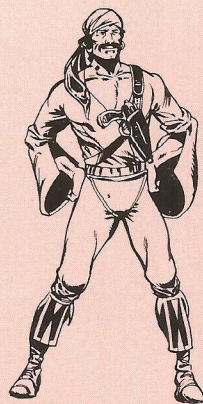




Barca



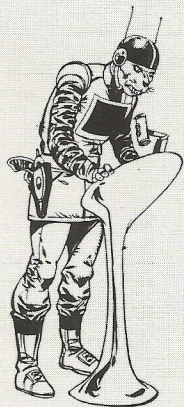
Drakir Grebb



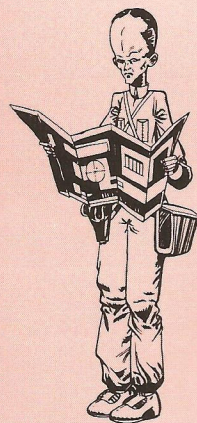
Ran Jayma



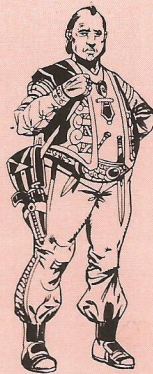
Zina Adora



Saytar



Yarro Latac



Tourag



Adam Starlight

nr. 01 REBEL RHONE

Zina Adora
Princess of Adare

Combat:	1
Endurance:	2
Intelligence:	3
Leadership:	2
Diplomacy:	2
Navigation:	1

Home Planet: **Adare**

Receives one bonus draw on Gather Information mission (I).

nr. 08 REBEL PIORAD

Ran Jayma

Combat:	4
Endurance:	5
Intelligence:	2
Leadership:	1
Diplomacy:	0
Navigation:	5

Home Planet: **Ownex**

Receives one bonus draw on Assassination mission (A).

nr. 15 REBEL CALMA

Drakir Grebb
Prince of Suti

Combat:	3
Endurance:	4
Intelligence:	3
Leadership:	1
Diplomacy:	1
Navigation:	2

Home Planet: **Suti**

nr. 22 IMPERIAL KAYN

Barca

Combat:	5
Endurance:	4
Intelligence:	4
Leadership (s:3):	4
Diplomacy:	1
Navigation:	4

Home Planet: **Kalgar**

Receives two bonus draws for Sabotage mission (S).

nr. 02 REBEL RHONE

Adam Starlight

Combat:	3
Endurance:	4
Intelligence:	2
Leadership (s:1):	1
Diplomacy:	0
Navigation:	4

Home Planet: **Liomax**

nr. 09 REBEL RHONE

Tourag

Combat:	3
Endurance:	3
Intelligence:	2
Leadership (s:1):	1
Diplomacy:	2
Navigation:	4

Home Planet: **Diomas**

Receives one bonus draw for Subvert Troops mission (T) and two for Possessions mission (P). Owns the Solar Merchant

nr. 16 REBEL THESHIAN

Yarro Latac

Combat:	2
Endurance:	3
Intelligence:	3
Leadership:	1
Diplomacy:	0
Navigation:	4

Home Planet: **Rhexia**

May repair damaged spaceships and inoperable possessions (see Case 27.3). Ignore "creature attacks" by Imperial sentry robots.

nr. 23 IMPERIAL CHARKHAN

Saytar

Combat:	4
Endurance:	4
Intelligence:	2
Leadership (s:2):	2
Diplomacy:	1
Navigation:	3

