

•Admiral Ozzel

Leader of the Emperor's Death Squadron assigned to hunt down and crush the Rebellion. As clumsy as he is stupid. Has just failed Darth Vader for the next-to-last time.



POWER 3 ABILITY 2

Adds 2 to the power of anything he pilots. Subtracts 1 from deploy cost of each of your capital starships at same system. Lost if Vader on table and opponent 'reacts' to same location as Ozzel.

0 **4**

PT

All Power To Weapons

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.

4

PT

AT-AT Cannon

Laser cannons mounted on the head of an Imperial walker provide devastating, coordinated firepower. Effective against a wide variety of targets.



VEHICLE WEAPON

May only deploy on an AT-AT. May target at same or adjacent site using 2 Force. Draw weapon destiny. Add 1 if targeting a character or creature, 2 if a vehicle or starfighter. Target hit if total > defense value.

2 **1**

PT

AT-AT Driver

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

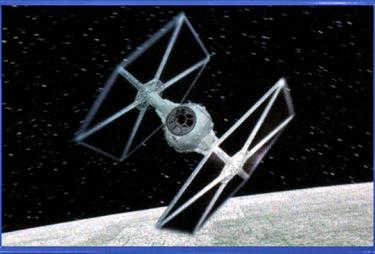
Adds 2 to the power of anything he pilots (3 if piloting an AT-AT).

2 **2**

PT

Black Squadron TIE

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**

PT

Blaster Rifle

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**

PT

•Blizzard 2

AT-AT commanded by the treacherous General Nevar before he was assassinated. Fortified with an extra layer of armor by the paranoid general. Enclosed.



COMBAT VEHICLE: AT-AT

POWER 6 ABILITY 3 ARMOR 6

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

6 **6**

PT

•Captain Piett

Captain on the Executor. Monitored probe droid telemetry. Leader. His flawless record of suppressions has contributed to an impressive rise through the ranks.



POWER 2 ABILITY 3 FORCE-ATTUNED

Adds 2 to power of anything he pilots (3 if a star destroyer). Power +1 while at same site as Vader. Once per game, may use 1 Force to retrieve one Probe Droid.

3 **4**

PT

Collateral Damage

Blast vests and helmets with blast shields cannot protect Rebel soldiers from grenades, panel explosions and other combat hazards.



LOST INTERRUPT

Just after a battle begins at a site where opponent has at least two characters and one weapon: draw destiny. If destiny < the number of opponent's characters at that site, one is lost (opponent's choice).

4

PT

ComScan Detection (4)

The Imperial Navy boasts the best communications network in the galaxy. Sophisticated control technology allows the Empire to dispatch armed forces without delay.

USED INTERRUPT

If opponent just deployed or moved a character, vehicle or starship as a 'react' to a location, you may immediately move one vehicle or starship, if within range, (at normal use of the Force) to that location.

PT

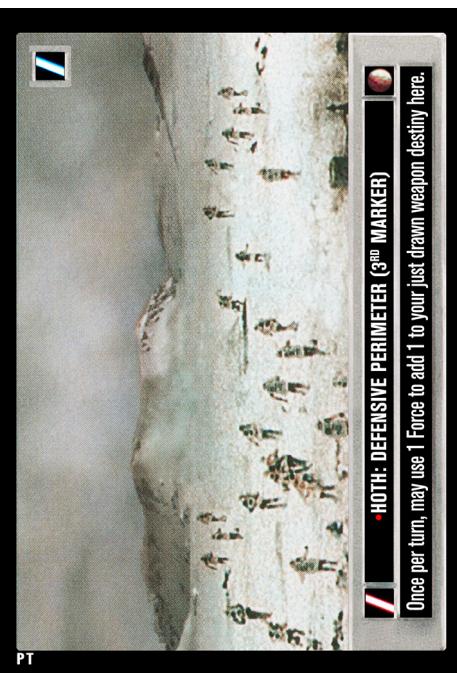
Emergency Deployment (3)

TIE fighters are stored in large racks far above the hangar deck. Catapulted into space by powerful tractor beam generators, TIEs can quickly engage the enemy.

