





F/U

2024 STROMBED - ROGUE ONE - NOT FOR SALE OR RESALE



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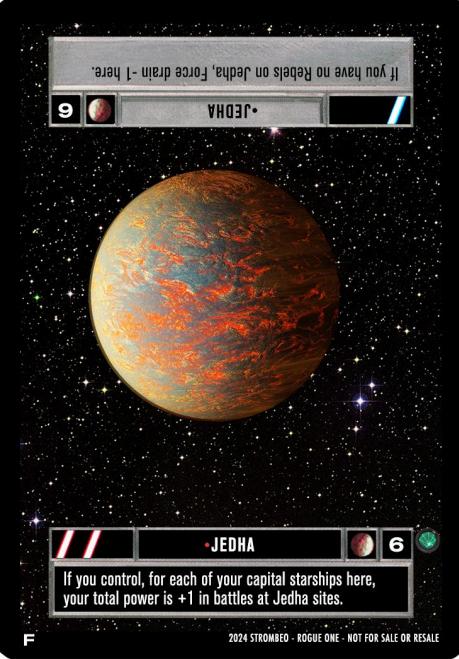
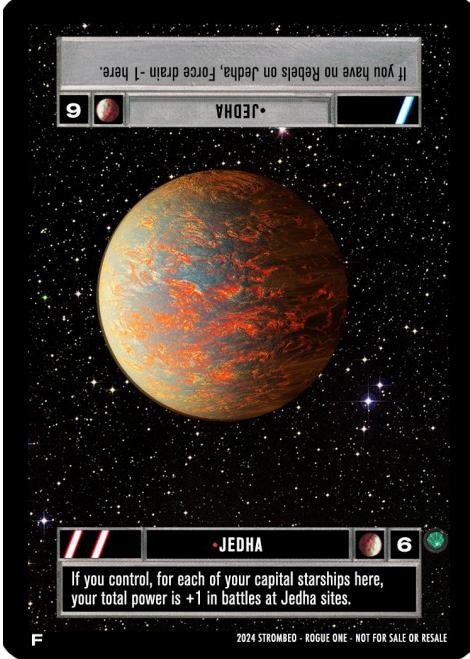
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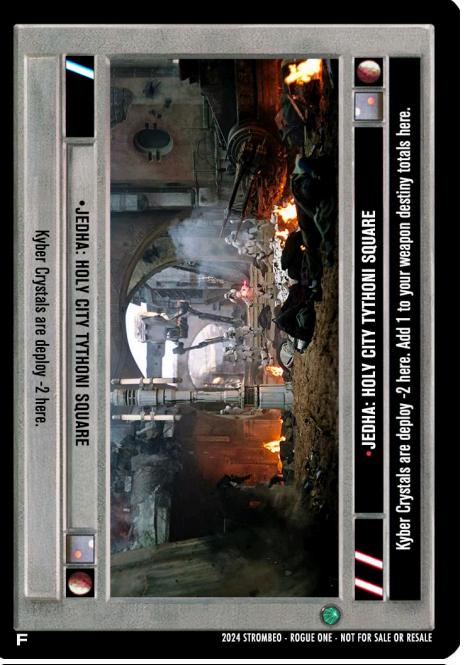
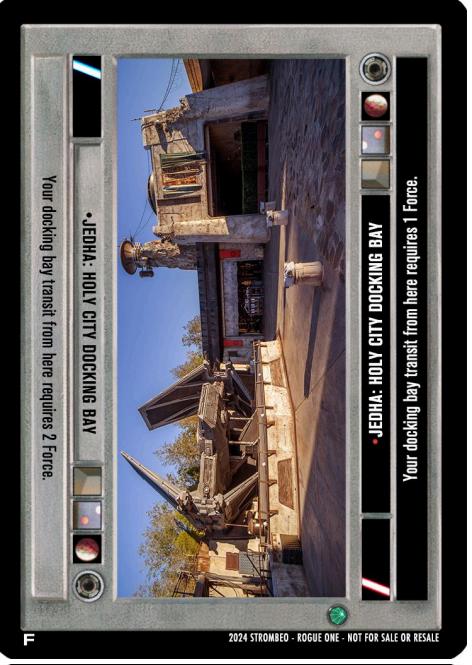
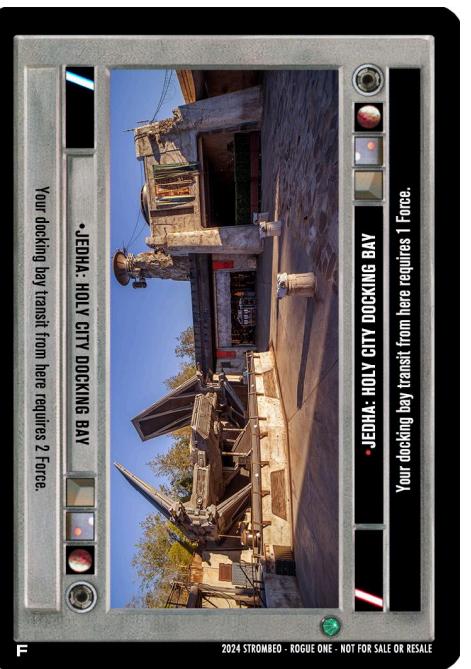
