

**•Admiral Motti** (1)

Senior Navy Commander of Death Star. Believes in technology; ridiculed the Force. Ambitious leader. Promoted due to support of New Order, not military skills. Hates Vader.

**POWER 3 ABILITY 3 FORCE-ATTUNED**

Deploys -2 if at least two Imperial starships on table. Adds 2 to power of anything he pilots. Subtracts 1 from forfeit of Rebel pilots at same system.

**3 5**

DSAS

**•Black 2** (2)

TIE/in assigned to pilot DS-61-2. Has 27 'flames' on cockpit, one for each Rebel kill. Control yoke has a holo of Mithels' young son, Rajill.

**STARFIGHTER: TIE/LN**

**POWER 2 ABILITY 1 MANEUVER 4**

May add 1 pilot (suspends permanent pilot). Immune to attrition < 3 while DS-61-2 piloting.

**2 3**

DSAS

**•Black 3** (3)

TIE/in fighter of pilot DS-61-3. Stylized image of Corellian slice-hound painted on inner hatch.

**STARFIGHTER: TIE/LN**

**POWER 2 ABILITY 1 MANEUVER 3**

May add 1 pilot (suspends permanent pilot). Immune to attrition < 3 while DS-61-3 piloting.

**1 3**

DSAS

**•Black 4** (4)

TIE fighter flown by DS-61-4 at the Battle of Yavin. Scored a hit on Red 5 during the confrontation.

**STARFIGHTER: TIE/LN**

**POWER 2 ABILITY 2 MANEUVER 3**

May add 1 pilot (suspends permanent pilot). May deploy as a 'react' to a battle just initiated against another Black TIE. Immune to attrition < 3 while DS-61-4 piloting.

**2 2**

DSAS

**Black Squadron TIE** (2)

Part of Vader's hand-picked squadron stationed at the Death Star. Boasts the latest in Imperial weaponry. Each pilot and starfighter is at the peak of readiness.

**STARFIGHTER: TIE/LN**

**POWER 4 ABILITY 2 MANEUVER 3**

Deploy -1 to Death Star or same location as Vader. Add 1 to its weapon destiny draws.

**4 4**

DSAS

**•Colonel Wulf Yularen** (2)

Imperial Security Bureau (ISB) officer assigned to brief Tarkin. Ordered to ensure absolute loyalty to the Emperor. Leader. Will stop at nothing to fulfill the Emperor's will.

**POWER 2 ABILITY 2**

Power +1 if at the same site with Tarkin, Chief Bast or General Dodonna.

**2 5**

DSAS

**•Dark Collaboration** (5)

Imperial leaders are ruthlessly effective when working together. Tarkin, Motti and Tagge presented a deadly combination as they plotted to "crush the Rebellion."

**LOST INTERRUPT**

Cancel Restricted Deployment or Rebel Barrier. OR If Tarkin and either Tagge or Motti are in a battle together, you may add two battle destiny.

DSAS

**•Darth Vader** (1)

Dark Lord of the Sith. Servant of the Emperor. Encased in armor with cybernetic life support. Was the best starpilot in the galaxy. Cunning warrior.

**POWER 6 ABILITY 6 DARK JEDI**

Adds 3 to power of anything he pilots. When in battle, adds 1 to each of your battle destiny draws. Immune to attrition < 5.

**6 8**

DSAS

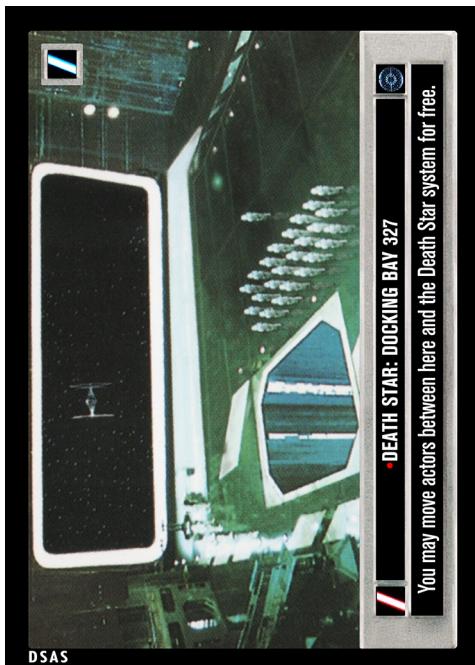
**•Death Star Assault Squadron** (6)

Notoriety gained during the assaults on Ralltiir and Mon Calamari makes this the most feared squadron in the Empire. Defended the Death Star during the Battle of Yavin.

**EFFECT**

Once during each of your deploy phases, may use 1 Force to take one TIE/LN into hand from Reserve Deck; reshuffle. During a battle you lost, if you just forfeited a unique TIE, may place this effect out of play to cancel all your remaining attrition and battle damage.

DSAS



DSAS

**Death Star Trooper** (3)

Elite soldiers trained in combat techniques and weapons skills. Trooper Devin Cant augmented security personnel guarding Princess Leia in Detention Block AA-23.

**POWER 2 ABILITY 1**

Deploy -1 and forfeit +1 on any Death Star.

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DSAS



DSAS

**•Devastator** (1)

Supported the subjugation of Ralltiir. While under the command of Darth Vader, chased and captured the traitor Princess Leia Organa aboard *Tantive IV*.

