

**•Krennic with Blaster Pistol** 1

Imperial leader tasked with locking down the information security leak surrounding the secret Death Star project.

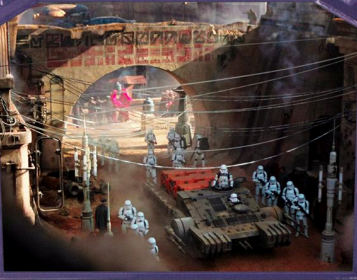


**POWER 3 ABILITY 3 FORCE-ATTUNED**

Adds one battle destiny if with a death trooper. Permanent weapon is *Krennic's Blaster Pistol* (may target for free; draw destiny; target hit and forfeit -2 if destiny +1 > defense value). Immune to attrition < 3.

2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE

**Stripping The Temple** 0



*Deploy Jedha system and Holy City Docking Bay.*  
**For** remainder of game, you may only deploy Kyber Crystals to Jedha sites.  
**While** this side up, once during each of your turns you may use 1 Force to take into hand from Reserve Deck one Holy City site, Kyber Crystal or shuttle; reshuffle.  
**Flip** this card if you just moved a character holding a Kyber Crystal from a Jedha site to the Jedha system.

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**Target Jedha City** 7



**While** this side up, your starships with a Kyber Crystal aboard are power +2, immune to attrition < 4 (or adds 1 to immunity) and add 1 to attrition against opponent. You may place a Kyber Crystal you control out of play to add one battle destiny anywhere. Once per game, may retrieve (or take into hand from Reserve Deck; reshuffle) Death Star or Commence Single Reactor Ignition.  
**Flip** this card if you don't have any characters in play holding a Kyber Crystal.

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**•DEATH STAR**

X = parsec of current position. Must deploy orbiting Jedha. Hyperspeed = 1. Once per game, may take Prototype Superlaser into hand from Reserve Deck; reshuffle.

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**Commence Single Reactor Ignition** 0



**Target:** During your control phase, use 3 Force to target a site at a planet system the Death Star is orbiting.  
**Fire!** Draw two destiny. Opponent draws one destiny and adds 1 for each [ ] at target site.  
**Resolve:** If your total is greater, target site is "blown away", opponent loses 3 Force for each [ ] at the target site and this card is lost. Otherwise, this card is used.

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If you have no Rebels on Jedha, Force drain -1 here.

**•JEDHA** 6




**•JEDHA** 6

If you control, for each of your capital starships here, your total power is +1 in battles at Jedha sites.

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No starships or vehicles here.

**•JEDHA: HOLY CITY ALLEYS**



**•JEDHA: HOLY CITY ALLEYS**

No starships or vehicles here.

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Your docking bay transit from here requires 2 Force.

**•JEDHA: HOLY CITY DOCKING BAY**



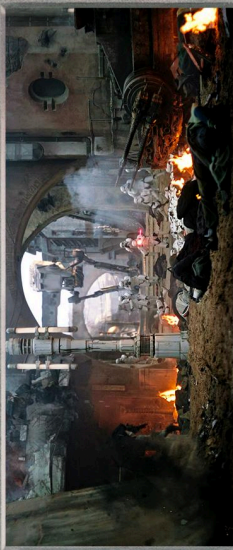
**•JEDHA: HOLY CITY DOCKING BAY**

Your docking bay transit from here requires 1 Force.

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Kyber Crystals are deploy -2 here.

**•JEDHA: HOLY CITY TYTHONI SQUARE**



**•JEDHA: HOLY CITY TYTHONI SQUARE**

Kyber Crystals are deploy -2 here. Add 1 to your weapon destiny draws here.

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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, controlling player may activate 1 additional Force and adds 1 to Force drain 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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If you control, for each of your starships here, your total power is +1 in battles at Scarif sites.

**•SCARIF** 3




**•SCARIF** 3

If you control, opponent's characters deploy +1 to Scarif sites

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If you control, you may move directly between here and any Landing Pad site.

**•SCARIF: CITADEL TOWER TRAM HUB - 1<sup>ST</sup> FLOOR**



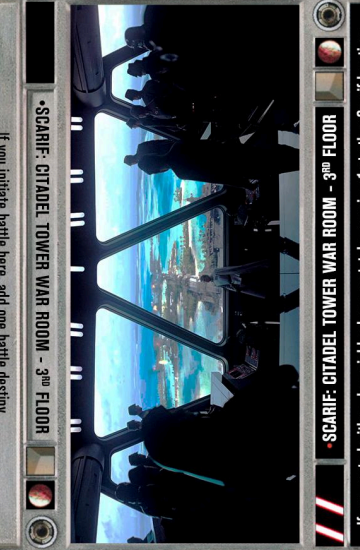
**•SCARIF: CITADEL TOWER TRAM HUB - 1<sup>ST</sup> FLOOR**

You may move directly between here and any Citadel Tower or Landing Pad site.

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If you indicate battle here, add one battle destiny.

**•SCARIF: CITADEL TOWER WAR ROOM - 3<sup>RD</sup> FLOOR**



**•SCARIF: CITADEL TOWER WAR ROOM - 3<sup>RD</sup> FLOOR**

If you control with an Imperial leader, your total power is +1 at other Scarif locations.

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**•••Death Trooper** 3

Elite stormtrooper candidates are pulled into a special training program to become death troopers. Often assigned to special operation missions in small groups.



**POWER 2 ABILITY 2**

Subtracts 1 from the cost to deploy any weapon on him. Power +1 while armed with a weapon. Once per turn may use 1 Force to add 1 to his weapon destiny.

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**Zeta-Class Cargo Shuttle** 3

Designed by Telgorn Corp and produced by Siemar Fleet Systems, the zeta-class heavy cargo shuttles are used frequently throughout the Empire for heavy equipment loads.



