



•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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



•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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



•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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



•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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



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.

F / U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

2

3

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

2

3

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

This is a planet card for Jedha from the Star Wars: The Card Game. The card features a large, detailed illustration of the planet Jedha, showing its orange and brown rocky surface with some blue patches. The card is set against a dark space background with stars. At the top, there is a text box with the quote: "If you have no Rebels on Jedha, Force drain -1 here." Below this, the name "JEDHA" is written in a stylized font. The card has a power value of 9 in the top left corner and a cost of 6 in the bottom right corner. The bottom right corner also features a green icon representing a Rebel faction. The card is framed by a dark border with a subtle pattern.

The image shows a large, detailed planet of Jedha, characterized by its orange and red volcanic-like terrain and blue atmospheric patches, set against a starry space background. Below the planet is a game board section for the planet. It includes a top bar with the text "If you have no Rebels on Jedha, Force drain -1 here." and a bottom bar with the text "If you control, for each of your capital starships here, your total power is +1 in battles at Jedha sites." The board also features various icons: a Rebel Alliance symbol, a planet icon, a power level of 9, a power level of 6, and a green icon with a plus sign.

The image shows a planet card for Jedha. The card features a large, detailed illustration of the planet Jedha, which is a desert world with a brown and orange surface, set against a starry space background. The card has a grey header and footer. The header contains the text "If you have no Rebels on Jedha, Force drain -1 here." and the name "JEDHA" with a red dot. The footer contains the name "JEDHA" with a red dot, a power value of "6", and a green icon. The card is numbered "9" in the top left corner. The card is placed on a black surface with a white grid.

A Star Wars card for Han Solo's Krennic with Blaster Pistol. The card features a Star Wars logo, a title, a flavor text, a character image, and game statistics. The card is titled "Krennic with Blaster Pistol" and has a cost of 1. The flavor text reads: "Imperial leader tasked with locking down the information security leak surrounding the secret Death Star project." The image shows Han Solo in his white Imperial uniform, holding a blaster. The card has a power of 3, an ability of 3, and a force-attuned value of 5. The ability text reads: "Adds one battle destiny if with any 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." The card also features a small icon of a blaster and a small icon of a death trooper.

Kyber Crystal

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.

The image shows a purple-bordered game card titled "Kyber Crystal". At the top left is a small icon of a blue kyber crystal, and at the top right is a black circle containing a white letter "O". In the upper right corner, there are two small circular icons: one green and one red. The central part of the card contains a photograph of a character's gloved hand holding a cylindrical container filled with a glowing blue kyber crystal. Below this image is a large text box with a dark background and light-colored text. The text describes how the crystal is used to generate Force points on a planet site and how it can be lost if the character holding it is defeated or killed.

The image shows a game card titled "Kyber Crystal". At the top left is a small icon of a blue Kyber crystal. To its right is the title "Kyber Crystal" in white text. At the top right is a black circle with a white letter "O". Below the title is a large rectangular image showing a close-up of a hand holding a cylindrical device containing a glowing blue Kyber crystal. Below this image is a text box with a dark background and white text. The text describes how the Kyber Crystal is used in the game. At the bottom left of the card is the "F/C" logo, and at the bottom right is the copyright notice "© 2015 HASBRO INC. ALL RIGHTS RESERVED."

Kyber Crystal

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.

F / C

2024 STROMBEDO - ROGUE ONE - NOT FOR SALE OR RESALE

The image shows a game card titled "Target Jedha City". At the top left is a starship icon, and at the top right is a circular icon with the number "7". The central illustration depicts a group of people in silhouette, looking at a large screen that displays a target graphic with concentric circles and radial lines. Below the illustration is a text box with the following text: "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." At the bottom left of the card is a small icon of a person, and at the bottom right is the text "2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE".

A game card titled "Target Jedha City" with a purple border. The top left features a starship icon, and the top right has a circular icon with the number "7". The central image shows a group of people in silhouette looking at a large screen displaying a target map of Jedha City. The map has a central red target and several white lines radiating from it. The bottom section contains a text box with a white background and black text, and a small "F" icon in the bottom left corner.

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.

F
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle
3

Designed by Telgorn Corp and produced by Sienar 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.

F / C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle
3

Designed by Telgorn Corp and produced by Sienar 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.

F / C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle
3

Designed by Telgorn Corp and produced by Sienar 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.

F / C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle
3

Designed by Telgorn Corp and produced by Sienar 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.

F / C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Cargo Walker
2

Slightly larger in stature than the standard combat AT-ATs, the All Terrain Armored Cargo Transport features a dedicated cargo bed in the center compartment. Enclosed.

COMBAT VEHICLE: AT-ACT

POWER 5 ARMOR 6 LANDSPEED 1

May add 1 pilot, 4 passengers and 2 vehicles with maneuver. Permanent pilot provides ability 2. Landspeed may not be increased. Immune to attrition < 3.

R
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Cargo Walker
2

Slightly larger in stature than the standard combat AT-ATs, the All Terrain Armored Cargo Transport features a dedicated cargo bed in the center compartment. Enclosed.

COMBAT VEHICLE: AT-ACT

POWER 5 ARMOR 6 LANDSPEED 1

May add 1 pilot, 4 passengers and 2 vehicles with maneuver. Permanent pilot provides ability 2. Landspeed may not be increased. Immune to attrition < 3.

R
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Darth Vader, Enforcer
1

Dark Jedi, apprentice to Palpatine and heir to the Sith. Involves himself with Imperial military matters only when their purpose overlaps with that of the Sith.

POWER 6 ABILITY 6 DARK JEDI

Adds 3 to power of anything he pilots. Once per battle, may lose 1 Force to target any number of weapons present. Draw destiny. Targets placed in owner's Used Pile if destiny > number of targets. Immune to attrition < 5.

R
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Darth Vader, Enforcer
1

Dark Jedi, apprentice to Palpatine and heir to the Sith. Involves himself with Imperial military matters only when their purpose overlaps with that of the Sith.

POWER 6 ABILITY 6 DARK JEDI

Adds 3 to power of anything he pilots. Once per battle, may lose 1 Force to target any number of weapons present. Draw destiny. Targets placed in owner's Used Pile if destiny > number of targets. Immune to attrition < 5.

R
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Devastator, Vader's Flagship

1

Supported the devastating subjugation of Rattui. Commanded by Darth Vader, blocked the escape of several fleeing Rebel ships at Scarif and disabled the Profundity.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 9 ARMOR 6 HYPERSPEED 3

May add 4 pilots, 6 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability 2. Your Death Troopers at related sites are power +1. Immune to attrition < 4.

8

9

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Devastator, Vader's Flagship

1

Supported the devastating subjugation of Rattui. Commanded by Darth Vader, blocked the escape of several fleeing Rebel ships at Scarif and disabled the Profundity.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 9 ARMOR 6 HYPERSPEED 3

May add 4 pilots, 6 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability 2. Your Death Troopers at related sites are power +1. Immune to attrition < 4.

8

9

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•DT-188

1

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

POWER 4 ABILITY 3 FORCE-ATTUNED

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.

3

5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•DT-188

1

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

POWER 4 ABILITY 3 FORCE-ATTUNED

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.

3

5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•DT-220

1

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

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.

3

5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•DT-220

1

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

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.

3

5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Governor Tarkin

1

Former Governor of Eriadu, ruthless and incisive leader elevated to Moff by Palpatine after years of advocating for the Empire to create an over-sector control authority.

POWER 4 ABILITY 4 FORCE-SENSITIVE

Adds 2 to power of anything he pilots. Once per game may take Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. While at opponent's battleground site, Force drain +1 here.

4

6

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Governor Tarkin

1

Former Governor of Eriadu, ruthless and incisive leader elevated to Moff by Palpatine after years of advocating for the Empire to create an over-sector control authority.

POWER 4 ABILITY 4 FORCE-SENSITIVE

Adds 2 to power of anything he pilots. Once per game may take Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. While at opponent's battleground site, Force drain +1 here.

4

6

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Intimidator

1

One of the early standardized Imperial-class platform designs produced at the Ringo Vinda shipyards. Expected to be in a low-risk stationing assignment at Scarif.

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 8 ARMOR 7 HYPERSPEED 3

May add 6 pilots, 8 passengers, 4 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability 2. Your TIE/LNs here are power +1. Immune to attrition < 4.

8

9

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



Admiral Gorin

2

Imperial **leader** in command of the ISD Intimidator. Was in overall command of the orbital forces at Scarif until Tarkin arrived aboard the Death Star.



POWER 2

ABILITY 3

FORCE-ATTUNED

Deploys -1 aboard a Star Destroyer. Adds 2 to power of anything he pilots (3 if a Star Destroyer). Once per game, if aboard a Star Destroyer may use 1 Force to take one starfighter into hand from Reserve Deck; reshuffle.

3

4




2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE

A character card for Admiral Gorpin. The card has a dark grey background. At the top left is a blue Imperial Starfleet insignia. To its right is the name "Admiral Gorpin" in white. At the top right is a white number "2" inside a dark circle. Below the name is a white-bordered box containing the text: "Imperial leader in command of the ISD Intimidator. Was in overall command of the orbital forces at Scarif until Tarkin arrived aboard the Death Star." Below this is a large rectangular photo of Admiral Gorpin, a man with dark hair and a serious expression, wearing a dark Imperial uniform with a blue rank insignia. Below the photo are three white-bordered boxes containing the text: "POWER 2", "ABILITY 3", and "FORCE-ATTUNED". Below these is a white-bordered box containing the text: "Deploys -1 aboard a Star Destroyer. Adds 2 to power of anything he pilots (3 if a Star Destroyer). Once per game, if aboard a Star Destroyer may use 1 Force to take one starfighter into hand from Reserve Deck; reshuffle." To the left of this box are two white-bordered boxes containing the numbers "3" and "4". To the right of the text box are two small square icons: the top one shows a Star Destroyer and the bottom one shows a starfighter. At the bottom of the card is the text "2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE".

The image shows the layout of the Admiral Gorpin card. At the top left is a blue Imperial crest icon. To its right is the name 'Admiral Gorpin' in white text. At the top right is a large white number '2' inside a black circle. Below the name is a black-bordered text box containing the character's biography in white text. In the center is a portrait of Admiral Gorpin, a man with dark hair and a serious expression, wearing a dark Imperial uniform with a blue rank insignia. Below the portrait is a black bar with three white text boxes: 'POWER 2', 'ABILITY 3', and 'FORCE-ATTUNED'. At the bottom left is a vertical stack of two white numbers '3' and '4' inside black boxes. At the bottom right is a black-bordered text box containing the card's abilities in white text. To the right of this box are two small square icons: a yellow one with a black silhouette of a Star Destroyer and a blue one with a white silhouette of a starfighter.

This is a Rebel Alliance Ship Card from the Star Wars: The Card Game. The card is blue and features a central image of the Carbon 1 starfighter. The card has a title 'Carbon 1' in the top left, a cost of 2 in the top right, and a power of 2 in the bottom left. The card's abilities are listed in the bottom right, including a pilot deployment rule, a defense rule, and an immunity rule. The card is set against a background of a starry space scene.

This is a card from the Star Wars: The Card Game, specifically from the Rogue One expansion. The card is titled "Carbon 1" and features a blue and black color scheme. At the top left is a circular icon showing a close-up of a Rebel Alliance starship. At the top right is a circular icon with the number "2". The main text area contains a quote from Scarif: "TIE/ln flown by CS-26-1 at the battle of Scarif. Additional power output from it's engines has been routed into the weapons systems." Below this is a large rectangular image of a TIE/ln fighter in space. The card's name "STARFIGHTER: TIE/LN" is printed in a blue box. Below that are three attribute boxes: "POWER 2", "MANEUVER 3", and "NO HYPERDRIVE". At the bottom left are two small circular icons with the numbers "2" and "3". The bottom right contains the card's effect text: "May add 1 pilot. CS-26-1 deploys -1 aboard. Once per game may take either CS-26-1 or Atmospheric Defense into hand from Reserve Deck; reshuffle. Immune to attrition < 3 while DS-26-1 piloting." The card is set against a dark, starry background.

This is a Rebel Alliance deck card from the Star Wars: The Card Game. The card is blue and features a central image of a TIE/LN starfighter in space. The card has a top section with a circular icon of a Rebel Alliance starship and the text "Carbon 1". To the right of this is a large number "2" inside a circle. Below the top section, there is a text box with the following text: "TIE/ln flown by CS-26-1 at the battle of Scarif. Additional power output from it's engines has been routed into the weapons systems." Below this text box is a large rectangular area containing the image of the TIE/LN starfighter. Below the image area, the text "STARFIGHTER: TIE/LN" is displayed. At the bottom of the card, there are three buttons: "POWER 2", "MANEUVER 3", and "NO HYPERDRIVE". Below these buttons is a text box with the following text: "May add 1 pilot. CS-26-1 deploys -1 aboard. Once per game may take either CS-26-1 or Atmospheric Defense into hand from Reserve Deck; reshuffle. Immune to attrition < 3 while DS-26-1 piloting." To the left of this text box are two numbers, "2" and "3", each inside a square icon. At the very bottom of the card, the text "© 2014 STARLINE - ROGUE ONE - NOT FOR SALE OR RESALE" is visible.

Carbon 1

2

TIE/ln flown by CS-26-1 at the battle of Scarif. Additional power output from it's engines has been routed into the weapons systems.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 3 NO HYPERDRIVE

2
3

May add 1 pilot. CS-26-1 deploys -1 aboard. Once per game may take either CS-26-1 or Atmospheric Defense into hand from Reserve Deck; reshuffle. Immune to attrition < 3 while DS-26-1 piloting.

© 2014 STARLINE - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

CS-26-1
3

Imperial pilot of the experimental Carbon 1. Has shot down enemy craft on 22 of the 25 missions he has flown.

POWER 2 ABILITY 2

Adds 3 to power of anything he pilots. While piloting any TIE, draws one battle destiny if unable to otherwise. While piloting Carbon 1, your Force drain is +1 here. Your other Imperial pilots here are forfeit +1.

2
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

CS-26-1
3

Imperial pilot of the experimental Carbon 1. Has shot down enemy craft on 22 of the 25 missions he has flown.

POWER 2 ABILITY 2

Adds 3 to power of anything he pilots. While piloting any TIE, draws one battle destiny if unable to otherwise. While piloting Carbon 1, your Force drain is +1 here. Your other Imperial pilots here are forfeit +1.

2
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

CS-26-1
3

Imperial pilot of the experimental Carbon 1. Has shot down enemy craft on 22 of the 25 missions he has flown.

POWER 2 ABILITY 2

Adds 3 to power of anything he pilots. While piloting any TIE, draws one battle destiny if unable to otherwise. While piloting Carbon 1, your Force drain is +1 here. Your other Imperial pilots here are forfeit +1.

