

**•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

**•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.

U

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**•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

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**•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

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**Blaster Pistol**

4

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

**CHARACTER WEAPON**

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

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**•Carbon 1**

2

TIE/In 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**

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.

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**•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.

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**...Carbon Squadron TIE**

2

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.

**STARFIGHTER: TIE/LN**

**POWER 4** **MANEUVER 3** **NO HYPERDRIVE**

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.

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**...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

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The image shows a Star Wars-themed card titled "Commence Single Reactor Ignition". The card has a purple border. In the top left corner is a Rebel Alliance logo. In the top right corner is a power symbol (a circle with a dot). In the bottom right corner is a green icon of a reactor. The central image depicts a Death Star in space, firing a bright green laser beam down at a planet's horizon. Below the image, the card contains the following text:

**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 [Laser Icon] at target site.

**Resolve:** If your total is greater, target site is "blown away", opponent loses 3 Force for each [Laser Icon] at the target site and this card is lost. Otherwise, this card is used.

At the bottom of the card, there is a black bar with the text "F/U" on the left and "2024 STROMBE0 - ROGUE ONE - NOT FOR SALE OR RESALE" on the right.

**DEATH STAR**

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

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A red-bordered card titled "Deploy The Garrison" with a cost of 3. The card features a photograph of Star Wars Imperial and Rebel troops in a corridor. The text describes the 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." The card is set against a dark background with a subtle grid pattern.



**•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.

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**•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.

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**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
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**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.

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**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**
**HYPERSED 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.

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**•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
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**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.

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**•Garmah Dorne**

2

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

**POWER 3**
**ABILITY 2**

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

3  
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U
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**•General Sotorus Ramda**

2

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

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

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

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**•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.

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**•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

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**•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

HYPERSED 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

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**•JEDHA**

9

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

**•JEDHA**

6

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

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**•JEDHA: HOLY CITY ALLEYS**

No starships or vehicles here.

**•JEDHA: HOLY CITY ALLEYS**

No starships or vehicles here.

F

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**•JEDHA: HOLY CITY DOCKING BAY**

Your docking bay transit from here requires 1 Force.

**•JEDHA: HOLY CITY DOCKING BAY**

Your docking bay transit from here requires 1 Force.

F

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**•JEDHA: HOLY CITY TYTHON SQUARE**

Kyber Crystals are deploy -2 here.

**•JEDHA: HOLY CITY TYTHON SQUARE**

Kyber Crystals are deploy -2 here.

F

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**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

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**•Krennic with Blaster Pistol**

1

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

POWER 3

ABILITY 3

FORCE-ATTUNED

Adds one battle destiny if with 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.

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**•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

HYPERSPEED 4

2

4

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

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**•Kullbee Sperado**

3

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

POWER 2

ABILITY 1

2

3

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

C

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**...Kyber Crystal**

0

Use 3 Force to deploy to any battleground planet site. Either player may use 1 Force to have their character present pick up if they control this site. A character may only hold one Kyber Crystal at a time. While being held, cumulatively adds 1 to controlling player's Force generation and Force drains here. If character holding is lost while present at a site, Kyber Crystal is 'dropped' to the site. If aboard a starship or enclosed vehicle when lost, Kyber Crystal is also lost.

F / C

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**•Lone Child**

4

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

**LOST INTERRUPT**

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

C

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**•Mass Produced Weaponry**

4

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

**USED INTERRUPT**

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

C

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

**•Moroff**

1

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

POWER 4

ABILITY 2

4

3

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

U

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**•Orson Krennic**

1

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

POWER 4

ABILITY 3

FORCE-ATTUNED

4

6

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

R

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

1

2

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

C

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**•Persecutor**

2

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

**CAPITAL: IMPERIAL-CLASS STAR DESTROYER**

POWER 7

ARMOR 5

HYPERSPEED 4

8

8

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

U

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### Prepare To Receive Inspection Team

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.

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### •Prototype Superlaser

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.

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### •Raven 2

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.

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### •RS-48-2

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.

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### •SCARIF

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

**SCARIF**

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

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

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

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

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

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

If you initiate battle here, add one battle destiny.

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

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

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### Scout Walker

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.

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### •••Shoretrooper Squad Leader

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.

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**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.

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**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.

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**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.

2

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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

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.

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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.

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**Stripping The Temple**

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Deploy Jedha system and Holy City Docking Bay. For remainder of game, you may only deploy Kyber Crystals to Jedha sites.

While this side up, once during each of your turns you may use 1 Force to take into hand from Reserve Deck one Holy City site, Kyber Crystal or shuttle; reshuffle.

Flip this card if you just moved a character holding a Kyber Crystal from a Jedha site to the Jedha system.

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2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

**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.

2

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**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.

2

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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.

