The Encyclopedia of Collecting

STAR WARS™ CUSTOMIZABLE CARD GAME™

Decipher® Era 1995-2001



Revision 3.2

May 4, 2026

MAY THE 4TH BE WITH YOU EDITION

SWCCG PLAYERS COMMITTEE

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INTRODUCTION

The Star Wars Customizable Card Game (SWCCG) was officially released in December 1995 by Decipher Inc., a Virginia-based game company. The first printing of the initial set, Premiere, sold out weeks before it even shipped. Garnering respect from gamers and Star Wars collectors alike, SWCCG's following quickly grew and by 1998 the player base had surpassed 40,000 players worldwide. During that period, SWCCG was a top-selling collectible card game, second only to (and sometimes surpassing) Magic: The Gathering. According to Warren Holland, the Decipher CEO, customers purchased nearly 250 million dollars in SWCCG product by 2002.

During the six years following the Premiere release, Decipher would go on to produce 11 full expansion sets and numerous ancillary products. Totaling over 4600 different cards (in English and Japanese), these sets incorporated elements from the original Star Wars trilogy, The Phantom Menace, and the expanded Star Wars universe.

While gameplay can be quite complex, the game accurately captures the exciting events of the Star Wars films. From trench runs to Ewok ambushes - as the game's advertisements often state, "If it's in your HEAD, it's in HERE." In conjunction with Lucasfilm, Decipher's team created engrossing Star Wars lore for each card that added depth to the captivating images, thrilling the imagination of even the most hardcore Star Wars fans. Tom Braunlich and Rollie Tesh, the game's creators, incorporated many winning elements into SWCCG but many say that the way the new lore fleshed out the grand Star Wars story is what really made the game stand out.

At the end of 2001, despite the monetary success of SWCCG, Lucasfilm decided not to renew Decipher's license to use Star Wars intellectual property. The license was granted to Wizards of the Coast, which used it to create their own game, the Star Wars Trading Card Game. Decipher could no longer legally create new expansions for SWCCG; many cards that were in development were never released to the public. The ultimate fate of the game was uncertain. The remaining SWCCG product was sold off at highly discounted rates and the availability of cards and related promotional items has stayed fixed since 2001.



Unable to continue to produce, market, or support the game, Decipher instead created a non-profit volunteer group of some of the game's most active and accomplished players. They christened this group the SWCCG Players Committee and donated over one million dollars in SWCCG product and financial backing. The Players Committee was given control of the game, including the championship tournament season. The Players Committee was also afforded the ability to create new cards for the game, although with several restrictions. The Players Committee could not profit from the sale of cards, distribution of printed cards was prohibited, and new images from the Star Wars films could not be utilized. With the aforementioned restrictions, the Players Committee's inception was inauspicious at best.

Today, decades since its foundation, the Players Committee is stronger than ever. The tireless efforts of the myriad dedicated volunteers have proved that this game is genuinely loved. Currently, most games are played online via GEMP or Holotable. Throughout 2020, GEMP hosted approximately 200 SWCCG games per day, spanning several formats, and involving an average of almost 500 unique users per month. In support of SWCCG, the Players Committee has released many new expansion sets (hundreds of cards) – all methodically developed and rigorously play-tested. The Players Committee has maintained the competitive scene by organizing local, state, regional, and world tournaments. In 2020, the 25th iteration of the SWCCG World Championships was held online for the first time; there were 97 competitors. Over 30 years since the Premiere set was introduced, SWCCG is alive and well!

This encyclopedia, while very much an effort of the Players Committee and fans of the SWCCG, focuses on the original set of physical products released during the Decipher era (1995-2001) of the game. The virtual cards and promotional items produced by the Players Committee are cataloged on their website (www.starwarsccg.org).

TIMELINE OF RELEASES

Decipher® Era 1995-2001 (North America)



Premiere Limited
December 1995





Premiere Unlimited
Jedi Pack
Rebel Leader Pack
April 1996



ESB Intro. 2 Player Game
March 1997



First Anthology
May 1997



OTSD
May 1998



Second Anthology
July 1998




Special Edition Limited
Enhanced Premiere
November 1998




Dagobah Revised
Enhanced Cloud City
December 1999




Reflections
Enhanced Jabba's Palace
January 2000



Jabba's Palace OTSD
October 2000



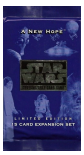
Reflections II
January 2001



Reflections III
October 2001



Premiere Intro. 2 Player Game
February 1996



A New Hope Limited
July 1996



Hoth Limited
November 1996



Dagobah Limited
April 1997



Cloud City Limited
November 1997



Jabba's Palace Limited
April 1998




A New Hope Revised
September 1998
Hoth Revised
October 1998



Endor Limited
June 1999



Third Anthology
June 2000



Death Star II Limited
July 2000



Tatooine Limited
May 2001



Coruscant Limited
August 2001



Theed Palace Limited
December 2001

1995 1996 1997 1998 1999 2000 2001 2002

PREMIERE

Limited Edition / Black Border

Released: December 1995

Set Information



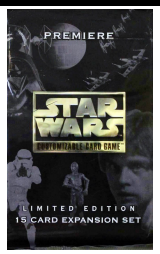
324 Card Set (162 Light Side / 162 Dark Side)

108 Rares (54 for each side)
108 Uncommons (54 for each side)
108 Commons (54 for each side)

Distribution Information

Booster Pack

MSRP $3.00
15 Total Cards
36 Packs per Box

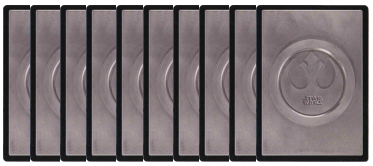




(4) Uncommon



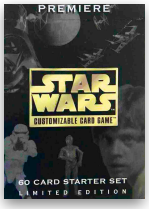
(1) Rare



(10) Commons

Starter Deck

MSRP $9.95
60 Total Cards
12 Decks per Box



(44) Commons (22 per side)
(14) Uncommons (7 per side)
(2) Rares (1 per side)

+



(1) Rule Book

Mains



Additional Information

Print Sheets

Rare — 12 Tall x 13 Wide (156 Cards)
30 R1's (2x per sheet)
24 R2's (4x per sheet)

Uncommon — 12 Tall x 13 Wide (156 Cards)
30 U1's (2x per sheet)
24 U2's (4x per sheet)

Common — 11 Tall x 9 Wide (99 Cards)
10 C1's (1x per sheet)
43 C2's (2x per sheet)
1 C3's (3x per sheet, *Stormtrooper* (DS) and *Rebel Trooper* (LS))



Promotional Poster

A NEW HOPE

Limited Edition / Black Border

Released: July 1996

Set Information



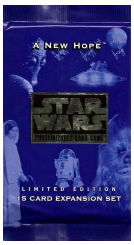
162 Card Set (81 Light Side / 81 Dark Side)

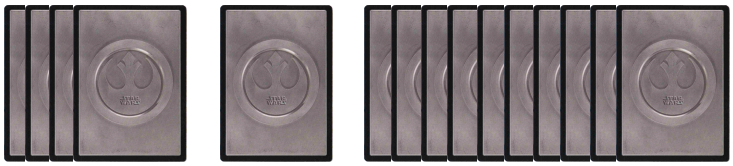
54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP $3.00
15 Total Cards
36 Packs per Box





(4) Uncommon (1) Rare (10) Commons

Mains



Additional Information

Print Sheets

Rare	12 Tall x 13 Wide (156 Cards) 15 R1's (4x per sheet) 12 R2's (8x per sheet)
Uncommon	12 Tall x 13 Wide (156 Cards) 15 U1's (4x per sheet) 12 U2's (8x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 5 C1's (2x per sheet) 21 C2's (4x per sheet) 1 C3 (6x per sheet, *Imperial Squad Leader* (DS) and *Rebel Squad Leader* (LS))



Promotional Poster



Booster Box Rule Supplement

HOTH

Limited Edition / Black Border

Released: November 1996

Set Information



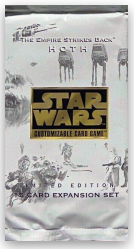
162 Card Set (81 Light Side / 81 Dark Side)

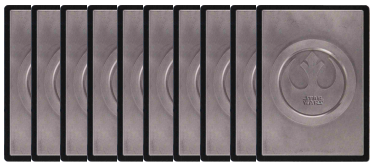
54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP $3.00
15 Total Cards
36 Packs per Box





(10) Commons



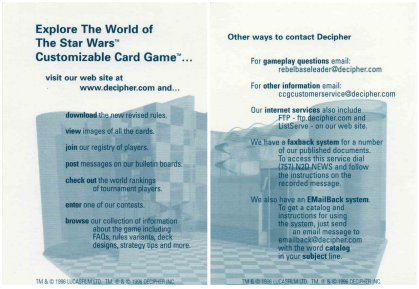
(1) Rare



(4) Uncommon

Mains





Decipher® Ad Insert

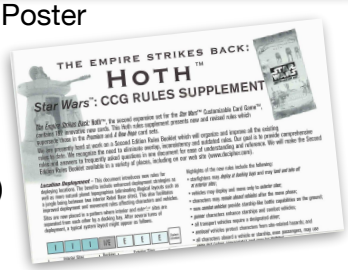
Additional Information

Print Sheets

Rare	8 Tall x 10 Wide (80 Cards) 15 R1's (2x per sheet) 12 R2's (4x per sheet) 2 Black Blank Spots
Uncommon	12 Tall x 13 Wide (156 Cards) 15 U1's (4x per sheet) 12 U2's (8x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 5 C1's (2x per sheet) 21 C2's (4x per sheet) 1 C3 (6x per sheet, *Echo Base Trooper* (LS) and *Snowtrooper* (DS))



Promotional Poster



Booster Box Rule Supplement

DAGOBAH

Limited Edition / Black Border

Released: April 1997

Set Information



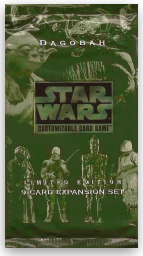
180 Card Set (90 Light Side / 90 Dark Side)

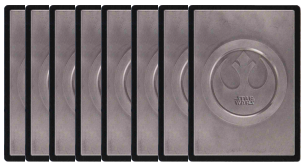
80 Rares (40 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
60 Packs per Box

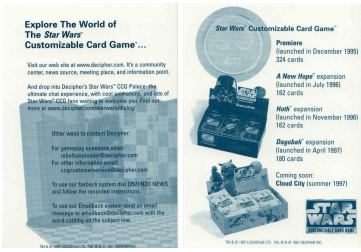




(8) Mixed Uncommon / Common
(3) Uncommon / 5 Commons



(1) Rare



Decipher® Ad Insert

Mains



Additional Information

Print Sheets

Rare	8 Tall x 10 Wide (80 Cards) 40 R's (2x per sheet)
Uncommon	10 Tall x 10 Wide (100 Cards) 25 U's (4x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 25 C's (4x per sheet)



Promotional Poster



Booster Box Rule Supplement

CLOUD CITY

Limited Edition / Black Border

Released: November 1997

Set Information

180 Card Set (90 Light Side / 90 Dark Side)

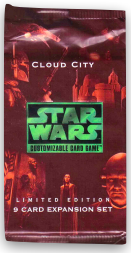
80 Rares (40 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)

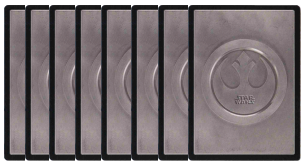


Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
60 Packs per Box





(8) Mixed Uncommon / Common
(3) Uncommon / 5 Commons



(1) Rare

Mains



Additional Information

Print Sheets

Rare	8 Tall x 10 Wide (80 Cards) 40 R's (2x per sheet)
Uncommon	10 Tall x 10 Wide (100 Cards) 25 U's (4x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 25 C's (4x per sheet)



Promotional Poster



Booster Box Rule Supplement

JABBA'S PALACE

Limited Edition / Black Border

Released: April 1998

Set Information



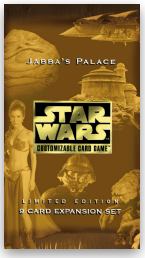
180 Card Set (90 Light Side / 90 Dark Side)

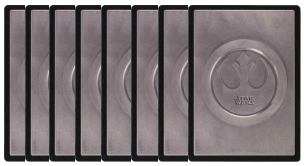
80 Rares (40 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
60 Packs per Box





(8) Mixed Uncommon / Common
(3) Uncommon / 5 Commons



(1) Rare

Mains



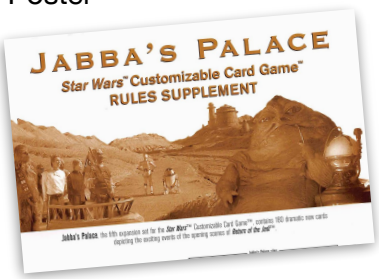
Additional Information

Print Sheets

Rare	8 Tall x 10 Wide (80 Cards) 40 R's (2x per sheet)
Uncommon	10 Tall x 10 Wide (100 Cards) 25 U's (4x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 25 C's (4x per sheet)



Promotional Poster



Booster Box Rule Supplement

SPECIAL EDITION

Limited Edition / Black Border

Released: November 1998

Set Information



324 Card Set (162 Light Side / 162 Dark Side)

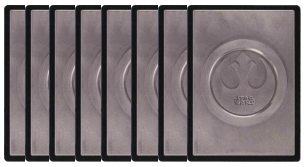
120 Rares (60 for each side)
80 Uncommons (40 for each side)
80 Commons (40 for each side)
44 Fixed (22 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
30 Packs per Box





(8) Mixed Uncommon / Common
(3) Uncommon / 5 Commons



(1) Rare

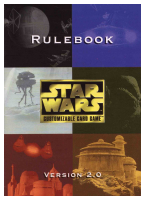
Starter Deck

MSRP $12.95
60 Total Cards
12 Decks per Box
(6 per side)



(22) Fixed
(22) Commons
(14) Uncommons
(2) Rares

+



(1) Rule Book

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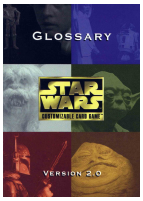


(1) Glossary

Mains



Additional Information

Print Sheets

Rare	11 Tall x 11 Wide (121 Cards) 60 R's (2x per sheet) 1 Black Blank Spot
Uncommon	11 Tall x 11 Wide (121 Cards) 40 U's (3x per sheet) 1 Blank Black Spot
Fixed	11 Tall x 10 Wide (110 Cards) 22 F (5x per sheet)



Promotional Poster

ENDOR

Limited Edition / Black Border

Released: June 1999

Set Information



180 Card Set (90 Light Side / 90 Dark Side)

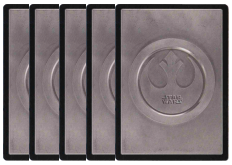
80 Rares (40 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)
18 Foil Card Subset (9 each side, 8 Common, 6 Uncommon, 4 Rare)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
30 Packs per Box





(5) Commons



(1) Rare or Foil*



(3) Uncommon

*Foil replaces rare at frequency of ~1 in 9 packs

Mains



Additional Information

Print Sheets

Rare	8 Tall x 10 Wide (80 Cards) 40 R's (2x per sheet)
Uncommon	10 Tall x 10 Wide (100 Cards) 25 U's (4x per sheet)
Common	10 Tall x 10 Wide (100 Cards) 25 C's (4x per sheet)
Foil	10 Tall x 10 Wide (100 Cards) 2 RF's (4x per sheet) 3 UF's (9x per sheet) 4 CF's (16x per sheet, except 1 per side[1] was 17x per sheet)

[1]*Ewok Glider (LS), Speeder Bike (DS)*



Promotional Poster



Booster Box Rule Supplement

DEATH STAR II

Limited Edition / Black Border

Released: July 2000

Set Information



182 Card Set (91 Light Side / 91 Dark Side) + *55

2 Ultra Rares (1 for each side) (LSJK and Emperor Palpatine)
78 Rares (39 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)
2 Exclusive Rares (1 for each side, Admiral Ackbar and Admiral Piett)
** 55 Reprint Fixed Cards with © 2000*

Distribution Information

Booster Pack

MSRP $3.29
11 Total Cards
36 Packs per Box





(7) Commons



(1) Rare



(3) Uncommon

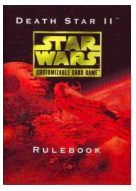
Starter Deck

MSRP $10.95
60 Total Cards
12 Decks per Box
(6 per side)



(1) Exclusive Rare
(59) Fixed Cards
Mix of DSII cards and reprints from prior sets but with 2000 ©

+



(1) Rule Book

Mains















Additional Information

Print Sheets

Rare — 11 Tall x 11 Wide (121 Cards)
1 UR (2x per sheet)
37 R (3x per sheet)
2 R (4x per sheet)[1]

[1] *Strike Planning* (LS), *You Must Confront Vader* (LS), *Flagship Operations* (DS), *That Thing's Operational* (DS)



Promotional Poster

Uncommon — 11 Tall x 11 Wide (121 Cards)

Dark Side
25 U (5x of 21 U, 4x of 4 U[2])

Light Side
25 U (5x of 21 U, 4x of 4 U[3])

[2] *Insignificant Rebellion, Lt. Endicott, Lt. Hebsly, Major Mianda*

[3] *Kin Kian, Major Haash'n, The Way Of Things, Gray Squadron 2*

Common — 11 Tall x 11 Wide (121 Cards)

Dark Side
25 C (5x of 21 C, 4x of 4 C[4])

Light Side
25 C (5x of 17 C, 4x of 6 C[5], 6x of 2 C[6])

[4] *Combat Response, Desperate Counter, DSII: Docking Bay, Concussion Missiles*

[5] *Aquaris, Concussion Missiles, Heading For The Medical Frigate, Heavy Turbolaser Battery, Menace Fades, Staging Areas*

[6] *Head Back To The Surface, Insertion Planning*

Precon. Deck — 11 Tall x 11 Wide (121 Cards)
Each sheet contained (2) 60 card sets plus one blank black card

TATOOINE

Limited Edition / Black Border

Released: May 2001

Set Information

107 Card Set (54 Light Side / 53 Dark Side)

30 Rares (15 for each side)
30 Uncommons (14 Dark Side, 16 Light Side)
30 Commons (16 Dark Side, 14 Light Side)
9 Alternate Image Cards (5 Light Side, 4 Dark Side)
6 Rules Cards (3 for each side)
2 Card Checklist Cards (1 for each side)



Distribution Information

Booster Pack

MSRP $3.29
11 Total Cards
30 Packs per Box





(5) Common / Uncommon Mixture



(1) Rare or AI



(5) Common / Uncommon Mixture

Mains / Alternate Image



Additional Information

Print Sheets

Rare — 11 Tall x 11 Wide (121 Cards)

15 R's (Each rare appears 8 times per sheet. Alternate Image cards are a subset of the rares; for each AI rare, 2 of its 8 appearances are the AI version and 6 are the standard version. Exception: *Boonta Eve Podrace* appears 9 times for each side.)

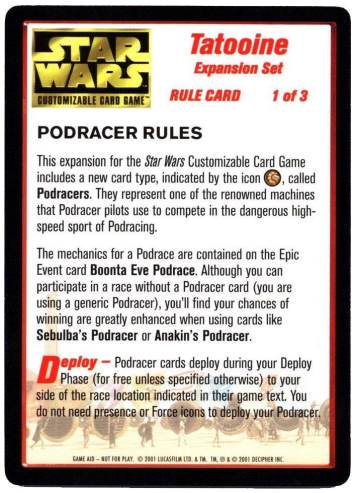
Uncommon Common — 11 Tall x 11 Wide (121 Cards) Common and Uncommon printed together on same sheets

Dark Side (42 U, 74 C, 5 Checklist/Rule)
14 U's (3x per sheet)
16 C's (5x of 11 C, 4x of 4 C[1], 3x of *There Is No Conflict*)
5 Checklist/Rule (2x Checklist, 1x each of 3 Gameplay Cards)

Light Side (49 U, 67 C, 5 Checklist/Rule)
16 U's (3x of 15 U, 4x of *You'll Find I'm Full Of Surprises*)
14 C's (5x of 11 C, 4x of 3 C[2])
5 Checklist / Rule (2x Checklist, 1x each of 3 Rule Cards)

[1] *Fanfare, His Name Is Anakin, Vader's Anger, You Want This, Don't You?*

[2] *A Jedi's Concentration, Don't Do That Again, The Camp*



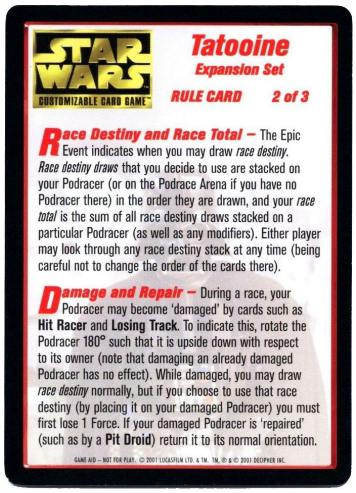
Tatooine
Expansion Set
RULE CARD 1 of 3

PODRACER RULES

This expansion for the *Star Wars* Customizable Card Game includes a new card type, indicated by the icon, called **Podracers**. They represent one of the renowned machines that Podracer pilots use to compete in the dangerous high-speed sport of Podracing.

The mechanics for a Podrace are contained on the Epic Event card **Boonta Eve Podrace**. Although you can participate in a race without a Podracer card (you are using a generic Podracer), you'll find your chances of winning are greatly enhanced when using cards like **Sebulba's Podracer** or **Anakin's Podracer**.

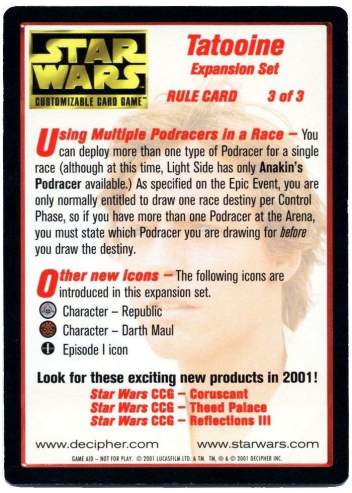
Deploy – Podracer cards deploy during your Deploy Phase (for free unless specified otherwise) to your side of the race location indicated in their game text. You do not need presence or Force icons to deploy your Podracer.



Tatooine
Expansion Set
RULE CARD 2 of 3

Race Destiny and Race Total – The Epic Event indicates when you may draw *race destiny*. *Race destiny draws* that you decide to use are stacked on your Podracer (or on the Podrace Arena if you have no Podracer there) in the order they are drawn, and your *race total* is the sum of all race destiny draws stacked on a particular Podracer (as well as any modifiers). Either player may look through any race destiny stack at any time (being careful not to change the order of the cards there).

Damage and Repair – During a race, your Podracer may become 'damaged' by cards such as **Hit Racer** and **Losing Track**. To indicate this, rotate the Podracer 180° such that it is upside down with respect to its owner (note that damaging an already damaged Podracer has no effect). While damaged, you may draw *race destiny* normally, but if you choose to use that race destiny (by placing it on your damaged Podracer) you must first lose 1 Force. If your damaged Podracer is 'repaired' (such as by a **Pit Droid**) return it to its normal orientation.



Tatooine
Expansion Set
RULE CARD 3 of 3

Using Multiple Podracers in a Race – You can deploy more than one type of Podracer for a single race (although at this time, Light Side has only **Anakin's Podracer** available.) As specified on the Epic Event, you are only normally entitled to draw one race destiny per Control Phase, so if you have more than one Podracer at the Arena, you must state which Podracer you are drawing for *before* you draw the destiny.

Other new Icons – The following icons are introduced in this expansion set.

- Character – Republic
- Character – Darth Maul
- Episode I icon

Look for these exciting new products in 2001!

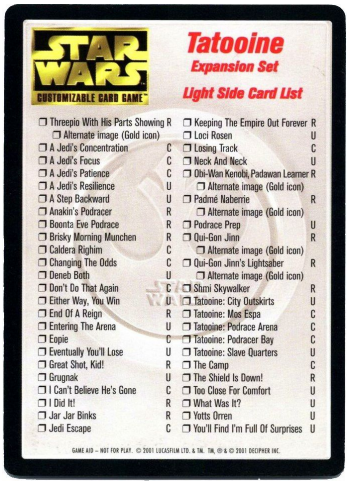
Star Wars CCG – Coruscant
Star Wars CCG – Theed Palace
Star Wars CCG – Reflections III

www.decipher.com www.starwars.com



Tatooine
Expansion Set
Dark Side Card List

❒ A Million Voices Crying Out	R	❒ Pit Droid	C
❒ Aurra Sing	R	❒ Podracer Collision	U
❒ Alternate image (Gold icon)		❒ Quietly Observing	U
❒ Ben Quadinaros' Podracer	C	❒ Rachalt Hyst	U
❒ Boonta Eve Podrace	R	❒ Sebulba	R
❒ Dorne	R	❒ Alternate image (Gold icon)	
❒ Darth Maul	R	❒ Sebulba's Podracer	R
❒ Alternate image (Gold icon)		❒ Sith Fury	C
❒ Dud Bolt's Podracer	C	❒ Sith Probe Droid	R
❒ Fanfare	C	❒ Start Your Engines!	U
❒ Gamall Wironicc	U	❒ Tatooine: Desert Landing Site	R
❒ Ghana Gleemort	U	❒ Tatooine: Mos Espa	C
❒ Gragra	U	❒ Tatooine: Podrace Arena	C
❒ His Name Is Anakin	C	❒ Teemto Pagalies' Podracer	C
❒ Hit Racer	U	❒ There Is No Conflict	C
❒ I Will Find Them Quickly, Master	R	❒ Vader's Anger	C
❒ I'm Sorry	R	❒ Watto	R
❒ If The Trace Was Correct	U	❒ Alternate image (Gold icon)	
❒ Join Me!	U	❒ Watto's Box	C
❒ Lathe	U	❒ Watto's Chance Cube	U
❒ Lightsaber Parry	C	❒ We Shall Double Our Efforts!	R
❒ Maul's Electrobinoculars	C	❒ You May Start Your Landing	R
❒ Maul's Lightsaber	R	❒ You Swindled Me!	U
❒ Ni Chuba Na??	C	❒ You Want This, Don't You?	C
❒ Pit Crews	U		



Tatooine
Expansion Set
Light Side Card List

❒ Threepio With His Parts Showing	R	❒ Keeping The Empire Out Forever	R
❒ Alternate image (Gold icon)		❒ Loci Rosen	U
❒ A Jedi's Concentration	C	❒ Losing Track	C
❒ A Jedi's Focus	C	❒ Neck And Neck	U
❒ A Jedi's Patience	C	❒ Obi-Wan Kenobi, Padawan Learner	R
❒ A Jedi's Resilience	U	❒ Alternate image (Gold icon)	
❒ A Step Backward	U	❒ Padmé Naberrie	R
❒ Anakin's Podracer	R	❒ Alternate image (Gold icon)	
❒ Boonta Eve Podrace	R	❒ Podrace Prep	U
❒ Brisky Morning Munchen	R	❒ Qui-Gon Jinn	R
❒ Caldera Righim	C	❒ Alternate image (Gold icon)	
❒ Changing The Odds	C	❒ Qui-Gon Jinn's Lightsaber	R
❒ Deneb Both	U	❒ Alternate image (Gold icon)	
❒ Don't Do That Again	C	❒ Shmi Skywalker	R
❒ Either Way, You Win	U	❒ Tatooine: City Outskirts	U
❒ End Of A Reign	R	❒ Tatooine: Mos Espa	C
❒ Entering The Arena	U	❒ Tatooine: Podrace Arena	C
❒ Espie	C	❒ Tatooine: Podracer Bay	C
❒ Eventually You'll Lose	U	❒ Tatooine: Slave Quarters	U
❒ Great Shot, Kid!	R	❒ The Camp	C
❒ Grugnak	U	❒ The Shield Is Down!	R
❒ I Can't Believe He's Gone	C	❒ Too Close For Comfort	U
❒ I Did It!	R	❒ What Was It?	U
❒ Jar Jar Binks	R	❒ Yotts Orren	U
❒ Jedi Escape	C	❒ You'll Find I'm Full Of Surprises	U

CORUSCANT

Limited Edition / Black Border

Released: August 2001

Set Information

196 Card Set (98 Light Side / 95 Dark Side + 3)

60 Rares (30 for each side)
60 Uncommons (30 for each side)
60 Commons (30 for each side)
9 Alternate Image Cards (6 Light Side, 3 Dark Side)
3 Rules Cards (no allegiance, double-sided)
4 Card Checklist Cards (2 for each side)

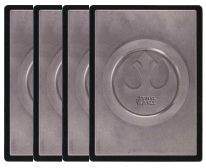


Distribution Information

Booster Pack

MSRP $3.29
11 Total Cards
30 Packs per Box





(5) Common / Uncommon Mixture



(1) Rare or AI



(5) Common / Uncommon Mixture

Mains / Alternate Image



Additional Information

Print Sheets

Rare — 11 Tall x 11 Wide (121 Cards)

30 R's Each rare appears 4 times per sheet. Alternate Image cards are a subset of the rares; for each AI rare, 1 of its 4 appearances are the AI version and 3 are the standard version. Exceptions: *Coruscant: Jedi Council Chamber* (LS) and *Dioxis* (DS) appear 5 times each.