2
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

2
3
F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

2
3
F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

2
3
F / U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Deploy The Garrison
3

Imperial facilities have garrison troops assigned to specific areas, responses, and duties in case of a Rebel attack.



EFFECT

Deploy on table. Your troopers are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper as a 'react' (who otherwise cannot) from a site you control.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Deploy The Garrison
3

Imperial facilities have garrison troops assigned to specific areas, responses, and duties in case of a Rebel attack.



EFFECT

Deploy on table. Your troopers are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper as a 'react' (who otherwise cannot) from a site you control.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Deploy The Garrison
3

Imperial facilities have garrison troops assigned to specific areas, responses, and duties in case of a Rebel attack.



EFFECT

Deploy on table. Your troopers are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper as a 'react' (who otherwise cannot) from a site you control.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•DT-141
2

Member of Orson Krennic's personal death trooper guard unit. Specialized in heavy weapons and equipped with an experimental target tracking suite.



POWER 3 **ABILITY 2**

Subtracts 1 from the cost to deploy any weapon on him. Defense value +1 while armed with a weapon. Once per turn may lose 1 Force to cause a character here just 'hit' to be forfeit = 0.

3
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•DT-141
2


Member of Orson Krennic's personal death trooper guard unit. Specialized in heavy weapons and equipped with an experimental target tracking suite.



POWER 3 **ABILITY 2**

Subtracts 1 from the cost to deploy any weapon on him. Defense value +1 while armed with a weapon. Once per turn may lose 1 Force to cause a character here just 'hit' to be forfeit = 0.

3
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•DT-141
2

Member of Orson Krennic's personal death trooper guard unit. Specialized in heavy weapons and equipped with an experimental target tracking suite.



POWER 3 **ABILITY 2**

Subtracts 1 from the cost to deploy any weapon on him. Defense value +1 while armed with a weapon. Once per turn may lose 1 Force to cause a character here just 'hit' to be forfeit = 0.

3
4
U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


E-22 Reciprocating Blaster Rifle
3

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



CHARACTER WEAPON

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

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


E-22 Reciprocating Blaster Rifle
3

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



CHARACTER WEAPON

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

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


E-22 Reciprocating Blaster Rifle
3

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



CHARACTER WEAPON

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

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



Krennic's Personal Shuttle

3

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



STARFIGHTER: DELTA-CLASS T-3C SHUTTLE

POWER 2

MANEUVER 3

HYPERWAVE 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.




U

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

This is a game card for "Krennic's Personal Shuttle" from the Star Wars: The Force Awakens set. The card has a blue border with a metallic, industrial aesthetic. At the top left is a circular icon showing a shuttle. The title "Krennic's Personal Shuttle" is in a stylized font. A large number "3" is in a circle at the top right. The central text describes the shuttle as a designated ST 149, Delta-class T-3c, produced by Sienar Fleet Systems, used by Orson Krennic and his Death Trooper unit. Below this is a large image of the shuttle on a launch platform. The card's name "STARFIGHTER: DELTA-CLASS T-3C SHUTTLE" is in a blue banner. Below that are three stats: "POWER 2", "MANEUVER 3", and "HYPERWAVE 4". At the bottom left is a circular icon showing a pilot. The bottom section contains the text: "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." To the right of this text are two small icons: a pilot and a Death Trooper. At the very bottom, a small "U" logo is on the left, and the text "2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE" is on the right.

This is a game card for "Krennic's Personal Shuttle" from the Star Wars: The Force Awakens set. The card has a blue background with a metallic, industrial aesthetic. At the top left is a circular icon showing a shuttle. The title "Krennic's Personal Shuttle" is in a stylized font. To the right is a large number "3" in a circle. Below the title is a text box describing the shuttle as a designated ST 149, Delta-class T-3c, produced by Sienar Fleet Systems, used by Orson Krennic and his personal Death Trooper guard unit. In the center is a large rectangular image of the shuttle on a launch pad. Below the image is the name "STARFIGHTER: DELTA-CLASS T-3C SHUTTLE". At the bottom are three stats: "POWER 2", "MANEUVER 3", and "HYPER SPEED 4". Below these is a text box describing the shuttle's capacity: it can carry 1 pilot and 6 passengers, has permanent pilot ability 2, and Krennic and death troopers deploy -1 aboard. It also has a move cost of free if Krennic or a Death Trooper is aboard. To the left of this text box are three circular icons: a pilot, a shuttle, and a Death Trooper. To the right are two small square icons: a shuttle and a Death Trooper. At the very bottom is the text "2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE".

•Moroff

1

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

POWER 4

ABILITY 2

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.

4

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Moroff

1

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

POWER 4

ABILITY 2

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.

4

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Moroff

1

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

POWER 4

ABILITY 2

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.

4

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Persecutor

2

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

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 7

ARMOR 5

HYPERSED 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.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Persecutor

2

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

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 7

ARMOR 5

HYPERSED 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.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Persecutor

2

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

CAPITAL: IMPERIAL-CLASS STAR DESTROYER

POWER 7

ARMOR 5

HYPERSED 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.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Prototype Superlaser

2

Powered by synthetic kyber crystals, the superlaser was put through a series of tests increasing its yield before realizing its full planet destroying potential.

DEATH STAR WEAPON

Deploy on Death Star. May target a capital starship here or at system it orbits using X Force, where X = 0 to 3. Draw destiny. If destiny +X > defense value, target lost. Adds 1 to your Commence Single Reactor Ignition total.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Prototype Superlaser

2

Powered by synthetic kyber crystals, the superlaser was put through a series of tests increasing its yield before realizing its full planet destroying potential.

DEATH STAR WEAPON

Deploy on Death Star. May target a capital starship here or at system it orbits using X Force, where X = 0 to 3. Draw destiny. If destiny +X > defense value, target lost. Adds 1 to your Commence Single Reactor Ignition total.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Prototype Superlaser

2

Powered by synthetic kyber crystals, the superlaser was put through a series of tests increasing its yield before realizing its full planet destroying potential.

DEATH STAR WEAPON

Deploy on Death Star. May target a capital starship here or at system it orbits using X Force, where X = 0 to 3. Draw destiny. If destiny +X > defense value, target lost. Adds 1 to your Commence Single Reactor Ignition total.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Squad Deployment
3

The Empire deploys troopers in assault squads to maximize the flexibility and efficacy of their battlefield tactics.

LOST INTERRUPT

If you just deployed a trooper from hand, you may deploy up to two non-unique troopers to same site from Reserve Deck (at normal use of the Force); reshuffle.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Squad Deployment
3

The Empire deploys troopers in assault squads to maximize the flexibility and efficacy of their battlefield tactics.

LOST INTERRUPT

If you just deployed a trooper from hand, you may deploy up to two non-unique troopers to same site from Reserve Deck (at normal use of the Force); reshuffle.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Squad Deployment
3

The Empire deploys troopers in assault squads to maximize the flexibility and efficacy of their battlefield tactics.

LOST INTERRUPT

If you just deployed a trooper from hand, you may deploy up to two non-unique troopers to same site from Reserve Deck (at normal use of the Force); reshuffle.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•ST-8440
2

Shoretrooper squad leader in command of a rapid response unit at Scarif base. Scored top marks in training with several types of weapons.

POWER 2 ABILITY 2

2
4

Power +1 in battles you initiate. Defense value +1 while defending in battle. Subtracts 1 from cost to deploy a weapon on him. During battle, may forfeit a weapon he is using for forfeit = 3. May move as a 'react' on Scarif.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•ST-8440
2

Shoretrooper squad leader in command of a rapid response unit at Scarif base. Scored top marks in training with several types of weapons.

POWER 2 ABILITY 2

2
4

Power +1 in battles you initiate. Defense value +1 while defending in battle. Subtracts 1 from cost to deploy a weapon on him. During battle, may forfeit a weapon he is using for forfeit = 3. May move as a 'react' on Scarif.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•ST-8440
2

Shoretrooper squad leader in command of a rapid response unit at Scarif base. Scored top marks in training with several types of weapons.

POWER 2 ABILITY 2

2
4

Power +1 in battles you initiate. Defense value +1 while defending in battle. Subtracts 1 from cost to deploy a weapon on him. During battle, may forfeit a weapon he is using for forfeit = 3. May move as a 'react' on Scarif.

U
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Atmospheric Defense
4

The Empire is forced to improvise in their attempts to counter the desperate tactics of the Rebellion, often by using equipment in ways that were never intended.

EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Atmospheric Defense
4

The Empire is forced to improvise in their attempts to counter the desperate tactics of the Rebellion, often by using equipment in ways that were never intended.

EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Atmospheric Defense
4

The Empire is forced to improvise in their attempts to counter the desperate tactics of the Rebellion, often by using equipment in ways that were never intended.

EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Atmospheric Defense

4

The Empire is forced to improvise in their attempts to counter the desperate tactics of the Rebellion, often by using equipment in ways that were never intended.

EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Beezer Fortuna

4

Twilek from Ryloth, thief and cousin to Bib. Was freed from Imperial captivity in Lessu by Saw's Partisans and decided to join.

POWER 1 ABILITY 2

Adds 2 to power of anything he pilots. If present with opponent's un-piloted starfighter landed at a site, may use 2 Force to steal it.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Beezer Fortuna

4

Twilek from Ryloth, thief and cousin to Bib. Was freed from Imperial captivity in Lessu by Saw's Partisans and decided to join.

POWER 1 ABILITY 2

Adds 2 to power of anything he pilots. If present with opponent's un-piloted starfighter landed at a site, may use 2 Force to steal it.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Beezer Fortuna

4

Twilek from Ryloth, thief and cousin to Bib. Was freed from Imperial captivity in Lessu by Saw's Partisans and decided to join.

POWER 1 ABILITY 2

Adds 2 to power of anything he pilots. If present with opponent's un-piloted starfighter landed at a site, may use 2 Force to steal it.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Beezer Fortuna

4

Twilek from Ryloth, thief and cousin to Bib. Was freed from Imperial captivity in Lessu by Saw's Partisans and decided to join.

POWER 1 ABILITY 2

Adds 2 to power of anything he pilots. If present with opponent's un-piloted starfighter landed at a site, may use 2 Force to steal it.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Carbon 3

3

CS-26-3's TIE Fighter. Experimental model with lateral thrusters equipped to the center of each wing.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 4 NO HYPERDRIVE

May add 1 pilot. CS-26-3 deploys -1 aboard. Immune to attrition < 3 while CS-26-3 piloting.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Carbon 3

3

CS-26-3's TIE Fighter. Experimental model with lateral thrusters equipped to the center of each wing.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 4 NO HYPERDRIVE

May add 1 pilot. CS-26-3 deploys -1 aboard. Immune to attrition < 3 while CS-26-3 piloting.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Carbon 3

3

CS-26-3's TIE Fighter. Experimental model with lateral thrusters equipped to the center of each wing.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 4 NO HYPERDRIVE

May add 1 pilot. CS-26-3 deploys -1 aboard. Immune to attrition < 3 while CS-26-3 piloting.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Carbon 3

3

CS-26-3's TIE Fighter. Experimental model with lateral thrusters equipped to the center of each wing.

STARFIGHTER: TIE/LN

POWER 2 MANEUVER 4 NO HYPERDRIVE

May add 1 pilot. CS-26-3 deploys -1 aboard. Immune to attrition < 3 while CS-26-3 piloting.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

The image shows a Star Wars: The Force Awakens Card Game card for the Starfighter: TIE/LN. The card is blue and features a central image of two TIE/LN starfighters in a dogfight. The card has a title bar at the top with the text "...Carbon Squadron TIE" and a small icon of a TIE fighter. Below the title bar is a text box describing the Carbon Squadron of TIEs. The card also has a "STARFIGHTER: TIE/LN" label, a "POWER 4" label, a "MANEUVER 3" label, and a "NO HYPERDRIVE" label. The card is numbered "4" in the bottom left corner. The card is set against a background of a game board with a grid and a small icon of a TIE fighter in the bottom right corner.

This is a card from the Star Wars: The Force Awakens Card Game, specifically a Starfighter card for the TIE/LN. The card is blue and features a central image of two TIE/LN starfighters in a dogfight. The card has a title 'Starfighter: TIE/LN' and a description of the Carbon Squadron TIE. It includes a 'POWER 4' attribute, a 'MANEUVER 3' attribute, and a 'NO HYPERDRIVE' restriction. The card also has a 'Deploy' section with two abilities: 'Deploy -1 to same location as Carbon 1 or 3.' and 'Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Carbon squadron starfighter.' The card is numbered '4' in the bottom left corner and '2' in the top right corner. There is a small icon of a TIE/LN in the top left corner and a small icon of a TIE/LN in the bottom right corner.

This is a card from the Star Wars: The Card Game, specifically the Carbon Squadron TIE. The card has a blue border and a dark blue background. At the top left, there is a small circular icon showing a TIE fighter. The title "Carbon Squadron TIE" is written in a stylized font. To the right of the title is a large number "2" inside a circle. Below the title, there is a text box with a description of the unit. In the center, there is a large image of two TIE fighters. Below the image, the name "STARFIGHTER: TIE/LN" is written. At the bottom, there are three boxes containing the card's stats: "POWER 4", "MANEUVER 3", and "NO HYPERDRIVE". Below these stats, there is a text box with the unit's abilities. At the bottom right, there is a small icon of a pilot. The card is numbered "C" in the bottom left corner and "2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE" in the bottom right corner.

This is a card from the Star Wars: The Force Awakens Card Game, specifically the Carbon Squadron TIE card. The card has a blue and black color scheme. At the top left is a small circular icon showing a TIE fighter. The top center features the title "Carbon Squadron TIE" in a stylized font. To the top right is a large number "2" inside a circle, indicating the card's cost. Below the title is a text box with a black background and white text that reads: "The Carbon squadron of TIEs is made up of a late platform experiment with the standard TIE/LN model, boasting an increased power output from their engines." In the center of the card is a large image of two Carbon Squadron TIE fighters flying towards the viewer. Below this image is a blue banner with the text "STARFIGHTER: TIE/LN" in white. Underneath the banner are three black boxes with white text: "POWER 4", "MANEUVER 3", and "NO HYPERDRIVE". At the bottom of the card is a large text box with a black background and white text that reads: "Deploy -1 to same location as Carbon 1 or 3. Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Carbon squadron starfighter." To the left of this text box are two small white boxes, each containing the number "4". To the right of the text box is a small icon of a TIE fighter. At the very bottom of the card is a small circular icon showing a TIE fighter.

•CS-26-3

2

Test pilot who is assigned Carbon 3. Has developed multiple squadron strategies and attack patterns for Skystrife Academy.

