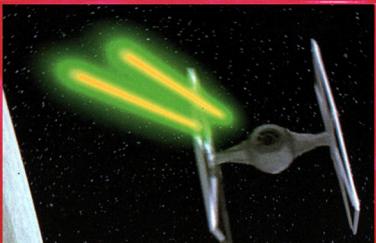


All Power To Weapons (4)

The TIE fighter's energy management system allows its pilot to transfer all power from engines to weapons at a moment's notice.



USED OR LOST INTERRUPT

USED: If a battle was just initiated, each of your TIEs present is power +2 and immune to attrition for remainder of turn.

LOST: Take up to two non-unique TIEs into hand from Reserve Deck; reshuffle.

RBO

AT-AT Driver (3)

Piloting walkers high above the battlefield, AT-AT drivers are protected by 15 centimeters of reinforced armor. Accordingly, they are regarded with contempt by the infantry.



POWER 1 ABILITY 1

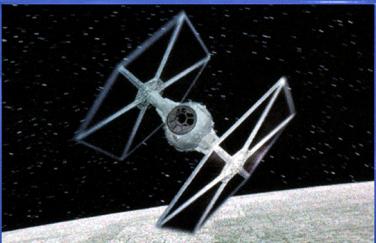
Adds 2 to the power of anything he pilots (3 if piloting an AT-AT).

2
2

RBO

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

RBO

Blaster Rifle (3)

Stormtrooper BlasTech E-11 blaster rifle. Can convert from a pistol to a rifle configuration by using extendable stock. Carries 100 shots. Military issue only.



CHARACTER WEAPON

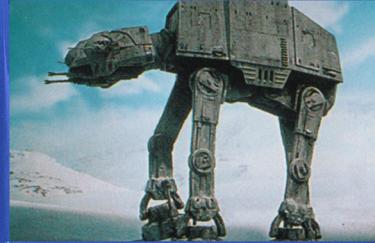
May target using 2 Force. Draw weapon destiny. Target hit if total +1 > defense value.

2
1

RBO

•Blizzard 1 (1)

General Veers' AT-AT. Enclosed. Equipped with highly sophisticated communications gear. Employs an experimental targeting system.



COMBAT VEHICLE: AT-AT

POWER 7 ABILITY 3 ARMOR 6

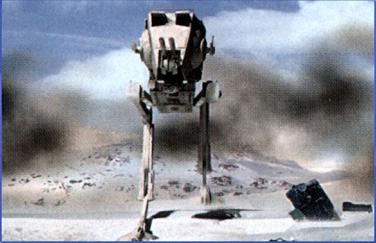
May add 1 pilot and 8 passengers. Immune to attrition < 4.

6
7

RBO

•Blizzard Scout 1 (3)

Enclosed All Terrain Scout Transport (AT-ST). Provides flanking support to the AT-ATs of Blizzard Force. Modified for cold weather combat.



COMBAT VEHICLE: AT-ST

POWER 3 ABILITY 1 ARMOR 4

May add 1 pilot or passenger. May move as a 'react.' Power +1 at any Hoth site.

3
5

RBO

•Blizzard Walker (2)

Enclosed All Terrain Armored Transport. Commonly called an Imperial walker. One of the most terrifying and deadly weapons in the Empire's arsenal. 15.5 meters tall.



COMBAT VEHICLE: AT-AT

POWER 5 ABILITY 2 ARMOR 5

May add 1 pilot and 8 passengers. Immune to attrition < 3.

5
6

RBO

Boosted TIE Cannon (4)

Enhanced TIE blaster cannon prototype. Greater range and power. Improved targeting software. Requires more powerful energy cells. Tested by elite TIE squadrons.



STARSHIP WEAPON

May only deploy on TIEs. Deploy -1 on any TIE Advanced xi. May target using 2 Force. Draw weapon destiny. Add 1 if targeting a starfighter. Target hit if total > defense value.

2
1

RBO

•Captain Lennox (2)

Captain of the Imperial Star Destroyer Tyrant. An able leader. Unlike most Imperial officers, he is dedicated to his ship and crew. Finds political maneuvering distasteful.