Uncommon
Common — 11 Tall x 11 Wide (121 Cards) Common and Uncommon printed together on same sheets

Dark Side (28 U, 91 C, 2 Checklist/Rule)
28 U's (1x of 28 U, 0x of 2 DS Objective cards[1])
30 C's (3x of 29 C, 4x of *Coruscant: Galactic Senate*)
2 Checklist (1x of each of 2 Checklists)

[1] *DS Objectives printed on LS sheet*

Light Side (32 U, 84 C, 5 Checklist/Rule)
32 U's (1x of 30 U, 1x each of 2 DS Objective Cards)
30 C's (3x of 24 C, 2x of 6 C[2])
5 Checklist / Rule (1x each of 2 Checklists, 1x each of 3 Rule cards)

[2] *Coruscant: Docking Bay (EP1), Credits Will Do Fine, I've Decided To Go Back, Naboo Blaster Rifle, Thrown Back We're Leaving*

CORUSCANT

Card Checklists / Rule Cards



Coruscant
Dark Side Card List 1

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

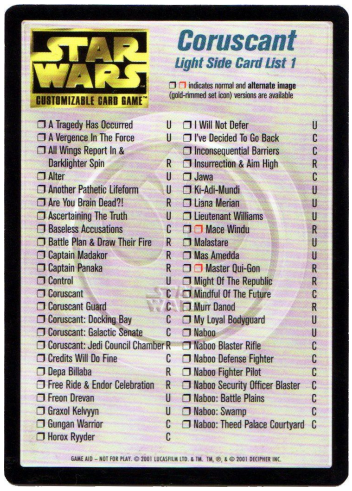
❒ Accepting Trade Federation Control	U	❒ Establish Control	U
❒ Aks Moe	R	❒ Gardulla The Hutt	U
❒ Allegations Of Corruption	U	❒ Grotto Vermbee	R
❒ Alter	U	❒ Imperial Arrest Order & Secret Plans	R
❒ Baskol Yeesrin	U	❒ Imperial Artillery	R
❒ Battle Droid Blaster Rifle	C	❒ Jawa	C
❒ Battle Order & First Strike	R	❒ Kedor The Black	R
❒ Begin Landing Your Troops	U	❒ Kill Them Immediately	C
❒ Blockade Flagship: Bridge	R	❒ Lana Dobreed	U
❒ Chokk	U	❒ Laser Cannon Battery	U
❒ Control	U	❒ Little Real Power	C
❒ Coruscant	C	❒ Lott Dod	R
❒ Coruscant Guard	C	❒ Malastare	U
❒ Coruscant: Docking Bay	C	❒ Masterful Move & Endor Occupation	R
❒ Coruscant: Galactic Senate	C	❒ Maul Strikes	R
❒ ❒ Darth Maul, Young Apprentice	R	❒ ❒ Maul's Sith Infiltrator	R
❒ Daultay Dofine	R	❒ Mind Tricks Don't Work On Me	U
❒ Destroyer Droid	R	❒ Motion Supported	U
❒ Dioxis	R	❒ My Lord, Is That, Legal? / I Will Make It Legal	U
❒ Do They Have A Code Clearance?	R	❒ Naboo	U
❒ Droid Starfighter	C	❒ Naboo Blaster	C
❒ Drop!	U	❒ Naboo Blaster Rifle	C
❒ Edcel Bar Gane	C		
❒ Enter The Bureaucrat	U		



Coruscant
Dark Side Card List 2

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

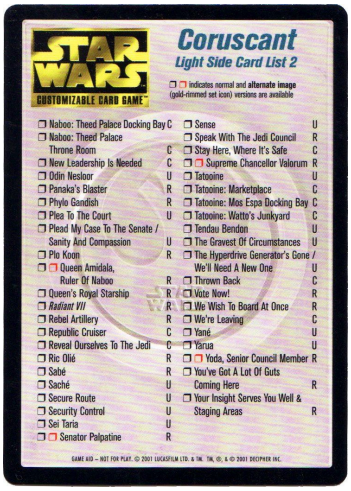
❒ Naboo: Battle Plains	C	❒ Tatooine: Marketplace	C
❒ Naboo: Swamp	C	❒ Tatooine: Mos Espa Docking Bay	C
❒ Naboo: Theed Palace Courtyard	C	❒ Tatooine: Watto's Junkyard	C
❒ Naboo: Theed Palace Docking Bay	C	❒ TC-14	R
❒ Naboo: Theed Palace Throne Room	C	❒ Telexan Korejyy	R
❒ Neimoidian Advisor	U	❒ Tey How	U
❒ Neimoidian Pilot	C	❒ ❒ The Phantom Menace	R
❒ No Civility, Only Politics	C	❒ The Point Is Conceded	C
❒ No Money, No Parts, No Deal! / You're A Slave?	U	❒ They Will Be No Match For You	R
❒ Nute Gunray	R	❒ They're Still Coming Through!	U
❒ On The Payroll Of The Trade Federation	C	❒ This Is Outrageous!	U
❒ Om Free Taa	C	❒ Tikkes	C
❒ Our Blockade Is Perfectly Legal	U	❒ Toonbuck Toora	U
❒ P-59	R	❒ Trade Federation Battleship	U
❒ P-60	R	❒ Trade Federation Droid Control Ship	R
❒ Passel Argente	C	❒ Tusken Raider	C
❒ Rune Haako	R	❒ Vote Now!	R
❒ Security Battle Droid	C	❒ We Must Accelerate Our Plans	R
❒ Sense	U	❒ Wipe Them Out, All Of Them	U
❒ Short Range Fighers & Watch Your Back	R	❒ Yade M'rak	U
❒ Squabbling Delegates	R	❒ Yeb Yeb Adem'thorn	C
❒ Tatooine	U	❒ You Cannot Hide Forever & Mobilization Points	R



Coruscant
Light Side Card List 1

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

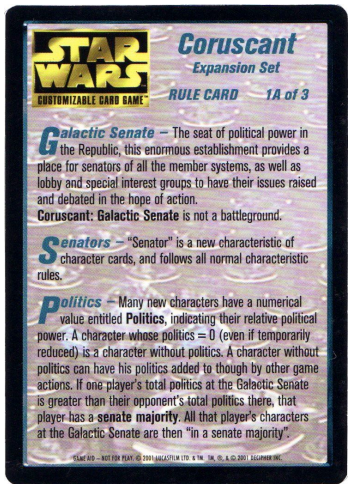
❒ A Tragedy Has Occurred	U	❒ I Will Not Defer	U
❒ A Vergence In The Force	U	❒ I've Decided To Go Back	C
❒ All Wings Report In & Darklighter Spin	R	❒ Inconsequential Barriers	C
❒ Alter	U	❒ Insurrection & Aim High	R
❒ Another Pathetic Lifeform	U	❒ Jawa	C
❒ Are You Brain Dead?!	R	❒ Ki-Adi-Mundi	U
❒ Ascertaining The Truth	U	❒ Liana Merian	U
❒ Baseless Accusations	C	❒ Lieutenant Williams	U
❒ Battle Plan & Draw Their Fire	R	❒ ❒ Mace Windu	R
❒ Captain Madakor	R	❒ Malastare	U
❒ Captain Panaka	R	❒ Mas Amedda	U
❒ Control	U	❒ ❒ Master Qui-Gon	R
❒ Coruscant	C	❒ Might Of The Republic	R
❒ Coruscant Guard	C	❒ Mindful Of The Future	C
❒ Coruscant: Docking Bay	C	❒ Murr Danod	R
❒ Coruscant: Galactic Senate	C	❒ My Loyal Bodyguard	U
❒ Coruscant: Jedi Council Chamber	R	❒ Naboo	U
❒ Credits Will Do Fine	C	❒ Naboo Blaster Rifle	C
❒ Depa Billaba	R	❒ Naboo Defense Fighter	C
❒ Free Ride & Endor Celebration	R	❒ Naboo Fighter Pilot	C
❒ Freon Drevan	U	❒ Naboo Security Officer Blaster	C
❒ Graxol Kelvyyn	U	❒ Naboo: Battle Plains	C
❒ Gungan Warrior	C	❒ Naboo: Swamp	C
❒ Horox Ryyder	C	❒ Naboo: Theed Palace Courtyard	C



Coruscant
Light Side Card List 2

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

❒ Naboo: Theed Palace Docking Bay	C	❒ Sense	U
❒ Naboo: Theed Palace Throne Room	C	❒ Speak With The Jedi Council	R
❒ New Leadership Is Needed	C	❒ Stay Here, Where It's Safe	C
❒ Odin Nesloor	U	❒ ❒ Supreme Chancellor Valorum	R
❒ Panaka's Blaster	R	❒ Tatooine	U
❒ Phylo Gandish	R	❒ Tatooine: Marketplace	C
❒ Plea To The Court	U	❒ Tatooine: Mos Espa Docking Bay	C
❒ Plead My Case To The Senate / Sanity And Compassion	U	❒ Tatooine: Watto's Junkyard	C
❒ Pte Knon	R	❒ Tendau Bendon	U
❒ ❒ Queen Amidala, Ruler Of Naboo	R	❒ The Gravest Of Circumstances	U
❒ Queen's Royal Starship	R	❒ The Hyperdrive Generator's Gone / We'll Need A New One	U
❒ *Radiant VII*	R	❒ Thrown Back	C
❒ Rebel Artillery	R	❒ Vote Now!	R
❒ Republic Cruiser	C	❒ We Wish To Board At Once	R
❒ Reveal Ourselves To The Jedi	C	❒ We're Leaving	C
❒ Ric Olié	R	❒ Yané	U
❒ Sabé	R	❒ Yarua	U
❒ Saché	U	❒ ❒ Yoda, Senior Council Member	R
❒ Secure Route	U	❒ You've Got A Lot Of Guts Coming Here	R
❒ Security Control	U	❒ Your Insight Serves You Well & Staging Areas	R
❒ Sei Taria	U		
❒ ❒ Senator Palpatine	R		

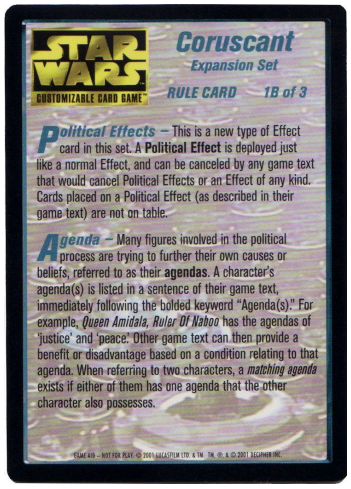


Coruscant
Expansion Set
RULE CARD 1A of 3

Galactic Senate – The seat of political power in the Republic, this enormous establishment provides a place for senators of all the member systems, as well as lobby and special interest groups to have their issues raised and debated in the hope of action.
Coruscant: Galactic Senate is not a battleground.

Senators – "Senator" is a new characteristic of character cards, and follows all normal characteristic rules.

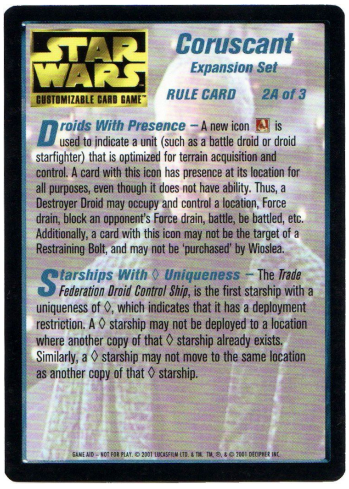
Politics – Many new characters have a numerical value entitled **Politics**, indicating their relative political power. A character whose politics = 0 (even if temporarily reduced) is a character without politics. A character without politics can have his politics added to though by other game actions. If one player's total politics at the Galactic Senate is greater than their opponent's total politics there, that player has a **senate majority**. All that player's characters at the Galactic Senate are then "in a senate majority".



Coruscant
Expansion Set
RULE CARD 1B of 3

Political Effects – This is a new type of Effect card in this set. A **Political Effect** is deployed just like a normal Effect, and can be canceled by any game text that would cancel Political Effects or an Effect of any kind. Cards placed on a Political Effect (as described in their game text) are not on table.

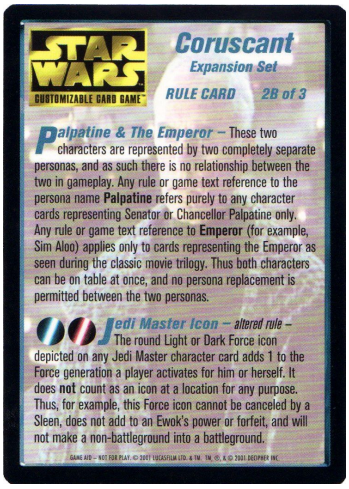
Agenda – Many figures involved in the political process are trying to further their own causes or beliefs, referred to as their **agendas**. A character's agenda(s) is listed in a sentence of their game text, immediately following the bolded keyword "Agenda(s)." For example, *Queen Amidala, Ruler Of Naboo* has the agendas of 'justice' and 'peace.' Other game text can then provide a benefit or disadvantage based on a condition relating to that agenda. When referring to two characters, a *matching agenda* exists if either of them has one agenda that the other character also possesses.



Coruscant
Expansion Set
RULE CARD 2A of 3

Droids With Presence – A new icon is used to indicate a unit (such as a battle droid or droid starfighter) that is optimized for terrain acquisition and control. A card with this icon has presence at its location for all purposes, even though it does not have ability. Thus, a Destroyer Droid may occupy and control a location, Force drain, block an opponent's Force drain, battle, be battled, etc. Additionally, a card with this icon may not be the target of a Restraining Bolt, and may not be 'purchased' by Wioslea.

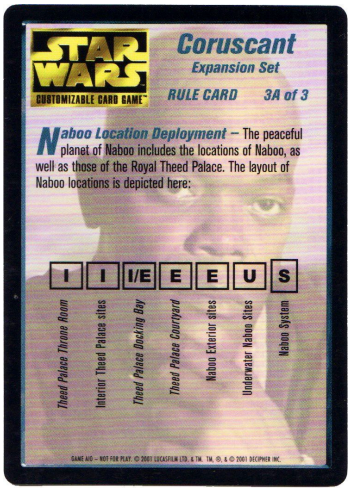
Starships With ◊ Uniqueness – The *Trade Federation Droid Control Ship*, is the first starship with a uniqueness of ◊, which indicates that it has a deployment restriction. A ◊ starship may not be deployed to a location where another copy of that ◊ starship already exists. Similarly, a ◊ starship may not move to the same location as another copy of that ◊ starship.



Coruscant
Expansion Set
RULE CARD 2B of 3

Palpatine & The Emperor – These two characters are represented by two completely separate personas, and as such there is no relationship between the two in gameplay. Any rule or game text reference to the persona name **Palpatine** refers purely to any character cards representing Senator or Chancellor Palpatine only. Any rule or game text reference to **Emperor** (for example, Sim Aloo) applies only to cards representing the Emperor as seen during the classic movie trilogy. Thus both characters can be on table at once, and no persona replacement is permitted between the two personas.

Jedi Master Icon – *altered rule* – The round Light or Dark Force icon depicted on any Jedi Master character card adds 1 to the Force generation a player activates for him or herself. It does **not** count as an icon at a location for any purpose. Thus, for example, this Force icon cannot be canceled by a Sleen, does not add to an Ewok's power or forfeit, and will not make a non-battleground into a battleground.



Coruscant
Expansion Set
RULE CARD 3A of 3

Naboo Location Deployment – The peaceful planet of Naboo includes the locations of Naboo, as well as those of the Royal Theed Palace. The layout of Naboo locations is depicted here:



Coruscant
Expansion Set
RULE CARD 3B of 3

Episode I Environment – Tatooine and Coruscant (as well as the upcoming Theed Palace) expansions designate many cards with an Episode I icon. These cards are compatible with the entire *Star Wars*™ Customizable Card Game™ universe, but they may also be combined together to form a **stand-alone Episode I only** environment designed especially for exciting **constructed play**. Visit Decipher's website at **www.decipher.com** for more information on exciting tournaments being held.

Trade Federation Icon – This icon on a starship or vehicle card indicates an allegiance to the Trade Federation. Such a starship or vehicle is not Rebel, Imperial, or independent. Characters aligned with the Trade Federation say so in their lore.

Look for these exciting new products in 2001!
Star Wars CCG – Reflections III
Star Wars CCG – Theed Palace
www.decipher.com www.starwars.com

THEED PALACE

Limited Edition / Black Border

Released: December 2001

Set Information



131 Card Set (66 Light Side / 63 Dark Side + 2)

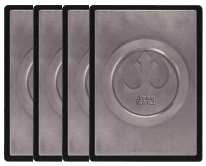
40 Rares (20 for each side)
40 Uncommons (20 for each side)
40 Commons (20 for each side)
9 Alternate Image Cards (6 Light Side, 3 Dark Side)
2 Rules / Checklist Cards (no allegiance, double-sided)

Distribution Information

Booster Pack

MSRP $3.29
11 Total Cards





(5) Common / Uncommon Mixture



(1) Rare or AI



(5) Common / Uncommon Mixture

Mains / Alternate Image



Additional Information

Print Sheets

Rare — 11 Tall x 11 Wide (121 Cards)

Each rare appears 6 times per sheet. Alternate Image cards are a subset of the rares; for each AI rare, 2 of its 6 appearances are the AI version and 4 are the standard version. Exceptions: *Naboo Celebration* (LS) and *Master, Destroyers!* (DS) appear 7 times each.

Uncommon / Common — 11 Tall x 11 Wide (121 Cards) Common and Uncommon printed together on same sheets

Dark Side (38 U, 83 C)

19 U's (2x of 19 U, 0x of 1 DS Objective cards[1])
20 C's (4x of 17 C, 5x of 3 C[2])

[1] *DS Objective printed on LS sheet*

[2] *Battle Droid Officer, DFS Squadron Starfighter, Infantry Battle Droid*

Light Side (42 U, 75 C, 4 Checklist/Rule)

21 U's (2x of 20 U, 2x each of DS Objective Card)
20 C's (4x of 11 C, 3x of 7 C[3], 5x of 2 C[4])
4 Checklist / Rule (2x each of 2 Checklist / Rule Cards)

[3] *Booma, Captain Tarpals' Electropole, Get To Your Ships!, Gian Speeder, It's On Automatic Pilot!, Proton Torpedos (EP1), Whoooo!*

[4] *Royal Naboo Security Officer, Gungan Guard*

THEED PALACE

Card Checklists / Rule Cards



Theed Palace

Dark Side Card List 1

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

❒ AAT Assault Leader	R	❒ Energy Shell Launchers	C
❒ AAT Laser Cannon	U	❒ Fighters Straight Ahead	U
❒ Activate The Droids	C	❒ Halt!	C
❒ After Her!	R	❒ Infantry Battle Droid	C
❒ Armored Attack Tank	U	❒ Invasion	U
❒ At Last We Are Getting Results	C	❒ Master, Destroyers!	R
❒ Battle Droid Officer	C	❒ Multi Troop Transport	U
❒ Battle Droid Pilot	C	❒ Naboo Occupation	R
❒ Blockade Flagship	R	❒ Naboo: Theed Palace Hallway	U
❒ Blockade Flagship: Docking Bay	U	❒ Nothing Can Get Through Our Shield	R
❒ Bok Askol	U	❒ ❒ Nute Gunray, Neimoidian Viceroy	R
❒ Captain Daultay Dofine	R	❒ OOM-9	U
❒ Cease Fire!	C	❒ Open Fire!	C
❒ ❒ Darth Sidious	R	❒ OWO-4 With Backup	R
❒ DFS Squadron Starfighter	C	❒ Rayno Vaca	U
❒ DFS-1015	U	❒ Rolling, Rolling, Rolling	R
❒ DFS-1308	R	❒ ❒ Rune Haako, Legal Counsel	R
❒ DFS-327	C	❒ Senate Hovercam	R
❒ Droid Racks	R	❒ Sil Unch	U
❒ Droid Starfighter Laser Cannons	C	❒ Single Trooper Aerial Platform	C
❒ Drop Your Weapons	C	❒ SSA-1015	U

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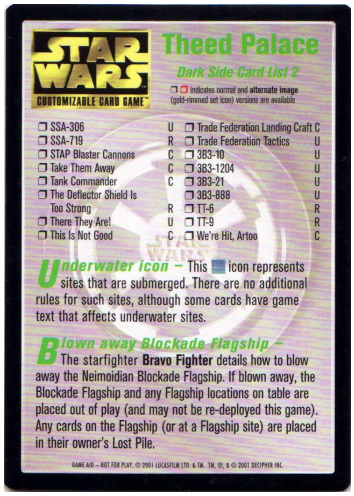

Theed Palace

Dark Side Card List 2

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

❒ SSA-306	U	❒ Trade Federation Landing Craft	C
❒ SSA-719	R	❒ Trade Federation Tactics	U
❒ STAP Blaster Cannons	C	❒ 3B3-10	U
❒ Take Them Away	C	❒ 3B3-1204	U
❒ Tank Commander	C	❒ 3B3-21	U
❒ The Deflector Shield Is Too Strong	R	❒ 3B3-888	U
❒ There They Are!	U	❒ TT-6	R
❒ This Is Not Good	C	❒ TT-9	R
		❒ We're Hit, Artoo	C

Underwater icon – This icon represents sites that are submerged. There are no additional rules for such sites, although some cards have game text that affects underwater sites.

Blown away Blockade Flagship – The starfighter **Bravo Fighter** details how to blow away the Neimoidian Blockade Flagship. If blown away, the Blockade Flagship and any Flagship locations on table are placed out of play (and may not be re-deployed this game). Any cards on the Flagship (or at a Flagship site) are placed in their owner's Lost Pile.

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Theed Palace

Light Side Card List 1

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

❒ Amidala's Blaster	R	❒ Gungan Energy Shield	C
❒ ❒ Artoo, Brave Little Droid	R	❒ Gungan General	C
❒ Ascension Guns	U	❒ Gungan Guard	C
❒ Big Boomers!	C	❒ I'll Try Spinning	R
❒ Blockade Flagship: Docking Bay	U	❒ It's On Automatic Pilot!	C
❒ Booma	C	❒ Jerus Jannick	U
❒ ❒ Boss Nass	R	❒ Kaadu	C
❒ Bravo 1	R	❒ Let's Go Left	R
❒ Bravo 2	U	❒ Lieutenant Arven Wendik	U
❒ Bravo 3	U	❒ Lieutenant Chamberlyn	U
❒ Bravo 4	U	❒ Lieutenant Rya Kirsch	U
❒ Bravo 5	U	❒ ❒ Mace Windu, Jedi Master	R
❒ Bravo Fighter	R	❒ Naboo Celebration	R
❒ Captain Tarpals	R	❒ Naboo: Boss Nass' Chambers	U
❒ Captain Tarpals' Electropole	C	❒ Naboo: Otoh Gunga Entrance	U
❒ Corporal Rushing	U	❒ Naboo: Theed Palace Hallway	U
❒ Dams Denna	U	❒ No Giben Up, General Jar Jar!	R
❒ Electropole	C	❒ Officer Dolphe	U
❒ Fambaa	C	❒ Officer Ellberger	U
❒ ❒ General Jar Jar	R	❒ Officer Perosei	U
❒ Get To Your Ships!	C	❒ ❒ Panaka, Protector Of The Queen	R
❒ Gian Speeder	C	❒ Proton Torpedoes	C
❒ Gimme A Lift!	R	❒ ❒ Queen Amidala	R

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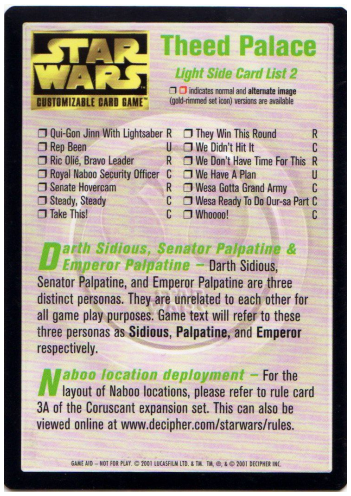

Theed Palace

Light Side Card List 2

❒ ❒ indicates normal and **alternate image** (gold-rimmed set icon) versions are available

❒ Qui-Gon Jinn With Lightsaber	R	❒ They Win This Round	R
❒ Rep Been	U	❒ We Didn't Hit It	C
❒ Ric Olié, Bravo Leader	R	❒ We Don't Have Time For This	R
❒ Royal Naboo Security Officer	C	❒ We Have A Plan	U
❒ Senate Hovercam	R	❒ Wesa Gotta Grand Army	C
❒ Steady, Steady	C	❒ Wesa Ready To Do Our-sa Part	C
❒ Take This!	C	❒ Whoooo!	C

Darth Sidious, Senator Palpatine & Emperor Palpatine – Darth Sidious, Senator Palpatine, and Emperor Palpatine are three distinct personas. They are unrelated to each other for all game play purposes. Game text will refer to these three personas as **Sidious**, **Palpatine**, and **Emperor** respectively.

Naboo location deployment – For the layout of Naboo locations, please refer to rule card 3A of the Coruscant expansion set. This can also be viewed online at www.decipher.com/starwars/rules.

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REFLECTIONS

A Collector's Bounty

Released: January 2000

Set Information



114 Card Set (57 Light Side / 57 Dark Side)

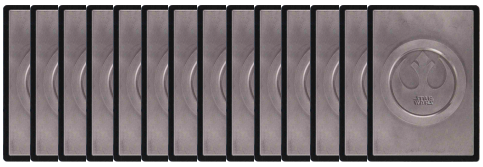
87 Very Rare Foils (44 Dark, 43 Light)
25 Super Rare Foils (12 Dark, 13 Light)
2 Ultra Rare Foils (1 Dark, 1 Light)
(Darth Vader and Luke Skywalker)
*2 Oversized Objective Box Toppers *(Counted in Promotional / Non playable)*
(Mind What You Have Learned / Save You It Can
Hunt Down And Destroy the Jedi/Their Fire Has Gone Out Of The Universe)

Distribution Information

Booster Pack

MSRP $4.95
18 Total Cards
30 Packs per Box





(14) Random Cards
3 Special Edition, 4 Jabba"s Palace, 3-4 Cloud City, 1-2 Limited Premiere, 2 Unlimited Premiere



(1) Foil



(3) Random Cards
1 A New Hope, 1 Hoth (white border or black border) and 1 Dagobah

There are some known variations in card orders in Reflections, the most prominent being 3-1-14

URF / Oversized Box Toppers













Standard size cards shown for illustrative purposes of size comparison only

Additional Information

Print Sheets

Foil — 10 Tall x 10 Wide (100 Cards)
Each side had 2 foil sheets
URF only appeared once on one of the two sheets
SRF showed up 2x across both sheets
VRF showed up 4x across both sheets

REFLECTIONS II

Expanding the Galaxy

Released: January 2001

Set Information



154 Card Set (77 Light Side / 77 Dark Side) + *5

34 Very Rare Foils (19 Dark, 15 Light)
62 Super Rare Foils (28 Dark, 34 Light)
4 Ultra Rare Foils (3 Dark, 1 Light)
54 Premium Cards (27 for each side)
*4 Foil Box Toppers *(Boba Fett with Blaster Rifle, Han with Heavy Blaster Pistol, Leia with Blaster Rifle, Obi-Wan with Lightsaber)*
*1 Foil Case Topper *(Japanese Darth Vader)*

Distribution Information

Booster Pack

MSRP $4.95
18 Total Cards
30 Packs per Box





(6) Random Cards
Generally 3x WB Premiere, 3x Jabba's Palace

(1) Foil

(3) Random Cards
Generally Cloud City

(2) Premium

(1) Japanese*

(5) Random Cards
Generally 2x WB Premiere, 3x Special Edition

**Some Reflections II packs did not contain a Japanese card*

URF / Box Toppers / Mains



Additional Information

Print Sheets

Foil — 11 Tall x 11 Wide (121 Cards)

Light Side
- 3 Box Topper (2x per sheet)
- 1 URF (1x per sheet)
- 15 VRF (3x per sheet)
- 34 SRF (2x per sheet)
- 1 Blank (1x per sheet)

Dark Side
- 1 Case Topper (2x per sheet)
- 1 Box Topper (2x per sheet)
- 1 URF (1x per sheet)
- 19 VRF (3x per sheet)
- 28 SRF (2x per sheet)
- 1 Blank (1x per sheet)

Premium — 11 Tall x 11 Wide (121 Cards)
- 27 Premium (15 x4 and 12 x5 per sheet)
- 1 Blank (1x per sheet)



Booster Box Rule Supplement

REFLECTIONS III

Released: October 2001

Set Information

200 Card Set (100 Light Side / 100 Dark Side)

42 Very Rare Foils (21 for each side)
54 Super Rare Foils (27 for each side)
4 Ultra Rare Foils (2 for each side)
100 Premium Cards (50 for each side)



Distribution Information

Booster Pack

MSRP $4.95
18 Total Cards
30 Packs per Box





(8) Random Cards
From Premiere through Endor

(1) Foil

(3) Random Cards
From Premiere through Endor

(3) Premium

(3) Random Cards
From Premiere through Endor

URF / MAINS



Additional Information

Print Sheets

Foil 11 Tall x 11 Wide (121 Cards)
2 URF (1x per sheet)
21 VRF (3x or 2x per sheet)
27 SRF (2x per sheet)
1 Blank (1x per sheet)
1 Tournament Foil (4x per sheet)

Qui-Gon Jinn with Lightsaber / Darth Maul with Lightsaber

All Characters, Epic Events, Locations, Objectives, and Vehicles 3x on each sheet. Most Weapons 3x also. Other cards types mixed.

