



Bastilla Shan and Carth Onasi

The young and beautiful Jedi Bastilla Shan is one of the few survivors of the Jedi Civil War that occurred in the Old Republic not long after the Mandalorian Wars. She is known for a devotion to combating the Sith, and her impressive Force ability, *battle meditation*.

Carth Onasi is a hero to the Republic for his role in the Mandalorian wars and Bastilla's constant companion throughout the Jedi Civil War. He wields a unique weapon, a modified Arkanian blaster capable of firing a powerful blast.



The Expanded Universe is an unofficial expansion to the Star Wars Epic Duels board game.

The EU was designed by members of the Epic Duels forum, located at epicduels.forumer.com. The design team includes anyone who posted in the EU section of the forum as well as designers whose decks or cards were used in whole or in part. Bastilla Shan and Carth Onasi is a deck designed by docmogs which met the approval of the EU design team. This PDF was compiled by Thomas Baumbach.

SPECIAL



Bastila Shan

BATTLE MEDITATION

☐☐ Play anytime on your turn.
Move all characters in play except Bastila up to 4 spaces.
Draw a card.

SPECIAL



Bastila Shan

BATTLE MEDITATION

☐☐ Play anytime on your turn.
Move all characters in play except Bastila up to 4 spaces.
Draw a card.

SPECIAL



Bastila Shan

BATTLE MEDITATION

☐☐ Play anytime on your turn.
Move all characters in play except Bastila up to 4 spaces.
Draw a card.

SPECIAL



Bastila Shan

FORCE HEALING

☐☐ Play anytime on your turn.
Either Bastila or one adjacent ally recovers up to 3 health.

SPECIAL



Bastila Shan

FORCE HEALING

☐☐ Play anytime on your turn.
Either Bastila or one adjacent ally recovers up to 3 health.

Attack 6



Bastila Shan

THE FORCE FIGHTS WITH ME

☐☐ Play when Bastila is attacking.
Draw a card.

Attack 6



Bastila Shan

THE FORCE FIGHTS WITH ME

☐☐ Play when Bastila is attacking.
Draw a card.

Attack 3



Carth Onasi

RAPID SHOT

☐☐ Play when Carth is attacking.
Playing this card does not count as an action.

Attack 3



Carth Onasi

RAPID SHOT

☐☐ Play when Carth is attacking.
Playing this card does not count as an action.

SPECIAL



Carth Onasi

CONCUSSION GRENADE

Play anytime on your turn. **CONCUSSION GRENADE** does 2 damage to any one character Carth can attack. All characters adjacent to that character also receive 2 damage. Any player with a character damaged by **CONCUSSION GRENADE** loses an action on his/her next turn.

SPECIAL



Carth Onasi

CONCUSSION GRENADE

Play anytime on your turn. **CONCUSSION GRENADE** does 2 damage to any one character Carth can attack. All characters adjacent to that character also receive 2 damage. Any player with a character damaged by **CONCUSSION GRENADE** loses an action on his/her next turn.

Attack 7



Carth Onasi

POWER BLAST

Play when Carth is attacking. Any character along the same target path beyond the target is also attacked by **POWER BLAST**. Reduce the attack value by 2 for each subsequent character. **POWER BLAST** does not penetrate raised obstacles, but does pass over lowered ones.

Attack 5

1
Defend



Attack 5

1
Defend



Attack 4

1
Defend



Attack 4

2
Defend



Attack 4

2
Defend

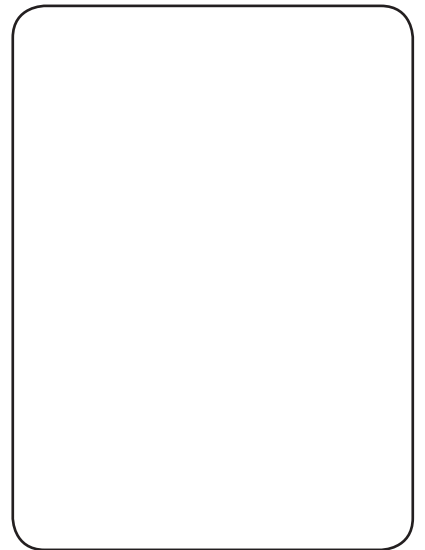
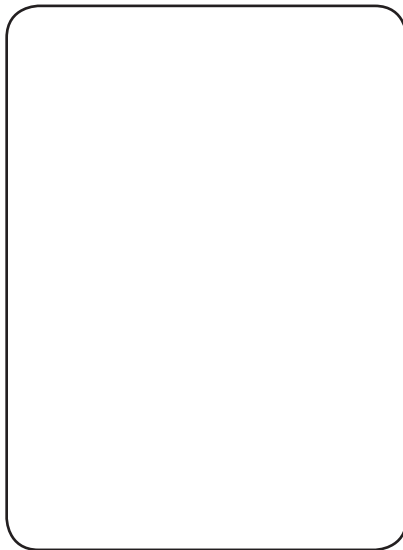
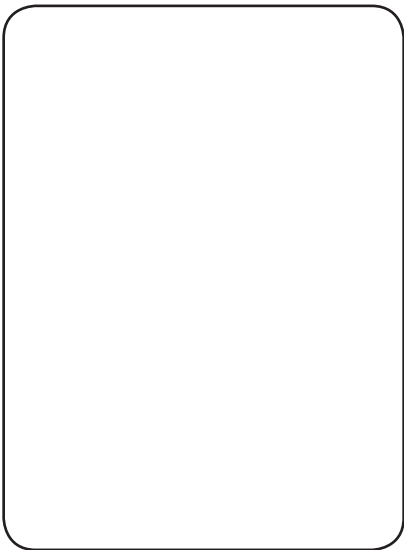
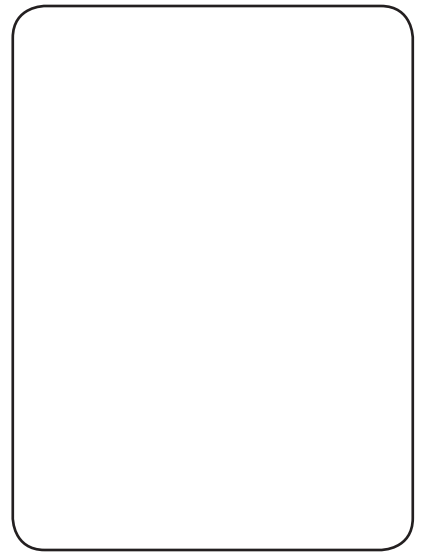
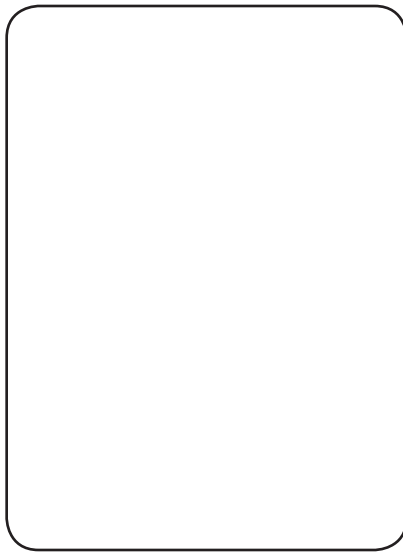
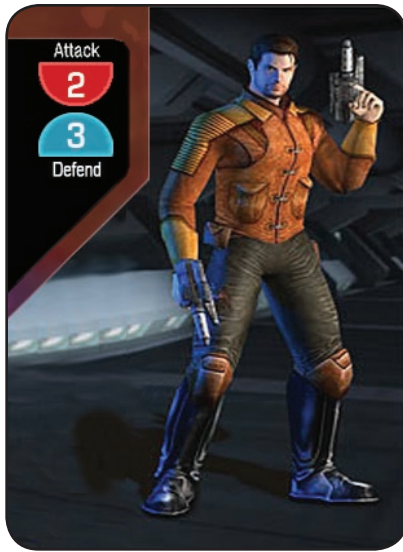


Attack 3

3
Defend











Corran Horn

Corran Horn is one of the New Republic Jedi, the grandson of an Old Republic Jedi Grand Master. His family's legacy gives Corran powerful manipulation of energies, like the ability to absorb and channel attacks against him, and use that energy to influence his opponents.

Corran is known as a somewhat unorthodox and old-fashioned Jedi Knight, wielding a dual-phase lightsaber capable of changing color and length.



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Attack **7***

Corran Horn

DUAL-PHASE SABER: PURPLE

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE SABER: SILVER CARD** from your hand. Then resolve the attack normally.



Attack **7***

Corran Horn

DUAL-PHASE SABER: PURPLE

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE SABER: SILVER CARD** from your hand. Then resolve the attack normally.



Attack **7***

Corran Horn

DUAL-PHASE SABER: PURPLE

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE SABER: SILVER CARD** from your hand. Then resolve the attack normally.



Attack **3***

Corran Horn

DUAL-PHASE SABER: SILVER

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE LIGHTSABER: PURPLE** card from your hand. Then resolve the attack normally.



Attack **3***

Corran Horn

DUAL-PHASE SABER: SILVER

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE LIGHTSABER: PURPLE** card from your hand. Then resolve the attack normally.



Attack **3***

Corran Horn

DUAL-PHASE SABER: SILVER

Play when Corran is attacking.

* After revealing the attack, you may swap this card for a **DUAL-PHASE LIGHTSABER: PURPLE** card from your hand. Then resolve the attack normally.

SPECIAL



Corran Horn

ALTER MIND

Play anytime on your turn.

Choose a character that Corran could attack at range. The player controlling that character must choose and discard 2 cards.

SPECIAL



Corran Horn

ALTER MIND

Play anytime on your turn.

Choose a character that Corran could attack at range. The player controlling that character must choose and discard 2 cards.

SPECIAL




Corran Horn

ALTER MIND

Play anytime on your turn.

Choose a character that Corran could attack at range. The player controlling that character must choose and discard 2 cards.



Defend

Corran Horn

FORCE ABSORB

Play when Corran is defending.
Corran takes no damage from the attack. Any damage from secondary effects of the attacker's card are ignored. After the attack is resolved, FORCE ABSORB does 1 damage to Corran.

SPECIAL



Corran Horn

FORCE PUSH

Play anytime on your turn.
Move any adjacent character up to 4 spaces. If you have played FORCE ABSORB this game, move any adjacent character to any empty space; that character receives 3 damage.

SPECIAL



Corran Horn

FORCE PUSH

Play anytime on your turn.
Move any adjacent character up to 4 spaces. If you have played FORCE ABSORB this game, move any adjacent character to any empty space; that character receives 3 damage.

Attack

4

Defend

1



Attack

4

Defend

2



Attack

4

Defend

2



Attack

4

Defend

2



Attack

3

Defend

3



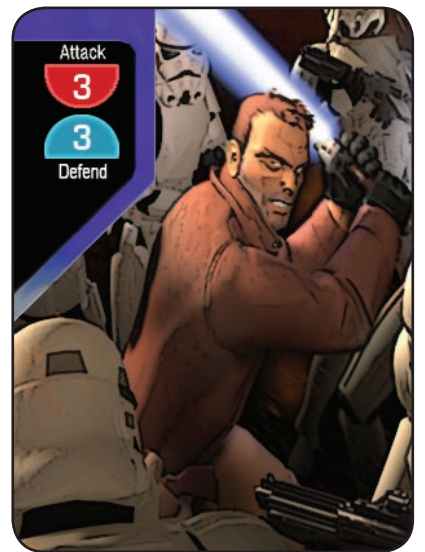
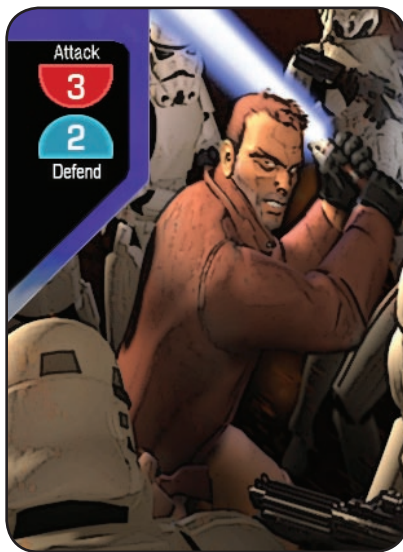
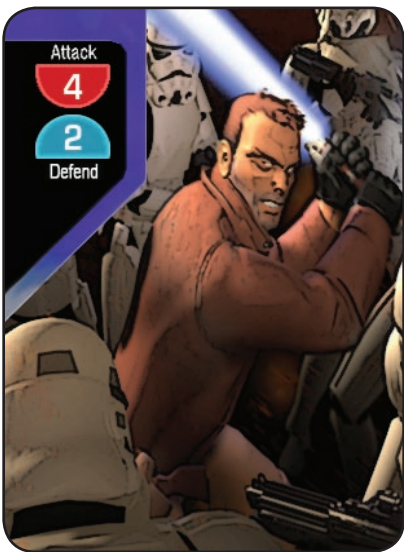
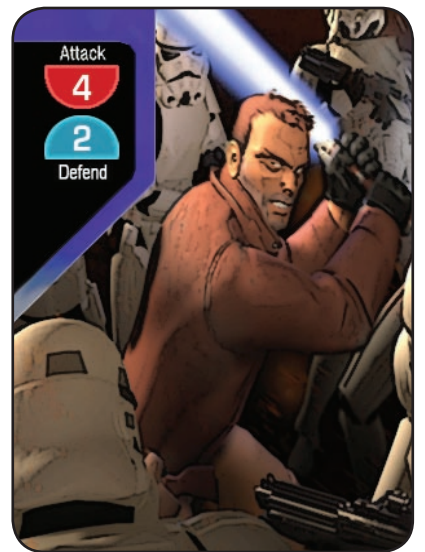
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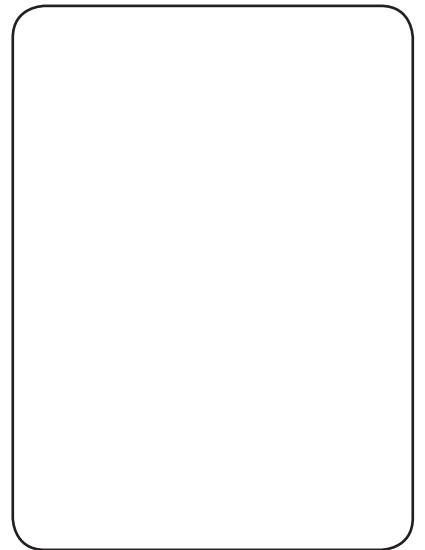
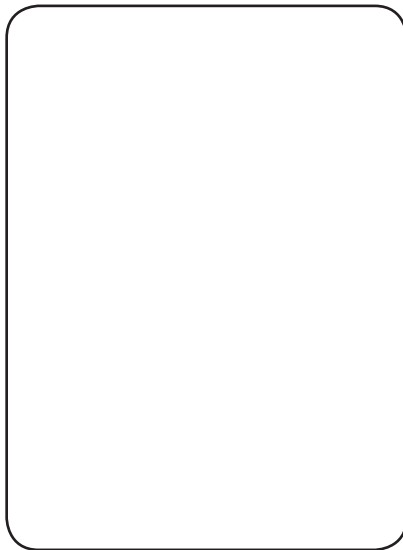
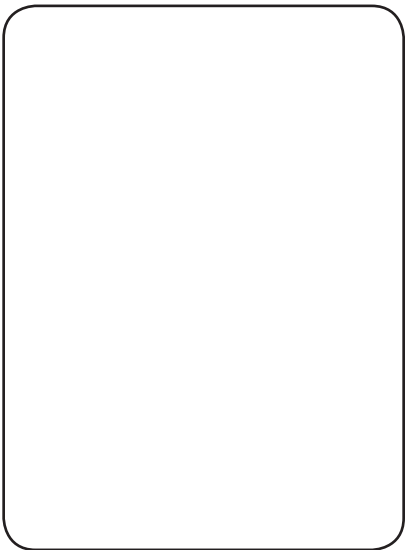
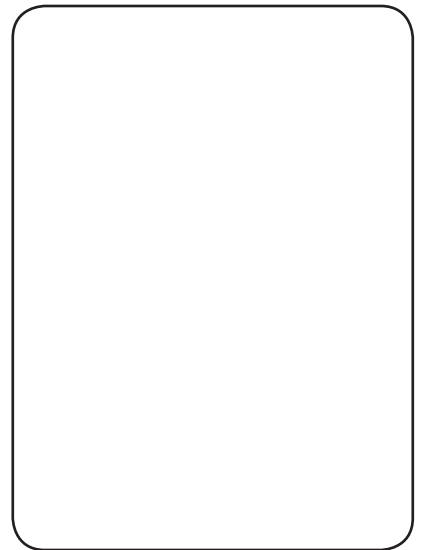
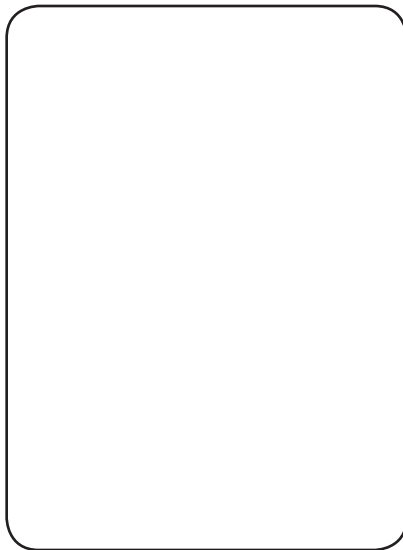
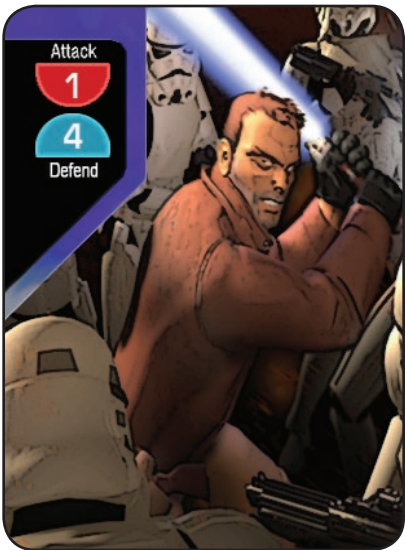
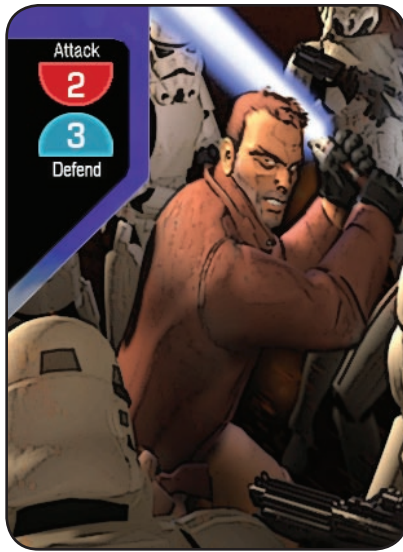
3

Defend

3





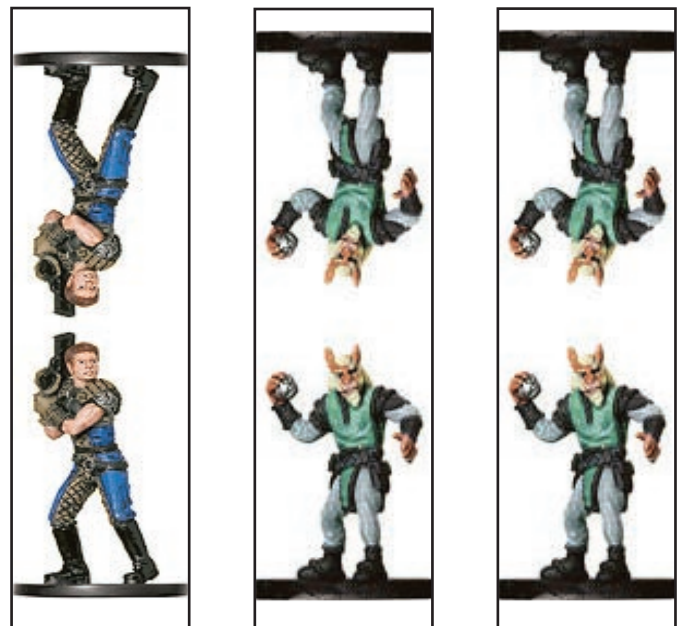




Dash Rendar

During the Galactic Civil War Dash Rendar served the Alliance at various times as a pilot for Rogue Squadron, Luke Skywalker's bodyguard, reconnaissance agent, and underworld infiltrator. Dash is known as a resourceful if somewhat overconfident scoundrel, full of bravado.

Dash has faced off against many of the galaxy's major players, such as Boba Fett and IG-88, as well as Black Sun Vigo Prince Xizor and his replicant droid Guri. Despite his often notorious opponents, Dash always comes out on top.



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SPECIAL



Dash Rendar

SMUGGLER'S FORTUNE

Play anytime on your turn.
Take any three cards from your discard pile and put them on your draw pile in any order. (This card is discarded after you have chosen your three cards, not before.)

