

All Wings Report In (5)

"Red 7 standing by." "Red 3 standing by." "Red 6 standing by." "Red 9 standing by." "Red 2 standing by." "Red 11 standing by." "Red 5 standing by."

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.

EBO

Blaster Rifle (3)

BlasTech E-11 blaster rifle. Standard issue for Imperial forces. So numerous that many have been stolen by Rebels. Extendable stock. Carries energy for 100 shots.

CHARACTER WEAPON

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

2
1

EBO

Collision! (4)

High-speed collisions are a constant danger during chaotic starfighter dogfights. Scanners can be jammed. Pilots rely on vision, increasing the chances of accidents.

LOST INTERRUPT

Use 1 Force if opponent has at least two starships present at same system or sector. Draw destiny. If destiny < number of those starships, opponent must lose one of them.

EBO

Combined Attack (4)

Efficient cooperation allowed the Rebels to coordinate the attack of their small starfighters effectively at the Battle of Yavin.

LOST INTERRUPT

During a battle, target opponent's character, vehicle, or starship present with two (or more) of your weapons. Add all weapon destiny draws together. Apply that total separately for each weapon in an order of your choosing.

EBO

Commander Wedge Antilles (3)

Promoted to commander for his heroism in the Battle of Yavin. Leader in charge of training new pilots assigned to Echo Base. Piloted Rogue 3 in the battle of Hoth.

POWER 3 ABILITY 3 FORCE-ATTUNED

Adds 3 to power of anything he pilots. When piloting Rogue 3, also adds 2 to maneuver and draws one battle destiny if unable to otherwise. Once per game may take Combined Attack into hand from Reserve Deck; reshuffle.

3
6

EBO

Corellian Corvette (2)

Multi-purpose Rebel Blockade Runner. Modular interior designed for troop or cargo transport. 150 meters long. Used by Rebels, pirates, corporations and the Empire.

CAPITAL: CORVETTE

POWER 5 ABILITY 2 ARMOR 4

May add 3 pilots, 4 passengers and 1 vehicle. Your Y-wings are forfeit +1 here. Immune to attrition < 3 if piloted by a Rebel.

4
7

EBO

Dark Dissension (3)

The huge Imperial officers corps, with its high rate of turnover, is ripe with competitiveness and ambition. Advancement comes at the expense of another's career.

USED OR LOST INTERRUPT

USED: Cancel Dark Collaboration or Lone Pilot.
LOST: If two Imperials each with ability > 2 are in a battle together, use 2 Force to draw two destiny. Subtract that amount from opponent's attrition and total power.

EBO

Dual Laser Cannon (3)

Sund x2-100 laser cannon. Popular among outlaw organizations because it is both cheap and powerful. Frequently mounted on T-47 airspeeders.

VEHICLE WEAPON

May target using 1 Force. Draw weapon destiny. Subtract 1 if targeting a character, add 1 if targeting a vehicle. Target hit if total > defense value.

2
1

EBO

Echo Base Operations (6)

Following the Battle of Yavin, the Alliance garnered the support of systems ready to oppose the Empire. Echo Base provides a command center for focusing that support.

EFFECT

Once during each of your deploy phases, may use 1 Force to take a T-47 into hand from Reserve Deck; reshuffle. Your weapon destiny draws made by combat vehicles are +1. Your weapon destiny draws targeting a combat vehicle are +1.

EBO