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2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE



The image shows a game card for the 'Starfighter: Zeta-Class Cargo Shuttle' from the Star Wars: The Force Awakens LCG. The card has a blue border. At the top left is a circular icon showing a shuttle. The title 'Zeta-Class Cargo 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's design and use. In the center is a large image of the shuttle in space. Below this is the name 'STARFIGHTER: ZETA-CLASS CARGO SHUTTLE'. At the bottom are three stats: 'POWER 2', 'MANEUVER 3', and 'HYPER SPEED 4'. Below these is a text box with the shuttle's abilities. To the right of the abilities are two small circular icons. At the very bottom is the 'F/C' logo and a disclaimer.

**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.

5204 STROMBERG - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars 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 has a cost of 3, a power of 2, and an ability of 2. The text describes him as an experienced X-wing pilot who helped new Rebel pilots learn effective maneuvers. The card is set against a background of a starry sky with a planet and a Rebel Alliance symbol.

•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

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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 attraction < 3.

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2024 SRO/MBEO - ROGUE ONE - NOT FOR SALE OR RESALE



•Bistan

3

Skilled marksman from Lakar. 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

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

2024 STROMBED - ROGUE ONE - NOT FOR SALE OR RESALE

This is a 'Blaster Pistol' card from the Star Wars: The Force Awakens set. The card has a green border and a white background. In the top left corner, there is a circular icon showing a blaster firing. The title 'Blaster Pistol' is in the top center. In the top right corner, there is a circular icon with the number '4'. The main text describes the SE-14r blaster pistol, stating it is typical of mass-produced blaster pistols found throughout the galaxy. Below the text is a photograph of a hand holding an SE-14r blaster pistol. The card is labeled 'CHARACTER WEAPON' in the center. The bottom section contains the rules for using the 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.' The card is numbered 'F' in the bottom left corner and '2024 STROMBED - ROGUE ONE - NOT FOR SALE OR RESALE' in the bottom right corner.

This is a Star Wars: The Force Awakens Starfighter Deck Card. The card features a blue and white speckled border. In the top left corner, there is a circular icon showing a Rebel Alliance symbol. In the top right corner, there is a circular icon with the number '2'. The card's title is 'Blue 1'. The main text describes Merrick's X-wing and its role in the battle of Scarif. Below the text is a large image of the X-wing in flight. At the bottom, there are three stats: Power 3, Maneuver 4, and Hyperspeed 5. The card also includes a special rule about adding a pilot and taking the card from Reserve Deck.

•Blue 1

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

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 STROMBE - ROGUE ONE - NOT FOR SALE OR RESALE

This is a card from the Star Wars: The Card Game, 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. The top center features the text "Blue 4" in a stylized font. The top right corner has a large black circle with the number "4" inside. 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, with its engines glowing red. Below the 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 "HYPER SPEED 5". At the bottom left, there is a small circular icon of a starship. The bottom center features a text box with the following text: "May add 1 pilot. Forfeit +1 when present with any other non X-wing starfighter. Immune to attrition < 3 when Raner piloting." To the right of this text box is a small red circular icon. The bottom right corner has a large black circle with the number "4" inside. The card is set against a background of a blue sky with white clouds.

Blue 4

4

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.

STARFIGHTER: X-WING

POWER 3 MANEUVER 4 HYPER SPEED 5

May add 1 pilot. Forfeit +1 when present with any other non X-wing starfighter. Immune to attrition < 3 when Raner piloting.

4

This is a Star Wars: The Force Awakens Starfighter Deck Card for the X-Wing. The card has a blue and white border. 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 these is a text box with a green checkmark icon in the top right corner, 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." The central image shows the X-Wing in flight over a planet's surface, with a smaller, dark, winged ship (the Scarif lander) visible in the lower left. Below the image is a grey banner with the text "STARFIGHTER: X-WING". At the bottom are three white banners with blue borders: "POWER 3", "MANEUVER 4", and "HYPER SPEED 5". On the left side, there are three circular icons: a top one with a pilot, a middle one with the number "2", and a bottom one with the number "4". On the right side, there is a small icon of a pilot in a cockpit. At the bottom of the card, there is a text box with a small icon of a pilot in a cockpit, 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 very bottom of the card, there is a small icon of a pilot in a 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 ordnance 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 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**

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.

2
3

U
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
6

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

**-Chirrut Imwe**
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
6

R
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.

2
4

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.

2
4

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

**-Farns Monshee**
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.

2
4

C
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. Surreptitiously 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

U
2024 STROMBEO - 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
5

U
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

6
**•JEDHA**
1

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

**•JEDHA**
6

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

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

1
**•JEDHA: CADEXA CATACOMBS**

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

**•JEDHA: CADEXA CATACOMBS**

Your partisans are immune to attrition here.

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

1
**•JEDHA: HOLY CITY TYTHONI SQUARE**

Kyber Crystals are deploy -2 here.

**•JEDHA: HOLY CITY TYTHONI SQUARE**

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

F
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 troops 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.

