





3/2

### Krayt Dragon Howl



Hero ignores Brown Brigade and no Evil Characters may band this turn.

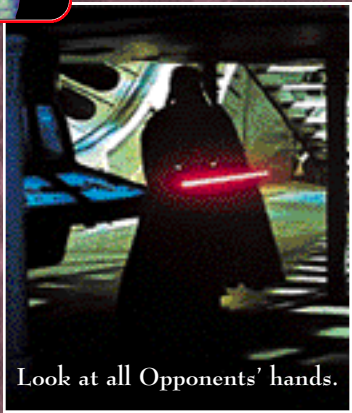
Using Jedi skill, Obi-wan Kenobi imitated perfectly the mournful howl of the dangerous krayt dragon to scare the Tusken Raiders away from Luke Skywalker.

QuadSplash, Inc.



1/3

### Your Thoughts Betray You



Look at all Opponents' hands.

Sister! You have a twin...sister. Your feelings now betray her too. Obi-wan was wise to hide her from me.

Darth Vader

QuadSplash, Inc.



2/3

### Bantha Herd



Prevent all special abilities except banding. May band to one non-human Evil Character.

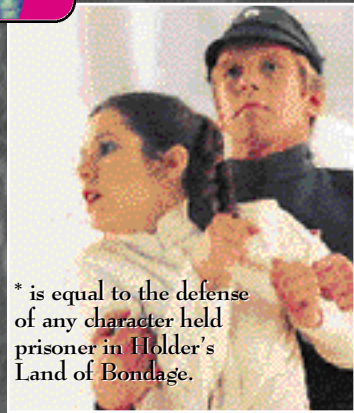
While banthas are found on many worlds, the largest herds are on Tatooine. The Sand People of that planet learned to tame the beasts.

QuadSplash, Inc.



0/\*

### Human Shield



\* is equal to the defense of any character held prisoner in Holder's Land of Bondage.

Luke! Luke, don't - it's a trap! It's a trap!

Leia Organa

QuadSplash, Inc.



### Thermal Detonator

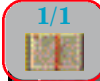


Discard all Characters in play.

Because he's holding a thermal detonator!

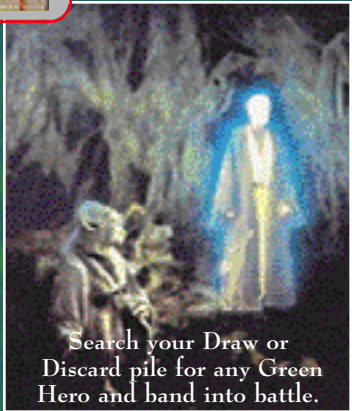
C-3PO

QuadSplash, Inc.



1/1

### Obi-wan's Wise Advice



Search your Draw or Discard pile for any Green Hero and band into battle.

Luke, don't give in to hate - that leads to the dark side.

Obi-wan Kenobi

QuadSplash, Inc.



4/4

### R2-D2



Holder may search draw pile for any Blue enhancement card and add it to your hand. Shuffle draw pile.

Excuse me, sir, but that R2 unit is in prime condition. A real bargain.

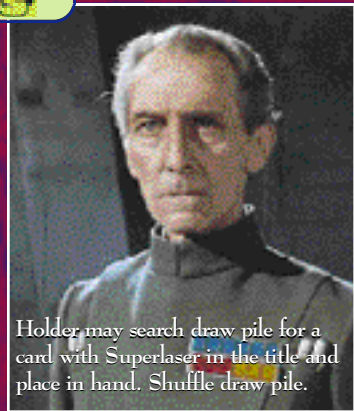
C-3PO

QuadSplash, Inc.



5/5

### Grand Moff Tarkin



Holder may search draw pile for a card with Superlaser in the title and place in hand. Shuffle draw pile.

The Jedi are extinct., their fire has gone out of the universe. You, my friend, are all that's left of their religion.

Grand Moff Tarkin

QuadSplash, Inc.



**Salacious Crumb**



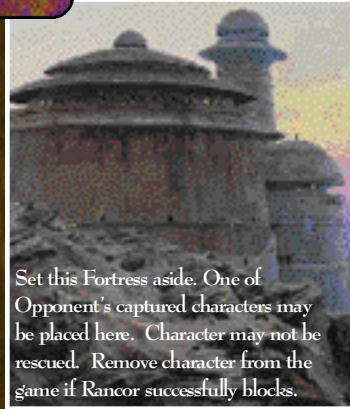
Only non-human characters may enter battle. Three Nails and Cross Beams of the Cross are negated this turn. May be used twice per game.

AH-hahahahaha!

Salacious Crumb

QuadSplash, Inc.