Attack
3*



Dash Rendar

SET BLASTERS TO COOK

Play when Dash is attacking.
*The defender takes double any damage from this attack.

Attack
3*



Dash Rendar

SET BLASTERS TO COOK

Play when Dash is attacking.
*The defender takes double any damage from this attack.

Attack
3*



Dash Rendar

SET BLASTERS TO COOK

Play when Dash is attacking.
*The defender takes double any damage from this attack.

Attack
6



Dash Rendar

SHOT ON THE RUN

Play when Dash is attacking.
After attacking, you may move Dash up to 6 spaces.

Attack
6



Dash Rendar

SHOT ON THE RUN

Play when Dash is attacking.
After attacking, you may move Dash up to 6 spaces.

SPECIAL



Dash Rendar

BRAVADO

Play anytime on your turn.
Play the next three cards off the top of your draw pile in any order. If any card can not currently be played, reveal it then put it in your hand.

SPECIAL



Dash Rendar

BRAVADO

Play anytime on your turn.
Play the next three cards off the top of your draw pile in any order. If any card can not currently be played, reveal it then put it in your hand.

SPECIAL



Dash Rendar

EASE UP, YOU'LL BLOW A FUSE

Play anytime on your turn.
Choose an opponent to choose and discard 2 cards. That player loses an action on his/her next turn.



2*
Defend

Dash Rendar

I WOULDN'T BET ON IT

☞ Play when Dash is defending.
*You may discard any Dash basic combat card to add its defense value to this card. Draw a card.



2*
Defend

Dash Rendar

I WOULDN'T BET ON IT

☞ Play when Dash is defending.
*You may discard any Dash basic combat card to add its defense value to this card. Draw a card.

SPECIAL



Dash Rendar

EASE UP, YOU'LL BLOW A FUSE

☞ Play anytime on your turn.
Choose an opponent to choose and discard 2 cards. That player loses an action on his/her next turn.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



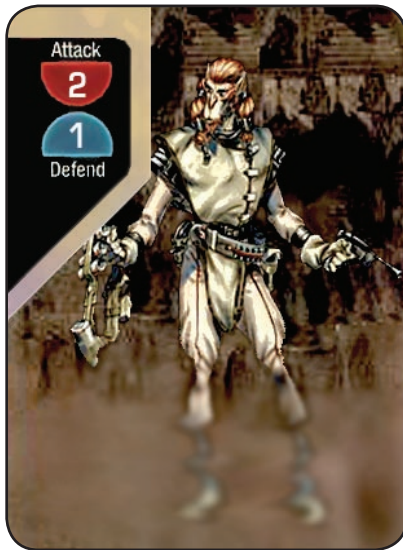
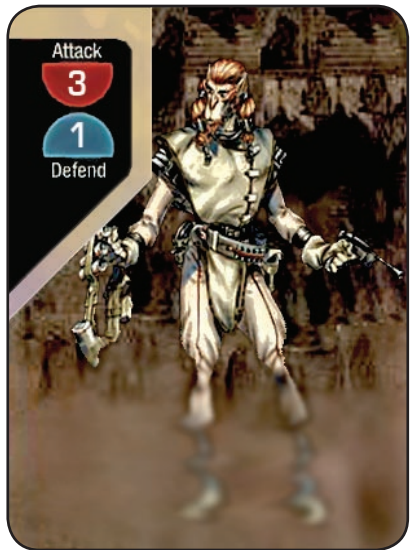
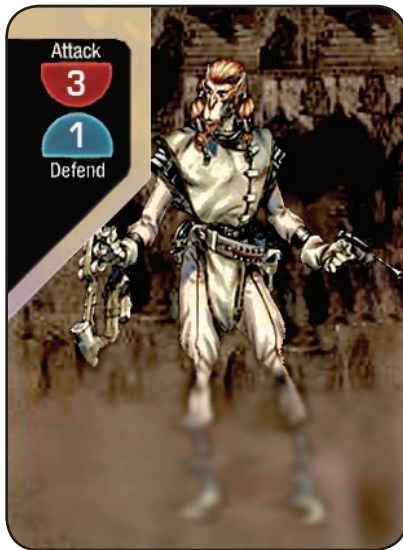
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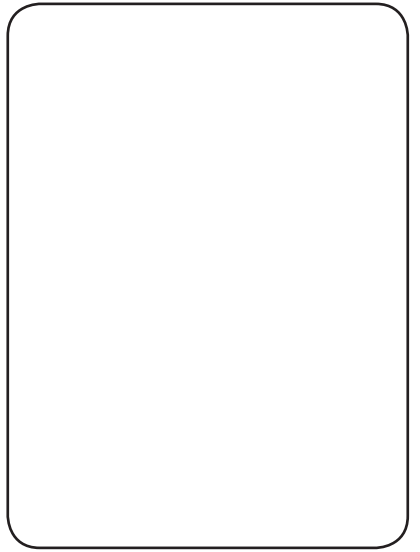
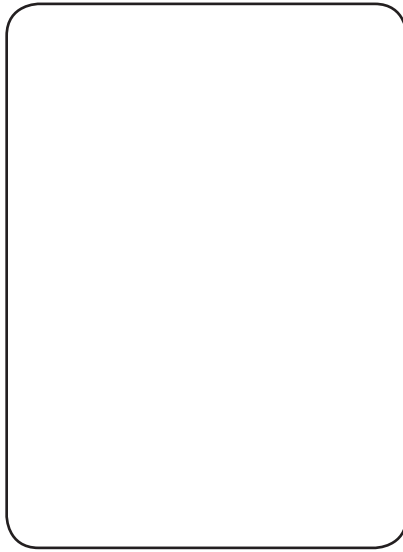
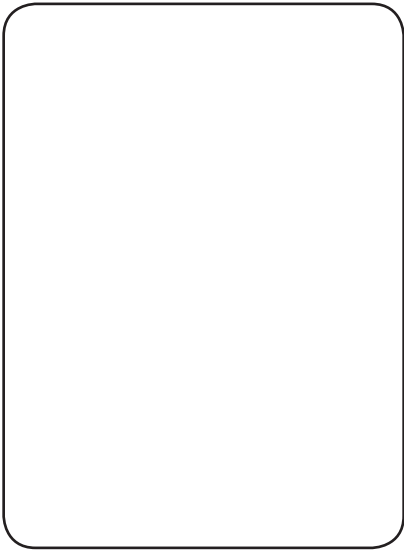
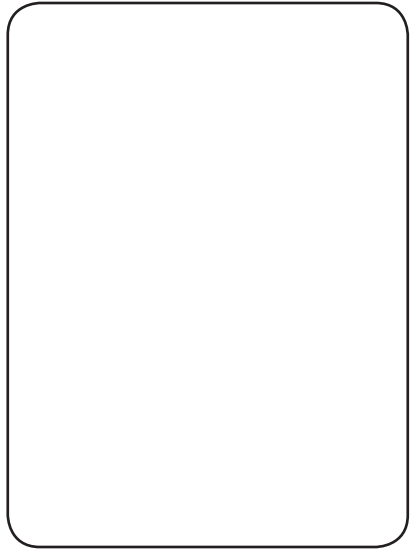
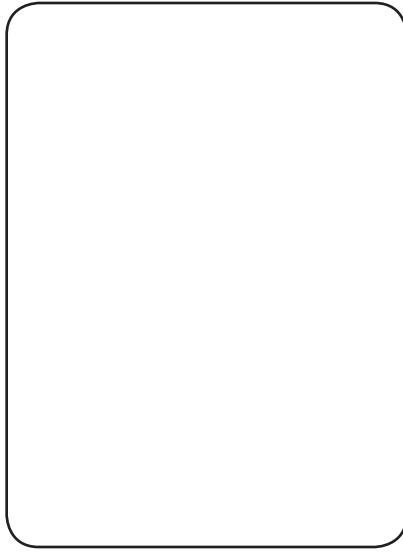
Defend **1**

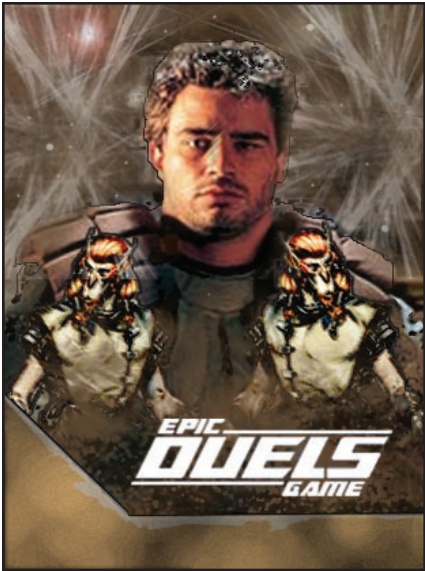


Attack **3**

Defend **2**





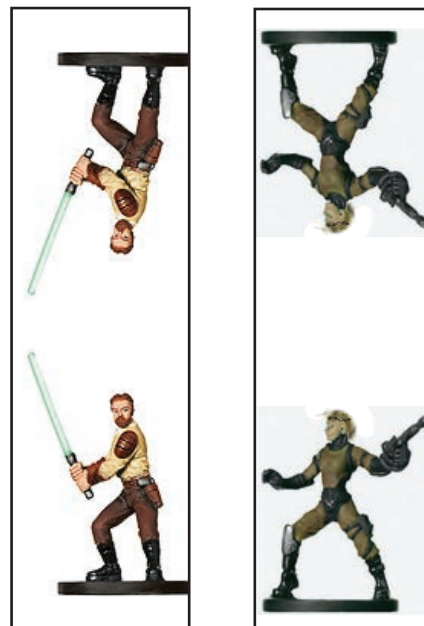




Kyle Katarn and Jan Ors

Kyle Katarn's life and career are exemplars of adaptability. Originally an Imperial cadet, Katarn defected upon learning the Empire destroyed his family homestead, blaming the attack on the Rebellion. As a mercenary for the Rebellion, Katarn stole the plans to the original Death Star. As a Jedi, Kyle discovered he was ultimately walking both the light and dark paths. He was branded the Jedi Outcast when he denounced the binary thinking of light and dark, arguing instead that the Force was neither good nor evil - only the users of the Force take on that distinction.

Jan Ors is a high-ranking Intelligence officer in the Rebel Alliance. She gave Katarn the information that inspired him to defect, and was his original handler when he became an operative for the Alliance. The two formed a fast partnership and eventually entered a romantic relationship; it was Kyle's belief that Jan had been murdered by Sith that caused him to return to the Jedi fold.



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Attack **1***



Kyle Katarn

BATTLE MASTER

Play when Kyle is attacking.

*This attack must be played against an adjacent target. You may discard up to two Kyle basic combat cards to add their values to BATTLE MASTER.

Attack **3**



Kyle Katarn

RAPID FIRE

Play when Kyle is attacking.

Playing this card does not count as an action.

Attack **3**



Kyle Katarn

RAPID FIRE

Play when Kyle is attacking.

Playing this card does not count as an action.

Attack **4***



Kyle Katarn

FLOWING WATER ATTACK

Play when Kyle is attacking.

*This attack must be played against an adjacent target. If the attack is completely blocked, the defending character receives 2 damage.

Attack **4***



Kyle Katarn

FLOWING WATER ATTACK

Play when Kyle is attacking.

*This attack must be played against an adjacent target. If the attack is completely blocked, the defending character receives 2 damage.

Attack **4***



Kyle Katarn

FLOWING WATER ATTACK

Play when Kyle is attacking.

*This attack must be played against an adjacent target. If the attack is completely blocked, the defending character receives 2 damage.

SPECIAL



Kyle Katarn

FORCE GRIP

Play anytime on your turn.

Choose any opponent character. That character receives 2 damage and may not move until after your next turn.

SPECIAL



Kyle Katarn

FORCE GRIP

Play anytime on your turn.

Choose any opponent character. That character receives 2 damage and may not move until after your next turn.

SPECIAL



Kyle Katarn

FORCE GRIP

Play anytime on your turn.

Choose any opponent character. That character receives 2 damage and may not move until after your next turn.

SPECIAL



Jan Ors

INTELLIGENCE

Play anytime on your turn.

Look at the top 5 cards of your draw pile. Choose one card and put it in your hand. Put the remaining cards on top of your draw pile in any order.

SPECIAL



Jan Ors


EXTRACTION

Play anytime on your turn.

You may move Kyle adjacent to Jan.

Draw 2 cards.

Attack 7



Jan Ors

MOLDY CROW

Play when Jan is attacking.

After attacking, you may move Jan to any empty space. You may then move Kyle to any empty space adjacent to Jan.

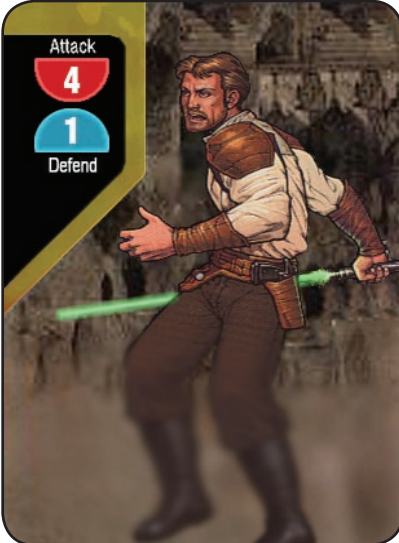
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1
Defend



Attack 4

1
Defend



Attack 4

1
Defend



Attack 3

1
Defend



Attack 3

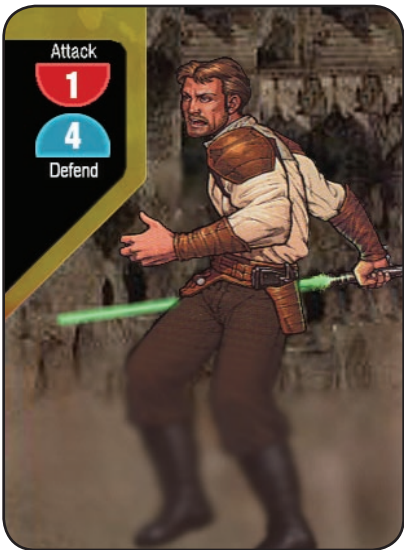
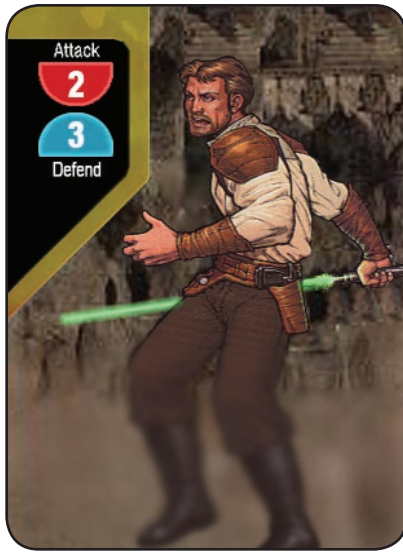
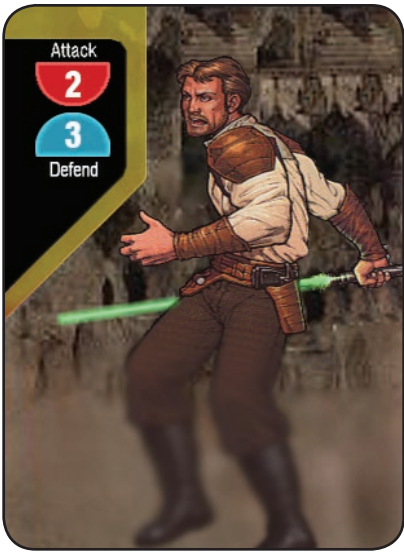
2
Defend

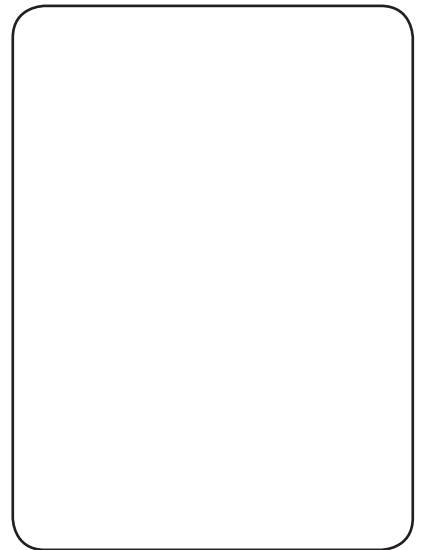
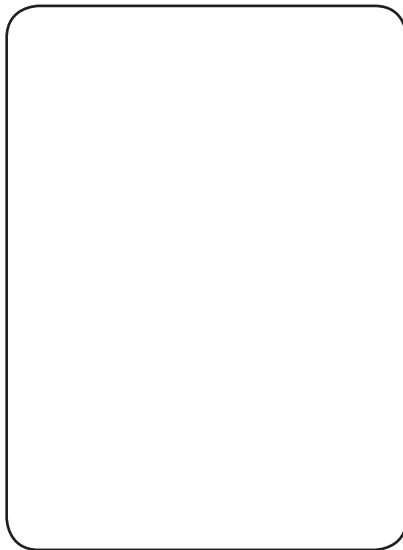
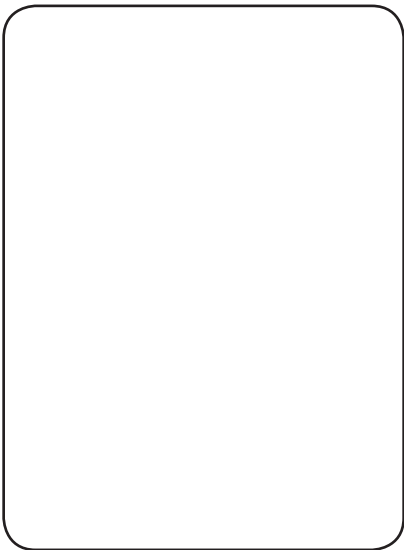
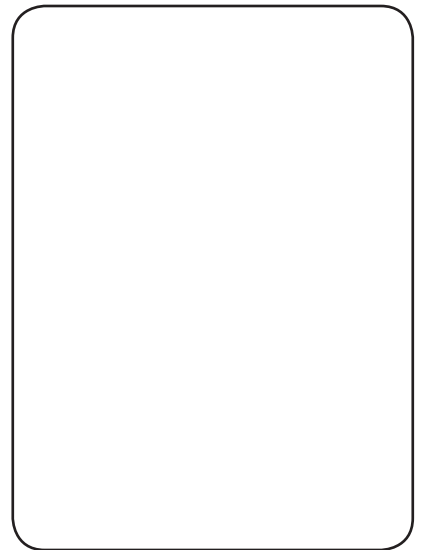
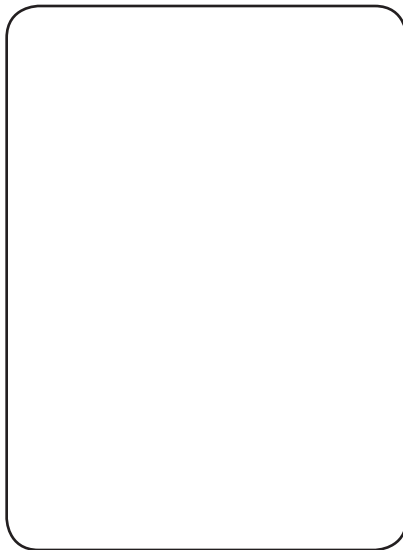


Attack 3

2
Defend









Mara Jade Skywalker and Anakin Solo

Mara Jade was at different times in her life a smuggler working for Talon Karrde, an assassin working for Emperor Palpatine, and a Jedi trained by Kyle Katarn. Even without her Jedi training, Mara is known for her speed and precision in combat, and her ability to infiltrate even the most secure compounds. From the first Corellian Insurrection to Vong War, Mara Jade has long been a major player in galactic events, not the least of which is her marriage to Jedi Master Luke Skywalker.

Anakin Solo informally apprenticed to Mara, learning valuable lessons about when and how to use the Force. Anakin was instrumental in winning the Vong War, developing weapons and techniques to combat the invaders. In a key mission that brought about the end of the war, Anakin used his power to turn himself into pure Force energy, a beacon of light - a noble sacrifice, for it resulted in his death.

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Attack **7**

Defend **7**

Mara Jade

GLOWBALL

Play when Mara is attacking or defending.
Draw a card.



Attack **7**

Defend **7**

Mara Jade

GLOWBALL

Play when Mara is attacking or defending.
Draw a card.



Attack **7**

Defend **7**

Mara Jade

GLOWBALL

Play when Mara is attacking or defending.
Draw a card.

SPECIAL



Mara Jade

JEDI PRECISION

Play anytime on your turn.
Pick 2 cards at random from an opponent's hand. That player must discard those cards.



Attack **3**

Mara Jade

JEDI SPEED

Play when Mara is attacking.
Playing this card does not count as an action.



Attack **3**

Mara Jade

JEDI SPEED

Play when Mara is attacking.
Playing this card does not count as an action.

