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<tr>
<th>nr. 01</th>
<th>REBEL RHONE</th>
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<th>REBEL PIORAD</th>
<th>nr. 15</th>
<th>REBEL CALMA</th>
<th>nr. 22</th>
<th>IMPERIAL KAYN</th>
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<tbody>
<tr>
<td></td>
<td>Zina Adora</td>
<td>Ran Jayma</td>
<td>Drakir Grebb</td>
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<td>Barca</td>
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<td>Prince of Suti</td>
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<td>Home Planet:</td>
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<td>Kalgar</td>
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Receives one bonus draw on Gather Information mission (I).

Receives one bonus draw on Assassination mission (A).

Receives two bonus draws for Sabotage mission (S).

<table>
<thead>
<tr>
<th>nr. 02</th>
<th>REBEL RHONE</th>
<th>nr. 09</th>
<th>REBEL RHONE</th>
<th>nr. 16</th>
<th>REBEL THESHIAN</th>
<th>nr. 23</th>
<th>IMPERIAL CHARKHAN</th>
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<tbody>
<tr>
<td></td>
<td>Adam Starlight</td>
<td>Tourag</td>
<td>Yarro Latac</td>
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<td>Saytar</td>
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<tr>
<td>Home Planet:</td>
<td>Liomax</td>
<td>Diomas</td>
<td>Rhexia</td>
<td>Home Planet:</td>
<td>Charkhan</td>
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</tbody>
</table>

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

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

May repair damaged spaceships and inoperable possessions (see Case 27.3). Ignore “creature attacks” by Imperial sentry robots.
<table>
<thead>
<tr>
<th>Character</th>
<th>Combat</th>
<th>Endurance</th>
<th>Intelligence</th>
<th>Leadership</th>
<th>Diplomacy</th>
<th>Navigation</th>
<th>Home Planet</th>
<th>Notes</th>
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<tbody>
<tr>
<td>Agan Rafa</td>
<td>5</td>
<td>6</td>
<td>1</td>
<td>2</td>
<td>0</td>
<td>3</td>
<td>Pronox</td>
<td>Receives one bonus draw on Gather Information mission (I) and two bonus draws on Assassination mission (A).</td>
</tr>
<tr>
<td>Rayner Derban</td>
<td>5</td>
<td>5</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>Orlog</td>
<td>Receives two bonus draws on Sabotage missions (S).</td>
</tr>
<tr>
<td>Professor Mareg</td>
<td>3</td>
<td>4</td>
<td>4</td>
<td>0</td>
<td>0</td>
<td>2</td>
<td>Cercis</td>
<td>Ignore first “creature attacks characters” event in Special or Wild Environ. Reveal Planet Secret.</td>
</tr>
<tr>
<td>Frun Sentel</td>
<td>5</td>
<td>5</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>Xan</td>
<td>Receives one bonus draw on Rebel Camp mission (B) and two bonus draws on Assassination mission (A).</td>
</tr>
<tr>
<td>Kogus</td>
<td>5</td>
<td>5</td>
<td>2</td>
<td>0</td>
<td>0</td>
<td>3</td>
<td>Niconi</td>
<td>Increase all ratings (except Endurance) by one if with Zina Adora.</td>
</tr>
<tr>
<td>Oneste Woada</td>
<td>0</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>Horon</td>
<td>Ignore all “irate locals attack” events.</td>
</tr>
<tr>
<td>Odene Hobar</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>Heliax</td>
<td>May heal other characters (see Case 13.72). Receives two bonus draws on Gather Information mission (I).</td>
</tr>
<tr>
<td>Doctor Sontag</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>1</td>
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<td>0</td>
<td>Orlog</td>
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<tr>
<td>Sidir Ganang</td>
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<td>0</td>
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<td>3</td>
<td>Bajukai</td>
<td>Receives one bonus draw on Coup mission (C) and Rebel Camp mission (B).</td>
</tr>
<tr>
<td>Jon Kidu</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>3</td>
<td>3</td>
<td>1</td>
<td>Chim, Squamot</td>
<td>Receives one bonus draw on Assassination mission (A) Coup mission (C).</td>
</tr>
<tr>
<td>Gelba</td>
<td>3</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>3</td>
<td>1</td>
<td>Trov, Adrax</td>
<td></td>
</tr>
</tbody>
</table>