**Jabba's Palace**




Set this Fortress aside. One of Opponent's captured characters may be placed here. Character may not be rescued. Remove character from the game if Rancor successfully blocks.

I don't think they're going to let us in Artoo. We'd better go.

C-3PO

QuadSplash, Inc.

**Death Star**



Place beneath an opponent's discard pile. No cards may be removed from this discard pile.

That's no moon. That's a space station.

Obi-Wan Kenobi

QuadSplash, Inc.

**Cell 2187**



When blocking a rescue attempt at this site, Holder may look at rescuer's hand or draw pile and replace unshuffled.

And now, Your Highness, we will discuss the location of the hidden Rebel base.

Darth Vader

QuadSplash, Inc.

**Meditation Chamber**



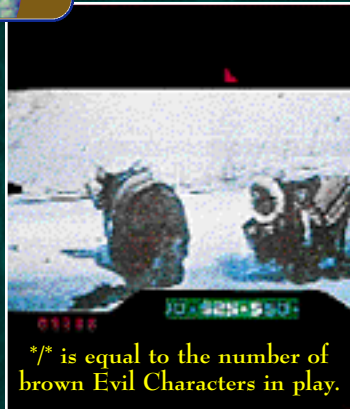
Set aside any black Evil Character for 3 turns. Upon return, if discarded in battle, Evil Character instead returns to Holder's territory with abilities increased 3/3.

You have failed me for the last time, Admiral.

Darth Vader

QuadSplash, Inc.

**Strength in Numbers**



**\*/\*** is equal to the number of brown Evil Characters in play.

The Sand People are easily startled, but they will soon be back and in greater numbers.

Obi-wan Kenobi

QuadSplash, Inc.

**Stormtrooper**



**3/2**


May band to all other Stormtroopers. Must band to at least one Stormtrooper to block. Banding cannot be interrupted, prevented, or negated.

All right men, load your weapons!

Trooper Davin Felth

QuadSplash, Inc.

**Tusken Raiders**



**10/6**

Discard one fortress from each opponent. Special ability may be used once per game.

There has been a lot of unrest among the Sand People since you left...they've even raided the outskirts of Anchorhead.


Luke Skywalker

QuadSplash, Inc.



2/5  
†

C-3PO



May band to R2-D2. May use one enhancement from any non-gold Hero brigade per battle.

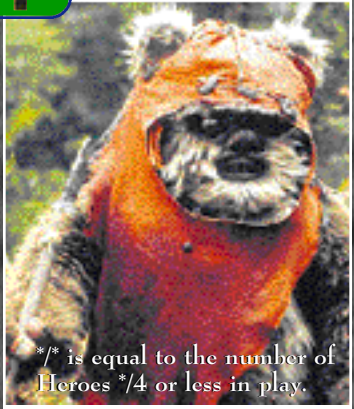
I am fluent in more than 6 million forms of communication.

C-3PO

QuadSplash, Inc.

\*/\*  
†

Wicket W. Warrick



\*/\* is equal to the number of Heroes \*/4 or less in play.

Its as if a million voices suddenly cried out in terror and were suddenly silenced.

Obi-Wan Kenobi

QuadSplash, Inc.

3/3  
†

Yoda



Negate effects of all activated Artifacts I do.

When nine hundred years old you reach, look as good you will not. Hmmm?

Yoda

QuadSplash, Inc.

5/7  
†

Princess Leia Organa



May band with any human Hero who is a member of a royal family.

Yes. Rich, powerful! Listen, if you were to rescue her, the reward would be...

Luke Skywalker

QuadSplash, Inc.

6/12

The Emperor



If there are two Hero enhancements in the field of battle, the battle immediately resolves and no further enhancements may be played. May not be converted.

So be it jedi. If you will not be turned, you will be destroyed.

The Emperor

QuadSplash, Inc.

4/6

Lando Calrissian



May capture Han Solo, Princess Leia, or Chewbacca and place in Cloud City Tower site.

Stop! I've done all I can. I'm sorry I couldn't do better, but I have my own problems.

Lando Calrissian

QuadSplash, Inc.

11/10

Vader



Holder may search Discard Pile for one Evil Enhancement and add it to their hand. Death Star has no effect.

One thing remains: Vader. You must confront Vader. Then, only then, a Jedi will you be. And confront him you will.

Yoda

QuadSplash, Inc.

14/10

Rancor



Discard all characters in battle with a toughness of \*/5 or less. May only bleed if Jabba's Palace and/or Rancor Pit sites are in play.

Oh, no! The Rancor!

C-3PO

QuadSplash, Inc.



**2/2**

**Fly Casual**



Set Hero aside for two turns. Upon return, Hero gains the ability to ignore Wall of Protection.

