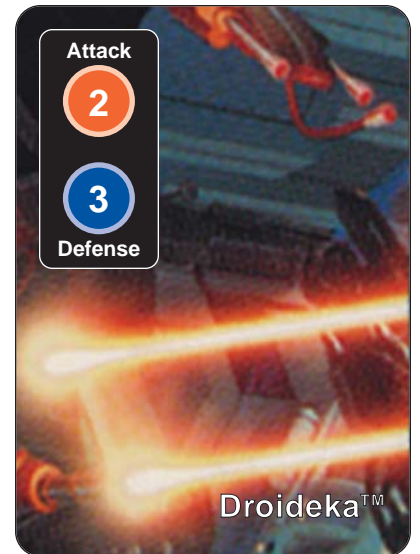
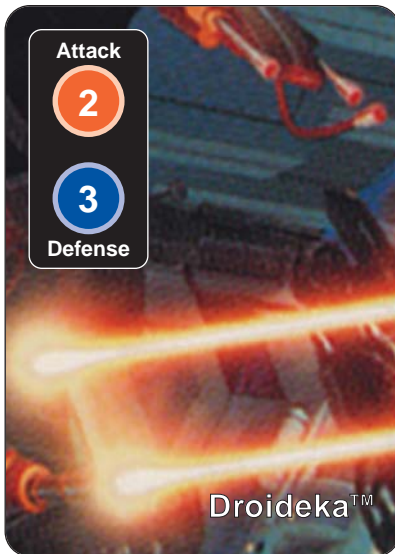
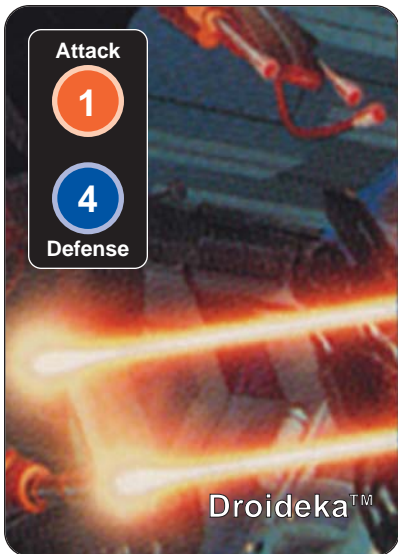
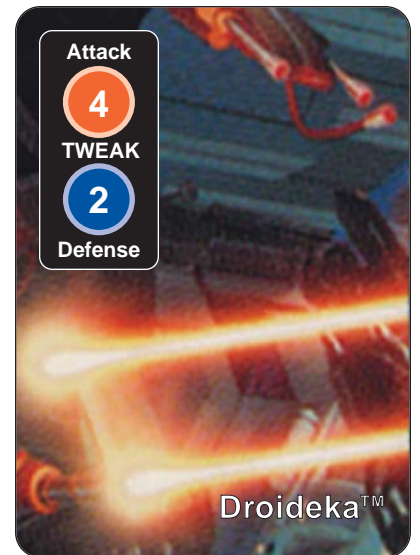
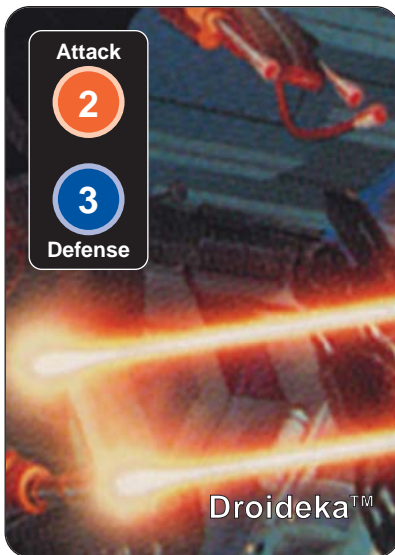
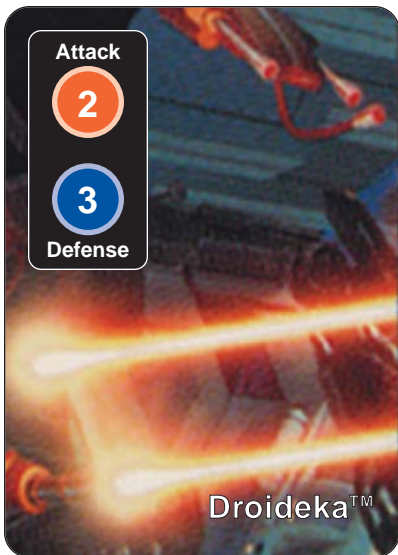