Premium 11 Tall x 11 Wide (121 Cards)

Dark Side
49 P's (3x of 23 P, 2x of 26 P)

Light Side
51 P's (3x of 18 P, 2x of 32 P, 3x of DS Objective[1])

[1] *Let Them Make The First Move / At Last We Will Have Revenge*



Booster Box Rule Supplement

ENHANCED PREMIERE

Released: November 1998

Set Information



6 Card Set (4 Light Side / 2 Dark Side)

6 Premium Cards each with own Pack (4 Light, 2 Dark)

- Darth Vader with Lightsaber
- Luke with Lightsaber
- Boba Fett with Blaster Rifle
- Obi-Wan with Lightsaber
- Han with Heavy Blaster Pistol
- Leia with Blaster Rifle

Distribution Information

Enhanced Pack

MSRP $14.95
61 Total Cards
12 Packs per Box

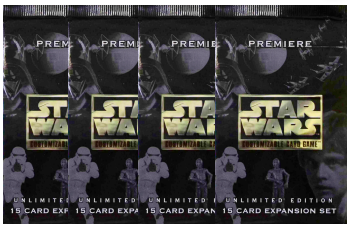


+



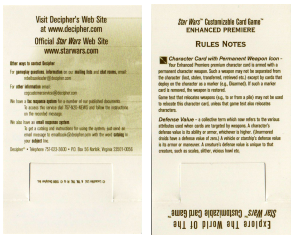
(1) Premium Card
Visible through die-cut front

+



(4) Unlimited Premiere Packs

+



Insert

Box Distribution

Initially the 12 packs per box were not evenly split 2 each of the 6 premium cards. Over time Decipher changed to an even split for use at EPP overdrive tournaments at conventions. Stores could order the even split boxes through distributors as well later with the implicit intention they be used for EPP overdrive, but many sold them for Leia and Han who were initially short print. The even split boxes have a #414 Custom Display sticker on the bottom.



The initial uneven breakdown was split as follows in each box.:

- (3) Darth Vader with Lightsaber
- (3) Luke with Lightsaber
- (2) Boba Fett with Blaster Rifle
- (2) Obi-Wan with Lightsaber
- (1) Han with Heavy Blaster Pistol
- (1) Leia with Blaster Rifle

Premiums



ENHANCED CLOUD CITY

Released: December 1999

Set Information

12 Card Set (5 Light Side / 7 Dark Side)

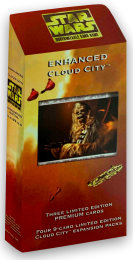
12 Premium Cards in 4 Unique Packs (5 Light, 7 Dark)



Distribution Information

Enhanced Pack

MSRP $14.95
61 Total Cards
12 Packs per Box

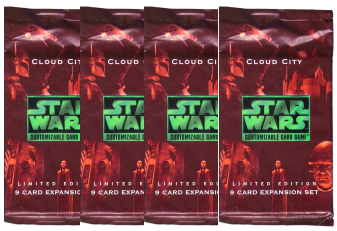


+



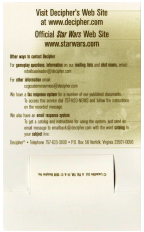
(3) Premium Card
Fixed set in each box, first card visible through die-cut front

+



(4) Cloud City Packs

+



Insert

Premiums

Pack 1



Visible Card



Visible Card

Pack 3

Pack 2



Visible Card



Visible Card

Pack 4

Additional Information

Print Sheets

Premium — 11 Tall x 11 Wide (121 Cards)

Light Side	Dark Side
6 Premium (20x per sheet)	6 Premium (20x per sheet)
1 Blank	4 Blank

This Deal is Getting Worse All The Time printed on Light Side sheet

ENHANCED JABBA'S PALACE

Released: January 2000

Set Information

12 Card Set (4 Light Side / 8 Dark Side)

12 Premium Cards in 4 Unique Packs (4 Light, 8 Dark)



Distribution Information

Enhanced Pack

MSRP $14.95
61 Total Cards
12 Packs per Box

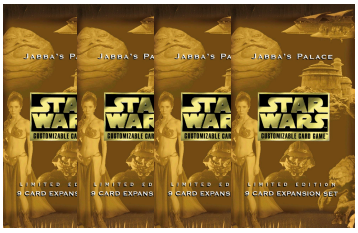


+



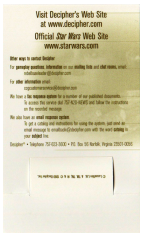
(3) Premium Card
Fixed set in each box, first card visible through die-cut front

+



(4) Jabba's Palace Packs

+



Insert

Premiums

Pack 1



Visible Card



Visible Card

Pack 3

Pack 2



Visible Card



Visible Card

Pack 4

Additional Information

Print Sheets

Premium	11 Tall x 11 Wide (121 Cards)	
	Light Side	Dark Side
	Unknown	9 Premium (13x per sheet)
	Unknown	4 Blank

An issue at Decipher's packaging plant resulted in some EJP cards finding their way into Star Trek CCG: The Trouble with Tribbles booster packs in limited instances. Decipher customer service offered replacement booster packs if EJP cards were returned.



FIRST ANTHOLOGY

Released: May 1997

Set Information

6 Preview Card Set (3 Light Side / 3 Dark Side)

6 Preview Cards (White-Border from Special Edition)
2 Premiere Starter Decks (Unlimited)
2 A New Hope Booster Packs (Limited)
2 Hoth Booster Packs (Limited)
1 Jedi Pack
1 Rule Supplement
(800) Card Storage Box



Distribution Information

Anthology Box

MSRP $32.00



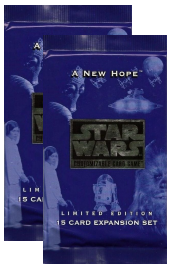
(6) Preview Cards

+



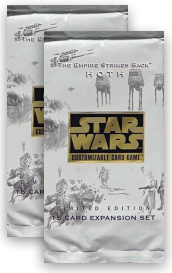
(2) Premiere Starter Decks (Unlimited)

+



(2) A New Hope Booster Packs (Limited)

+



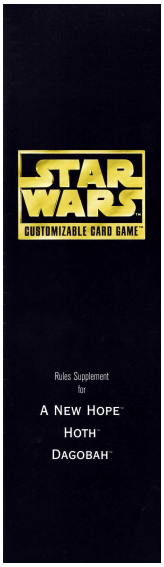
(2) Hoth Booster Packs (Limited)

+



(1) Jedi Pack

+



(1) Rule Book through Dagobah

Preview Card Set



SECOND ANTHOLOGY

Released: July 1998

Set Information

6 Preview Card Set (3 Light Side / 3 Dark Side)

6 Preview Cards (White-Border)
(1 Special Edition, 2 Endor, 3 Death Star II)
8 Premiere Booster Packs (Unlimited)
2 Dagobah Booster Packs (Limited)
2 Cloud City Booster Packs (Limited)
1 Card Check List
(800) Card Storage Box



Distribution Information

Anthology Box
MSRP $32.00



(6) Preview Cards + (8) Premiere Booster Packs (Unlimited) + (2) Dagobah Booster Packs (Limited) + (2) Cloud City Booster Packs (Limited) + (1) Card List

Preview Card Set



THIRD ANTHOLOGY

Released: June 2000

Set Information

6 Premium Card Set (5 Light Side / 1 Dark Side)

6 Preview Cards (Black-Border)
2 Premiere Booster Packs (Unlimited)
2 Special Edition Starter Decks (1 for each side)
2 Jabba's Palace Booster Packs (Limited)
1 Card Check List
(800) Card Storage Box



Distribution Information

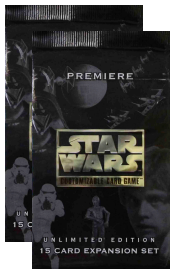
Anthology Box

MSRP $34.95



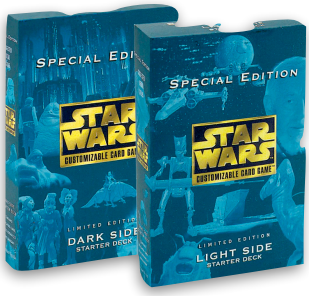
(6) Preview Cards

+



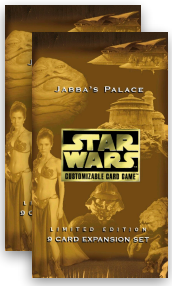
(2) Premiere Booster Packs (Unlimited)

+



(2) Special Edition Starter Decks (1 Light, 1 Dark, Limited)

+



(2) Jabba's Palace Booster Packs (Limited)

+



(1) Card List

Premium Card Set



PREMIERE

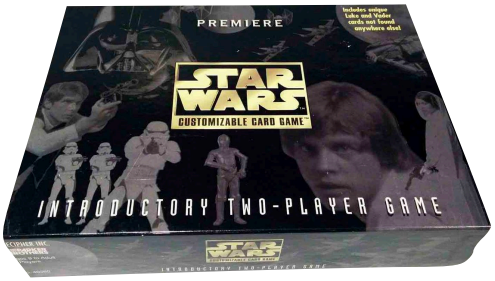
Introductory Two-Player Game

Released: February 1996

Set Information

6 Premium Card Set (3 Light Side / 3 Dark Side)

6 Exclusive Cards (White-Border)
1 Premiere Booster Pack (Unlimited)
(First 50,000 boxes contained a Limited Edition pack)
2 Pre-constructed 60 Card Decks (1 Light, 1 Dark, white-border)
1 Rules Booklet



Distribution Information

Two-Player Box

MSRP $19.95



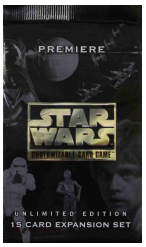
(1) Light Side Pre-Constructed Deck
(60 Cards - White Border - Wrapped In Plastic - Included Multiple Copies of the Premium Cards)

+



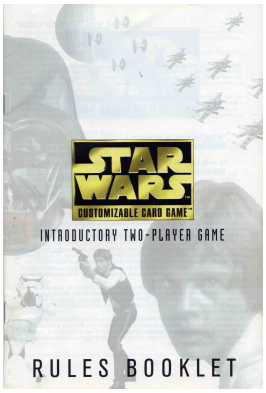
(1) Light Side Pre-Constructed Deck
(60 Cards - White Border - Wrapped In Plastic - Included Multiple Copies of the Premium Cards)

+



(1) Premiere Booster Pack (Limited or Unlimited)

+



(1) Rules Booklet

Premium Card Set



Additional Information

For North American distribution, this introductory set was produced by Parker Brothers in conjunction with Decipher. The initial print run of approximately 50,000 contained a Limited Edition Premiere Booster Pack, subsequent printings contained an Unlimited Edition Premiere Booster Pack.

In Europe, Waddingtons replaced Parker Brothers as the publisher of the Two-Player Game. The Waddingtons box has a flip-top lid, a Waddingtons logo, slightly smaller dimensions and it has a 1996 copyright. The contents of the Waddingtons box remained the same as the North American version, including an Unlimited Edition Booster Pack.

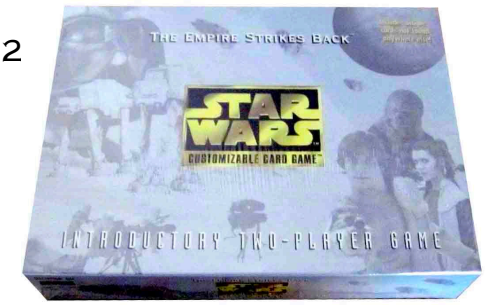
The Japanese language version was produced by Takara for distribution in Japan.

THE EMPIRE STRIKES BACK

Introductory Two-Player Game

Released: March 1997

Set Information



8 Premium Card Set (4 Light Side / 4 Dark Side) + 52

- 7 Exclusive Cards (White-Border)
- 1 Leia (Jedi Pack but white border, only place to get this version)
- 1 Premiere Booster Pack (Unlimited)
- 2 Pre-constructed 60 Card Decks (1 Light, 1 Dark, white-border)
  - *(White-border Hoth but with © 1996 date unlike Revised Hoth, *52 Unique cards due to this, see note below for further information)*
- 1 Rules Booklet
- 1 Sample Game Booklet

Distribution Information

Two-Player Box

MSRP $19.95



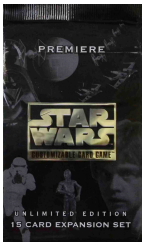
(1) Light Side Pre-Constructed Deck (60 Cards - White Border - Wrapped In Plastic - Included Multiple Copies of the Premium Cards)

+



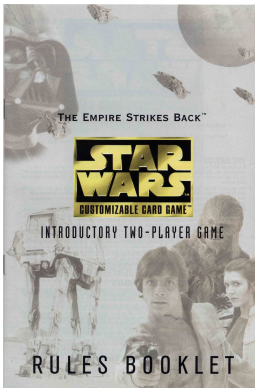
(1) Light Side Pre-Constructed Deck (60 Cards - White Border - Wrapped In Plastic - Included Multiple Copies of the Premium Cards)

+



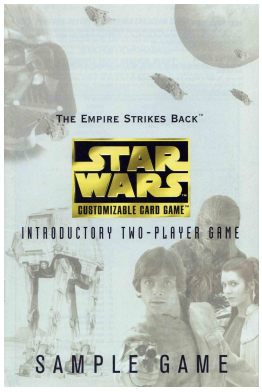
(1) Premiere Booster Pack (Limited or Unlimited)

+



(1) Rules Booklet

+



(1) Sample Game Booklet *(not included in early boxes)*

Premium Card Set



Additional Information

This introductory set was produced by Parker Brothers in conjunction with Decipher.

The Japanese language version was produced by Takara for distribution in Japan.

The white-border Hoth, A New Hope, and Premiere cards included in this set included a © 1996 making them unique from other white-border or revised versions. The Light Side Restraining Bolt is an exception, likely due to an error in updating the print sheet for this set. It was printed with a © 1995 date, making it indistinguishable from the Unlimited offering of Premiere.

OFFICIAL TOURNAMENT SEALED DECK

Released: May 1998

Set Information

18 Premium Card Set (9 Light Side / 9 Dark Side)

18 Premium Exclusive Cards (Black-Border)
4 Premiere Booster Packs (Unlimited)
1 A New Hope Booster Pack (Limited)
1 Rule Book
(300) Card Storage Box

(1 of 6 covers concealed at purchase time, Boba Fett, C-3PO, Darth Vader, Jabba The Hutt, Leia, Luke Skywalker)



Distribution Information

Sealed Deck

MSRP $19.95





(18) Premium Cards + (4) Premiere Booster Packs (Unlimited) + (1) A New Hope Booster Pack (Limited) + (1) Rule Book

Premium Card Set



JABBA'S PALACE
OFFICIAL TOURNAMENT SEALED DECK

Released: October 2000

Set Information

20 Premium Card Set (10 Light Side / 10 Dark Side)

20 Premium Exclusive Cards (Black-Border)
6 Jabba's Palace Booster Packs (Limited)
(300) Card Storage Box

(1 of 6 covers concealed at purchase time, Bib Fortuna, Chewbacca, Gamorrean Guard, Han Solo (frozen in carbonite), Lando, Salacious Crumb)



Distribution Information

Sealed Deck

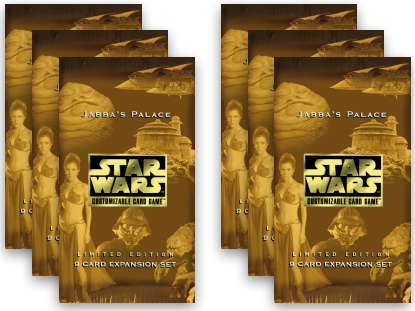
MSRP $19.95





(20) Premium Cards

+



(6) Jabba's Palace Booster Packs

Premium Card Set



Additional Information

Lando with Vibro-Ax

All instances of this card were printed without a permanent weapon icon. The foil version in Reflections III corrected this.

PROMOTIONAL PACKS

Released: April 1996

Jedi Pack

11 Premium Card Set (5 Light Side / 5 Dark Side + 1 Game Aid)

5 Premium Exclusive Cards (Dark Side)
5 Premium Exclusive Cards (Light Side)
1 Game Aid (Hyperoute Navigation Chart)
1 Promotional Booklet







Promotional Booklet

Rebel Leader Pack

2 Premium Card Set (2 Light Side)

Gold Leader In Gold 1
Red Leader In Red 1
(April 1996 through January 31, 1998 mail-in offer)



PROMOTIONAL FOILS

Released: 2000-2002

28 Foil Cards (14 Light Side / 14 Dark Side)

The promotional foils are foil copies of common and uncommon (except Qui-Gon Jinn With Lightsaber & Darth Maul With Lightsaber, both rare) cards from previous sets, that were given out at tournaments or used as an incentive for players, retailers, and distributors to purchase more product.

Tournament directors would give one card to the winner of their tournament and another to a random participant in that tournament. Each card was used in tournaments for two months. Each month a new card was rotated into the program and one card would leave. They usually alternated between a Dark Side card and a Light Side card so one of each was always available. After the program ended, leftover tournament foils were still used as prize support, however without being confined to the original release schedule.

2000 DecipherCon Promotional Foils

(One given to those who pre-registered for DecipherCon 2000)

Corellian Corvette
Imperial-Class Star Destroyer





Battle of Endor Closed Tournament Foils

A Few Maneuvers
Battle Plan
Dark Maneuvers
Battle Order

Episode I Closed Tournaments Foils

Qui-Gon Jinn With Lightsaber
Darth Maul With Lightsaber

Tournament Foils

Masterful Move *(January 2001; April / May 2002)*
The Signal *(January / February 2001; May / June 2002)*
Imperial Decree *(February / March 2001)*
Alter *(Light) (March / April 2001)*
Sense *(April / May 2001)*
Snowspeeder *(May / June 2001)*
Twi'lek Advisor *(June / July 2001)*
It Could Be Worse *(July / August 2001)*
Imperial Arrest Order *(August / September 2001)*
Insurrection *(September / October 2001)*
Alter *(Dark) (October / November 2001)*
Ghhhk *(November / December 2001)*
Sense *(December 2001 / January 2002)*
Grimtaash *(January / February 2002)*
Houjix *(February / March 2002)*
Monnok *(March / April 2002)*

2000 State Champion Foils

(Awarded to State Champions in an exclusive binder, runners-up received Corellian Corvette in place of Imperial-Class Star Destroyer, other 3 cards the same)

Masterful Move *(repeat from above)*
The Signal *(repeat from above)*
Imperial-Class Star Destroyer *(repeat from above)*
You Are Beaten

2001 World Championship Open Qualifier Tournament Foil

(Given to top 75 placers at each open)

Rebel Barrier

Wrapper Redemption Foils

(Given to customers who mailed in 30 wrappers from specified set)

You Are Beaten *(Death Star II, November 2000, repeat from above)*
Imperial Barrier *(Reflections II, June 2001 / also came with Reflections box purchased from Decipher's Online Store)*
Masterful Move *(Reflections II, June 2001, repeat from above)*

Distributor / Retail Foils

(Given to distributors and retailers who purchased a case of a specified set)

Imperial Barrier *(Distributor, Death Star II, December 2000, repeat from above)*
Clash of Sabers *(Retailer, Death Star II, November 2000)*

PREMIERE

Unlimited Edition / White Border

Released: April 1996

Set Information

324 Card Set (162 Light Side / 162 Dark Side)

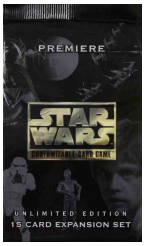
108 Rares (54 for each side)
108 Uncommons (54 for each side)
108 Commons (54 for each side)



Distribution Information

Booster Pack

MSRP $3.00
15 Total Cards
36 Packs per Box

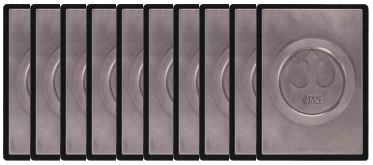




(4) Uncommon



(1) Rare



(10) Commons

Starter Deck

MSRP $9.95
60 Total Cards
12 Decks per Box



(44) Commons (22 per side)
(14) Uncommons (7 per side)
(2) Rares (1 per side)

\+



(1) Rule Book

Mains



Additional Information

Revisions

Electrobinoculars
(correctly placed the deploy cost and use cost in its game text)
Tatooine: Lars' Moisture Farm
(removed Owen Lars from game text)

Additionally, the unique, unpiloted starships (such as Black 2, Black 3, Vader's Custom TIE, Gold 1, Gold 5, Millennium Falcon, *etc.) had the rule about requiring a pilot to use added directly into their game text.*

A NEW HOPE

Revised (Unlimited) Edition / White Border

Released: September 1998

Set Information



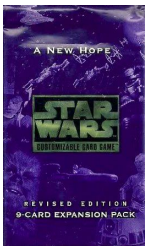
162 Card Set (81 Light Side / 81 Dark Side)

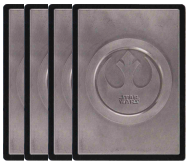
54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
30 Packs per Box





(3) Uncommon



(1) Rare



(5) Commons

Mains









Additional Information

Revisions

This was a re-release of the Limited Set, but with a White Border. Most cards featured “revised" text reflecting the rules overhaul from Special Edition (e.g. “Adds 2 to the power of anything he pilots” would replace “Adds 2 to the power of any starship he pilots” on many cards).


A NEW HOPE™

A New Hope™, the first expansion set for the *Star Wars*™ Customizable Card Game™, contains 162 exciting cards which introduce additional elements from the first *Star Wars* film. Many of the cards were created in response to player feedback. This sheet supplements the Premiere rules and explains new terms.

Immediate Effect – A type of effect card which plays at any time (like an interrupt), but stays on the table (like an effect). Immediate effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

"Immune to Control" – This statement does not refer to the control phase or control of a site, but instead refers to an interrupt card called Control. (Control, like Sense and Alter, is one of the three primary Jedi powers.)

Used Or Lost Interrupt – A type of interrupt which may be played as a used interrupt or a lost interrupt (player's choice).

Multiple Destiny Numbers – If a card has more than one destiny number, the player drawing it for destiny chooses which number to use.

"Lose 1 Force to..." – Similar to "Use 1 Force to..." except that the card may come from your hand or your Life Force and must go to your Lost Pile instead of your Used Pile.

Cumulatively – A term used in game text to indicate that multiple copies of a card can increasingly affect the same thing. For example, Rebel Tech says, "Cumulatively adds 1 to total of Attack Run." Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, "Each Jawa at same exterior site is forfeit +1." The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (None of the cards in the Premiere set are cumulative.)

Undercover – A special characteristic of spies activated by the card Undercover (and certain other cards). Your Undercover spy in the same place on each card, but is given a different name (such as "slither," "scales" etc.) appropriate to the specific creature.

Creature Attacks: If at any time two creatures are at the same location they immediately attack each other. Their ferocity numbers are compared. The creature with the lower ferocity number is immediately eaten (lost). If there is a tie, both creatures are lost.

If at the start of any battle phase a creature is at the same site as one or more non-droid characters, it automatically attacks. If there are non-droid characters present on both sides, the creature will attack the side which has the most. If both sides have the same number, the owner may choose which side to attack. The character to be attacked is selected randomly (pick up the available candidates and have the opponent draw one without looking). The creature's ferocity is compared to the character's power (plus one destiny if the character has 4 or more ability). If ferocity > power, the character is eaten (lost).

Creature Being Attacked: During your battle phase, your characters may attack a creature where you have 'presence' (all your characters there participate in this attack). This is not considered to be a battle, although you may not initiate a battle and an attack at the same location in the same turn. Use 1 Force to initiate the attack. Characters may fire their weapons at the creature (at normal use of the Force). If the creature is "hit," it is immediately lost. Otherwise, calculate your total power (including one destiny if you have 4 or more ability) against the creature's total power >

Booster Box Rule Supplement

HOTH

Revised (Unlimited) Edition / White Border

Released: September 1998

Set Information



162 Card Set (81 Light Side / 81 Dark Side)

54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
30 Packs per Box





(3) Uncommon



(1) Rare



(5) Commons

Mains



Additional Information

Revisions

This was a re-release of the Limited Set, but with a White Border. Most cards featured "revised" text reflecting the rules overhaul from Special Edition (e.g. "Adds 2 to the power of anything he pilots" would replace "Adds 2 to the power of any starship he pilots" on many cards).



HOTH™

STAR WARS™ CCG RULES SUPPLEMENT

The Empire Strikes Back: Hoth™, the second expansion set for the *Star Wars*™ Customizable Card Game™, contains 162 innovative cards. This Hoth rules supplement presents revised rules which supersede those in the *Premiere* and *A New Hope* card sets.

We are presently hard at work on a Second Edition Rules Booklet which will organize and improve all the existing rules to date. We recognize the need to eliminate overlap, inconsistency and outdated rules. Our goal is to provide comprehensive rules and answers to frequently asked questions in one document for ease of understanding and reference. We will make the Second Edition Rules Booklet available in a variety of places, including on our web site (www.decipher.com).

Location Deployment – This document introduces rules for deploying locations. The benefits include enhanced deployment strategies as well as more natural planet topographies (eliminating illogical layouts such as a jungle being between two interior Rebel Base sites). This also facilitates improved deployment and movement rules affecting characters and vehicles.

Sites are placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows:

I I I UE E E E

Interior Sites | Docking Bay | Exterior Sites | System Location

As long as you maintain this pattern, when a new location is deployed to an existing system, it may be inserted between (or placed at the end of) the related locations. For example, in the diagram above, there are four places where you could deploy a new exterior site (anywhere between the docking

- starfighters may *deploy at docking bays* and may *land and take off at exterior sites*;
- vehicles may deploy and move only to *exterior sites*;
- characters may *remain aboard vehicles* after the move phase;
- *combat vehicles* provide starship-like battle capabilities on the ground;
- *gunner* characters enhance starships and combat vehicles;
- all transport vehicles require a designated *driver*;
- *enclosed* vehicles protect characters from site-related hazards; and
- all characters aboard a vehicle or starship, even passengers, may use *game text* (when appropriate) and may be *forfeited*.

The following sections describe these rules and supersede the existing rules.

Deploying Starfighters – Deploying starfighters has changed as follows:

A starfighter that has a permanent pilot aboard may be deployed to (1) a docking bay, (2) one of your capital starships with starfighter capacity or (3) a system location

Booster Box Rule Supplement

DAGOBAH

Revised (Unlimited) Edition / White Border

Released: December 1999

Set Information



180 Card Set (90 Light Side / 90 Dark Side)

80 Rares (40 for each side)
50 Uncommons (25 for each side)
50 Commons (25 for each side)

Distribution Information

Booster Pack

MSRP $2.50
9 Total Cards
30 Packs per Box

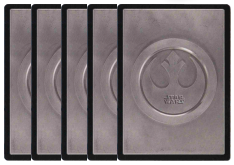




(3) Uncommon



(1) Rare



(5) Commons

Mains



Additional Information

Revisions

This was a re-release of the Limited Set, but with a White Border. Most cards featured “revised“ text reflecting the rules overhaul from Special Edition (e.g. “Adds 2 to the power of anything he pilots” would replace “Adds 2 to the power of any starship he pilots” on many cards).



DAGOBAH™

Dagobah, the third expansion set for the Star Wars™ Customizable Card Game™, contains 180 exciting cards drawn from the pivotal middle segment of The Empire Strikes Back™.

Dagobah – The sparse population and extreme remoteness of the planet Dagobah make deployment to this system and its swampy landscape unusually difficult. The thick atmosphere makes shuttling (and the use of transport cards) impossible. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- *Characters, vehicles and starships* may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Encampment and Dagobah: Swp Clearing).
- *Devices and weapons* may not deploy directly to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- *Move Effects* may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- *Shuttling rules and transport cards* (e.g., Nabrun Leids and Ells Helmet) may not be used to move to or from Dagobah.

Creatures and all kinds of Effects (except Virus Effects) may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

"So, how do I get my characters and vehicles to Dagobah?" Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

Dagobah: Bog Clearing – Any Light Side starfighters may deploy at this site, even those with a permanent pilot.

Sectors – Vertically oriented locations where starfighters and other cards can deploy, battle and move. There are planet and space sectors.