**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 9 ABILITY 2 ARMOR 6**

May add 6 pilots, 8 passengers, 2 vehicles and 4 starfighters. Immune to attrition < 3 (< 4 if an Imperial leader aboard).

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DSAS

**•DS-61-2** (2)

Pilot DS-61-2. Vader's left wingman. Flies Black 2. Specially trained pilot held in reserve for missions with Vader. Nicknamed "Mauler Mithel."

**POWER 2 ABILITY 2**

Adds 3 to power of anything he pilots. When piloting Black 2, may draw one battle destiny if not able to otherwise. Adds 1 to the weapon destiny total of any starship he is piloting.

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DSAS

**•DS-61-3** (2)

Pilot DS-61-3. Vader's right wingman. Flies Black 3. Reputation for ferocity in combat. Corellian pilot with excellent skills. Nicknamed 'Backstabber.'

**POWER 3 ABILITY 2**

Adds 3 to power of anything he pilots. When piloting Black 3, adds 1 to maneuver and may draw one battle destiny if not able to otherwise.

2	3
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DSAS

**•DS-61-4** (2)

Imperial pilot nicknamed "Dark Curse." Survived assaults against several dissenter worlds including Ralltiir and Mon Calamari. Intends to retire after his next mission.

**POWER 2 ABILITY 2**

Adds 3 to power of anything he pilots. When piloting Black 4, may draw one battle destiny if not able to otherwise. Once per game, may use 1 Force to take Lone Pilot into hand from Reserve Deck; reshuffle.

2	3
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DSAS

**Enhanced TIE Laser Cannon** (5)

Sienar Fleet Systems' latest laser cannon prototype increases the firepower of most Imperial TIEs - but many Moffs consider it too expensive for widespread use.

**STARSHIP WEAPON**

May only deploy on TIEs. May target using 1 Force. Draw weapon destiny. Subtract 1 if targeting a capital starship. Target hit if total > defense value.

1	1
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DSAS

**•General Tagge** (1)

Oversees defense operations of Death Star. Outstanding tactician. No-nonsense leader. Member of House of Tagge, a powerful noble family and corporation.

**POWER 3 ABILITY 3 FORCE-ATTUNED**

Forfeit +1 for each Imperial trooper here. Your troopers are deploy -1 when redeploying here.

3	4
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DSAS

**•Grand Moff Tarkin** 1

Leader. Governor of the Outer Rim. Commanded Death Star. Helped disband Imperial Senate. Defined rule by fear doctrine. Plotted to use Death Star against Emperor.

**POWER 4 ABILITY 3 FORCE-ATTUNED**

Adds 2 to power of anything he pilots. When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn.

**4** **6**

DSAS

**Heavy Fire Zone** 5

"Heavy fire, boss! Twenty-three degrees."

**USED OR LOST INTERRUPT**

**USED:** If a battle was just initiated, deploy (for free) a vehicle weapon or starship weapon from hand (or Reserve Deck; reshuffle) on your participating vehicle or starship.

**LOST:** If you just fired a vehicle or starship weapon during battle, add one battle destiny.

DSAS

**Imperial Blaster** 4

A BlasTech DH-17 blaster pistol. Uses power packs and high-energy blaster gases. Shoots bolts of explosive coherent light energy.

**CHARACTER WEAPON**

Deploy -1 on non-unique Imperials. May target using 1 Force. Draw weapon destiny. Target hit if total > defense value.

**1** **1**

DSAS

**•Imperial Command** 4

The Emperor's high command is subjected to close scrutiny by the Imperial bureaucracy. Despite this apparent lack of trust, many turn out to be fine commanders.

**LOST INTERRUPT**

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

DSAS

**•Lone Pilot** 4

One lone TIE fighter, acting as a scout near the Death Star, suddenly encountered the Millennium Falcon.

**USED OR LOST INTERRUPT**

**USED:** Take one Imperial pilot of ability < 3 into hand from Reserve Deck; reshuffle.  
**LOST:** If your pilot (or permanent pilot) is defending a battle alone at a system, add one battle destiny.

DSAS

**Stormtrooper** 4

One of the countless elite shock troops totally loyal to the Emperor. Unquestioningly follows orders. Willing to sacrifice their lives to accomplish a mission.

**POWER 1 ABILITY 1**

Deploys free to same site as one of your Imperials with ability > 2.

**1** **2**

DSAS

**Tallon Roll** 4

Maneuver named after Adar Tallon, tactician of the Old Republic who revolutionized space combat. Pursuing fighter rolls and turns, maintaining speed and target lock.

**LOST INTERRUPT**

Target two starfighters (your TIE and any Light starfighter) present at same system. Each player draws 1 destiny. Opponent totals their destiny and their starship's power. You total your destiny, TIE's power and TIE's maneuver. Lowest total loses starfighter.

DSAS

**•The Empire's Back** 5

"No star system will dare oppose the Emperor now."

**LOST INTERRUPT**

If Vader, Tarkin, Motti or Tagge is lost, use 2 Force to retrieve one of them from the Lost Pile.  
OR Use 4 Force to take one Vader, Tarkin, Motti, or Tagge into hand from Reserve Deck; reshuffle.

DSAS

**•Vader's Lightsaber** 1

Custom-built by Darth Vader. After the Clone Wars, he wielded this weapon while hunting down the Jedi. Cuts through almost anything except another lightsaber blade.

**CHARACTER WEAPON**

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

**6** **1**

DSAS