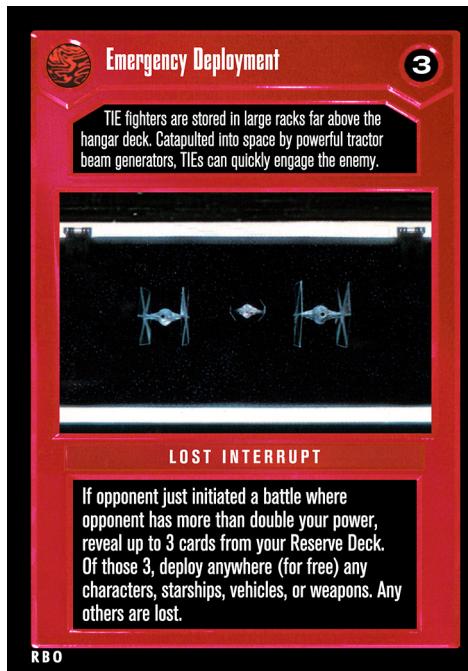


POWER 2 ABILITY 2

Deploys -1 aboard a star destroyer. Adds 2 to power of anything he pilots (3 to *Tyrant*). While piloting a Star Destroyer, once per battle here, may use 1 Force to add 1 to your weapon or battle destiny just drawn.

3
5

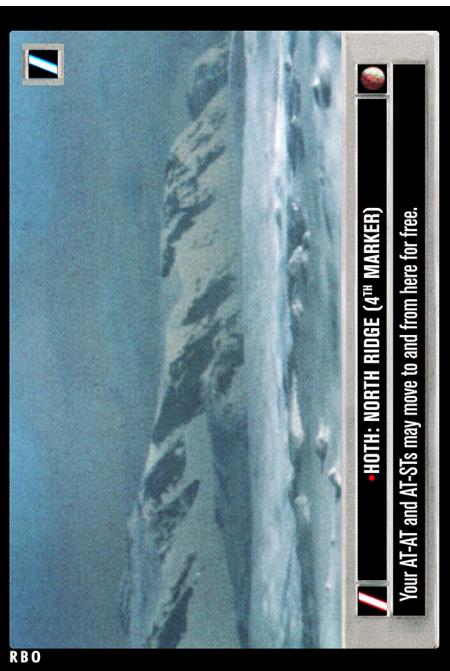
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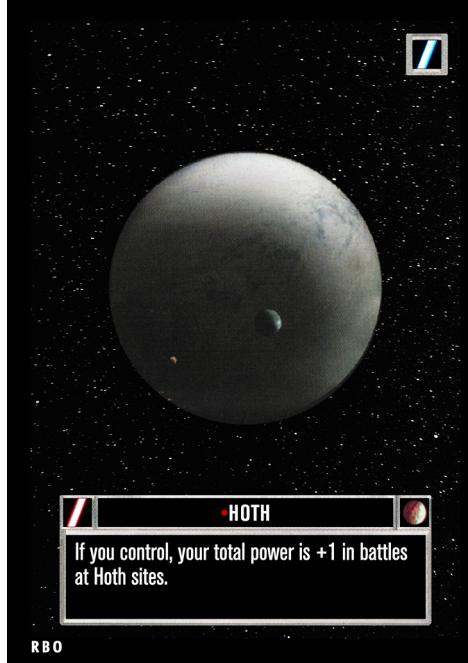
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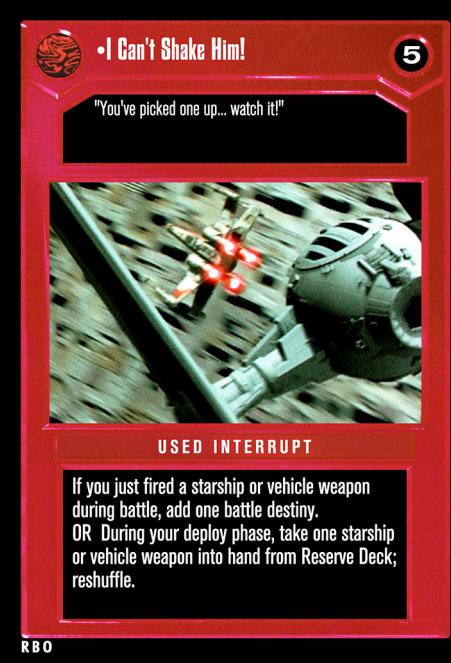
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RBO



