 9

Critical Hit 2  
Pay 4 build points → Remove all damage counters from Durge. Play only during your build step.  
When Durge is discarded from the Character arena, you may return him to your hand.

*The Gen'Dai, an extremely long-lived species, are usually not aggressive. Durge is an exception.*

## Falumpaset

Naboo Creature

41 (U) Gr N B 5  
S 20 P 4 H 5

As long as you have a Gungan unit in any arena, this unit gets Accuracy 1.  
As long as this unit has a Pilot, it gets Accuracy 1.

*Two specially trained Gungan handlers are required to properly control a falumpaset.*

## Gungan Battle Wagon

Naboo Gungan

42 (U) Gr N B 3  
S 10 P 2 H 4

Each of your other Gungan Ground units gets +1 power.  
Each of your other Gungan Ground units gets Critical Hit 1 when attacking a Droid.

*Gungan battle wagons have many wheels -- a design choice made to minimize jolts when traveling over uneven terrain.*

## Gungan Catapult

Naboo Gungan

43 (U) Gr N B 5  
S 10 P 3 H 4

Pay 0 Force → Untap this unit. Play this ability only once per turn.  
Whenever this unit attacks a Droid, it gets Critical Hit 2 for that attack.

*The Gungans prefer technology that is harmonious with the ecology of their world.*

## Inferno (A)

Starfighter

44 (U) Sp N B 5  
S 50 P 3 H 3

Critical Hit 1  
Lucky 2

*"Allow me explaining priorities. First, I stay alive." -- Vilmarh Grahrk*

## Kaadu Scout

Gungan Naboo Creature

45 (U) Gr N B 3  
S 50 P 2 H 3

{T} → Choose one of your opponent's units in the Ground arena. Each of your Ground units gets Accuracy 1 against that unit this turn. Play only when this unit would attack.

*The Gungans domesticated the kaadu ong ago.*

## Let the Cube Decide

46 (U) Ba N

Pay 2 Force → Choose a unit and roll a die. Until end of turn, that unit gets: 1) +2 power; 2) Accuracy 1; 3) +20 speed; 4) Stun 4; 5) Critical Hit 2.  
If you roll a 6, that unit gets all 5 effects.

*"We'll let fate decide." -- Watto*

## Modified YV-330 (A)

Cruiser

47 (U) Sp N B 5  
S 50 P 5 H 4

Shields 2  
Critical Hit 1

*The YV-330 freighter is often modified to support a deadly weapons package.*

## Naboo System

Space - Naboo

48 (U) Lo LS B 2

You may discard this Location to gain 1 build point and 2 Force. Play only during your build step.

*The Naboo and the Gungans launched an ambitious joint venture to colonize Ohma-D'un, one of Naboo's three moons.*

## Qui-Gon Jinn (D)

Jedi Master

49 (U) Ch LS B 6  
S 40 P 4 H 6

Pay 3 Force → Deflect 1  
Pay 4 force → Remove all damage counters from Qui-Gon. Play only during your build step.

*"Be mindful of the living Force."*

## Ric Olié (A)

Naboo Officer

50 (U) Ch LS B 3  
S 30 P 2 H 3

{P} Starfighter and Transport Pilot. The Starfighter or Transport gets Lucky 2.

*Olié started flying when he was a kid, earning a reputation as "Reckless Ric" for his hot-rodding flights through the skies of Naboo.*

## Royal Cruiser

Naboo Transport

51 (U) Sp LS B 6  
S 40 P 4 H 4

Shields 1  
As long as there is a Naboo Location in the Space arena, this unit gets Lucky 2.

## Rune Haako (A)

Trade Federation Diplomat

52 (U) Ch DS B 4  
S 20 P 2 H 2

Pay 0 Force → Retreat Rune.  
{T} → Draw 2 cards, then discard 2 cards from your hand unless you discard a Trade Federation card from your hand.

*"Have you ever encountered a Jedi Knight before, sir?"*

## Sebulba (A)

Dug

53 (U) Ch N B 4  
S 30 P 4 H 3

{P} Speeder Pilot. The Speeder gets:  
• +20 speed.  
• +2 power.  
• Pay 2 Force → Deflect 1.

*"Sebulba there is going to win, I think. ...He always wins!" -- Watto*

## Sebulba's Podracer (A)

Speeder

54 (U) Gr N B 6  
S 80 P 2 H 4

{T} → Put 3 damage counters on a unit in the Ground arena, and 1 damage counter on Sebulba's Podracer. Play only when Sebulba's Podracer would attack.

*Not content to rely solely on his racing skills, Sebulba outfitted his Collor Pondrat Plug-F Mammoth Split-X Podracer with a number of blatantly illegal surprises.*

*Printed as: Sebulba's Podracer*

## Streets of Theed

Ground - Naboo

55 (U) Lo LS B 1

Each non-Naboo unit gets -10 speed.