Jedi Tests – A card type that allows you to train your characters on Dagobah in the ways of the Force. The Light Side can train non-droid characters in the use of the Force using Jedi Test cards. Completing Jedi Tests gives you new capabilities that can have far-reaching consequences, and can also raise a character's ability. Attempting the Jedi tests in this expansion set involves bringing an apprentice to a mentor on Dagobah and drawing Inkblop destiny.

Each Jedi test card describes how to begin, attempt and complete the test. The following rules apply to Jedi Tests:

- For every Dagobah site on table, you may add 1 to each training destiny draw.
- Each time an apprentice completes a Jedi test that is numbered higher than that character's ability, the ability number increases to match the Jedi Test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.
- Once a character becomes an apprentice, that character's persona remains an apprentice until becoming a Jedi (which will be possible with Jedi Test #6 – You Must Confront Vader –

Booster Box Rule Supplement

JAPANESE STAR WARS CCG

スターウォーズコレクションカードゲーム

Announcement

Star Wars CCG in Japan!
Rich Loftus, Web Writer
April 01, 1997

Source: http://www.decipher.com/newsandhighlights/japancoolstory.html

The announcement in December of 1996 that Decipher and Japanese toy giant Takara Ltd., creators of Transformers toys and Battle Arena Toshienden Playstation Software, had agreed to act as partners in the development and distribution of a Japanese-language version (Nihongo-ban) of Star Wars Customizable Card Game excited the interest of players and collectors around the world. Here's the latest news from Tokyo.
Steve Stanley, Decipher Senior Vice President and General Counsel, visited Tokyo recently and returned with news of Takara's introduction of Star Wars Customizable Card Game Premiere Limited edition. We've asked Steve a few questions about his visit to help us understand what's happening in Japan.

Q: What was the name of the show you attended in Tokyo?
A: The annual event is the Tokyo Toy Show, held March 19 thru 23 at the futuristic Tokyo Big Sight exhibition space. The first three days were for the trade only. The final two days were open to the public, at which time Takara had a standing room only turnout for their gameplay demos and playing tables.

Q: How big is the Japanese market?
A: Japan is the second largest unified market for kids' products in the world, second only to the US. (population of Japan = 124 million)

Q: Is there real interest in CCGs in Japan?
A: The CCG marketplace is just taking off right now in Japan. All CCG sales are up strongly this year over last. The only Nihongo-ban CCGs on the market at present, other than Star Wars, are: Magic, Ultragate (based on Ultraman), Pocket Monsters, and Doomtrooper (which is pretty much dead). Pocket Monsters is geared to the 7 to 11 year old, and is not deemed competitive with the other CCGs on the market.

Q: As Decipher's marketing partner, and sole distributor in Japan, Takara will support a fully functioning Star Wars CCG tournament program?
A: They are now translating the Tournament Kit and expect the first sanctioned tourneys to start happening within the next month or two. (note: The www.decipher.com tournament locator now includes Japan in the newly created Ord Mantell region. A Japanese champion is expected to compete in this year's Star Wars CCG World Championships!)

Q: Are there any non-Japanese sources of Star Wars CCG "Nihongo-ban" Premiere?
A: If you want Limited Edition, you gotta go to Japan to get 'em!!!! Takara cannot ship outside of Japan. (note: There are no plans at present for distribution of any Nihongo-ban editions outside of Japan. Decipher is investigating ways for those outside of Japan to acquire the cards. Developments will be shared with the Decipher web community if and when they happen.)

Q: How are the Nihongo-ban Star Wars CCG cards selling?
A: The cards are red hot, because they are "cho beddi goo" (meaning super cool)! Takara pre- sold over 80% of their print run before the product hit the streets. Several of their customers showed up at the Tokyo Toy Show, held this year at the Tokyo Big Sight, situated in the Rinkai Fukutoshin area of the city--lots of futuristic architecture there--and wanted more product because it is flying off of the shelves so fast!

Q: Do you have any anecdotes to share regarding Japanese attitudes towards Star Wars?
A: "Older" Japanese (35 to 40 years old) are amazed at how very popular Star Wars is with the current young generation of 7 to 25 year olds. They say it is much more popular now than when it was first released in Japan 19 years ago, and even then it was very popular.
Many Japanese customers think that Star Wars CCG will be most popular CCG of all. Right now, Magic is Number One and Hobby Japan first shipped its Nihongo-ban last April. But Japanese customers think that Magic's western style of artwork is not appealing to the Japanese aesthetic, and the high quality sci-fi film images of starships, aliens, lightsabers and blasters (not to forget droids) on our cards are cho beddi goo!

Q: Has there been much mention of the introduction of this Japanese language version of Star Wars CCG in the Japanese press?
A: Yes, but I couldn't read it! Nothing in English.

Q: Anything else to add?
A: You might note that in the pictures from the Tokyo Toy Show, the gentleman whom I am shown congratulating on the huge success of Star Wars CCG's Nihongo-ban introduction is Hirohisa Satoh, Jr., President of Takara Ltd.

Release Information

Takara would go on to partner with Decipher to release Japanese translation sets of Premiere, A New Hope, and Hoth in addition to 2 Player Premiere and 2 Player Empire Strikes Back introductory sets. English language packs including Dagobah through Endor were sold in Japan with a Takara overlabel on the pack for distribution. Poor translations led to a preference among Japanese players for the original English language cards over the Japanese language releases. Takara and Decipher ended their business relationship following these sets.



JAPANESE STAR WARS CCG

スターウォーズコレクションカードゲーム

Takara Player's Guide





PREMIERE
基本カード
Japanese Limited Edition / Black Border

Released: April 1997

Set Information



324 Card Set (162 Light Side / 162 Dark Side)

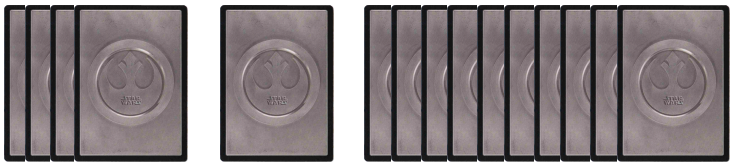
108 Rares (54 for each side)
108 Uncommons (54 for each side)
108 Commons (54 for each side)

Distribution Information

Booster Pack

MSRP ¥ 500
15 Total Cards
36 Packs per Box





(4) Uncommon (1) Rare (10) Commons

Starter Deck

MSRP ¥ 1400
60 Total Cards
12 Decks per Box



(44) Commons (22 per side)
(14) Uncommons (7 per side)
(2) Rares (1 per side)

\+



(1) Rule Book

Mains



Additional Information

Help Me Obi-Wan Kenobi

All Japanese versions were printed with an effect template rather than the proper interrupt. For this reason this is not counted as a separate misprint as a corrected version was never created.









Takara Player's Guides

A NEW HOPE

新たなる希望

Japanese Limited Edition / Black Border

Released: September 1997

Set Information



162 Card Set (81 Light Side / 81 Dark Side)

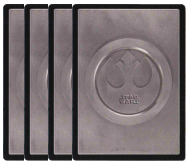
54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP ¥ 500
15 Total Cards
36 Packs per Box

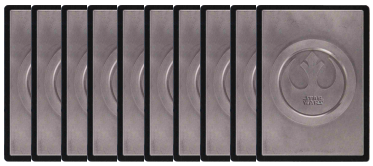




(4) Uncommon



(1) Rare



(10) Commons

Mains



Additional Information

Availability

While actual production counts are not public, the Japanese A New Hope set is the most readily available Japanese language release on the secondary market and hence believed to be the highest print run of the three Japanese language sets produced.

Japanese Premiere and even more so Japanese Hoth with its print run collation issues are much scarcer and more difficult to collect.



Booster Box Rule Supplement

World Championship Tie In

With the release of ANH in Japanese, Decipher made the first ever adjustment to the tournament regions map with Japan designated as the newly created Ord Mantell region. Simultaneously with the ANH release, the full Japanese translation of the tournament kit was developed, and sanctioned tournaments featuring only Japanese cards began. This resulted in Ryuta Suzuki being crowned the first and only Japanese player to participate in a SWCCG World Championships in 1998.

HOTH
水の惑星ホス

Japanese Limited Edition / Black Border

Released: September 1998

Set Information



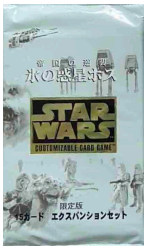
162 Card Set (81 Light Side / 81 Dark Side)

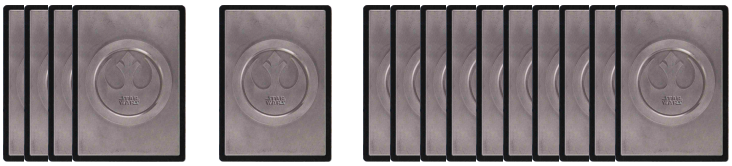
54 Rares (27 for each side)
54 Uncommons (27 for each side)
54 Commons (27 for each side)

Distribution Information

Booster Pack

MSRP ¥ 500
15 Total Cards
36 Packs per Box





(4) Uncommon (1) Rare (10) Commons

Mains

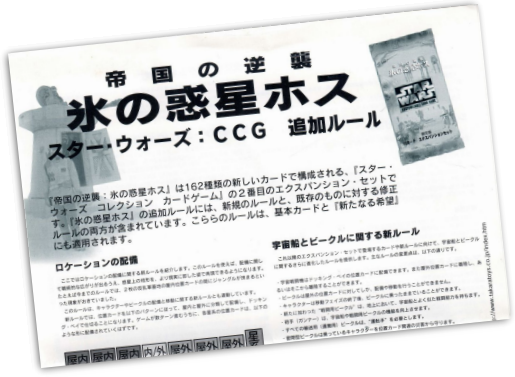


Additional Information

Dark Side Scarcity

During the print run of Japanese Hoth, the Rare sheets were not collated correctly. What should have been an even split between Light Side and Dark Side, instead favored Light Side 3 to 1. This meant when boxes got packaged there were 3 times as many Light Side Rares per box than Dark Side Rares. This made obtaining Dark Side Rares from packs more difficult and resulted in a lower Dark Side population overall.

It is believed a similar collation error may have occurred with the Uncommon sheets as well. The relative scarcity of Rares versus Uncommons makes this error less prominent in the secondary collecting market, but Dark Side Uncommons generally are easier to find than Light Side Uncommons. It is believed Dark Side Uncommons were printed in a 2:1 ratio to Light Side Uncommons.



Booster Box Rule Supplement

PREMIERE
入門用2プレイヤーセット
Introductory Two-Player Game

Released: 1997

Set Information

6 Premium Card Set (3 Light Side / 3 Dark Side) + *62

6 Exclusive Cards (White-Border)
1 Premiere Booster Pack (Limited, Japanese)
(First 50,000 boxes contained a Limited Edition pack)
2 Pre-constructed 60 Card Decks (1 Light, 1 Dark, white-border)
**62 white-border cards, only place to get Japanese white border versions with © 1997*
1 Rule Book



Distribution Information

Two Player Box
MSRP ¥ 1400



(6) Premium Cards

+



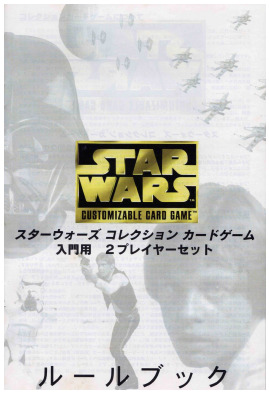
(1) Premiere Booster Pack (Limited, Japanese)

+



(2) Pre-constructed Decks (60 Cards for each deck) (1 Light, 1 Dark, Unlimited)

+



(1) Rule Book

Premium Card Set















THE EMPIRE STRIKES BACK

帝国の逆襲 入門用2プレイヤー
Introductory Two-Player Game

Released: 1998

Set Information



8 Premium Card Set (4 Light Side / 4 Dark Side) + 53

- 7 Exclusive Cards (White-Border)
- 1 Leia (Jedi Pack but white border, only place to get this version)
- 1 A New Hope Booster Pack (Limited, Japanese)
- 2 Pre-constructed 60 Card Decks (1 Light, 1 Dark, white-border)
  - **53 white-border cards, only place to get Japanese white border versions with © 1998*
- 1 Rules Booklet (Japanese)
- 1 Sample Game Booklet (Japanese)

Distribution Information

Two Player Box
MSRP ¥ 1400



(7) Premium Cards + (1) A New Hope Booster Pack (Limited, Japanese) + (2) Pre-constructed Decks (60 Cards for each deck) (1 Light, 1 Dark, Unlimited) +



(1) Rules Booklet



(1) Sample Game Booklet

Premium Card Set





MISPRINTS / REPRINTS

Card content design / layout errors

R-3PO (HOTH)

The R-3PO on the Hoth Limited production runs contained an erroneous image of K-3PO.

Decipher offered a redemption program for customers who sent in their copy of R-3PO (with incorrect image of K-3PO). They received a shrink-wrapped version of R-3PO with the correct picture. Decipher indicated 110,000 incorrect copies were printed, and returned cards would be destroyed to maintain a constant total of cards.



Corrected Version

TURN IT OFF! TURN IT OFF! (HOTH)

Some of the cards printed have an added “0” after the last quotation in the lore.
It is unclear if this was a typographical error or an “easter egg” referencing “off” in binary.





DODGE (CLOUD CITY)

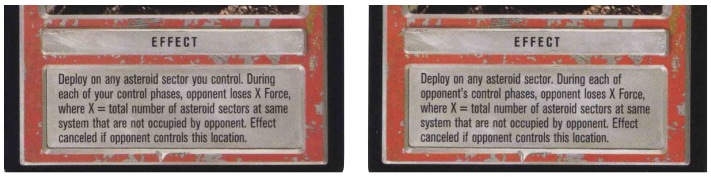
Dodge appeared on the Common print sheet four times, three with correct text and once with the last word “free” missing. Either version could be obtained from packs as a result.



Corrected Version

ASTEROID SANCTUARY (DAGOBAH)

Reprinted version with errata (available through the mail and included in Scrye 4.4 – November 1997), originally distributed in a shrink-wrapped pack.



Updated Version

ELECTROBINOCULARS (PREMIERE INTRO. 2-PLAYER)

Version included in this set only had incorrect game text.



Corrected Version

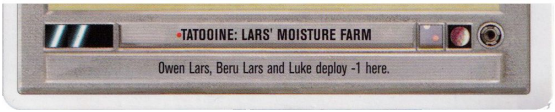
Premiere Intro 2-Player

TATOOINE: LARS MOISTURE FARM (LS) (PREMIERE INTRO. 2-PLAYER)

Version included in this set only had incorrect game text.



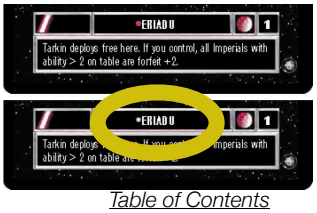
Corrected Version



Premiere Intro 2-Player

ERIADU (JEDI PACK)

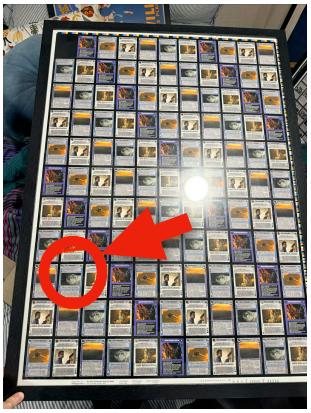
Initial runs of the Jedi Pack contained an Eriadu with an improper white-colored dot rather than red. Later runs corrected the dot to the proper red color.



Lando in Millennium Falcon (Enhanced Cloud City)

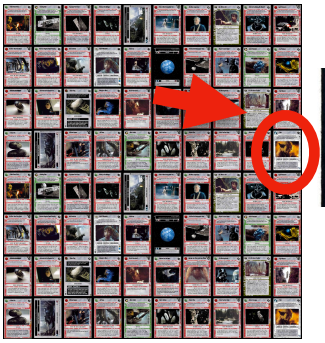
1 of 20 cards per uncut print sheet has a variation in the forfeit volume formatting where the black border is larger.





Yoda (Dagobah)

1 of 2 Yoda cards per uncut print sheet has a stray mark on the back of the card.







Corellian Corvette (Premiere Japanese)

~1/2 of the cards printed have a stray mark in the title,
~1/2 are are clean and free of the mark)

The mark is part of the print sheet layout, it is not just a random printing process defect.





Bespin Motors Void Spider THX 1138 (A New Hope Japanese)

A portion of the cards printed without a forfeit number.



Snowtrooper Officer (Hoth Japanese)

Some cards were missing the card title.

E-Web Blaster (Hoth Japanese)

Some cards were missing the card title.



TOTAL CARD COUNT

Every version of every publicly-available standard-sized card produced during the Decipher® Era (1995-2001)

Set Name	Release Date	Count	Notes
Premiere	December 1995	324	
A New Hope	July 1996	162	
Hoth	November 1996	162	
Dagobah	April 1997	180	
Cloud City	November 1997	180	
Jabba's Palace	April 1998	180	
Special Edition	November 1998	324	
Endor	June 1999	198	180 card set + 18 Foil
Death Star II	July 2000	237	182 card set + 55 Fixed (© 2000 - Death Star II Preconstructed Starter Decks)
Tatooine	May 2001	107	90 card set + 9 Alternate Image + 2 Card Checklist + 6 Rules Cards
Coruscant	August 2001	196	180 card set + 9 Alternate Image + 4 Card Checklist + 3 Rules Cards
Theed Palace	December 2001	131	120 card set + 9 Alternate Image + 2 Card Checklist / Rules Cards
Reflections	January 2000	114	
Reflections II	January 2001	159	100 Foil + 54 Premium (Non-Foil) + 4 Premium (Foil Box Topper) + 1 Premium (Foil Case Topper)
Reflections III	October 2001	200	100 Foil + 100 Premium (Non-Foil)
Enhanced Premiere	November 1998	6	
Enhanced Cloud City	December 1999	12	
Enhanced Jabba's Palace	January 2000	12	
First Anthology	May 1997	6	
Second Anthology	July 1998	6	
Third Anthology	June 2000	6	
Premiere Intro. 2-Player	February 1996	6	6 Premium
ESB Intro. 2-Player	March 1997	60	8 Premium + 52 Fixed (© 1996 White Border Premiere, A New Hope & Hoth)
Official Tournament Sealed Deck	May 1998	18	
Jabba's Palace Sealed Deck	October 2000	20	
Jedi Pack	April 1996	11	11 Premium
Rebel Leader Pack	April 1996	2	
Promotional Foils		28	
Premiere Unlimited	April 1996	324	
A New Hope Revised	September 1998	162	
Hoth Revised	September 1998	162	
Dagobah Revised	December 1999	180	
Japanese Premiere	April 1997	324	
Japanese A New Hope	September 1997	162	
Japanese Hoth	September 1998	162	
Japanese Premiere Intro. 2-Player	1997	68	6 Premium + 62 Fixed (White Border Premiere)
Japanese ESB Intro. 2-Player	1998	61	8 Premium + 39 Fixed (White Border Premiere, A New Hope & Hoth cards) + 14 Fixed (© 1998 White Border Premiere)
Misprints / Reprints *misprint cards that have a correct replacement are counted only once in the misprint section.*		13	*R-3PO,* Turn It Off! Turn It Off!, *Asteroid Sanctuary, Dodge, Electrobinoculars, Tatooine: Lars Moisture Farm, Eriadu, Lando in Millenium Falcon , Yoda, Corellian Corvette (JP), Bespin Motors Void Spider THX 1138 (JP), Snowtrooper Officer (JP), E-Web Blaster (JP),*
	TOTAL	4665	

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
Premiere (Limited) - December 1995 - 324 Cards								
1	1	Light	Black		Character	2X-3KPR (Tooex)	Premiere	Uncommon1
2	2	Dark	Black		Character	5D6-RA-7 (Fivedesix)	Premiere	Rare1
3	3	Dark	Black		Effect	A Disturbance In The Force	Premiere	Uncommon1
4	4	Light	Black		Interrupt	A Few Maneuvers	Premiere	Common2
5	5	Light	Black		Effect	A Tremor In The Force	Premiere	Uncommon1
6	6	Dark	Black		Character	Admiral Motti	Premiere	Rare2
7	7	Light	Black		Effect	Affect Mind	Premiere	Rare1
8	8	Dark	Black		Location	Alderaan	Premiere	Rare1
9	9	Light	Black		Location	Alderaan	Premiere	Uncommon2
10	10	Dark	Black		Interrupt	Alter	Premiere	Uncommon1
11	11	Light	Black		Interrupt	Alter	Premiere	Uncommon1
12	12	Dark	Black		Weapon	Assault Rifle	Premiere	Rare2
13	13	Dark	Black		Effect	Baniss Keeg	Premiere	Common2
14	14	Dark	Black		Vehicle	Bantha	Premiere	Uncommon2
15	15	Light	Black		Effect	Beggar	Premiere	Rare1
16	16	Light	Black		Character	Beru Lars	Premiere	Uncommon2
17	17	Light	Black		Interrupt	Beru Stew	Premiere	Uncommon2
18	18	Light	Black		Character	Biggs Darklighter	Premiere	Rare2
19	19	Dark	Black		Starship	Black 2	Premiere	Rare1
20	20	Dark	Black		Starship	Black 3	Premiere	Uncommon1
21	21	Dark	Black		Effect	Blast Door Controls	Premiere	Uncommon2
22	22	Light	Black		Weapon	Blaster	Premiere	Common2
23	23	Dark	Black		Effect	Blaster Rack	Premiere	Uncommon1
24	24	Light	Black		Weapon	Blaster Rifle	Premiere	Common1
25	25	Dark	Black		Weapon	Blaster Rifle	Premiere	Common2
26	26	Dark	Black		Device	Blaster Scope	Premiere	Uncommon1
27	27	Dark	Black		Weapon	Boosted TIE Cannon	Premiere	Uncommon1
28	28	Dark	Black		Interrupt	Boring Conversation Anyway	Premiere	Rare1
29	29	Light	Black		Character	BoShek	Premiere	Uncommon1
30	30	Light	Black		Character	C-3PO (See-Threepio)	Premiere	Rare1
31	31	Dark	Black		Device	Caller	Premiere	Uncommon2
32	32	Light	Black		Device	Caller	Premiere	Uncommon2
33	33	Light	Black		Interrupt	Cantina Brawl	Premiere	Rare1
34	34	Dark	Black		Interrupt	Charming To The Last	Premiere	Rare2
35	35	Dark	Black		Character	Chief Bast	Premiere	Uncommon1
36	36	Dark	Black		Interrupt	Collateral Damage	Premiere	Common2
37	37	Light	Black		Interrupt	Collision!	Premiere	Common2
38	38	Dark	Black		Character	Colonel Wullf Yularen	Premiere	Uncommon1
39	39	Light	Black		Interrupt	Combined Attack	Premiere	Common2
40	40	Dark	Black		Device	Comlink	Premiere	Common1
41	41	Dark	Black		Character	Commander Praji	Premiere	Uncommon2
42	42	Light	Black		Starship	Corellian Corvette	Premiere	Uncommon2
43	43	Dark	Black		Interrupt	Counter Assault	Premiere	Common1
44	44	Light	Black		Effect	Crash Site Memorial	Premiere	Uncommon1
45	45	Light	Black		Character	CZ-3 (Seezee-Three)	Premiere	Common1
46	46	Dark	Black		Location	Dantooine	Premiere	Uncommon1
47	47	Light	Black		Location	Dantooine	Premiere	Uncommon1
48	48	Dark	Black		Interrupt	Dark Collaboration	Premiere	Rare1
49	49	Dark	Black		Effect	Dark Hours	Premiere	Uncommon2
50	50	Dark	Black		Weapon	Dark Jedi Lightsaber	Premiere	Uncommon1
51	51	Dark	Black		Interrupt	Dark Jedi Presence	Premiere	Rare1
52	52	Dark	Black		Interrupt	Dark Maneuvers	Premiere	Common2
53	53	Dark	Black		Character	Darth Vader	Premiere	Rare1
54	54	Dark	Black		Character	Dathcha	Premiere	Uncommon1
55	55	Dark	Black		Interrupt	Dead Jawa	Premiere	Common2
56	56	Light	Black		Effect	Death Star Plans	Premiere	Rare1
57	57	Dark	Black		Effect	Death Star Sentry	Premiere	Uncommon1
58	58	Dark	Black		Character	Death Star Trooper	Premiere	Common2
59	59	Dark	Black		Location	Death Star: Central Core	Premiere	Uncommon2
60	60	Light	Black		Location	Death Star: Detention Block Control Room	Premiere	Uncommon2
61	61	Dark	Black		Location	Death Star: Detention Block Corridor	Premiere	Common1
62	62	Dark	Black		Location	Death Star: Docking Bay 327	Premiere	Common2
63	63	Light	Black		Location	Death Star: Docking Bay 327	Premiere	Common2
64	64	Dark	Black		Location	Death Star: Level 4 Military Corridor	Premiere	Uncommon1
65	65	Light	Black		Location	Death Star: Trash Compactor	Premiere	Uncommon1
66	66	Dark	Black		Location	Death Star: War Room	Premiere	Uncommon2
67	67	Light	Black		Effect	Demotion	Premiere	Rare2
68	68	Dark	Black		Starship	Devastator	Premiere	Rare1
69	69	Light	Black		Character	Dice Ibegon	Premiere	Rare2
70	70	Dark	Black		Effect	Disarmed	Premiere	Rare1
71	71	Light	Black		Effect	Disarmed	Premiere	Rare1
72	72	Dark	Black		Character	Djas Puhr	Premiere	Rare2
73	73	Light	Black		Interrupt	Don't Get Cocky	Premiere	Rare1
74	74	Light	Black		Interrupt	Don't Underestimate Our Chances	Premiere	Common1
75	75	Dark	Black		Character	Dr. Evazan	Premiere	Rare2
76	76	Dark	Black		Device	Droid Detector	Premiere	Common2
77	77	Light	Black		Interrupt	Droid Shutdown	Premiere	Common2
78	78	Dark	Black		Character	DS-61-2	Premiere	Uncommon1
79	79	Dark	Black		Character	DS-61-3	Premiere	Rare1
80	80	Light	Black		Character	Dutch	Premiere	Rare1
81	81	Dark	Black		Character	EG-6 (Eegee-Six)	Premiere	Uncommon2
82	82	Light	Black		Device	Electrobinoculars	Premiere	Common2