POWER 2 ABILITY 2

Adds 2 to power of anything he pilots (3 if a TIE). While piloting Carbon 3, draws one battle destiny if unable to otherwise and adds 1 to attrition against opponent.

2
4

2


E-11 Blaster Rifle
4

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

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

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


E-11 Blaster Rifle
4

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

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

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


E-11 Blaster Rifle
4

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

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

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Eta-Class Heavy Cargo Shuttle
3

Presented alongside the Zeta-Class Heavy Cargo Shuttle to the Empire by Telgorn 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

 May 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.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Eta-Class Heavy Cargo Shuttle
3

Presented alongside the Zeta-Class Heavy Cargo Shuttle to the Empire by Telgorn 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

 May 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.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Eta-Class Heavy Cargo Shuttle
3

Presented alongside the Zeta-Class Heavy Cargo Shuttle to the Empire by Telgorn 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

 May 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.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Eta-Class Heavy Cargo Shuttle
3

Presented alongside the Zeta-Class Heavy Cargo Shuttle to the Empire by Telgorn 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

 May 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.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fleet Supply
5

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



EFFECT

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 from hand in your Used Pile to take a TIE into hand from Reserve Deck; reshuffle.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fleet Supply
5

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



EFFECT

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 from hand in your Used Pile to take a TIE into hand from Reserve Deck; reshuffle.

C
 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Fleet Supply
5

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



EFFECT

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 from hand in your Used Pile to take a TIE into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Fleet Supply
5

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



EFFECT

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 from hand in your Used Pile to take a TIE into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fragmentation Grenade
3

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



CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fragmentation Grenade
3

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



CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fragmentation Grenade
3

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



CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Fragmentation Grenade
3

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



CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Hearts of Kyber
5

As the Special Weapons Group realized the output potential of kyber crystals the Empire began seizing any that they were aware of in the outer rim.



EFFECT

Deploy on table. Once per game you may take Death Star or Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. Your CSRI 'Target' cost is -1. Your CSRI destiny total is +1 for each Kyber Crystal you control.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Hearts of Kyber
5

As the Special Weapons Group realized the output potential of kyber crystals the Empire began seizing any that they were aware of in the outer rim.



EFFECT

Deploy on table. Once per game you may take Death Star or Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. Your CSRI 'Target' cost is -1. Your CSRI destiny total is +1 for each Kyber Crystal you control.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


•Hearts of Kyber
5

As the Special Weapons Group realized the output potential of kyber crystals the Empire began seizing any that they were aware of in the outer rim.



EFFECT

Deploy on table. Once per game you may take Death Star or Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. Your CSRI 'Target' cost is -1. Your CSRI destiny total is +1 for each Kyber Crystal you control.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Hearts of Kyber
5

As the Special Weapons Group realized the output potential of Kyber crystals the Empire began seizing any that they were aware of in the outer rim.

EFFECT

Deploy on table. Once per game you may take Death Star or Commence Single Reactor Ignition into hand from Reserve Deck; reshuffle. Your CSRI 'Target' cost is -1. Your CSRI destiny total is +1 for each Kyber Crystal you control.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Junior Officer
2

Young Imperial officers are stationed at low-risk bases and given small areas of responsibility. Controlling a landing pad tram access door is about as small as it gets.

POWER 1 ABILITY 2

Other Imperials of ability < 2 at same site are forfeit +1.

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Junior Officer
2

Young Imperial officers are stationed at low-risk bases and given small areas of responsibility. Controlling a landing pad tram access door is about as small as it gets.

POWER 1 ABILITY 2

Other Imperials of ability < 2 at same site are forfeit +1.

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Junior Officer
2

Young Imperial officers are stationed at low-risk bases and given small areas of responsibility. Controlling a landing pad tram access door is about as small as it gets.

POWER 1 ABILITY 2

Other Imperials of ability < 2 at same site are forfeit +1.

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Junior Officer
2

Young Imperial officers are stationed at low-risk bases and given small areas of responsibility. Controlling a landing pad tram access door is about as small as it gets.

POWER 1 ABILITY 2

Other Imperials of ability < 2 at same site are forfeit +1.

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Kullbee Sperado
3

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

POWER 2 ABILITY 1

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

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Kullbee Sperado
3

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

POWER 2 ABILITY 1

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

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Kullbee Sperado
3

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

POWER 2 ABILITY 1

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

2
3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Kullbee Sperado
3

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

POWER 2 ABILITY 1

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


2
3


C


2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

[illegible]

A Kyber Crystal card from Star Wars: The Force Awakens. The card has a purple border with a Force symbol in the top left and a Kyber Crystal icon in the top right. The central image shows a hand holding a Kyber Crystal, which is a clear, cylindrical object with a red band. The card text describes the rules for using Force to deploy the crystal to a battleground planet site, how it can be used to control the site, and the consequences of losing it.


...Kyber Crystal





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.

F / C

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

A red-bordered card titled "Lone Child" with a "4" in a circle. The card features a central image of a character in a dark, hooded cloak standing in a desolate, hazy landscape. Text on the card describes a scenario where a character is caught between the Empire and insurgents. The card is labeled "LOST INTERRUPT" and provides rules for battle destiny calculation based on the presence of Imperial and alien characters.

•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.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•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.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•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.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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

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

1

2

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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

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

1

2

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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

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

1

2

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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

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

1

2

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Prepare To Receive Inspection Team

6

Imperial protocols are designed to prevent Rebel agents from infiltrating secure facilities.

LOST INTERRUPT

If opponent just deployed a spy (or moved an undercover spy) to a site where you have a warrior, both players draw destiny. If your destiny + your total ability present > opponent's destiny + spy's ability, your warrior may capture spy.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Prepare To Receive Inspection Team

6

Imperial protocols are designed to prevent Rebel agents from infiltrating secure facilities.

LOST INTERRUPT

If opponent just deployed a spy (or moved an undercover spy) to a site where you have a warrior, both players draw destiny. If your destiny + your total ability present > opponent's destiny + spy's ability, your warrior may capture spy.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Prepare To Receive Inspection Team

6

Imperial protocols are designed to prevent Rebel agents from infiltrating secure facilities.

LOST INTERRUPT

If opponent just deployed a spy (or moved an undercover spy) to a site where you have a warrior, both players draw destiny. If your destiny + your total ability present > opponent's destiny + spy's ability, your warrior may capture spy.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Prepare To Receive Inspection Team

6

Imperial protocols are designed to prevent Rebel agents from infiltrating secure facilities.

LOST INTERRUPT

If opponent just deployed a spy (or moved an undercover spy) to a site where you have a warrior, both players draw destiny. If your destiny + your total ability present > opponent's destiny + spy's ability, your warrior may capture spy.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Raven 2

3

TIE/sk x1 flown by RS-48-2 at the battle of Scarif. Fired the shot that disabled the engines of Blue 1.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot. While at a site, power and maneuver +1. Immune to attrition < 3 while RS-48-2 aboard.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Raven 2

3

TIE/sk x1 flown by RS-48-2 at the battle of Scarif. Fired the shot that disabled the engines of Blue 1.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot. While at a site, power and maneuver +1. Immune to attrition < 3 while RS-48-2 aboard.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Raven 2

3

TIE/sk x1 flown by RS-48-2 at the battle of Scarif. Fired the shot that disabled the engines of Blue 1.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot. While at a site, power and maneuver +1. Immune to attrition < 3 while RS-48-2 aboard.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Raven 2

3

TIE/sk x1 flown by RS-48-2 at the battle of Scarif. Fired the shot that disabled the engines of Blue 1.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). May add 1 pilot. While at a site, power and maneuver +1. Immune to attrition < 3 while RS-48-2 aboard.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•RS-48-2

3

Pilot of Raven 2. Entered Imperial service as a stormtrooper recruit, but was sent to the pilot academy on Montross after being recognized as having elite reaction time.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots (3 if a TIE). When piloting Raven 2, draws one battle destiny if unable to otherwise.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•RS-48-2

3

Pilot of Raven 2. Entered Imperial service as a stormtrooper recruit, but was sent to the pilot academy on Montross after being recognized as having elite reaction time.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots (3 if a TIE). When piloting Raven 2, draws one battle destiny if unable to otherwise.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•RS-48-2

3

Pilot of Raven 2. Entered Imperial service as a stormtrooper recruit, but was sent to the pilot academy on Montross after being recognized as having elite reaction time.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots (3 if a TIE). When piloting Raven 2, draws one battle destiny if unable to otherwise.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•RS-48-2

3

Pilot of Raven 2. Entered Imperial service as a stormtrooper recruit, but was sent to the pilot academy on Montross after being recognized as having elite reaction time.

POWER 2

ABILITY 2

Adds 2 to power of anything he pilots (3 if a TIE). When piloting Raven 2, draws one battle destiny if unable to otherwise.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Scout Walker

3

Enclosed AT-STs are deployed regularly when the Empire occupies a new territory. Narrow and mobile enough to navigate most city streets.

COMBAT VEHICLE: AT-ST

POWER 3

MANEUVER 4

LANDSPEED 2

May add 1 pilot or passenger. Permanent pilot provides ability 1. May move as a 'react' for +1 Force.

3

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Scout Walker

3

Enclosed AT-STs are deployed regularly when the Empire occupies a new territory. Narrow and mobile enough to navigate most city streets.

COMBAT VEHICLE: AT-ST

POWER 3

MANEUVER 4

LANDSPEED 2

May add 1 pilot or passenger. Permanent pilot provides ability 1. May move as a 'react' for +1 Force.

3

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Scout Walker

3

Enclosed AT-STs are deployed regularly when the Empire occupies a new territory. Narrow and mobile enough to navigate most city streets.

COMBAT VEHICLE: AT-ST

POWER 3

MANEUVER 4

LANDSPEED 2

May add 1 pilot or passenger. Permanent pilot provides ability 1. May move as a 'react' for +1 Force.

3

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Scout Walker

3

Enclosed AT-STs are deployed regularly when the Empire occupies a new territory. Narrow and mobile enough to navigate most city streets.

COMBAT VEHICLE: AT-ST

POWER 3

MANEUVER 4

LANDSPEED 2

May add 1 pilot or passenger. Permanent pilot provides ability 1. May move as a 'react' for +1 Force.

3

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Shoretrooper Squad Leader

2

Coastal Defense Trooper squad leaders have blue markings along the top of their chest and shoulder plates.

POWER 2

ABILITY 2

When present with two of your other non-unique troopers, adds one destiny to total power only.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Shoretrooper Squad Leader

2

Coastal Defense Trooper squad leaders have blue markings along the top of their chest and shoulder plates.

POWER 2

ABILITY 2

When present with two of your other non-unique troopers, adds one destiny to total power only.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Shoretrooper Squad Leader

2

Coastal Defense Trooper squad leaders have blue markings along the top of their chest and shoulder plates.

POWER 2

ABILITY 2

When present with two of your other non-unique troopers, adds one destiny to total power only.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Shoretrooper Squad Leader

2

Coastal Defense Trooper squad leaders have blue markings along the top of their chest and shoulder plates.

POWER 2

ABILITY 2

When present with two of your other non-unique troopers, adds one destiny to total power only.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Shoretrooper

3

Also known as Coastal Defense Troopers, they are trained in amphibious combat techniques and deployed in tropical environments such as Scarif.

POWER 2

ABILITY 1

When making a normal move using his own landspeed, you may move another trooper present to the same destination for free.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Shoretrooper

3

Also known as Coastal Defense Troopers, they are trained in amphibious combat techniques and deployed in tropical environments such as Scarif.

POWER 2

ABILITY 1

When making a normal move using his own landspeed, you may move another trooper present to the same destination for free.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Shoretrooper

3

Also known as Coastal Defense Troopers, they are trained in amphibious combat techniques and deployed in tropical environments such as Scarif.

POWER 2

ABILITY 1

When making a normal move using his own landspeed, you may move another trooper present to the same destination for free.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Shoretrooper

3

Also known as Coastal Defense Troopers, they are trained in amphibious combat techniques and deployed in tropical environments such as Scarif.

POWER 2

ABILITY 1

When making a normal move using his own landspeed, you may move another trooper present to the same destination for free.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Sola Daivand

3

Thief who grew up in the slums on Onderon. Joined the Partisans when Saw made a deal with a corrupt official to get her released from containment.

POWER 2

ABILITY 1

May carry any number of weapons and devices. Once per turn may use 1 Force to transfer a weapon or device from her to another character here. May steal weapons or devices from an opponent's character just lost where present.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Sola Daivand

3

Thief who grew up in the slums on Onderon. Joined the Partisans when Saw made a deal with a corrupt official to get her released from containment.

POWER 2

ABILITY 1

May carry any number of weapons and devices. Once per turn may use 1 Force to transfer a weapon or device from her to another character here. May steal weapons or devices from an opponent's character just lost where present.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Sola Daivand

3

Thief who grew up in the slums on Onderon. Joined the Partisans when Saw made a deal with a corrupt official to get her released from containment.

POWER 2

ABILITY 1

May carry any number of weapons and devices. Once per turn may use 1 Force to transfer a weapon or device from her to another character here. May steal weapons or devices from an opponent's character just lost where present.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Sola Daivand

3

Thief who grew up in the slums on Onderon. Joined the Partisans when Saw made a deal with a corrupt official to get her released from containment.

POWER 2

ABILITY 1

May carry any number of weapons and devices. Once per turn may use 1 Force to transfer a weapon or device from her to another character here. May steal weapons or devices from an opponent's character just lost where present.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Standard Issue Imperial Blaster

4

The BlastTech E-11A is the current standard weapon for stormtroopers across the Empire.

CHARACTER WEAPON

Use 1 Force to deploy on your warrior (free on your non-unique Imperial). May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Standard Issue Imperial Blaster
4

The BlastTech E-11A is the current standard weapon for stormtroopers across the Empire.

CHARACTER WEAPON

Use 1 Force to deploy on your warrior (free on your non-unique Imperial). May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Standard Issue Imperial Blaster
4

The BlastTech E-11A is the current standard weapon for stormtroopers across the Empire.

CHARACTER WEAPON

Use 1 Force to deploy on your warrior (free on your non-unique Imperial). May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Standard Issue Imperial Blaster
4

The BlastTech E-11A is the current standard weapon for stormtroopers across the Empire.

CHARACTER WEAPON

Use 1 Force to deploy on your warrior (free on your non-unique Imperial). May target a character or creature using 1 Force. Draw destiny. Target hit if destiny > defense value.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Take Them
3

When the balance of power is lopsided, the weak are at the mercy of the strong.

LOST INTERRUPT

If you just won a battle at a site, target opponent's lone character remaining there. If you have more power present, your warrior present may capture target. OR Lose 1 Force to 'break cover' and capture an opponent's undercover spy present with your warrior.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Take Them
3

When the balance of power is lopsided, the weak are at the mercy of the strong.

