

**•DT-188**

First member of Krennic's personal death trooper guard unit. Sniper and artillery weapon specialist.



**POWER 4 ABILITY 3 FORCE-ATTUNED**

**3 5**

Subtracts 1 from the cost to deploy any weapon on him. May fire rifles at targets at adjacent sites. During battle, if DT-188 just hit a target with a weapon, may lose 1 Force to add a battle destiny.

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**•DT-220**

Death trooper specializing in squad vanguard tactics. Assigned to Krennic's personal guard unit after demonstrating extreme discipline during several assault missions.



**POWER 3 ABILITY 3 FORCE-ATTUNED**

**3 5**

Subtracts 1 from the cost to deploy any weapon on him. Other death troopers here may not be targeted by weapons unless he is 'hit'. Your troopers of ability < 2 here are power +1.

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**E-11 Blaster Rifle**

Stormtrooper BlasTech E-11 blaster rifle. Can convert between pistol and rifle configurations using an extendable stock. Carries 100 shots. Military-issue only.



**CHARACTER WEAPON**

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**E-22 Reciprocating Blaster Rifle**

The E-22 is the standard issue primary long range weapon for Shoretroopers. Bulkier but more powerful than the E-11.



**CHARACTER WEAPON**

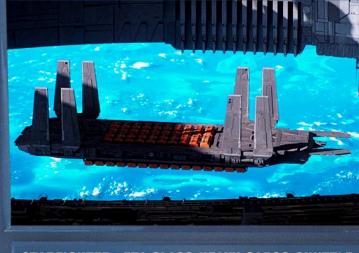
**U 3**

Use 2 Force to deploy on your warrior (1 on your trooper). May target a character, creature or vehicle using 2 Force (1 on your trooper). Draw destiny. Subtract 1 if targeting a vehicle. Target hit if destiny +2 > defense value.

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**Eta-Class Heavy Cargo Shuttle**

Presented alongside the Zeta-Class Heavy Cargo Shuttle to the Empire by Telgor Corp. Was used in limited situations where armed escort ships were available.



**STARFIGHTER: ETA-CLASS HEAVY CARGO SHUTTLE**

**POWER 3 MANEUVER 2 HYPERSPEED 4**

**3 4**

Add 1 pilot, 4 passengers and 4 vehicles or TIEs. Permanent pilot aboard provides ability 2. Has ship-docking capability. Once per game may take a TIE into hand from Reserve Deck; reshuffle.

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**Fleet Supply**

Imperial facilities are equipped with hangar bays that can quickly launch TIEs into combat.



**EFFECT**

C 5

Deploy on table. Once per game may take a TIE into hand from Reserve Deck; reshuffle. Once during each of your deploy phases, you may place a TIE into hand in your Used Pile to take a TIE into hand from Reserve Deck; reshuffle.

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**Fragmentation Grenade**

Manufactured by Merr-Sonn Munitions, contains baradium detonate encased in a conductive shell. Twisting the grenade different amounts sets the timer for detonation.



**CHARACTER WEAPON**

**C 3**

Use 1 Force to deploy on your warrior. May 'throw' at X targets at same site using X Force. Draw two destiny. Target(s) hit if total destiny > total defense value. Grenade lost after throwing.

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**•Garmahn Dorne**

Jedha native and bounty hunter who joined Saw's Partisans after a job that went south ended up putting him on the wanted list of most settlements on the planet.



**POWER 3 ABILITY 2**

**3 3**

Adds 2 to power of anything he pilots. During battle, may use 1 Force to capture a character he just 'hit' with a weapon. Defense value +1 while escorting a captive.

U 2

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**•General Sotorus Ramda**

Imperial leader of the garrison at Scarif. Has been lax in demanding the discipline and structure from his troops that the Empire usually expects.



