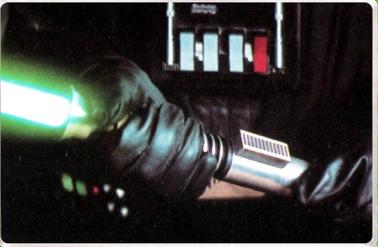


Luke's Lightsaber 1

Weapon of a truly powerful warrior. Constructed by Luke as part of his Jedi training.



CHARACTER WEAPON

Deploys free on Luke. Deploy -3 on Leia. Luke or Leia may add 1 to Force drain here. May target for 6 Force (free on Luke or Leia). Draw two weapon destiny. Target hit if total > defense value.

6 **1**

LTA

Major Haash'n 3

Mon Calamari master engineer. Joined the Alliance to fulfill his personal goal of piloting star cruisers.



POWER 2 ABILITY 1

Deploy -1 aboard any Star Cruiser. Adds 2 to the power of any capital starship he pilots. When piloting a Star Cruiser, adds 1 to armor and immunity to attrition.

2 **3**

LTA

Rebel Barrier 4

While being chased through the Death Star, Luke and Leia disabled the blast doors behind them in order to slow down pursuing stormtroopers.



USED INTERRUPT

Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn.

LTA

Rebel Leadership 4

In times of greatest need, the Rebellion relies on the brilliant leadership provided by commanders fighting for freedom.



LOST INTERRUPT

Take one Rebel leader into hand from Reserve Deck; reshuffle. OR If your Rebel leader is in battle, you may add one battle destiny.

LTA

Red Squadron 1 3

Flown by Wedge Antilles as Red 2 at the Battle of Yavin. Redesignated at Endor. Rugged Incom fighter. Victory markers show its role in the attack on the first Death Star.



STARFIGHTER: X-WING

POWER 3 ABILITY 1 MANEUVER 4

May add 1 pilot (suspends permanent pilot). Wedge deploys -2 aboard. When Wedge piloting, immune to attrition < 5 and adds 6 to total when targeted by Tallyon Roll.

3 **5**

LTA

Starship Levitation 5

A Jedi can move large objects with the power of the mind.



USED INTERRUPT

Take one starship into hand from Used Pile; reshuffle. OR During your control phase, take one starship (and any cards on it) into hand from table.

LTA

Ten Numb 3

Sullustan gunner. Pilot of Blue 5. Ordered to head a B-wing attack against Imperial command ships at the Battle of Endor.



POWER 2 ABILITY 2

Deploy -1 aboard Blue Squadron 5. Adds 2 to power of anything he pilots. Adds 1 to total weapon destiny of any starship he pilots.

2 **4**

LTA

Tycho Celchu 2

Spy fighting for the memory of his homeworld of Alderaan. Rogue Squadron pilot. Volunteered to fly an A-wing at the Battle of Endor. Former TIE fighter pilot.



POWER 2 ABILITY 2

Deploy -1 aboard Green Squadron 3. Adds 3 to power of anything he pilots. When piloting Green Squadron 3 or any X-wing, draws one battle destiny if not able to otherwise.

3 **4**

LTA

Wedge Antilles, Red Squadron Leader 2

Corellian commander and leader of Rogue Squadron. Chose to have Rogue Squadron reclaim the designation "Red Squadron" at the battle of Endor.



POWER 3 ABILITY 3 FORCE-ATTUNED

Adds 3 to power of anything he pilots. When piloting Red Squadron 1 or Red 2, adds 1 to maneuver and draws one battle destiny if not able to otherwise.

3 **5**

LTA