**Rebel Rhone**

**Rebel Xanthon**

**Rebel Kayn**

**Rebel Henone**

**Rebel Leonid**

**Rebel Segunden**

**Imperial Rhone**
<table>
<thead>
<tr>
<th>nr. 06</th>
<th>REBEL SAURIAN</th>
<th>nr. 13</th>
<th>REBEL RHONE</th>
<th>nr. 20</th>
<th>REBEL URSI</th>
<th>nr. 27</th>
<th>IMPERIAL RHONE</th>
</tr>
</thead>
</table>
| **Ly Mantok**
| Combat: 5 | **Scott Rubel**
| Endurance: 4 | **Bridne Murcada**
| Intelligence: 4 | Home Planet: Jura
| Leadership (s:2): 3 | Home Planet: Adrax
| Diplomacy: 1 | Home Planet: Lysenda
| Navigation: 5 | Receives two bonus draws for Subvert Troops mission (T). Owns the Explorer.

<table>
<thead>
<tr>
<th>nr. 07</th>
<th>REBEL SUVAN</th>
<th>nr. 14</th>
<th>REBEL PIORAD</th>
<th>nr. 21</th>
<th>IMPERIAL RHONE</th>
<th>nr. 28</th>
<th>IMPERIAL RHONE</th>
</tr>
</thead>
</table>
| **Vudot Vodot**
| Combat: 1 | **Boccaneegra**
| Endurance: 2 | **Thysa Kymbo**
| Intelligence: 4 | Princess of Orlog
| Leadership: 2 | Home Planet: Orlog
| Diplomacy: 4 | 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).
| Navigation: 0 | Home Planet: Akubera
| **Home Planet: Ayod**
| Receives two bonus draws on Coup mission (C) and Summon Sovereign mission (E).

<table>
<thead>
<tr>
<th>nr. 27</th>
<th>IMPERIAL RHONE</th>
<th>nr. 28</th>
<th>IMPERIAL RHONE</th>
</tr>
</thead>
</table>
| **Senator Dermond**
| Combat: 2 | **Redjac**
| Endurance: 2 | Knight of the Empire
| Intelligence: 4 | Home Planet: Magro, Diomas, Orlog
| Leadership: 0 | Receives one bonus draw for Assassination mission (A), Sabotage mission (S), and Summon Sovereign mission (E).
nr. 29 IMPERIAL SEGUNDEN

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 Bocanegra.

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 (I).

Possession nr. 37 SPACESHIP

Solar Merchant

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

Owned by Tourag.

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. 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. 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.

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.
Scavenge for Possessions (P)

Rebel Player only: May attempt to find object of personal use.

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.
**El Taroff**  
Knight of the Empire  
Combat: 4  
Endurance: 5  
Intelligence: 3  
Leadership (s:1): 1  
Diplomacy: 0  
Navigation: 5  
Home Planet: Lioniex  
Receives one bonus draw for Sabotage mission (S).  

**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).  

**Possession nr. 38**  
**Spaceship**  
Star Cruiser  
Cannons/Shields: 1/2  
Maneuver: 2  
Max Passengers: 10  

**Possession nr. 45**  
**Object**  
Scrambler  
Adds four to hiding value of characters undergoing Enemy Search.  
Halves combat strength of Irak 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.  

**Possession nr. 52**  
**Object**  
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).  

**Possession nr. 39**  
**Spaceship**  
Stellar Courier  
Cannons/Shields: 2/3  
Maneuver: 4  
Max Passengers: 4  

**Possession nr. 46**  
**Object**  
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.  

**Possession nr. 33**  
**Spaceship**  
"Explorer"  
Cannons/Shields: 2/2  
Maneuver: 4  
Max Passengers: 8  
Owned by Ly Mantock.  

**Possession nr. 40**  
**Spaceship**  
S-XIII  
Cannons/Shields: 0/4  
Maneuver: 6*  
Max Passengers: 5  

**Possession nr. 47**  
**Object**  
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).  

**Possession nr. 42**  
**Object**  
Diplomacy (D)  
May attempt to shift planet loyalty in player's favor through negotiation with delegates of local populace.  

**Possession nr. 54**  
**Object**  
Diplomacy (D)  
May attempt to shift planet loyalty in player's favor through negotiation with delegates of local populace.
**Mission Result:** If the mission letter comes up once in the Action Deck, the Player may remove one Enemy military unit from the Environment (if it is eliminated) or he may reduce the Environment PDB by one level. Or, if two mission letters come up, he may remove any one Enemy military unit from the Environment or reduce the Environment PDB by two levels and place it down.

**Mission Result:** Every mission letter that comes up in the Action Deck shifts the Planet Loyalty marker one space in favor of the Player or against the Player. May not placed a planet in or out of rebellion.

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