



•Commander Desanne (3)

Officer from Kallist VI. Due to a political blunder, was stripped of most official duties. Relegated to shuttling dignitaries and high-ranking Imperials.

POWER 2 ABILITY 1

Adds 2 to power of anything he pilots. Your shuttling, landing and taking off to or from same location is free.

2 3

CCO

•Commander Gherant (2)

Deck officer aboard the *Executor*. Responsible for preventing unauthorized access to sensitive areas of the Empire's flagship. Hand-picked by Captain Piett.

POWER 3 ABILITY 2

While at a mobile site, once per turn may use 1 Force to add 1 to his weapon destiny.

3 4

CCO

•Darth Vader, Dark Lord Of The Sith (1)

Formerly Anakin Skywalker, Jedi Knight. Became Darth Vader. Ordered by Emperor Palpatine to deal with Luke Skywalker, but bargained for his son's life instead.

POWER 6 ABILITY 6 DARK JEDI

Adds 3 to power of anything he pilots. Once per battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability. Immune to attrition < 5.

6 8

CCO

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.

CCO

•I Can't Shake Him! (5)

"You've picked one up... watch it!"

USED INTERRUPT

If you just fired a starship or vehicle weapon during battle, add one battle destiny.
OR During your deploy phase, take one starship or vehicle weapon into hand from Reserve Deck; reshuffle.

CCO

•Lieutenant Commander Ardan (2)

Commander of Executor bridge pit crews. Native of Brentaal. Participated in the subjugation of Ithor, Kashyyyk, Firro, Sinton and other planets populated by non-humans.

POWER 2 ABILITY 3 FORCE-ATTUNED

If at a site, draws one battle destiny if not able to otherwise. Immune to attrition < X, where X = the number of opponent's aliens present.

3 3

CCO

•Lieutenant Sheckil (2)

Former warrant officer from Concord Dawn. Promoted due to superb performance. Specializes in transporting high-profile criminals. Twin brother of a famous mercenary.

POWER 2 ABILITY 2

Adds one battle destiny if with Boba Fett. Your bounty hunters here are forfeit +1.

2 4

CCO

•Obsidian 7 (2)

TIE fighter modified for upper atmosphere maneuvers. Pilot nicknamed 'Winged Gundark' due to the number of kills earned in high-altitude battles.

STARFIGHTER: TIE/LN

POWER 2 ABILITY 2 MANEUVER 3

Deploy -1 and power +1 at Cloud City. May add 1 pilot (suspends permanent pilot). While permanent pilot suspended, immune to attrition < 3.

2 3

CCO

•Obsidian 8 (3)

Modified TIE fighter. Often used to pursue raiders attempting to take refuge in the upper atmosphere of nearby planets. Pilot previously stationed aboard *Devastator*.

STARFIGHTER: TIE/LN

POWER 3 ABILITY 1 MANEUVER 3

Deploy -1 and power +1 at Cloud City. May add 1 pilot (suspends permanent pilot). While with another TIE, draws one battle destiny if unable to otherwise.

2 3

CCO

Obsidian Squadron TIE (2)

Modified TIE fighter. Specifically adapted for atmospheric engagement. Some are fitted with high-output solar panels to support improved weaponry.

STARFIGHTER: TIE/LN

POWER 3 ABILITY 2 MANEUVER 3

Deploy -1 and power +1 at Cloud City. May add 1 pilot (suspends permanent pilot). Any TIE Cannon it fires costs 1 Force less to target.

3 4

CCO

•Release Your Anger (4)

"Only your hatred can destroy me."

LOST INTERRUPT

If opponent just initiated a battle, you may: Add one destiny to your total power only.
OR If you have a character weapon present, select one opponent's character present to lose all immunity to attrition for remainder of battle.

CCO

•Sacrifice (4)

Jabba's minions could be expected to be sacrificed to save the Hutt, to destroy one of the Hutt's enemies or to provide the Hutt and his minions with a good laugh.

USED INTERRUPT

Reduce your battle damage by 5 by losing a character, vehicle, or starship from hand.
OR If your character's forfeit was just reduced, restore its forfeit value to normal.

CCO

SFS I-s9.3 Laser Cannons (5)

Developed by Sierner Fleet Systems weapons division to provide added firepower against shielded Rebel fighters. Also provides added coverage to increase accuracy.

STARSHIP WEAPON

May only deploy on TIEs. Deploy -1 on your TIE Avenger, TIE Interceptor, or TIE Defender. May target using X Force, where X = 0 to 3. Draw weapon destiny. Target hit, power -X, and forfeit -X, if weapon destiny + X > defense value.

1 1

CCO

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

CCO

Surface Defense (5)

"The battle station is heavily shielded and carries a firepower greater than half the starfleet."

USED OR LOST INTERRUPT

USED: Add 1 to your just-drawn weapon destiny.
LOST: Add 3 to your just-drawn weapon destiny.

CCO

TIE Avenger (3)

Design based on Lord Vader's prototype Advanced x1. Manufactured until replaced by the TIE Interceptor. Equipped with deflector shields and a hyperdrive.

STARFIGHTER: TIE/AD

POWER 3 ABILITY 1 MANEUVER 4

Deploy -1 to same system as any Imperial capital starship. May add 1 pilot (suspends permanent pilot). Boosted TIE Cannon is deploy -1 aboard.

3 2

CCO

•Warrant Officer M'Kae (3)

Hard-working Avenger signal officer. Coordinates and tests tractor beam operations. Apprises Executor of his ship's activities and relays orders to his captain.

POWER 2 ABILITY 2

Adds 2 to power of anything he pilots. Once per game, may use 1 Force to take one starship weapon into hand from Reserve Deck; reshuffle.

2 3

CCO

Weapon Levitation (4)

Vader confiscated Han's blaster, his ship, his Wookiee, his girl and his only hope of escape.

USED OR LOST INTERRUPT

USED: Search your Used Pile, take one weapon into hand and reshuffle.
LOST: If a battle was just initiated, one of your characters of ability > 3 present may 'steal' one character weapon present.

CCO