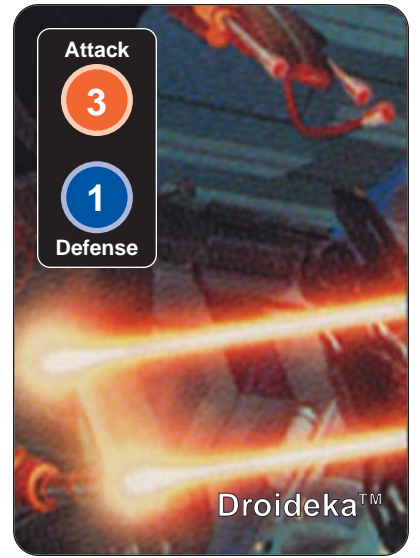
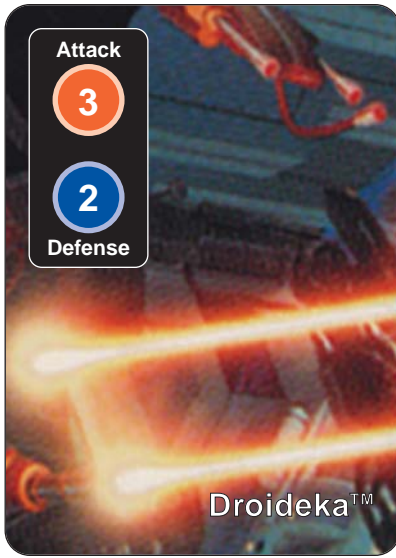
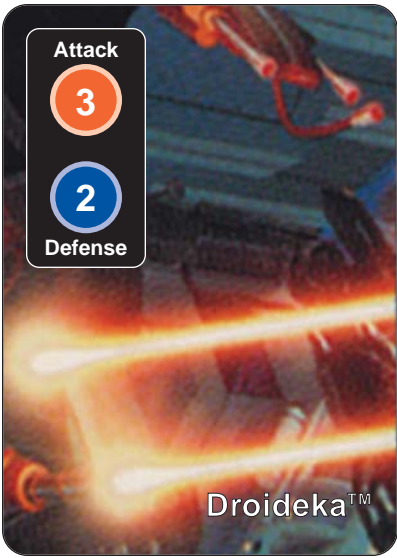
All trademarks are copyright of their respective owners. No infringement is intended or implied.



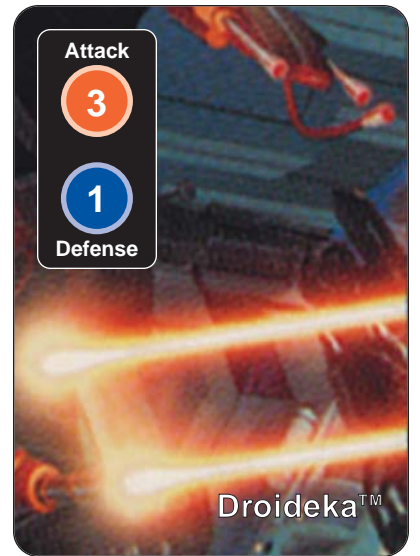
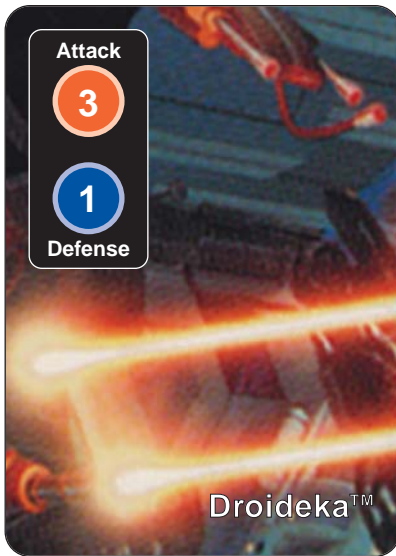
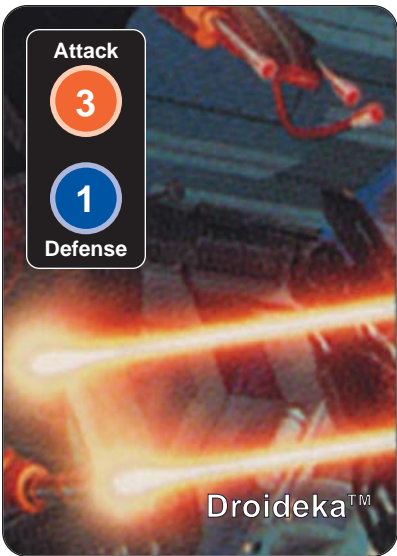
All trademarks are copyright of their respective owners. No infringement is intended or implied.