Keep your distance though, Chewie, but don't look like your trying to keep your distance.

Han Solo

QuadSplash, Inc.

**Out of Nowhere**



Interrupt and search draw pile for any Hero with no special ability. Band Hero into battle.

You're all clear, kid. Now let's blow this thing and go home!

Han Solo

QuadSplash, Inc.

**2/2**

**Jedi Mind Trick**



Hero ignores all Evil Characters with a toughness of  $\frac{*}{4}$  or less.

You will take me to Jabba now!

Luke Skywalker

QuadSplash, Inc.

**4/1**

**Sorry about the Mess**



Yes, I'll bet you have.

Han Solo

QuadSplash, Inc.

**Yoda's Influence**




Reduce the abilities (\*\*\*) of any Evil Character in battle by half, rounded down. Effect is permanent if Yoda is in play.

Hmm. Control, control. You must learn control.

Yoda

QuadSplash, Inc.

**Yoda's Wisdom**



\*\*\* is equal to the number of artifacts in one player's artifact pile.

A Jedi uses the force for knowledge and defense, never for attack.

Yoda

QuadSplash, Inc.

**3/3**

**Endor Celebration**



If this rescue attempt is successful, search discard pile for any Hero and place in hand.

They did it!

C-3PO

QuadSplash, Inc.

**Sound the Attack**



Search your draw pile and band into battle all Heroes whose strength plus toughness is less than 10.

Ewok warriors on patrol use primitive animal horns to coordinate their defenses.

QuadSplash, Inc.



2/1

### Power of Royalty



Interrupt and prevent all Heroes from a royal family from being discarded this turn. Shuffle into owner's draw pile instead.

Necklace worn by Princess Leia during awards ceremony after Battle of Yavin. A powerful artifact in the Alderaanian royal family for dozens of generations.

QuadSplash, Inc.

2/3

### There is Another



If battling the gold or black brigades, this card is worth 5/1 and Hero gains first strike ability.

Luke...There is...another...Sky...Sky...walker.

Yoda

QuadSplash, Inc.

0/3

### He's My Brother



May band a male, white brigade Hero into battle. Household Idols has no effect.

Oh. No, it's not like that at all. He's my brother.

Princess Leia

QuadSplash, Inc.

1/3

### Moisture Farm



Search your draw or discard pile for Vaporator artifact and place in hand. Shuffle draw pile.

This is the only card without a quote or a description. Poor moisture farm.

QuadSplash, Inc.

1/1

### Wookiee Roar



All Evil Characters in battle with a toughness of <sup>\*/</sup>4 or less must retreat.

GHRRRRAARRRRHG!!

Chewbacca

QuadSplash, Inc.

1/2

### A Gift



Search your Discard Pile for any weapon card and place it in your hand.

Your uncle didn't want you to have this...It used to be your father's.

Obi-Wan Kenobi

QuadSplash, Inc.

1/1

### Borrowed Suit



Set Hero aside for three turns. Choose a Hero brigade color. Upon return, Hero becomes chosen brigade color until Hero makes a successful rescue attempt. Then Hero converts back to its original brigade color.

TK-421. Why aren't you at your post? TK-421, do you copy?

Lt. Pol Treidum

QuadSplash, Inc.

1/1

### Restraining Bolt



Play on Opponent's side of table. Opponent may draw no more than three cards per turn. Negates Vaporator. Discard after five turns.

He says the restraining bolt has short-circuited his recording system. He suggests that if you remove the bolt, he might be able to play back the whole recording.

C3PO

QuadSplash, Inc.



**Force Lightning**



Set aside any two non-human Heroes or one human Hero in play for five turns.

The Emperor is strong in the dark arts of the Force. He can direct pure energy to shoot forth from his outstretched fingers.

QuadSplash, Inc.

**Boba Fett's Blaster Rifle**



Discard one Hero in each opponent's territory or set aside area.

Sawed off BlasTech EE-3 blaster rifle. Although its barrel is only a few centimeters under the legal limit, no one has lived to file an official complaint.

QuadSplash, Inc.

**2/2 Trust Your Instincts**



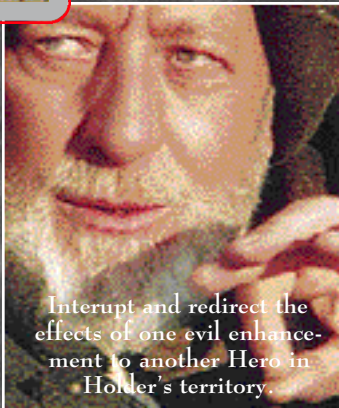
Regardless of battle outcome, all Heroes return to territory after this battle. Prevents Thirty Pieces of Silver.