SPECIAL



Mara Jade

INFILTRATION

Play anytime on your turn.
Move Mara adjacent to any character.
Playing this card does not count as an action.

SPECIAL



Mara Jade

INFILTRATION

Play anytime on your turn.
Move Mara adjacent to any character.
Playing this card does not count as an action.



Attack *****

Anakin Solo

BEACON OF LIGHT

Play when Anakin is attacking.
The attack value is equal to the amount of damage Anakin has sustained.

SPECIAL



Anakin Solo

SACRIFICE

Play anytime on your turn.
Discard all Anakin basic combat cards in your hand. Anakin, and all opponent characters adjacent to Anakin, receive damage equal to the number of cards discarded from SACRIFICE.

SPECIAL



Anakin Solo

FORCE PUSH

Play anytime on your turn.
Move any character adjacent to Anakin to any empty space. That character receives 1 damage.


SPECIAL



Anakin Solo

FORCE PUSH

Play anytime on your turn.
Move any character adjacent to Anakin to any empty space. That character receives 1 damage.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



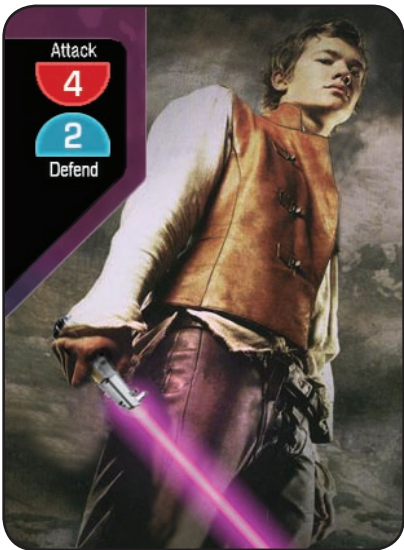
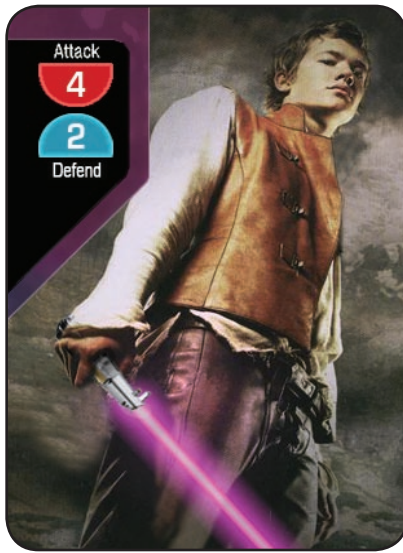
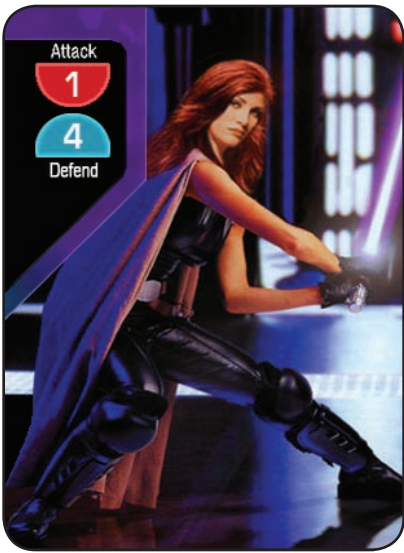
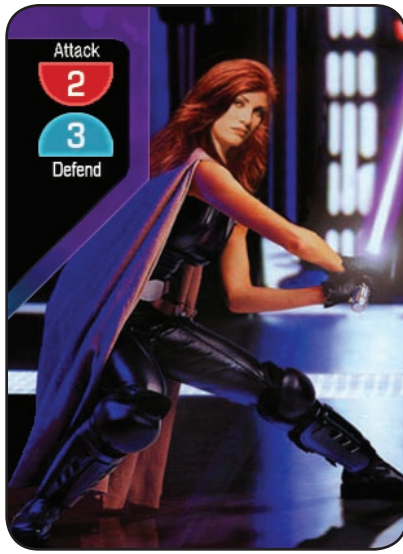
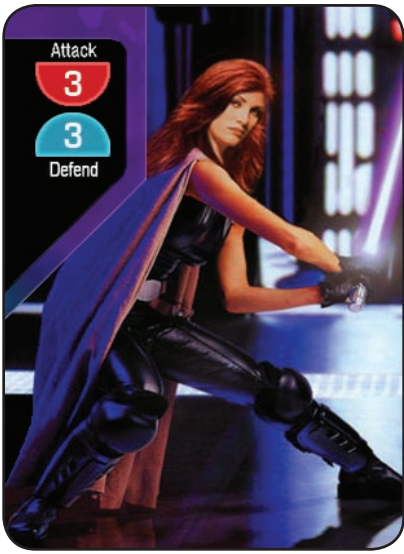
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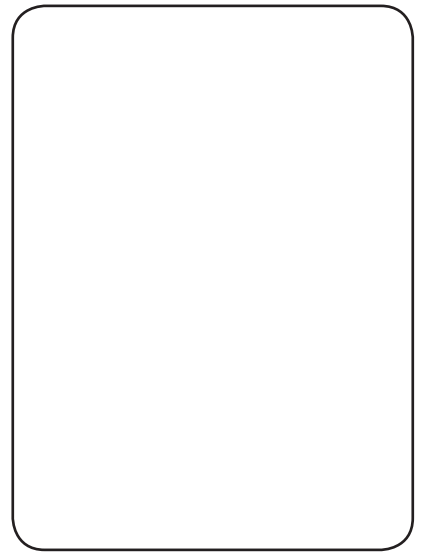
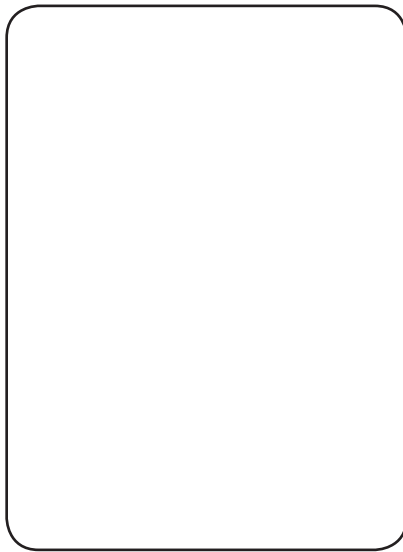
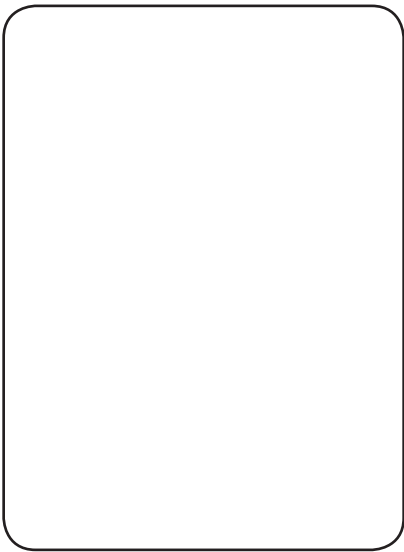
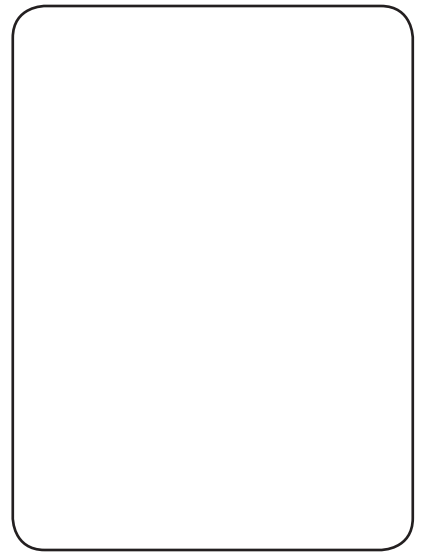
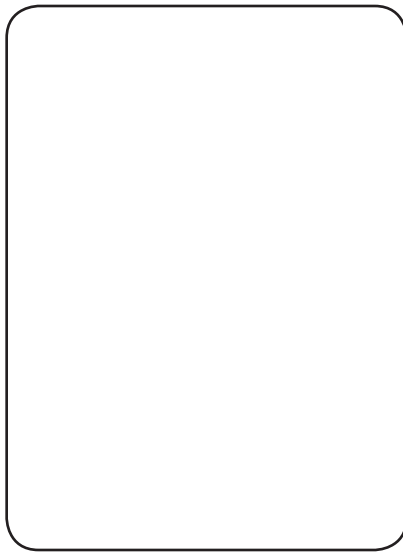
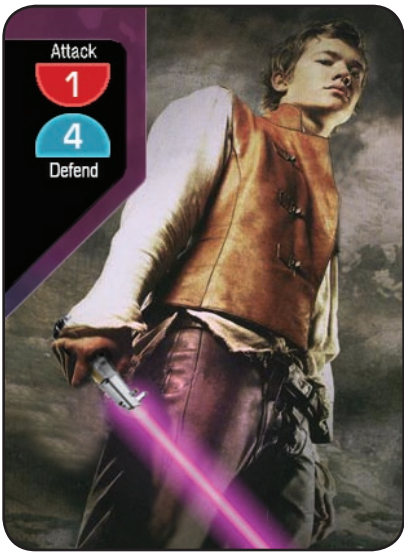
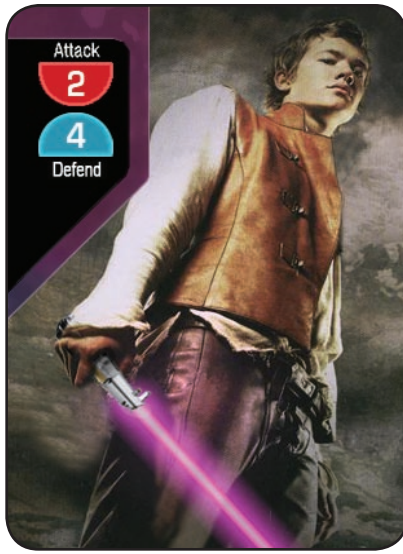
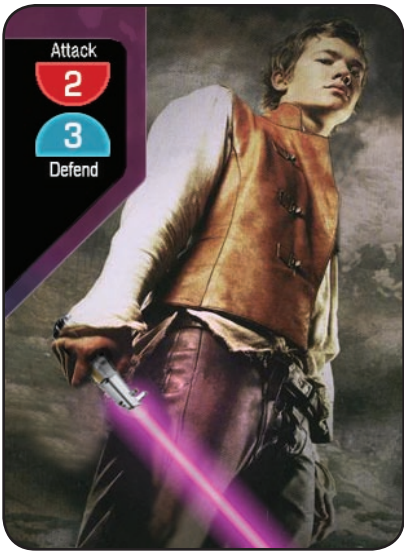
Defend **2**



Attack **3**

Defend **3**



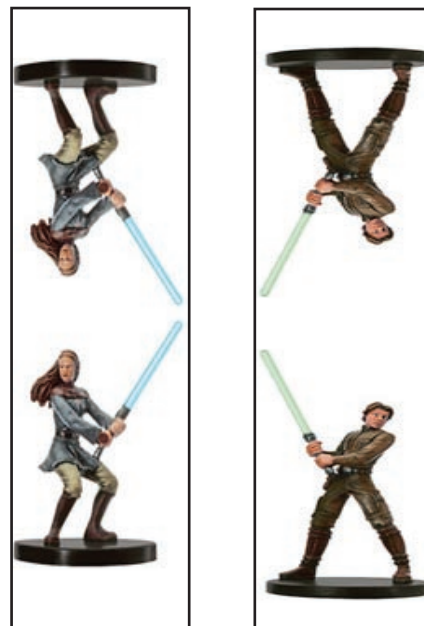
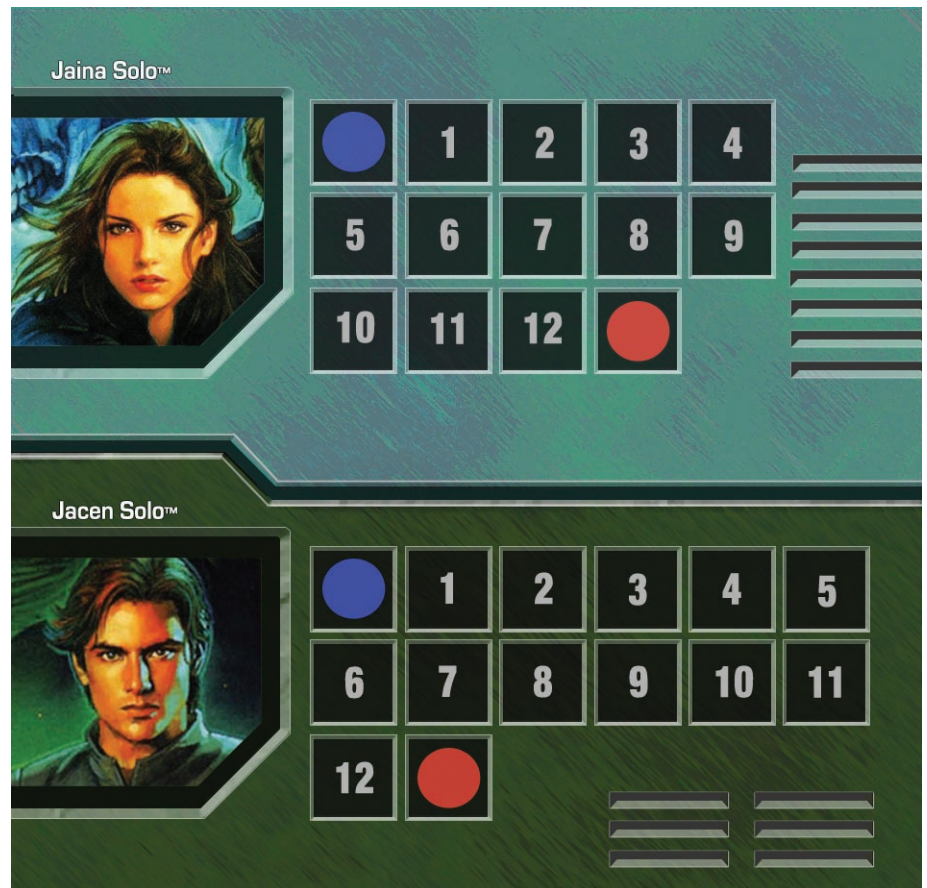




Jaina and Jacen Solo

Though the Yuhzonn Vong war would eventually drive them apart, the twin children of Han and Leia Organa Solo began their lives as inseparable friends and allies. Jaina was a natural leader whose sheer power of will would easily and often be misconstrued as stubbornness. Jacen, originally a shepherd of lost souls and animals, would one day become a master swordsman, and even saved his uncle Luke Skywalker when he was just a toddler.

This deck depicts the pair just before the start of the crisis that would end their teamwork, but does pay one homage to Jacen's later career. After the war, Jacen wandered the galaxy learning Force techniques unknown to the Jedi. Among them was flow walking, the ability to traverse the timestream to observe, and occasionally interfere.



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SPECIAL



Jaina & Jacen Solo

CHILDREN OF THE FORCE

Play anytime on your turn.
Move Jacen and Jaina up to 6 spaces each. If the twins end their movement adjacent to each other, draw 2 cards.

SPECIAL



Jaina & Jacen Solo

CHILDREN OF THE FORCE

Play anytime on your turn.
Move Jacen and Jaina up to 6 spaces each. If the twins end their movement adjacent to each other, draw 2 cards.

Attack 2*



Jaina Solo

GRIEF

Play when Jaina is attacking.
*If Jacen has been destroyed, add 2 to the attack value of this card, then discard all shared Jaina & Jacen cards in your hand. Add 1 to the attack value for each you discard.

Attack 3*

3* Defend



Jaina & Jacen Solo

FORCE BOND

Play when either Jaina or Jacen is attacking or defending.
*If both Jacen and Jaina are adjacent to the target (if attacking) or attacker (if defending), the relevant value of this card is doubled.

Attack 3*

3* Defend




Jaina & Jacen Solo

FORCE BOND

Play when either Jaina or Jacen is attacking or defending.
*If both Jacen and Jaina are adjacent to the target (if attacking) or attacker (if defending), the relevant value of this card is doubled.

Attack 3*

3* Defend



Jaina & Jacen Solo

FORCE BOND

Play when either Jaina or Jacen is attacking or defending.
*If both Jacen and Jaina are adjacent to the target (if attacking) or attacker (if defending), the relevant value of this card is doubled.

SPECIAL



Jaina Solo

POWER OF WILL

Play anytime on your turn.
Draw 4 cards.

Attack 0*

6* Defend




Jaina Solo

PRAGMATIC TEMPER

Play when Jaina is attacking or defending.
*If this card is played after Jacen has been destroyed, switch the attack and defend values.
Draw a card.

Attack 0*

6* Defend



Jaina Solo

PRAGMATIC TEMPER

Play when Jaina is attacking or defending.
*If this card is played after Jacen has been destroyed, switch the attack and defend values.
Draw a card.



Attack **3***

Jacen Solo

MASTER SWORDSMAN

Play when Jacen is attacking.

*After this card is revealed, you may discard any Jacen basic combat card to add its attack value to this card.



Attack **3***

Jacen Solo

MASTER SWORDSMAN

Play when Jacen is attacking.

*After this card is revealed, you may discard any Jacen basic combat card to add its attack value to this card.

SPECIAL



Jacen Solo

FLOW WALKING

Play anytime on your turn.

Search your draw pile for any card, and place it in your hand. Then reshuffle your draw pile.

Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **2**



Attack **4**

Defend **2**

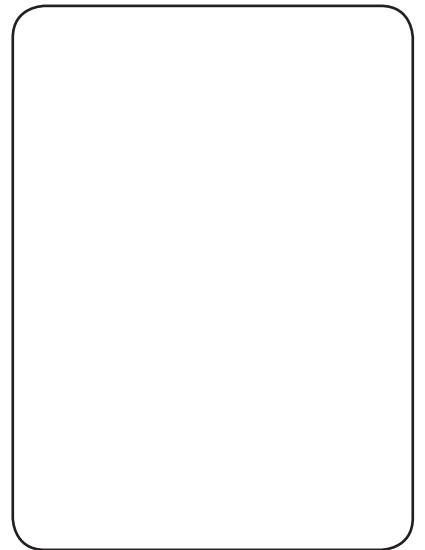
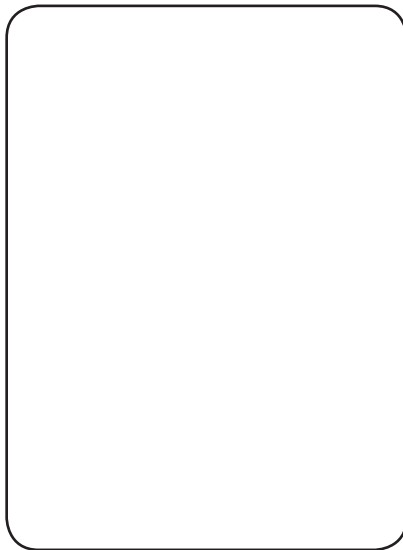
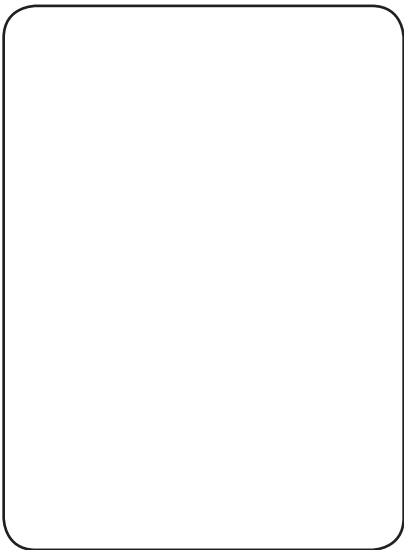
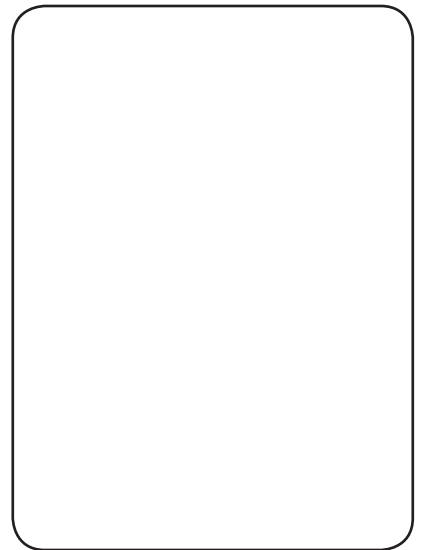
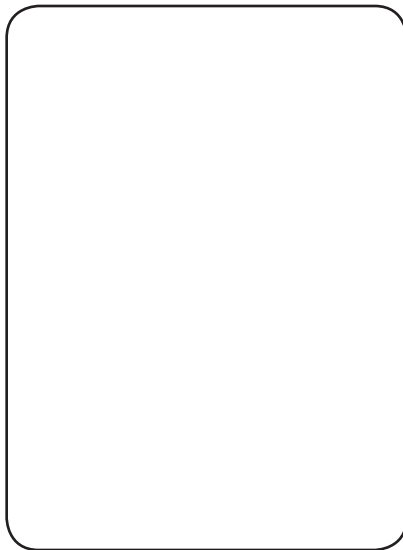


Attack **3**

Defend **3**











Talon Karrde and Shada D'ukal

Talon Karrde is the most connected information broker in the galaxy. He has eyes and ears in all corners of social and political life, and for a price he is willing to discover and share his insider info with anyone. During the first Thrawn Crisis, Karrde began by playing both sides of the fence, but ultimately sided with the New Republic, to the point of organizing and leading a Smuggler's Alliance against the Empire.