**STARFIGHTER: ZETA-CLASS CARGO SHUTTLE**

**POWER 2 MANEUVER 3 HYPERSPEED 4**

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot, 4 passengers and 1 vehicle or TIE. Has ship-docking capability. Permanent pilot provides ability 1. Takes off and lands for free.

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**Blaster Pistol** 4

Many types of blaster pistols are mass produced throughout the galaxy. Several types are issued as standard sidearms to Imperial officers.



**CHARACTER WEAPON**

Use 1 Force to deploy on your warrior. May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

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**•A Great Many Things To Attend To** 5

Find Galen. Check. Get Lyra out of the way. Check. Convince Galen to help design the Superlaser. Check. Silence the security leak from Eadu. Check. Talk to Lord Vader...



**USED OR STARTING INTERRUPT**

**USED:** Activate 1 Force.  
**STARTING:** Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Used Pile.

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**Jyn with Blaster Pistol** 1

Daughter of Galen and Lyra, raised by Saw with the Partisans. Thief and hot-tempered Rebel spy.



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

Adds one battle destiny if with Galen, Lyra or Saw. Permanent weapon is *Jyn's Blaster Pistol* (may target for free; draw destiny; target hit and forfeit -2 if destiny +1 > defense value). Immune to attrition < 3.

4  
5

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**They Have No Idea We're Coming** 0



**Deploy Scarif system and Landing Pad 9.**  
For remainder of game, you activate +1 Force at each of your Scarif sites.  
**While this side up, once during each of your turns you may use 1 Force to take one Scarif site or non-unique spy into hand from Reserve Deck; reshuffle. Once during each of your deploy phases you may place a card from hand face-down under Data Vault.**  
**You May Flip** this card if you occupy Data Vault with at least 1 card face-down there.

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**Send Transmission** 7

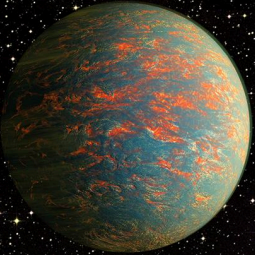


**While this side up, once per game you may take one interrupt into hand from Reserve Deck; reshuffle. If you control Transmission Deck, once during each of your control phases you may choose one card from under Data Vault to reveal then return to your hand; if that card has 'Rebel' in its lore you retrieve 2 Force; if it has 'Death Star' in its lore opponent loses 2 Force.**  
**Flip** if you have no cards under Data Vault.

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If you have no Imperials on Jedha, Force drain -1 here.

**JEDHA** 6



**JEDHA** 6

If you control, for each different type of starship here, your total power is +1 in battles at Jedha sites.

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If opponent has no Partisans on table, their Force drain is -1 here.

**JEDHA: CADERA CATACOMBS**



**JEDHA: CADERA CATACOMBS**  
Your partisans are immune to attrition here.

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Kyber Crystals are deploy -2 here.

**JEDHA: HOLY CITY TYTHONI SQUARE**



**JEDHA: HOLY CITY TYTHONI SQUARE**  
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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, controlling player may activate 1 additional Force and adds 1 to Force drain 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.**

4  
5

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Your capital ships may deploy here as a 'react'.

**SCARIF** 3




**SCARIF** 3  
Force drain +1 here.

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Your non-unique troopers are forfeit +1 here.

**SCARIF: BEACHFRONT**




**SCARIF: BEACHFRONT**  
Your non-unique troopers and U-wings are power +1 here.

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If you control, once per turn may peek at the top card of your Reserve Deck.

•SCARIF: CITADEL TOWER DATA VAULT - 2<sup>nd</sup> FLOOR




•SCARIF: CITADEL TOWER DATA VAULT - 2<sup>nd</sup> FLOOR

If you control, once per turn may peek at the top card of opponent's Reserve Deck.

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No combat vehicles here. Starfighters cannot land here.

•SCARIF: CITADEL TOWER TRANSMISSION DECK - 4<sup>th</sup> FLOOR




•SCARIF: CITADEL TOWER TRANSMISSION DECK - 4<sup>th</sup> FLOOR

No combat vehicles here. Starfighters cannot land here.

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Your docking bay transit from here is free.

•SCARIF: LANDING PAD 9 (DOCKING BAY)



•SCARIF: LANDING PAD 9 (DOCKING BAY)

Your docking bay transit from here requires 2 Force.

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**Alliance Intelligence Operative** 3

Lt Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to spy and infiltrate like during the mission on Scarif to recover the Death Star plans.



POWER 1 ABILITY 2

Adds 1 to power of anything he pilots. If just deployed to a site with no  icons where you had no presence, may use 1 Force to retrieve 1 Force.

2 3

F/U

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**Partisan Guard** 3

Many Jedha locals have joined Saw's Partisans since the Imperial occupation began.



POWER 1 ABILITY 1

Power +1 while on Jedha or defending in battle.

2 3

F/C

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**U-wing** 3

Manufacture by Incom Corporation. The strike foils can be positioned forward or aft depending on flight needs. Large cargo doors enable side mounted guns.



STARFIGHTER: U-WING

POWER 2 MANEUVER 3 HYPERSPEED 5

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 1.

2 4

F/C

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**Blaster Pistol** 4

The SE-14r is typical of the many mass produced blaster pistols that can be found throughout the galaxy. Many find their way into Rebel hands.



CHARACTER WEAPON

Use 1 Force to deploy on your warrior. May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

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**Tell Me You Have A Backup Plan** 5

"You seem awfully tense all of a sudden..."



USED OR STARTING INTERRUPT

USED: Activate 1 Force.  
STARTING: Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Used Pile.

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