LOST INTERRUPT

If opponent just initiated a battle where opponent has more than double your power, reveal up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any characters, starships, vehicles, or weapons. Any others are lost.

PT



HOTH

If you control, your total power is +1 in battles at Hoth sites.

PT

Imperial Walker (2)

Four-legged, enclosed combat vehicle. The monstrous, plodding AT-AT (All Terrain Armored Transport) can carry an entire squadron of armed troops.

COMBAT VEHICLE: AT-AT

POWER 4 ABILITY 2 ARMOR 5

May add 1 pilot and 8 passengers. Immune to attrition < 2.

4 **4**

PT

Probe Droid Laser (4)

Although a probe droid's primary defense is stealth, many models can be equipped with a laser cannon to enhance the droid's combat and sabotage capabilities.

CHARACTER WEAPON

May only deploy on probe droids. Adds 1 to power. May target for free. Draw weapon destiny. Target hit if total > defense value.

0 **2**

PT

Probe Droid (3)

Arakyd Viper probe droid. Has sensors specifically designed to detect traces of Rebel activity. Equipped with an auto-destruct mechanism. A highly durable spy droid.

POWER 2 ARMOR 3 PROBE DROID

Provides presence. When deployed, may peek at a random card from opponent's hand. May lose 1 Force to 'self destruct' (lose) at the beginning of battle.

2 **5**

PT

•Probe Telemetry (6)

Probe droids use electromagnetic, seismic, acoustic, olfactory and optical sensors. They report their findings using an omnisonic unicode.

EFFECT

Once during each of your deploy phases, may use 1 Force to take a droid into hand from Reserve Deck; reshuffle. Your starships and vehicles are deploy -1 to locations related to where you have a Probe Droid.

PT

Scanning Crew (3)

Imperials use sensitive equipment to search captured ships for shielded compartments. Scanning crew BT-445 planned to search the Millennium Falcon.

USED INTERRUPT

Use 1 Force to glance at the cards in the opponent's hand for 10 seconds. You may move any one Rebel you find there to the top of opponent's Used Pile.

PT

Sergeant Major Bursk (3)

Leader of most brutal snowtrooper platoon in the battle of Hoth. Cunning planner. Coordinates attacks and manages troop movements.

POWER 3 ABILITY 2

2 Power +1 on Hoth. Your snowtroopers are deploy -1 to same Hoth site. When in a battle on Hoth, immune to attrition < 3 and adds 2 to attrition against opponent.

3

PT

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

3 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

PT

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

2 Forfeit +1 while on Hoth.

3

PT

Stalker (1)

Originally assigned to search the Outer Rim for new worlds to subjugate. Launched the probe droid that found Echo Base. Later reassigned to Death Squadron.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ABILITY 2 ARMOR 7

0 May add 6 pilots, 8 passengers, 2 vehicles and 4 starfighters. Probe droids deploy free to related sites. Immune to attrition < 3.

9

PT

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

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

2

PT

TIE Defender Mark I (3)

First production run of TIE defender design. Powerful P-sz3.7 sublight engines. Fire-linked laser cannons. Aft blind spot exploited by maneuverable enemy starfighters.

STARFIGHTER: TIE DEFENDER MARK I

POWER 4 ABILITY 1 MANEUVER 4

3 May deploy as a 'react'. Any starship cannon may deploy aboard. Power -2 while opponent has a starfighter present with higher maneuver.

3

PT

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

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

2

PT

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.

PT

XJ9-CS14 (2)

Arakyd Viper probe droid produced on Vulpter. Spy. Detected the Rebel base shield generators on Hoth. Self-destructed when cornered by Han and Chewie.

POWER 3 ARMOR 4 PROBE DROID

2 Provides presence. When deployed, may peek at a random card from opponent's hand. May lose 1 Force to 'self destruct' (lose) at the beginning of battle: take one Imperial into hand from Reserve Deck; reshuffle.

5

PT