



REFLECTIONS II Expanding the Galaxy

Characters from the *Star Wars* Expanded Universe

Reflections II introduces some exciting new characters to the *Star Wars* Customizable Card Game™ that will be familiar to readers of the many *Star Wars* novels. Capsule descriptions of these characters are provided below, along with some suggestions for further reading.



Captain Gilad Pellaeon Thrawn Trilogy

A Corellian pilot who graduated in the top third of his class, Pellaeon's clever success on his first assignment resulted in his promotion to the Imperial Star Destroyer *Chimaera*. He bitterly remembers the Imperial defeat at the Battle of Endor.

Pellaeon welcomes the Grand Admiral's ability to pull the remnants of the Empire together. He believes Thrawn to be the Empire's greatest military genius.



Corran Horn X-wing Series and I, Jedi

Born on Corellia, Corran Horn is a third-generation Corellian Security (CorSec) officer. He left the organization after the murder of his father by the bounty hunter Bossk. Fashioning a new identity for himself, some two and a half years after the Emperor's defeat at Endor he joined up with Wedge Antilles and Rogue Squadron.

Lieutenant Horn is a fine pilot with excellent natural instincts. His previous experience with CorSec proved valuable on more than one undercover mission for Rogue Squadron.



Dash Rendar Shadows of the Empire

The Corellian Dash Rendar is a skilled card player, pilot, and smuggler. He arrived in his ship, the *Outrider*, at Echo Base just before the Empire invaded. Rendar then flew a snowspeeder against the Imperial walker attack in the Battle of Hoth.

Leia Organa later hired Rendar to help protect Luke Skywalker. Interested more in doing the job that he was hired for than in any altruistic endeavors, the Corellian nevertheless found himself embroiled in their affairs...



Grand Admiral Thrawn Thrawn Trilogy

Brought to the Empire from the Unknown Regions, Thrawn is the only nonhuman Grand Admiral. He believes that one can learn much about a civilization through its artworks... including how to defeat them.

Thrawn assembled the remaining Imperial forces after the Battle of Endor. He located an experimental cloaking device and other forgotten technology from the Emperor's reign. After much careful planning and analysis, he crafted a cunning attack on the New Republic.



Guri Shadows of the Empire

Purchased by Prince Xizor, Guri is an exact droid replica of a human female. Guri met with Leia Organa on Rodia. Aboard her starship, the *Stinger*, Guri brought Leia and Chewbacca to Xizor's castle on Imperial Center.

Guri is always concerned for Prince Xizor's safety, counseling caution and elimination of potential threats, such as Leia and Chewbacca themselves. Her primary program is to protect Xizor above all else; duties as his personal assistant are important but take second stage to this over-riding directive.



Leebo Shadows of the Empire

LE-BQ2D9 is the designation of Dash Rendar's droid copilot, usually called simply "Leebo." Due to some unfortunate programming by a failed comedian, Leebo thinks that others find him amusing. He often takes control of the *Outrider* when Rendar has some planetside business away from the ship.



Mirax Terrik X-wing Series and I, Jedi

Daughter of Booster Terrik, a famous Corellian smuggler, Mirax is a long-time friend of Wedge Antilles. Rogue Squadron rescued her ship, the *Pulsar Skate*, while she was making a delivery in the Chorax system. Mirax and the *Skate* have helped out the Rebel Alliance's premier X-wing squadron several times before and since.

As good at repairing starships as she is at flying them, Mirax is very capable of taking care of herself and her ship. She's also good at acquiring unusual equipment or foodstuffs that others have trouble getting hold of.



Prince Xizor Shadows of the Empire

Head of the Black Sun criminal organization, Prince Xizor is a member of the alien species known as Falleen. Xizor holds a secret hatred for Darth Vader, who was responsible for killing his family. It is because of this that he constantly strives against Vader to become the Emperor's premier lieutenant.

When Xizor heard that Vader was searching for Luke Skywalker, the crime lord decided he would find Skywalker first, and kill him to deny Vader his prize.



Talon Karrde Thrawn Trilogy and X-wing Series

A talented smuggler of goods and information, Talon Karrde tries to remain a neutral businessman. However, in the early years after the Battle of Endor, he has helped out the New Republic many times. He has provided weapons for Rogue Squadron in their war against the bacta cartel.

One of his mechanics named Celina Marniss has been revealed to be Mara Jade, the "Emperor's Hand." The two of them have been pressured by Grand Admiral Thrawn during his attempts to capture Luke Skywalker.

Combo Card Rules

This expansion introduces the "combo card." Each combo card combines the functions of two cards of the same card type (such as two Interrupts, two Effects, or two Characters). Combo cards are great for any deck, adding gameplay flexibility and greater card efficiency.

A combo card is identified by the ampersand ("&") in its card title that separates the two individual card titles. Each separate card title also includes its own uniqueness icon (if applicable).

You do not need to own or remember any of the game text of the previous "single card" versions of a combo card. Just play the combo card exactly as it reads (which may be different from the way the individual card plays).

The following rules apply to combo cards:

- A combo card counts as both cards in its title for purposes of uniqueness.
- When any portion of a combo card is targeted or referenced by another card, game text, or a rule, it targets or references the entire combo card.

Some combo cards combine well-known pairs of characters into a one-card team. Each of these combo card characters follows all the combo card rules, and is treated as one card, one character, one Rebel, one droid, or one alien – it costs 1 Force to use its landspeed, it takes up one capacity 'slot' on a starship or vehicle, and so on. These cards may not be included in any persona replacement.

Combo Card Examples

The following examples illustrate these Combo Card rules:

- If you play **•Shocking Information & •Grimtaash** this turn (any function), you may not play **•Shocking Information**, **•Grimtaash**, or another copy of **•Shocking Information & •Grimtaash** this turn (because of the uniqueness rules). Similarly, **•There Is No Try & •Oppressive Enforcement** may not be deployed if either single-card version (or the combo-card version) is already on table.
- If **Evader & Monnok** is 'grabbed' by **What're You Tryin' To Push On Us**, then any subsequent **Evader** or **Monnok** or **Evader & Monnok** must also be 'grabbed' when they are played. Similarly, if **Crush The Rebellion** is on table, the **Evader & Monnok** is immune to **Sense**.

The *Star Wars* Expanded Universe begins here...

The wonderful characters and items seen here appear throughout the many novels, comic books, and other source materials of the *Star Wars* expanded universe. However, several novels were chosen as primary inspiration for Reflections II: Expanding the Galaxy.

- *Shadows of the Empire*, written by Steve Perry, is set between *The Empire Strikes Back* and *Return of the Jedi*. A new threat emerges as the Black Sun crime syndicate becomes a possible ally for the Rebellion... or for the Empire.
- *The Thrawn Trilogy*, written by Timothy Zahn, begins with *Heir to the Empire*, five years after *Return of the Jedi*. Grand Admiral Thrawn rallies the forces of an Empire a quarter its previous size and mounts a devastating campaign against the infant New Republic.
- Several of the *X-wing Series* and other novels such as *I, Jedi*, written by Michael A. Stackpole, also take place in the time following the destruction of the second Death Star. These novels feature the continued struggle of the heroes of the New Republic.