Shada D'ukal comes from the blighted world of Mystraal, where she was a member of the elite Mystraal Shadow Guard. For years Shada believed she was doing patriotic service in this role, but upon learning of a betrayal perpetrated by the elders of her race decades earlier, she left the Shadow Guard, ultimately becoming Talon's personal bodyguard and second in command. She is a fearsome martial artist, and loyal to her principles above all else.



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Attack **3***



Talon Karrde

APPLIED INTELLIGENCE

Play when Talon is attacking.

*Reduce the defense value of any card played against APPLIED INTELLIGENCE by two and ignore any secondary effects of the defense card.

Attack **3***



Talon Karrde

APPLIED INTELLIGENCE

Play when Talon is attacking.

*Reduce the defense value of any card played against APPLIED INTELLIGENCE by two and ignore any secondary effects of the defense card.

Attack **3***



Talon Karrde

APPLIED INTELLIGENCE

Play when Talon is attacking.

*Reduce the defense value of any card played against APPLIED INTELLIGENCE by two and ignore any secondary effects of the defense card.

SPECIAL



Talon Karrde

DATABOMB

Play anytime on your turn.

Choose a character Talon could attack. That character takes one point of damage for every card in the player's hand. The player may choose and discard any number of cards to reduce the damage an equal amount.

SPECIAL



Talon Karrde

SABOTAGE

Play anytime on your turn.

Choose an opponent. Look at the top 5 cards on that opponent's deck. Discard one card and put the remaining cards back in any order. Draw a card.

SPECIAL



Talon Karrde

SABOTAGE

Play anytime on your turn.

Choose an opponent. Look at the top 5 cards on that opponent's deck. Discard one card and put the remaining cards back in any order. Draw a card.

Attack **6***



Talon Karrde

STURM AND DRANG

Play when Talon is attacking.

*This card must be played against an adjacent target. If the target of this card is a Jedi, Sith, or other Force User, the attack value is 10.

Defend **8**



Talon Karrde

TIP-OFF

Play when Talon is defending.

Draw a card.

Attack **7**



Shada D'ukal

SHADOW GUARD

Play when Shada is attacking.

Draw a card.

SPECIAL



Shada D'ukal

MOVE IN SHADOW

☛ Play anytime on your turn.
 Move Shada adjacent to any character. If that character is not allied with Shada, he/she receives 3 damage.

SPECIAL



Shada D'ukal

ZENJI NEEDLES

☛ Play anytime on your turn.
 Choose any character Shada could attack at range. That character receives 3 damage. Draw a card.


SPECIAL



Shada D'ukal

ZENJI NEEDLES

☛ Play anytime on your turn.
 Choose any character Shada could attack at range. That character receives 3 damage. Draw a card.



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **4**

Defend **1**



Attack **3**

Defend **1**



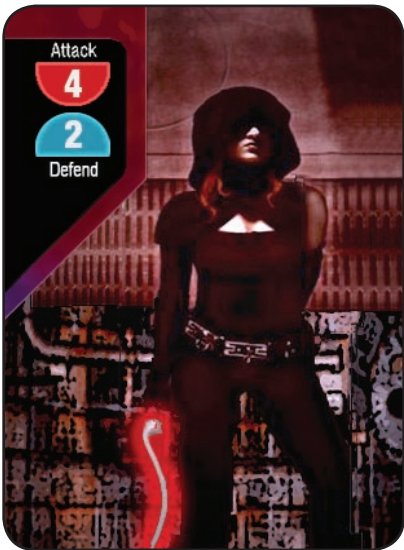
Attack **3**

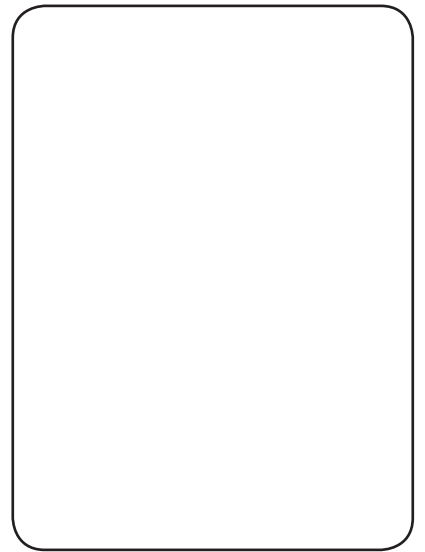
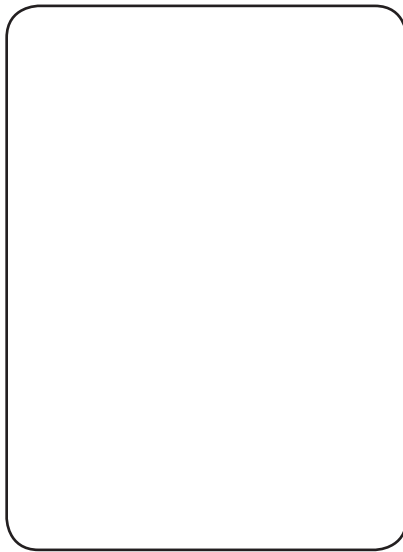
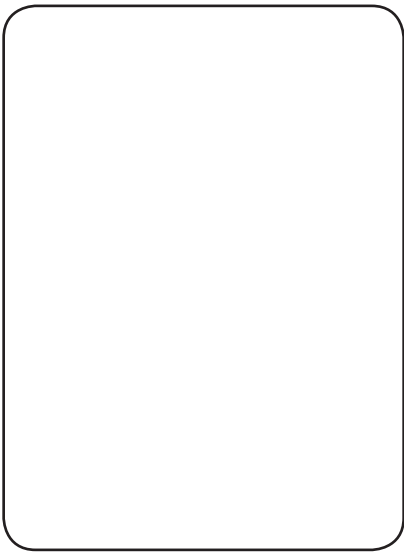
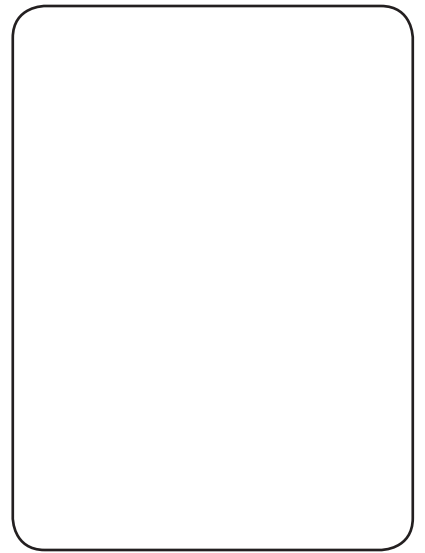
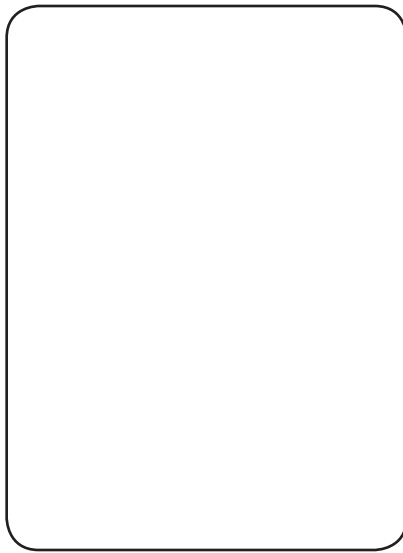
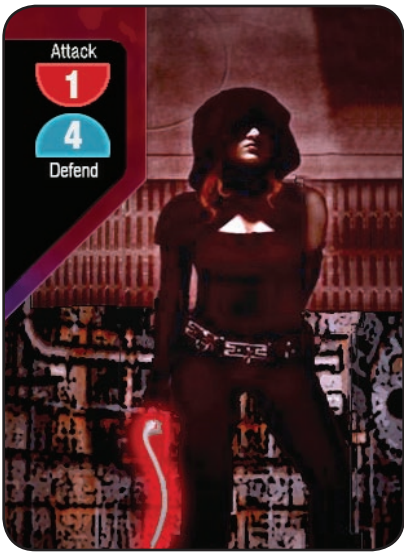
Defend **1**



Attack **3**

Defend **2**







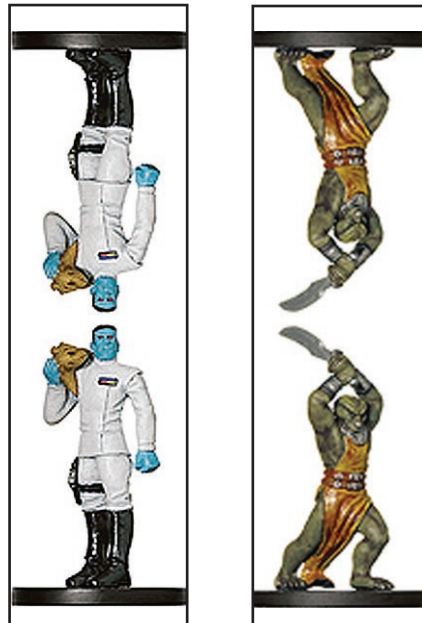
card backs



Admiral Thrawn and Rukh

Grand Admiral Thrawn is known as a strategic genius, finding insight into his enemies' motives and actions through study of their cultural art. During the decline of the Empire, Thrawn commands countless Imperial troops and armaments and he possesses a secret Noghri army, but Thrawn's greatest weapon is his mind. Or maybe it's his Force-repelling pet Ysalamir.

The Noghri Rukh began his martial career serving the Emperor as a Death Commando. After the fall of the Empire and Thrawn's rise to power, Thrawn selected Rukh to be his personal bodyguard for his fierce combat prowess and his skill with an assassin's blade.



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Attack **5***

Admiral Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.

*If you have seen the cards in your opponent's hand that the target character could defend with, you may choose the card the character uses for defense.



Attack **5***

Admiral Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.

*If you have seen the cards in your opponent's hand that the target character could defend with, you may choose the card the character uses for defense.



Attack **5***

Admiral Thrawn

INSIGHTFUL ATTACK

Play when Thrawn is attacking.

*If you have seen the cards in your opponent's hand that the target character could defend with, you may choose the card the character uses for defense.



Attack **6**

Defend **6**

Admiral Thrawn

CREATIVE TACTICS

Play when Thrawn is attacking.

After the attack is resolved, you may move the character that CREATIVE TACTICS is played against up to 4 spaces.



Attack **6**

Defend **6**

Admiral Thrawn

CREATIVE TACTICS

Play when Thrawn is attacking.

After the attack is resolved, you may move the character that CREATIVE TACTICS is played against up to 4 spaces.



SPECIAL

Admiral Thrawn

YSALIMIRI

Play anytime on your turn.

All opponents controlling a character adjacent to Thrawn must reveal their hand and discard all Special and Power Combat cards. Until your next turn, Thrawn may not be the target of special cards or power combat cards.



SPECIAL

Admiral Thrawn

ARTISTIC INSIGHT

Play anytime on your turn.

Choose an opponent to reveal his/her hand. That player may not draw cards on his/her next turn.



SPECIAL

Admiral Thrawn

ARTISTIC INSIGHT

Play anytime on your turn.

Choose an opponent to reveal his/her hand. That player may not draw cards on his/her next turn.



Defend **7***

Ruhk

NOHGRI BODYGUARD

Play when either Ruhk or Thrawn is defending.

*Move Ruhk adjacent to the attacker. If used to defend for Thrawn, Thrawn remains the target and any damage from the attack is still applied to Thrawn. If Thrawn has been destroyed the defense value is 3.



Attack **7***

Rukh

ASSASSIN'S BLADE

Play when Rukh is attacking.
*If the target does not play a defense card, ASSASSIN'S BLADE does 12 damage instead of 7.

SPECIAL



Rukh

POUNCE

Play anytime on your turn.
Move Rukh up to 3 spaces. After moving, deal 3 damage to one any one character adjacent to Rukh.

SPECIAL




Rukh

POUNCE

Play anytime on your turn.
Move Rukh up to 3 spaces. After moving, deal 3 damage to one any one character adjacent to Rukh.

Attack **4**

Defend **1**



Attack **4**

Defend **1**




Attack **4**

Defend **1**



Attack **3**

Defend **1**



Attack **3**

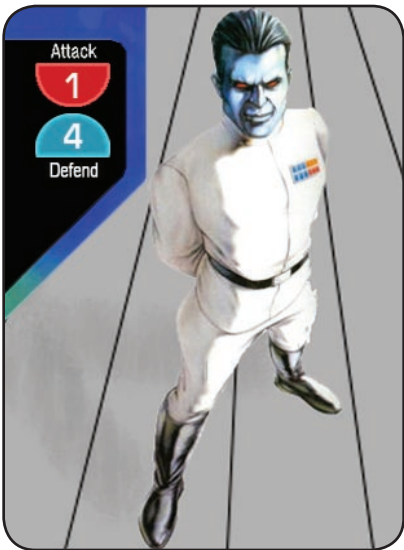
Defend **1**

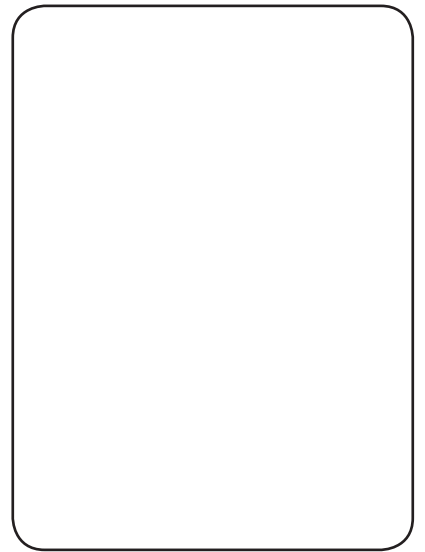
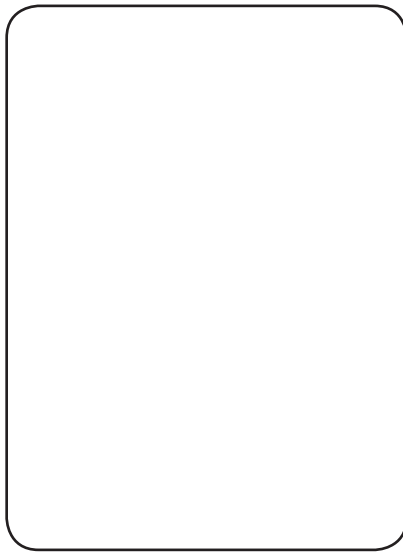
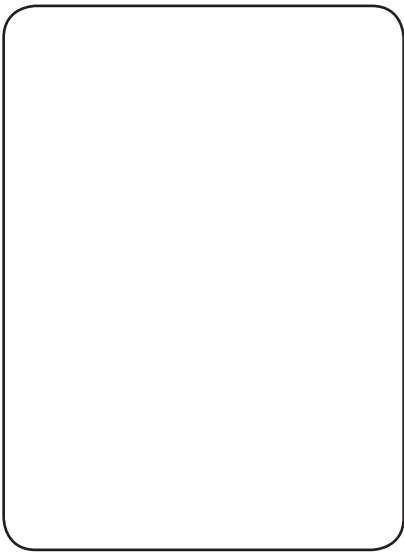
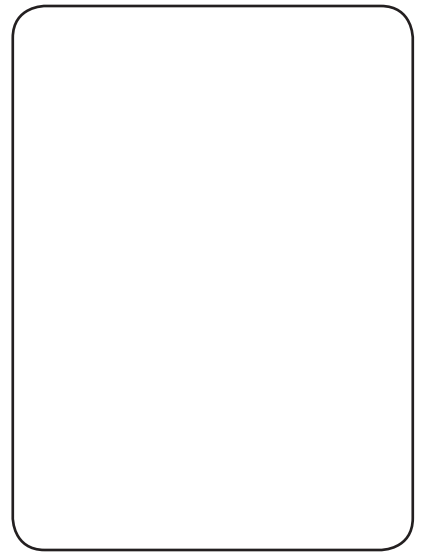
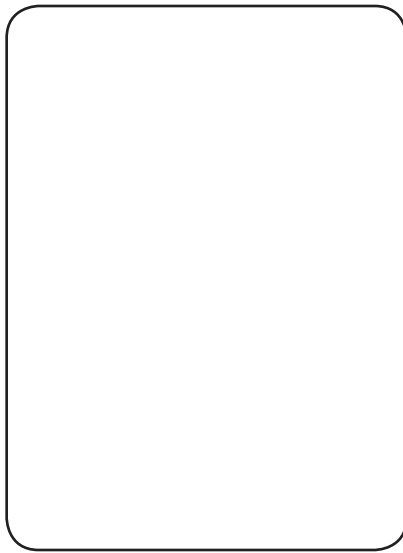


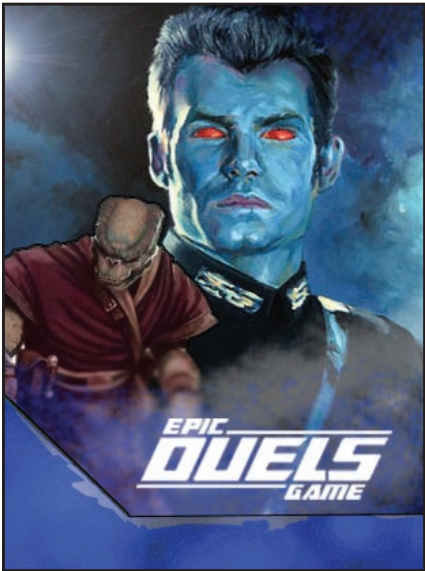
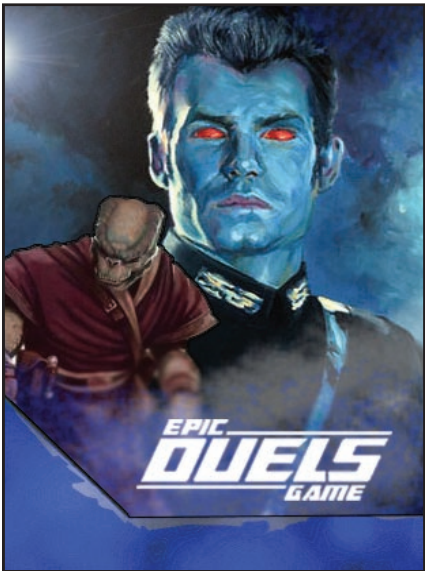
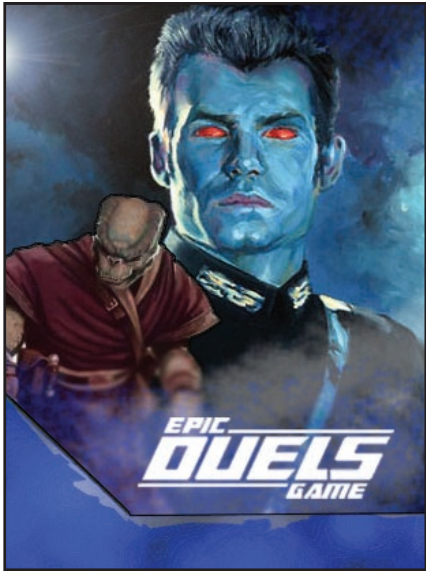
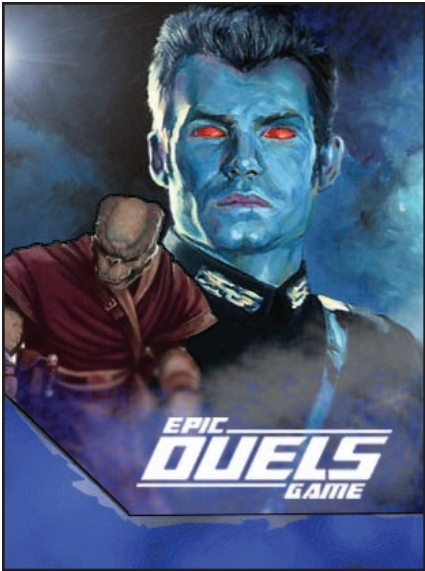
Attack **3**

Defend **2**











Asajj & Durge

From the barbaric fringes of the galaxy Count Dooku recruited Asajj Ventress as a commander and assassin. Though she fights with a martial prowess fueled by unrestrained rage, she is not the Sith she thinks herself to be. Despite her less than legendary status, as a one-to-one combatant Asajj is a Force wielding force to be reckoned with.