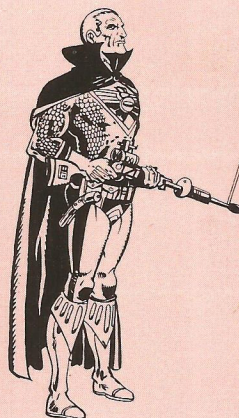
Home Planet: **Charkhan**



Telmen



Professor Mareg



Rayner Derban



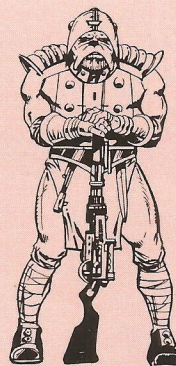
Agan Rafa



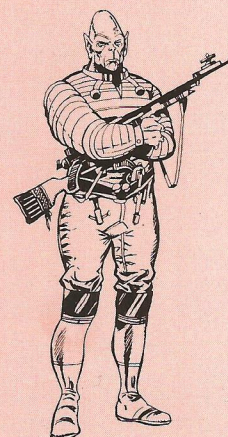
Jon Kidu



Oneste Woda



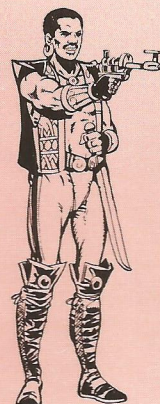
Kogus



Frun Sentel



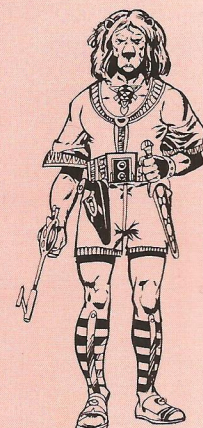
Gelba



Sidir Ganang



Doctor Sontag



Odene Hobar

Agan Rafa

Combat:	5
Endurance:	6
Intelligence:	1
Leadership:	2
Diplomacy:	0
Navigation:	3

Home Planet: Pronox

Receives one bonus draw on Gather Information mission **(I)** and two bonus draws on Assassination mission **(A)**.

Rayner Derban

Combat:	5
Endurance:	5
Intelligence:	4
Leadership (s:1):	4
Diplomacy:	3
Navigation:	4

Home Planet: Orlog

Receives two bonus draws on Sabotage missions **(S)**.

Professor Mareg

Combat:	3
Endurance:	4
Intelligence:	4
Leadership:	0
Diplomacy:	0
Navigation:	2

Home Planet: Cercis

Ignore first "creature attacks characters" event in Special or Wild Environ. Reveal Planet Secret.

Telmen

Combat:	4
Endurance:	4
Intelligence:	3
Leadership (s:2):	3
Diplomacy:	0
Navigation:	4

*Home Planet: Tsipa***Frun Sentel**
Prince of Xan

Combat:	5
Endurance:	5
Intelligence:	1
Leadership:	1
Diplomacy:	1
Navigation:	3

Home Planet: Xan

Receives one bonus draw on Rebel Camp mission **(B)** and two bonus draws on Assassination mission **(A)**.

Kogus

Combat:	5
Endurance:	5
Intelligence:	2
Leadership:	0
Diplomacy:	0
Navigation:	3

Home Planet: Niconi

Increase all ratings (except Endurance) by one if with Zina Adora.

Oneste Woda

Combat:	0
Endurance:	3
Intelligence:	3
Leadership:	0
Diplomacy:	3
Navigation:	1

Home Planet: Horon

Ignore all "irate locals attack" events.

Jon Kidu
Governor of Chim

Combat:	3
Endurance:	4
Intelligence:	3
Leadership (s:1):	3
Diplomacy:	1
Navigation:	1

Home Planet: Chim, Squamot

Receives one bonus draw on Assassination mission **(A)** Coup mission **(C)**.

Odene Hobar
Prince of Heliax

Combat:	3
Endurance:	4
Intelligence:	3
Leadership (s:1):	2
Diplomacy:	2
Navigation:	2

*Home Planet: Heliax***Doctor Sontag**

Combat:	2
Endurance:	2
Intelligence:	4
Leadership:	1
Diplomacy:	3
Navigation:	0

Home Planet: Orlog

May heal other characters (see Case 13.72). Receives two bonus draws on Gather Information mission **(I)**.

Sidir Ganang

Combat:	3
Endurance:	3
Intelligence:	3
Leadership:	0
Diplomacy:	1
Navigation:	3

Home Planet: Bajukai

Receives one bonus draw on Coup mission **(C)** and Rebel Camp mission **(B)**.