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

**•Jyn with Blaster Pistol**
1

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

**POWER 3 ABILITY 3 FORCE-ATTUNED**

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

F
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.

R
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



### •Let Them Pass In Peace

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

**USED INTERRUPT**

If opponent just initiated a battle at a site, opponent may chose 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.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

### •Lightmaker

A *Sphyrna*-class corvette commanded by Captain Kado Quoné at the battle of Scarif. Used to push the Imperial Star Destroyer *Persecutor* into the ISD *Intimidator*.

**CAPITAL: SPHYRNA-CLASS HAMMERHEAD CORVETTE**

**POWER 5** **ARMOR 4** **HYPER SPEED 4**

May add 2 pilots, 4 passengers and 2 vehicles. Has ship-docking capability. Permanent pilot provides ability 2. May use power instead of armor when targeted by Ramming Speed.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

### Local Informant

Jedha native Adolqus 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.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

### •Looks Like We Found Saw's Rebels

Jyn 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

### •Lyra 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.

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### •Melshi

Sergeant Ruesscott Melshi met Cassian in the Narkina 5 prison. Joined Rebel Intelligence after escaping and serves as a spy and special operations trooper.

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

Deploy -1 where you have no Force icons or presence. Adds 2 to power of anything he pilots. Subtract 1 from the Force required to deploy a weapon on him. Your non-unique troopers at same site are forfeit +1.

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE

### Modified DL-17 Blaster Rifle

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.

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### Mon Cala Helmsman

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.

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### •Pao

Male Drabatan from Pipada. Rebel special ops trooper skilled in underwater demolitions. Full name is Paadok'Draba Takat Sap De'Rekhi Nik'Linek'Ti' Ki'Vef'Nik'Ne Sovel'Li'Kok.

**POWER 3** **ABILITY 2**

While at an exterior planet site, power +1, immune to attrition < 3 and draws one battle destiny if unable to otherwise. Subtracts 1 from the cost to deploy a weapon on him.

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A Star Wars-themed card titled "Rapid Operations" with a cost of 3. The card features an illustration of Rebel troopers running through a forest. The text describes the card's 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." The card is marked with "2024 STRONBEO - ROGUE ONE - NOT FOR SALE OR RESALE" at the bottom.

**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

2024 SICKBOMB - ROGUE ONE - NOT FOR SALE OR RESALE

A Star Wars Rebel Fleet Trooper Squad Leader card. The card features a Rebel Alliance symbol in the top left, a '3' in a circle in the top right, and a green star icon. The title 'Rebel Fleet Trooper Squad Leader' is in the top center. The main text describes the leader's role: 'Rebel fleet trooper squad leaders are tasked with coordinating with a central command tactician on how best to engage and withdraw their squad.' Below this is a photo of a Rebel trooper. The bottom section has a 'POWER 2' and 'ABILITY 2' label, followed by a text box: 'When present with two of your other non-unique troopers, adds one destiny to total power only.' There are also two small icons in the bottom right: a Rebel Alliance symbol and a 'NOT FOR SALE OR RESALE' warning.



The image shows a Star Wars-themed card titled "Stolen Imperial Blaster". The card has a green and brown, weathered border. In the top left corner, there is a small circular icon showing a blaster. In the top right corner, there is a black circle with the number "4" in white. The main title "Stolen Imperial Blaster" is in a bold, black, sans-serif font. Below the title, there is a paragraph of text: "Partisans, Insurgents, and Rebels all will use any equipment they can buy, build, scavenge, or steal." This text is enclosed in a light green rectangular box. Below this box is a large rectangular image showing a close-up of a person's hands holding a black blaster. The person is wearing a dark, textured jacket. Below the image is a light green rectangular box containing the text "CHARACTER WEAPON" in a bold, black, sans-serif font. Below this box is another light green rectangular box containing the text: "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." The card is set against a dark background.

This is a Star Wars: The Force Awakens Starfighter Deck Card for the Zeta-Class Heavy Cargo Shuttle. The card is blue with a white border. At the top left is a circular icon showing a Rebel Alliance symbol. At the top right is a circular icon with the number 3. The card's name is "•SW-0608" in the top left. The background image shows the shuttle flying over a tropical island with a large building in the distance. The card's text reads: "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." Below the image is the name "STARFIGHTER: ZETA-CLASS HEAVY CARGO SHUTTLE". At the bottom are three stats: "POWER 2", "MANEUVER 2", and "HYPER SPEED 4". A small icon of a Rebel Alliance symbol is in the bottom right corner. The card is numbered 2 and 4 in the bottom left corner.

•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 HYPER SPEED 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.

2  
4

2024 STROMBEO - ROGUE ONE - NOT FOR SALE OR RESALE




**•Tell Me You Have A Backup Plan**
5

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



**USED OR STARTING INTERRUPT**

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

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


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



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

F
2024 STROMBEQ - 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 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 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.

2
4

F / C
2024 STROMBEQ - 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**

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.

3
4

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