The bounty hunter Durge is a fierce warrior from a bygone era. Durge is known for his resourcefulness in combat and his myriad gadgetry. Durge has a lasting hatred for the Mandalorians and their descendants: the Clone Army.

Dooku recruited Durge around the same time as Asajj, and the Sith Lord paired the two together on several missions for the Clone Wars.



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Attack **5**

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.
After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.



Attack **5**

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.
After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.



Attack **5**

Asajj Ventress

DOUBLE SABER STRIKE

Play when Asajj is attacking.
After attacking, immediately attack with any Asajj basic combat card, which can be defended normally.

SPECIAL



Asajj Ventress

MARTIAL LEAP

Play anytime on your turn.
Move Asajj to any empty space. All characters adjacent to that space take 2 point of damage.

SPECIAL



Asajj Ventress

MARTIAL LEAP

Play anytime on your turn.
Move Asajj to any empty space. All characters adjacent to that space take 2 point of damage.

Attack **8**



Asajj Ventress

I AM SITH

Play when Asajj is attacking.
Draw 2 cards.

Defend **6**



Asajj Ventress

PARRY AND STRIKE

Play when Asajj is defending.
After the attack is resolved, the attacking character receives 2 damage.

Attack **3***

Defend **3***



Durge

BULWARK OF GADGETRY

Play when Durge is attacking or defending.
*If Durge is adjacent to the character BULWARK OF GADGETRY is used against, the relevant value is 7 instead of 3.
Draw a card.

Attack **3***

Defend **3***



Durge

BULWARK OF GADGETRY

Play when Durge is attacking or defending.
*If Durge is adjacent to the character BULWARK OF GADGETRY is used against, the relevant value is 7 instead of 3.
Draw a card.



2*
Defend

Durge

JETPACK SURGE

Play when any character is defending.

***Before the attack card is revealed, move Durge adjacent to the attacker. Durge is now the target of the attack, if he was not before. Draw a card.**



2*
Defend

Durge

JETPACK SURGE

Play when any character is defending.

***Before the attack card is revealed, move Durge adjacent to the attacker. Durge is now the target of the attack, if he was not before. Draw a card.**

SPECIAL



Durge

GEN'DAI REGENERATION

Play anytime on your turn.

Move Durge up to 5 spaces.

Durge recovers up to 3 health. You may discard up to 3 cards to increase the amount recovered by up to 3 points.

Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**

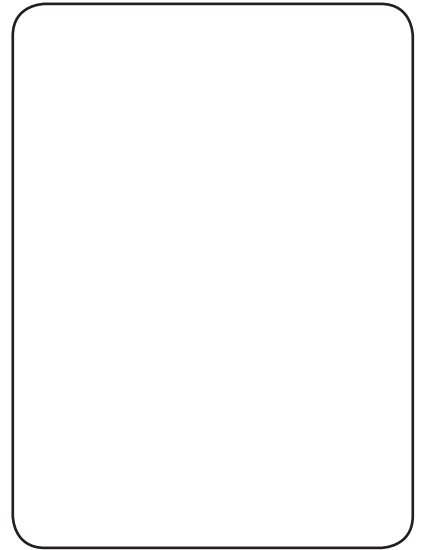
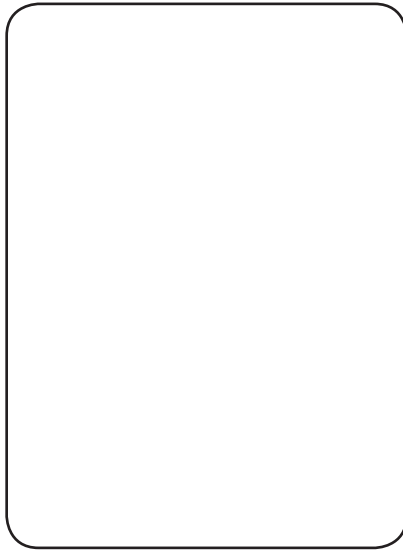
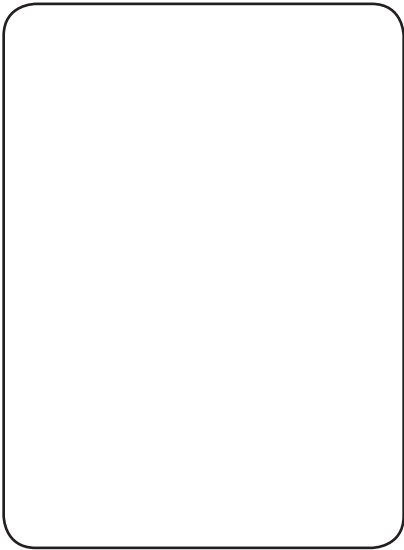
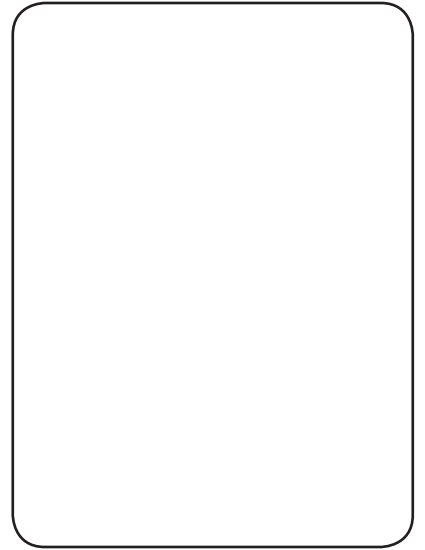
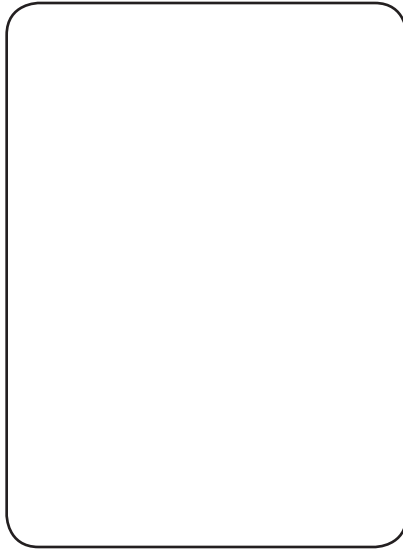


Attack **4**

Defend **2**









Darth Bane and Darth Zannah

Darth Bane, called by some the father of the Sith, established the rule of two: *One to weild the power, and one to crave it.* Bane ushered in the Sith practices of secrecy and patience in achieving long term goals. It is said Bane single-handedly wiped out the old and weakening Brotherhood of the Sith with a single wave of destruction. His dark ambition lead him to discover his apprentice in a troubled young girl.

Bane’s apprentice Darth Zannah found her path to the dark side as a child amidst rampant destruction and suffering on Ruusan during the New Sith Wars. She, along with Bane, is one of the few to have survived the that conflict, a testament to her dark training.

Darth Bane™

	1	2	3	4	5
6	7	8	9	10	11
12	13	14	15	16	17
18	19				

Darth Zannah™

	1	2	3	4	5
6	7	8	9		



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Attack
4



Darth Bane

SITH ATTACK

Play when Darth Bane is attacking.
The player controlling the target character loses an action on his/her next turn.

Attack
4



Darth Bane

SITH ATTACK

Play when Darth Bane is attacking.
The player controlling the target character loses an action on his/her next turn.

Attack
4



Darth Bane

SITH ATTACK

Play when Darth Bane is attacking.
The player controlling the target character loses an action on his/her next turn.

Attack
6*



Darth Bane

DARK AMBITION

Play when Darth Bane is attacking.
*If Darth Zannah has been destroyed, the attack value is 9.

Attack
6*



Darth Bane

DARK AMBITION

Play when Darth Bane is attacking.
*If Darth Zannah has been destroyed, the attack value is 9.

Defend



Darth Bane

ORBALISK ARMOR

Play when Darth Bane is defending.
Bane takes no damage from the attack.
After the attack is resolved, ORBALISK ARMOR does 1 damage to bane.

SPECIAL



Darth Bane

PATIENCE

Play anytime on your turn.
Choose an opponent. You and that player both lose one action on your next turns.
Draw 3 cards.

SPECIAL



Darth Bane

PATIENCE

Play anytime on your turn.
Choose an opponent. You and that player both lose one action on your next turns.
Draw 3 cards.

SPECIAL



Darth Bane

...AND ONE TO HOLD IT

Play anytime on your turn.
All characters adjacent to Darth Bane receive 3 damage. You may discard up to 3 cards to increase the damage by up to 3.
Darth Bane receives 3 damage.

SPECIAL



Darth Zannah

ONE TO CRAVE THE POWER...

Play anytime on your turn.
 Until the end of your turn, you may play any Darth Bane cards as though they were Darth Zannah cards.
 Playing this card does not count as an action.



Attack **3***

Darth Zannah

DARK TRAINING

Play when Zannah is attacking.
 *Add 1 to Dark Training for each Darth Zannah basic combat card in your discard pile.



Attack **3***

Darth Zannah

DARK TRAINING

Play when Zannah is attacking.
 *Add 1 to Dark Training for each Darth Zannah basic combat card in your discard pile.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

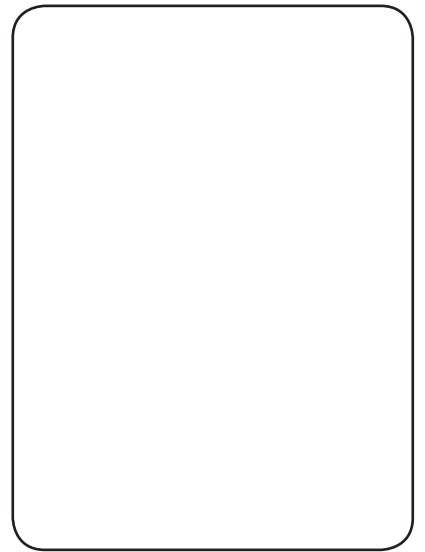
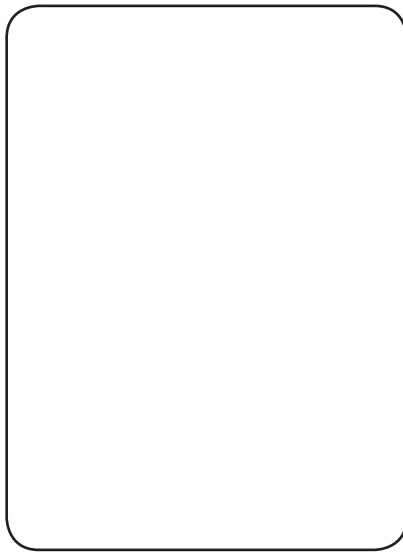
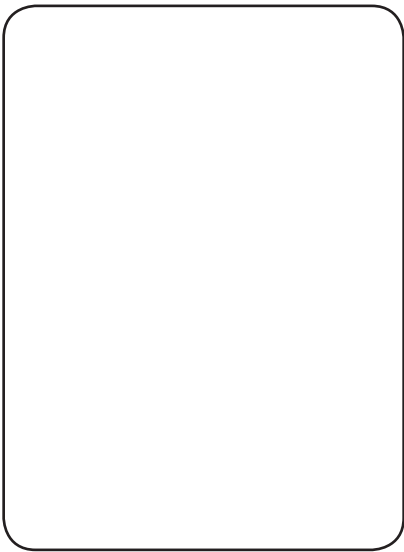
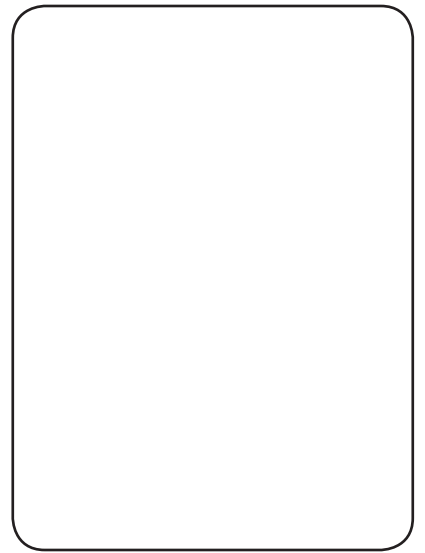
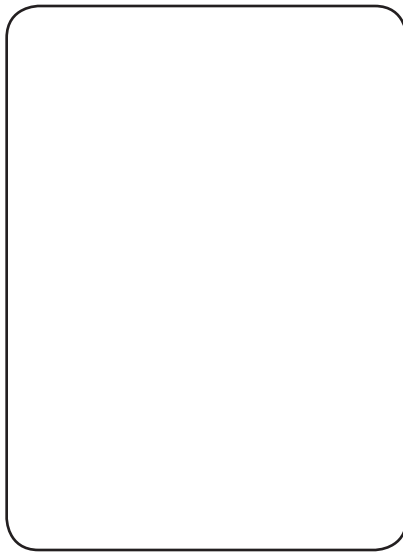
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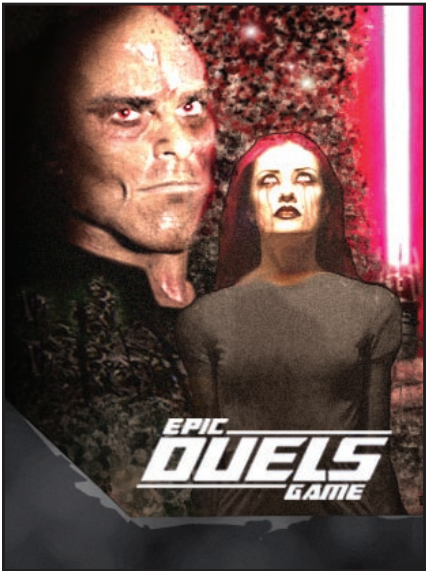
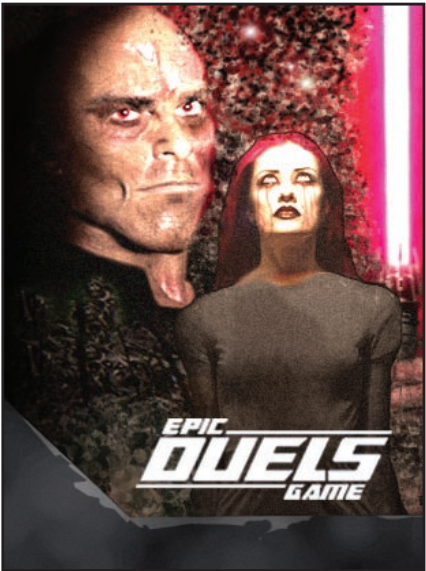
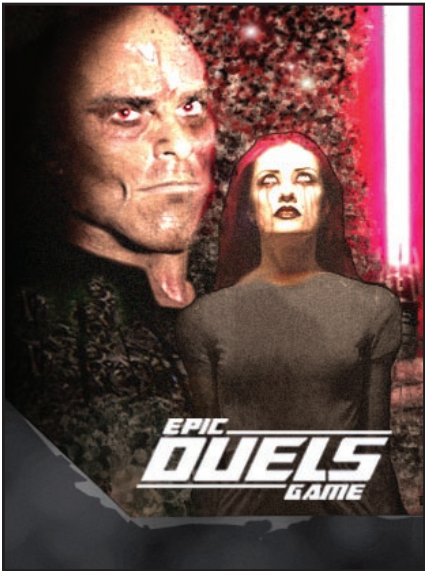
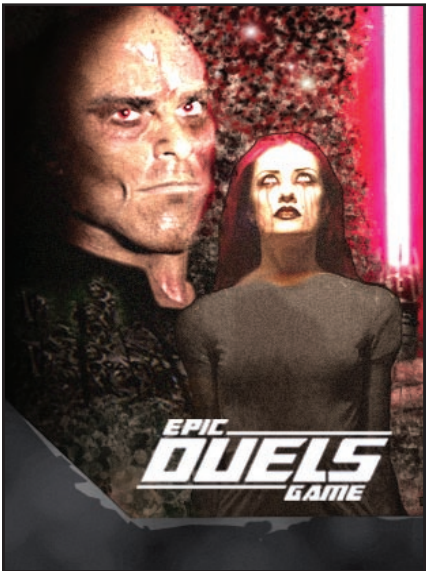
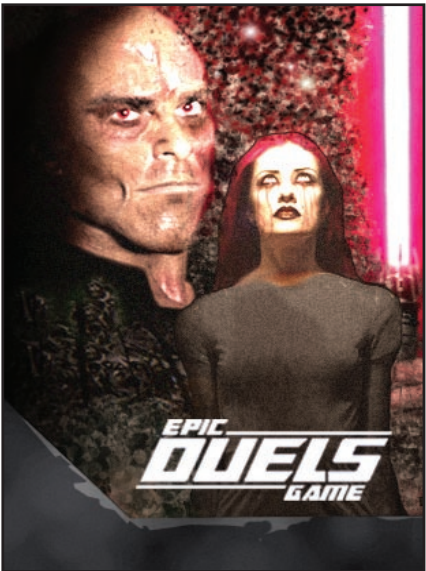
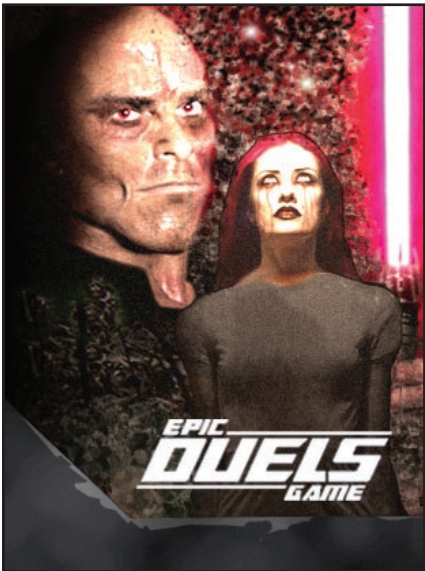
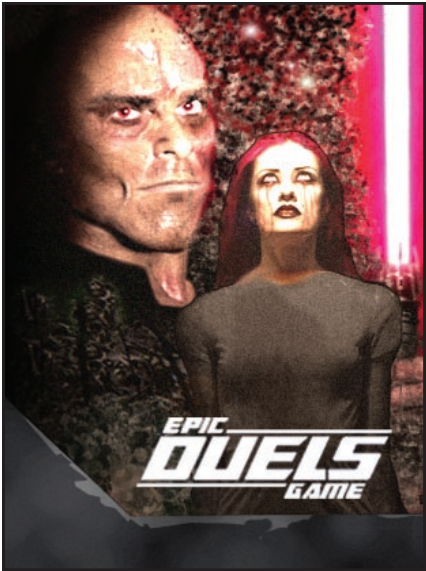
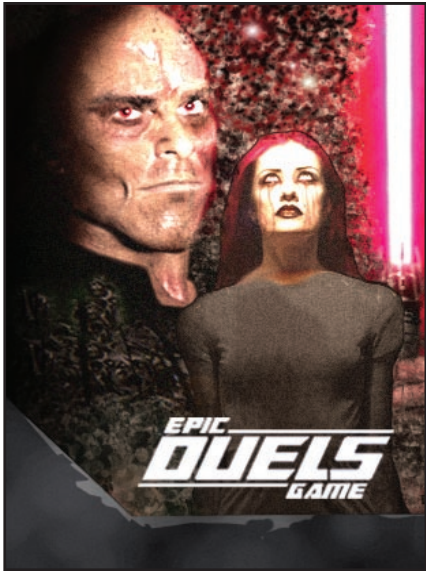
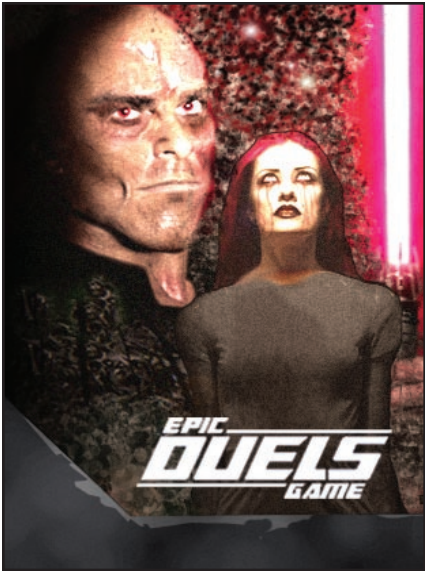


Attack **4**

Defend **2**









Darth Malak

Darth Malak was a Jedi who fought in the Mandalorian Wars only to be corrupted by the Dark Side.

Darth Malak was known for his mastery of the Force and the feats he performed with the blade of his dark red lightsaber. While he is known for summoning *force storms* and paralyzing his foes in his *force grip*, Malak is perhaps best known for his use of the Force to drain the life out of his victims, weakening his opponent while strengthening himself, an ability known as *death field*. With his mastery of the Dark Side and legions of Sith Soldiers, Malak became a force to be reckoned with thousands of years before the Empire was so much as a glimmer in Palpatine's eyes.

Darth Malak™

	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15	16	17		

Sith Troopers™

	1	2	3	
	1	2	3	



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Attack **5**



Darth Malak

POWER OF THE DARK SIDE

Play when Malak is attacking.

The player controlling the defending character must choose and discard one card for each point of damage inflicted with **POWER OF THE DARK SIDE**.