LOST INTERRUPT

If you just won a battle at a site, target opponent's lone character remaining there. If you have more power present, your warrior present may capture target. OR Lose 1 Force to 'break cover' and capture an opponent's undercover spy present with your warrior.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Take Them
3

When the balance of power is lopsided, the weak are at the mercy of the strong.

LOST INTERRUPT

If you just won a battle at a site, target opponent's lone character remaining there. If you have more power present, your warrior present may capture target. OR Lose 1 Force to 'break cover' and capture an opponent's undercover spy present with your warrior.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Take Them
3

When the balance of power is lopsided, the weak are at the mercy of the strong.

LOST INTERRUPT

If you just won a battle at a site, target opponent's lone character remaining there. If you have more power present, your warrior present may capture target. OR Lose 1 Force to 'break cover' and capture an opponent's undercover spy present with your warrior.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TIE Striker
2

Several squadrons of experimental TIE/sk x1 were stationed at the Imperial archive base on Scarif. Designed to operate in atmosphere as well as space.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

2

3

May deploy and move like a vehicle (landspeed = 3). While at a site, power and maneuver +1. Permanent pilot provides ability 1.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TIE Striker
2

Several squadrons of experimental TIE/sk x1 were stationed at the Imperial archive base on Scarif. Designed to operate in atmosphere as well as space.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

2

3

May deploy and move like a vehicle (landspeed = 3). While at a site, power and maneuver +1. Permanent pilot provides ability 1.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TIE Striker

2

Several squadrons of experimental TIE/sk x1 were stationed at the Imperial archive base on Scarif. Designed to operate in atmosphere as well as space.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). While at a site, power and maneuver +1. Permanent pilot provides ability 1.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TIE Striker

2

Several squadrons of experimental TIE/sk x1 were stationed at the Imperial archive base on Scarif. Designed to operate in atmosphere as well as space.

STARFIGHTER: TIE STRIKER

POWER 2

MANEUVER 3

NO HYPERDRIVE

May deploy and move like a vehicle (landspeed = 3). While at a site, power and maneuver +1. Permanent pilot provides ability 1.

2

3

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TK-414

3

Stormtrooper stationed at the Wobani labor camp. It was his last day before retirement when the Rebel strike team attacked to free Jyn Erso from his guard unit.

POWER 2

ABILITY 2

While escorting a captive at a battleground site, power +1 and once per turn may use 1 Force to retrieve 1 Force. May use 1 Force to transfer any captive here between any two warriors.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TK-414

3

Stormtrooper stationed at the Wobani labor camp. It was his last day before retirement when the Rebel strike team attacked to free Jyn Erso from his guard unit.

POWER 2

ABILITY 2

While escorting a captive at a battleground site, power +1 and once per turn may use 1 Force to retrieve 1 Force. May use 1 Force to transfer any captive here between any two warriors.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TK-414

3

Stormtrooper stationed at the Wobani labor camp. It was his last day before retirement when the Rebel strike team attacked to free Jyn Erso from his guard unit.

POWER 2

ABILITY 2

While escorting a captive at a battleground site, power +1 and once per turn may use 1 Force to retrieve 1 Force. May use 1 Force to transfer any captive here between any two warriors.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

TK-414

3

Stormtrooper stationed at the Wobani labor camp. It was his last day before retirement when the Rebel strike team attacked to free Jyn Erso from his guard unit.

POWER 2

ABILITY 2

While escorting a captive at a battleground site, power +1 and once per turn may use 1 Force to retrieve 1 Force. May use 1 Force to transfer any captive here between any two warriors.

2

4

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle

3

Designed by Telgorn Corp and produced by Siener 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

HYPER SPEED 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.

2

4

F / C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle

3

Designed by Telgorn Corp and produced by Siener 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

HYPER SPEED 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.

2

4

F / C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Zeta-Class Cargo Shuttle

3

Designed by Telgorn Corp and produced by Siener 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

HYPER SPEED 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.

2

4

F / C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Zeta-Class Cargo Shuttle
3

Designed by Telgorn Corp and produced by Siener 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
HYPER SPEED 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.



2
4

F / C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Alliance Intelligence Operator
3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Alliance Intelligence Operator
3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Alliance Intelligence Operator
3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


Alliance Intelligence Operator
3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE


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.

F

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

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.

F

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

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

6

JEDHA

JEDHA

6

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

F

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

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

6

JEDHA

JEDHA

6

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

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

6

JEDHA

JEDHA

6

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

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

6

JEDHA

JEDHA

6

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

JEDHA: CADERA CATACOMBS

JEDHA: CADERA CATACOMBS

Your partisans are immune to attrition here.

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

JEDHA: CADERA CATACOMBS

JEDHA: CADERA CATACOMBS

Your partisans are immune to attrition here.

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

JEDHA: CADERA CATACOMBS

JEDHA: CADERA CATACOMBS

Your partisans are immune to attrition here.

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

L

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

The image shows a game card for 'Jyn with Blaster Pistol'. The card has a weathered, metallic appearance with a grey and brown color scheme. At the top left is a circular icon with a green and brown design. The title 'Jyn with Blaster Pistol' is in a bold, sans-serif font. To the right of the title is a large number '1' inside a black circle. Below the title is a text box with a light blue background containing the character's description: 'Daughter of Galen and Lyra, raised by Saw with the Partisans. Thief and hot-tempered Rebel spy.' In the center is a large rectangular image of Jyn Erso holding a blaster pistol. Below this image are three attribute boxes: 'POWER 3', 'ABILITY 3', and 'FORCE-ATTUNED'. At the bottom left are two small square icons, one blue and one green. The bottom right corner features two small circular icons, one with a blue and black design and another with a green and black design. The card is set against a dark, textured background.

A character card for Jyn Erso from Star Wars. The card has a weathered, metallic appearance. At the top left is a circular icon with a green and brown design. The title "Jyn with Blaster Pistol" is in a bold, sans-serif font. To the right is a large number "1" inside a black circle. Below the title is a text box with a light blue background containing the character's backstory. In the center is a portrait of Jyn Erso holding a blaster pistol. At the bottom are three stat boxes: "POWER 3", "ABILITY 3", and "FORCE-ATTUNED". Below these is a large text box with the card's abilities. On the left side of the card are two vertical boxes with the numbers "4" and "6". On the right side are two small square icons, one showing a blue and black design and the other showing a green and black design. The card is set against a dark, textured background.

A character card for Jyn Erso from Star Wars. The card features a portrait of Jyn holding a blaster pistol. The title 'Jyn with Blaster Pistol' is at the top, followed by a description of her background. Below the portrait are three attributes: Power 3, Ability 3, and Force-Attuned. A large text box at the bottom contains her abilities. The card is marked with a '1' in a circle at the top right and a '4' in a circle at the bottom left. The bottom of the card has the text '2024 STRIMBEO - ROGUE ONE - NOT FOR SALE OR RESALE'.

●●●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.

F/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

●●●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.

F/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

●●●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.

F/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

●●●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.

F/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

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/C2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

SCARIF

3

Your capital starships may deploy here as a 'reac'.

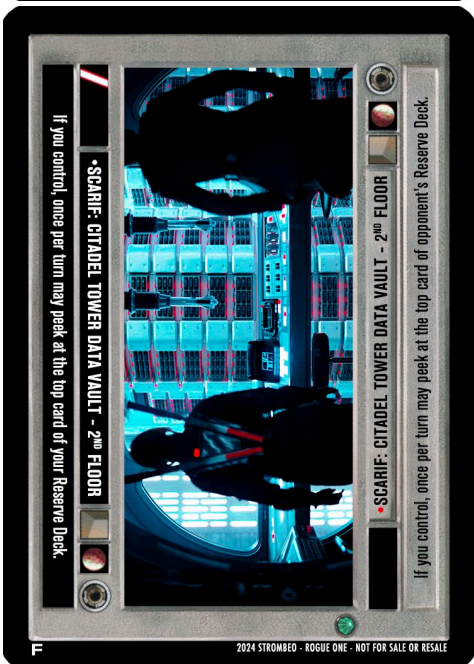
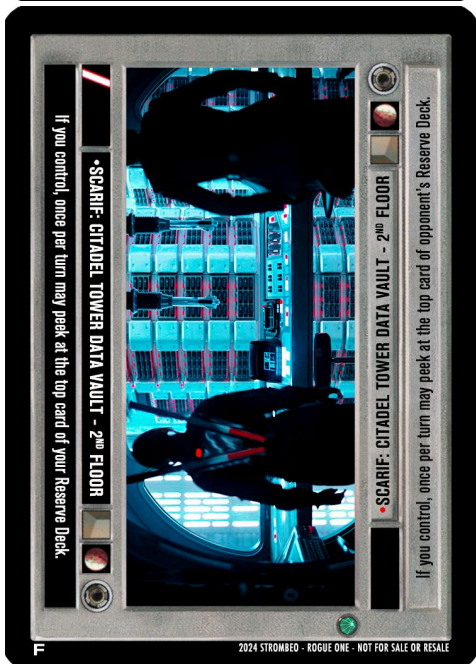
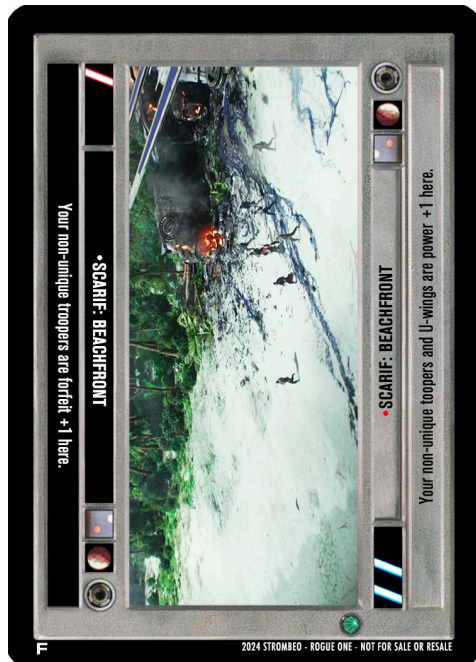
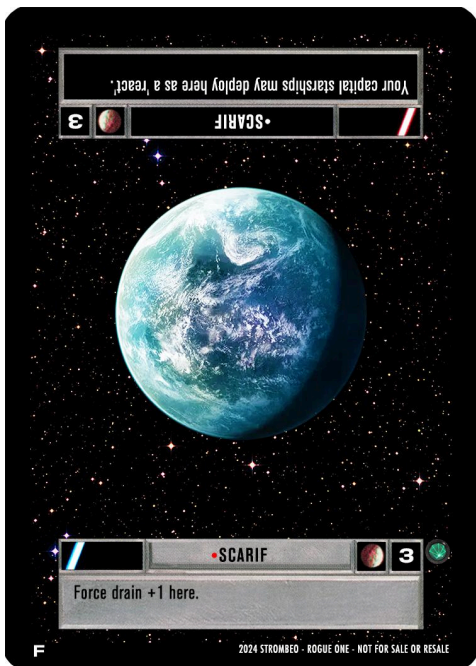


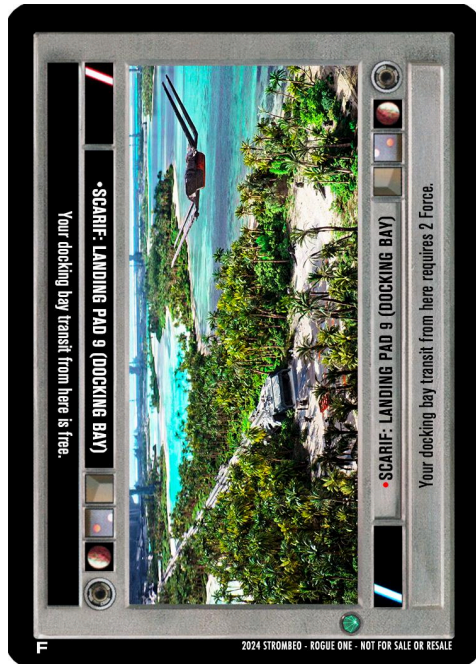
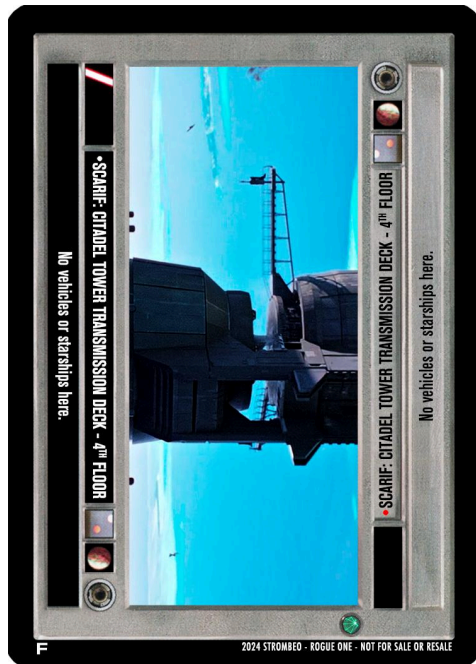
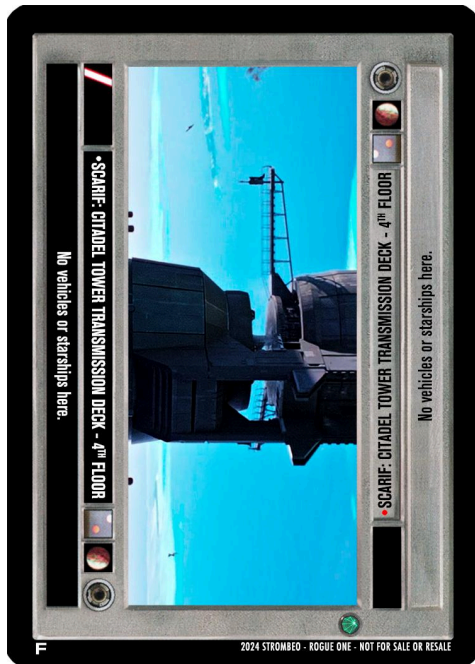
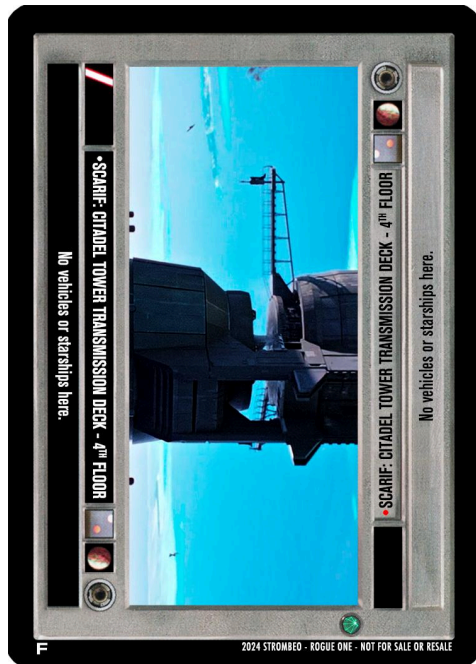
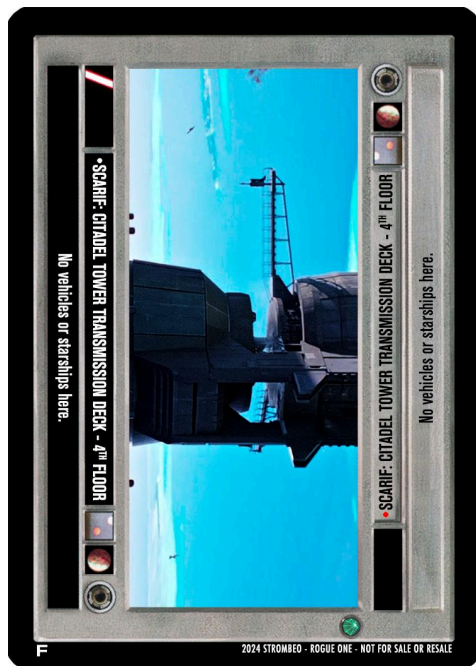
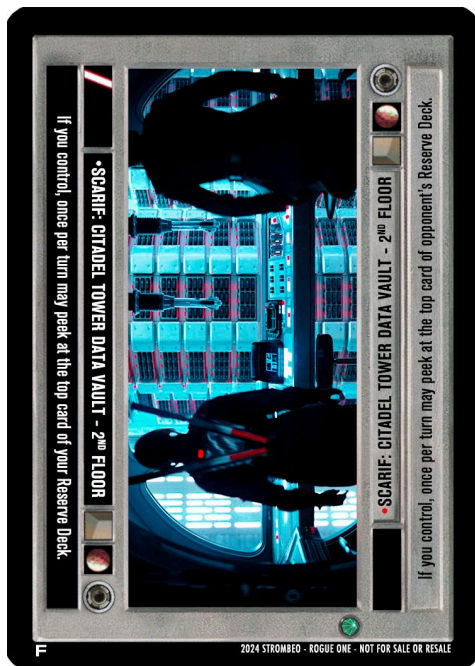
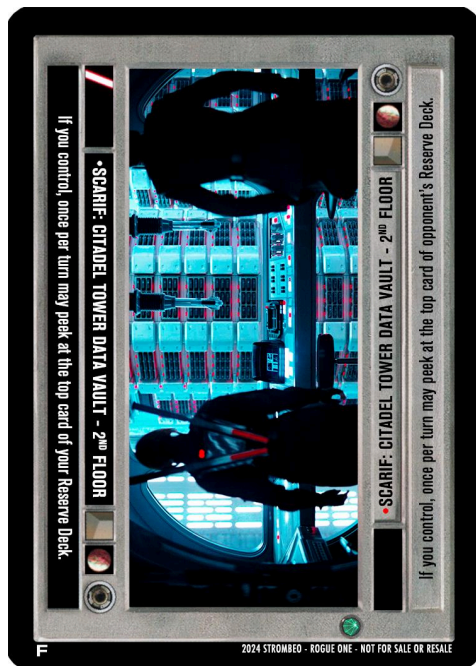
SCARIF