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
83	83	Dark	Black		Interrupt	Elis Helrot	Premiere	Uncommon2
84	84	Light	Black		Effect	Ellorrs Madak	Premiere	Common2
85	85	Dark	Black		Interrupt	Emergency Deployment	Premiere	Uncommon1
86	86	Light	Black		Interrupt	Escape Pod	Premiere	Uncommon2
87	87	Dark	Black		Interrupt	Evacuate?	Premiere	Uncommon2
88	88	Dark	Black		Effect	Expand The Empire	Premiere	Rare1
89	89	Light	Black		Effect	Eyes In The Dark	Premiere	Uncommon1
90	90	Dark	Black		Effect	Fear Will Keep Them In Line	Premiere	Rare2
91	91	Dark	Black		Character	Feltipern Trevagg	Premiere	Uncommon1
92	92	Light	Black		Character	Figrin D'an	Premiere	Uncommon2
93	93	Light	Black		Interrupt	Friendly Fire	Premiere	Common2
94	94	Dark	Black		Interrupt	Full Scale Alert	Premiere	Uncommon2
95	95	Light	Black		Interrupt	Full Throttle	Premiere	Rare2
96	96	Dark	Black		Device	Fusion Generator Supply Tanks	Premiere	Common2
97	97	Light	Black		Device	Fusion Generator Supply Tanks	Premiere	Common2
98	98	Dark	Black		Weapon	Gaderffii Stick	Premiere	Common2
99	99	Dark	Black		Character	Garindan	Premiere	Rare2
100	100	Light	Black		Character	General Dodonna	Premiere	Uncommon1
101	101	Dark	Black		Character	General Tagge	Premiere	Rare2
102	102	Light	Black		Interrupt	Gift Of The Mentor	Premiere	Rare1
103	103	Light	Black		Starship	Gold 1	Premiere	Rare2
104	104	Light	Black		Starship	Gold 5	Premiere	Rare2
105	105	Dark	Black		Character	Grand Moff Tarkin	Premiere	Rare1
106	106	Dark	Black		Interrupt	Gravel Storm	Premiere	Uncommon2
107	107	Dark	Black		Weapon	Han Seeker	Premiere	Rare2
108	108	Light	Black		Character	Han Solo	Premiere	Rare1
109	109	Light	Black		Interrupt	Han's Back	Premiere	Uncommon2
110	110	Light	Black		Interrupt	Han's Dice	Premiere	Common2
111	111	Light	Black		Weapon	Han's Heavy Blaster Pistol	Premiere	Rare2
112	112	Light	Black		Interrupt	Hear Me Baby, Hold Together	Premiere	Common2
113	113	Light	Black		Interrupt	Help Me Obi-Wan Kenobi	Premiere	Rare1
114	114	Light	Black		Interrupt	How Did We Get Into This Mess?	Premiere	Uncommon2
115	115	Light	Black		Device	Hydroponics Station	Premiere	Uncommon2
116	116	Light	Black		Interrupt	Hyper Escape	Premiere	Common2
117	117	Dark	Black		Effect	I Find Your Lack Of Faith Disturbing	Premiere	Rare1
118	118	Dark	Black		Interrupt	I Have You Now	Premiere	Rare2
119	119	Dark	Black		Interrupt	Imperial Barrier	Premiere	Common2
120	120	Dark	Black		Weapon	Imperial Blaster	Premiere	Common2
121	121	Dark	Black		Interrupt	Imperial Code Cylinder	Premiere	Common2
122	122	Dark	Black		Character	Imperial Pilot	Premiere	Common2
123	123	Dark	Black		Interrupt	Imperial Reinforcements	Premiere	Common1
124	124	Dark	Black		Character	Imperial Trooper Guard	Premiere	Common2
125	125	Dark	Black		Starship	Imperial-Class Star Destroyer	Premiere	Uncommon1
126	126	Light	Black		Interrupt	Into The Garbage Chute, Flyboy	Premiere	Rare2
127	127	Dark	Black		Weapon	Ion Cannon	Premiere	Uncommon1
128	128	Light	Black		Interrupt	It Could Be Worse	Premiere	Common2
129	129	Dark	Black		Interrupt	It's Worse	Premiere	Common2
130	130	Light	Black		Interrupt	I've Got A Bad Feeling About This	Premiere	Common2
131	131	Dark	Black		Interrupt	I've Got A Problem Here	Premiere	Common2
132	132	Dark	Black		Effect	I've Lost Artoo!	Premiere	Uncommon1
133	133	Dark	Black		Character	Jawa	Premiere	Common2
134	134	Light	Black		Character	Jawa	Premiere	Common2
135	135	Dark	Black		Effect	Jawa Pack	Premiere	Uncommon1
136	136	Light	Black		Effect	Jawa Siesta	Premiere	Uncommon1
137	137	Light	Black		Weapon	Jedi Lightsaber	Premiere	Uncommon1
138	138	Light	Black		Interrupt	Jedi Presence	Premiere	Rare1
139	139	Light	Black		Character	Jek Porkins	Premiere	Uncommon1
140	140	Dark	Black		Effect	Juri Juice	Premiere	Rare2
141	141	Light	Black		Character	Kabe	Premiere	Uncommon1
142	142	Light	Black		Character	Kal'Falnl C'ndros	Premiere	Rare1
143	143	Dark	Black		Location	Kessel	Premiere	Uncommon2
144	144	Light	Black		Location	Kessel	Premiere	Uncommon2
145	145	Light	Black		Effect	Kessel Run	Premiere	Rare2
146	146	Dark	Black		Effect	Ket Maliss	Premiere	Common2
147	147	Dark	Black		Interrupt	Kintan Strider	Premiere	Common1
148	148	Dark	Black		Character	Kitik Keed'kak	Premiere	Rare1
149	149	Light	Black		Effect	K'lor'slug	Premiere	Rare1
150	150	Light	Black		Interrupt	Krayt Dragon Howl	Premiere	Rare1
151	151	Dark	Black		Character	Labria	Premiere	Rare2
152	152	Dark	Black		Weapon	Laser Projector	Premiere	Uncommon2
153	153	Dark	Black		Effect	Lateral Damage	Premiere	Rare2
154	154	Light	Black		Character	Leesub Sirln	Premiere	Rare2
155	155	Light	Black		Character	Leia Organa	Premiere	Rare1
156	156	Light	Black		Interrupt	Leia's Back	Premiere	Uncommon2
157	157	Light	Black		Weapon	Leia's Sporting Blaster	Premiere	Uncommon2
158	158	Dark	Black		Character	Lieutenant Tanbris	Premiere	Uncommon2
159	159	Dark	Black		Vehicle	Lift Tube	Premiere	Common2
160	160	Light	Black		Vehicle	Lift Tube	Premiere	Common2
161	161	Dark	Black		Weapon	Light Repeating Blaster Rifle	Premiere	Rare1
162	162	Light	Black		Effect	Lightsaber Proficiency	Premiere	Rare1
163	163	Dark	Black		Interrupt	Limited Resources	Premiere	Uncommon2
164	164	Light	Black		Character	LIN-V8K (Elleyein-Veeatekay)	Premiere	Common1
165	165	Dark	Black		Character	LIN-V8M (Elleyein-Veeateemm)	Premiere	Common1

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166	166	Dark	Black		Interrupt	Local Trouble	Premiere	Rare1
167	167	Dark	Black		Interrupt	Lone Pilot	Premiere	Rare2
168	168	Dark	Black		Interrupt	Lone Warrior	Premiere	Rare2
169	169	Dark	Black		Interrupt	Look Sir, Droids	Premiere	Rare1
170	170	Dark	Black		Weapon	Luke Seeker	Premiere	Rare2
171	171	Light	Black		Character	Luke Skywalker	Premiere	Rare1
172	172	Dark	Black		Effect	Luke? Luuuuke!	Premiere	Uncommon1
173	173	Light	Black		Interrupt	Luke's Back	Premiere	Uncommon2
174	174	Light	Black		Vehicle	Luke's X-34 Landspeeder	Premiere	Uncommon1
175	175	Dark	Black		Effect	Macroscan	Premiere	Common2
176	176	Light	Black		Effect	Mantellian Savrip	Premiere	Rare2
177	177	Dark	Black		Character	M'iiyoom Onith	Premiere	Uncommon2
178	178	Light	Black		Starship	Millennium Falcon	Premiere	Rare1
179	179	Dark	Black		Effect	Molator	Premiere	Rare1
180	180	Light	Black		Character	Momaw Nadon	Premiere	Uncommon2
181	181	Dark	Black		Interrupt	Moment Of Triumph	Premiere	Rare2
182	182	Light	Black		Interrupt	Move Along...	Premiere	Rare1
183	183	Dark	Black		Character	MSE-6 'Mouse' Droid	Premiere	Uncommon1
184	184	Dark	Black		Character	Myo	Premiere	Rare2
185	185	Light	Black		Interrupt	Nabrun Leids	Premiere	Uncommon2
186	186	Light	Black		Interrupt	Narrow Escape	Premiere	Common2
187	187	Dark	Black		Interrupt	Nevar Yalnal	Premiere	Rare2
188	188	Light	Black		Effect	Nightfall	Premiere	Uncommon1
189	189	Light	Black		Interrupt	Noble Sacrifice	Premiere	Rare2
190	190	Light	Black		Character	Obi-Wan Kenobi	Premiere	Rare1
191	191	Light	Black		Effect	Obi-Wan's Cape	Premiere	Rare1
192	192	Light	Black		Weapon	Obi-Wan's Lightsaber	Premiere	Rare1
193	193	Dark	Black		Device	Observation Holocam	Premiere	Uncommon2
194	194	Light	Black		Interrupt	Old Ben	Premiere	Common2
195	195	Dark	Black		Interrupt	Ommni Box	Premiere	Common2
196	196	Light	Black		Interrupt	On The Edge	Premiere	Rare2
197	197	Dark	Black		Effect	Organa's Ceremonial Necklace	Premiere	Rare1
198	198	Light	Black		Effect	Our Most Desperate Hour	Premiere	Rare1
199	199	Light	Black		Interrupt	Out Of Nowhere	Premiere	Uncommon2
200	200	Dark	Black		Interrupt	Overload	Premiere	Common2
201	201	Light	Black		Character	Owen Lars	Premiere	Uncommon1
202	202	Light	Black		Interrupt	Panic	Premiere	Uncommon1
203	203	Dark	Black		Interrupt	Physical Choke	Premiere	Rare1
204	204	Light	Black		Effect	Plastoid Armor	Premiere	Uncommon2
205	205	Dark	Black		Character	Ponda Baba	Premiere	Uncommon1
206	206	Light	Black		Character	Pops	Premiere	Uncommon1
207	207	Dark	Black		Interrupt	Precise Attack	Premiere	Common2
208	208	Dark	Black		Effect	Presence Of The Force	Premiere	Rare1
209	209	Dark	Black		Character	Prophetess	Premiere	Uncommon1
210	210	Light	Black		Weapon	Proton Torpedoes	Premiere	Common2
211	211	Light	Black		Weapon	Quad Laser Cannon	Premiere	Uncommon1
212	212	Dark	Black		Character	R1-G4 (Arone-Geefour)	Premiere	Common2
213	213	Light	Black		Character	R2-X2 (Artoo-Extoo)	Premiere	Common2
214	214	Light	Black		Character	R4-E1 (Arfour-Eeone)	Premiere	Common2
215	215	Dark	Black		Character	R4-M9 (Arfour-Emmnine)	Premiere	Common2
216	216	Light	Black		Interrupt	Radar Scanner	Premiere	Common2
217	217	Dark	Black		Effect	Reactor Terminal	Premiere	Uncommon2
218	218	Light	Black		Interrupt	Rebel Barrier	Premiere	Common2
219	219	Light	Black		Character	Rebel Guard	Premiere	Common2
220	220	Light	Black		Character	Rebel Pilot	Premiere	Common2
221	221	Light	Black		Effect	Rebel Planners	Premiere	Rare2
222	222	Light	Black		Interrupt	Rebel Reinforcements	Premiere	Common1
223	223	Light	Black		Character	Rebel Trooper	Premiere	Common3
224	224	Light	Black		Starship	Red 1	Premiere	Uncommon1
225	225	Light	Black		Starship	Red 3	Premiere	Rare2
226	226	Light	Black		Character	Red Leader	Premiere	Rare1
227	227	Dark	Black		Device	Restraining Bolt	Premiere	Common2
228	228	Light	Black		Device	Restraining Bolt	Premiere	Common2
229	229	Light	Black		Effect	Restricted Deployment	Premiere	Uncommon1
230	230	Light	Black		Interrupt	Return Of A Jedi	Premiere	Uncommon2
231	231	Light	Black		Effect	Revolution	Premiere	Rare1
232	232	Light	Black		Effect	Rycar Ryjerd	Premiere	Uncommon1
233	233	Light	Black		Effect	Sai'torr Kal Fas	Premiere	Common2
234	234	Dark	Black		Vehicle	Sandcrawler	Premiere	Rare2
235	235	Light	Black		Vehicle	Sandcrawler	Premiere	Rare2
236	236	Dark	Black		Interrupt	Scanning Crew	Premiere	Common2
237	237	Light	Black		Interrupt	Scomp Link Access	Premiere	Common2
238	238	Dark	Black		Effect	Send A Detachment Down	Premiere	Rare1
239	239	Dark	Black		Interrupt	Sense	Premiere	Uncommon1
240	240	Light	Black		Interrupt	Sense	Premiere	Uncommon1
241	241	Dark	Black		Interrupt	Set For Stun	Premiere	Common2
242	242	Light	Black		Character	Shistavanen Wolfman	Premiere	Common2
243	243	Light	Black		Interrupt	Skywalkers	Premiere	Rare1
244	244	Light	Black		Interrupt	Solo Han	Premiere	Rare2
245	245	Light	Black		Vehicle	SoroSuub V-35 Landspeeder	Premiere	Common2
246	246	Light	Black		Interrupt	Spaceport Speeders	Premiere	Uncommon2
247	247	Light	Black		Effect	Special Modifications	Premiere	Uncommon1
248	248	Dark	Black		Character	Stormtrooper	Premiere	Common3

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249	249	Dark	Black		Device	Stormtrooper Backpack	Premiere	Common2
250	250	Dark	Black		Device	Stormtrooper Utility Belt	Premiere	Common2
251	251	Dark	Black		Effect	Sunsdown	Premiere	Uncommon1
252	252	Light	Black		Interrupt	Surprise Assault	Premiere	Common1
253	253	Dark	Black		Effect	Tactical Re-Call	Premiere	Rare2
254	254	Light	Black		Weapon	Tagge Seeker	Premiere	Rare2
255	255	Dark	Black		Interrupt	Takeel	Premiere	Common2
256	256	Dark	Black		Interrupt	Tallon Roll	Premiere	Common2
257	257	Light	Black		Character	Talz	Premiere	Common2
258	258	Light	Black		Device	Targeting Computer	Premiere	Uncommon1
259	259	Light	Black		Weapon	Tarkin Seeker	Premiere	Rare2
260	260	Dark	Black		Location	Tatooine	Premiere	Common2
261	261	Light	Black		Location	Tatooine	Premiere	Common2
262	262	Light	Black		Device	Tatooine Utility Belt	Premiere	Common2
263	263	Dark	Black		Location	Tatooine: Cantina	Premiere	Rare2
264	264	Light	Black		Location	Tatooine: Cantina	Premiere	Rare2
265	265	Dark	Black		Location	Tatooine: Docking Bay 94	Premiere	Common2
266	266	Light	Black		Location	Tatooine: Docking Bay 94	Premiere	Common2
267	267	Light	Black		Location	Tatooine: Dune Sea	Premiere	Common1
268	268	Dark	Black		Location	Tatooine: Jawa Camp	Premiere	Common1
269	269	Light	Black		Location	Tatooine: Jawa Camp	Premiere	Common1
270	270	Dark	Black		Location	Tatooine: Jundland Wastes	Premiere	Common1
271	271	Light	Black		Location	Tatooine: Lars' Moisture Farm	Premiere	Common1
272	272	Dark	Black		Location	Tatooine: Lars' Moisture Farm	Premiere	Uncommon2
273	273	Dark	Black		Location	Tatooine: Mos Eisley	Premiere	Common1
274	274	Light	Black		Location	Tatooine: Mos Eisley	Premiere	Uncommon2
275	275	Light	Black		Location	Tatooine: Obi-Wan's Hut	Premiere	Rare1
276	276	Light	Black		Interrupt	Thank The Maker	Premiere	Rare2
277	277	Light	Black		Interrupt	The Bith Shuffle	Premiere	Common2
278	278	Dark	Black		Interrupt	The Circle Is Now Complete	Premiere	Rare1
279	279	Dark	Black		Interrupt	The Empire's Back	Premiere	Uncommon1
280	280	Light	Black		Interrupt	The Force Is Strong With This One	Premiere	Rare2
281	281	Light	Black		Interrupt	This Is All Your Fault	Premiere	Uncommon1
282	282	Dark	Black		Starship	TIE Advanced x1	Premiere	Uncommon2
283	283	Dark	Black		Starship	TIE Fighter	Premiere	Common2
284	284	Dark	Black		Starship	TIE Scout	Premiere	Common2
285	285	Dark	Black		Weapon	Timer Mine	Premiere	Common2
286	286	Light	Black		Weapon	Timer Mine	Premiere	Common2
287	287	Dark	Black		Character	Tonnika Sisters	Premiere	Rare1
288	288	Light	Black		Effect	Traffic Control	Premiere	Uncommon2
289	289	Dark	Black		Interrupt	Trinto Duaba	Premiere	Uncommon1
290	290	Dark	Black		Interrupt	Trooper Charge	Premiere	Uncommon2
291	291	Dark	Black		Weapon	Turbolaser Battery	Premiere	Rare2
292	292	Light	Black		Effect	Tusken Breath Mask	Premiere	Uncommon1
293	293	Dark	Black		Character	Tusken Raider	Premiere	Common2
294	294	Dark	Black		Interrupt	Tusken Scavengers	Premiere	Common2
295	295	Dark	Black		Vehicle	Ubrikkian 9000 Z001	Premiere	Common2
296	296	Dark	Black		Interrupt	Utinni!	Premiere	Rare1
297	297	Light	Black		Interrupt	Utinni!	Premiere	Rare1
298	298	Dark	Black		Starship	Vader's Custom TIE	Premiere	Rare1
299	299	Dark	Black		Interrupt	Vader's Eye	Premiere	Rare1
300	300	Dark	Black		Weapon	Vader's Lightsaber	Premiere	Rare1
301	301	Light	Black		Device	Vaporator	Premiere	Common2
302	302	Light	Black		Interrupt	Warrior's Courage	Premiere	Rare2
303	303	Dark	Black		Character	WED15-I662 'Treadwell' Droid	Premiere	Rare2
304	304	Light	Black		Character	WED-9-M1 'Bantha' Droid	Premiere	Rare2
305	305	Dark	Black		Interrupt	We're All Gonna Be A Lot Thinner!	Premiere	Rare1
306	306	Light	Black		Interrupt	We're Doomed	Premiere	Common2
307	307	Light	Black		Character	Wioslea	Premiere	Uncommon1
308	308	Dark	Black		Effect	Wrong Turn	Premiere	Uncommon1
309	309	Dark	Black		Character	Wuher	Premiere	Uncommon2
310	310	Light	Black		Starship	X-wing	Premiere	Common2
311	311	Dark	Black		Location	Yavin 4	Premiere	Common2
312	312	Light	Black		Location	Yavin 4	Premiere	Common2
313	313	Dark	Black		Location	Yavin 4: Docking Bay	Premiere	Common2
314	314	Light	Black		Location	Yavin 4: Docking Bay	Premiere	Common2
315	315	Light	Black		Location	Yavin 4: Jungle	Premiere	Common1
316	316	Dark	Black		Location	Yavin 4: Jungle	Premiere	Uncommon2
317	317	Light	Black		Location	Yavin 4: Massassi Throne Room	Premiere	Rare1
318	318	Light	Black		Location	Yavin 4: Massassi War Room	Premiere	Uncommon2
319	319	Light	Black		Effect	Yavin Sentry	Premiere	Uncommon2
320	320	Light	Black		Effect	Yerka Mig	Premiere	Uncommon1
321	321	Dark	Black		Interrupt	You Overestimate Their Chances	Premiere	Common1
322	322	Dark	Black		Effect	Your Eyes Can Deceive You	Premiere	Uncommon1
323	323	Dark	Black		Interrupt	Your Powers Are Weak, Old Man	Premiere	Rare1
324	324	Light	Black		Starship	Y-wing	Premiere	Common2
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325	1	Light	Black		Interrupt	Advance Preparation	A New Hope	Uncommon1
326	2	Dark	Black		Character	Advosze	A New Hope	Common2
327	3	Light	Black		Interrupt	Alternatives To Fighting	A New Hope	Uncommon1
328	4	Light	Black		Character	Arcona	A New Hope	Common2
329	5	Dark	Black		Effect	Astromech Shortage	A New Hope	Uncommon2
330	6	Light	Black		Epic Event	Attack Run	A New Hope	Rare2

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331	7	Dark	Black		Effect	Besieged	A New Hope	Rare2
332	8	Dark	Black		Vehicle	Bespin Motors Void Spider THX 1138	A New Hope	Common2
333	9	Dark	Black		Starship	Black 4	A New Hope	Uncommon2
334	10	Light	Black		Interrupt	Blast The Door, Kid!	A New Hope	Common2
335	11	Light	Black		Interrupt	Blue Milk	A New Hope	Common2
336	12	Light	Black		Weapon	Bowcaster	A New Hope	Rare2
337	13	Light	Black		Character	Brainiac	A New Hope	Rare1
338	14	Dark	Black		Character	Captain Khurgee	A New Hope	Uncommon1
339	15	Light	Black		Effect	Cell 2187	A New Hope	Rare1
340	16	Light	Black		Character	Chewbacca	A New Hope	Rare2
341	17	Light	Black		Location	Clak'dor VII	A New Hope	Rare2
342	18	Dark	Black		Effect	Come With Me	A New Hope	Common2
343	19	Light	Black		Character	Commander Evram Lajaie	A New Hope	Common1
344	20	Light	Black		Character	Commander Vanden Willard	A New Hope	Uncommon2
345	21	Dark	Black		Epic Event	Commence Primary Ignition	A New Hope	Rare2
346	22	Light	Black		Effect	Commence Recharging	A New Hope	Rare2
347	23	Dark	Black		Starship	Conquest	A New Hope	Rare1
348	24	Light	Black		Location	Corellia	A New Hope	Rare1
349	25	Light	Black		Character	Corellian	A New Hope	Common2
350	26	Light	Black		Interrupt	Corellian Slip	A New Hope	Common2
351	27	Dark	Black		Character	Dannik Jerriko	A New Hope	Rare1
352	28	Dark	Black		Character	Danz Borin	A New Hope	Uncommon2
353	29	Dark	Black		Effect	Dark Waters	A New Hope	Rare2
354	30	Dark	Black		Location	Death Star	A New Hope	Rare2
355	31	Dark	Black		Character	Death Star Gunner	A New Hope	Common1
356	32	Dark	Black		Device	Death Star Tractor Beam	A New Hope	Rare2
357	33	Dark	Black		Location	Death Star: Conference Room	A New Hope	Uncommon1
358	34	Light	Black		Location	Death Star: Trench	A New Hope	Rare2
359	35	Dark	Black		Character	Defel	A New Hope	Common2
360	36	Light	Black		Location	Dejarik Hologameboard	A New Hope	Rare1
361	37	Dark	Black		Creature	Dianoga	A New Hope	Rare2
362	38	Light	Black		Character	Doikk Na'ts	A New Hope	Uncommon2
363	39	Light	Black		Interrupt	Double Agent	A New Hope	Rare2
364	40	Dark	Black		Character	DS-61-4	A New Hope	Rare2
365	41	Light	Black		Effect	Eject! Eject!	A New Hope	Common2
366	42	Dark	Black		Weapon	Enhanced TIE Laser Cannon	A New Hope	Common2
367	43	Dark	Black		Interrupt	Evader	A New Hope	Uncommon1
368	44	Light	Black		Device	Fire Extinguisher	A New Hope	Uncommon2
369	45	Light	Black		Character	Garouf Lafoe	A New Hope	Uncommon2
370	46	Dark	Black		Interrupt	Ghhhk	A New Hope	Common2
371	47	Light	Black		Starship	Gold 2	A New Hope	Uncommon1
372	48	Light	Black		Effect	Grappling Hook	A New Hope	Common2
373	49	Dark	Black		Character	Greedo	A New Hope	Rare1
374	50	Light	Black		Interrupt	Grimtaash	A New Hope	Common2
375	51	Dark	Black		Character	Hem Dazon	A New Hope	Rare1
376	52	Light	Black		Character	Het Nkik	A New Hope	Uncommon2
377	53	Light	Black		Interrupt	Houjix	A New Hope	Common2
378	54	Light	Black		Character	Hunchback	A New Hope	Rare1
379	55	Dark	Black		Effect	Hyperwave Scan	A New Hope	Uncommon1
380	56	Dark	Black		Device	Hypo	A New Hope	Rare1
381	57	Light	Black		Interrupt	I Have A Very Bad Feeling About This	A New Hope	Common2
382	58	Light	Black		Character	Ickabel G'ont	A New Hope	Uncommon2
383	59	Light	Black		Interrupt	I'm Here To Rescue You	A New Hope	Uncommon1
384	60	Dark	Black		Interrupt	I'm On The Leader	A New Hope	Rare1
385	61	Dark	Black		Character	Imperial Commander	A New Hope	Common2
386	62	Dark	Black		Location	Imperial Holotable	A New Hope	Rare1
387	63	Dark	Black		Effect	Imperial Justice	A New Hope	Common2
388	64	Dark	Black		Character	Imperial Squad Leader	A New Hope	Common3
389	65	Light	Black		Vehicle	Incom T-16 Skyhopper	A New Hope	Common2
390	66	Dark	Black		Interrupt	Informant	A New Hope	Uncommon1
391	67	Dark	Black		Character	IT-O (Eyetee-Oh)	A New Hope	Rare1
392	68	Dark	Black		Weapon	Jawa Blaster	A New Hope	Common2
393	69	Light	Black		Weapon	Jawa Ion Gun	A New Hope	Common2
394	70	Dark	Black		Location	Kashyyyk	A New Hope	Common1
395	71	Light	Black		Location	Kashyyyk	A New Hope	Common1
396	72	Dark	Black		Location	Kiffex	A New Hope	Rare1
397	73	Dark	Black		Effect	Krayt Dragon Bones	A New Hope	Uncommon1
398	74	Dark	Black		Device	Laser Gate	A New Hope	Uncommon2
399	75	Dark	Black		Weapon	Leia Seeker	A New Hope	Rare2
400	76	Light	Black		Interrupt	Let The Wookiee Win	A New Hope	Rare1
401	77	Dark	Black		Character	Lirin Car'n	A New Hope	Uncommon2
402	78	Light	Black		Effect	Logistical Delay	A New Hope	Uncommon2
403	79	Dark	Black		Character	Lt. Pol Treidum	A New Hope	Common1
404	80	Dark	Black		Character	Lt. Shann Childsen	A New Hope	Uncommon1
405	81	Light	Black		Effect	Luke's Cape	A New Hope	Rare1
406	82	Light	Black		Weapon	Luke's Hunting Rifle	A New Hope	Uncommon1
407	83	Dark	Black		Device	Magnetic Suction Tube	A New Hope	Rare2
408	84	Light	Black		Device	Magnetic Suction Tube	A New Hope	Rare2
409	85	Dark	Black		Effect	Maneuver Check	A New Hope	Rare2
410	86	Light	Black		Effect	Merc Sunlet	A New Hope	Common2
411	87	Light	Black		Character	M-HYD 'Binary' Droid	A New Hope	Uncommon1
412	88	Dark	Black		Vehicle	Mobquet A-1 Deluxe Floater	A New Hope	Common2
413	89	Dark	Black		Interrupt	Monnok	A New Hope	Common2

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414	90	Dark	Black		Character	Mosep	A New Hope	Uncommon2
415	91	Light	Black		Weapon	Motti Seeker	A New Hope	Rare2
416	92	Light	Black		Character	Nalan Cheel	A New Hope	Uncommon2
417	93	Dark	Black		Interrupt	Ng'ok	A New Hope	Common2
418	94	Dark	Black		Character	Officer Evax	A New Hope	Common1
419	95	Dark	Black		Interrupt	Oo-ta Goo-ta, Solo?	A New Hope	Common2
420	96	Light	Black		Interrupt	Out Of Commission	A New Hope	Uncommon2
421	97	Dark	Black		Effect	Program Trap	A New Hope	Uncommon1
422	98	Light	Black		Interrupt	Quite A Mercenary	A New Hope	Common2
423	99	Light	Black		Character	R2-D2 (Artoo-Detoo)	A New Hope	Rare2
424	100	Dark	Black		Character	R2-Q2 (Artoo-Kyootoo)	A New Hope	Common2
425	101	Dark	Black		Character	R3-T6 (Arthree-Teesix)	A New Hope	Rare1
426	102	Dark	Black		Character	R5-A2 (Arfive-Aytoo)	A New Hope	Common2
427	103	Light	Black		Character	R5-D4 (Arfive-Defour)	A New Hope	Common2
428	104	Light	Black		Character	RA-7 (Aray-Seven)	A New Hope	Common2
429	105	Dark	Black		Location	Ralltiir	A New Hope	Common1
430	106	Light	Black		Location	Ralltiir	A New Hope	Common1
431	107	Light	Black		Character	Rebel Commander	A New Hope	Common2
432	108	Light	Black		Character	Rebel Squad Leader	A New Hope	Common3
433	109	Light	Black		Character	Rebel Tech	A New Hope	Common1
434	110	Light	Black		Device	Rectenna	A New Hope	Common2
435	111	Light	Black		Starship	Red 2	A New Hope	Rare1
436	112	Light	Black		Starship	Red 5	A New Hope	Rare1
437	113	Light	Black		Starship	Red 6	A New Hope	Uncommon1
438	114	Dark	Black		Character	Reegesk	A New Hope	Uncommon2
439	115	Light	Black		Device	Remote	A New Hope	Common2
440	116	Dark	Black		Character	Reserve Pilot	A New Hope	Uncommon1
441	117	Dark	Black		Interrupt	Retract The Bridge	A New Hope	Rare1
442	118	Dark	Black		Character	Rodian	A New Hope	Common2
443	119	Light	Black		Vehicle	Rogue Bantha	A New Hope	Uncommon1
444	120	Light	Black		Interrupt	Sabotage	A New Hope	Uncommon1
445	121	Dark	Black		Location	Sandcrawler: Droid Junkheap	A New Hope	Rare1
446	122	Light	Black		Location	Sandcrawler: Loading Bay	A New Hope	Rare1
447	123	Light	Black		Character	Saurin	A New Hope	Common2
448	124	Light	Black		Effect	Scanner Techs	A New Hope	Uncommon1
449	125	Light	Black		Device	Sensor Panel	A New Hope	Uncommon1
450	126	Dark	Black		Interrupt	Sniper	A New Hope	Uncommon1
451	127	Light	Black		Effect	Solomahal	A New Hope	Common2
452	128	Light	Black		Interrupt	Sorry About The Mess	A New Hope	Uncommon1
453	129	Dark	Black		Effect	Spice Mines Of Kessel	A New Hope	Rare1
454	130	Dark	Black		Interrupt	Stunning Leader	A New Hope	Common2
455	131	Dark	Black		Weapon	Superlaser	A New Hope	Rare2
456	132	Light	Black		Weapon	SW-4 Ion Cannon	A New Hope	Rare2
457	133	Dark	Black		Effect	Swilla Corey	A New Hope	Common2
458	134	Light	Black		Starship	Tantive IV	A New Hope	Rare1
459	135	Dark	Black		Location	Tatooine: Bluffs	A New Hope	Rare1
460	136	Dark	Black		Character	Tech Mo'r	A New Hope	Uncommon2
461	137	Dark	Black		Effect	Tentacle	A New Hope	Common2
462	138	Dark	Black		Effect	There'll Be Hell To Pay	A New Hope	Uncommon2
463	139	Light	Black		Effect	They're On Dantooine	A New Hope	Rare1
464	140	Dark	Black		Interrupt	This Is Some Rescue!	A New Hope	Uncommon1
465	141	Dark	Black		Starship	TIE Assault Squadron	A New Hope	Uncommon1
466	142	Dark	Black		Starship	TIE Vanguard	A New Hope	Common2
467	143	Light	Black		Character	Tiree	A New Hope	Uncommon2
468	144	Dark	Black		Device	Tractor Beam	A New Hope	Uncommon1
469	145	Dark	Black		Character	Trooper Davin Felth	A New Hope	Rare2
470	146	Light	Black		Character	Tzizvvt	A New Hope	Rare2
471	147	Dark	Black		Character	U-3PO (Yoo-Threepio)	A New Hope	Rare1
472	148	Dark	Black		Effect	Undercover	A New Hope	Uncommon2
473	149	Light	Black		Effect	Undercover	A New Hope	Uncommon2
474	150	Dark	Black		Character	URoRRuR'R'R	A New Hope	Uncommon2
475	151	Dark	Black		Weapon	URoRRuR'R'R's Hunting Rifle	A New Hope	Uncommon1
476	152	Dark	Black		Starship	Victory-Class Star Destroyer	A New Hope	Uncommon1
477	153	Dark	Black		Interrupt	We Have A Prisoner	A New Hope	Common2
478	154	Dark	Black		Character	WED15-I7 'Septoid' Droid	A New Hope	Uncommon2
479	155	Light	Black		Character	Wedge Antilles	A New Hope	Rare1
480	156	Light	Black		Effect	What're You Tryin' To Push On Us?	A New Hope	Uncommon2
481	157	Light	Black		Interrupt	Wookiee Roar	A New Hope	Rare1
482	158	Light	Black		Location	Yavin 4: Briefing Room	A New Hope	Uncommon1
483	159	Light	Black		Location	Yavin 4: Massassi Ruins	A New Hope	Uncommon1
484	160	Light	Black		Interrupt	You're All Clear Kid!	A New Hope	Rare1
485	161	Light	Black		Starship	Y-wing Assault Squadron	A New Hope	Uncommon1
486	162	Light	Black		Character	Zutton	A New Hope	Common1
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487	1	Light	Black		Character	2-1B (Too-Onebee)	Hoth	Rare1
488	2	Dark	Black		Interrupt	A Dark Time For The Rebellion	Hoth	Common1
489	3	Dark	Black		Character	Admiral Ozzel	Hoth	Rare1
490	4	Light	Black		Weapon	Anakin's Lightsaber	Hoth	Rare1
491	5	Light	Black		Device	Artillery Remote	Hoth	Rare2
492	6	Dark	Black		Weapon	AT-AT Cannon	Hoth	Uncommon1
493	7	Dark	Black		Character	AT-AT Driver	Hoth	Common2
494	8	Light	Black		Weapon	Atgar Laser Cannon	Hoth	Uncommon2
495	9	Light	Black		Interrupt	Attack Pattern Delta	Hoth	Uncommon1