Attack **5**



Darth Malak

POWER OF THE DARK SIDE

Play when Malak is attacking.

The player controlling the defending character must choose and discard one card for each point of damage inflicted with **POWER OF THE DARK SIDE**.

Attack **5**



Darth Malak

POWER OF THE DARK SIDE

Play when Malak is attacking.

The player controlling the defending character must choose and discard one card for each point of damage inflicted with **POWER OF THE DARK SIDE**.

Attack **5**



Darth Malak

POWER OF THE DARK SIDE

Play when Malak is attacking.

The player controlling the defending character must choose and discard one card for each point of damage inflicted with **POWER OF THE DARK SIDE**.

SPECIAL



Darth Malak

DEATH FIELD

Play anytime on your turn.

Malak does 2 damage to all characters he could attack at range.

Malak recovers health equal to the damage dealt by **DEATH FIELD**.

SPECIAL



Darth Malak

DEATH FIELD

Play anytime on your turn.

Malak does 2 damage to all characters he could attack at range.

Malak recovers health equal to the damage dealt by **DEATH FIELD**.

SPECIAL



Darth Malak

FORCE GRIP

Play anytime on your turn.

Choose a character; that character may not move or attack on his/her next turn.

Draw a card.

SPECIAL



Darth Malak

FORCE GRIP

Play anytime on your turn.

Choose a character; that character may not move or attack on his/her next turn.

Draw a card.

SPECIAL



Darth Malak

FORCE STORM

Play anytime on your turn.

Darth Malak does 2 damage to all opponent characters within two squares. Any player controlling a character damaged by **FORCE STORM** must discard a card at random.

SPECIAL



Darth Malak

FORCE STORM

☐☐ Play anytime on your turn.
Darth Malak does 2 damage to all opponent characters within two squares. Any player controlling a character damaged by FORCE STORM must discard a card at random.

SPECIAL



Darth Malak

BURST OF SPEED

☐☐ Play anytime on your turn.
Move Darth Malak up to 6 spaces.

Playing this card does not count as an action.

SPECIAL



Darth Malak

BURST OF SPEED

☐☐ Play anytime on your turn.
Move Darth Malak up to 6 spaces.

Playing this card does not count as an action.



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



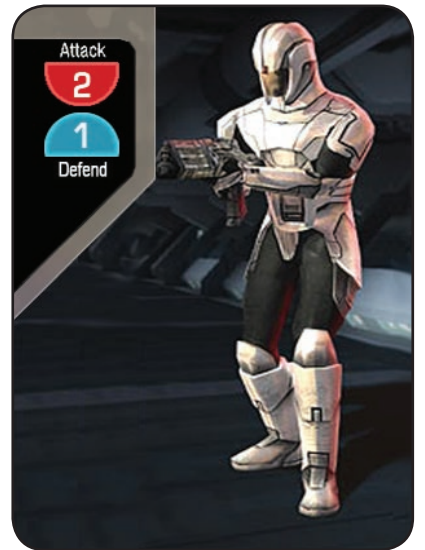
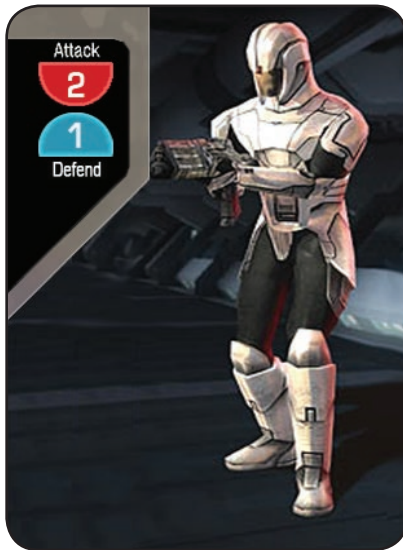
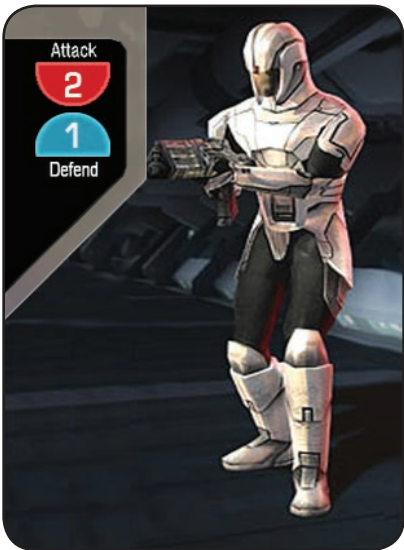
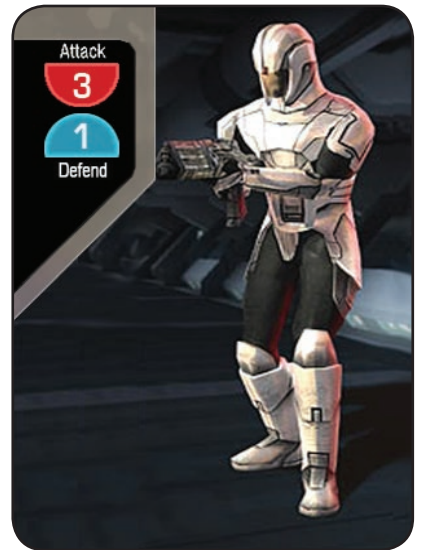
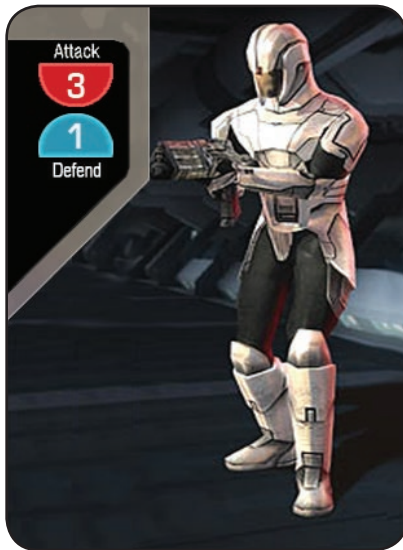
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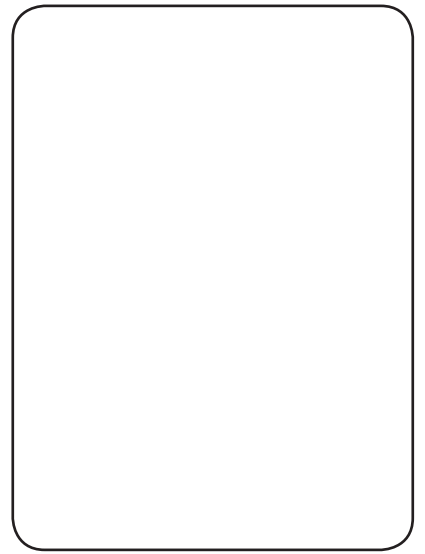
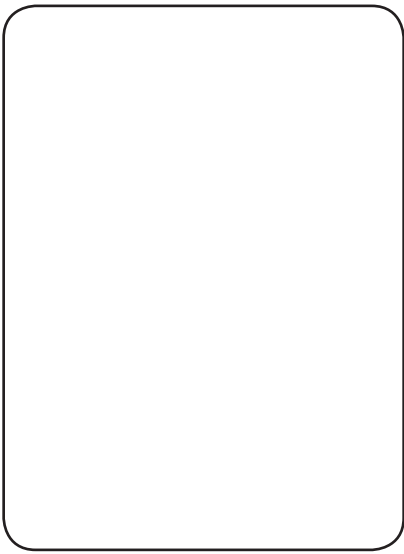
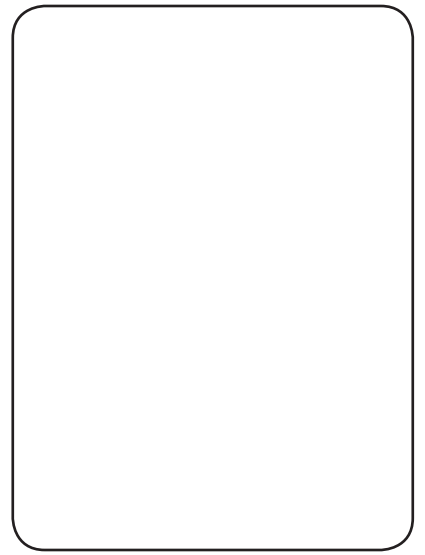
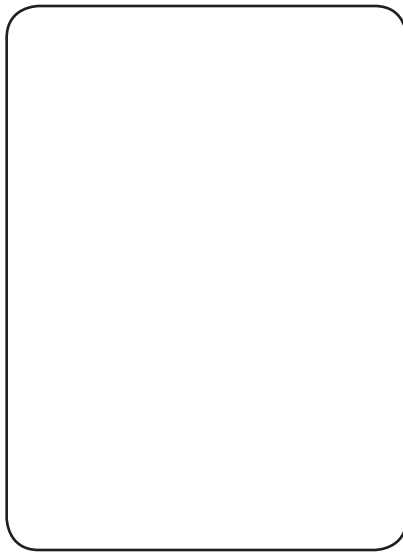
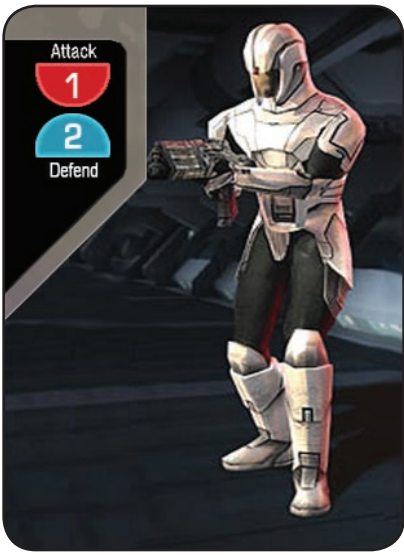
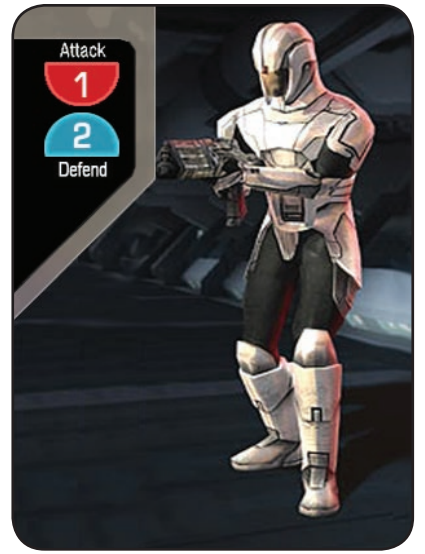
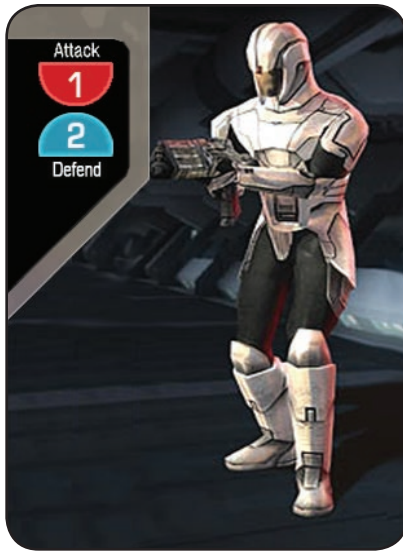
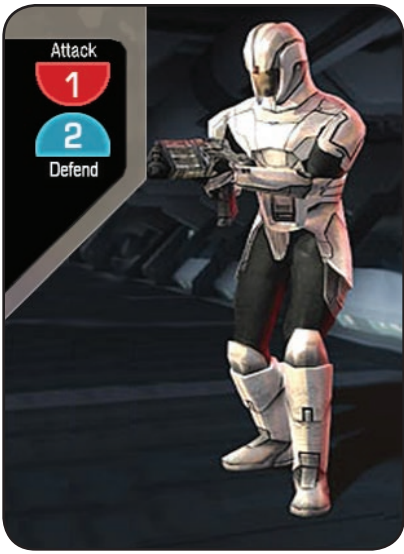
Defend **1**



Attack **4**

Defend **2**









Exar Kun and Ulic Qel-Droma

Exar Kun is the dark Jedi turned Sith that is responsible for the Great Sith War that tore the Galactic Republic apart. Kun sought out the power of the dark side after using his master's holocron, after which he declared himself a Jedi Knight and went off in search of ancient Sith powers. Force powers aside, Exar was the first to use a double-bladed lightsaber, and he developed an unorthodox fighting style to accompany it.

Exar's apprentice, Ulic Qel-Droma, was also once a Jedi. He is naturally gifted in the Force, but his penchant for competition and pride led him down the path to the dark side, fueled by arrogance and anger.

Exar Kun™



	1	2	3	4
5	6	7	8	9
10	11	12	13	14
15				

Ulic Qel-Droma™



	1	2	3	4	5
6	7	8	9	10	11



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SPECIAL



Exar Kun

AGENT OF DARKNESS

☛ Play anytime on your turn.

Search your draw pile for the Verge of Death card. If it is in your draw pile, put it in your hand. Then reshuffle your draw pile.

SPECIAL



Exar Kun

DARK SIDE BLAST

☛ Play anytime on your turn.

Choose a character Exar Kun can attack at range. That character takes 3 damage and is moved to any empty space no closer to Exar than before playing this card.

SPECIAL



Exar Kun

DARK SIDE BLAST

☛ Play anytime on your turn.

Choose a character Exar Kun can attack at range. That character takes 3 damage and is moved to any empty space no closer to Exar than before playing this card.

SPECIAL



Exar Kun

VERGE OF DEATH

☛ Play anytime on your turn.

Draw 3 cards. If Exar has 8 or fewer health points remaining, he recovers 4 damage and you may draw an extra card.

Attack 4



Exar Kun

UNORTHODOX ATTACK

☛ Play when Exar is attacking.

If this attack is completely blocked, the defender takes 2 damage.

Attack 4



Exar Kun

UNORTHODOX ATTACK

☛ Play when Exar is attacking.

If this attack is completely blocked, the defender takes 2 damage.

Attack 3*



Exar Kun

DOUBLE BLADED SABER

☛ Play when Exar is attacking.

*After the attack is revealed, you may discard a card to double the attack value.

Attack 3*



Exar Kun

DOUBLE BLADED SABER

☛ Play when Exar is attacking.

*After the attack is revealed, you may discard a card to double the attack value.

Attack 3*



Exar Kun

DOUBLE BLADED SABER

☛ Play when Exar is attacking.

*After the attack is revealed, you may discard a card to double the attack value.



Attack *

Defend *

Ulic Qel-Droma

ARROGANCE & ANGER

Play when Ulic is attacking or defending.

*The attack and defense values of this card are equal to the number of cards in your opponent's hand after his/her card is played.



Attack *

Defend *

Ulic Qel-Droma

ARROGANCE & ANGER

Play when Ulic is attacking or defending.

*The attack and defense values of this card are equal to the number of cards in your opponent's hand after his/her card is played.



Attack *

Defend *

Ulic Qel-Droma

ARROGANCE & ANGER

Play when Ulic is attacking or defending.

*The attack and defense values of this card are equal to the number of cards in your opponent's hand after his/her card is played.



Attack 5

Defend 1



Attack 5

Defend 1



Attack 5

Defend 1



Attack 5

Defend 1



Attack 4

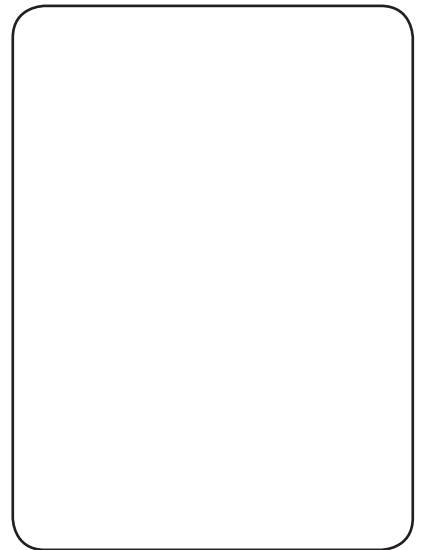
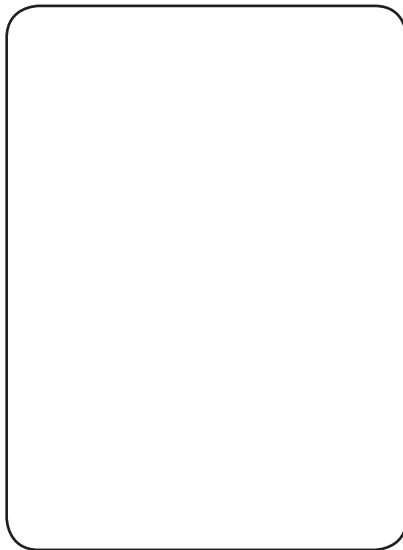
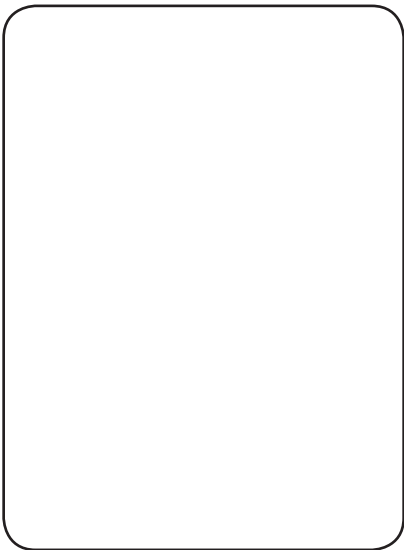
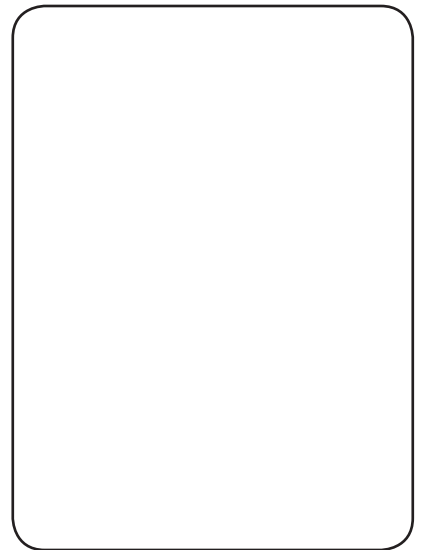
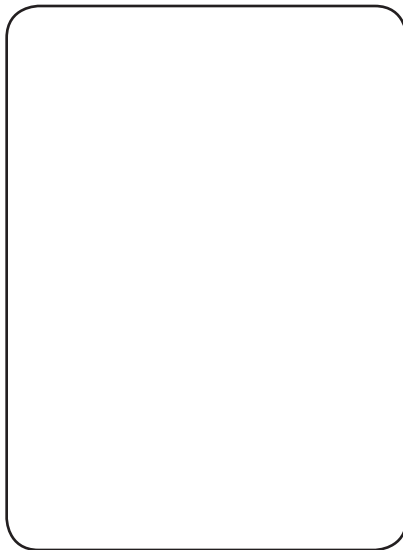
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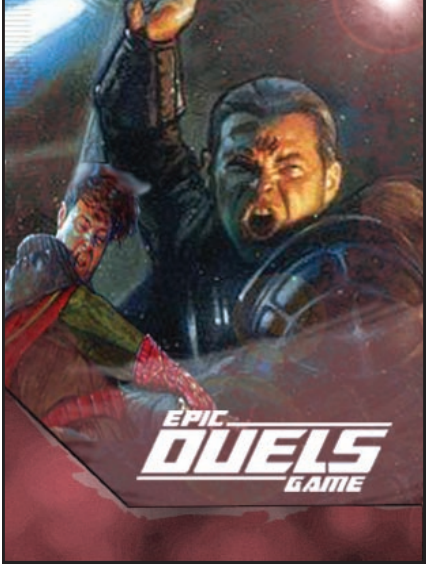
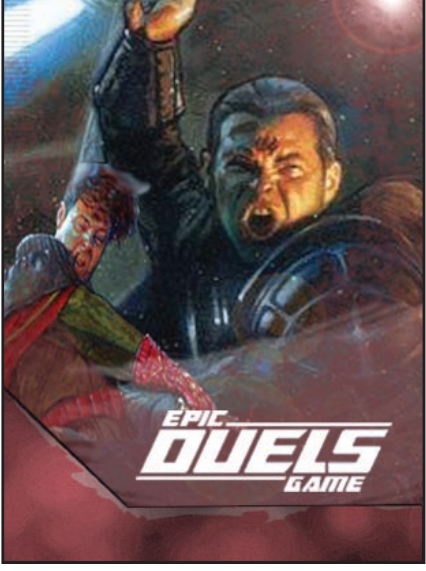
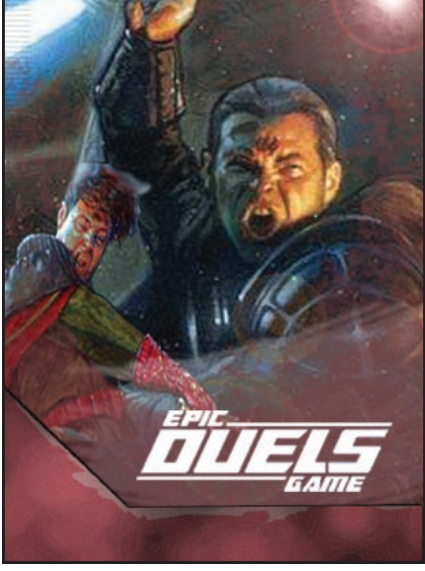
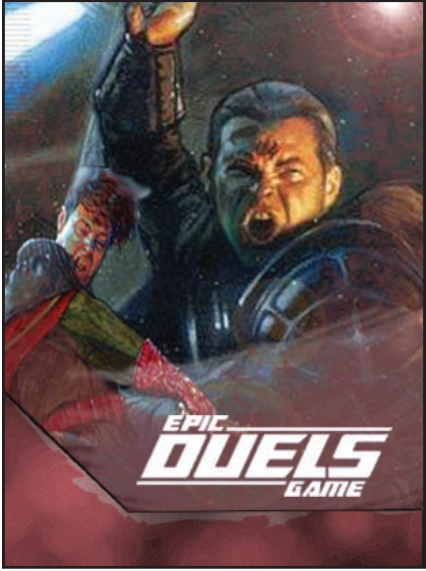
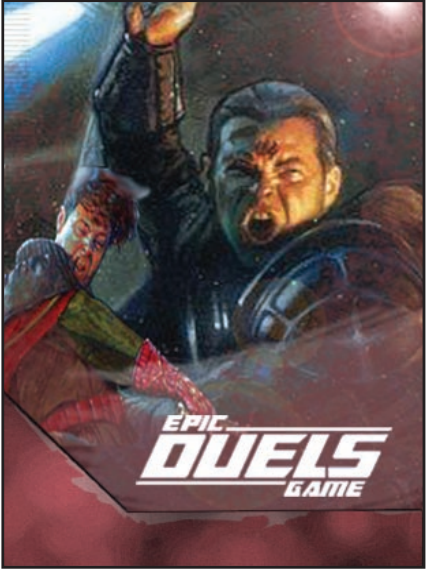
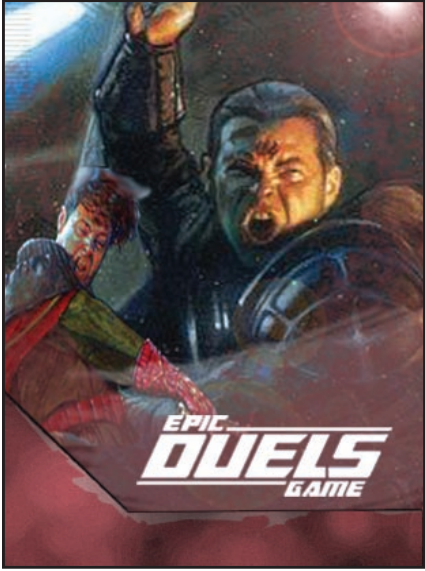
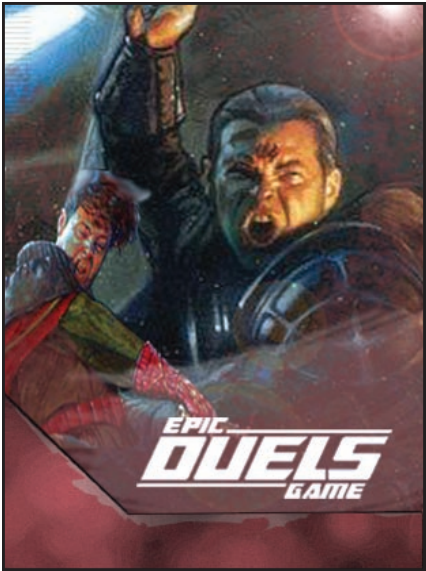
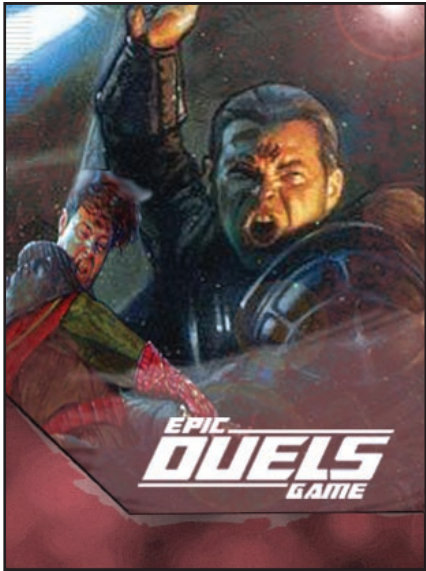
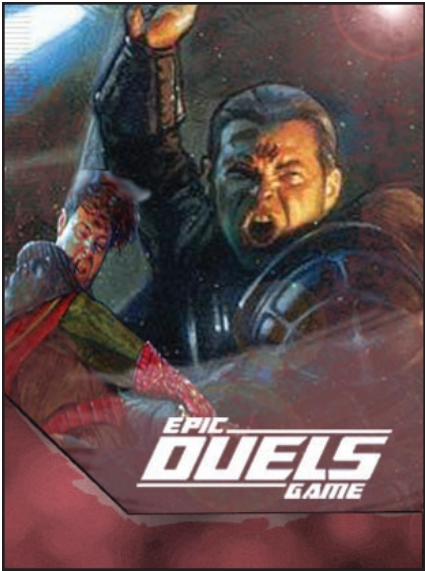