Let go, Luke. Trust your instincts.

Obi-wan Kenobi

QuadSplash, Inc.

**Affect Mind**



Interrupt and redirect the effects of one evil enhancement to another Hero in Holder's territory.

These are not the droids you're looking for.

Obi-wan Kenobi

QuadSplash, Inc.

**Obi-wan's Cape**



Transfer the special ability of one of Holder's silver Heroes in play to another of Holder's Heroes in play without a special ability.

If you strike me down then I will become more powerful than you can possibly imagine.

Obi-wan Kenobi

QuadSplash, Inc.

**2/1 Comlink**



Hero may band a second white Hero into battle.

Use the comlink? Oh, my! I forgot I turned it off.

C-3PO

QuadSplash, Inc.

**3/1 Blast Points**



If a weapon card is in play, this card is worth 8/6.

And these blast points, too accurate for Sand People. Only Imperial Stormtroopers are so precise.

Obi-wan Kenobi

QuadSplash, Inc.

**3/1 Drawn Weapon**




Search your draw pile for any weapon card. Shuffle draw pile.

Luke wasn't going to let Vader dispose of him too quickly.

QuadSplash, Inc.



**2/2**  **Jawas**  **2/2**

Jawas may enter battle as a Hero or an Evil Character and count as both outside of battle. Search discard pile for one enhancement, then immediately remove Jawas from the game. Battle immediately resolves.



Utinni!

Jawa

QuadSplash, Inc.

**0/4**  **Force Deflection**



Interrupt and remove from the game the last enhancement card played.

Han was fast. Vader was faster.

QuadSplash, Inc.

**2/2**  **Floating Throne**



Hero has access to any site where a Hero is held prisoner.

Threepio, tell them if they don't do as you wish, you'll become angry and use your magic.

Luke Skywalker

QuadSplash, Inc.

 **Interpretation**



Look at the top three cards of an Opponent's draw pile. Put one card into Opponent's hand and place the other two on the bottom of Opponent's draw pile.

Oh, dear. His High Exaltedness, the great Jabba the Hutt, has decreed that you are to be terminated immediately.

C-3PO

QuadSplash, Inc.

 **Han's Heavy Blaster Pistol**



Holder may draw upto four cards. If any card is a Hero, hand into battle. If not, discard cards. Household Idols has no effect.

BlasTech-44 DL heavy blaster pistol. Short range, but relatively powerful. Carries energy for 25 shots. Illegal or restricted in most systms.

QuadSplash, Inc.

 **Yoda's Staff**



Reduce one Evil Character in a territory to 1/1 for remainder of battle. Cannot be interrupted, prevented, or negated.

A symbol of the Jedi Master and his wisdom. Speak softly you may but a big stick you must carry, yes.

QuadSplash, Inc.

 **Chewbacca's Bowcaster**



Permanently increase one of Holder's Heroes in play that does not have the words "interrupt", "prevent", or "negate" on the card by 5/5

Hand crafted weapon of choice among wookies. Fires explosive 'quarrels' (which look like blaster bolts). Requires great strength to use. Extra ammo carried on bandoliers.

QuadSplash, Inc.

 **Luke's Lightsaber**



Discard any Evil Character in play \*1/4 or less. If this card is played on Luke, permanently increase him 2/2.

Constructed by Anakin Skywalker. Kept by Obi-wan Kenobi until given to Luke.

QuadSplash, Inc.



3/2

### Lack of Faith



Discard one of Opponent's Evil Characters in play of  $\leq 5$  or less.

I find your lack of faith disturbing.

Darth Vader

QuadSplash, Inc.

2/5

### Trap Door



Capture one Opponent's Hero in a territory and place in Holder's unoccupied Rancor Pit.

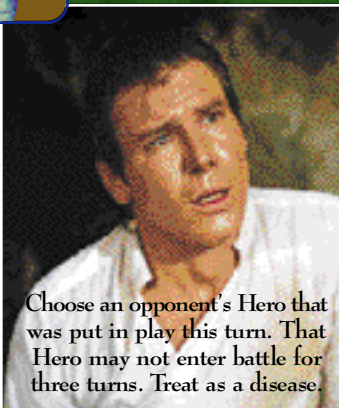
Boscka!

Jabba the Hutt

QuadSplash, Inc.

0/3

### Hibernation Sickness



Choose an opponent's Hero that was put in play this turn. That Hero may not enter battle for three turns. Treat as a disease.

I can't see.

Han Solo

QuadSplash, Inc.

Target the Main Generator



Discard any Fortress site then remove this card from the game.