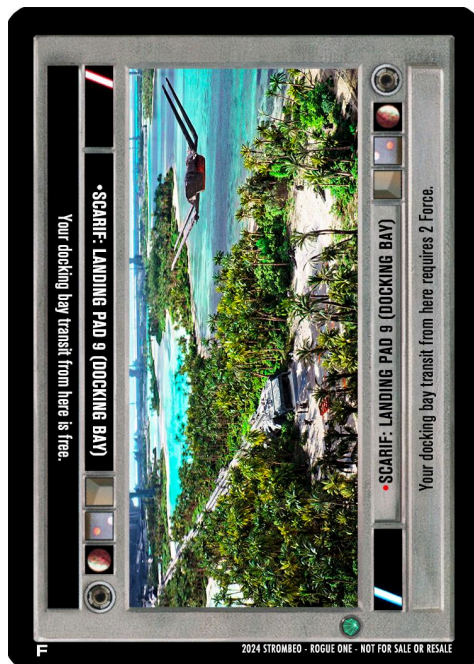
3

Force drain +1 here.

F2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE







Send Transmission **7**

While this side up, once per game you may take one interrupt into hand from Reserve Deck; reshuffle. If you occupy 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.

2024 STROMBED - ROGUE ONE - NOT FOR SALE OR RESALE

Send Transmission **7**



While this side up, once per game you may take one interrupt into hand from Reserve Deck; reshuffle. If you occupy 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.

F 2024 STRIMBEE - ROGUE ONE - NOT FOR SALE OR RESALE

U-wing 3

Manufactured 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** **HYPER SPEED 5**

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

F / C 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

This is a game card for the Star Wars: The Force Awakens LCG. The card is titled "Starfighter: U-Wing" and features a blue and white color scheme. The top left corner has a small circular icon of the U-Wing. The top right corner has a large number "3" in a circle. The main text block describes the U-Wing's capabilities: "Manufactured by Incom Corporation. The strike foils can be positioned forward or aft depending on flight needs. Large cargo doors enable side mounted guns." Below this is a large rectangular image of the U-Wing in flight over a green landscape. The bottom section of the card has a grey header "STARFIGHTER: U-WING" and three stats: "POWER 2", "MANEUVER 3", and "HYPER SPEED 5". The bottom left corner has a small circular icon of the U-Wing and a large number "2" in a circle. The bottom right corner has a small circular icon of the U-Wing and a large number "4" in a circle. The bottom center has a large text block: "May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 1." The bottom right corner has two small circular icons of the U-Wing.

This is a game card for the Star Wars: The Force Awakens LCG. The card is titled "Starfighter: U-Wing" and features a blue and white color scheme. At the top left is a circular icon showing a close-up of the U-Wing's cockpit. At the top right is a large number "3" inside a circle. Below the title, a text box describes the vehicle: "Manufactured by Incom Corporation. The strike foils can be positioned forward or aft depending on flight needs. Large cargo doors enable side mounted guns." Below this is a large rectangular image of the U-Wing in flight over a green, hilly landscape. At the bottom, there are three stat boxes: "POWER 2", "MANEUVER 3", and "HYPER SPEED 5". Below these is a text box with the vehicle's abilities: "May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 1." To the left of this text box is a vertical column of three numbers: "2", "4", and "1". To the right are two small square icons: a pilot icon and a gun icon. At the very bottom of the card, the text "2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE" is printed.

This is a game card for the Star Wars: The Force Awakens LCG. The card is titled "U-wing" and has a cost of 3. The text describes its capabilities: "Manufactured by Incom Corporation. The strike foils can be positioned forward or aft depending on flight needs. Large cargo doors enable side mounted guns." The central image shows a blue and white U-wing flying over a green, hilly landscape. Below the image, the card is identified as "STARFIGHTER: U-WING". It features three main attributes: "POWER 2", "MANEUVER 3", and "HYPERWAVE 5". The card also includes a "May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 1." section. The card is marked with a "2" and a "4" in the bottom left corner, and a "3" in the top right corner. The bottom of the card has the text "2024 STROMBRO - ROGUE ONE - NOT FOR SALE OR RESALE".

-Admiral Raddus
2

Mon Calamari military strategist and Rebel leader. Was mayor of the city Nystullum on his homeworld Mon Cala before the Empire invaded.

POWER 2 **ABILITY 3** **FORCE-ATTUNED**

Adds 2 to power of anything he pilots (3 if a capital starship). While aboard a capital starship, your non-unique rebels at related sites are power and forfeit +1. Your capital starships here are immune to attrition < 3 (or adds 1 to immunity).

3
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Baze Malbus
1

Was once the most devoted of all the Guardians of the Whills. Watching the Empire sack and loot the temple for its kyber crystals has had a deleterious effect on his faith.

POWER 5 **ABILITY 3** **FORCE-ATTUNED**

When in battle, if opponent draws more than one battle destiny, may cancel one. Any weapon (except lightsaber) may deploy on him for free. Adds 1 to his total weapon destiny. Immune to attrition < 3.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Baze Malbus
1

Was once the most devoted of all the Guardians of the Whills. Watching the Empire sack and loot the temple for its kyber crystals has had a deleterious effect on his faith.

POWER 5 **ABILITY 3** **FORCE-ATTUNED**

When in battle, if opponent draws more than one battle destiny, may cancel one. Any weapon (except lightsaber) may deploy on him for free. Adds 1 to his total weapon destiny. Immune to attrition < 3.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Cassian Andor
1

Spy for Alliance Intelligence often tasked with unsavory missions for the Rebels. The oppression the Empire brought to his world has made him ruthless when necessary.

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

Adds 2 to power of anything he pilots. Once per turn, when firing a weapon may lose 1 Force to cause target just 'hit' to be immediately lost. Adds 1 to attrition against opponent here. Immune to attrition < 3.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Cassian Andor
1

Spy for Alliance Intelligence often tasked with unsavory missions for the Rebels. The oppression the Empire brought to his world has made him ruthless when necessary.

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

Adds 2 to power of anything he pilots. Once per turn, when firing a weapon may lose 1 Force to cause target just 'hit' to be immediately lost. Adds 1 to attrition against opponent here. Immune to attrition < 3.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Chirrut Îmwe
1

One of the Guardians of the Whills with a unique connection to the Force. Guided by the Force to join Jyn and Cassian during the Imperial occupation of Jedha.

POWER 3 **ABILITY 4** **FORCE-SENSITIVE**

Power +1 for each present. Once per turn, if just targeted by a weapon, may use 2 Force to cancel that targeting. Immune to attrition < 5 unless opponent has a character of ability > 3 here.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Chirrut Îmwe
1

One of the Guardians of the Whills with a unique connection to the Force. Guided by the Force to join Jyn and Cassian during the Imperial occupation of Jedha.

POWER 3 **ABILITY 4** **FORCE-SENSITIVE**

Power +1 for each present. Once per turn, if just targeted by a weapon, may use 2 Force to cancel that targeting. Immune to attrition < 5 unless opponent has a character of ability > 3 here.

4
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Jyn Erso
1

Orphaned as a child and raised by Saw Gerra. Thief. Emboldened by her time with the Partisans. Reluctant at first but eventual Rebel spy. Galen's Stardust.

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

Your troopers of ability < 3 here are power and forfeit +1. Once per game, may deploy a weapon on her from Reserve Deck; reshuffle. Lone Child is canceled here. Immune to attrition < 4.

3
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Jyn Erso
1

Orphaned as a child and raised by Saw Gerra. Thief. Emboldened by her time with the Partisans. Reluctant at first but eventual Rebel spy. Galen's Stardust.

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

Your troopers of ability < 3 here are power and forfeit +1. Once per game, may deploy a weapon on her from Reserve Deck; reshuffle. Lone Child is canceled here. Immune to attrition < 4.

3
5

R 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•K-2SO

2

Stolen Imperial security droid now used as a **spy** by the Rebel Alliance. Has partnered with Cassian several times including infiltrating Scarif to steal the Death Star plans.

POWER 4

ARMOR 4

SECURITY DROID

May deploy as an Undercover spy. May 'break cover' during your deploy phase. Adds 2 to power of anything he pilots. While at opponent's site with a scomp link, your Force generation here is +1.

4

4

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•K-2SO

2

Stolen Imperial security droid now used as a **spy** by the Rebel Alliance. Has partnered with Cassian several times including infiltrating Scarif to steal the Death Star plans.

POWER 4

ARMOR 4

SECURITY DROID

May deploy as an Undercover spy. May 'break cover' during your deploy phase. Adds 2 to power of anything he pilots. While at opponent's site with a scomp link, your Force generation here is +1.

4

4

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Profundity

1

MC75 Mon Calamari Star Cruiser commanded by Admiral Raddus. 1,204.44 meters in length and powered by twelve Kuat Drive Yards Gemon-15 sublight ion drives.

CAPITAL: MON CALAMARI STAR CRUISER

POWER 8

MANEUVER 6

HYPER SPEED 3

May add 4 pilots, 8 passengers and 6 vehicles or starfighters. Has ship-docking capability. Permanent pilot provides ability 2. Immune to attrition < 4 (< 5 when Raddus piloting).

8

6

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Profundity

1

MC75 Mon Calamari Star Cruiser commanded by Admiral Raddus. 1,204.44 meters in length and powered by twelve Kuat Drive Yards Gemon-15 sublight ion drives.

CAPITAL: MON CALAMARI STAR CRUISER

POWER 8

MANEUVER 6

HYPER SPEED 3

May add 4 pilots, 8 passengers and 6 vehicles or starfighters. Has ship-docking capability. Permanent pilot provides ability 2. Immune to attrition < 4 (< 5 when Raddus piloting).

8

6

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Saw Gerrera

1

Resistance fighter from Onderon. Leader of the Partisans. Originally allied with the burgeoning Rebel Alliance but has splintered to his own terrorist cell with extreme tactics.

POWER 3

ABILITY 3

FORCE-ATTUNED

Adds 2 to power of anything he pilots. While with another Partisan at Cadera Catacombs, Force drain +1 here. Once per game, may use 1 Force to take a Partisan into hand from Reserve Deck; reshuffle. Immune to attrition < 4.

3

6

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Saw Gerrera

1

Resistance fighter from Onderon. Leader of the Partisans. Originally allied with the burgeoning Rebel Alliance but has splintered to his own terrorist cell with extreme tactics.

POWER 3

ABILITY 3

FORCE-ATTUNED

Adds 2 to power of anything he pilots. While with another Partisan at Cadera Catacombs, Force drain +1 here. Once per game, may use 1 Force to take a Partisan into hand from Reserve Deck; reshuffle. Immune to attrition < 4.

3

6

R

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

A-310 Blaster Rifle

3

Produced by BlasTech, the A-310 has a perforated air-cooling barrel-shroud to help offset the increased heat it can produce.

CHARACTER WEAPON

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

U

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

A-310 Blaster Rifle

3

Produced by BlasTech, the A-310 has a perforated air-cooling barrel-shroud to help offset the increased heat it can produce.

CHARACTER WEAPON

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

U

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

A-310 Blaster Rifle

3

Produced by BlasTech, the A-310 has a perforated air-cooling barrel-shroud to help offset the increased heat it can produce.

CHARACTER WEAPON

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

U

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Alliance Intelligence Operator

3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Alliance Intelligence Operator

3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Alliance Intelligence Operator

3

Lt. Theo Kiranda is a typical intelligence operator in the young Rebel Alliance. Trained to **spy** and infiltrate. Crucial to the mission 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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Benthic

2

Nicknamed "Two Tubes" by the other **Partisans**. Male Tognath from Yarr Togn. First fought against the Empire with the Cloud-Riders of Enlys Nest.