Attack 4

Defend 2









Nom Anor

Nom Anor - an intrepid bioengineer, cunning politician, and resourceful secret agent, was the first of the Yuuzhan Vong to enter Galactic Space, heralding the Invasion that was to come. Nom is known as a calculating combatant with a rampant disregard for tradition: he removed his own eye to implant a venomous Plaeryin Bol.

The Yuuzhan Vong derive their technology from bioengineered symbiots. Aside from their wholly alien culture, the Vong are naturally resistant to the Force.



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6
Defend

Nom Anor

VONDUNN CRAB ARMOR

Play when Nom is defending.
If the defense value exceeds the attack value, Nom recovers health equal to the difference.



6
Defend

Nom Anor

VONDUNN CRAB ARMOR

Play when Nom is defending.
If the defense value exceeds the attack value, Nom recovers health equal to the difference.



Attack
4

Nom Anor

PLAERYIN BOL

Play when Nom is attacking.
Playing this card does not count as an action. If this attack is completely blocked, the defended receives 2 damage.



Attack
2*

Nom Anor

AMPHISTAFF RETALIATION

Play when Nom is attacking.
*If the target plays a defense card, the card is discarded. Any effects of the defense card are ignored and the target takes full damage. If no defense card is played, playing this card does not count as an action



Attack
2*

Nom Anor

AMPHISTAFF RETALIATION

Play when Nom is attacking.
*If the target plays a defense card, the card is discarded. Any effects of the defense card are ignored and the target takes full damage. If no defense card is played, playing this card does not count as an action



Attack
2*

Nom Anor

AMPHISTAFF RETALIATION

Play when Nom is attacking.
*If the target plays a defense card, the card is discarded. Any effects of the defense card are ignored and the target takes full damage. If no defense card is played, playing this card does not count as an action

SPECIAL



Nom Anor

OONGLITH MASQUER

Play anytime on your turn.
Exchange places between Nom and any character in play.
Draw a card.

SPECIAL



Nom Anor

OONGLITH MASQUER

Play anytime on your turn.
Exchange places between Nom and any character in play.
Draw a card.

SPECIAL



Nom Anor

OONGLITH MASQUER

Play anytime on your turn.
Exchange places between Nom and any character in play.
Draw a card.

SPECIAL



Nom Anor

OUTSIDE THE FORCE

Play immediately after a special card is played.
All effects of a special card are ignored.

The player who owns the card targeted by **OUTSIDE THE FORCE** may draw a card.

SPECIAL




Nom Anor

PLASMA EEL

Play anytime on your turn.

Choose any character Nom could attack at range. That character receives 2 damage. That character receives an additional 1 damage each time he/she moves before your next turn.

SPECIAL



Nom Anor

PLASMA EEL

Play anytime on your turn.

Choose any character Nom could attack at range. That character receives 2 damage. That character receives an additional 1 damage each time he/she moves before your next turn.

Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **5**

Defend **1**



Attack **4**

Defend **1**

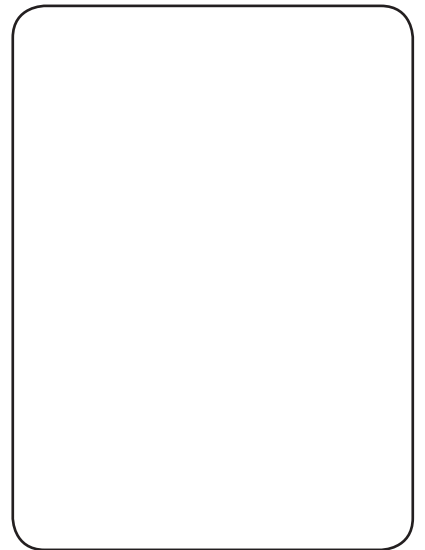
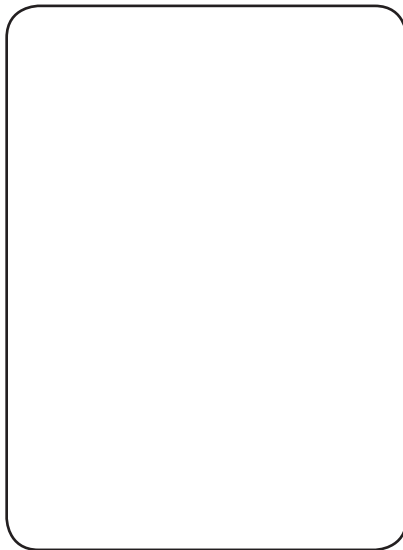
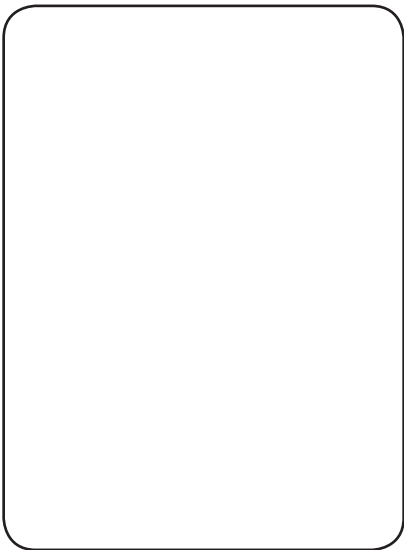
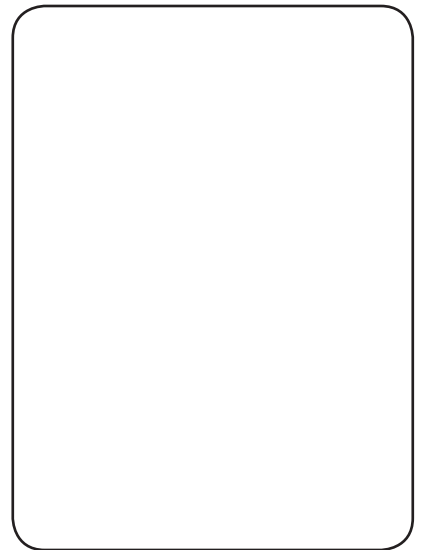
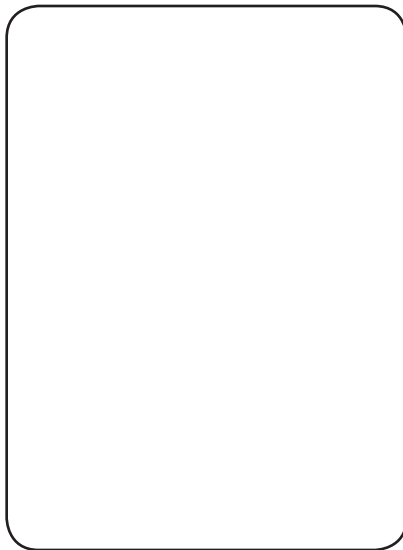
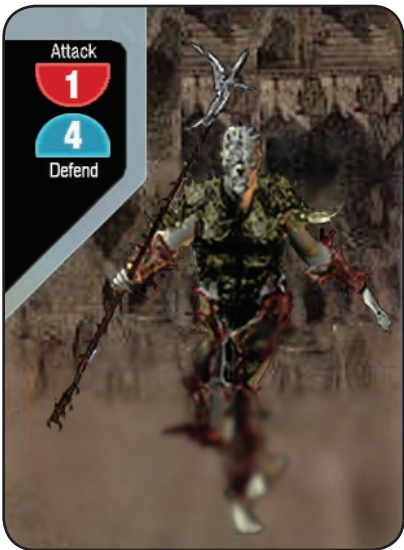
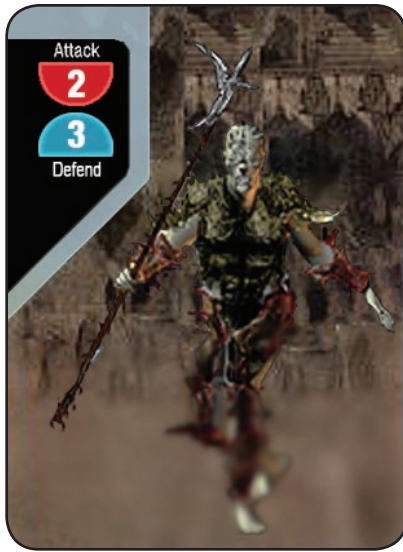


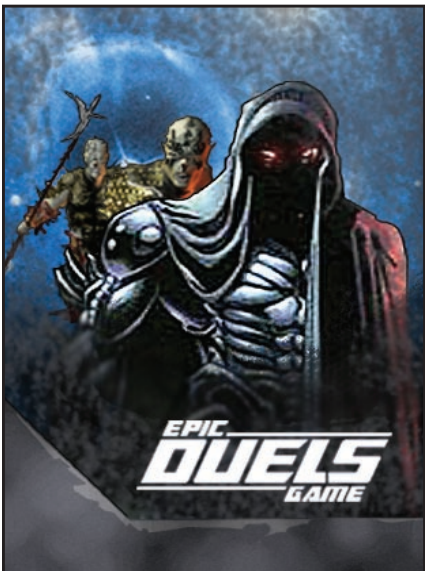
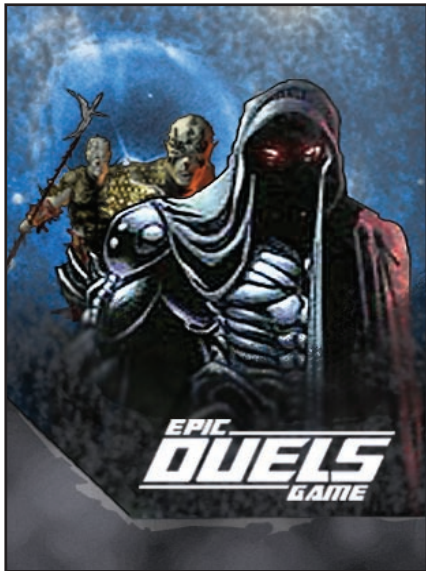
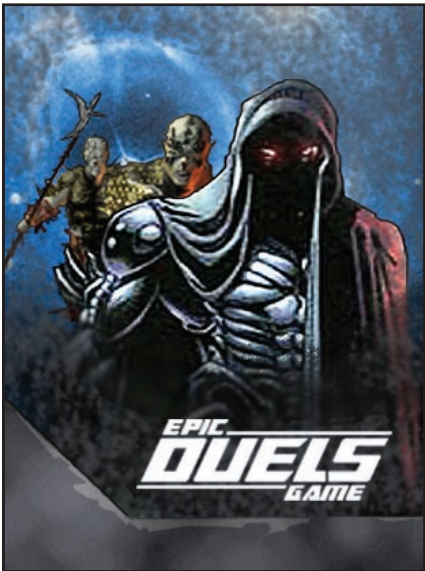
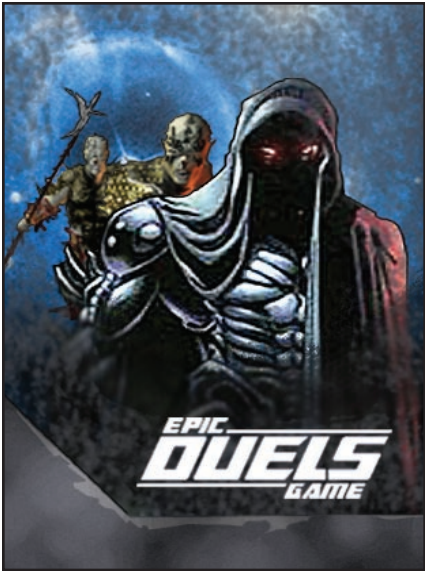
Attack **4**

Defend **2**







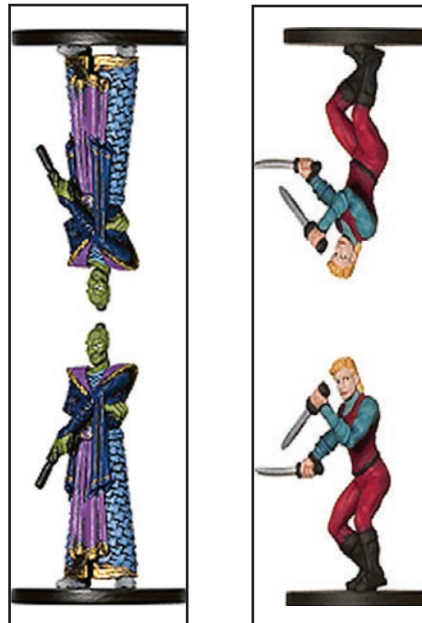




Prince Xizor and Guri

Prince Xizor is the vigo of the most powerful criminal organization in the galaxy, the Black Sun. As a result Xizor is one of the most influential beings in all the the Galactic Empire. He is known as a smooth, elegant, and decadent public figure, but underneath his sleek exterior he is a hardened Falleen warrior and an expert marksman.

Xizor's personal bodyguard and his most prized possession is the beautiful Guri, a human replicant droid. Beneath the cloned flesh of a human replicant droid lies powerful synthetic muscles, composite armature, and cutting edge neural networks which combine to create the galaxy's most effective bodyguard, even if she's not quite human.



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Attack **4**



Prince Xizor

MARTIAL SHOT

Play when Xizor is attacking.
After attacking, you may move Xizor up to 5 spaces.

Attack **4**



Prince Xizor

MARTIAL SHOT

Play when Xizor is attacking.
After attacking, you may move Xizor up to 5 spaces.

Attack **4**



Prince Xizor

MARTIAL SHOT

Play when Xizor is attacking.
After attacking, you may move Xizor up to 5 spaces.

SPECIAL



Prince Xizor

BLACK SUN SPYNET

Play anytime on your turn.
Choose an opponent to reveal his/her hand. Choose one card for him/her to discard.

SPECIAL



Prince Xizor

BLACK SUN SPYNET

Play anytime on your turn.
Choose an opponent to reveal his/her hand. Choose one card for him/her to discard.

Attack **1***



Prince Xizor

EXPERT MARKSMAN

Play when Xizor is attacking.
*Add one to the attack value for each space between Xizor and the target.

Attack **1***



Prince Xizor

EXPERT MARKSMAN

Play when Xizor is attacking.
*Add one to the attack value for each space between Xizor and the target.

Attack **3**



Guri

REPLICANT SPEED

Play when Guri is attacking.
Playing this card does not count as an action.

Attack **3**



Guri

REPLICANT SPEED

Play when Guri is attacking.
Playing this card does not count as an action.

SPECIAL



Guri

NOT QUITE HUMAN

Play anytime on your turn.
 Move Guri up to 5 spaces. After moving, deal 2 damage to all adjacent opponent characters.

Attack **7***



Guri

REPLICANT STRENGTH

Play when Guri is attacking.
 *If this attack destroys the target, playing this card does not count as an action.
 After attacking, you may move the target up to 3 spaces.

Attack **7***



Guri

REPLICANT STRENGTH

Play when Guri is attacking.
 *If this attack destroys the target, playing this card does not count as an action.
 After attacking, you may move the target up to 3 spaces.