Target. Maximum fire power.

General Veers

QuadSplash, Inc.

1/0

### AH-hahahahaha!



This card has no special ability.

2002 National Redemption Tournament Category Winner

Darth Vader

QuadSplash, Inc.

0/2

### Evil Alliance



An Evil Character from the Gray Brigade may join the battle.

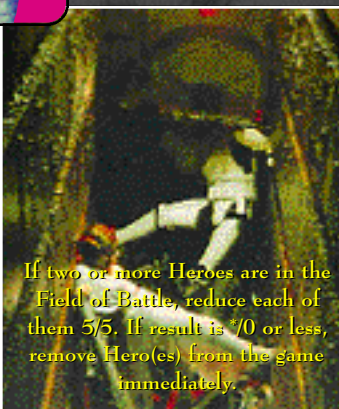
The Empire will compensate you if he dies. Put him in!

Darth Vader

QuadSplash, Inc.

2/4

### Trash Compactor



If two or more Heroes are in the Field of Battle, reduce each of them 5/5. If result is  $\leq 0$  or less, remove Hero(es) from the game immediately.

Shut down all the garbage mashers on the detention level, will you?

Luke Skywalker

QuadSplash, Inc.

All Wrapped Up



Permanently reduce the abilities of any Opponent's Hero in play to 1/1. Cannot be interrupted or prevented.

A capture cable is a quick and effective way for bounty hunters to suddenly snare their target.

QuadSplash, Inc.





0/5

Fully Operational Battle Station



Search your draw pile for any card with Death Star or Superlaser in the title.

Now witness the firepower of this fully armed and operational battle station.

The Emperor

QuadSplash, Inc.



2/1

You Want this don't you?



Search an opponent's draw pile for any weapon card. Put it in your hand or remove it from the game. Shuffle draw pile.

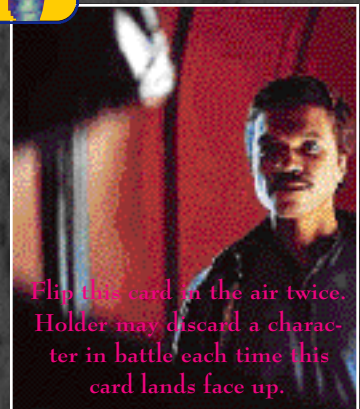
The hate is swelling in you now. Take your Jedi weapon. Use it. I am unarmed. Strike me down with it. Give in to your anger. With each passing moment, you make yourself more my servant.

The Emperor

QuadSplash, Inc.



Dark Deal



Flip this card in the air twice. Holder may discard a character in battle each time this card lands face up.

I've just made a deal that will keep the Empire out of here forever.

Lando Calrissian

QuadSplash, Inc.



2/1

Visage of the Emperor



If played on the Emperor, search Holder's draw pile for Darth Vader and put him into play.

What is thy bidding, my master?

Darth Vader

QuadSplash, Inc.



1/3

Foul Stench



All female Heroes must withdraw from the battle.

Governor Tarkin, I should have expected to find you holding Vader's leash. I recognized your foul stench when I was brought on board.

Princess Leia

QuadSplash, Inc.



Superlaser Mark II



All immunities are negated. Discard all characters in play without a Biblical reference.

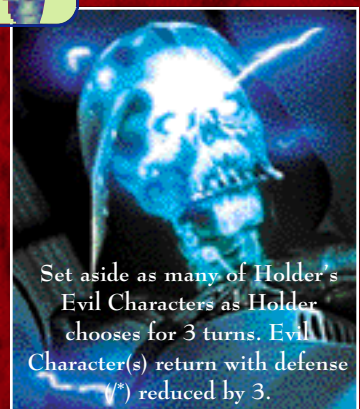
That blast came from the Death Star! That thing's operational!

Lando Calrissian

QuadSplash, Inc.



Sabotage



Set aside as many of Holder's Evil Characters as Holder chooses for 3 turns. Evil Character(s) return with defense (\*) reduced by 3.

Father, please. Help me.

Luke Skywalker

QuadSplash, Inc.



0/1

Power of the Dark Side



Selected Evil Character may not be removed from the game.

Your feeble skills are no match for the power of the dark side. You have paid the price for your lack of vision.

The Emperor

QuadSplash, Inc.





**Your Hate has Made You Powerful**



Set a black Evil Character aside for five turns. Evil Character gains 1/1 for every Hero or Evil Character that enters any discard pile while Evil Character is set aside.

Good! Your hate has made you powerful. Now, fulfill your destiny and take your father's place at my side!

The Emperor

QuadSplash, Inc.



**Vader's Choke Hold**



Reduce any human Hero in battle by 3/3 for every good enhancement played after this card.