Gelba
Governor of Trov

Combat:	3
Endurance:	3
Intelligence:	2
Leadership (s:1):	3
Diplomacy:	2
Navigation:	1

Home Planet: Trov, Adrax

Receives one bonus draw on Coup mission **(C)**.



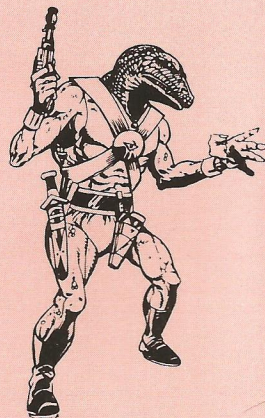
Senator Dermond



Bridne Murcada



Scott Rubel



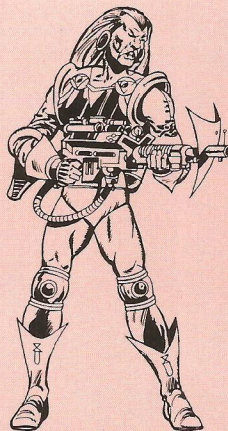
Ly Mantok



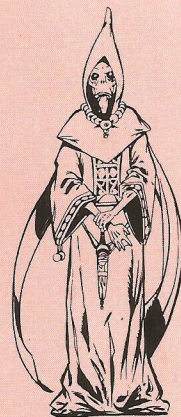
Redjac



Thysa Kymbo



Boccanegra



Vudot Vodot

nr. 06 REBEL SAURIAN

Ly Mantok

Combat:	5
Endurance:	4
Intelligence:	4
Leadership (s:2):	3
Diplomacy:	1
Navigation:	5

Home Planet: Jura

Receives two bonus draws on Subvert Troops mission (T). Owns the Explorer.

nr. 13 REBEL RHONE

Scott Rubel

Combat:	3
Endurance:	4
Intelligence:	1
Leadership:	1
Diplomacy:	0
Navigation:	5

Home Planet: Adrax

nr. 20 REBEL URSI

Bridne Murcada

Combat:	3
Endurance:	3
Intelligence:	4
Leadership:	0
Diplomacy:	0
Navigation:	3

Home Planet: Lysenda

Receives three bonus draws for Assassination mission (A). Add two to hiding value of group she is with.

nr. 27 IMPERIAL RHONE

Senator Dermond

Combat:	2
Endurance:	2
Intelligence:	4
Leadership:	0
Diplomacy:	4
Navigation:	0

Home Planet: Diomas

Receives two bonus draws for Coup mission (C).

nr. 07 REBEL SUVAN

Vudot Vodot

Combat:	1
Endurance:	2
Intelligence:	4
Leadership:	2
Diplomacy:	4
Navigation:	0

Home Planet: Akubera

Receives two bonus draws on Coup mission (C) and Summon Sovereign mission (E).

nr. 14 REBEL PIORAD

Boccanegra

Combat:	5
Endurance:	5
Intelligence:	2
Leadership (s:1):	2
Diplomacy:	0
Navigation:	4

Home Planet: Ayod

Add one to hiding value of group he is with. Owns the Planetary Privateer.

nr. 21 IMPERIAL RHONE

Thysa Kymbo
Princess of Orlog

Combat:	1
Endurance:	2
Intelligence:	3
Leadership (s:1):	1
Diplomacy:	1
Navigation:	0

Home Planet: Orlog

Receives two bonus draws for Gather Information mission (I), one bonus draw for Coup mission (C), and two bonus draws for Summon Sovereign mission (E).

nr. 28 IMPERIAL RHONE

Red jac
Knight of the Empire

Combat:	6
Endurance:	6
Intelligence:	3
Leadership (s:2):	2
Diplomacy:	1
Navigation:	5

Home Planet: Magro, Diomas, Orlog

Receives one bonus draw for Assassination mission (A), Sabotage mission (S), and Summon Sovereign mission (E).