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496	10	Light	Black		Effect	Bacta Tank	Hoth	Rare2
497	11	Dark	Black		Vehicle	Blizzard 1	Hoth	Rare1
498	12	Dark	Black		Vehicle	Blizzard 2	Hoth	Rare2
499	13	Dark	Black		Vehicle	Blizzard Scout 1	Hoth	Rare1
500	14	Dark	Black		Vehicle	Blizzard Walker	Hoth	Uncommon2
501	15	Dark	Black		Effect	Breached Defenses	Hoth	Uncommon2
502	16	Light	Black		Character	Cal Alder	Hoth	Uncommon2
503	17	Dark	Black		Character	Captain Lennox	Hoth	Uncommon1
504	18	Dark	Black		Character	Captain Piett	Hoth	Rare2
505	19	Dark	Black		Interrupt	Cold Feet	Hoth	Common2
506	20	Dark	Black		Interrupt	Collapsing Corridor	Hoth	Rare2
507	21	Light	Black		Character	Commander Luke Skywalker	Hoth	Rare1
508	22	Dark	Black		Interrupt	ComScan Detection	Hoth	Common2
509	23	Light	Black		Weapon	Concussion Grenade	Hoth	Rare1
510	24	Dark	Black		Interrupt	Crash Landing	Hoth	Uncommon1
511	25	Light	Black		Character	Dack Ralter	Hoth	Rare2
512	26	Light	Black		Interrupt	Dark Dissension	Hoth	Rare1
513	27	Dark	Black		Effect	Death Mark	Hoth	Rare1
514	28	Dark	Black		Effect	Death Squadron	Hoth	Uncommon1
515	29	Dark	Black		Interrupt	Debris Zone	Hoth	Rare2
516	30	Dark	Black		Device	Deflector Shield Generators	Hoth	Uncommon2
517	31	Light	Black		Character	Derek 'Hobbie' Klivian	Hoth	Uncommon1
518	32	Dark	Black		Interrupt	Direct Hit	Hoth	Uncommon1
519	33	Light	Black		Effect	Disarming Creature	Hoth	Rare1
520	34	Light	Black		Weapon	Dual Laser Cannon	Hoth	Uncommon1
521	35	Light	Black		Effect	Echo Base Operations	Hoth	Rare2
522	36	Light	Black		Character	Echo Base Trooper	Hoth	Common3
523	37	Light	Black		Character	Echo Base Trooper Officer	Hoth	Common1
524	38	Light	Black		Device	Echo Trooper Backpack	Hoth	Common2
525	39	Light	Black		Character	EG-4 (Eegee-Four)	Hoth	Common1
526	40	Dark	Black		Device	Electro-Rangefinder	Hoth	Uncommon1
527	41	Light	Black		Effect	Evacuation Control	Hoth	Uncommon1
528	42	Dark	Black		Weapon	E-web Blaster	Hoth	Common1
529	43	Dark	Black		Interrupt	Exhaustion	Hoth	Uncommon2
530	44	Dark	Black		Interrupt	Exposure	Hoth	Uncommon1
531	45	Light	Black		Interrupt	Fall Back!	Hoth	Common2
532	46	Dark	Black		Effect	Frostbite	Hoth	Common2
533	47	Light	Black		Effect	Frostbite	Hoth	Common2
534	48	Dark	Black		Effect	Frozen Dinner	Hoth	Rare1
535	49	Dark	Black		Interrupt	Furry Fury	Hoth	Rare2
536	50	Dark	Black		Character	FX-10 (Effex-ten)	Hoth	Common2
537	51	Light	Black		Character	FX-7 (Effex-Seven)	Hoth	Common2
538	52	Light	Black		Character	General Carlist Rieekan	Hoth	Rare2
539	53	Dark	Black		Character	General Veers	Hoth	Rare1
540	54	Light	Black		Weapon	Golan Laser Battery	Hoth	Uncommon1
541	55	Dark	Black		Interrupt	He Hasn't Come Back Yet	Hoth	Common2
542	56	Dark	Black		Effect	High Anxiety	Hoth	Rare1
543	57	Dark	Black		Location	Hoth	Hoth	Uncommon2
544	58	Light	Black		Location	Hoth	Hoth	Uncommon2
545	59	Light	Black		Device	Hoth Survival Gear	Hoth	Common2
546	60	Dark	Black		Location	Hoth: Defensive Perimeter	Hoth	Common2
547	61	Light	Black		Location	Hoth: Defensive Perimeter	Hoth	Common2
548	62	Dark	Black		Location	Hoth: Echo Command Center (War Room)	Hoth	Uncommon2
549	63	Light	Black		Location	Hoth: Echo Command Center (War Room)	Hoth	Uncommon2
550	64	Light	Black		Location	Hoth: Echo Corridor	Hoth	Common2
551	65	Dark	Black		Location	Hoth: Echo Corridor	Hoth	Uncommon2
552	66	Dark	Black		Location	Hoth: Echo Docking Bay	Hoth	Common2
553	67	Light	Black		Location	Hoth: Echo Docking Bay	Hoth	Common2
554	68	Light	Black		Location	Hoth: Echo Med Lab	Hoth	Common2
555	69	Dark	Black		Location	Hoth: Ice Plains	Hoth	Common2
556	70	Light	Black		Location	Hoth: Main Power Generators	Hoth	Uncommon2
557	71	Dark	Black		Location	Hoth: North Ridge	Hoth	Common2
558	72	Light	Black		Location	Hoth: North Ridge	Hoth	Common2
559	73	Light	Black		Location	Hoth: Snow Trench	Hoth	Common2
560	74	Dark	Black		Location	Hoth: Wampa Cave	Hoth	Rare2
561	75	Light	Black		Interrupt	I Thought They Smelled Bad On The Outside	Hoth	Rare1
562	76	Dark	Black		Effect	Ice Storm	Hoth	Uncommon1
563	77	Light	Black		Effect	Ice Storm	Hoth	Uncommon1
564	78	Dark	Black		Interrupt	I'd Just As Soon Kiss A Wookiee	Hoth	Common2
565	79	Dark	Black		Effect	Image Of The Dark Lord	Hoth	Rare2
566	80	Dark	Black		Effect	Imperial Domination	Hoth	Uncommon1
567	81	Dark	Black		Character	Imperial Gunner	Hoth	Common2
568	82	Dark	Black		Interrupt	Imperial Supply	Hoth	Common1
569	83	Dark	Black		Weapon	Infantry Mine	Hoth	Common2
570	84	Light	Black		Weapon	Infantry Mine	Hoth	Common2
571	85	Light	Black		Interrupt	It Can Wait	Hoth	Common2
572	86	Light	Black		Character	Jeroen Webb	Hoth	Uncommon1
573	87	Light	Black		Character	K-3PO (Kay-Threepio)	Hoth	Rare1
574	88	Dark	Black		Character	Lieutenant Cabbel	Hoth	Uncommon2
575	89	Dark	Black		Interrupt	Lightsaber Deficiency	Hoth	Uncommon1
576	90	Light	Black		Interrupt	Lucky Shot	Hoth	Uncommon1
577	91	Light	Black		Character	Major Bren Derlin	Hoth	Rare2
578	92	Light	Black		Weapon	Medium Repeating Blaster Cannon	Hoth	Common1

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579	93	Light	Black		Starship	Medium Transport	Hoth	Uncommon2
580	94	Dark	Black		Effect	Meteor Impact?	Hoth	Rare1
581	95	Dark	Black		Effect	Mournful Roar	Hoth	Rare1
582	96	Light	Black		Interrupt	Nice Of You Guys To Drop By	Hoth	Common2
583	97	Dark	Black		Interrupt	Oh, Switch Off	Hoth	Common2
584	98	Light	Black		Interrupt	One More Pass	Hoth	Uncommon1
585	99	Dark	Black		Location	Ord Mantell	Hoth	Common2
586	100	Light	Black		Location	Ord Mantell	Hoth	Uncommon2
587	101	Dark	Black		Interrupt	Our First Catch Of The Day	Hoth	Common2
588	102	Light	Black		Interrupt	Perimeter Scan	Hoth	Common2
589	103	Light	Black		Weapon	Planet Defender Ion Cannon	Hoth	Rare2
590	104	Dark	Black		Device	Portable Fusion Generator	Hoth	Common2
591	105	Light	Black		Weapon	Power Harpoon	Hoth	Uncommon1
592	106	Dark	Black		Device	Probe Antennae	Hoth	Uncommon2
593	107	Dark	Black		Character	Probe Droid	Hoth	Common2
594	108	Dark	Black		Weapon	Probe Droid Laser	Hoth	Uncommon2
595	109	Dark	Black		Interrupt	Probe Telemetry	Hoth	Common2
596	110	Light	Black		Device	R2 Sensor Array	Hoth	Common2
597	111	Light	Black		Character	R-3PO (Ar-Threepio)	Hoth	Rare2
598	112	Light	Black		Character	R5-M2 (Arfive-Emmtoo)	Hoth	Common2
599	113	Light	Black		Character	Rebel Scout	Hoth	Common1
600	114	Dark	Black		Effect	Responsibility Of Command	Hoth	Rare1
601	115	Light	Black		Vehicle	Rogue 1	Hoth	Rare1
602	116	Light	Black		Vehicle	Rogue 2	Hoth	Rare2
603	117	Light	Black		Vehicle	Rogue 3	Hoth	Rare1
604	118	Light	Black		Character	Rogue Gunner	Hoth	Common2
605	119	Light	Black		Character	Romas 'Lock' Navander	Hoth	Uncommon2
606	120	Light	Black		Interrupt	Rug Hug	Hoth	Rare1
607	121	Dark	Black		Interrupt	Scruffy-Looking Nerf Herder	Hoth	Rare2
608	122	Dark	Black		Interrupt	Self-Destruct Mechanism	Hoth	Uncommon1
609	123	Light	Black		Character	Shawn Valdez	Hoth	Uncommon1
610	124	Dark	Black		Effect	Silence Is Golden	Hoth	Uncommon2
611	125	Light	Black		Vehicle	Snowspeeder	Hoth	Uncommon2
612	126	Dark	Black		Character	Snowtrooper	Hoth	Common3
613	127	Dark	Black		Character	Snowtrooper Officer	Hoth	Common1
614	128	Dark	Black		Starship	Stalker	Hoth	Rare1
615	129	Dark	Black		Interrupt	Stop Motion	Hoth	Common2
616	130	Light	Black		Weapon	Surface Defense Cannon	Hoth	Rare2
617	131	Dark	Black		Interrupt	Tactical Support	Hoth	Rare2
618	132	Light	Black		Character	Tamizander Rey	Hoth	Uncommon2
619	133	Dark	Black		Epic Event	Target The Main Generator	Hoth	Rare2
620	134	Light	Black		Vehicle	Tauntaun	Hoth	Common2
621	135	Light	Black		Effect	Tauntaun Bones	Hoth	Uncommon1
622	136	Light	Black		Character	Tauntaun Handler	Hoth	Common2
623	137	Dark	Black		Interrupt	That's It, The Rebels Are There!	Hoth	Uncommon2
624	138	Light	Black		Effect	The First Transport Is Away!	Hoth	Rare1
625	139	Dark	Black		Effect	The Shield Doors Must Be Closed	Hoth	Uncommon1
626	140	Dark	Black		Effect	This Is Just Wrong	Hoth	Rare1
627	141	Light	Black		Character	Tigran Jamiro	Hoth	Uncommon1
628	142	Dark	Black		Effect	Too Cold For Speeders	Hoth	Uncommon1
629	143	Light	Black		Character	Toryn Farr	Hoth	Uncommon1
630	144	Dark	Black		Interrupt	Trample	Hoth	Rare1
631	145	Dark	Black		Interrupt	Turn It Off! Turn It Off!	Hoth	Common1
632	146	Dark	Black		Starship	Tyrant	Hoth	Rare1
633	147	Light	Black		Interrupt	Under Attack	Hoth	Uncommon1
634	148	Dark	Black		Weapon	Vehicle Mine	Hoth	Common2
635	149	Light	Black		Weapon	Vehicle Mine	Hoth	Common2
636	150	Dark	Black		Interrupt	Walker Barrage	Hoth	Uncommon1
637	151	Light	Black		Interrupt	Walker Sighting	Hoth	Uncommon2
638	152	Dark	Black		Interrupt	Wall Of Fire	Hoth	Uncommon1
639	153	Dark	Black		Creature	Wampa	Hoth	Rare2
640	154	Dark	Black		Effect	Weapon Malfunction	Hoth	Rare1
641	155	Light	Black		Character	WED-1016 'Techie' Droid	Hoth	Common1
642	156	Light	Black		Character	Wes Janson	Hoth	Rare2
643	157	Light	Black		Interrupt	Who's Scruffy-Looking?	Hoth	Rare1
644	158	Light	Black		Character	Wyron Serper	Hoth	Uncommon2
645	159	Dark	Black		Interrupt	Yaggle Gakkle	Hoth	Rare2
646	160	Light	Black		Interrupt	You Have Failed Me For The Last Time	Hoth	Rare1
647	161	Light	Black		Interrupt	You Will Go To The Dagobah System	Hoth	Rare1
648	162	Light	Black		Character	Zev Senesca	Hoth	Rare2
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649	1	Dark	Black		Effect	3,720 To 1	Dagobah	Common
650	2	Dark	Black		Character	4-LOM	Dagobah	Rare
651	3	Dark	Black		Weapon	4-LOM's Concussion Rifle	Dagobah	Rare
652	4	Dark	Black		Interrupt	A Dangerous Time	Dagobah	Common
653	5	Light	Black		Jedi Test	A Jedi's Strength	Dagobah	Uncommon
654	6	Light	Black		Effect	Anger, Fear, Aggression	Dagobah	Common
655	7	Dark	Black		Location	Anoat	Dagobah	Uncommon
656	8	Light	Black		Location	Anoat	Dagobah	Uncommon
657	9	Dark	Black		Interrupt	Apology Accepted	Dagobah	Common
658	10	Dark	Black		Location	Asteroid Field	Dagobah	Common
659	11	Light	Black		Location	Asteroid Field	Dagobah	Common
660	12	Light	Black		Effect	Asteroid Sanctuary	Dagobah	Common

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661	13	Light	Black		Effect	Asteroids Do Not Concern Me	Dagobah	Rare
662	14	Light	Black		Device	Astromech Translator	Dagobah	Common
663	15	Light	Black		Effect	At Peace	Dagobah	Rare
664	16	Dark	Black		Starship	Avenger	Dagobah	Rare
665	17	Light	Black		Interrupt	Away Put Your Weapon	Dagobah	Uncommon
666	18	Dark	Black		Effect	Awwww, Cannot Get Your Ship Out	Dagobah	Common
667	19	Dark	Black		Effect	Bad Feeling Have I	Dagobah	Rare
668	20	Dark	Black		Location	Big One	Dagobah	Uncommon
669	21	Light	Black		Location	Big One	Dagobah	Uncommon
670	22	Dark	Black		Location	Big One: Asteroid Cave or Space Slug Belly	Dagobah	Uncommon
671	23	Light	Black		Location	Big One: Asteroid Cave or Space Slug Belly	Dagobah	Uncommon
672	24	Light	Black		Interrupt	Blasted Varmints	Dagobah	Common
673	25	Dark	Black		Creature	Bog-wing	Dagobah	Common
674	26	Light	Black		Creature	Bog-wing	Dagobah	Common
675	27	Dark	Black		Effect	Bombing Run	Dagobah	Rare
676	28	Dark	Black		Character	Bossk	Dagobah	Rare
677	29	Dark	Black		Weapon	Bossk's Mortar Gun	Dagobah	Rare
678	30	Dark	Black		Effect	Broken Concentration	Dagobah	Rare
679	31	Dark	Black		Character	Captain Needa	Dagobah	Rare
680	32	Dark	Black		Interrupt	Close Call	Dagobah	Common
681	33	Light	Black		Interrupt	Closer?!	Dagobah	Uncommon
682	34	Dark	Black		Character	Comm Chief	Dagobah	Common
683	35	Dark	Black		Character	Commander Brandei	Dagobah	Uncommon
684	36	Dark	Black		Character	Commander Gherant	Dagobah	Uncommon
685	37	Dark	Black		Character	Commander Nemet	Dagobah	Uncommon
686	38	Dark	Black		Interrupt	Control	Dagobah	Uncommon
687	39	Light	Black		Interrupt	Control	Dagobah	Uncommon
688	40	Dark	Black		Character	Corporal Derdram	Dagobah	Uncommon
689	41	Dark	Black		Character	Corporal Vandolay	Dagobah	Uncommon
690	42	Dark	Black		Effect	Corrosive Damage	Dagobah	Rare
691	43	Light	Black		Location	Dagobah	Dagobah	Uncommon
692	44	Light	Black		Location	Dagobah: Bog Clearing	Dagobah	Rare
693	45	Dark	Black		Location	Dagobah: Cave	Dagobah	Rare
694	46	Light	Black		Location	Dagobah: Jungle	Dagobah	Uncommon
695	47	Light	Black		Location	Dagobah: Swamp	Dagobah	Uncommon
696	48	Light	Black		Location	Dagobah: Training Area	Dagobah	Common
697	49	Light	Black		Location	Dagobah: Yoda's Hut	Dagobah	Rare
698	50	Dark	Black		Interrupt	Defensive Fire	Dagobah	Common
699	51	Dark	Black		Character	Dengar	Dagobah	Rare
700	52	Dark	Black		Weapon	Dengar's Blaster Carbine	Dagobah	Rare
701	53	Light	Black		Effect	Descent Into The Dark	Dagobah	Rare
702	54	Light	Black		Effect	Do, Or Do Not	Dagobah	Common
703	55	Light	Black		Jedi Test	Domain Of Evil	Dagobah	Uncommon
704	56	Dark	Black		Creature	Dragonsnake	Dagobah	Rare
705	57	Light	Black		Device	Droid Sensorscope	Dagobah	Common
706	58	Light	Black		Interrupt	Effective Repairs	Dagobah	Rare
707	59	Light	Black		Interrupt	Egregious Pilot Error	Dagobah	Rare
708	60	Light	Black		Effect	Encampment	Dagobah	Common
709	61	Dark	Black		Starship	Executor	Dagobah	Rare
710	62	Dark	Black		Location	Executor: Comm Station	Dagobah	Uncommon
711	63	Dark	Black		Location	Executor: Control Station	Dagobah	Uncommon
712	64	Dark	Black		Location	Executor: Holotheatre	Dagobah	Rare
713	65	Dark	Black		Location	Executor: Main Corridor	Dagobah	Common
714	66	Dark	Black		Location	Executor: Meditation Chamber	Dagobah	Rare
715	67	Dark	Black		Effect	Failure At The Cave	Dagobah	Rare
716	68	Dark	Black		Interrupt	Fear	Dagobah	Common
717	69	Dark	Black		Effect	Field Promotion	Dagobah	Rare
718	70	Dark	Black		Effect	Flagship	Dagobah	Rare
719	71	Light	Black		Effect	Flash Of Insight	Dagobah	Uncommon
720	72	Light	Black		Interrupt	Found Someone You Have	Dagobah	Uncommon
721	73	Dark	Black		Interrupt	Frustration	Dagobah	Rare
722	74	Light	Black		Jedi Test	Great Warrior	Dagobah	Common
723	75	Light	Black		Effect	Grounded Starfighter	Dagobah	Uncommon
724	76	Light	Black		Device	Han's Toolkit	Dagobah	Rare
725	77	Dark	Black		Effect	He Is Not Ready	Dagobah	Common
726	78	Light	Black		Effect	Hiding In The Garbage	Dagobah	Rare
727	79	Dark	Black		Interrupt	HoloNet Transmission	Dagobah	Uncommon
728	80	Dark	Black		Starship	Hound's Tooth	Dagobah	Rare
729	81	Light	Black		Interrupt	I Have A Bad Feeling About This	Dagobah	Rare
730	82	Dark	Black		Effect	I Want That Ship	Dagobah	Rare
731	83	Dark	Black		Starship	IG-2000	Dagobah	Rare
732	84	Dark	Black		Character	IG-88	Dagobah	Rare
733	85	Dark	Black		Weapon	IG-88's Neural Inhibitor	Dagobah	Rare
734	86	Dark	Black		Weapon	IG-88's Pulse Cannon	Dagobah	Rare
735	87	Dark	Black		Interrupt	Imbalance	Dagobah	Uncommon
736	88	Dark	Black		Character	Imperial Helmsman	Dagobah	Common
737	89	Light	Black		Effect	Ineffective Maneuver	Dagobah	Uncommon
738	90	Light	Black		Jedi Test	It Is The Future You See	Dagobah	Rare
739	91	Light	Black		Interrupt	Jedi Levitation	Dagobah	Rare
740	92	Dark	Black		Effect	Knowledge And Defense	Dagobah	Common
741	93	Light	Black		Device	Landing Claw	Dagobah	Rare
742	94	Dark	Black		Interrupt	Lando System?	Dagobah	Rare
743	95	Light	Black		Interrupt	Levitation	Dagobah	Uncommon

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744	96	Dark	Black		Character	Lieutenant Commander Ardan	Dagobah	Uncommon
745	97	Dark	Black		Character	Lieutenant Suba	Dagobah	Rare
746	98	Dark	Black		Character	Lieutenant Venka	Dagobah	Uncommon
747	99	Light	Black		Interrupt	Light Maneuvers	Dagobah	Rare
748	100	Dark	Black		Effect	Location, Location, Location	Dagobah	Rare
749	101	Dark	Black		Effect	Lost In Space	Dagobah	Rare
750	102	Light	Black		Interrupt	Lost Relay	Dagobah	Common
751	103	Light	Black		Device	Luke's Backpack	Dagobah	Rare
752	104	Dark	Black		Starship	Mist Hunter	Dagobah	Rare
753	105	Light	Black		Interrupt	Moving To Attack Position	Dagobah	Common
754	106	Dark	Black		Effect	Much Anger In Him	Dagobah	Rare
755	107	Dark	Black		Creature	Mynock	Dagobah	Common
756	108	Light	Black		Creature	Mynock	Dagobah	Common
757	109	Light	Black		Effect	Never Tell Me The Odds	Dagobah	Common
758	110	Light	Black		Effect	No Disintegrations!	Dagobah	Rare
759	111	Light	Black		Creature	Nudj	Dagobah	Common
760	112	Light	Black		Effect	Obi-Wan's Apparition	Dagobah	Rare
761	113	Light	Black		Effect	Order To Engage	Dagobah	Rare
762	114	Light	Black		Effect	Polarized Negative Power Coupling	Dagobah	Rare
763	115	Light	Black		Device	Portable Fusion Generator	Dagobah	Common
764	116	Dark	Black		Effect	Precision Targeting	Dagobah	Uncommon
765	117	Dark	Black		Weapon	Proton Bombs	Dagobah	Uncommon
766	118	Dark	Black		Starship	Punishing One	Dagobah	Rare
767	119	Light	Black		Effect	Quick Draw	Dagobah	Common
768	120	Light	Black		Location	Raithal	Dagobah	Rare
769	121	Dark	Black		Location	Raithal	Dagobah	Uncommon
770	122	Light	Black		Device	Rebel Flight Suit	Dagobah	Common
771	123	Light	Black		Interrupt	Recoil In Fear	Dagobah	Common
772	124	Light	Black		Effect	Reflection	Dagobah	Rare
773	125	Light	Black		Effect	Report To Lord Vader	Dagobah	Rare
774	126	Dark	Black		Interrupt	Res Luk Ra'auf	Dagobah	Rare
775	127	Light	Black		Device	Retractable Arm	Dagobah	Common
776	128	Dark	Black		Effect	Rogue Asteroid	Dagobah	Common
777	129	Light	Black		Effect	Rogue Asteroid	Dagobah	Common
778	130	Light	Black		Effect	Rycar's Run	Dagobah	Rare
779	131	Light	Black		Effect	Scramble	Dagobah	Uncommon
780	132	Light	Black		Interrupt	Shoo! Shoo!	Dagobah	Uncommon
781	133	Dark	Black		Effect	Shot In The Dark	Dagobah	Uncommon
782	134	Dark	Black		Interrupt	Shut Him Up Or Shut Him Down	Dagobah	Uncommon
783	135	Light	Black		Jedi Test	Size Matters Not	Dagobah	Rare
784	136	Dark	Black		Creature	Sleen	Dagobah	Common
785	137	Light	Black		Effect	Smuggler's Blues	Dagobah	Rare
786	138	Dark	Black		Interrupt	Something Hit Us!	Dagobah	Uncommon
787	139	Light	Black		Character	Son Of Skywalker	Dagobah	Rare
788	140	Light	Black		Creature	Space Slug	Dagobah	Rare
789	141	Dark	Black		Creature	Space Slug	Dagobah	Uncommon
790	142	Dark	Black		Location	Star Destroyer: Launch Bay	Dagobah	Common
791	143	Light	Black		Interrupt	Starship Levitation	Dagobah	Uncommon
792	144	Light	Black		Effect	Stone Pile	Dagobah	Rare
793	145	Dark	Black		Effect	Sudden Impact	Dagobah	Uncommon
794	146	Dark	Black		Interrupt	Take Evasive Action	Dagobah	Common
795	147	Dark	Black		Effect	The Dark Path	Dagobah	Rare
796	148	Light	Black		Effect	The Professor	Dagobah	Rare
797	149	Dark	Black		Effect	There Is No Try	Dagobah	Common
798	150	Light	Black		Interrupt	They'd Be Crazy To Follow Us	Dagobah	Common
799	151	Light	Black		Interrupt	This Is More Like It	Dagobah	Rare
800	152	Light	Black		Interrupt	This Is No Cave	Dagobah	Rare
801	153	Dark	Black		Interrupt	Those Rebels Won't Escape Us	Dagobah	Common
802	154	Light	Black		Interrupt	Through The Force Things You Will See	Dagobah	Rare
803	155	Dark	Black		Starship	TIE Avenger	Dagobah	Common
804	156	Dark	Black		Starship	TIE Bomber	Dagobah	Uncommon
805	157	Light	Black		Interrupt	Tight Squeeze	Dagobah	Rare
806	158	Light	Black		Interrupt	Transmission Terminated	Dagobah	Uncommon
807	159	Light	Black		Interrupt	Tunnel Vision	Dagobah	Uncommon
808	160	Dark	Black		Interrupt	Uncertain Is The Future	Dagobah	Common
809	161	Dark	Black		Interrupt	Unexpected Interruption	Dagobah	Rare
810	162	Dark	Black		Creature	Vine Snake	Dagobah	Common
811	163	Light	Black		Creature	Vine Snake	Dagobah	Common
812	164	Dark	Black		Effect	Visage Of The Emperor	Dagobah	Rare
813	165	Light	Black		Interrupt	Visored Vision	Dagobah	Common
814	166	Dark	Black		Interrupt	Voyeur	Dagobah	Common
815	167	Dark	Black		Character	Warrant Officer M'Kae	Dagobah	Uncommon
816	168	Light	Black		Effect	Wars Not Make One Great	Dagobah	Uncommon
817	169	Light	Black		Interrupt	We Can Still Outmaneuver Them	Dagobah	Rare
818	170	Light	Black		Interrupt	We Don't Need Their Scum	Dagobah	Rare
819	171	Light	Black		Interrupt	WHAAAAAAAAAOOOOW!	Dagobah	Rare
820	172	Light	Black		Effect	What Is Thy Bidding, My Master?	Dagobah	Rare
821	173	Light	Black		Character	Yoda	Dagobah	Rare
822	174	Light	Black		Interrupt	Yoda Stew	Dagobah	Uncommon
823	175	Light	Black		Interrupt	Yoda, You Seek Yoda	Dagobah	Rare
824	176	Light	Black		Effect	Yoda's Gimer Stick	Dagobah	Rare
825	177	Light	Black		Effect	Yoda's Hope	Dagobah	Uncommon
826	178	Light	Black		Interrupt	You Do Have Your Moments	Dagobah	Uncommon