We intercepted no transmissions. Ahhh...this is a consular ship. We are on a diplomatic mission.

Bail Organa

QuadSplash, Inc.



**Vader's Lightsaber**

Convert one human Hero into a black Evil Character

Custom built by Darth Vader. After the Clone Wars he wielded this weapon in hunting down the last of the Jedi.

QuadSplash, Inc.



**Gaderffi Stick**

Discard up to two enhancements from Opponent's Storehouse.

Notorious 'gaffi' weapon favored by Tusken Raiders. Built from scavenged metal. Intimidates and evokes fear.

QuadSplash, Inc.

**3/2**



**The Gamble**

Discard two enhancements cards from your hand which have a special ability. Draw the top two cards from your draw pile.

Your ship? Hey, remember you lost her to me fair and square.

Han Solo

QuadSplash, Inc.

**3/4**



**Our Only Hope**

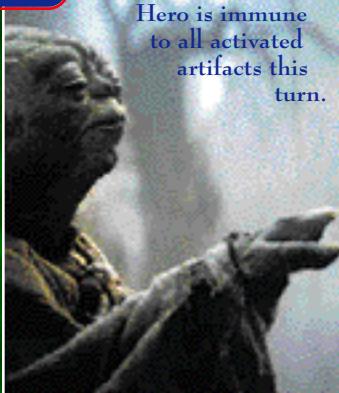
Holder may search draw pile for a white brigade Hero and put it into play. Shuffle draw pile.

You're no longer so reckless now, Luke. You are strong and patient and now you must face Darth Vader again.

Obi-wan Kenobi

QuadSplash, Inc.

**4/4**



**Use of the Force**

Hero is immune to all activated artifacts this turn.

You must feel the force around you. Here, between you...me...the tree...the rock...everywhere! Yes, even between this land and that ship.

Yoda

QuadSplash, Inc.

**4/4**



**Bothan Spy**

Each opponent must show all dominants in hand to holder.

The data brought to us by the Bothan Spies pinpoints the exact location of the Emperor's new battle station.

Mon Mothma

QuadSplash, Inc.



 **We have a Prisoner**



Evil Character may use any evil brigade capture card this battle.

She'll be alright. Inform Lord Vader that we have a prisoner.

Stormtrooper

QuadSplash, Inc.

 **1/1** **Bounty Hunters**



Search your draw pile for any capture card and put it in your hand.

Bounty hunters. We don't need their scum.

Admiral Piett

QuadSplash, Inc.

 **2/2** **Tonnika Sisters**



Increase any two of Holder's Evil Characters by 2/2 permanently. Cannot be interrupted or prevented.

Brea and Senni use their natural charm to sway the unwary on the fringe of society.

QuadSplash, Inc.

 **2/2** **Hiding in the Garbage**





Search Holder's Storehouse for one enhancement and put it in your hand.

Well, if they follow standard Imperial procedure, they'll dump their garbage before they go to light-speed, then we just float away.

Han Solo

QuadSplash, Inc.

 **3/3** **This Deal's Getting Worse**




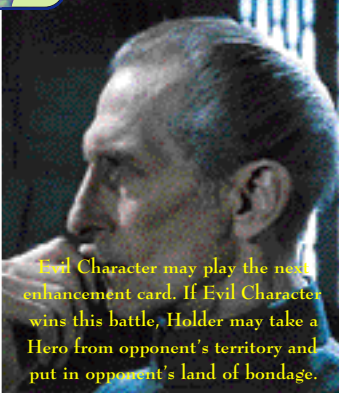
Negate and discard any card in play which began as a Covenant card.

This deal's getting worse all the time.

Lando Calrissian

QuadSplash, Inc.

 **1/3** **Moment of Triumph**



Evil Character may play the next enhancement card. If Evil Character wins this battle, Holder may take a Hero from opponent's territory and put in opponent's land of bondage.

Evacute? In our moment of triumph? I think you overestimate their chances.

Grand Moff Tarkin

QuadSplash, Inc.

 **3/2** **Shot in the Dark**



Use any opponent's weapon card in play on any of opponent's characters in play or set-aside areas.

This ground sure feels strange. It doesn't feel like rock at all.

Princess Leia

QuadSplash, Inc.

 **1/2** **Luke's Hologram**



Shuffle one of Holder's non-human Heroes into your draw pile. Holder may look through an opponent's hand and discard an evil enhancement card.

Greetings, Exalted One. Allow me to introduce myself. I am Luke Skywalker, Jedi Knight and friend to Captain Solo.

Luke Skywalker (as a hologram)

QuadSplash, Inc.



