



**•Emperor Palpatine** (1)

Sith Master and leader of the Galactic Empire. Dark side mentor to Darth Vader. Controls the Empire by instilling fear in its subjects and greed in its governors.

**POWER 4** **ABILITY 7** **DARK JEDI MASTER**

Once per battle, may use X Force to cause target character present to be 'hit', where X is target's ability +1. May use Y Force to increase his defense value by Y until end of turn. Immune to attrition < 6.

**5** **7**

OIP

**Force Pike** (4)

Uses microscopic vibrations emitted from its tip. Cuts through stone, metal, and bone. Ceremonial weapon for most; deadly implement in the hands of a Royal Guard.

**CHARACTER WEAPON**

Deploys free on royal guards. Adds 1 to defense value. May target a character for 1 Force. Draw weapon destiny. Target hit if total  $+1 >$  defense value. If hit by a royal guard, target is power and forfeit -2 until end of turn.

**3** **1**

OIP

**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.

OIP

**Imperial Barrier** (4)

As is often the case with a hasty plan, a quick heroic escape from the Death Star was temporarily thwarted by the magnetically sealed door in the trash compactor.

**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.

OIP

**•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.

OIP

**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.

OIP

**•Major Turr Phennir** (2)

Executive officer of the 181st Imperial Fighter Wing. Older brother killed by Wedge Antilles at the Battle of Yavin.

**POWER 2** **ABILITY 2**

Adds 3 to power of anything he pilots. When piloting Saber 2, adds 1 to maneuver and draws one battle destiny if not able to otherwise. Once per game, may be forfeited to Used Pile instead of Lost Pile.

**2** **3**

OIP

**•Moff Jerjerrod** (1)

**Leader.** Found discussions with Vader to be particularly motivating. Does not want to find out if the Emperor is more forgiving than Vader.

**POWER 3** **ABILITY 3** **FORCE-ATTUNED**

Adds 2 to power of any capital starship he pilots. Once per game, you may take one Imperial of ability = 1 into hand from Reserve Deck; reshuffle. Opponent's spies may not deploy to same Death Star II site.

**3** **6**

OIP

**•Myn Kyneugh** (2)

Royal guard. Remembers nothing of his past other than serving his Emperor. Early instructor of Kir Kanos and Carnor Jax.

**POWER 3** **ABILITY 2**

Power +1 while armed with a Force pike. Your non-unique troopers and royal guards may move as a 'react' to this site. Adds 1 to defense value of other royal guards at same and related sites.

**3** **5**

OIP

**•Overseeing It Personally** (6)

Though reluctant to leave Coruscant, Emperor Palpatine occasionally finds it necessary to personally put lagging Imperial operations back on schedule.

**EFFECT**

Once per game, may lose 1 Force from hand to take Emperor Palpatine into hand from Reserve Deck; reshuffle. Your Imperial leaders on Death Star II may not be targeted by weapons unless all of your non-leaders present are already 'hit'.

OIP

**Royal Guard** (3)

Member of Emperor's Royal Guard. Completely subservient. Royal Guards must fight one of their own to the death in order to complete their training.

**POWER 3 ABILITY 1**

Deploy -1 on Death Star II. Power +1 while armed with a Force pike. Power +1 while defending a battle. Emperor may not be targeted by weapons unless all Royal Guards present with Emperor are 'hit'.

OIP

**Saber 1** (2)

TIE interceptor serial number 000004. Assigned to Baron Soontir Fel of the fighting 181st. Bears the Saber Squadron bloodstripe, representing a minimum of 10 kills.

**STARFIGHTER: TIE INTERCEPTOR**

**POWER 3 ABILITY 1 MANEUVER 4**

May add 1 pilot (suspends permanent pilot). Fel deploys -1 aboard. When firing SFS L-s9.3 Laser Cannons, may use 1 Force to make X = 3. Immune to attrition < 4 when Fel piloting.

OIP

**•Saber 2** (3)

TIE interceptor flown by Major Phennir. Assigned to protect *Avenger* at the Battle of Endor. Responsible for the logistics of Saber Squadron.

**STARFIGHTER: TIE INTERCEPTOR**

**POWER 3 ABILITY 1 MANEUVER 4**

May add 1 pilot (suspends permanent pilot). When Phennir piloting, immune to attrition < 4 and adds 1 to forfeit of each other Saber Squadron pilot in same battle.

OIP

**•Saber 3** (3)

TIE interceptor assigned to fly on the wing of Baron Fel. Often ordered to remain at a distance from Fel to give the Baron maneuvering room during combat.

**STARFIGHTER: TIE INTERCEPTOR**

**POWER 3 ABILITY 1 MANEUVER 4**

May add 1 pilot (suspends permanent pilot). Starship weapons are deploy -1 aboard. Immune to attrition < 3 when DS-181-3 piloting.

OIP

**•Saber 4** (3)

TIE interceptor often assigned to fly in a reserve position during battle. The bloodstripe of the 181st denotes the 10 kills scored by DS-181-4.

**STARFIGHTER: TIE INTERCEPTOR**

**POWER 3 ABILITY 1 MANEUVER 4**

May add 1 pilot (suspends permanent pilot). May deploy as a 'react' to a battle where you have another TIE. Immune to attrition < 4 when DS-181-4 piloting.

OIP

**SFS L-s7.2 TIE Cannon** (5)

TIE cannon mass produced at Wakeelui system. Compatible with multiple TIE models for ease of deployment.

**STARSHIP WEAPON**

May only deploy on TIEs. Deploy -1 on your TIE/LN or TIE Interceptor. May target for 1 Force. Draw weapon destiny. Target hit if total > defense value.

OIP

**SFS L-s9.3 Laser Cannons** (5)

Developed by Sienar 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.

OIP

**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.

OIP