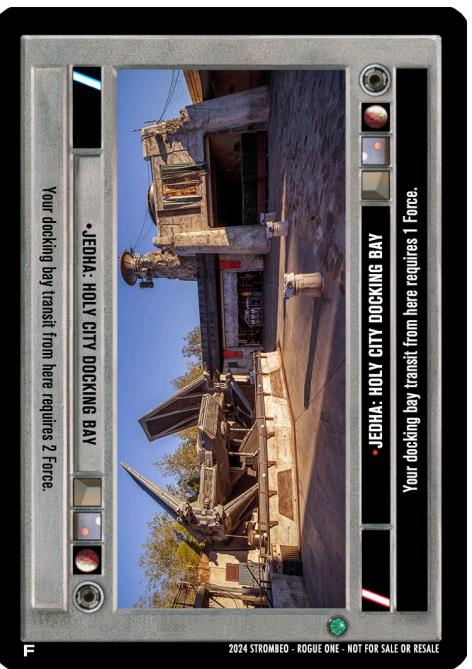
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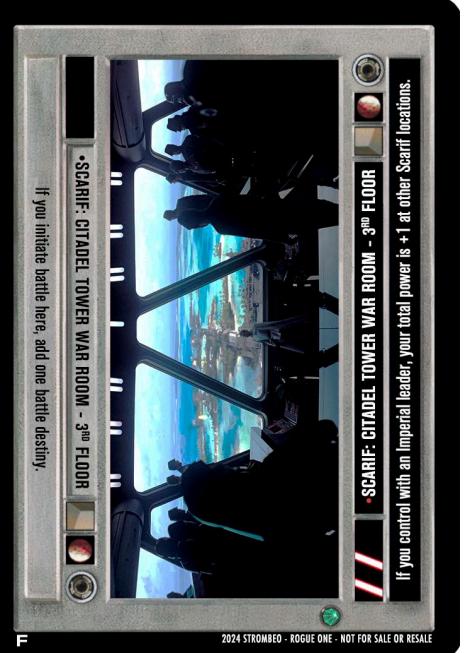
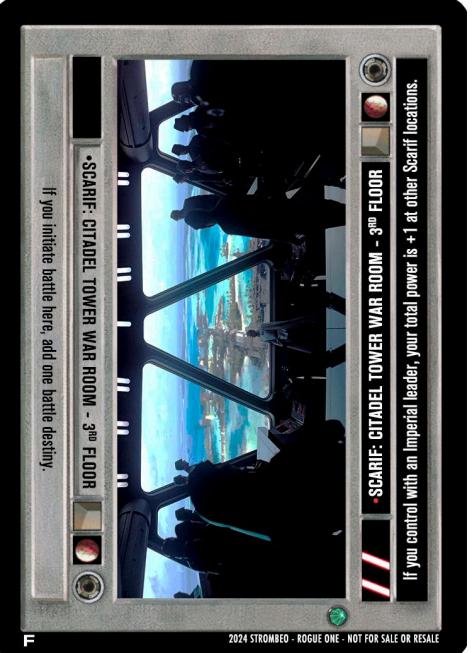
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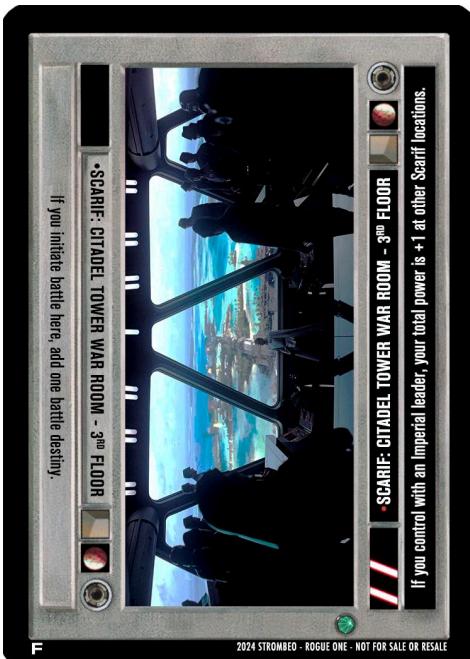
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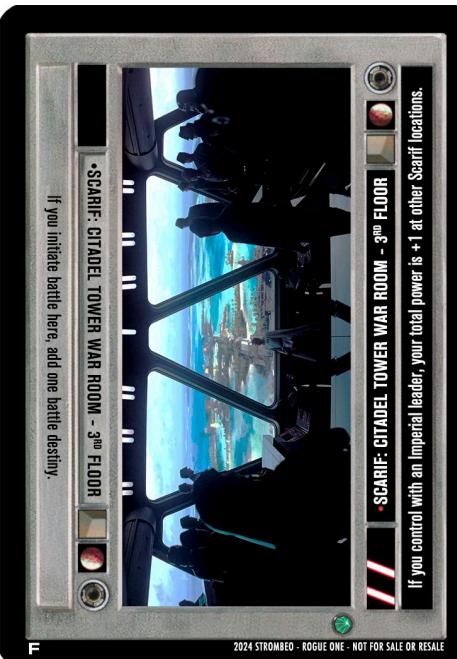