3/3

### Stolen Property

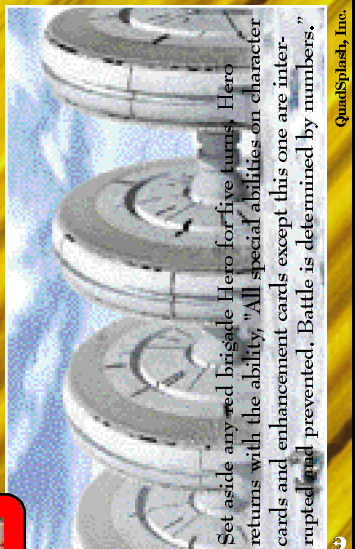
Take an Evil Character from Opponent's territory and place it in your territory for two turns. If Evil Character is still in play after two turns, return it to Opponent's territory.

You know, I think that R2 unit we bought might have been stolen.

Luke Skywalker

QuadSplash, Inc.

Main Power Generators



Set aside any red brigade Hero for five turns. Hero returns with the ability, "All special abilities on character cards and enhancement cards except this one are interrupted and prevented. Battle is determined by numbers."

QuadSplash, Inc.

2/2

### Ewok and Roll



Interrupt the battle and all but one Evil Character must retreat.

Even an All Terrain Scout Transport cannot stand on all terrain.

QuadSplash, Inc.

2/1

### One More Pass



Reduce any Evil Character in play by  $\frac{*}{*}$  where  $*$  is equal to the number of Fortress sites in one opponent's territory.

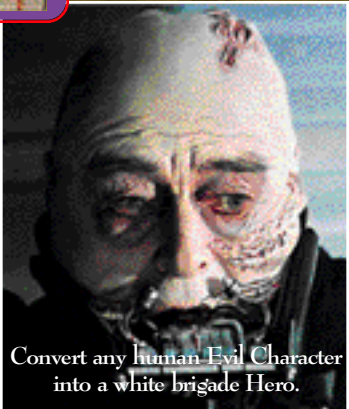
One more pass.

Wedge Antilles

QuadSplash, Inc.

1/2

### Light Side of the Force



Convert any human Evil Character into a white brigade Hero.

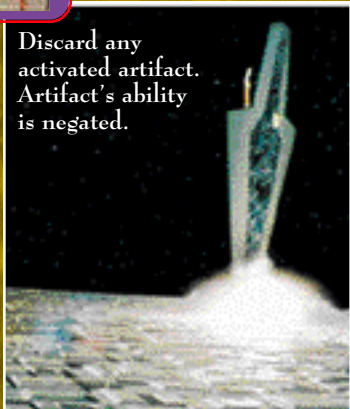
You were right about me. Tell your sister...you were right.

Anakin Skywalker

QuadSplash, Inc.

2/1

### Relief in Sight



Discard any activated artifact. Artifact's ability is negated.

Concentrate all fire on that Super Star Destroyer

Admiral Ackbar

QuadSplash, Inc.

1/1

### Thank the Maker



Set Hero aside for six turns. Choose an Evil brigade. Hero returns with the ability to ignore that brigade for the rest of the game.

This oil bath is going to feel so good. I've got such a bad case of dust contamination, I can barely move!

C-3PO

QuadSplash, Inc.

3/4

### Carbon Chamber Freezing



If any Hero is held prisoner in Cloud City Tower site, remove Hero from the game.

Artoo, look! Captain Solo. And he's still frozen in carbonite.

C-3PO

QuadSplash, Inc.



2/1

### Turn to the Dark Side



Convert any human Hero to a black brigade Evil Character.

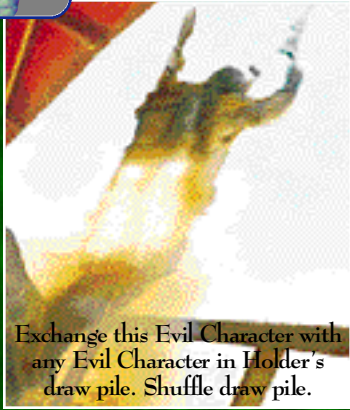
If you will not turn to the dark side, then perhaps she will.

Darth Vader

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3/3

### Jet Pack



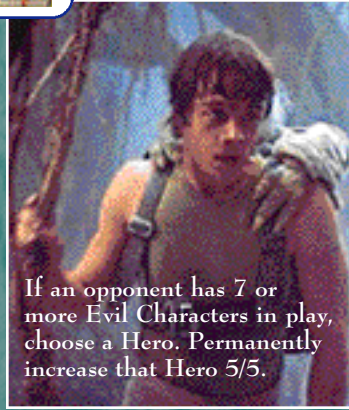
Exchange this Evil Character with any Evil Character in Holder's draw pile. Shuffle draw pile.