POWER 3

ABILITY 2

Adds 2 to power of anything he pilots. Any rifle may deploy on him for free. Defense value +1 while armed with a weapon. Your other Partisans here cannot be targeted by weapons unless he is already 'hit'.

3

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Benthic

2

Nicknamed "Two Tubes" by the other **Partisans**. Male Tognath from Yarr Togn. First fought against the Empire with the Cloud-Riders of Enlys Nest.

POWER 3

ABILITY 2

Adds 2 to power of anything he pilots. Any rifle may deploy on him for free. Defense value +1 while armed with a weapon. Your other Partisans here cannot be targeted by weapons unless he is already 'hit'.

3

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Benthic

2

Nicknamed "Two Tubes" by the other **Partisans**. Male Tognath from Yarr Togn. First fought against the Empire with the Cloud-Riders of Enlys Nest.

POWER 3

ABILITY 2

Adds 2 to power of anything he pilots. Any rifle may deploy on him for free. Defense value +1 while armed with a weapon. Your other Partisans here cannot be targeted by weapons unless he is already 'hit'.

3

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bistan

3

Skilled marksman from Lekar. Aided a commando team on his homeworld before joining the Rebel Alliance as a trooper. Served as a Blue Squadron U-wing gunner at Scarif.

POWER 2

ABILITY 2

Adds 1 to his weapon destiny total. During battle, may forfeit a weapon he is using, forfeit = 3.

2

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bistan

3

Skilled marksman from Lekar. Aided a commando team on his homeworld before joining the Rebel Alliance as a trooper. Served as a Blue Squadron U-wing gunner at Scarif.

POWER 2

ABILITY 2

Adds 1 to his weapon destiny total. During battle, may forfeit a weapon he is using, forfeit = 3.

2

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bistan

3

Skilled marksman from Lekar. Aided a commando team on his homeworld before joining the Rebel Alliance as a trooper. Served as a Blue Squadron U-wing gunner at Scarif.

POWER 2

ABILITY 2

Adds 1 to his weapon destiny total. During battle, may forfeit a weapon he is using, forfeit = 3.

2

4

U

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue 1

2

Merrick's X-wing flown at the battle of Scarif. Was able to dive through the shield gate and support the Rebel troops on the ground.

STARFIGHTER: X-WING

POWER 3

MANEUVER 4

HYPERSPEED 5

2

4

May add 1 pilot. Once per game may take either Atmospheric Adaptation or Blue Leader into hand from Reserve Deck; reshuffle. Immune to attrition < 3 when Blue Leader piloting.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue 1

2

Merrick's X-wing flown at the battle of Scarif. Was able to dive through the shield gate and support the Rebel troops on the ground.

STARFIGHTER: X-WING

POWER 3

MANEUVER 4

HYPERSPEED 5

2

4

May add 1 pilot. Once per game may take either Atmospheric Adaptation or Blue Leader into hand from Reserve Deck; reshuffle. Immune to attrition < 3 when Blue Leader piloting.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue 1

2

Merrick's X-wing flown at the battle of Scarif. Was able to dive through the shield gate and support the Rebel troops on the ground.

STARFIGHTER: X-WING

POWER 3

MANEUVER 4

HYPERSPEED 5

2

4

May add 1 pilot. Once per game may take either Atmospheric Adaptation or Blue Leader into hand from Reserve Deck; reshuffle. Immune to attrition < 3 when Blue Leader piloting.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue Leader

2

General Antoc Merrick is the leader of the Rebel mixed-craft Blue Squadron. Gave his life at the battle of Scarif providing air support for the Death Star plans operation.

POWER 2

ABILITY 2

2

4

Adds 3 to power of anything he pilots. When piloting an X-wing draws one battle destiny if unable to otherwise. While piloting Blue 1, your Force drain is +1 here.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue Leader

2

General Antoc Merrick is the leader of the Rebel mixed-craft Blue Squadron. Gave his life at the battle of Scarif providing air support for the Death Star plans operation.

POWER 2

ABILITY 2

2

4

Adds 3 to power of anything he pilots. When piloting an X-wing draws one battle destiny if unable to otherwise. While piloting Blue 1, your Force drain is +1 here.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue Leader

2

General Antoc Merrick is the leader of the Rebel mixed-craft Blue Squadron. Gave his life at the battle of Scarif providing air support for the Death Star plans operation.

POWER 2

ABILITY 2

2

4

Adds 3 to power of anything he pilots. When piloting an X-wing draws one battle destiny if unable to otherwise. While piloting Blue 1, your Force drain is +1 here.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bodhi Rook

2

Former Imperial cargo pilot. Spy. Was convinced to defect by Galen Erso. Flew the shuttle carrying the Rebel strikeforce to Scarif to steal the Death Star plans.

POWER 1

ABILITY 2

2

3

Adds 2 to power of anything he pilots. If present with opponent's unpiloted starfighter landed at a site, may use 1 Force to steal it.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bodhi Rook

2

Former Imperial cargo pilot. Spy. Was convinced to defect by Galen Erso. Flew the shuttle carrying the Rebel strikeforce to Scarif to steal the Death Star plans.

POWER 1

ABILITY 2

2

3

Adds 2 to power of anything he pilots. If present with opponent's unpiloted starfighter landed at a site, may use 1 Force to steal it.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Bodhi Rook

2

Former Imperial cargo pilot. Spy. Was convinced to defect by Galen Erso. Flew the shuttle carrying the Rebel strikeforce to Scarif to steal the Death Star plans.

POWER 1

ABILITY 2

2

3

Adds 2 to power of anything he pilots. If present with opponent's unpiloted starfighter landed at a site, may use 1 Force to steal it.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

-Galen Erso
2

Brilliant scientist turned **spy**. Cajoled then forced to work for the Empire by Orson Krennic. Surprisingly added a critical flaw to the Death Star that the Rebels exploited.

POWER 1
ABILITY 3
FORCE-ATTUNED

Once per game may take a card with 'Death Star' in lore into hand from Reserve Deck; reshuffle. While at Data Vault, once during each of your deploy phases, may place a card from hand face down beneath Data Vault.

2
4

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-Galen Erso
2

Brilliant scientist turned **spy**. Cajoled then forced to work for the Empire by Orson Krennic. Surprisingly added a critical flaw to the Death Star that the Rebels exploited.

POWER 1
ABILITY 3
FORCE-ATTUNED

Once per game may take a card with 'Death Star' in lore into hand from Reserve Deck; reshuffle. While at Data Vault, once during each of your deploy phases, may place a card from hand face down beneath Data Vault.

2
4

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-Galen Erso
2

Brilliant scientist turned **spy**. Cajoled then forced to work for the Empire by Orson Krennic. Surprisingly added a critical flaw to the Death Star that the Rebels exploited.

POWER 1
ABILITY 3
FORCE-ATTUNED

Once per game may take a card with 'Death Star' in lore into hand from Reserve Deck; reshuffle. While at Data Vault, once during each of your deploy phases, may place a card from hand face down beneath Data Vault.

2
4

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-General Draven
2

Native of Pendarr III and Rebel leader overseeing the Alliance Intelligence division. **Spy**. Ruthless in his pursuit of stopping the Empire.

POWER 3
ABILITY 2

Your spies are deploy -1 to opponent's sites. Whenever you deploy a spy to opponent's site where you have no Force icons or presence, you may use 1 Force to retrieve 1 Force.

3
6

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-General Draven
2

Native of Pendarr III and Rebel leader overseeing the Alliance Intelligence division. **Spy**. Ruthless in his pursuit of stopping the Empire.

POWER 3
ABILITY 2

Your spies are deploy -1 to opponent's sites. Whenever you deploy a spy to opponent's site where you have no Force icons or presence, you may use 1 Force to retrieve 1 Force.

3
6

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-General Draven
2

Native of Pendarr III and Rebel leader overseeing the Alliance Intelligence division. **Spy**. Ruthless in his pursuit of stopping the Empire.

POWER 3
ABILITY 2

Your spies are deploy -1 to opponent's sites. Whenever you deploy a spy to opponent's site where you have no Force icons or presence, you may use 1 Force to retrieve 1 Force.

3
6

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-Let Them Pass In Peace
2

Chirrut walked softly... and carried a big stick.

USED INTERRUPT

If opponent just initiated a battle at a site, opponent may choose to cancel the battle. If they do not, you both draw destiny. If your destiny is higher, you may immediately deploy one character from hand for free to the site.

U

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-Let Them Pass In Peace
2

Chirrut walked softly... and carried a big stick.

USED INTERRUPT

If opponent just initiated a battle at a site, opponent may choose to cancel the battle. If they do not, you both draw destiny. If your destiny is higher, you may immediately deploy one character from hand for free to the site.

U

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

-Let Them Pass In Peace
2

Chirrut walked softly... and carried a big stick.

USED INTERRUPT

If opponent just initiated a battle at a site, opponent may choose to cancel the battle. If they do not, you both draw destiny. If your destiny is higher, you may immediately deploy one character from hand for free to the site.

U

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

•Rapid Operations
3

Op-tempo requires Rebel troops to be ready to go at a moments notice. Any hesitation in response could spell doom for the entire galaxy.

EFFECT

Deploy on table. Your troopers, scouts and spies are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper, scout or spy as a 'react' (who otherwise cannot) from a site you control.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Rapid Operations
3

Op-tempo requires Rebel troops to be ready to go at a moments notice. Any hesitation in response could spell doom for the entire galaxy.

EFFECT

Deploy on table. Your troopers, scouts and spies are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper, scout or spy as a 'react' (who otherwise cannot) from a site you control.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Rapid Operations
3

Op-tempo requires Rebel troops to be ready to go at a moments notice. Any hesitation in response could spell doom for the entire galaxy.

EFFECT

Deploy on table. Your troopers, scouts and spies are deploy -1 to sites adjacent to sites you control. You may use 2 Force to move a trooper, scout or spy as a 'react' (who otherwise cannot) from a site you control.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•SW-0608
3

Stolen by Bodhi Rook from Eadu. Used to infiltrate Scarif carrying a group of Rebel commandos under the Improvised callsign Rogue One to find the Death Star plans.

STARFIGHTER: ZETA-CLASS HEAVY CARGO SHUTTLE

POWER 2 MANEUVER 2 HYPERSPEED 4

2
4

May deploy (and your characters may deploy aboard) even without presence or Force icons. May add 2 pilots and 8 passengers. While at a docking bay your transits to and from here are free.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•SW-0608
3

Stolen by Bodhi Rook from Eadu. Used to infiltrate Scarif carrying a group of Rebel commandos under the Improvised callsign Rogue One to find the Death Star plans.

STARFIGHTER: ZETA-CLASS HEAVY CARGO SHUTTLE

POWER 2 MANEUVER 2 HYPERSPEED 4

2
4

May deploy (and your characters may deploy aboard) even without presence or Force icons. May add 2 pilots and 8 passengers. While at a docking bay your transits to and from here are free.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•SW-0608
3

Stolen by Bodhi Rook from Eadu. Used to infiltrate Scarif carrying a group of Rebel commandos under the Improvised callsign Rogue One to find the Death Star plans.

STARFIGHTER: ZETA-CLASS HEAVY CARGO SHUTTLE

POWER 2 MANEUVER 2 HYPERSPEED 4

2
4

May deploy (and your characters may deploy aboard) even without presence or Force icons. May add 2 pilots and 8 passengers. While at a docking bay your transits to and from here are free.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Weeteef Cyu-Bee
2

Demolitions expert and sniper. Takes on covert missions for the Partisans as his diminutive size enables him to hide and evade Imperials.

POWER 2 ABILITY 2

3
4

Power +1 while armed with a weapon. Adds 1 to his weapon destiny total. Once per turn may use 2 Force to take a grenade into hand from Reserve Deck; reshuffle.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Weeteef Cyu-Bee
2

Demolitions expert and sniper. Takes on covert missions for the Partisans as his diminutive size enables him to hide and evade Imperials.

POWER 2 ABILITY 2

3
4

Power +1 while armed with a weapon. Adds 1 to his weapon destiny total. Once per turn may use 2 Force to take a grenade into hand from Reserve Deck; reshuffle.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Weeteef Cyu-Bee
2

Demolitions expert and sniper. Takes on covert missions for the Partisans as his diminutive size enables him to hide and evade Imperials.

POWER 2 ABILITY 2

3
4

Power +1 while armed with a weapon. Adds 1 to his weapon destiny total. Once per turn may use 2 Force to take a grenade into hand from Reserve Deck; reshuffle.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Atmospheric Adaptation 4

While not designed for combat maneuvers in atmosphere, Rebel pilots are willing to push the limits of their starfighters in the struggle against overwhelming odds.



EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

C 2024 STORMBOE - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars-themed card titled "Atmospheric Adaptation" with a cost of 4. The card features an illustration of Rebel starfighters in a dogfight over a planet's surface. The text describes a game effect where Rebel starfighters can deploy and move like vehicles, with a landspeed of 3 and the ability to be targeted by weapons with the maneuver trait.

Atmospheric Adaptation 4

While not designed for combat maneuvers in atmosphere, Rebel pilots are willing to push the limits of their starfighters in the struggle against overwhelming odds.

EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

2024 STORMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Atmospheric Adaptation **4**

While not designed for combat maneuvers in atmosphere, Rebel pilots are willing to push the limits of their starfighters in the struggle against overwhelming odds.



EFFECT

Deploy on table. Your starfighters may deploy and move like vehicles. Your starfighters at exterior sites have landspeed = 3 and may be targeted by any weapon that can target a vehicle with maneuver.

52024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars trading card for Baron Raner, a Rebel pilot. The card features a portrait of a Rebel pilot in a helmet with the Rebel Alliance symbol. The card includes a title, a bio, a power ability, and a battle destiny.

Baron Raner

Experienced X-wing pilot who flew Blue 4 at the battle of Scarif. Wrote an instruction manual on the T-65 to help new Rebel pilots learn effective maneuvers.

POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots. When piloting an X-wing, draws one battle destiny if unable to otherwise. Your other X-wings here are forfeit +1.

2
4

2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars trading card for Baron Raner, a Rebel pilot. The card features a portrait of a Rebel pilot in a helmet with the Rebel Alliance symbol. The card includes a power level of 2, a battle destiny of 2, and a text box describing his abilities. The card is set against a background of a Rebel ship's interior.

Baron Raner 3

Experienced X-wing pilot who flew Blue 4 at the battle of Scarif. Wrote an instruction manual on the T-65 to help new Rebel pilots learn effective maneuvers.