*Theed is the capital city of Naboo.*

## Trade Federation Hangar

Character - Trade Federation

56 (U) Lo DS B 3

Each Droid unit costs 1 fewer build point to deploy.

*The Trade Federation was a consortium of merchants and transportation providers that effectively controlled shipping throughout the galaxy.*

## Trade Federation MTT

Trade Federation Droid Transport

57 (U) Gr DS B 6  
S 10 P 4 H 4

When you deploy this unit, you may search your deck for up to 3 Trade Federation Droid cards, show them to your opponent, and put them into your hand. Then shuffle your deck.

Armor

*This armored giant is capable of deploying over a hundred battle droids.*

## Vilmarh Grahrk (A)

Devaronian Gambler - Bounty Hunter

58 (U) Ch N B 4  
S 40 P 4 H 4

As long as you have a Light Jedi in the Character arena, Vilmarh gets Lucky 3.  
When the roll for build points is made, roll a die. If that roll is equal to the build roll, lose 1 build point. Otherwise, gain 1 build point.

## Watto (B)

Tatooine Merchant

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

{T}, Pay 1 build point → Return a Space or Ground unit card from your discard pile to your hand. Play only during your build step.

*"I'm a Toydarian. Mind tricks don't work on me, only money. No money, no part, no deal!"*

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## Yaddle (A) Jedi Master - Council Member

60 (U) Ch LS B 5  
S 30 P 2 H 3

{T} → Draw 2 cards, then discard 1 card from your hand. Play only during your build step.  
Pay 2 Force → Evade 3

*Many stories about Yaddle are told and retold, but few listeners know which are true and which are legends.*

## A Bigger Fish

61 (C) Ba N

Pay 3 Force → One of your units that is attacking a unit with a lower total build cost gets Accuracy 1 and Overkill for this attack.

*"There's always a bigger fish." -- Qui-Gon Jinn*

## Aayla Secura (B) Twii'lek Jedi Padawan

62 (C) Ch LS B 4  
S 50 P 3 H 4

Pay 2 Force → Evade 1  
As long as Aayla is attacking a Bounty Hunter, she gets +2 power and Accuracy 1.

*Aayla was apprenticed to Quinlan Vos at a young age. Both Aayla and Quinlan were later robbed of their memories.*

## Blockade (TPM)

63 (C) Mi DS B 2

Cards can't move from the build zone to any arena this turn. Unit's can't retreat this turn. Battle cards can't be played this turn.

## Blockade Battleship Trade Federation Capital Ship

64 (C) Sp DS B 8  
S 20 P 8 H 8

Your opponent's units can't retreat.

*"As you know, our blockade is perfectly legal." -- Nute Gunray*

## CloakShape Fighter Starfighter

65 (C) Sp N B 2  
S 40 P 2 H 2

Critical Hit 1

*Manufactured by Kuat System Engineering, the CloakShape fighter trades speed for durability. It is also easily modified, making it a favorite among bounty hunters and pirates.*

## Darth Sidious (D) Sith Lord

66 (C) Ch DS B 8  
S 40 P 5 H 6

Each of your opponent's activated abilities that cost 0 or more Force costs 2 more Force to play.  
Pay 3 Force → Evade 2

*Darth Sidious is a chilling specter of evil whose life in the shadows casts oppression over the galaxy.*

## Delta Six Jedi Starfighter Jedi Starfighter

67 (C) Sp LS B 3  
S 50 P 3 H 3

Critical Hit 1  
Pay 1 Force → Evade 1

*The Jedi have defended the galaxy for millennia. As the times have changed, so has the Jedi starfighter.*

## Eopie Tatooine Creature

68 (C) Gr N B 2  
S 20 P 1 H 2

*Tatooine moisture farmers keep eopies handy to eat desert weeds that would sap their land of valuable moisture.*

## Finis Valorum (B) Republic Diplomat

69 (C) Ch LS B 4  
S 20 P 1 H 2

{T} → You gain 1 Force, gain 1 build point, and draw a card. Play only during your build step.

*Valorum was unable to oppose accusations and unaware of who his true enemies were.*

## Flash Speeder Naboo Speeder

70 (C) Gr LS B 4  
S 40 P 3 H 3

As long as there is a Naboo Location in any arena, this unit gets +20 speed.  
Critical Hit 2

*Manufactured by SoroSuub, these speeders are used by Naboo's security forces to patrol the streets of Theed.*

## Gian Speeder Naboo Speeder

71 (C) Gr LS B 4  
S 20 P 4 H 3

As long as there is a Naboo Location in the Ground arena, this unit gets +20 speed.  
Armor

*During the Trade Federation's invasion of Naboo, resistance groups organized by Captain Panaka and Queen Amidala employed Flash and Gian speeders to infiltrate the besieged city of Theed.*

## Gungan Kaadu Squad Naboo Gungan Creature Squad

72 (C) Gr N B 7  
S 50 P 5 H 5

Accuracy 1  
Critical Hit 1

*In contrast to the peaceful human colonists of Naboo, the native Gungans are a proud warrior species.*

## Jedi Transport Jedi Transport

73 (C) Sp LS B 6  
S 30 P 3 H 3

Shields 1  
Pay 1 Force → Evade 1

When this unit is discarded from the Space arena, you may search your deck for a Jedi card, show it to your opponent, and put it into your hand. Then shuffle your deck.

