







HYPERSPACE BOMBS

An experimental weapon, hyperspace bombs are containers, old hulks or even asteroids fitted with hyperspace engines and launched towards enemy targets. Impacting at speeds near, or even exceeding, that of light. Such a devastating impact will utterly destroy almost any target.

This card may be played during any of the Emperor's Hammer Player's turns during the Attack Phase to attack *any* hex within EH space. Roll 1D6 for each First Order token in the hex. On any roll of a 4 or more, the counter is destroyed. Characters cannot be destroyed using this card.



IN THE NAME OF THE EMPEROR!

The Emperor's Hammer relies upon the fanatical loyalty inspired by their firm belief that they are the true inheritors of the Empire.

This card may be used to double the Attack or Defence Value of a single Emperor's Hammer stack in one battle during the Attack Phase. However, the EH forces attack is so wild that they will take additional losses. The EH Player must select one of any surviving EH Fleet Tokens and discard it, in addition to any losses taken from the Results Table. Character Tokens may not be selected.



SECRET HYPERSPACE ROUTES

The forces of the Emperor's Hammer know their space in such detail, they are able to appear almost anywhere within EH space without warning.

This card may be used during the EH Player's Movement Phase. Up to Three of the EH's named squadrons (*Alpha, Beta, Delta, Epsilon, Kappa, Sigma, Sin and Theta*) may be moved to any one hex within EH space that is not occupied by any First Order tokens, other than characters not otherwise part of a stack. They may move to a square with EH Fleet Tokens, as long as they do not create an illegal stack. They may not move any further this turn.



FORCE PREMONITION

The Dark Brotherhood's influence is felt throughout the forces of the Emperor's Hammer. Several high ranking members of the TIE Corps are learned in the ways of the Dark Side of the Force, and can use it to help guide and predict the future.

The Emperor's Hammer Player may play this card **before** rolling for an Attack or Defence. Roll 1d6, and half the result, rounding up. This is the number of additional dice that may be rolled when making this Attack/Defence.



THE ELITE OF THE TIE CORPS

The named squadrons of the TIE Corps, such as Alpha, Beta, Kappa and Theta, and so on, represent some of the most elite pilots in the galaxy. Through their exceptional skill, the Emperor's Hammer have maintained their position in the galaxy.

Play this card when making an attack or defence roll for a stack that includes one of the EH's named squadrons. The EH Player may re-roll each dice that does not roll a success. They must keep the new result, even if it is another fail.



REPAIR YARDS

In response to any attack, the ship yards of the Emperor's Hammer go into overdrive, rapidly rebuilding and repairing lost forces.

This card may be used during the End Phase. Select up to three EH Fleet Tokens that have been destroyed. Those tokens may be returned to the game. Place them in any hex inside Emperor's Hammer Space unoccupied by First Order Fleet Tokens, other than Character tokens. This can include hexes containing EH Fleet Tokens, as long as it does not create an illegal stack.



LONG RANGE BOMBARDMENT

Rather than get up close and personal, the First Order are content to bombard their enemies from afar.

Play this card during the attack phase. Choose any one First Order stack that includes a Capital Ship. That stack may make an attack this turn against an enemy stack up to 2 hexes away. If the attack is defeated, the First Order forces do not take any losses, and do not have to retreat.



FULL SPEED AHEAD!

The First Order rely on sudden, massive strikes to overwhelm their opponents.

Play this card at the beginning of the Movement Phase. Each First Order stack Capital Ship is considered to have +1 Movement for the remainder of the Movement Phase. They can use this additional point of movement to transport any Tokens they care normally allowed to transport.



MALIGN INFLUENCES

The First Order is rich almost beyond imagination. Their wealth has enabled them to use financial temptation to buy cooperation from those who would otherwise oppose them.

This card may be played during the Priority Phase, before the Players roll for Priority. For this Priority roll, the First Order Player adds 2 to their roll. If they win, the First Order player may immediately choose one enemy stack and force it to make an attack against any stack, friend or foe, in any adjoining hex. The stack then returns to the control of the enemy Player—any 'bought' officers are quickly relieved of duty, if they survived at all!



OVERWHELMING NUMBERS

The First Order now spans the galaxy, ruling with an almost limitless number of ships and soldiers.

Play this card during the Attack Phase. Choose one First Order stack making an attack. Every Squadron in the stack, roll 1D6. On a roll of a 2-6, that counter counts as having double their usual attack dice for the purpose of calculating the total number of attack dice to be rolled by the stack. On the roll of a 1, the token uses its normal Attack value.



SUPER WEAPON

The First Order, as the Empire before them, rely on the fear of colossal, system destroying weaponry to inspire such fear that none dare oppose their rule.

Play this card during the attack phase. The First Order Player may choose one stack of at least 3 tokens, including characters. Instead of making a normal attack, that stack may call in a Super Weapon strike against a stack they are eligible to attack. Roll 1D6 for each enemy token. On a roll of 2-6, that token is destroyed. On a roll of a 1, the token survives.



ENDLESS RESOURCES

In response to any attack, the ship yards of the Emperor's Hammer go into overdrive, rapidly rebuilding and repairing lost forces.

Play this card in the Priority Phase. The First Order Player may roll 1D6. This is the number of destroyed First Order Fleet Tokens that may be returned to the battle, placing them in any hex outside of Emperor's Hammer space, as long as they do not create an illegal stack.