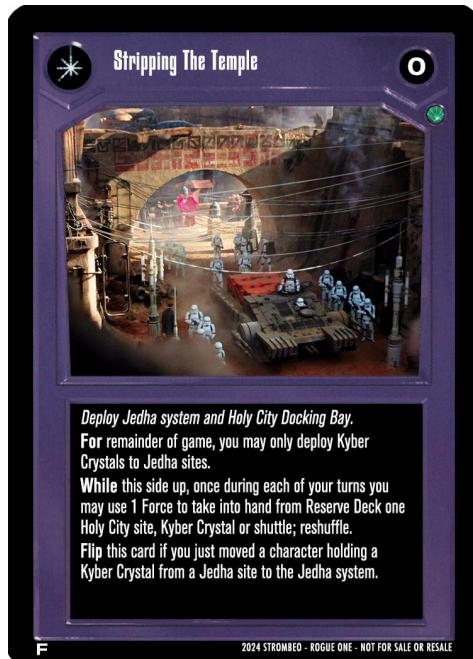




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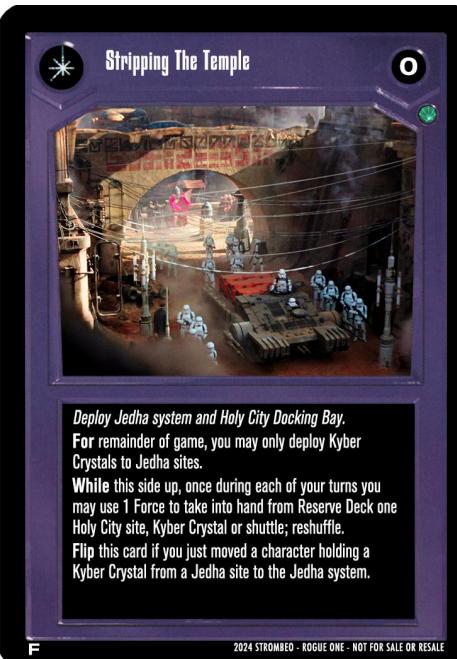
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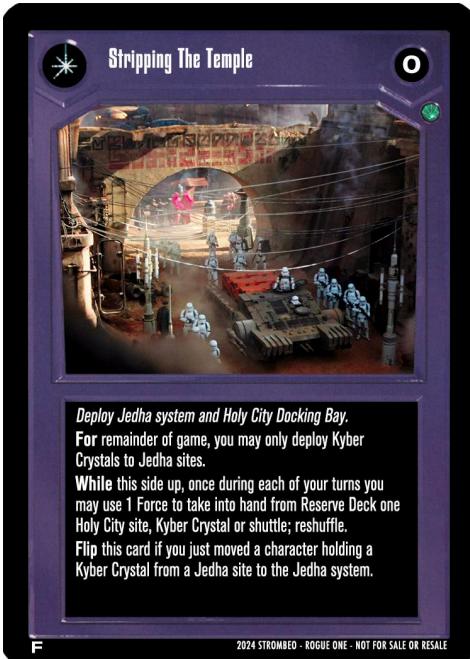
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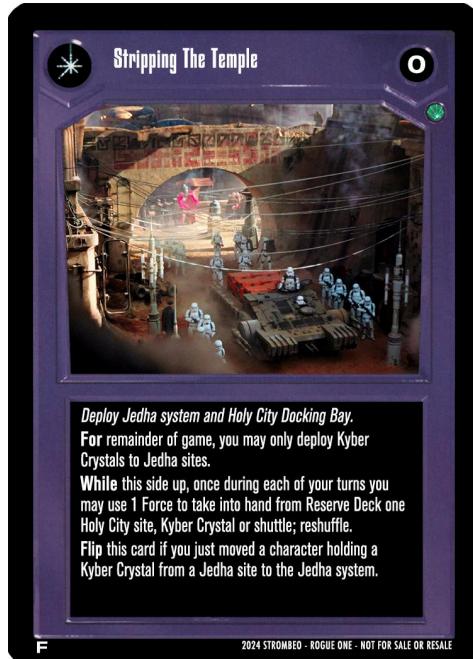
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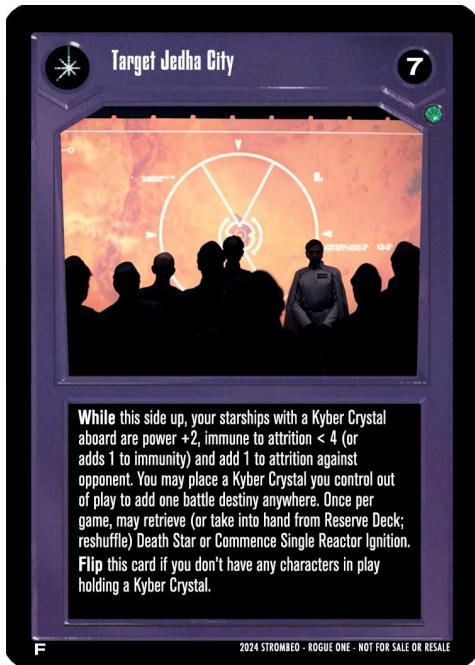
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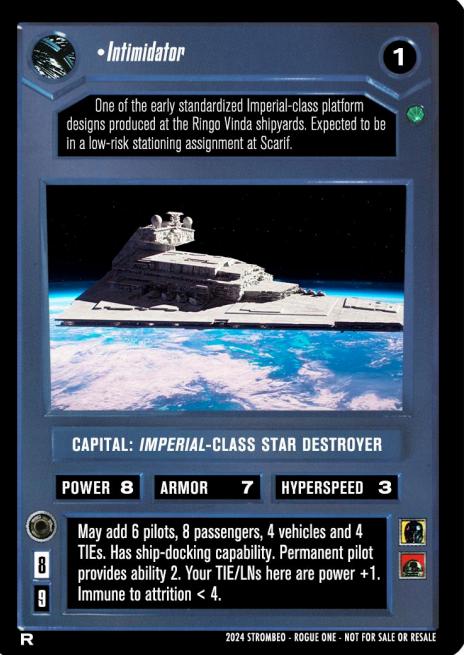
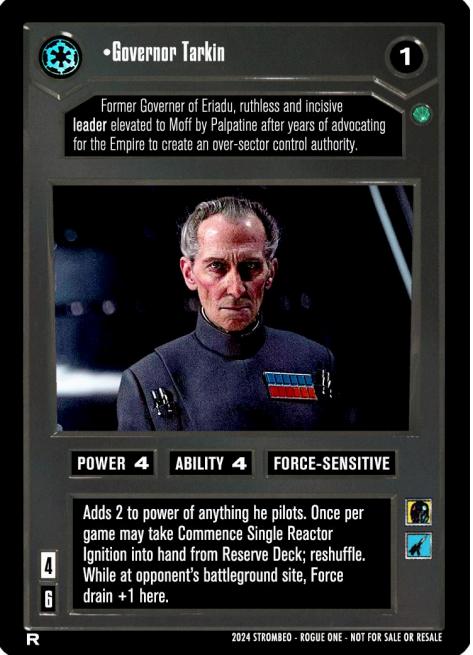
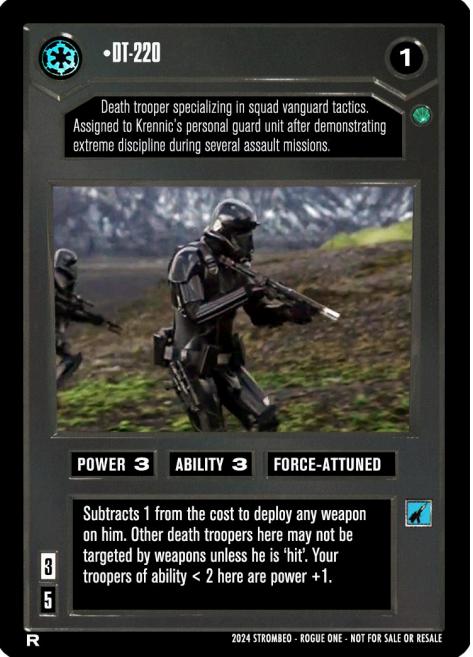


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•Intimidator

1

One of the early standardized Imperial-class platform designs produced at the Ringo Vinda shipyards. Expected to be in a low-risk stationing assignment at Scarif.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 7 HYPERSPEED 3

8 9

May add 6 pilots, 8 passengers, 4 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability 2. Your TIE/LNs here are power +1. Immune to attrition < 4.

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•Orson Krennic

1

Leader within the Imperial Advanced Weapons Research department. Excels at manipulating others into doing what he wants, but hasn't grasped the limits of his aspirations.

POWER 4 ABILITY 3 FORCE-ATTUNED

4 6

Deploy -1 if no other Imperial leader on table. Once per game may take any death trooper into hand from Reserve Deck; reshuffle. Draws one battle destiny if unable to otherwise unless Tarkin on table. Immune to attrition < 4.

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•Admiral Gorin

2

Imperial leader in command of the ISD Intimidator. Was in overall command of the orbital forces at Scarif until Tarkin arrived aboard the Death Star.