Attack **5**
 Defend **1**



Attack **4**
 Defend **1**



Attack **4**
 Defend **1**



Attack **3**
 Defend **1**



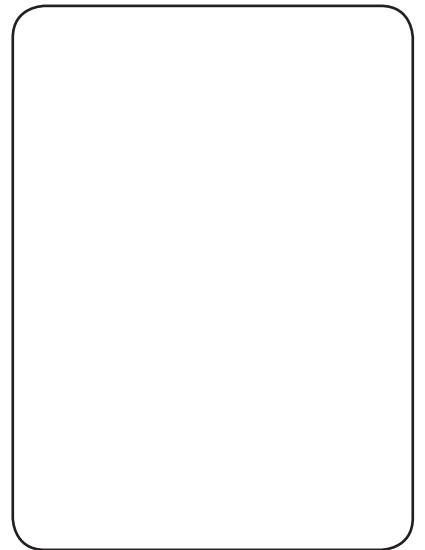
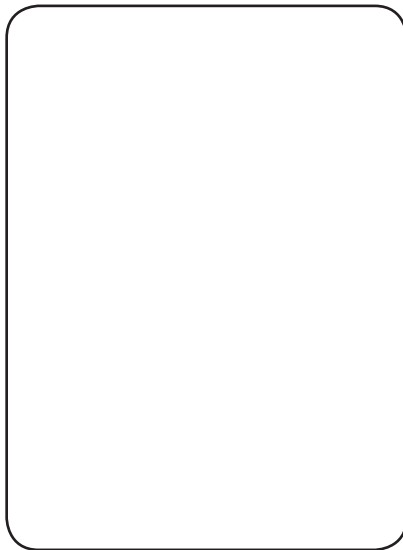
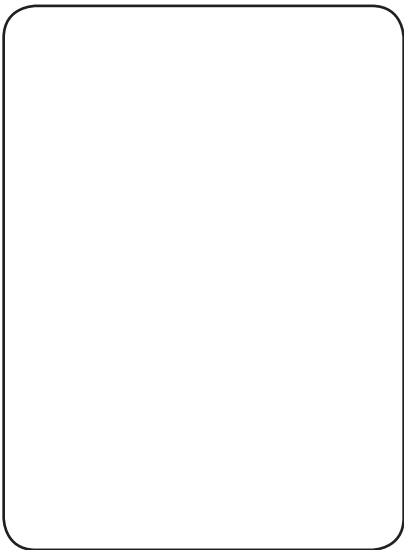
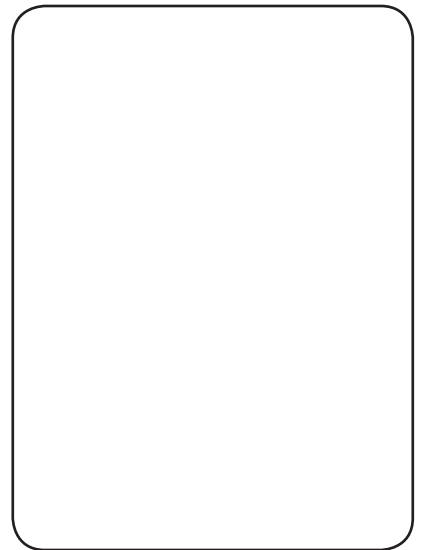
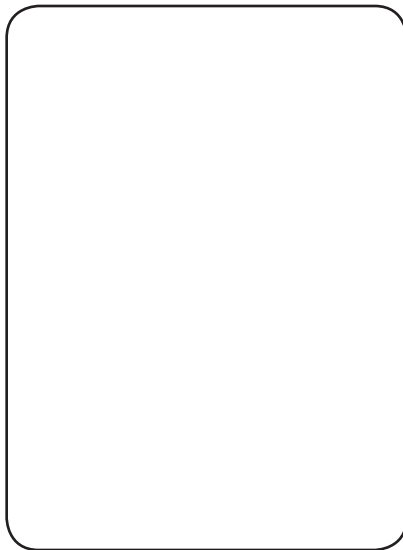
Attack **3**
 Defend **2**

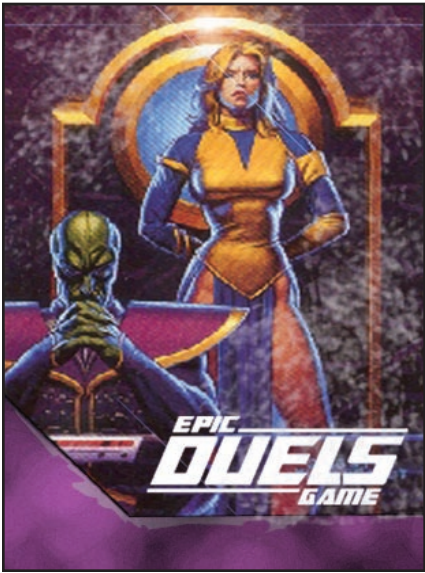
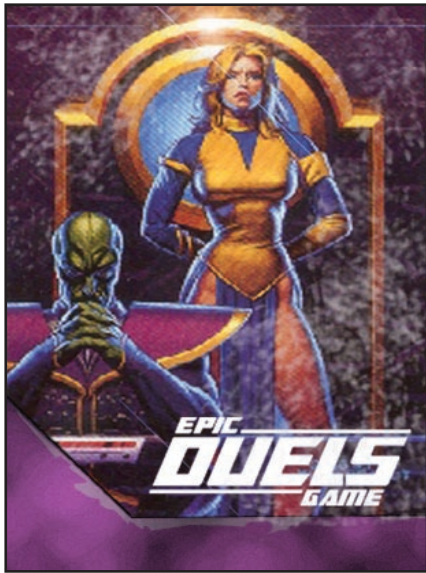
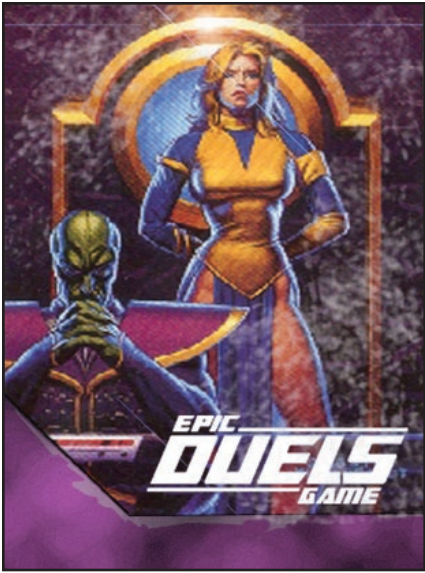


Attack **3**
 Defend **2**







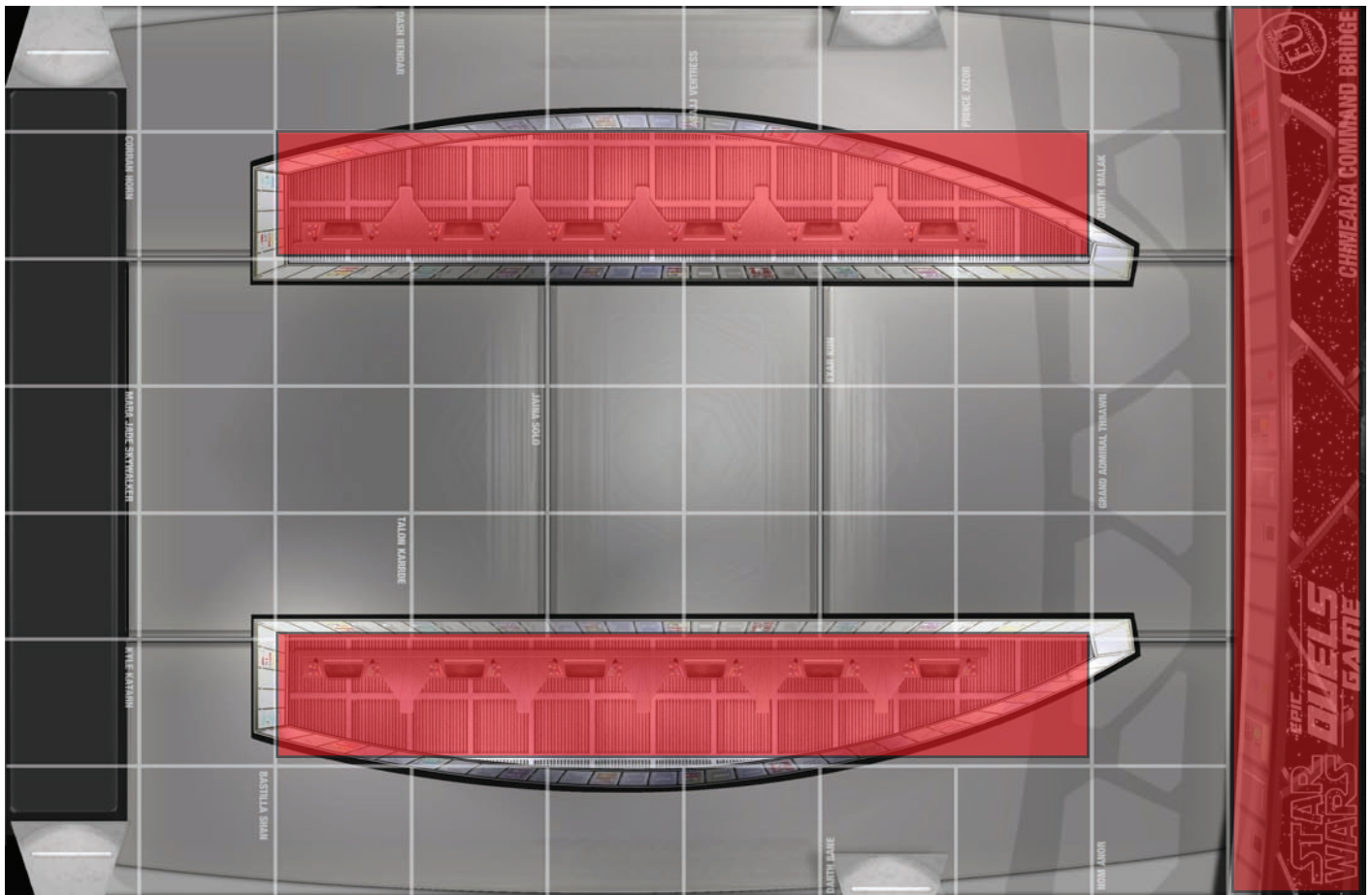




Chimera Command Deck

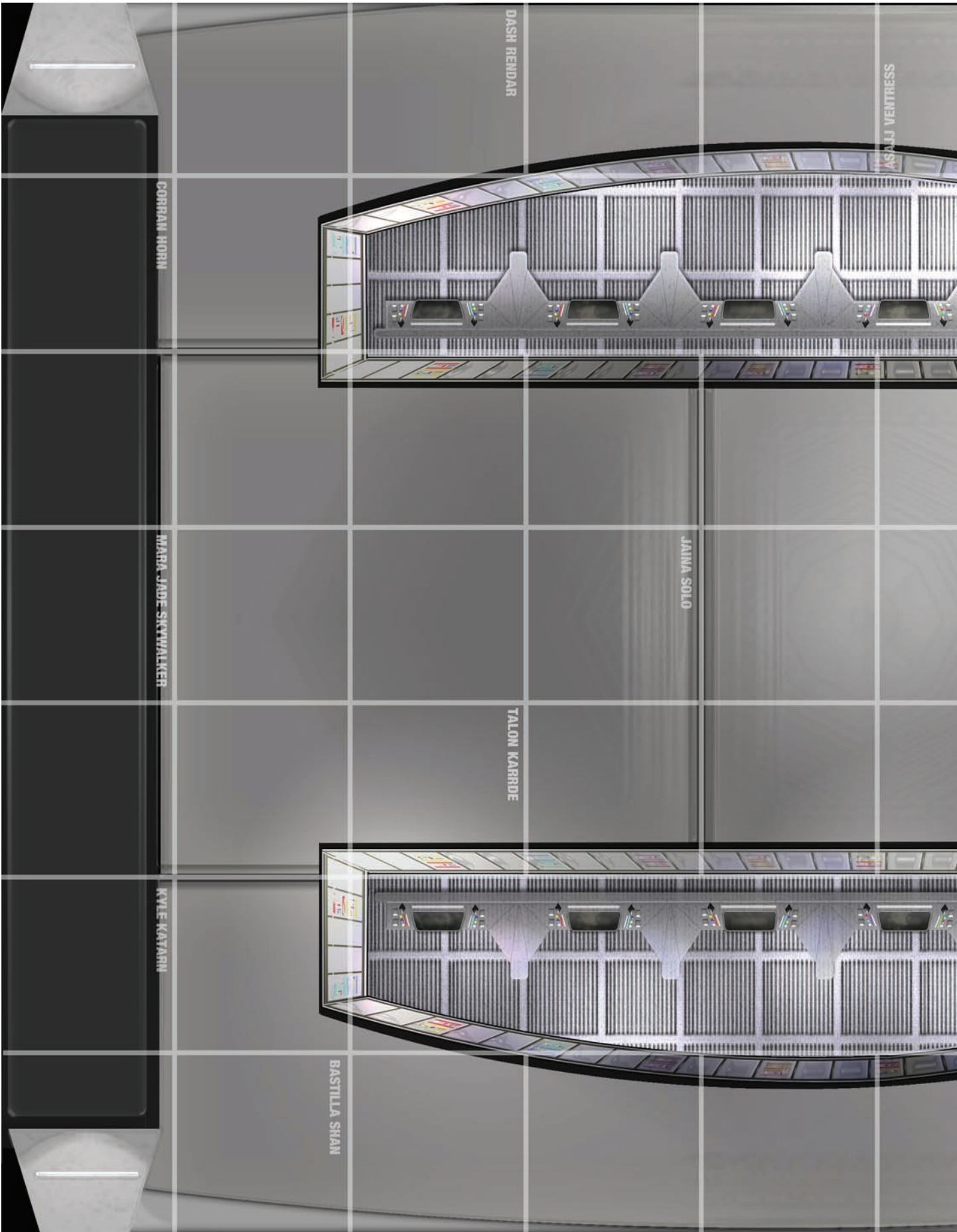
The *Chimera* is an Imperial II-class Star Destroyer: the flagship of Grand Admiral Thrawn. The command deck of the *Chimera* has overlooked more battles in service to the Empire, the New Republic, and the Imperial Remnant than any other class-II.

The obstacles on this map are the lowered bridge crew pits. The pits block movement but do not hinder ranged attacks. The obstacles and prohibited spaces are shaded in red.



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DASH RENDAR

MASAJJ VENTRESS

CORRAN HORN

MARA JADE SKYWALKER

JAINA SOLO

TALON KARRDE

KYLE KATARN

BASTILLA SHAN



ASAJJ VENTRESS

PRINCE XIZOR

DARTH MALAK

EXAR KUN

GRAND ADMIRAL THRAWIN

DARTH BANE

NOW ANOR



STAR WARS
EPIC
OWELS
GAME

CHIMEARA COMMAND BRIDGE



Kessel Prison-Mine

The infamous “Kessel Run” is named for the tricky sector of space smugglers must traverse to sneak in and out of the system. They smuggle spice from the prison mines of Kessel, a barren asteroid-shaped planet: the only known source of glitterstim spice. Kessel has a long and tragic history of torturous slave labor to bring spice to the galaxy.

The obstacles on this map are the broken prison bars, debris, and the raised rock outcropping. All obstacles block movement and ranged attacks. The obstacles and prohibited spaces are shaded in red.



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TALON KARRDE

DASH RENDAR

KYLE KATARN

BASTILLA SHAN

MARA JADE SKYWALKER

JAINA SOLO

CORRAN HORN



KESSEL PRISON-MINE

STAR WARS EPIC DUELS GAME

STAR WARS

KYLE KATARN



DARTH BANE

ASA'J VENTRESS

PRINCE XIZOR

DARTH MALAK

KOM ANOR



EXAR KUN

GRAND ADMIRAL THRAWN





Myrkr Forest

The forest world of Myrkr is home to the curious ysalamiri, lizard-like creatures capable of repelling the Force itself, making it an ideal location for underworld operations during the time of the Galactic Republic. Talon Karrde based his operations on Myrkr, Admiral Thrawn invaded the planet to secure ysalamiri as weapons against the New Jedi Order, and the Yuuzhan Vong conquered the planet to assimilate other Force-sensitive natives into its ecosystem.

The obstacles on this map are the fallen log, stump, and standing trees. All obstacles block movement and ranged attacks. The obstacles and prohibited spaces are shaded in red.



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**STAR
WARS**

DASH RENDAR

JAINA SOLO

KYLE KATARN

MARA JADE SKYWALKER

TALON KARRBE

BASTILLA SHAN

CORRAN HORN

**EPIC
QUESTS
GAME**





CORRAN HORN

EXAR KUN

NOM ANOR

ASAJJ VENTRESS

DARTH BANE

PRINCE XIZOR

DARTH MALAK

GRAND ADMIRAL THRAWN

MYRKR FOREST

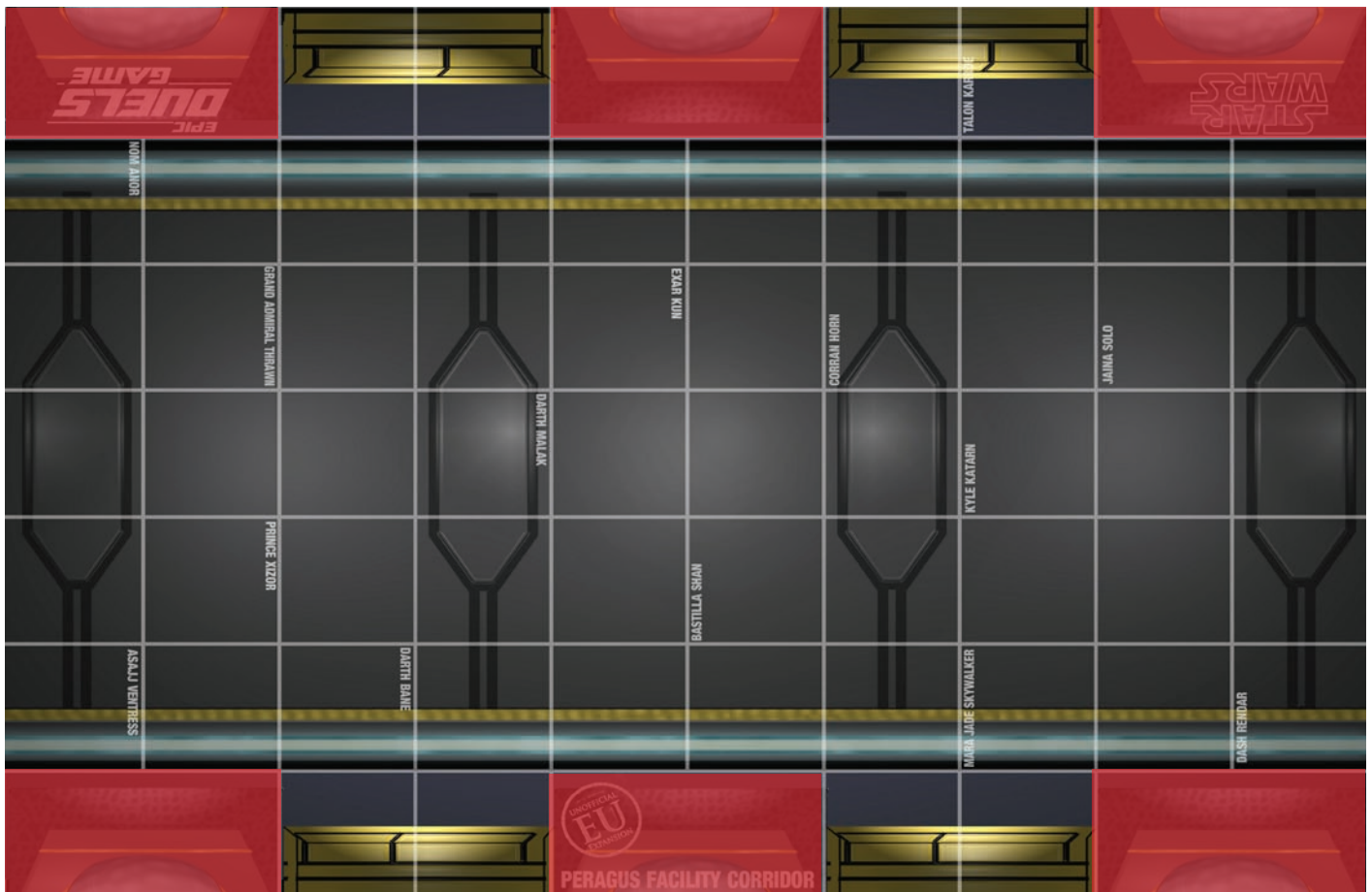




Peragus Facility Corridor

The Peragus Mining Facility is a contested source of high-grade engine fuel in the Old Republic era. Located on an asteroid in the Peragus asteroid field, the corridors of the mining facility are hot-beds of espionage and sabotage.

The obstacles on this map are the pillars along the length of the corridor. The obstacles block movement and ranged attacks. The obstacles are shaded in red.



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**EPIC
DUELS
GAME**

NOM ANOR

GRAND ADMIRAL THRAWN

EXAR KUN

DARTH MALAK

PRINCE XIZOR

BASTILLA SHAN

ASAJJ VENTRESS

DARTH BANE



PERAGUS FACILITY CO

S FACILITY CORRIDOR

EXAR KUN

BASTILLA SHAW

CORRAN HORN

MARA JADE SKYWALKER

KYLE KATARN

TALON KARSE

JAINA SOLO

DASH RENDAR

STAR WARS