POWER 2 **ABILITY 2**

Adds 2 to power of anything he pilots. When piloting an X-wing, draws one battle destiny if unable to otherwise. Your other X-wings here are forfeit +1.

C 2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

This is a detailed image of a 'Star Wars: The Card Game' card, specifically the 'Starfighter: X-Wing' card. The card has a blue and white color scheme. At the top left, there is a small circular icon of a starship. To its right, the text '•Blue 4' is displayed. On the top right, there is a large circular icon with the number '4'. Below this, a text box contains the following text: 'Incom T-65B X-wing piloted by Baron Raner at the battle of Scarif. Did not make it through the planetary shield before it closed.' To the right of this text box is a small green circular icon. The central part of the card features a large rectangular image of an X-wing starfighter in flight, viewed from a low angle, with its engines glowing red. Below this image, the text 'STARFIGHTER: X-WING' is written in a bold, sans-serif font. Underneath this, there are three separate boxes containing the text 'POWER 3', 'MANEUVER 4', and 'HYPERWAVE 5'. At the bottom left, there is a small circular icon of a starship. To its right, there is a text box containing the following text: 'May add 1 pilot. Forfeit +1 when present with your other non X-wing starship. Immune to attrition < 3 when Raner piloting.' To the right of this text box is a small red circular icon. At the bottom left, there are two small circular icons, one with the number '2' and one with the number '4'. At the bottom right, there is a small red circular icon.

This is a Star Wars: The Force Awakens Starfighter Deck Card for the X-Wing. The card features a blue and white color scheme. At the top left is a circular icon showing a close-up of the cockpit. To its right is the text "•Blue 4". At the top right is a circular icon with the number "4". Below this is a text box with a light blue background and a drop shadow, containing the text: "Incom T-65B X-wing piloted by Barion Raner at the battle of Scarif. Did not make it through the planetary shield before it closed." To the right of this text box is a small green circular icon with a white star. The central image is a rectangular illustration of an X-Wing starfighter in flight, viewed from a low angle, with its four engines glowing red. The background is a blue sky with white clouds. Below the illustration is a white rectangular box with the text "STARFIGHTER: X-WING". Below this are three white rectangular boxes with black borders, each containing a stat: "POWER 3", "MANEUVER 4", and "HYPERWAVE 5". At the bottom left is a circular icon showing a close-up of the cockpit. To its right is a text box with a light blue background and a drop shadow, containing the text: "May add 1 pilot. Forfeit +1 when present with your other non X-wing starship. Immune to attrition < 3 when Raner piloting." To the right of this text box is a small red circular icon with a white star. At the bottom left of the card are three white rectangular boxes with black borders, each containing a number: "2", "4", and "1". At the bottom right of the card is a small red circular icon with a white star.

This is a Star Wars: The Force Awakens Starfighter card for the X-Wing. The card has a blue border with a subtle pattern. At the top left is a circular icon showing a close-up of the X-Wing's cockpit. To its right is the text "•Blue 5". At the top right is a circular icon with the number "3". Below this is a text box with a light blue background and a drop shadow, containing the text: "Flown by Farns Monsbee at both the battle of Scarif and the strike on the Imperial Special Weapons research facility on Eadu." Below the text box is a large rectangular image of the X-Wing in flight over a planet's surface. At the bottom of the card is a light blue banner with the text "STARFIGHTER: X-WING". Below this banner are three separate light blue boxes, each containing a stat: "POWER 3", "MANEUVER 4", and "HYPER SPEED 5". To the left of the bottom text box is a circular icon showing a close-up of the X-Wing's engine. To the right is a small red icon of a pilot. The bottom text box contains the text: "May add 1 pilot. May move as a 'react' for free to systems where you have a capital starship. Immune to attrition < 3 when Monsbee piloting." At the bottom left of the card are two small circular icons, one with the number "2" and one with the number "4". At the bottom right of the card is a small red icon of a pilot. At the very bottom of the card is the text "2024 STROMBOD - ROGUE ONE - NOT FOR SALE OR RESALE".

This is a Star Wars: The Force Awakens Starfighter Deck card for the X-Wing. The card has a blue and white color scheme with a distressed, metallic texture. At the top left is a circular icon showing a close-up of a starfighter's cockpit. To its right is the text "Blue 5". At the top right is a circular icon with the number "3". Below this is a text box with a white background and a blue border containing the text: "Flown by Farns Monsbee at both the battle of Scarif and the strike on the Imperial Special Weapons research facility on Eadu." Below the text box is a large rectangular image of an X-Wing starfighter in flight against a blue sky with clouds. Below the image is a white box with the text "STARFIGHTER: X-WING". At the bottom are three white boxes with blue borders containing the text: "POWER 3", "MANEUVER 4", and "HYPER SPEED 5". Below these boxes is a text box with a white background and a blue border containing the text: "May add 1 pilot. May move as a 'react' for free to systems where you have a capital starship. Immune to attrition < 3 when Monsbee piloting." At the bottom left is a circular icon showing a close-up of a starfighter's cockpit. To its right is a vertical stack of two white boxes with blue borders containing the numbers "2" and "4". At the bottom right is a small square icon showing a close-up of a starfighter's cockpit.

...Blue Squadron U-wing

2

The size and cargo versatility of the U-wing makes it a popular choice for the Rebel Alliance. Able to deliver both troops and ordinance on target is much needed flexibility.

STARFIGHTER: U-WING

POWER 4 MANEUVER 3 HYPERSPEED 5

Deploy -1 to same location as another Blue squadron starfighter. May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 2.

5
4

2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

...Blue Squadron U-wing 2

The size and cargo versatility of the U-wing makes it a popular choice for the Rebel Alliance. Able to deliver both troops and ordnance on target is much needed flexibility.

STARFIGHTER: U-WING

POWER 4 **MANEUVER 3** **HYPERSPACE 5**

Deploy -1 to same location as another Blue Squadron starfighter. May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 2.

5
4

2024 STROMBERG • ROGUE ONE - NOT FOR SALE OR RESALE

...Blue Squadron U-wing

2

The size and cargo versatility of the U-wing makes it a popular choice for the Rebel Alliance. Able to deliver both troops and ordinance on target is much needed flexibility.

STARFIGHTER: U-WING

POWER 4 MANEUVER 3 HYPERWAVE 5

Deploy -1 to same location as another Blue Squadron starfighter. May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 2.

4

2024 STRONGBO - ROGUE ONE - NOT FOR SALE OR RESALE

Blue Squadron U-wing

The size and cargo versatility of the U-wing makes it a popular choice for the Rebel Alliance. Able to deliver both troops and ordinance on target is much needed flexibility.

STARFIGHTER: U-WING

POWER 4 **MANEUVER 3** **HYPERWAVE 5**

Deploy -1 to same location as another Blue Squadron starfighter. May deploy and move like a vehicle (landspeed = 3). May add 1 pilot and 4 passengers. Permanent pilot provides ability 2.

2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

This is a Star Wars: The Force Awakens Starfighter Deck Card for the Blue Squadron X-Wing. The card features a blue and white speckled background. At the top left is a circular icon showing a close-up of the X-Wing's cockpit. The title "Blue Squadron X-Wing" is written in a stylized font, preceded by three blue dots. To the right of the title is a large white circle containing the number "2". Below the title is a text box with a white background and a blue border, containing the following text: "The T-65 X-wings of the famed blue squadron are the backbone fighter craft of the mixed-structure unit, providing space-superiority over the Imperial Tie/In." To the right of this text box is a small green circular icon with a white star. The central image is a rectangular photograph of a Blue Squadron X-Wing flying in a blue sky with white clouds. Below the image is a white rectangular box with the text "STARFIGHTER: X-WING". At the bottom of the card are three white rectangular boxes with blue borders, each containing a stat: "POWER 5", "MANEUVER 4", and "HYPERSED 5". To the left of these boxes is a circular icon showing a close-up of the X-Wing's cockpit. Below this icon are two white rectangular boxes with blue borders, each containing a number: "5" and "4". To the right of these boxes are two small square icons: a yellow one with a black star and a red one with a black star. At the bottom of the card is a white rectangular box with a blue border, containing the following text: "Deploy -1 to Scarif or to same location as Blue Leader. Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Blue squadron starfighter." To the right of this text box are two small square icons: a yellow one with a black star and a red one with a black star. At the bottom of the card is a white rectangular box with a blue border, containing the following text: "2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE".

...Blue Squadron X-Wing

2

The T-65 X-wings of the famed blue squadron are the backbone fighter craft of the mixed-structure unit, providing space-superiority over the Imperial Tie/In.

STARFIGHTER: X-WING

POWER 5 MANEUVER 4 HYPERSED 5

5 4

Deploy -1 to Scarif or to same location as Blue Leader. Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Blue squadron starfighter.

2024 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

...Blue Squadron X-Wing **2**

The T-65 X-wings of the famed blue squadron are the backbone fighter craft of the mixed-structure unit, providing space-superiority over the Imperial Tie/In.

STARFIGHTER: X-WING

POWER 5 **MANEUVER 4** **HYPERWAVE 5**

Deploy -1 to Scarif or to same location as Blue Leader. Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Blue squadron starfighter.

5
4

2024 STROMBEE • ROGUE ONE • NOT FOR SALE OR RESALE

This is a Star Wars: The Force Awakens Starfighter Deck Card for the Blue Squadron X-Wing. The card features a blue and white speckled border. At the top left is a circular icon showing a close-up of the X-Wing's cockpit. The title "Blue Squadron X-Wing" is written in a stylized font. To the right of the title is a large number "2" inside a circle, indicating the card's cost. Below the title is a text box with a description of the X-Wing's role. The central image shows a Blue Squadron X-Wing flying through a blue sky with white clouds. Below the image is the name "STARFIGHTER: X-WING". At the bottom are three stats: "POWER 5", "MANEUVER 4", and "HYPERWAVE 5". Below these stats is a text box with the card's abilities. At the bottom left are two circular icons: a pilot icon and a ship icon. At the bottom right are two small square icons: a pilot icon and a ship icon. The card is numbered "5" and "4" in the bottom left corner.

Blue Squadron X-Wing

2

The T-65 X-wings of the famed blue squadron are the backbone fighter craft of the mixed-structure unit, providing space-superiority over the Imperial Tie/In.

STARFIGHTER: X-WING

POWER 5 MANEUVER 4 HYPERWAVE 5

Deploy -1 to Scarif or to same location as Blue Leader. Permanent pilot provides ability 2. May deploy as a 'react' to same location as your other Blue squadron starfighter.

5
4

2024 STROMBED - ROGUE ONE - NOT FOR SALE OR RESALE

Climb

4

Rebel agents will take whatever path is available to them to achieve their missions. Jyn and Cassian climbed up the data vault shaft with the Death Star plans.

USED INTERRUPT

At the end of opponent's move phase, use 2X Force to target X of your characters at a site. Move targets to a related site up to 2 sites away.

6

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Climb
4

Rebel agents will take whatever path is available to them to achieve their missions. Jyn and Cassian climbed up the data vault shaft with the Death Star plans.

USED INTERRUPT

At the end of opponent's move phase, use 2X Force to target X of your characters at a site. Move targets to a related site up to 2 sites away.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Dip
3

Those that are attuned to the Force are able to anticipate enemy actions. Some who don't believe might call it luck.

USED INTERRUPT

If an opponent just targeted your character of ability > 2 with a character weapon, before opponent draws weapon destiny, add 2 to your character's defense value until end of turn.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Dip
3

Those that are attuned to the Force are able to anticipate enemy actions. Some who don't believe might call it luck.

USED INTERRUPT

If an opponent just targeted your character of ability > 2 with a character weapon, before opponent draws weapon destiny, add 2 to your character's defense value until end of turn.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Dip
3

Those that are attuned to the Force are able to anticipate enemy actions. Some who don't believe might call it luck.

USED INTERRUPT

If an opponent just targeted your character of ability > 2 with a character weapon, before opponent draws weapon destiny, add 2 to your character's defense value until end of turn.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Dip
3

Those that are attuned to the Force are able to anticipate enemy actions. Some who don't believe might call it luck.

USED INTERRUPT

If an opponent just targeted your character of ability > 2 with a character weapon, before opponent draws weapon destiny, add 2 to your character's defense value until end of turn.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Farns Monsbee
3

Rebel pilot who flew under the callsign Blue 5 at Scarif. Had been the lone fighter pilot at the Cassidode VI outpost prior to joining Blue Squadron.

POWER 2
ABILITY 2

Adds 2 to power of anything he pilots. When piloting Blue 5, draws one battle destiny if unable to otherwise and adds 1 to attrition against opponent here.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Farns Monsbee
3

Rebel pilot who flew under the callsign Blue 5 at Scarif. Had been the lone fighter pilot at the Cassidode VI outpost prior to joining Blue Squadron.

POWER 2
ABILITY 2

Adds 2 to power of anything he pilots. When piloting Blue 5, draws one battle destiny if unable to otherwise and adds 1 to attrition against opponent here.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Farns Monsbee
3

Rebel pilot who flew under the callsign Blue 5 at Scarif. Had been the lone fighter pilot at the Cassidode VI outpost prior to joining Blue Squadron.

POWER 2
ABILITY 2

Adds 2 to power of anything he pilots. When piloting Blue 5, draws one battle destiny if unable to otherwise and adds 1 to attrition against opponent here.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Farns Monsbee
3

Rebel pilot who flew under the callsign Blue 5 at Scarif. Had been the lone fighter pilot at the Cassidode VI outpost prior to joining Blue Squadron.

POWER 2
ABILITY 2

Adds 2 to power of anything he pilots. When piloting Blue 5, draws one battle destiny if unable to otherwise and adds 1 to attrition against opponent here.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Fleet Staging
5

The secret Massassi base affords the Rebel Alliance a venue to assemble and prepare for their operations against the Empire.

EFFECT

Deploy on table. Once per game may take a snub fighter (Z-95, A, B, X, or Y-wing) into hand from Reserve Deck; reshuffle. Once during each of your deploy phases, may place a snub fighter from hand in Used Pile to take a snub fighter into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Fleet Staging
5

The secret Massassi base affords the Rebel Alliance a venue to assemble and prepare for their operations against the Empire.

EFFECT

Deploy on table. Once per game may take a snub fighter (Z-95, A, B, X, or Y-wing) into hand from Reserve Deck; reshuffle. Once during each of your deploy phases, may place a snub fighter from hand in Used Pile to take a snub fighter into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Fleet Staging
5

The secret Massassi base affords the Rebel Alliance a venue to assemble and prepare for their operations against the Empire.

EFFECT

Deploy on table. Once per game may take a snub fighter (Z-95, A, B, X, or Y-wing) into hand from Reserve Deck; reshuffle. Once during each of your deploy phases, may place a snub fighter from hand in Used Pile to take a snub fighter into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Fleet Staging
5

The secret Massassi base affords the Rebel Alliance a venue to assemble and prepare for their operations against the Empire.