POWER 2 ABILITY 3 FORCE-ATTUNED

3 4

Deploys -1 aboard a Star Destroyer. Adds 2 to power of anything he pilots (3 if a Star Destroyer). Once per game, if aboard a Star Destroyer may use 1 Force to take one starfighter into hand from Reserve Deck; reshuffle.

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•Carbon 1

2

TIE/in flown by CS-26-1 at the battle of Scarif. Additional power output from its engines has been routed into the weapons systems.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 3 NO HYPERDRIVE

2 3

May add 1 pilot. CS-26-1 deploys -1 aboard. Once per game may take either CS-26-1 or Atmospheric Defense into hand from Reserve Deck; reshuffle. Immune to attrition < 3 while DS-26-1 piloting.

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TIE/in flown by CS-26-1 at the battle of Scarif. Additional power output from its engines has been routed into the weapons systems.

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STARFIGHTER: TIE/LN

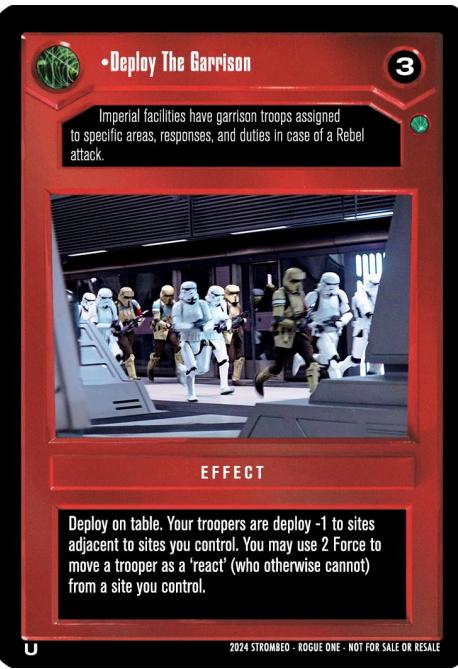
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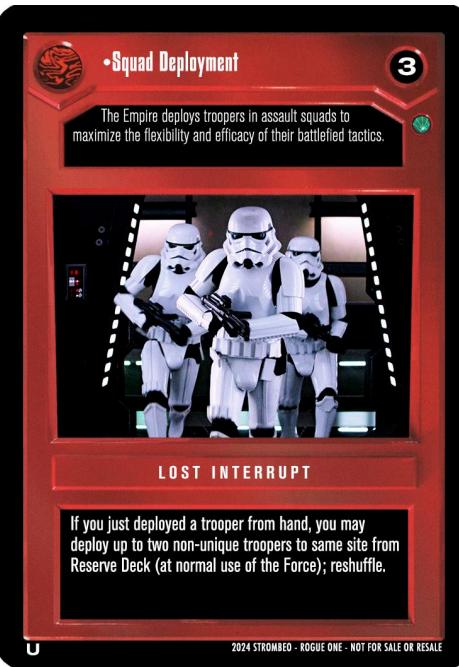
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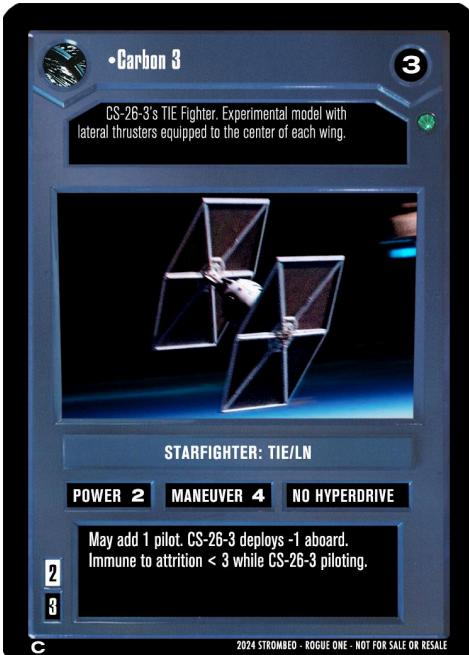
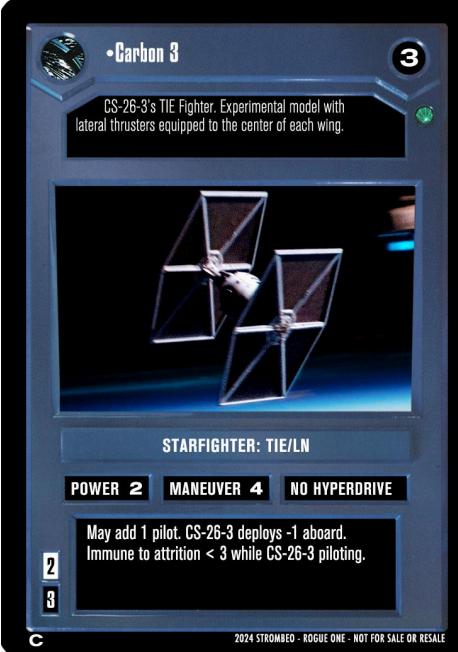


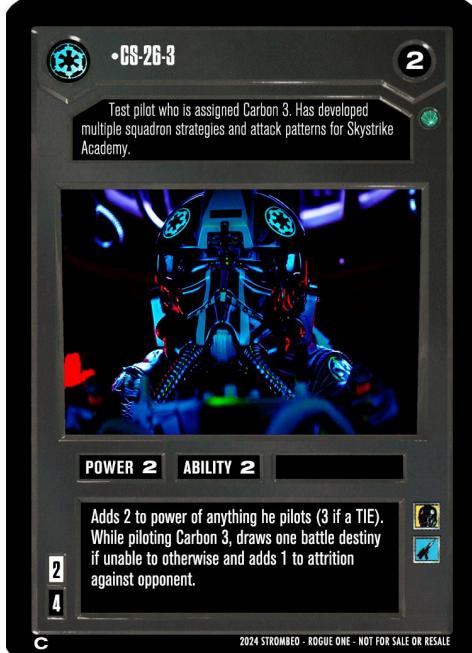
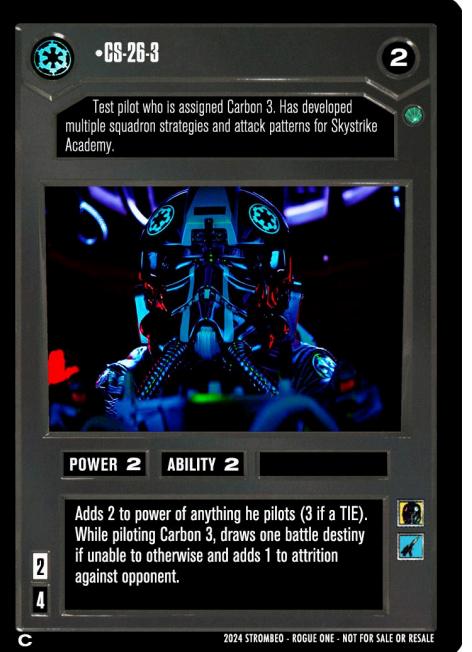