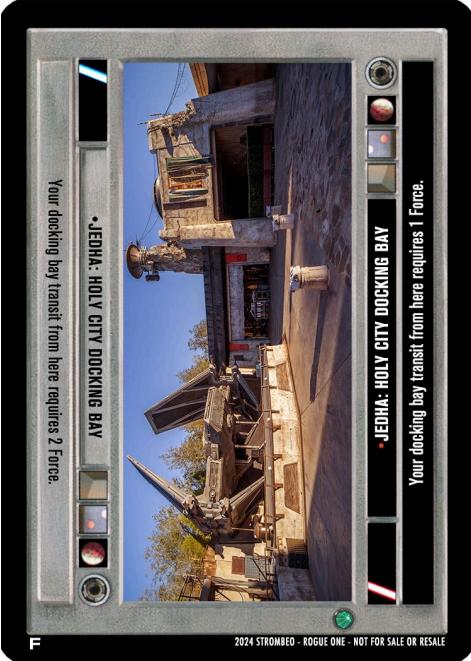
**POWER 2 ABILITY 2**

**3 4**

Deploy -1 and power +1 at Citadel Tower sites. While at Citadel Tower War Room, once during each of your deploy phases may use 1 Force to take a non-unique Imperial into hand from Reserve Deck; reshuffle.

U 2

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**Krennic's Personal Shuttle** (3)

Designated ST 149, this Delta-class T-3C shuttle produced by Siener Fleet Systems is used by Orson Krennic and his personal Death Trooper guard unit.

**STARFIGHTER: DELTA-CLASS T-3C SHUTTLE**

**POWER 2** **MANEUVER 3** **HYPERSPEED 4**

**2** **4**

May add 1 pilot and 6 passengers. Permanent pilot provides ability 2. Krennic and death troopers deploy -1 aboard. Moves for free if Krennic or a Death Trooper is aboard.

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**Kullbe Sperado** (3)

Male Mettian gunslinger who was recruited by Saw to join the Partisans while on Sarraloris. Not particularly fond of the Rebellion, but desires combat.

**POWER 2** **ABILITY 1**

**2** **3**

While on Jedha, once during each of your control phases may place one card from hand on top of Force pile.

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**...Kyber Crystal** (0)

Use 3 Force to deploy to any battleground planet site. Either player may use 1 Force to have their character present pick up if they control this site. A character may only hold one Kyber Crystal at a time.

While being held, cumulatively adds 1 to controlling player's Force generation and Force drains here. If character holding is lost while present at a site, Kyber Crystal is 'dropped' to the site. If aboard a starship or enclosed vehicle when lost, Kyber Crystal is also lost.

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**Lone Child** (4)

Caught between the Empire and insurgents, all sense of peace and safety is ripped away from the local populace.

**LOST INTERRUPT**

If opponent's character is defending a battle alone at a site, opponent's total battle destiny = 0. OR If you just initiated a battle where you have an Imperial and opponent has an alien present, add one battle destiny.

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**Mass Produced Weaponry** (4)

The Imperial war machine depends on being able to produce and distribute standardized weapons and equipment.

**USED INTERRUPT**

Search your Reserve Deck and take a non-unique weapon into hand; reshuffle.

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**Moroff** (1)

Male Gungan mercenary who has spent years selling his services as a gunner to the highest bidder. Has been working with the Partisans for profit, not for ideals.

**POWER 4** **ABILITY 2**

**4** **3**

Deploy -1 to same location as any Partisan. Once per turn may use 1 Force to add 1 to his weapon destiny total. When in battle at a site and holding a Kyber Crystal, adds 1 battle destiny.

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**Orson Krennic** (1)

Leader within the Imperial Advanced Weapons Research department. Excels at manipulating others into doing what he wants, but hasn't grasped the limits of his aspirations.

**POWER 4** **ABILITY 3** **FORCE-ATTUNED**

**4** **6**

Deploy -1 if no other Imperial leader on table. Once per game may take any death trooper into hand from Reserve Deck; reshuffle. Draws one battle destiny if unable to otherwise unless Tarkin on table. Immune to attrition < 4.

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**Patrolling Stormtrooper** (3)

The iconic white armor and coordinated movements of stormtroopers on patrol create a baseline fear response in a local populace, making them easier to control.

**POWER 1** **ABILITY 1**

**1** **2**

Power +1 if opponent has no Rebels here. When with two other Stormtroopers, draws one battle destiny if unable to otherwise.

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**Persecutor** (2)

One of the earliest constructed imperial-class Star Destroyers. Experimental configuration attempting to maintain the hyperdrive range of the preceding Victory-class.

**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

**POWER 7** **ARMOR 5** **HYPERSPEED 4**

**8** **8**

Deploy -1 to Scarif. May add 4 pilots, 6 passengers, 2 vehicles and 6 TIEs. Has ship-docking capability. Permanent pilot provides ability 2. Immune to attrition < 3.

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