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827	179	Dark	Black		Character	Zuckuss	Dagobah	Rare
828	180	Dark	Black		Weapon	Zuckuss' Snare Rifle	Dagobah	Rare
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829	1	Dark	Black		Effect	Ability, Ability, Ability	Cloud City	Common
830	2	Dark	Black		Effect	Abyss	Cloud City	Uncommon
831	3	Light	Black		Effect	Access Denied	Cloud City	Common
832	4	Light	Black		Effect	Advantage	Cloud City	Rare
833	5	Dark	Black		Interrupt	Aiiii! Aaa! Agggggggggg!	Cloud City	Rare
834	6	Light	Black		Effect	All My Urchins	Cloud City	Rare
835	7	Dark	Black		Effect	All Too Easy	Cloud City	Rare
836	8	Light	Black		Interrupt	Ambush	Cloud City	Rare
837	9	Light	Black		Interrupt	Armed And Dangerous	Cloud City	Uncommon
838	10	Light	Black		Interrupt	Artoo, Come Back At Once!	Cloud City	Rare
839	11	Light	Black		Interrupt	As Good As Gone	Cloud City	Common
840	12	Dark	Black		Interrupt	Atmospheric Assault	Cloud City	Rare
841	13	Light	Black		Effect	Beldon's Eye	Cloud City	Rare
842	14	Dark	Black		Location	Bespin	Cloud City	Uncommon
843	15	Light	Black		Location	Bespin	Cloud City	Uncommon
844	16	Dark	Black		Location	Bespin: Cloud City	Cloud City	Uncommon
845	17	Light	Black		Location	Bespin: Cloud City	Cloud City	Uncommon
846	18	Dark	Black		Device	Binders	Cloud City	Common
847	19	Light	Black		Device	Bionic Hand	Cloud City	Rare
848	20	Dark	Black		Interrupt	Blasted Droid	Cloud City	Common
849	21	Light	Black		Interrupt	Blaster Proficiency	Cloud City	Common
850	22	Dark	Black		Character	Boba Fett	Cloud City	Rare
851	23	Dark	Black		Weapon	Boba Fett's Blaster Rifle	Cloud City	Rare
852	24	Dark	Black		Effect	Bounty	Cloud City	Common
853	25	Dark	Black		Interrupt	Brief Loss Of Control	Cloud City	Rare
854	26	Light	Black		Starship	Bright Hope	Cloud City	Rare
855	27	Dark	Black		Character	Captain Bewil	Cloud City	Rare
856	28	Light	Black		Character	Captain Han Solo	Cloud City	Rare
857	29	Light	Black		Interrupt	Captive Fury	Cloud City	Uncommon
858	30	Light	Black		Interrupt	Captive Pursuit	Cloud City	Common
859	31	Dark	Black		Effect	Carbon-Freezing	Cloud City	Uncommon
860	32	Dark	Black		Device	Carbonite Chamber Console	Cloud City	Uncommon
861	33	Light	Black		Effect	Chasm	Cloud City	Uncommon
862	34	Dark	Black		Character	Chief Retwin	Cloud City	Rare
863	35	Light	Black		Effect	Civil Disorder	Cloud City	Common
864	36	Light	Black		Interrupt	Clash Of Sabers	Cloud City	Uncommon
865	37	Dark	Black		Vehicle	Cloud Car	Cloud City	Common
866	38	Light	Black		Vehicle	Cloud Car	Cloud City	Common
867	39	Dark	Black		Weapon	Cloud City Blaster	Cloud City	Common
868	40	Light	Black		Weapon	Cloud City Blaster	Cloud City	Common
869	41	Dark	Black		Character	Cloud City Engineer	Cloud City	Common
870	42	Dark	Black		Interrupt	Cloud City Sabacc	Cloud City	Uncommon
871	43	Light	Black		Interrupt	Cloud City Sabacc	Cloud City	Uncommon
872	44	Light	Black		Character	Cloud City Technician	Cloud City	Common
873	45	Dark	Black		Character	Cloud City Trooper	Cloud City	Common
874	46	Light	Black		Character	Cloud City Trooper	Cloud City	Common
875	47	Dark	Black		Location	Cloud City: Carbonite Chamber	Cloud City	Uncommon
876	48	Light	Black		Location	Cloud City: Carbonite Chamber	Cloud City	Uncommon
877	49	Dark	Black		Location	Cloud City: Chasm Walkway	Cloud City	Common
878	50	Light	Black		Location	Cloud City: Chasm Walkway	Cloud City	Common
879	51	Dark	Black		Location	Cloud City: Dining Room	Cloud City	Rare
880	52	Dark	Black		Location	Cloud City: East Platform (Docking Bay)	Cloud City	Common
881	53	Light	Black		Location	Cloud City: Guest Quarters	Cloud City	Rare
882	54	Dark	Black		Location	Cloud City: Incinerator	Cloud City	Common
883	55	Light	Black		Location	Cloud City: Incinerator	Cloud City	Common
884	56	Dark	Black		Location	Cloud City: Lower Corridor	Cloud City	Uncommon
885	57	Light	Black		Location	Cloud City: Lower Corridor	Cloud City	Uncommon
886	58	Light	Black		Location	Cloud City: Platform 327 (Docking Bay)	Cloud City	Common
887	59	Dark	Black		Location	Cloud City: Security Tower	Cloud City	Common
888	60	Light	Black		Location	Cloud City: Upper Plaza Corridor	Cloud City	Common
889	61	Dark	Black		Location	Cloud City: Upper Plaza Corridor	Cloud City	Uncommon
890	62	Dark	Black		Location	Clouds	Cloud City	Common
891	63	Light	Black		Location	Clouds	Cloud City	Common
892	64	Dark	Black		Character	Commander Desanne	Cloud City	Uncommon
893	65	Light	Black		Interrupt	Computer Interface	Cloud City	Common
894	66	Light	Black		Interrupt	Courage Of A Skywalker	Cloud City	Rare
895	67	Light	Black		Effect	Crack Shot	Cloud City	Uncommon
896	68	Light	Black		Device	Cyborg Construct	Cloud City	Uncommon
897	69	Light	Black		Interrupt	Dark Approach	Cloud City	Rare
898	70	Dark	Black		Effect	Dark Deal	Cloud City	Rare
899	71	Dark	Black		Interrupt	Dark Strike	Cloud City	Common
900	72	Light	Black		Interrupt	Dash	Cloud City	Common
901	73	Dark	Black		Effect	Despair	Cloud City	Rare
902	74	Light	Black		Interrupt	Desperate Reach	Cloud City	Uncommon
903	75	Light	Black		Effect	Dismantle On Sight	Cloud City	Rare
904	76	Light	Black		Interrupt	Dodge	Cloud City	Common
905	77	Dark	Black		Interrupt	Double Back	Cloud City	Uncommon
906	78	Dark	Black		Interrupt	Double-Crossing, No-Good Swindler	Cloud City	Common
907	79	Dark	Black		Interrupt	E Chu Ta	Cloud City	Common
908	80	Dark	Black		Character	E-3PO	Cloud City	Rare

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909	81	Dark	Black		Interrupt	End This Destructive Conflict	Cloud City	Rare
910	82	Dark	Black		Epic Event	Epic Duel	Cloud City	Rare
911	83	Light	Black		Interrupt	Fall Of The Empire	Cloud City	Uncommon
912	84	Light	Black		Interrupt	Fall Of The Legend	Cloud City	Uncommon
913	85	Dark	Black		Interrupt	Flight Escort	Cloud City	Rare
914	86	Dark	Black		Interrupt	Focused Attack	Cloud City	Rare
915	87	Dark	Black		Interrupt	Force Field	Cloud City	Rare
916	88	Dark	Black		Effect	Forced Landing	Cloud City	Rare
917	89	Light	Black		Effect	Frozen Assets	Cloud City	Rare
918	90	Light	Black		Interrupt	Gambler's Luck	Cloud City	Rare
919	91	Light	Black		Interrupt	Glancing Blow	Cloud City	Rare
920	92	Light	Black		Effect	Haven	Cloud City	Rare
921	93	Dark	Black		Interrupt	Heart Of The Chasm	Cloud City	Uncommon
922	94	Light	Black		Effect	Hero Of A Thousand Devices	Cloud City	Uncommon
923	95	Dark	Black		Interrupt	He's All Yours, Bounty Hunter	Cloud City	Rare
924	96	Light	Black		Interrupt	Higher Ground	Cloud City	Rare
925	97	Light	Black		Effect	Hindsight	Cloud City	Rare
926	98	Light	Black		Effect	Hopping Mad	Cloud City	Rare
927	99	Dark	Black		Interrupt	Human Shield	Cloud City	Common
928	100	Dark	Black		Effect	I Am Your Father	Cloud City	Rare
929	101	Light	Black		Interrupt	I Don't Need Their Scum, Either	Cloud City	Rare
930	102	Dark	Black		Effect	I Had No Choice	Cloud City	Rare
931	103	Dark	Black		Effect	Imperial Decree	Cloud City	Uncommon
932	104	Dark	Black		Character	Imperial Trooper Guard Dainsom	Cloud City	Uncommon
933	105	Light	Black		Interrupt	Impressive, Most Impressive	Cloud City	Rare
934	106	Light	Black		Interrupt	Innocent Scoundrel	Cloud City	Uncommon
935	107	Dark	Black		Device	Interrogation Array	Cloud City	Rare
936	108	Light	Black		Interrupt	Into The Ventilation Shaft, Lefty	Cloud City	Rare
937	109	Light	Black		Interrupt	It's A Trap!	Cloud City	Uncommon
938	110	Light	Black		Character	Kebyc	Cloud City	Uncommon
939	111	Light	Black		Interrupt	Keep Your Eyes Open	Cloud City	Common
940	112	Dark	Black		Character	Lando Calrissian	Cloud City	Rare
941	113	Light	Black		Character	Lando Calrissian	Cloud City	Rare
942	114	Light	Black		Device	Lando's Wrist Comlink	Cloud City	Uncommon
943	115	Light	Black		Effect	Leia Of Alderaan	Cloud City	Rare
944	116	Dark	Black		Interrupt	Levitation Attack	Cloud City	Uncommon
945	117	Dark	Black		Character	Lieutenant Cecius	Cloud City	Uncommon
946	118	Dark	Black		Character	Lieutenant Sheckil	Cloud City	Rare
947	119	Light	Black		Interrupt	Lift Tube Escape	Cloud City	Common
948	120	Light	Black		Character	Lobot	Cloud City	Rare
949	121	Light	Black		Weapon	Luke's Blaster Pistol	Cloud City	Rare
950	122	Dark	Black		Device	Mandalorian Armor	Cloud City	Rare
951	123	Dark	Black		Effect	Mostly Armless	Cloud City	Rare
952	124	Light	Black		Interrupt	NOOOOOOOOOOOO!	Cloud City	Rare
953	125	Dark	Black		Starship	Obsidian 7	Cloud City	Rare
954	126	Dark	Black		Starship	Obsidian 8	Cloud City	Rare
955	127	Light	Black		Interrupt	Off The Edge	Cloud City	Rare
956	128	Light	Black		Interrupt	Old Pirates	Cloud City	Rare
957	129	Light	Black		Interrupt	Out Of Somewhere	Cloud City	Uncommon
958	130	Light	Black		Interrupt	Path Of Least Resistance	Cloud City	Common
959	131	Dark	Black		Interrupt	Point Man	Cloud City	Rare
960	132	Dark	Black		Interrupt	Prepare The Chamber	Cloud City	Uncommon
961	133	Light	Black		Character	Princess Leia	Cloud City	Rare
962	134	Dark	Black		Interrupt	Projective Telepathy	Cloud City	Uncommon
963	135	Light	Black		Interrupt	Protector	Cloud City	Rare
964	136	Light	Black		Interrupt	Punch It!	Cloud City	Rare
965	137	Light	Black		Interrupt	Put That Down	Cloud City	Common
966	138	Light	Black		Starship	Redemption	Cloud City	Rare
967	139	Dark	Black		Interrupt	Release Your Anger	Cloud City	Rare
968	140	Light	Black		Interrupt	Rendezvous Point On Tatooine	Cloud City	Rare
969	141	Light	Black		Interrupt	Rescue In The Clouds	Cloud City	Common
970	142	Dark	Black		Effect	Restricted Access	Cloud City	Common
971	143	Dark	Black		Interrupt	Rite Of Passage	Cloud City	Common
972	144	Dark	Black		Interrupt	Shattered Hope	Cloud City	Uncommon
973	145	Light	Black		Interrupt	Shocking Information	Cloud City	Common
974	146	Dark	Black		Interrupt	Shocking Revelation	Cloud City	Common
975	147	Dark	Black		Starship	Slave I	Cloud City	Rare
976	148	Dark	Black		Interrupt	Slip Sliding Away	Cloud City	Rare
977	149	Light	Black		Interrupt	Smoke Screen	Cloud City	Rare
978	150	Light	Black		Interrupt	Somersault	Cloud City	Common
979	151	Dark	Black		Interrupt	Sonic Bombardment	Cloud City	Uncommon
980	152	Dark	Black		Effect	Special Delivery	Cloud City	Common
981	153	Dark	Black		Interrupt	Surprise	Cloud City	Rare
982	154	Light	Black		Interrupt	Surreptitious Glance	Cloud City	Rare
983	155	Light	Black		Interrupt	Swing-And-A-Miss	Cloud City	Uncommon
984	156	Dark	Black		Effect	The Emperor's Prize	Cloud City	Rare
985	157	Light	Black		Interrupt	This Is Even Better	Cloud City	Rare
986	158	Dark	Black		Interrupt	This Is Still Wrong	Cloud City	Rare
987	159	Dark	Black		Character	Tibanna Gas Miner	Cloud City	Common
988	160	Light	Black		Character	Tibanna Gas Miner	Cloud City	Common
989	161	Dark	Black		Interrupt	TIE Sentry Ships	Cloud City	Common
990	162	Light	Black		Character	Treva Horme	Cloud City	Uncommon
991	163	Dark	Black		Interrupt	Trooper Assault	Cloud City	Common

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992	164	Dark	Black		Character	Trooper Jerrol Blendin	Cloud City	Uncommon
993	165	Light	Black		Character	Trooper Utris M'toc	Cloud City	Uncommon
994	166	Dark	Black		Character	Ugloste	Cloud City	Rare
995	167	Dark	Black		Character	Ugnaught	Cloud City	Common
996	168	Light	Black		Effect	Uncontrollable Fury	Cloud City	Rare
997	169	Dark	Black		Effect	Vader's Bounty	Cloud City	Rare
998	170	Dark	Black		Effect	Vader's Cape	Cloud City	Rare
999	171	Dark	Black		Interrupt	Weapon Levitation	Cloud City	Uncommon
1000	172	Dark	Black		Interrupt	Weapon Of An Ungrateful Son	Cloud City	Uncommon
1001	173	Dark	Black		Effect	Weather Vane	Cloud City	Uncommon
1002	174	Light	Black		Effect	Weather Vane	Cloud City	Uncommon
1003	175	Light	Black		Interrupt	We'll Find Han	Cloud City	Rare
1004	176	Dark	Black		Effect	We're The Bait	Cloud City	Rare
1005	177	Dark	Black		Interrupt	Why Didn't You Tell Me?	Cloud City	Rare
1006	178	Light	Black		Character	Wiorkettle	Cloud City	Uncommon
1007	179	Light	Black		Interrupt	Wookiee Strangle	Cloud City	Rare
1008	180	Dark	Black		Interrupt	You Are Beaten	Cloud City	Uncommon
Jabba's Palace (Limited) - April 1998 - 180 Cards								
1009	1	Light	Black		Character	8D8	Jabba's Palace	Rare
1010	2	Light	Black		Effect	A Gift	Jabba's Palace	Uncommon
1011	3	Dark	Black		Character	Abyssin	Jabba's Palace	Common
1012	4	Dark	Black		Interrupt	Abyssin Ornament	Jabba's Palace	Uncommon
1013	5	Dark	Black		Effect	All Wrapped Up	Jabba's Palace	Uncommon
1014	6	Dark	Black		Character	Amanaman	Jabba's Palace	Rare
1015	7	Dark	Black		Character	Amanin	Jabba's Palace	Common
1016	8	Dark	Black		Weapon	Antipersonnel Laser Cannon	Jabba's Palace	Uncommon
1017	9	Dark	Black		Character	Aqualish	Jabba's Palace	Common
1018	10	Light	Black		Device	Arc Welder	Jabba's Palace	Uncommon
1019	11	Light	Black		Character	Ardon 'Vapor' Crell	Jabba's Palace	Rare
1020	12	Light	Black		Character	Artoo	Jabba's Palace	Rare
1021	13	Light	Black		Interrupt	Artoo, I Have A Bad Feeling About This	Jabba's Palace	Uncommon
1022	14	Light	Black		Character	Attark	Jabba's Palace	Rare
1023	15	Light	Black		Character	Aved Luun	Jabba's Palace	Rare
1024	16	Dark	Black		Character	Bane Malar	Jabba's Palace	Rare
1025	17	Dark	Black		Interrupt	Bantha Fodder	Jabba's Palace	Common
1026	18	Dark	Black		Character	Barada	Jabba's Palace	Rare
1027	19	Light	Black		Character	Baragwin	Jabba's Palace	Common
1028	20	Light	Black		Effect	Bargaining Table	Jabba's Palace	Uncommon
1029	21	Dark	Black		Character	Beedo	Jabba's Palace	Rare
1030	22	Light	Black		Character	BG-J38	Jabba's Palace	Rare
1031	23	Dark	Black		Character	Bib Fortuna	Jabba's Palace	Rare
1032	24	Light	Black		Interrupt	Blaster Deflection	Jabba's Palace	Rare
1033	25	Light	Black		Effect	Bo Shuda	Jabba's Palace	Uncommon
1034	26	Light	Black		Character	B'omarr Monk	Jabba's Palace	Common
1035	27	Dark	Black		Creature	Bubo	Jabba's Palace	Uncommon
1036	28	Dark	Black		Effect	Cane Adiss	Jabba's Palace	Uncommon
1037	29	Light	Black		Character	Chadra-Fan	Jabba's Palace	Common
1038	30	Dark	Black		Character	Chevin	Jabba's Palace	Common
1039	31	Light	Black		Interrupt	Choke	Jabba's Palace	Common
1040	32	Light	Black		Interrupt	Corellian Retort	Jabba's Palace	Uncommon
1041	33	Dark	Black		Character	CZ-4	Jabba's Palace	Common
1042	34	Dark	Black		Effect	Den Of Thieves	Jabba's Palace	Uncommon
1043	35	Dark	Black		Weapon	Dengar's Modified Riot Gun	Jabba's Palace	Rare
1044	36	Light	Black		Character	Devaronian	Jabba's Palace	Common
1045	37	Light	Black		Interrupt	Don't Forget The Droids	Jabba's Palace	Common
1046	38	Dark	Black		Weapon	Double Laser Cannon	Jabba's Palace	Rare
1047	39	Light	Black		Character	Droopy McCool	Jabba's Palace	Rare
1048	40	Dark	Black		Interrupt	Dune Sea Sabacc	Jabba's Palace	Uncommon
1049	41	Light	Black		Interrupt	Dune Sea Sabacc	Jabba's Palace	Uncommon
1050	42	Light	Black		Character	Elom	Jabba's Palace	Common
1051	43	Dark	Black		Character	Ephant Mon	Jabba's Palace	Rare
1052	44	Dark	Black		Character	EV-9D9	Jabba's Palace	Rare
1053	45	Light	Black		Interrupt	Fallen Portal	Jabba's Palace	Uncommon
1054	46	Light	Black		Character	Florn Lamproid	Jabba's Palace	Common
1055	47	Dark	Black		Character	Fozec	Jabba's Palace	Rare
1056	48	Dark	Black		Character	Gailid	Jabba's Palace	Rare
1057	49	Dark	Black		Weapon	Gamorrean Ax	Jabba's Palace	Common
1058	50	Dark	Black		Character	Gamorrean Guard	Jabba's Palace	Common
1059	51	Light	Black		Character	Garon Nas Tal	Jabba's Palace	Rare
1060	52	Light	Black		Character	Geezum	Jabba's Palace	Rare
1061	53	Light	Black		Character	Ghoel	Jabba's Palace	Rare
1062	54	Dark	Black		Character	Giran	Jabba's Palace	Rare
1063	55	Light	Black		Character	Gran	Jabba's Palace	Common
1064	56	Dark	Black		Character	Herat	Jabba's Palace	Rare
1065	57	Dark	Black		Character	Hermi Odle	Jabba's Palace	Rare
1066	58	Light	Black		Device	Hidden Compartment	Jabba's Palace	Uncommon
1067	59	Dark	Black		Interrupt	Hidden Weapons	Jabba's Palace	Uncommon
1068	60	Light	Black		Character	H'nemthe	Jabba's Palace	Common
1069	61	Light	Black		Device	Holoprojector	Jabba's Palace	Uncommon
1070	62	Dark	Black		Effect	Hutt Bounty	Jabba's Palace	Rare
1071	63	Dark	Black		Interrupt	Hutt Smooch	Jabba's Palace	Uncommon
1072	64	Light	Black		Effect	I Must Be Allowed To Speak	Jabba's Palace	Rare
1073	65	Dark	Black		Effect	Information Exchange	Jabba's Palace	Uncommon

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1074	66	Light	Black		Character	Ishi Tib	Jabba's Palace	Common
1075	67	Light	Black		Character	Ithorian	Jabba's Palace	Common
1076	68	Dark	Black		Character	Jabba The Hutt	Jabba's Palace	Rare
1077	69	Dark	Black		Interrupt	Jabba's Palace Sabacc	Jabba's Palace	Uncommon
1078	70	Light	Black		Interrupt	Jabba's Palace Sabacc	Jabba's Palace	Uncommon
1079	71	Dark	Black		Location	Jabba's Palace: Audience Chamber	Jabba's Palace	Uncommon
1080	72	Light	Black		Location	Jabba's Palace: Audience Chamber	Jabba's Palace	Uncommon
1081	73	Dark	Black		Location	Jabba's Palace: Droid Workshop	Jabba's Palace	Uncommon
1082	74	Dark	Black		Location	Jabba's Palace: Dungeon	Jabba's Palace	Uncommon
1083	75	Dark	Black		Location	Jabba's Palace: Entrance Cavern	Jabba's Palace	Uncommon
1084	76	Light	Black		Location	Jabba's Palace: Entrance Cavern	Jabba's Palace	Uncommon
1085	77	Dark	Black		Location	Jabba's Palace: Rancor Pit	Jabba's Palace	Uncommon
1086	78	Dark	Black		Vehicle	Jabba's Sail Barge	Jabba's Palace	Rare
1087	79	Dark	Black		Location	Jabba's Sail Barge: Passenger Deck	Jabba's Palace	Rare
1088	80	Light	Black		Interrupt	Jedi Mind Trick	Jabba's Palace	Rare
1089	81	Light	Black		Character	Jess	Jabba's Palace	Rare
1090	82	Dark	Black		Device	Jet Pack	Jabba's Palace	Uncommon
1091	83	Dark	Black		Character	J'Quille	Jabba's Palace	Rare
1092	84	Light	Black		Character	Kalit	Jabba's Palace	Rare
1093	85	Light	Black		Interrupt	Ke Chu Ke Kukuta?	Jabba's Palace	Common
1094	86	Light	Black		Location	Kiffex	Jabba's Palace	Rare
1095	87	Light	Black		Location	Kirdo III	Jabba's Palace	Rare
1096	88	Dark	Black		Character	Kithaba	Jabba's Palace	Rare
1097	89	Light	Black		Character	Kitonak	Jabba's Palace	Common
1098	90	Dark	Black		Character	Klaatu	Jabba's Palace	Rare
1099	91	Light	Black		Character	Klatooinian Revolutionary	Jabba's Palace	Common
1100	92	Light	Black		Character	Laudica	Jabba's Palace	Rare
1101	93	Light	Black		Character	Leslomy Tacema	Jabba's Palace	Rare
1102	94	Light	Black		Interrupt	Life Debt	Jabba's Palace	Rare
1103	95	Light	Black		Character	Loje Nella	Jabba's Palace	Rare
1104	96	Dark	Black		Character	Malakili	Jabba's Palace	Rare
1105	97	Light	Black		Interrupt	Mandalorian Mishap	Jabba's Palace	Uncommon
1106	98	Light	Black		Character	Max Rebo	Jabba's Palace	Rare
1107	99	Dark	Black		Weapon	Mos Eisley Blaster	Jabba's Palace	Common
1108	100	Light	Black		Weapon	Mos Eisley Blaster	Jabba's Palace	Common
1109	101	Dark	Black		Character	Murttoc Yine	Jabba's Palace	Rare
1110	102	Dark	Black		Location	Nal Hutta	Jabba's Palace	Rare
1111	103	Light	Black		Interrupt	Nar Shaddaa Wind Chimes	Jabba's Palace	Uncommon
1112	104	Dark	Black		Character	Nikto	Jabba's Palace	Common
1113	105	Dark	Black		Character	Nizuc Bek	Jabba's Palace	Rare
1114	106	Dark	Black		Interrupt	None Shall Pass	Jabba's Palace	Common
1115	107	Dark	Black		Character	Nysad	Jabba's Palace	Rare
1116	108	Light	Black		Character	Oola	Jabba's Palace	Rare
1117	109	Light	Black		Character	Ortolan	Jabba's Palace	Common
1118	110	Dark	Black		Character	Ortugg	Jabba's Palace	Rare
1119	111	Light	Black		Character	Palejo Reshad	Jabba's Palace	Rare
1120	112	Dark	Black		Character	Pote Snitkin	Jabba's Palace	Rare
1121	113	Light	Black		Character	Princess Leia Organa	Jabba's Palace	Rare
1122	114	Light	Black		Effect	Projection Of A Skywalker	Jabba's Palace	Uncommon
1123	115	Light	Black		Character	Pucumir Thryss	Jabba's Palace	Rare
1124	116	Dark	Black		Character	Quarren	Jabba's Palace	Common
1125	117	Dark	Black		Effect	Quick Reflexes	Jabba's Palace	Common
1126	118	Dark	Black		Creature	Rancor	Jabba's Palace	Rare
1127	119	Light	Black		Character	Rayc Ryjerd	Jabba's Palace	Rare
1128	120	Dark	Black		Character	Ree-Yees	Jabba's Palace	Rare
1129	121	Light	Black		Character	Rennek	Jabba's Palace	Rare
1130	122	Dark	Black		Effect	Resistance	Jabba's Palace	Uncommon
1131	123	Light	Black		Interrupt	Revealed	Jabba's Palace	Uncommon
1132	124	Light	Black		Character	R'kik D'nec, Hero Of The Dune Sea	Jabba's Palace	Rare
1133	125	Light	Black		Character	Saelt-Marae	Jabba's Palace	Rare
1134	126	Dark	Black		Character	Salacious Crumb	Jabba's Palace	Rare
1135	127	Dark	Black		Effect	Sandwhirl	Jabba's Palace	Uncommon
1136	128	Light	Black		Effect	Sandwhirl	Jabba's Palace	Uncommon
1137	129	Dark	Black		Effect	Scum And Villainy	Jabba's Palace	Rare
1138	130	Light	Black		Character	Sergeant Doallyn	Jabba's Palace	Rare
1139	131	Light	Black		Character	Shasa Tiel	Jabba's Palace	Rare
1140	132	Light	Black		Character	Sic-Six	Jabba's Palace	Common
1141	133	Dark	Black		Vehicle	Skiff	Jabba's Palace	Common
1142	134	Light	Black		Vehicle	Skiff	Jabba's Palace	Common
1143	135	Dark	Black		Character	Skrilling	Jabba's Palace	Common
1144	136	Light	Black		Interrupt	Skull	Jabba's Palace	Uncommon
1145	137	Light	Black		Character	Snivvian	Jabba's Palace	Common
1146	138	Light	Black		Interrupt	Someone Who Loves You	Jabba's Palace	Uncommon
1147	139	Light	Black		Interrupt	Strangle	Jabba's Palace	Rare
1148	140	Light	Black		Character	Tamtel Skreej	Jabba's Palace	Rare
1149	141	Light	Black		Character	Tanus Spijek	Jabba's Palace	Rare
1150	142	Dark	Black		Location	Tatooine: Desert	Jabba's Palace	Common
1151	143	Light	Black		Location	Tatooine: Desert	Jabba's Palace	Common
1152	144	Dark	Black		Location	Tatooine: Great Pit Of Carkoon	Jabba's Palace	Uncommon
1153	145	Light	Black		Location	Tatooine: Hutt Canyon	Jabba's Palace	Uncommon
1154	146	Dark	Black		Location	Tatooine: Jabba's Palace	Jabba's Palace	Uncommon
1155	147	Dark	Black		Character	Taym Dren-garen	Jabba's Palace	Rare
1156	148	Light	Black		Character	Tessek	Jabba's Palace	Rare