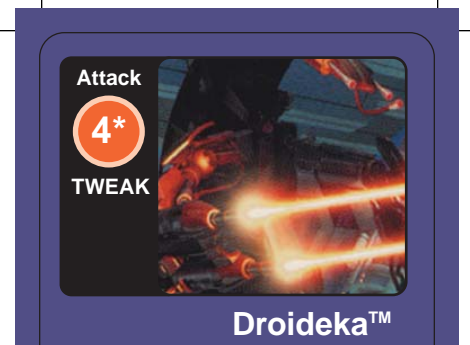
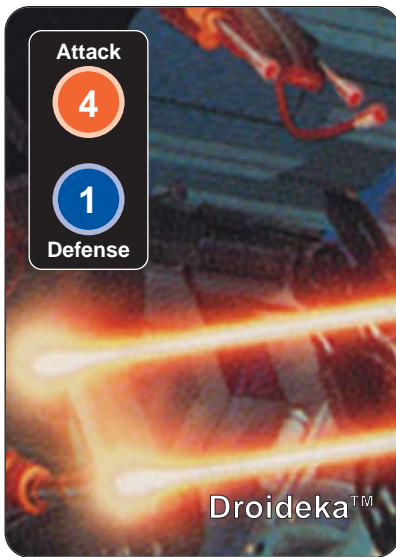
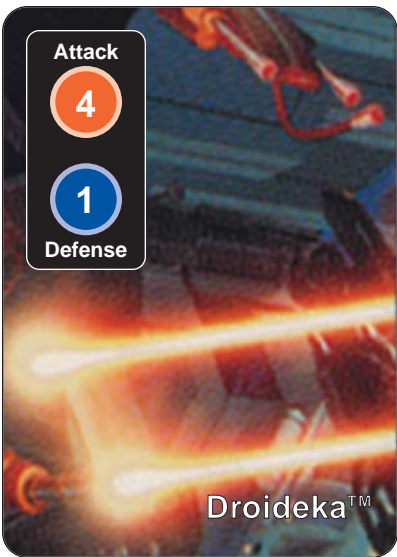
“TWEAK”



All trademarks are copyright of their respective owners. No infringement is intended or implied.



All trademarks are copyright of their respective owners. No infringement is intended or implied.

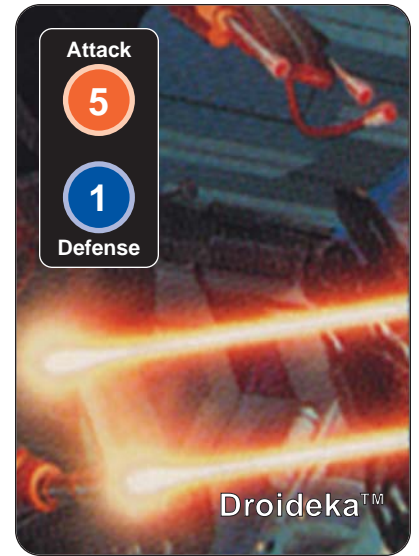
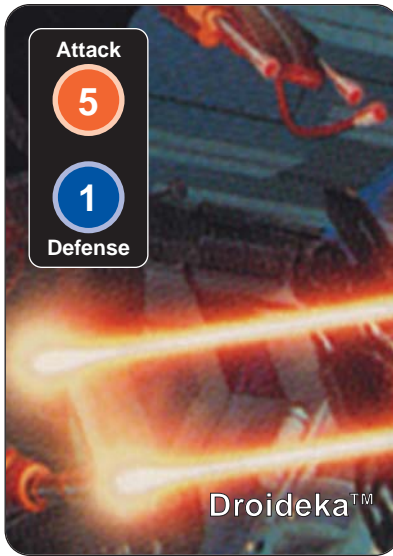
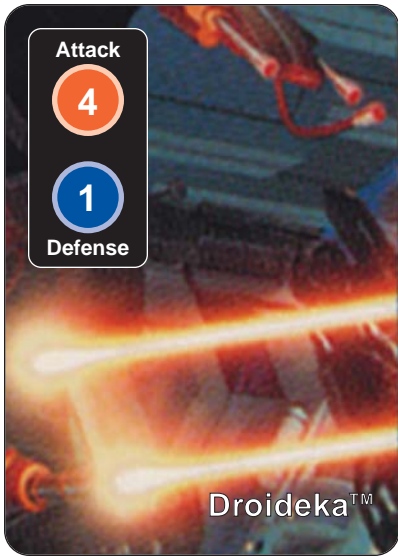


