

AT-ST Dual Cannon (4)

High rate of fire used for anti-personnel operations. Enhanced design from prototype used in the Battle of Hoth.

VEHICLE WEAPON

May only deploy on an AT-ST. May target using 2 Force. Draw weapon destiny. Add 1 if targeting a character or creature. Target hit if total > defense value. May fire a second time each battle for 2 Force.

1 **1**

ESB

Blast Points (5)

"Only Imperial stormtroopers are so precise."

USED INTERRUPT

If your trooper just fired a character weapon during a battle, add one battle destiny. OR During your deploy phase, deploy on your trooper one character weapon from Reserve Deck; reshuffle.

2 **3**

ESB

Captain Yorr (2)

Former member of Imperial Demonstration Team. Flew test flights during development of various TIE prototypes. Jendon's wingman. Has 24 combat victories.

POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots (3 if a starfighter). When piloting a TIE Defender and with Jendon, adds one battle destiny.

2 **3**

ESB

Colonel Dyer (2)

Responsible for defense of control bunker. **Leader**. Worked closely with Moff Jerrold to plan the installation's defense. Instructed to hold troops in reserve.

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

Your troopers may move to the same site as a 'react'.

3 **4**

ESB

Colonel Jendon (1)

Senior test pilot ordered to shake down first TIE defenders assigned to fleet operations. Occasionally given honor duty of flying Vader's shuttle.

POWER 2 **ABILITY 2**

Adds 3 to power and 1 to maneuver of anything he pilots. When piloting Onyx 1, draws one battle destiny if not able to otherwise.

2 **4**

ESB

Compact Firepower (4)

The small blasters used by biker scouts can be fired when piloting a vehicle at high speed.

USED INTERRUPT

If your warrior just fired a blaster that is not a rifle or carbine, draw destiny:
(0) no effect,
(1-3) target may not use weapons this turn,
(4+) target is power and forfeit = 0 this battle.

ESB

Corporal Drazin (3)

Stormtrooper assigned to Commander Igar's honor guard. Accompanied Vader on Drazin's homeworld of Bespin. Shot C-3PO there.

POWER 2 **ABILITY 2**

While on Cloud City or Endor, once per turn may use 1 Force to add 1 to your just drawn weapon or battle destiny here.

2 **3**

ESB

Darth Vader's Lightsaber (1)

Vader's lightsaber. Symbol of the most feared man in the galaxy. Vader's control of the dark side of the Force allows him to wield this weapon in surprising ways.

CHARACTER WEAPON

Deploys free on Vader. Vader may add 1 to Force drain here. May target for 6 Force (free on Vader). Draw two weapon destiny. Target hit if total > defense value. Vader may 'throw' (place in Used Pile) to add 1 to each of your battle destiny draws here this turn.

6 **1**

ESB

Dominator (1)

Victory-class hull overhauled with powerful thrusters and latest hyperdrive technology. Engineered to support task forces combating Rebel starfighters.

CAPITAL: VICTORY-CLASS STAR DESTROYER

POWER 6 **ABILITY 2** **ARMOR 5**

Deploy -1 to Endor. May add 3 pilots, 5 passengers, 2 vehicles and 3 starfighters. Immune to attrition < 3. While at Endor, your TIEs here are forfeit +1.

7 **7**

ESB

Elite Squadron Stormtrooper (3)

Commander Igar selected the Empire's most dedicated stormtroopers to guard Endor for the Emperor. All they know is killing and white uniforms.

POWER 1 ABILITY 2

Power +2 while armed with a blaster. When using a blaster, subtracts 1 from Force required to fire it. Adds 2 to forfeit of each stormtrooper of ability < 2 at same site.

EFFECT

Once during each of your deploy phases, may use 1 Force to take one AT-ST or non-unique trooper into hand from Reserve Deck; reshuffle. Once per game, you may place this effect out of play to add one battle destiny at an Endor location.

ESB

•ENDOR: LANDING PLATFORM

If you control with an Imperial, your total power at Endor system is +1.

ESB

•ENDOR

If you control, your non-unique Imperials on Endor are power and forfeit +1.

ESB

•Establish Secret Base (6)

The Empire's remote bases develop new technology and hide sensitive projects from potential Rebel saboteurs.

EFFECT

Once during each of your deploy phases, may use 1 Force to take one AT-ST or non-unique trooper into hand from Reserve Deck; reshuffle. Once per game, you may place this effect out of play to add one battle destiny at an Endor location.

ESB

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.

ESB

•Imperial Tyranny (4)

The Empire considers alien species to be inferior.

LOST INTERRUPT

If an opponent's alien is defending a battle against your Imperial, add one battle destiny. OR Add 2 to your total weapon destiny when targeting an alien.

ESB

•Lord Vader (1)

Forgiving administrator of Imperial policy. Emperor Palpatine's most trusted leader. Believes converting Skywalker is key to the Alliance's downfall.

POWER 7 ABILITY 6 DARK-JEDI

Deploy -2 on Death Star II, Endor, or aboard Executor. Adds 3 to power of anything he pilots. Defense value +1 while armed with a lightsaber. Immune to attrition < 5.

EFFECT

Deploy -1 to Endor or any mobile system. May deploy as a 'react' to the same location as any Star Destroyer. May add 1 pilot (suspends permanent pilot). Immune to attrition < 4 while Yorr piloting.

ESB

•Onyx 1 (2)

Designed to emulate Rebel starfighter advantages. Production began shortly before the Battle of Endor. Armed with laser cannons, ion cannons and missile launchers.

STARFIGHTER: TIE DEFENDER

POWER 4 ABILITY 1 MANEUVER 4

May deploy as a 'react' to the same location as any Star Destroyer. May add 1 pilot (suspends permanent pilot). Immune to attrition < 4 while Jendon piloting.

ESB

•Onyx 2 (2)

Part of limited production run of TIE defenders. Testing of the prototype defender indicated the need for a more powerful hyperdrive, which was added for this model.

STARFIGHTER: TIE DEFENDER

POWER 4 ABILITY 1 MANEUVER 4

Deploy -1 to Endor or any mobile system. May deploy as a 'react'. May add 1 pilot (suspends permanent pilot). Immune to attrition < 4 while Yorr piloting.

ESB