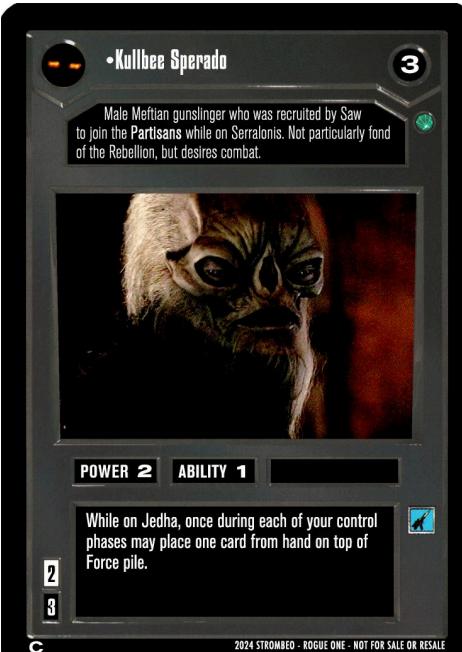
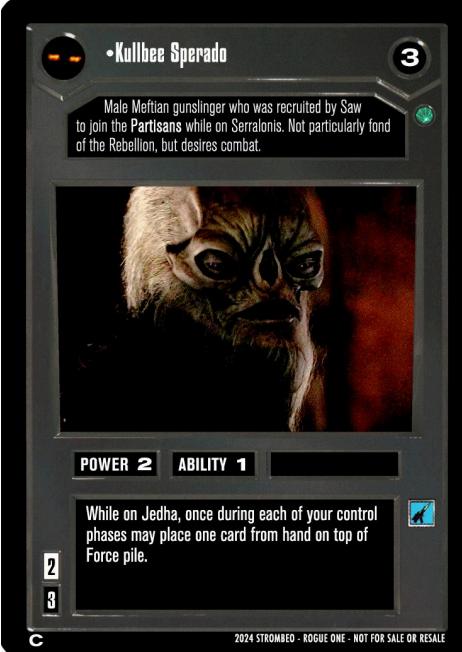




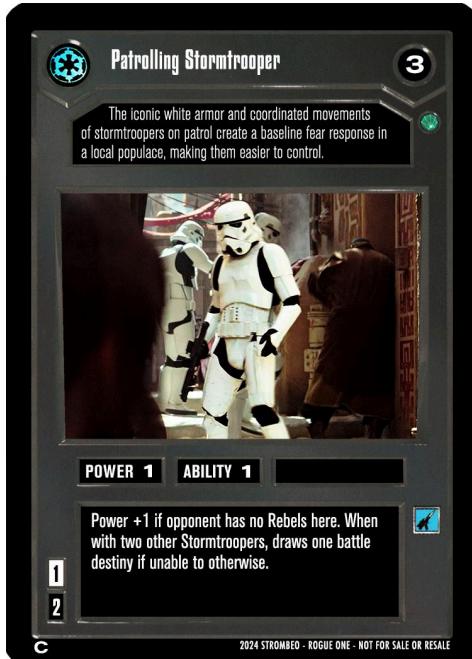
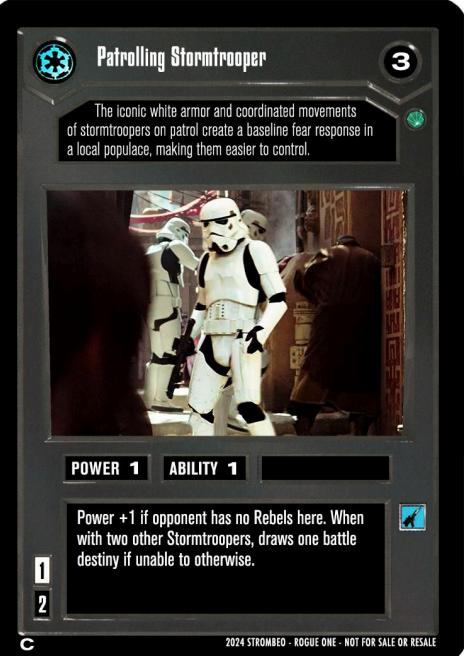
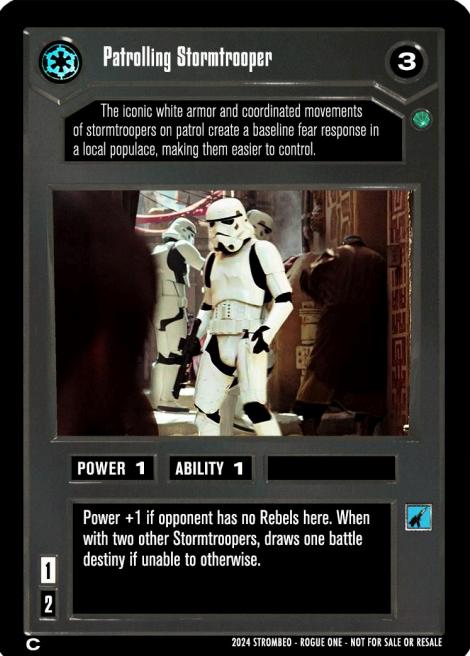
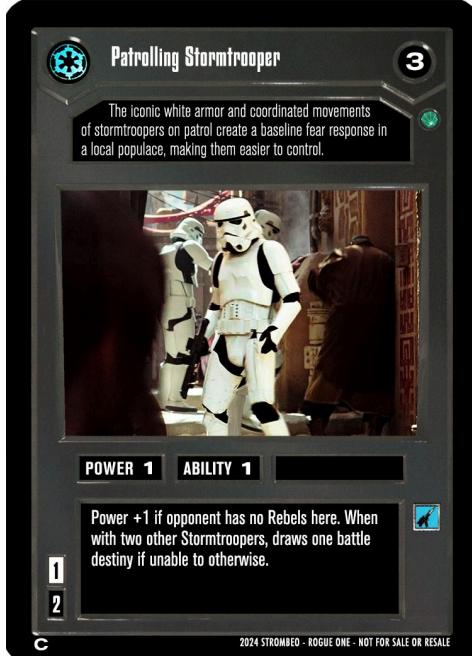