FREEDOM
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Possession

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Possession

FREEDOM
IN THE
GALAXY

Possession



Jin Voles

FREEDOM
IN THE
GALAXY

Possession

FREEDOM
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GALAXY

Possession

FREEDOM
IN THE
GALAXY

Possession



Vans Ka-Tie-A

nr. 29 IMPERIALSEGUNDEN

Jin Voles

Knight of the Empire

Combat:	5
Endurance:	5
Intelligence:	2
Leadership (s:1):	1
Diplomacy:	0
Navigation:	5

Home Planet: Tiglyf

Receives one bonus draw for Assassination mission (A).

Possession nr. 36 SPACESHIP

Planetary Privateer



Cannons/Shields:	3/2
Maneuver:	3
Max Passengers:	6

Owned by **Boccanegra**.

Possession nr. 43 OBJECT

Helian Drug



Adds two to any one characteristic of the owner for one Game-Turn (see Case 14.4).

When the drug is used once, it is removed from play.

Possession nr. 50 COMPANION

Norrocks



Adds two to owner's Combat rating (only if part of defending force).

Ignore first "Creature Attacks" Action Event when performing a mission.

May take one wound in combat, but is then removed from play.

After each use, roll the die. On a roll of 6, Norrocks is inoperative.

nr. 30 IMPERIAL RHONE

Vans Ka-Tie-A

Knight of the Empire

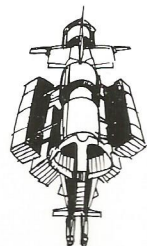
Combat:	4
Endurance:	5
Intelligence:	2
Leadership (s:1):	1
Diplomacy:	1
Navigation:	4

Home Planet: Lonica

Receives one bonus draw for Gather Information mission (II).

Possession nr. 37 SPACESHIP

Solar Merchant



Cannons/Shields:	0/1
Maneuver:	1
Max Passengers:	14

Owned by **Tourag**.

Possession nr. 44 OBJECT

Scanner



Reduces PDB effectiveness by one level during Enemy detection.

Adds two to hiding value of characters undergoing Enemy search (exception: has no effect on search by Enemy characters).

Possession nr. 51 COMPANION

Charsot



Adds one to the owner's Diplomacy rating.

No creature may receive a surprise column shift when attacking the owner.

Ignore all attacks from creatures that attack with an Intelligence rating.

(P) Mission Result: If the mission letter comes up in the Action Deck, draw a card from the Possessions Deck. The new item may be assigned to any character in the mission group. No more than one new possession may be gained in one mission.

(R) Mission Result:
Rebel Player: If the Mission Letter comes up in the Action Deck, flip the Loyalty marker to the Rebellion side. See Case 15.4.
Imperial Player: If the mission letter comes up twice in the Action Deck, flip the Rebellion marker to the Loyalty side. No bonus draws.

Possession

FREEDOM
IN THE
GALAXY

Possession

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Possession

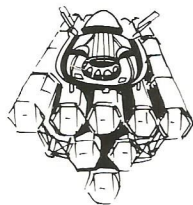
FREEDOM
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Possession

FREEDOM
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Possession nr. 34 SPACESHIP

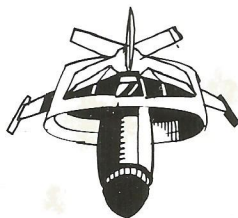
Galactic Freighter



Cannons/Shields:	0/1
Maneuver:	0
Max Passengers:	16

Possession nr. 35 SPACESHIP

Interstellar Sloop



Cannons/Shields:	2/1
Maneuver:	2
Max Passengers:	4

Possession nr. 41 WEAPON

High Energy Sniper's Rifle

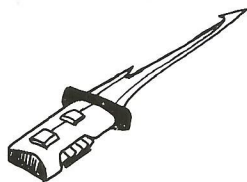


Adds one to owner's Combat Rating.

Owner receives one bonus draw on Assassination mission (A).

Possession nr. 42 WEAPON

Assassin's Blade



Owner receives three bonus draws on an Assassination mission (A).

Adds three to owner's Combat rating for one round of combat.

When the blade is used once, it is removed from play.

Possession nr. 48 OBJECT

Cache of Rare Gems



May purchase any available spaceship (choose one from the Possession Deck), except the S-XIII.

Negates an Enemy Gather Information mission (II) in the same Environ.