Mitrinomon Z-6 jet pack. Exhaust vents are used to maneuver in min-flight. Gyro-stabilizer automatically applies counterthrust when landing.

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1/1

### Jedi Test



If an opponent has 7 or more Evil Characters in play, choose a Hero. Permanently increase that Hero 5/5.

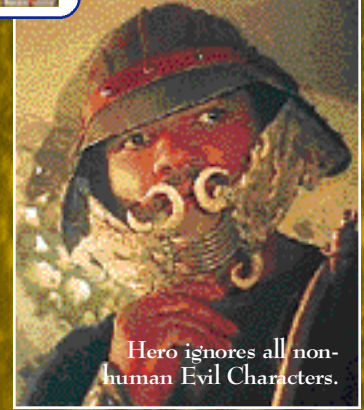
Run! Yes. A Jedi's strength flows from the Force.

Yoda

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1/1

### Undercover



Hero ignores all non-human Evil Characters.

Lando!

Han Solo

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2/2

### Hidden Compartment



If a non-human Hero is in Holder's territory, search your draw pile for any weapon card.

Standard astromech internal cargo area measures 20 centimeters by 8 centimeters. Some models have a custom compressed-air launcher for shooting flares.

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2/2

### Bacta Tank



Heal any Hero in play who is about to be discarded or is being discarded.

Medical wonder invented centuries ago by the Vratix insectoid species. Gelatinous red bacta is suspended in synthetic solution to create a healing bacterial medium.

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### Chewbacca



Wraaaaaarw.

Chewbacca

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2/1

### Free of the Carbonite



If Holder makes a successful rescue attempt this turn, Holder may search draw pile for a Gold Brigade Hero and add it to your hand!

Just relax for a moment. You're free of the carbonite.


Leia as Boushh

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8/4  
†

Han Solo



Han may retreat from battle unharmed if no Evil Enhancements have been played.

I've got some old debts I've got to pay off with this stuff. Even if I didn't you don't think I'd be fool enough to stick around here do you?  
Han Solo

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8/4  
†

Lando Calrissian




May trade one card from hand with the top card in Holder's draw pile.

Lando's not a system, he's a man. Lando Calrissian. He's a card player, gambler, scoundrel. You'd like him.  
Han Solo

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3/7  
☪

Jabba the Hutt



May ban in all of Holder's non-human Evil Characters.


Ba shuda.

Jabba the Hutt

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8/5  
†

Obi-wan Kenobi



If discarded, permanently increase all Holders' Heroes in play by 3/3.

Luminous beings are we, not this crude matter.

Yoda

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☪

Probe Droid



All players must play with their hands face up.

There's a meteorite that hit the ground near here. I want to check it out. It won't take long.  
Han Solo

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☪

Tractor Beam



Consider the phrase "in play" on all enhancements to be "in play and set aside areas."

We're caught in a tractor beam! It's pulling us in!  
Han Solo

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2/0  
☪

Disarmed



Discard any weapon card in play.

You just watch yourselves. We're wanted men. I have the death sentence on twelve systems.  
Dr. Evazan.

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☪

Rancor Pit



If a human character treated as a Lost Soul is placed here, character must be rescued in two turns, or character is discarded.

Master Luke, you're standing on...  
C-3PO

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8/7

Anakin Skywalker

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This card enters play as Anakin. Any evil conversion card may permanently convert Anakin to black brigade Darth Vader.

Luke Skywalker  
converted except by  
or less. May not be  
Repel any Hero 5/5

Darth Vader

12/11

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1/3

AT-AT

Multiply an Evil Character's **\*\*** abilities by four for remainder of battle.

That armor's too strong for blasters.

Luke Skywalker

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2/1

Stolen Imperial Codes

Search opponent's discard pile and select one good enhancement and add it to your hand. Once discarded, it returns to owner's discard pile.

Now we find out if that code is worth the price we paid.

Princess Leia

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1/0

AH-hahahahaha!

This card has no special ability.

2002 National Redemption Tournament Points Winner

QuadSplash, Inc.

1/0

AH-hahahahaha!

This card has no special ability.

2002 National Redemption Tournament Category Winner

QuadSplash, Inc.

1/0

AH-hahahahaha!

This card has no special ability.

2002 National Redemption Tournament Category Winner

QuadSplash, Inc.

1/0

AH-hahahahaha!

This card has no special ability.

2002 National Redemption Tournament Points Winner

QuadSplash, Inc.

1/0

AH-hahahahaha!

This card has no special ability.

2002 National Redemption Tournament Points Winner

QuadSplash, Inc.