**ROLLING RETREAT**

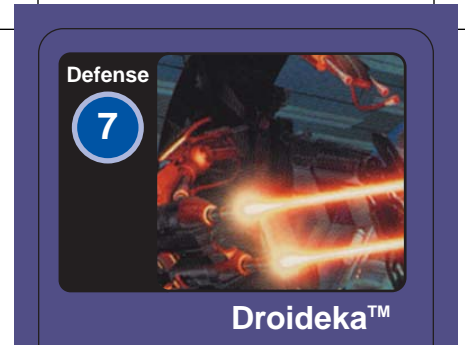
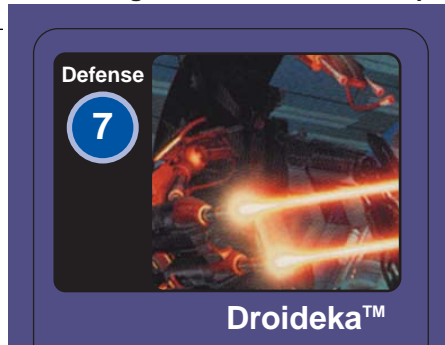
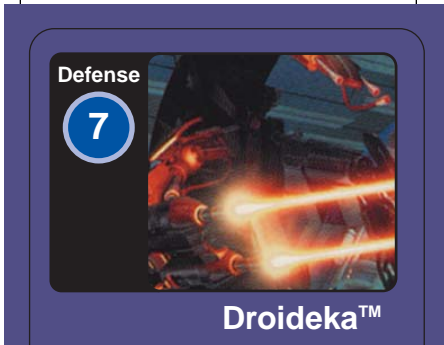
►► Play when a Droideka attacks.

Move the attacking Droideka up to 8 spaces in a single direction, including diagonally and through enemy characters, after resolving combat. Draw 1 card.

“TWEAK”



All trademarks are copyright of their respective owners. No infringement is intended or implied.



**DROID SHIELDS**

▶▶ Play when a Droideka defends.

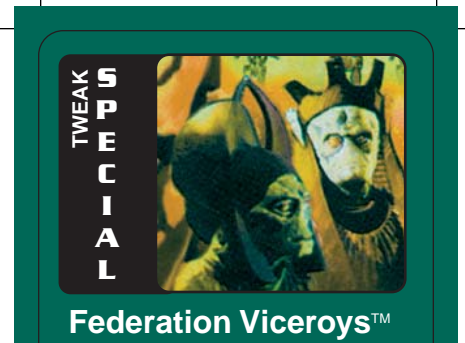
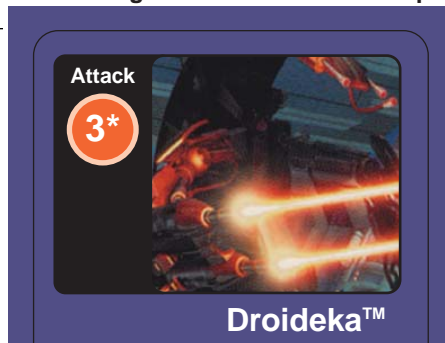
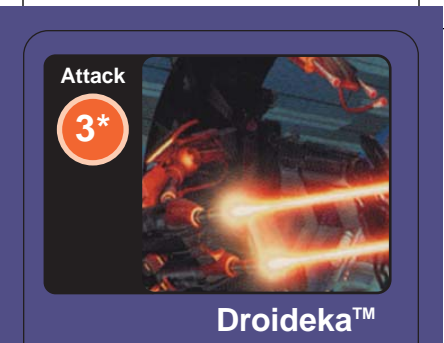
**DROID SHIELDS**

▶▶ Play when a Droideka defends.

**DROID SHIELDS**

▶▶ Play when a Droideka defends.

All trademarks are copyright of their respective owners. No infringement is intended or implied.



**RAPID FIRE**

▶▶ Play when a Droideka attacks.

The Attack value is 3. If both Droideka can attack the same target, the value is 7. This card does not count as an action.

**RAPID FIRE**

▶▶ Play when a Droideka attacks.

The Attack value is 3. If both Droideka can attack the same target, the value is 7. This card does not count as an action.

**HIDDEN WEAPONS!**

▶▶ Play on your turn.

Each Viceroy may do 2 points of damage to an adjacent character. They may both attack the same character or each take a different one.

“TWEAK”

SPECIAL



Droideka™

**ROLLING ADVANCE**

▶▶ Play on your turn

You may move each Droideka independently up to 8 spaces in a single direction, including diagonally and through enemy characters. Draw 1 card.