RBO



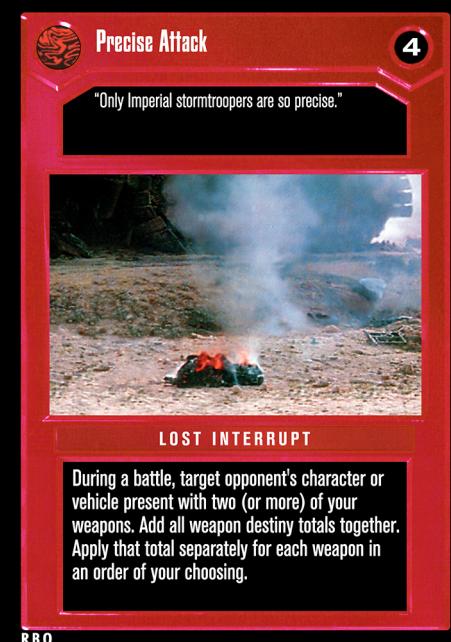
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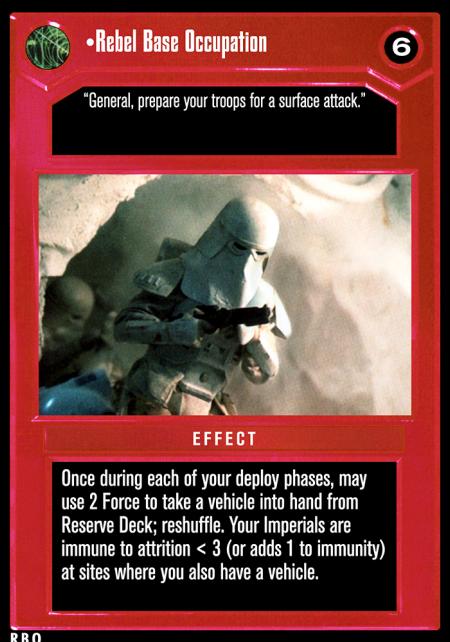
RBO



RBO

2
4

RBO



RBO

Sergeant Narthax (3)

Commanded a squad of snowtroopers in the Battle of Hoth. Trains snowtroopers in extreme-weather survival tactics. Originally from Ukiq.

POWER 3 ABILITY 2

When in battle on Hoth with another snowtrooper, adds one battle destiny. Precise Attack targeting at same or related site is a Used Interrupt.

2 3

RBO

•Short Range Fighters (5)

Imperial battlestations keep squadrons of TIE/Ins on constant patrol.

USED INTERRUPT

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

RBO

Snowtrooper Officer (2)

Elite snowtrooper officers, like all Imperial Army officers, are well versed in Rebel tactics. They serve as infantry liaisons to AT-ATs.

POWER 2 ABILITY 2

Deploy -1 on Hoth. Your non-unique Snowtroopers are deploy -1 to same site. Your troopers may move to same Hoth site as a 'react'!

3 3

RBO

Snowtrooper (3)

Cold Assault troopers are specially trained and equipped to operate in frozen environments. Blizzard Force snowtroopers often work in tandem with AT-ATs.

POWER 2 ABILITY 1

Forfeit +1 while on Hoth.

2 3

RBO

TIE Advanced x1 (3)

TIE advanced x1 fighter boasting improved power plant, stronger shields, armored hull and enhanced weapons. Deployed to elite Imperial Navy pilots.

STARFIGHTER: TIE ADVANCED X1

POWER 3 ABILITY 2 MANEUVER 3

Power +1 at same system as your Star Destroyer. May add 1 pilot (suspends permanent pilot).

3 3

RBO

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

RBO

TIE Fighter (4)

TIE or Twin Ion Engine. TIE/ln model is Empire's most common fighter. Solar-panel wings supplement power generator. Built by Stenar Fleet Systems.

STARFIGHTER: TIE/LN

POWER 2 ABILITY 1 MANEUVER 3

Deploy -1 and forfeit +1 at same system as your star destroyer.

2 2

RBO

Trample (5)

The enormous feet of a walker are designed for mobility on many types of terrain. They also can be used by merciless pilots to crush the Rebellion.

USED INTERRUPT

If you have an AT-AT or AT-ST present at a site, target opponent's character, 'crashed' vehicle or unpiloted vehicle without armor present. Draw destiny. Target character lost if destiny > ability. Target vehicle lost if destiny < 7.

RBO

•Tyrant (1)

Assigned to Admiral Ozzel's Death Squadron. Attempted to capture Rebel starships fleeing the Hoth system.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ABILITY 2 ARMOR 6

May add 6 pilots, 8 passengers, 2 vehicles and 4 starfighters. May retrieve 1 Force each time opponent forfeits a starship here. Immune to attrition < 3.

7 9

RBO