



Collateral Damage (4)

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).

AMN

Danz Borin (3)

Cocky gunner and bounty hunter. Maintains a residence on Nar Shaddaa, the moon of the Hutt homeworld. To his companions' delight, he's nearly as good as he boasts.

POWER 1 ABILITY 2

Adds 3 to power of anything he pilots. Adds 1 to weapon destiny total of any starship or vehicle he is aboard (as a pilot or passenger). Power +1 while present with another bounty hunter.

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3

AMN

Dengar (1)

Corellian bounty hunter. Assassin trained by the Empire. Has reflex-enhancing implants. Gravely injured during a swoop race on Agriat. Blames Han Solo.

POWER 2 ABILITY 2

Adds 2 to power of anything he pilots. Power +1 for each opponent's character present. Han's forfeit = 0 here. When piloting *Punishing One*, draws one battle destiny if unable to otherwise.

4
4

AMN

Dengar's Blaster Carbine (2)

Rugged, reliable Valken-38 carbine. Excellent weapon in the hands of a competent marksman. Stolen from a victim when Dengar was working as an Imperial Assassin.

CHARACTER WEAPON

Deploy -1 on any bounty hunter (free on Dengar). May target using 1 Force. Draw weapon destiny. Target hit if total +1 > defense value. If hit by a bounty hunter, target is forfeit -2. If hit by Dengar, target is also power -2.

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2

AMN

Double Back (3)

Having lost sight of Boba Fett, Luke was surprised by his sudden reappearance.

USED OR LOST INTERRUPT

USED: Use 3 Force to take one bounty hunter into hand from Reserve Deck; reshuffle.
LOST: Lose 1 Force to retrieve one bounty hunter from your Lost Pile into hand.

AMN

Hound's Tooth (2)

Controlled by state-of-the-art voice-activated X10-D computers. Internal sensors and security systems monitor prisoner activity. Modified for Bossk's Trandoshan physiology.

CAPITAL: MODIFIED CORELLIEN FREIGHTER

POWER 5 ABILITY 1 ARMOR 4

May add 1 pilot, 6 passengers and 1 vehicle. Immune to attrition < 4 if Bossk piloting. Deploys and moves like a starfighter.

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5

AMN

IG-2000 (3)

IG-88's assault starfighter. Custom designed. Boasts a Kuat Galaxy-15 engine from a Nebulon-B Frigate. Heavy ion cannon often used to disable starships before boarding.

STARFIGHTER: TRILON AGGRESSOR

POWER 3 ABILITY 0 MANEUVER 3

Provides presence. May add 1 pilot and 2 passengers. Maneuver +3 and immune to attrition < 3 if IG-88 piloting. Ion Cannon and any TIE Cannon may deploy aboard.

3
3

AMN

IG-88 (1)

Bounty hunter. Went berserk upon activation. Murdered all designers at Holowan Mechanics. Vader ignored IG-88's outstanding 'dismantle on sight' warrant.

POWER 4 ABILITY 0 ARMOR 5

Provides presence. Adds 3 to power of anything he pilots. May 'assassinate' any character hit by IG-88 (victim immediately lost). Draws one battle destiny if unable to otherwise. Immune to attrition < 3.

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AMN

IG-88's Neural Inhibitor (2)

Menotar DAS-430 electromagnetic projectile launcher. Often mistaken for a blaster rifle. Fires small hollow darts filled with neurotoxin which cause temporary paralysis.

CHARACTER WEAPON

Deploys free on IG-88. May target a non-droid character using 2 Force (1 if on IG-88). Draw weapon destiny. Target hit if total +1 > defense value. If hit by IG-88, target is power and forfeit -2 until end of turn.

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AMN