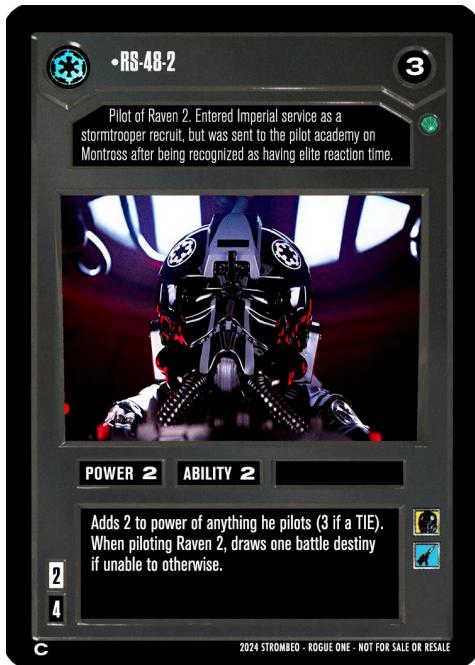


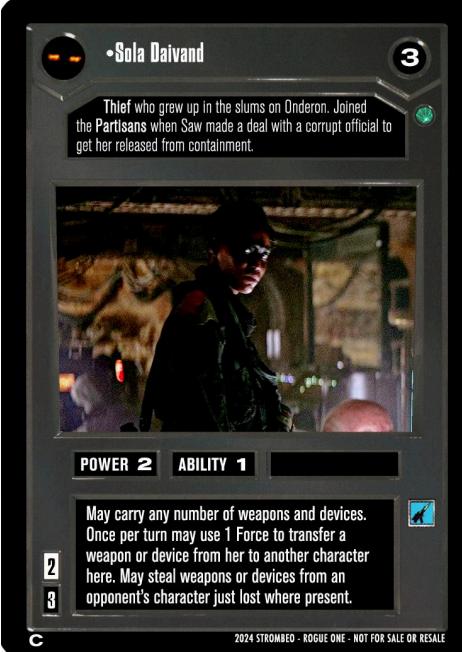
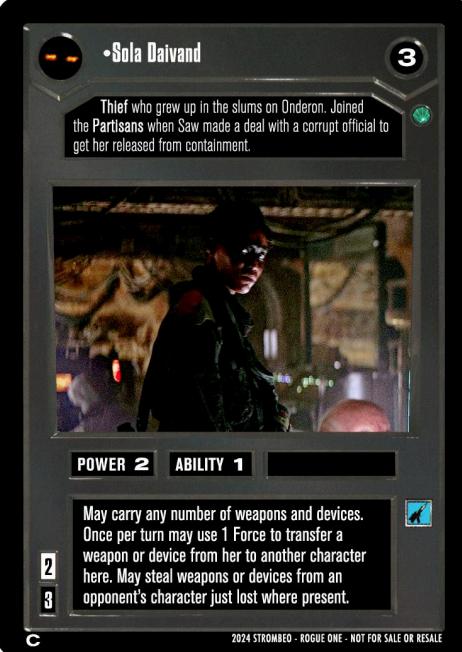
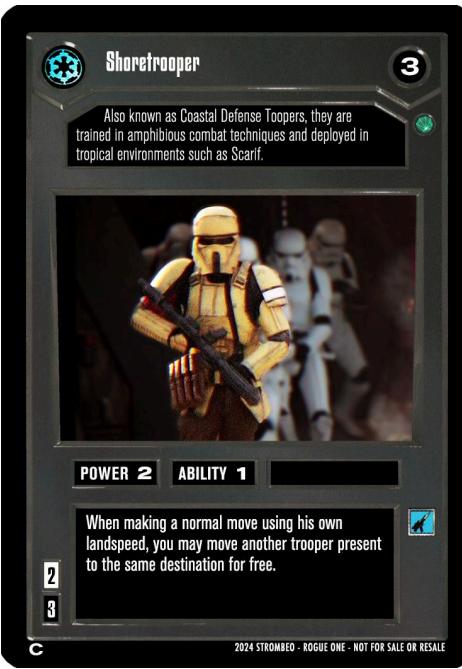
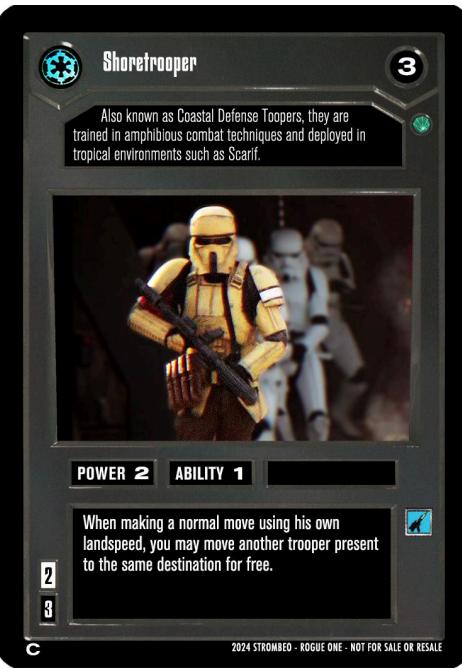