Defense

3\*



Federation Viceroy™

**I MUST BE LEAVING NOW...**

▶▶ Play when a Viceroy defends.

Move the Viceroy 2 squares.  
The Viceroy may move diagonally.  
Draw 1 card

Defense

3\*



Federation Viceroy™

**I MUST BE LEAVING NOW...**

▶▶ Play when a Viceroy defends.

Move the Viceroy 2 squares.  
The Viceroy may move diagonally.  
Draw 1 card

All trademarks are copyright of their respective owners. No infringement is intended or implied.

Defense

5\*



Federation Viceroy™

**...BUT I AM A DIPLOMAT!!!**

▶▶ Play when a Viceroy defends.

Draw 1 card.

Defense

\*



Federation Viceroy™

**PLEASE RECONSIDER...**

▶▶ Play when a Viceroy defends.

The intended attack does not take place. The attacker keeps their card but loses their action. Draw 1 card.

Defense

\*



Federation Viceroy™

**PLEASE RECONSIDER...**

▶▶ Play when a Viceroy defends.

The intended attack does not take place. The attacker keeps their card but loses their action. Draw 1 card.

All trademarks are copyright of their respective owners. No infringement is intended or implied.

Defense

5\*



Federation Viceroy™

**...BUT I AM A DIPLOMAT!!!**

▶▶ Play when a Viceroy defends.

Draw 1 card.

**How to Use "TWEAK" Cards...**

"TWEAK" cards are extra cards that may be used to fine-tune a particular deck to a player's tastes or to address unseen balance issues within the deck itself and against other decks. Tweak cards are NOT a part of the standard deck for a particular character. Tweak cards may only be introduced if all players in a game agree to use one, some, or all of them. When introducing a Tweak card into a deck, another card within the original deck must be dropped out to make room for it. The dropped card may not be used in for play in the upcoming game.

TWEAK SPECIAL



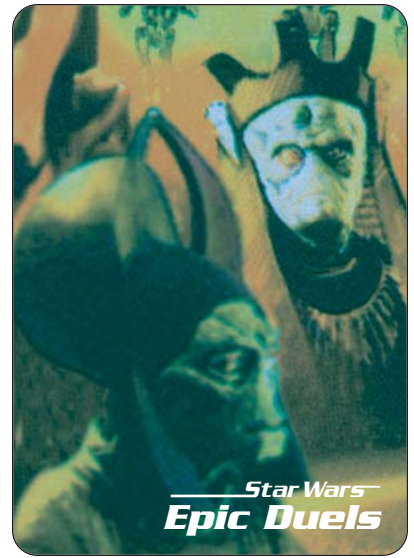
Federation Viceroy™

**LET'S NEGOTIATE...**

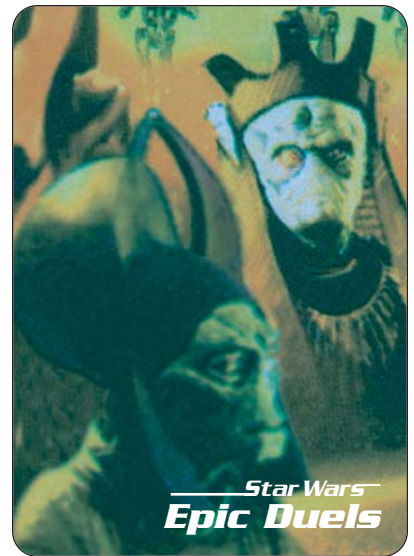
▶▶ Play on your turn.

Pick an adjacent opposing character. That player must discard 3 cards from their hand.

"TWEAK"



All trademarks are copyright of their respective owners. No infringement is intended or implied.



All trademarks are copyright of their respective owners. No infringement is intended or implied.



"TWEAK"



Federation Viceroy<sup>TM</sup>

N	1	2	●
---	---	---	---

L	1	2	●
---	---	---	---

**Note:** Both Trade Federation Viceroy figures represent Nute Gunray and his executive, Lott Dod. Together they are the “Major Character” and both must be eliminated to lose in singles play. Either one may be used to play their cards, but generally only one Viceroy can use the card in play unless it specifically says that they both do. It doesn’t matter for the game which Viceroy lives: so long as you keep one of them is alive, you keep the Viceroy in the game.



Droideka<sup>TM</sup>

1	1	2	3	4	5
---	---	---	---	---	---

6	7	8	9	●	
---	---	---	---	---	--

2	1	2	3	4	5
---	---	---	---	---	---

6	7	8	9	●	
---	---	---	---	---	--