EFFECT

Deploy on table. Once per game may take a snub fighter (Z-95, A, B, X, or Y-wing) into hand from Reserve Deck; reshuffle. Once during each of your deploy phases, may place a snub fighter from hand in Used Pile to take a snub fighter into hand from Reserve Deck; reshuffle.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•I Found It
4

"I find that answer vague and unconvincing."

USED INTERRUPT

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

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•I Found It
4

"I find that answer vague and unconvincing."

USED INTERRUPT

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

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•I Found It
4

"I find that answer vague and unconvincing."

USED INTERRUPT

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

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•I Found It
4

"I find that answer vague and unconvincing."

USED INTERRUPT

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

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Improvised Grenade
3

Many who fight against the Empire have technical knowledge of how weapons are built. Homemade grenades are a common expression of Rebel ingenuity.

CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Improvised Grenade
3

Many who fight against the Empire have technical knowledge of how weapons are built. Homemade grenades are a common expression of Rebel ingenuity.

CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Improvised Grenade
3

Many who fight against the Empire have technical knowledge of how weapons are built. Homemade grenades are a common expression of Rebel ingenuity.

CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Improvised Grenade
3

Many who fight against the Empire have technical knowledge of how weapons are built. Homemade grenades are a common expression of Rebel ingenuity.

CHARACTER WEAPON

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.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

F/C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

F/C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

F/C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...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.

F/C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Local Informant
3

Jedha native Adolpus Luzend, like many of the oppressed populace, is happy to spy on and report Imperial activity to the Rebels, for a price...

POWER 1
ABILITY 1

Deploy -1 for each here. Once per turn, may use X Force to peek at the top card of opponent's Reserve Deck, where X = 3 minus the number of here.

3
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Local Informant
3

Jedha native Adolpus Luzend, like many of the oppressed populace, is happy to spy on and report Imperial activity to the Rebels, for a price...

POWER 1
ABILITY 1

Deploy -1 for each here. Once per turn, may use X Force to peek at the top card of opponent's Reserve Deck, where X = 3 minus the number of here.

3
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

This is a Star Wars-themed card, likely from a board game. The card has a red and white distressed border. At the top left is a red circular icon with a black and white pattern. The title "•looks like We Found Saw's Rebels" is in a bold, sans-serif font. To the right of the title is a large number "5" inside a black circle. Below the title is a paragraph of text: "Jyn and Cassian didn't have to look very far to find Saw's Partisans." In the center is a rectangular image showing three Rebel fighters in a desert environment. Below the image is a section titled "USED OR LOST INTERRUPT" in bold, all-caps. At the bottom is a search instruction: "Search your Reserve Deck and then decide: USED: take a non-unique alien Partisan into hand. LOST: take a unique alien Partisan into hand. Reshuffle." The card is set against a dark background with a small "C" logo in the bottom left corner.

Looks Like We Found Saw's Rebels 5

Dyn and Cassian didn't have to look very far to find Saw's Partisans.

USED OR LOST INTERRUPT

Search your Reserve Deck and then decide:
USED: take a non-unique alien Partisan into hand.
LOST: take a unique alien Partisan into hand.
Reshuffle.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Iyra Erso

Skilled naturalist and scout that served as a guide to survey teams. Rebel who deeply distrusts Krennic and opposes the Empire's mining practices.

POWER 2 **ABILITY 3** **FORCE-ATTUNED**

Power +1 at exterior planet sites. Once per turn, may move (at normal use of the Force) with up to one other character away from a site immediately after opponent just deployed or moved an Imperial here.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

This is a character card for Rey from the Star Wars: The Force Awakens set. The card features a portrait of Rey in the center. Above the portrait, her name "Rey" is written in a stylized font, followed by her role "Scout" in smaller text. To the left of her name is a circular icon showing a Rebel Alliance symbol. To the right is a black circle with the number "3" in white. Below the portrait, there are three attributes: "POWER 2", "ABILITY 3", and "FORCE-ATTUNED". Below these attributes is a large text box containing her abilities. At the bottom left, there are two small icons: a Rebel Alliance symbol and a Star Wars logo. At the bottom right, there is a small icon of a droid. The card has a textured, metallic background.

Rey

Scout

3

Skilled naturalist and scout that served as a guide to survey teams. Rebel who deeply distrusts Krennic and opposes the Empire's mining practices.

POWER 2

ABILITY 3

FORCE-ATTUNED

Power +1 at exterior planet sites. Once per turn, may move (at normal use of the Force) with up to one other character away from a site immediately after opponent just deployed or moved an Imperial here.

2

4

2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE

Lyra Erso

3

Skilled naturalist and scout that served as a guide to survey teams. Rebel who deeply distrusts Krennic and opposes the Empire's mining practices.

POWER 2

ABILITY 3

FORCE-ATTUNED

Power +1 at exterior planet sites. Once per turn, may move (at normal use of the Force) with up to one other character away from a site immediately after opponent just deployed or moved an Imperial here.

2

4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Modified DL-17 Blaster Rifle

4

Rebels and Partisans use whatever equipment they can get access to. Many weapons are stolen after skirmishes.

CHARACTER WEAPON

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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Modified DL-17 Blaster Rifle

4

Rebels and Partisans use whatever equipment they can get access to. Many weapons are stolen after skirmishes.

CHARACTER WEAPON

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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Modified DL-17 Blaster Rifle

4

Rebels and Partisans use whatever equipment they can get access to. Many weapons are stolen after skirmishes.

CHARACTER WEAPON

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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Modified DL-17 Blaster Rifle

4

Rebels and Partisans use whatever equipment they can get access to. Many weapons are stolen after skirmishes.

CHARACTER WEAPON

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

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Mon Cala Helmsman

3

The Mon Calamari fleet makes up the most powerful segment of the fledgling Rebel Alliance. Many of the natives of the watery world have become skilled pilots.

POWER 1

ABILITY 1

Deploy -1 aboard a starship. Adds 2 to power of anything he pilots.

2

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Mon Cala Helmsman

3

The Mon Calamari fleet makes up the most powerful segment of the fledgling Rebel Alliance. Many of the natives of the watery world have become skilled pilots.

POWER 1

ABILITY 1

Deploy -1 aboard a starship. Adds 2 to power of anything he pilots.

2

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Mon Cala Helmsman

3

The Mon Calamari fleet makes up the most powerful segment of the fledgling Rebel Alliance. Many of the natives of the watery world have become skilled pilots.

POWER 1

ABILITY 1

Deploy -1 aboard a starship. Adds 2 to power of anything he pilots.

2

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Mon Cala Helmsman

3

The Mon Calamari fleet makes up the most powerful segment of the fledgling Rebel Alliance. Many of the natives of the watery world have become skilled pilots.

POWER 1

ABILITY 1

Deploy -1 aboard a starship. Adds 2 to power of anything he pilots.

2

3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars-themed card titled "Partisan Guard" with a cost of 3. The card features a portrait of a Partisan Guard. The text reads: "Many Jedha locals have joined Saw's Partisans since the Imperial occupation began." The card has a Power of 1 and an Ability that reads: "Power +1 while on Jedha or defending in battle." The card is numbered 2/3 and includes a small icon of a Partisan Guard in the bottom right corner.

A Star Wars trading card for the Partisan Guard. The card has a weathered, metallic appearance. At the top left, there are two orange lights. The title "Partisan Guard" is in a bold, sans-serif font. To the right of the title is a circular icon with the number "3". Below the title, a quote from Saw's Partisans is enclosed in a speech bubble. The quote reads: "Many Jedha locals have joined Saw's Partisans since the Imperial occupation began." Below the quote is a large rectangular image of a Partisan Guard. The guard is a man with a shaved head, a goatee, and a black bandana around his neck. He is wearing a dark, textured tunic and a strap across his chest. He is looking slightly to the right with a serious expression. Below the image, there are two buttons: "POWER 1" and "ABILITY 1". The "ABILITY 1" button contains the text "Power +1 while on Jedha or defending in battle." Below the ability button is a small icon of a person running. At the bottom left, there are two small square icons, one with the number "2" and one with the number "3". At the bottom right, there is a small icon of a person running.

Partisan Insurgent 3

The ever increasing reach of the Empire rarely has a positive effect on the day to day lives of a local populace. Some Jedha locals joined the **Partisans** to fight back.

POWER 2 **ABILITY 1**

When with a unique Partisan, draws one battle destiny if unable to otherwise.

2
3

2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars-themed card titled "Ramming Speed" with a cost of 5. The card features an illustration of the Lightmaker corvette ramming the Persecutor starship. The text describes Admiral Raddus's order and the tactical significance of the sacrifice. Below the illustration is a "LOST INTERRUPT" section with rules for when starships are lost.

•Ramming Speed

5

Admiral Raddus ordered the corvette Lightmaker to ram into the disabled *Persecutor*. The crew's sacrifice proved to be a pivotal shift in the momentum of the battle.

LOST INTERRUPT

Target your starship and opponent's capital starship present at the same system. Both players draw destiny and add their starship's armor. If your total > opponent's total, both starships are lost.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Ramming Speed

5

Admiral Raddus ordered the corvette Lightmaker to ram into the disabled *Persecutor*. The crew's sacrifice proved to be a pivotal shift in the momentum of the battle.

LOST INTERRUPT

Target your starship and opponent's capital starship present at the same system. Both players draw destiny and add their starship's armor. If your total > opponent's total, both starships are lost.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

•Ramming Speed

5

Admiral Raddus ordered the corvette Lightmaker to ram into the disabled *Persecutor*. The crew's sacrifice proved to be a pivotal shift in the momentum of the battle.

LOST INTERRUPT

Target your starship and opponent's capital starship present at the same system. Both players draw destiny and add their starship's armor. If your total > opponent's total, both starships are lost.

C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Commando

3

The most skilled and experienced Rebel troopers are formed into commando squads. Often deployed when the stakes are highest.

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 subtract 1 from the Force required to fire a weapon he is using.

2
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Commando

3

The most skilled and experienced Rebel troopers are formed into commando squads. Often deployed when the stakes are highest.

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 subtract 1 from the Force required to fire a weapon he is using.

2
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Commando

3

The most skilled and experienced Rebel troopers are formed into commando squads. Often deployed when the stakes are highest.

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 subtract 1 from the Force required to fire a weapon he is using.

2
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Commando

3

The most skilled and experienced Rebel troopers are formed into commando squads. Often deployed when the stakes are highest.

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 subtract 1 from the Force required to fire a weapon he is using.

2
3
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Fleet Trooper Squad Leader

3

Rebel fleet trooper squad leaders are tasked with coordinating with a central command tactician on how best to engage and withdraw their squad.

POWER 2 **ABILITY 2**

When present with two of your other non-unique troopers, adds one destiny to total power only.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

...Rebel Fleet Trooper Squad Leader

3

Rebel fleet trooper squad leaders are tasked with coordinating with a central command tactician on how best to engage and withdraw their squad.

POWER 2 **ABILITY 2**

When present with two of your other non-unique troopers, adds one destiny to total power only.

2
4
C
2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars-themed card titled "Rebel Fleet Trooper Squad Leader" with a cost of 3. The card features a photo of a Rebel trooper. The text describes the card's ability: "Rebel fleet trooper squad leaders are tasked with coordinating with a central command tactician on how best to engage and withdraw their squad." The card has a Power of 2 and an Ability of 2. A small icon of a trooper is in the bottom right corner.

A Star Wars-themed card for the Rebel Fleet Trooper Squad Leader. The card features a portrait of a Rebel trooper in a tan jacket and helmet. The title "Rebel Fleet Trooper Squad Leader" is at the top, with a cost of 3. The card has a power of 2 and a destiny of 2. The text describes the leader's role in coordinating with a central command tactician. The card is set against a background of a Rebel ship's interior.

Rebel Logistics 4

Flexible protocols and individual autonomy allow Rebel forces to rapidly change deployment strategies.

EFFECT

Deploy on table. Once during each of your control phases you may place one card from hand in Used Pile. If you do so, you may use 1 Force to draw the top card of your Reserve Deck.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Rebel Logistics
4

Flexible protocols and individual autonomy allow Rebel forces to rapidly change deployment strategies.

EFFECT

Deploy on table. Once during each of your control phases you may place one card from hand in Used Pile. If you do so, you may use 1 Force to draw the top card of your Reserve Deck.

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Special Operations Trooper
3

Rebel troopers are often driven by some personal tragedy inflicted by the Empire. Special ops troopers take direct action in the most dire situations.

POWER 2 ABILITY 2

Defense value +1 while armed with a weapon. Once per turn may use 1 Force to add 1 to his weapon destiny.

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Special Operations Trooper
3

Rebel troopers are often driven by some personal tragedy inflicted by the Empire. Special ops troopers take direct action in the most dire situations.

POWER 2 ABILITY 2

Defense value +1 while armed with a weapon. Once per turn may use 1 Force to add 1 to his weapon destiny.

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Special Operations Trooper
3

Rebel troopers are often driven by some personal tragedy inflicted by the Empire. Special ops troopers take direct action in the most dire situations.

POWER 2 ABILITY 2

Defense value +1 while armed with a weapon. Once per turn may use 1 Force to add 1 to his weapon destiny.

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Special Operations Trooper
3

Rebel troopers are often driven by some personal tragedy inflicted by the Empire. Special ops troopers take direct action in the most dire situations.

POWER 2 ABILITY 2

Defense value +1 while armed with a weapon. Once per turn may use 1 Force to add 1 to his weapon destiny.

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Stolen Imperial Blaster
4

Partisans, Insurgents, and Rebels all will use any equipment they can buy, build, scavenge, or steal.

CHARACTER WEAPON

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

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Stolen Imperial Blaster
4

Partisans, Insurgents, and Rebels all will use any equipment they can buy, build, scavenge, or steal.

CHARACTER WEAPON

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

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Stolen Imperial Blaster
4

Partisans, Insurgents, and Rebels all will use any equipment they can buy, build, scavenge, or steal.

CHARACTER WEAPON

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

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

Stolen Imperial Blaster
4

Partisans, Insurgents, and Rebels all will use any equipment they can buy, build, scavenge, or steal.

CHARACTER WEAPON

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

2
3

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



U-wing

3

Manufactured 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 2MANEUVER 3HYPER SPEED 5

2

4

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



F / C2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE



U-wing

3

Manufactured 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 2MANEUVER 3HYPER SPEED 5

2

4

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



F / C2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE



U-wing

3

Manufactured 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 2MANEUVER 3HYPER SPEED 5

2

4

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



F / C2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE



U-wing

3

Manufactured 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 2MANEUVER 3HYPER SPEED 5

2

4

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



F / C2024 STROMBEQ - ROGUE ONE - NOT FOR SALE OR RESALE