## Melt Your Way In

74 (C) Mi LS B 2

Choose a Location in any arena. Discard that Location.

*"They are still coming through!" -- Rune Haako*

## Mos Espa Ground - Tatooine City

75 (C) Lo N B 3

Each Neutral unit gets +1 power.

*Rodian refugees founded what was to become Mos Espa about 80 years before the Battle of Yavin. Among its first settlers were influential Hutts who brought great wealth.*

## Naboo Pilot Naboo Officer

76 (C) Ch LS B 2  
S 20 P 1 H 1

{P} Starfighter Pilot. The Starfighter gets Lucky 1.

## Obi-Wan Kenobi (K) Jedi Padawan

77 (C) Ch LS B 5  
S 40 P 4 H 4

Pay 2 Force → Evade 2  
As long as Obi-Wan Kenobi is attacking a Dark Jedi, he gets +3 power and Critical Hit 2.

*Obi-Wan Kenobi knew very little of his family. He was taken as an infant to live in the Jedi Temple.*

## Opee Sea Killer Naboo Aquatic Creature

78 (C) Gr N B 4  
S 40 P 3 H 3

This unit costs 1 fewer build counter to deploy if there is an Aquatic Location in the Ground arena.

*The opee sea killer is a silent hunter that typically lies in wait, clinging motionless to rocky crags.*

## Podrace

79 (C) Mi N B 2

At the end of the Ground battle step, the player who controls the Ground unit with the highest speed gains 4 Force and draws 2 cards.

*"Very fast, very dangerous." -- Qui-Gon Jinn*

## Qui-Gon Jinn (C) Jedi Master

80 (C) Ch LS B 5  
S 40 P 5 H 6

Pay 2 Force → Evade 1  
Pay 1 Force → Intercept  
Pay 4 Force → Untap Qui-Gon.

*"I will do what I must."*

## Sith Probe Droid Sith Droid

81 (C) Ch DS B 3  
S 40 P 1 H 2

Your opponent plays with his or her hand revealed.

*These floating globes hovered throughout Mos Espa, attempting to ferret out any signs of the Queen and her Jedi protectors.*

## Sneak Attack

82 (C) Ba DS

Pay 2 Force → Choose a unit in any arena. Sneak Attack does 2 dice of damage to that unit. Enhance: Pay 6 more Force → Sneak Attack does 8 dice of damage to that unit instead.

*"I know nothing about any ambassadors. You must be mistaken." -- Nute Gunray*

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<b>Swamps of Naboo</b>		<i>Ground - Naboo Aquatic</i>
83 (C) Lo N B 2		Each Naboo Creature and Gungan unit gets "Pay 0 Force → Evade 1."
<b>TC-14 (A)</b>		<i>Trade Federation Protocol Droid</i>
84 (C) Ch DS B 3 S 10 P 1 H 2		{T}, Pay 1 build point → Draw 1 card. Play this ability only during your build step.  <i>"Make yourselves comfortable. My master will be with you shortly."</i>
<b>Theed Power Generator</b>		<i>Character - Naboo Facility</i>
85 (C) Lo N B 1		When the roll for build points is made, you may adjust the die roll by 1. (You can't increase it above 6 or below 1.)
<b>Theed Royal Palace</b>		<i>Character - Naboo</i>
86 (C) Lo LS B 3		At the end of the Character battle step, if you have a Character in the Character arena, gain 2 Force.  <i>This ancient and majestic building serves as the residence of Naboo's elected sovereign.</i>
<b>Trade Federation AAT</b>		<i>Trade Federation Droid Tank</i>
87 (C) Gr DS B 4 S 30 P 4 H 4		  <i>Baktoid Armor Workshop's AAT (Armored Assault Tank) is a fearsome design surrounded with heavy artillery.</i>
<b>Trade Federation STAP</b>		<i>Trade Federation Droid Speeder</i>
88 (C) Gr DS B 2 S 50 P 2 H 1		Accuracy 1  <i>Incorporating repulsorlift technology, a STAP (Single Trooper Aerial Platform) is usually deployed as a support vehicle assisting larger craft.</i>
<b>Unconventional Maneuvers</b>		
89 (C) Ba N		Pay 3 Force → One of your Space or Ground units gets Lucky 3 until end of turn.  <i>"Look! One of ours! Out of the main hold!" -- Bravo Three</i>
<b>Yinchorri Fighter</b>		<i>Yinchorri Starfighter</i>
90 (C) Sp DS B 3 S 50 P 2 H 2		Pay 0 Force → Retaliate 2 Critical Hit 1  <i>The Yinchorri fighter's design includes stolen technologies from more than a dozen systems.</i>