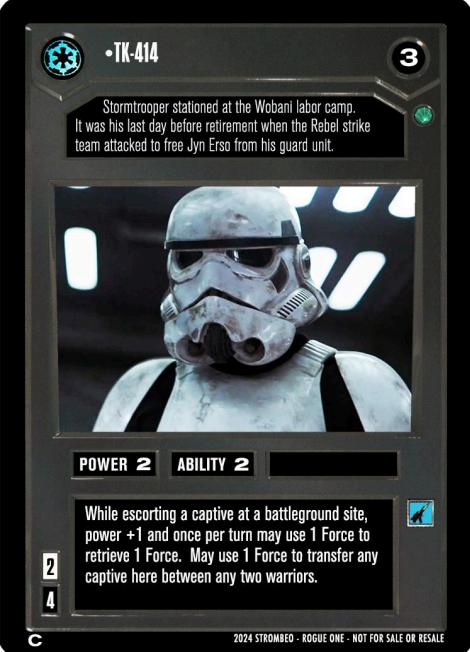
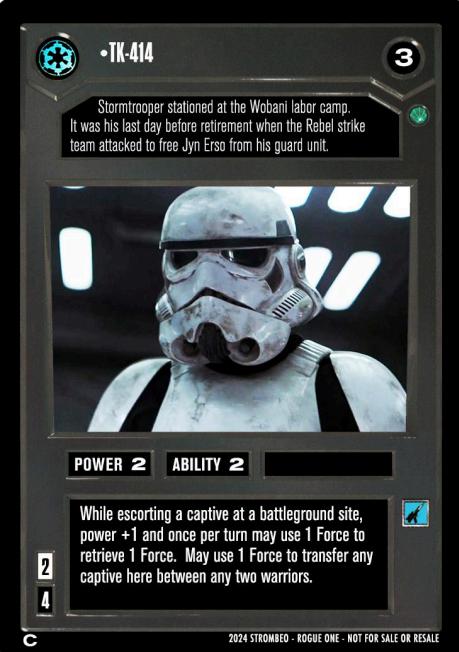
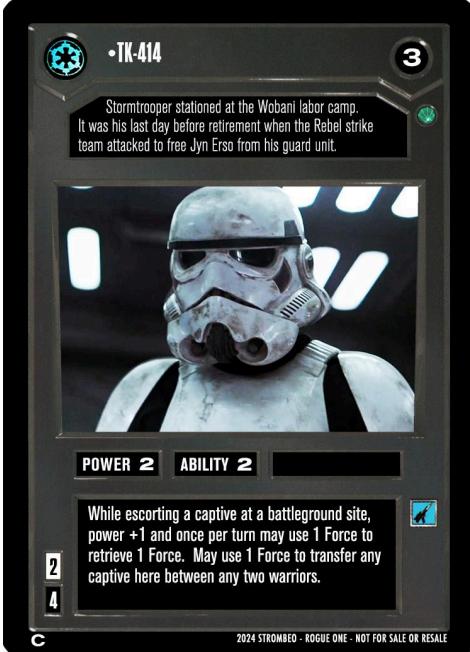
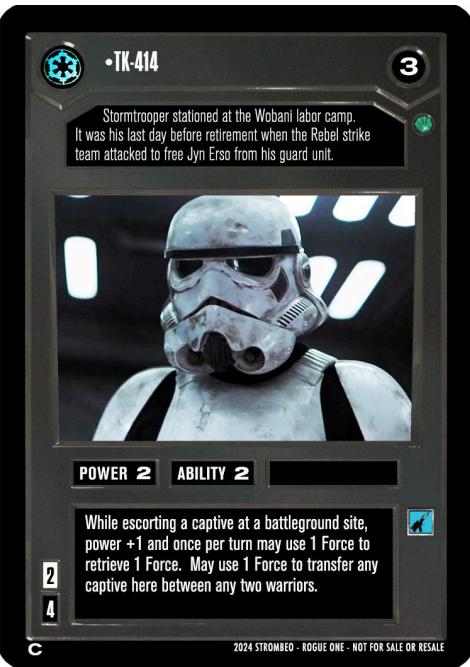




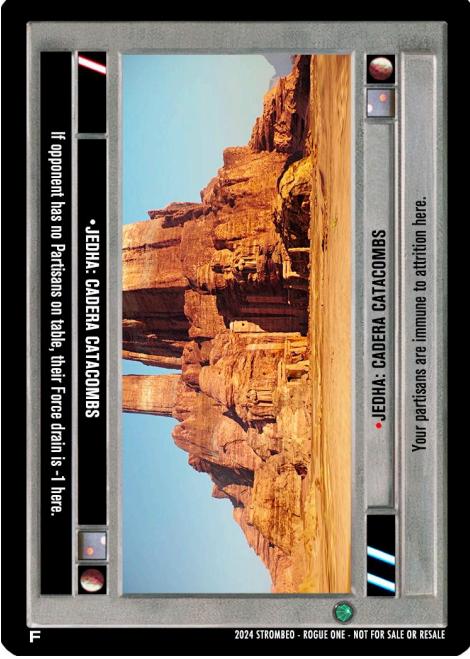
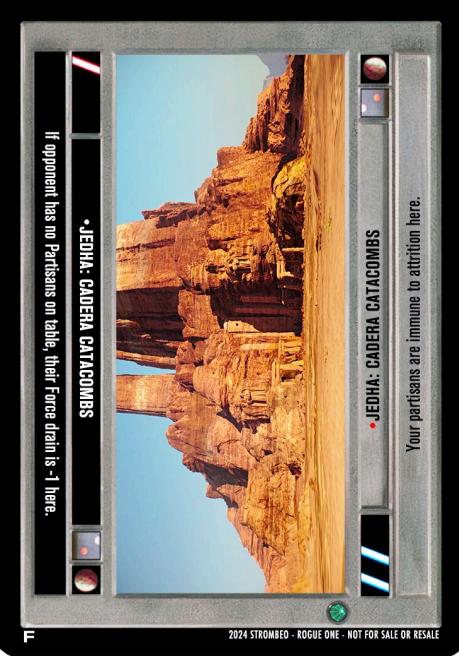
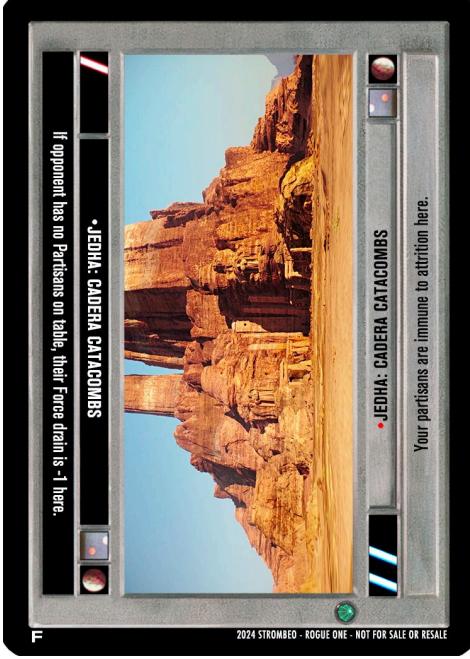
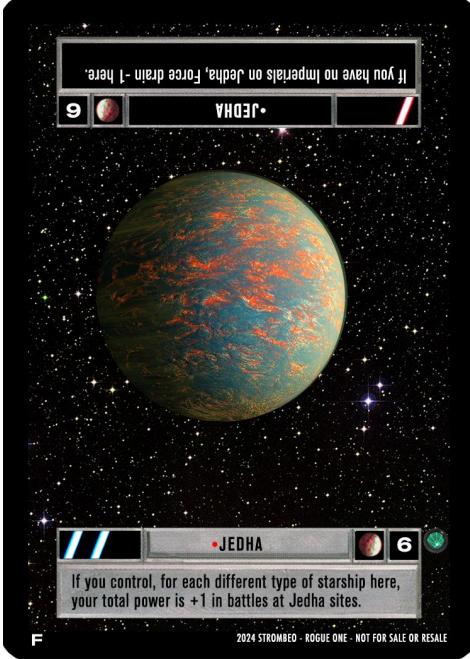