Receives two bonus draws for missions A, C, D, E, S, F, I, or H.

Possession nr. 49 COMPANION

Cervac MK V



Adds one to owner's Intelligence rating.

Disables identified Enemy character on same planet. Disabled character may not do anything (inactive defender if attacked) for any one Phase.

When Cervac initiates disabling, roll the die. On a roll of 5 or 6, Cervac is inoperative (disabling still takes effect).

MISSION

nr. 55

Start Rebellion/Stop Rebellion (R)
Rebel Player: May attempt to start full scale rebellion if planet Loyalty at Unrest.

Imperial Player: May attempt to halt rebellion by non-military means on planet in Rebellion.

MISSION

nr. 56

Scavenge for Possessions (P)
Rebel Player only: May attempt to find object of personal use.

Els Taroff

Knight of the Empire

Combat:	4
Endurance:	5
Intelligence:	3
Leadership (s:1):	1
Diplomacy:	0
Navigation:	5

Home Planet: **Liomax**

Receives one bonus draw for Sabotage mission (S).

Star Cruiser



Cannons/Shields:	1/2
Maneuver:	2
Max Passengers:	10

Scrambler



Adds four to hiding value of characters undergoing Enemy Search.

Halves combat strength of Irate Locals.

Places Enemy PDB on same planet Down.

After each use, roll the die. On a roll of 3 or higher, the Scrambler is inoperative.

Advisor Android



Adds one to the owner's Diplomacy and Intelligence ratings.

If on a Diplomacy mission, ignore first "Abort Diplomacy" Action Event.

Galactic Game: Reveals Planet Secret (see Case 31.21).

Emperor Coreguya

King of Orlog

Combat:	2
Endurance:	3
Intelligence:	2
Leadership (s:1):	2
Diplomacy:	2
Navigation:	1

Home Planet: **Orlog**

Receives one bonus draw for Coup mission (C) and three bonus draws for Summon Sovereign mission (E).

Stellar Courier



Cannons/Shields:	2/3
Maneuver:	4
Max Passengers:	4

Medi-kit of Ptolus



Immediately heals all wounds incurred by owner or characters with owner (see Case 13.72). May not be used between rounds of one combat.

After each use, roll the die. On a roll of 6, the Medi-kit is inoperative.

MISSION

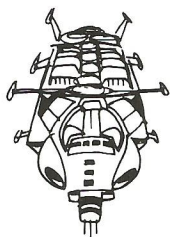
nr. 53

Sabotage (S)

May attempt to damage Enemy PDB or military units by undercover activity.

May only be attempted in Environ occupied by Enemy military units and/or if Enemy PDB is on planet.

"Explorer"



Cannons/Shields:	2/2
Maneuver:	4
Max Passengers:	8

Owned by **Ly Mantock**.

S-XIII



Cannons/Shields:	0/4
Maneuver:	6*
Max Passengers:	5

* See Case 14.58. Province and Galactic Games: Add one to Pilot's Navigation rating for Hyperjump.

Personal Body Shield



Subtract one from any character combat result incurred by owner or group that the owner is with (in a firefight, the subtraction is made before doubling).

MISSION

nr. 54

Diplomacy (D)

May attempt to shift planet Loyalty in Player's favor through negotiation with delegates of local populace.

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Possession

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Possession

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Possession



Els Taroff

(S) Mission Result: If the mission letter comes up once in the Action deck, the Player may remove one Enemy 1-0 military unit from the Environ (it is eliminated) *or* he may place the Enemy PDB Down.
Or, if *two* mission letters come up, he may remove any one Enemy military unit from the Environ *or* reduce the Enemy PDB by one level and place it Down.

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GALAXY**

Possession

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Possession



Emperor Coreguya

(D) Mission Result: Every mission letter that comes up in the Action Deck shifts the planet Loyalty marker one space in favor of the Phasing Player, to a maximum of *two* shifts. May *not* place a planet in or out of rebellion.

Bonus Draws: One character's Diplomacy rating plus one for each *other* character on the mission plus current Loyalty Rating (see Case 15.11).

**FREEDOM
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GALAXY**

Possession

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