



Lando, Tamtel Skreej 1

Lando Calrissian posed as a guard for Jabba in order to spy on the Hutt. Feared that he would be recognized by some of Jabba's companions. Gambler.

POWER 3 ABILITY 3 FORCE-ATTUNED

Deploys -1 on Tatooine. Adds 2 to power of anything he pilots. Once per game, may take an interrupt into hand from Reserve Deck; reshuffle. Immune to attrition < 3.

4 6

SAA

Master Luke 1

Until being reunited with Yoda, Luke suspected that he had completed his training. Has a strong influence on the weak-minded.

POWER 6 ABILITY 5 FORCE-SENSITIVE

Power -1 while Vader here. Adds 3 to power of anything he pilots. Once during each battle, may target an alien present. Draw destiny. Target returns to opponent's hand if destiny > ability. Immune to attrition < 4.

6 7

SAA

Medium Bulk Freighter 3

Modern Corellian design. Length 100 meters. Features engine system similar to that of a Corellian corvette. Dorsal hatch reveals hangar bay.

CAPITAL: YV-CLASS FREIGHTER

POWER 4 ABILITY 2 ARMOR 4

Deploys and moves like a starfighter. May add 2 pilots, 6 passengers and 1 vehicle. Quad Laser Cannon and any Proton Torpedoes may deploy aboard.

4 5

SAA

Melas 2

Sarkan smuggler. Smokes an Essoomian gruu pipe to heighten awareness. Exiled from his home planet of Sarka for displaying curiosity in other aliens.

POWER 2 ABILITY 4 FORCE-SENSITIVE

Adds 2 to power of anything he pilots. Power +1 on Tatooine. Immune to attrition < X, where X = number of your aliens present (including himself).

3 4

SAA

Mos Eisley Blaster 5

Easily obtained by the Rebellion. Many are copies of the BlasTech DL-18 design. Plentiful on Tatooine. Used for suppressive fire.

CHARACTER WEAPON

Deploy -1 on an alien (free if an alien on Tatooine). May target using 1 Force. Draw weapon destiny. Subtract 1 if targeting a vehicle or starship. Target hit if total > defense value.

2 1

SAA

Nar Shaddaa Wind Chimes 5

One of the few possessions Jabba brought with him from Nar Shaddaa, the smugglers moon orbiting Nal Hutta. A symbol of renewal in Hutt Society.

USED INTERRUPT

Take one non-unique alien into hand from Reserve Deck; reshuffle. OR Once per game, target one non-unique character on table. Draw destiny. If destiny is > target's destiny number, retrieve Force equal to the difference.

SAA

Old Ben 3

"That old man's just a crazy wizard." Obi-Wan lived in Tatooine's deserts for years...ready for the right moment to act.

LOST INTERRUPT

Use 1 Force if any of your characters (except Obi-Wan) was just forfeited from a Tatooine site. Mysterious 'crazy wizard' steps in and revives (returns from Lost Pile) that character back to same site.

4 7

SAA

Princess Leia Organa 1

Rebel leader captured by Jabba. Princess Leia provided a distraction for his henchbeings. Waiting for the first chance to escape. Really made Jabba's tail wiggle.

POWER 3 ABILITY 4 FORCE-SENSITIVE

Once per battle may attempt to 'strangle' target character here. Both players draw destiny. If your destiny + Leia's power > opponent's destiny + target's power, target immediately lost. Immune to attrition < 4.

4 7

SAA

Red Squadron X-wing 2

Most Red Squadron pilots trained under Garven Dreis. Flew top cover during the Battle of Yavin. Became famous for Red 5's historic attack run.

STARFIGHTER: X-WING

POWER 5 ABILITY 2 MANEUVER 4

Deploy -2 at Yavin 4, Hoth, or to same location as Red Leader. Proton Torpedoes deploy and fire free aboard.

5 4

SAA