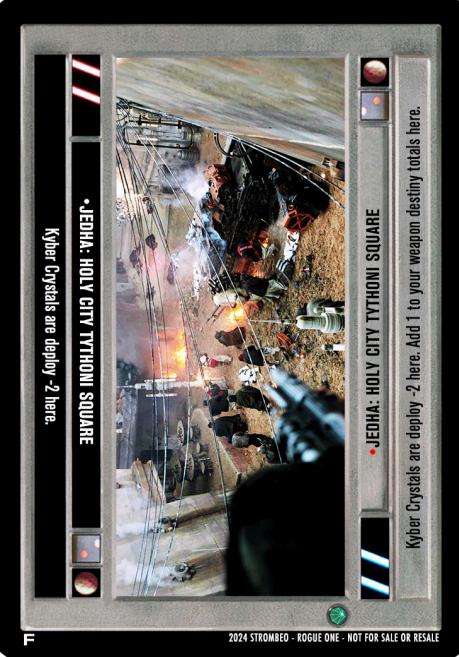
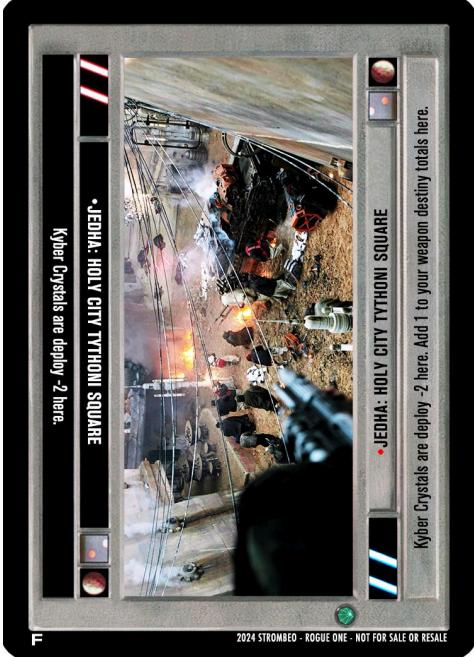
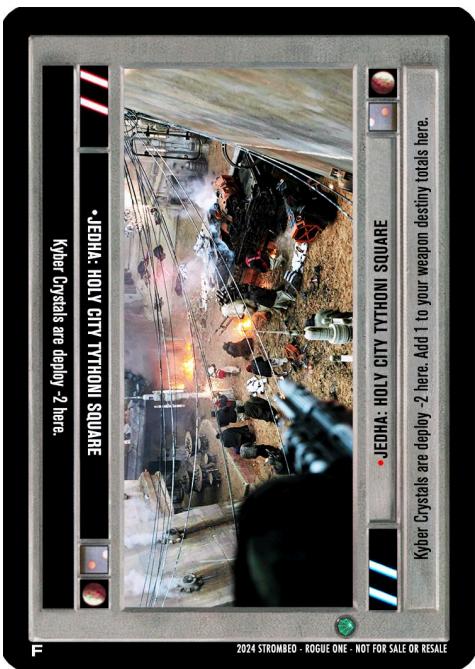
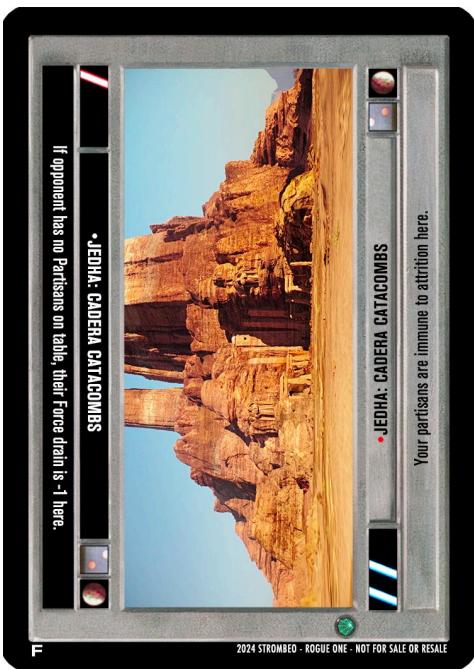


















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N



• SCARIF: CITADEL TOWER DATA VAULT - 2nd FLOOR
• SCARIF: CITADEL TOWER TRANSMISSION DECK - 4th FLOOR

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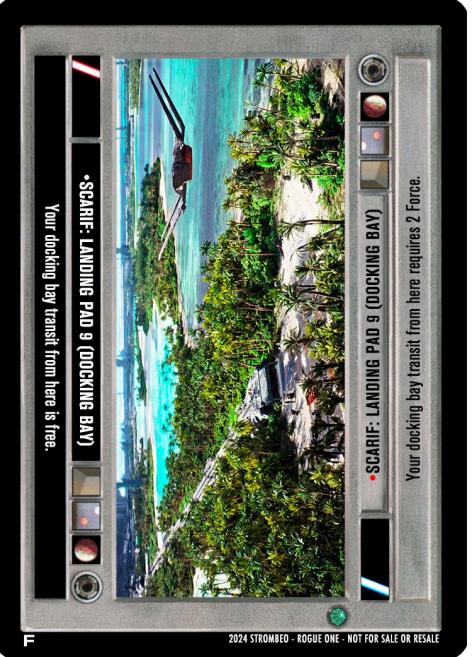
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• SCARIF: LANDING PAD 9 (DOCKING BAY)
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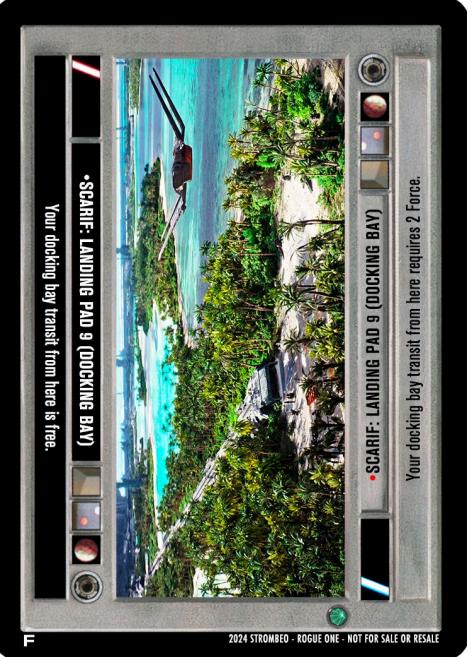
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