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1157	149	Light	Black		Interrupt	The Signal	Jabba's Palace	Common
1158	150	Dark	Black		Weapon	Thermal Detonator	Jabba's Palace	Rare
1159	151	Dark	Black		Character	Thul Fain	Jabba's Palace	Rare
1160	152	Light	Black		Location	Tibrin	Jabba's Palace	Rare
1161	153	Dark	Black		Interrupt	Torture	Jabba's Palace	Common
1162	154	Dark	Black		Character	Trandoshan	Jabba's Palace	Common
1163	155	Dark	Black		Interrupt	Trap Door	Jabba's Palace	Uncommon
1164	156	Dark	Black		Interrupt	Twi'lek Advisor	Jabba's Palace	Common
1165	157	Light	Black		Effect	Ultimatum	Jabba's Palace	Uncommon
1166	158	Light	Black		Interrupt	Unfriendly Fire	Jabba's Palace	Rare
1167	159	Dark	Black		Character	Vedain	Jabba's Palace	Rare
1168	160	Dark	Black		Character	Velken Tezeri	Jabba's Palace	Rare
1169	161	Dark	Black		Weapon	Vibro-Ax	Jabba's Palace	Common
1170	162	Light	Black		Weapon	Vibro-Ax	Jabba's Palace	Common
1171	163	Dark	Black		Character	Vizam	Jabba's Palace	Rare
1172	164	Light	Black		Character	Vul Tazaene	Jabba's Palace	Rare
1173	165	Light	Black		Interrupt	Weapon Levitation	Jabba's Palace	Uncommon
1174	166	Dark	Black		Character	Weequay Guard	Jabba's Palace	Common
1175	167	Dark	Black		Character	Weequay Hunter	Jabba's Palace	Common
1176	168	Dark	Black		Character	Weequay Marksman	Jabba's Palace	Uncommon
1177	169	Dark	Black		Character	Weequay Skiff Master	Jabba's Palace	Common
1178	170	Dark	Black		Effect	Well Guarded	Jabba's Palace	Uncommon
1179	171	Dark	Black		Character	Whiphid	Jabba's Palace	Common
1180	172	Dark	Black		Character	Wittin	Jabba's Palace	Rare
1181	173	Dark	Black		Character	Wooof	Jabba's Palace	Rare
1182	174	Light	Black		Creature	Worrt	Jabba's Palace	Uncommon
1183	175	Dark	Black		Interrupt	Wounded Wookiee	Jabba's Palace	Uncommon
1184	176	Light	Black		Character	Yarkora	Jabba's Palace	Common
1185	177	Light	Black		Effect	Yarna d'al' Gargan	Jabba's Palace	Uncommon
1186	178	Light	Black		Interrupt	You Will Take Me To Jabba Now	Jabba's Palace	Uncommon
1187	179	Light	Black		Character	Yoxgit	Jabba's Palace	Rare
1188	180	Dark	Black		Character	Yuzzum	Jabba's Palace	Common
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1189	1	Dark	Black		Character	2X-7KPR (Tooex)	Special Edition	Common
1190	2	Dark	Black		Effect	A Bright Center To The Universe	Special Edition	Uncommon
1191	3	Dark	Black		Effect	A Day Long Remembered	Special Edition	Uncommon
1192	4	Dark	Black		Interrupt	A Real Hero	Special Edition	Rare
1193	5	Light	Black		Vehicle	Air-2 Racing Swoop	Special Edition	Common
1194	6	Dark	Black		Character	Ak-rev	Special Edition	Uncommon
1195	7	Light	Black		Character	Alderaan Operative	Special Edition	Common
1196	8	Dark	Black		Effect	Alert My Star Destroyer!	Special Edition	Common
1197	9	Dark	Black		Interrupt	All Power To Weapons	Special Edition	Common
1198	10	Light	Black		Interrupt	All Wings Report In	Special Edition	Rare
1199	11	Dark	Black		Character	Anoat Operative	Special Edition	Common
1200	12	Light	Black		Character	Anoat Operative	Special Edition	Common
1201	13	Light	Black		Interrupt	Antilles Maneuver	Special Edition	Common
1202	14	Light	Black		Character	ASP-707 (Ayesspee)	Special Edition	Fixed
1203	15	Light	Black		Interrupt	Balanced Attack	Special Edition	Uncommon
1204	16	Dark	Black		Effect	Bantha Herd	Special Edition	Rare
1205	17	Dark	Black		Character	Barquin D'an	Special Edition	Uncommon
1206	18	Light	Black		Character	Ben Kenobi	Special Edition	Rare
1207	19	Dark	Black		Interrupt	Blast Points	Special Edition	Common
1208	20	Dark	Black		Effect	Blown Clear	Special Edition	Uncommon
1209	21	Dark	Black		Character	Boba Fett	Special Edition	Rare
1210	22	Dark	Black		Character	Boelo	Special Edition	Rare
1211	23	Dark	Black		Starship	Bossk In Hound's Tooth	Special Edition	Rare
1212	24	Light	Black		Character	Bothan Spy	Special Edition	Common
1213	25	Light	Black		Location	Bothawui	Special Edition	Fixed
1214	26	Light	Black		Character	Bothawui Operative	Special Edition	Common
1215	27	Dark	Black		Character	Brangus Glee	Special Edition	Rare
1216	28	Light	Black		Character	Bren Quersey	Special Edition	Uncommon
1217	29	Light	Black		Character	Bron Burs	Special Edition	Rare
1218	30	Light	Black		Starship	B-wing Attack Fighter	Special Edition	Fixed
1219	31	Light	Black		Character	Camie	Special Edition	Rare
1220	32	Dark	Black		Objective	Carbon Chamber Testing / My Favorite Decoration	Special Edition	Rare
1221	33	Dark	Black		Character	Chyler	Special Edition	Uncommon
1222	34	Light	Black		Character	Clak'dor VII Operative	Special Edition	Uncommon
1223	35	Light	Black		Effect	Cloud City Celebration	Special Edition	Rare
1224	36	Dark	Black		Effect	Cloud City Occupation	Special Edition	Rare
1225	37	Dark	Black		Location	Cloud City: Casino	Special Edition	Uncommon
1226	38	Light	Black		Location	Cloud City: Casino	Special Edition	Uncommon
1227	39	Light	Black		Location	Cloud City: Core Tunnel	Special Edition	Uncommon
1228	40	Dark	Black		Location	Cloud City: Downtown Plaza	Special Edition	Rare
1229	41	Light	Black		Location	Cloud City: Downtown Plaza	Special Edition	Rare
1230	42	Dark	Black		Location	Cloud City: Interrogation Room	Special Edition	Common
1231	43	Light	Black		Location	Cloud City: North Corridor	Special Edition	Common
1232	44	Dark	Black		Location	Cloud City: Port Town District	Special Edition	Uncommon
1233	45	Dark	Black		Location	Cloud City: Upper Walkway	Special Edition	Common
1234	46	Dark	Black		Location	Cloud City: West Gallery	Special Edition	Common
1235	47	Light	Black		Location	Cloud City: West Gallery	Special Edition	Common
1236	48	Light	Black		Character	Colonel Feyn Gospic	Special Edition	Rare
1237	49	Dark	Black		Vehicle	Combat Cloud Car	Special Edition	Fixed
1238	50	Dark	Black		Effect	Come Here You Big Coward!	Special Edition	Common

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1239	51	Light	Black		Character	Commander Wedge Antilles	Special Edition	Rare
1240	52	Dark	Black		Interrupt	Coordinated Attack	Special Edition	Common
1241	53	Light	Black		Character	Corellia Operative	Special Edition	Uncommon
1242	54	Light	Black		Effect	Corellian Engineering Corporation	Special Edition	Rare
1243	55	Dark	Black		Character	Corporal Grenwick	Special Edition	Rare
1244	56	Dark	Black		Character	Corporal Prescott	Special Edition	Uncommon
1245	57	Dark	Black		Character	Corulag Operative	Special Edition	Common
1246	58	Dark	Black		Location	Coruscant	Special Edition	Rare
1247	59	Light	Black		Location	Coruscant	Special Edition	Rare
1248	60	Light	Black		Effect	Coruscant Celebration	Special Edition	Rare
1249	61	Dark	Black		Location	Coruscant: Docking Bay	Special Edition	Common
1250	62	Dark	Black		Location	Coruscant: Imperial City	Special Edition	Uncommon
1251	63	Dark	Black		Location	Coruscant: Imperial Square	Special Edition	Rare
1252	64	Dark	Black		Interrupt	Counter Surprise Assault	Special Edition	Rare
1253	65	Dark	Black		Location	Dagobah	Special Edition	Uncommon
1254	66	Light	Black		Objective	Dantooine Base Operations / More Dangerous Than You Realize	Special Edition	Rare
1255	67	Dark	Black		Character	Dantooine Operative	Special Edition	Common
1256	68	Light	Black		Interrupt	Darklighter Spin	Special Edition	Common
1257	69	Dark	Black		Character	Darth Vader, Dark Lord Of The Sith	Special Edition	Rare
1258	70	Dark	Black		Starship	Death Squadron Star Destroyer	Special Edition	Rare
1259	71	Light	Black		Location	Death Star	Special Edition	Rare
1260	72	Dark	Black		Starship	Death Star Assault Squadron	Special Edition	Rare
1261	73	Dark	Black		Location	Death Star: Detention Block Control Room	Special Edition	Common
1262	74	Light	Black		Location	Death Star: Detention Block Corridor	Special Edition	Common
1263	75	Light	Black		Character	Debnoli	Special Edition	Rare
1264	76	Dark	Black		Location	Desert	Special Edition	Fixed
1265	77	Light	Black		Location	Desert	Special Edition	Fixed
1266	78	Dark	Black		Effect	Desilijic Tattoo	Special Edition	Uncommon
1267	79	Light	Black		Interrupt	Desperate Tactics	Special Edition	Common
1268	80	Dark	Black		Effect	Destroyed Homestead	Special Edition	Rare
1269	81	Dark	Black		Vehicle	Dewback	Special Edition	Common
1270	82	Light	Black		Interrupt	Direct Assault	Special Edition	Common
1271	83	Dark	Black		Weapon	Disruptor Pistol	Special Edition	Fixed
1272	84	Light	Black		Weapon	Disruptor Pistol	Special Edition	Fixed
1273	85	Light	Black		Effect	Docking And Repair Facilities	Special Edition	Rare
1274	86	Dark	Black		Character	Dodo Bodonawieedo	Special Edition	Uncommon
1275	87	Light	Black		Interrupt	Don't Tread On Me	Special Edition	Rare
1276	88	Light	Black		Effect	Down With The Emperor!	Special Edition	Uncommon
1277	89	Dark	Black		Weapon	Dr. Evazan's Sawed-off Blaster	Special Edition	Uncommon
1278	90	Light	Black		Effect	Draw Their Fire	Special Edition	Uncommon
1279	91	Dark	Black		Effect	Dreaded Imperial Starfleet	Special Edition	Rare
1280	92	Light	Black		Character	Droid Merchant	Special Edition	Common
1281	93	Dark	Black		Vehicle	Dune Walker	Special Edition	Rare
1282	94	Light	Black		Weapon	Echo Base Trooper Rifle	Special Edition	Common
1283	95	Light	Black		Character	Elyhek Rue	Special Edition	Uncommon
1284	96	Light	Black		Effect	Entrenchment	Special Edition	Rare
1285	97	Dark	Black		Character	Eriadu Operative	Special Edition	Common
1286	98	Dark	Black		Location	Executor: Docking Bay	Special Edition	Uncommon
1287	99	Light	Black		Location	Farm	Special Edition	Fixed
1288	100	Dark	Black		Weapon	Feltipern Trevagg's Stun Rifle	Special Edition	Uncommon
1289	101	Dark	Black		Effect	Firepower	Special Edition	Common
1290	102	Light	Black		Character	Firin Morett	Special Edition	Uncommon
1291	103	Light	Black		Interrupt	First Aid	Special Edition	Fixed
1292	104	Dark	Black		Effect	First Strike	Special Edition	Uncommon
1293	105	Dark	Black		Vehicle	Flare-S Racing Swoop	Special Edition	Common
1294	106	Dark	Black		Interrupt	Flawless Marksmanship	Special Edition	Common
1295	107	Dark	Black		Device	Floating Refinery	Special Edition	Common
1296	108	Dark	Black		Location	Fondor	Special Edition	Uncommon
1297	109	Dark	Black		Location	Forest	Special Edition	Fixed
1298	110	Light	Black		Location	Forest	Special Edition	Fixed
1299	111	Dark	Black		Character	Gela Yeens	Special Edition	Uncommon
1300	112	Light	Black		Character	General McQuarrie	Special Edition	Rare
1301	113	Light	Black		Starship	Gold 3	Special Edition	Uncommon
1302	114	Light	Black		Starship	Gold 4	Special Edition	Uncommon
1303	115	Light	Black		Starship	Gold 6	Special Edition	Uncommon
1304	116	Light	Black		Effect	Goo Nee Tay	Special Edition	Rare
1305	117	Dark	Black		Character	Greeata	Special Edition	Uncommon
1306	118	Light	Black		Character	Grondorn Muse	Special Edition	Rare
1307	119	Light	Black		Character	Harc Seff	Special Edition	Uncommon
1308	120	Light	Black		Interrupt	Harvest	Special Edition	Rare
1309	121	Dark	Black		Interrupt	Heavy Fire Zone	Special Edition	Common
1310	122	Light	Black		Interrupt	Heroes Of Yavin	Special Edition	Rare
1311	123	Light	Black		Effect	Heroic Sacrifice	Special Edition	Uncommon
1312	124	Light	Black		Objective	Hidden Base / Systems Will Slip Through Your Fingers	Special Edition	Rare
1313	125	Light	Black		Interrupt	Hit And Run	Special Edition	Rare
1314	126	Light	Black		Character	Hol Okand	Special Edition	Uncommon
1315	127	Dark	Black		Device	Homing Beacon	Special Edition	Rare
1316	128	Light	Black		Effect	Hoth Sentry	Special Edition	Uncommon
1317	129	Dark	Black		Objective	Hunt Down And Destroy The Jedi / Their Fire Has Gone Out Of The Universe	Special Edition	Rare
1318	130	Dark	Black		Interrupt	Hunting Party	Special Edition	Rare
1319	131	Dark	Black		Interrupt	I Can't Shake Him!	Special Edition	Common
1320	132	Dark	Black		Character	Iasa, The Traitor Of Jawa Canyon	Special Edition	Rare
1321	133	Dark	Black		Character	IM4-099 (Eyeemmfour)	Special Edition	Fixed

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1322	134	Light	Black		Effect	Imperial Atrocity	Special Edition	Rare
1323	135	Dark	Black		Objective	Imperial Occupation / Imperial Control	Special Edition	Rare
1324	136	Dark	Black		Effect	Imperial Propaganda	Special Edition	Rare
1325	137	Dark	Black		Interrupt	In Range	Special Edition	Common
1326	138	Light	Black		Effect	Incom Corporation	Special Edition	Rare
1327	139	Light	Black		Character	Incom Engineer	Special Edition	Common
1328	140	Dark	Black		Weapon	Intruder Missile	Special Edition	Fixed
1329	141	Light	Black		Weapon	Intruder Missile	Special Edition	Fixed
1330	142	Dark	Black		Objective	ISB Operations / Empire's Sinister Agents	Special Edition	Rare
1331	143	Light	Black		Interrupt	It's Not My Fault	Special Edition	Fixed
1332	144	Dark	Black		Character	Jabba	Special Edition	Rare
1333	145	Dark	Black		Effect	Jabba's Influence	Special Edition	Rare
1334	146	Dark	Black		Starship	Jabba's Space Cruiser	Special Edition	Rare
1335	147	Dark	Black		Interrupt	Jabba's Through With You	Special Edition	Uncommon
1336	148	Dark	Black		Interrupt	Jabba's Twerps	Special Edition	Uncommon
1337	149	Light	Black		Character	Joh Yowza	Special Edition	Rare
1338	150	Dark	Black		Location	Jungle	Special Edition	Fixed
1339	151	Light	Black		Location	Jungle	Special Edition	Fixed
1340	152	Light	Black		Vehicle	Kalit's Sandcrawler	Special Edition	Rare
1341	153	Dark	Black		Character	Kashyyyk Operative	Special Edition	Uncommon
1342	154	Light	Black		Character	Kashyyyk Operative	Special Edition	Uncommon
1343	155	Dark	Black		Character	Kessel Operative	Special Edition	Uncommon
1344	156	Light	Black		Character	Ketwol	Special Edition	Rare
1345	157	Dark	Black		Character	Kiffex Operative	Special Edition	Uncommon
1346	158	Light	Black		Character	Kiffex Operative	Special Edition	Uncommon
1347	159	Light	Black		Character	Kirdo III Operative	Special Edition	Common
1348	160	Light	Black		Effect	Koensayr Manufacturing	Special Edition	Rare
1349	161	Dark	Black		Creature	Krayt Dragon	Special Edition	Rare
1350	162	Dark	Black		Location	Kuat	Special Edition	Uncommon
1351	163	Dark	Black		Effect	Kuat Drive Yards	Special Edition	Rare
1352	164	Light	Black		Weapon	Lando's Blaster Rifle	Special Edition	Rare
1353	165	Light	Black		Effect	Legendary Starfighter	Special Edition	Common
1354	166	Light	Black		Weapon	Leia's Blaster Rifle	Special Edition	Rare
1355	167	Light	Black		Character	Lieutenant Lepira	Special Edition	Uncommon
1356	168	Light	Black		Character	Lieutenant Naytaan	Special Edition	Uncommon
1357	169	Light	Black		Character	Lieutenant Tarn Mison	Special Edition	Rare
1358	170	Dark	Black		Character	Lobel	Special Edition	Common
1359	171	Dark	Black		Character	Lobot	Special Edition	Rare
1360	172	Light	Black		Interrupt	Local Defense	Special Edition	Uncommon
1361	173	Light	Black		Objective	Local Uprising / Liberation	Special Edition	Rare
1362	174	Dark	Black		Character	Lyn Me	Special Edition	Uncommon
1363	175	Light	Black		Character	Major Palo Torshan	Special Edition	Rare
1364	176	Dark	Black		Character	Makurth	Special Edition	Fixed
1365	177	Light	Black		Effect	Maneuvering Flaps	Special Edition	Common
1366	178	Dark	Black		Interrupt	Masterful Move	Special Edition	Common
1367	179	Light	Black		Effect	Mechanical Failure	Special Edition	Rare
1368	180	Light	Black		Effect	Meditation	Special Edition	Rare
1369	181	Light	Black		Starship	Medium Bulk Freighter	Special Edition	Uncommon
1370	182	Light	Black		Character	Melas	Special Edition	Rare
1371	183	Light	Black		Objective	Mind What You Have Learned / Save You It Can	Special Edition	Rare
1372	184	Light	Black		Character	Moisture Farmer	Special Edition	Common
1373	185	Dark	Black		Character	Nal Hutta Operative	Special Edition	Common
1374	186	Light	Black		Character	Neb Dulo	Special Edition	Uncommon
1375	187	Dark	Black		Character	Nebit	Special Edition	Rare
1376	188	Dark	Black		Character	Niado Duegad	Special Edition	Uncommon
1377	189	Light	Black		Effect	Nick Of Time	Special Edition	Uncommon
1378	190	Dark	Black		Effect	No Bargain	Special Edition	Uncommon
1379	191	Light	Black		Interrupt	Old Times	Special Edition	Rare
1380	192	Light	Black		Interrupt	On Target	Special Edition	Common
1381	193	Dark	Black		Creature	One-Arm	Special Edition	Rare
1382	194	Dark	Black		Effect	Oppressive Enforcement	Special Edition	Uncommon
1383	195	Dark	Black		Character	Ord Mantell Operative	Special Edition	Common
1384	196	Light	Black		Interrupt	Organized Attack	Special Edition	Common
1385	197	Dark	Black		Starship	OS-72-1 In Obsidian 1	Special Edition	Rare
1386	198	Dark	Black		Character	OS-72-10	Special Edition	Rare
1387	199	Dark	Black		Starship	OS-72-2 In Obsidian 2	Special Edition	Rare
1388	200	Dark	Black		Character	Outer Rim Scout	Special Edition	Rare
1389	201	Dark	Black		Interrupt	Overwhelmed	Special Edition	Common
1390	202	Dark	Black		Vehicle	Patrol Craft	Special Edition	Common
1391	203	Light	Black		Vehicle	Patrol Craft	Special Edition	Common
1392	204	Dark	Black		Effect	Planetary Subjugation	Special Edition	Uncommon
1393	205	Dark	Black		Weapon	Ponda Baba's Hold-out Blaster	Special Edition	Uncommon
1394	206	Light	Black		Device	Portable Scanner	Special Edition	Common
1395	207	Light	Black		Interrupt	Power Pivot	Special Edition	Common
1396	208	Light	Black		Interrupt	Precise Hit	Special Edition	Common
1397	209	Dark	Black		Effect	Pride Of The Empire	Special Edition	Common
1398	210	Light	Black		Character	Princess Organa	Special Edition	Rare
1399	211	Dark	Black		Interrupt	Put All Sections On Alert	Special Edition	Common
1400	212	Dark	Black		Character	R2-A5 (Artoo-Ayfive)	Special Edition	Uncommon
1401	213	Light	Black		Character	R3-A2 (Arthree-Aytoo)	Special Edition	Uncommon
1402	214	Light	Black		Character	R3-T2 (Arthree-Teetoo)	Special Edition	Rare
1403	215	Dark	Black		Character	Raithal Operative	Special Edition	Common
1404	216	Light	Black		Character	Ralltiir Freighter Captain	Special Edition	Fixed

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1405	217	Dark	Black		Objective	Ralltiir Operations / In The Hands Of The Empire	Special Edition	Rare
1406	218	Light	Black		Character	Ralltiir Operative	Special Edition	Common
1407	219	Light	Black		Interrupt	Rapid Fire	Special Edition	Common
1408	220	Dark	Black		Character	Rappertunie	Special Edition	Uncommon
1409	221	Light	Black		Interrupt	Rebel Ambush	Special Edition	Common
1410	222	Dark	Black		Effect	Rebel Base Occupation	Special Edition	Rare
1411	223	Light	Black		Effect	Rebel Fleet	Special Edition	Rare
1412	224	Light	Black		Starship	Red 10	Special Edition	Uncommon
1413	225	Light	Black		Starship	Red 7	Special Edition	Uncommon
1414	226	Light	Black		Starship	Red 8	Special Edition	Uncommon
1415	227	Light	Black		Starship	Red 9	Special Edition	Uncommon
1416	228	Dark	Black		Interrupt	Relentless Pursuit	Special Edition	Common
1417	229	Light	Black		Location	Rendezvous Point	Special Edition	Rare
1418	230	Dark	Black		Location	Rendili	Special Edition	Fixed
1419	231	Dark	Black		Effect	Rendili StarDrive	Special Edition	Rare
1420	232	Light	Black		Objective	Rescue The Princess / Sometimes I Amaze Even Myself	Special Edition	Rare
1421	233	Dark	Black		Effect	Return To Base	Special Edition	Rare
1422	234	Light	Black		Location	Roche	Special Edition	Uncommon
1423	235	Dark	Black		Creature	Rock Wart	Special Edition	Fixed
1424	236	Light	Black		Vehicle	Rogue 4	Special Edition	Rare
1425	237	Dark	Black		Vehicle	Ronto	Special Edition	Common
1426	238	Light	Black		Vehicle	Ronto	Special Edition	Common
1427	239	Dark	Black		Character	RR'uruurrr	Special Edition	Rare
1428	240	Light	Black		Character	Ryle Torsyn	Special Edition	Uncommon
1429	241	Dark	Black		Character	Rystáll	Special Edition	Rare
1430	242	Dark	Black		Interrupt	Sacrifice	Special Edition	Fixed
1431	243	Light	Black		Vehicle	Sandspeeder	Special Edition	Fixed
1432	244	Dark	Black		Character	Sandtrooper	Special Edition	Fixed
1433	245	Dark	Black		Creature	Sarlacc	Special Edition	Rare
1434	246	Light	Black		Effect	Scrambled Transmission	Special Edition	Uncommon
1435	247	Light	Black		Creature	Scurrier	Special Edition	Fixed
1436	248	Dark	Black		Effect	Secret Plans	Special Edition	Uncommon
1437	249	Dark	Black		Starship	Sentinel-Class Landing Craft	Special Edition	Fixed
1438	250	Light	Black		Character	Sergeant Edian	Special Edition	Uncommon
1439	251	Light	Black		Character	Sergeant Hollis	Special Edition	Rare
1440	252	Dark	Black		Character	Sergeant Major Bursk	Special Edition	Uncommon
1441	253	Dark	Black		Character	Sergeant Major Enfield	Special Edition	Rare
1442	254	Dark	Black		Character	Sergeant Merril	Special Edition	Uncommon
1443	255	Dark	Black		Character	Sergeant Narthax	Special Edition	Rare
1444	256	Dark	Black		Character	Sergeant Torent	Special Edition	Rare
1445	257	Light	Black		Effect	S-Foils	Special Edition	Common
1446	258	Dark	Black		Weapon	SFS L-s9.3 Laser Cannons	Special Edition	Common
1447	259	Dark	Black		Interrupt	Short-range Fighters	Special Edition	Rare
1448	260	Dark	Black		Effect	Sienar Fleet Systems	Special Edition	Rare
1449	261	Light	Black		Effect	Slayn & Korpil Facilities	Special Edition	Rare
1450	262	Light	Black		Interrupt	Slight Weapons Malfunction	Special Edition	Common
1451	263	Light	Black		Character	Soth Petikkin	Special Edition	Rare
1452	264	Dark	Black		Location	Spaceport City	Special Edition	Fixed
1453	265	Light	Black		Location	Spaceport City	Special Edition	Fixed
1454	266	Dark	Black		Location	Spaceport Docking Bay	Special Edition	Fixed
1455	267	Light	Black		Location	Spaceport Docking Bay	Special Edition	Fixed
1456	268	Dark	Black		Location	Spaceport Prefect's Office	Special Edition	Fixed
1457	269	Dark	Black		Location	Spaceport Street	Special Edition	Fixed
1458	270	Light	Black		Location	Spaceport Street	Special Edition	Fixed
1459	271	Light	Black		Starship	Spiral	Special Edition	Rare
1460	272	Light	Black		Interrupt	Star Destroyer!	Special Edition	Rare
1461	273	Light	Black		Interrupt	Stay Sharp!	Special Edition	Uncommon
1462	274	Light	Black		Interrupt	Steady Aim	Special Edition	Common
1463	275	Dark	Black		Effect	Strategic Reserves	Special Edition	Rare
1464	276	Light	Black		Interrupt	Suppressive Fire	Special Edition	Common
1465	277	Dark	Black		Interrupt	Surface Defense	Special Edition	Rare
1466	278	Dark	Black		Location	Swamp	Special Edition	Fixed
1467	279	Light	Black		Location	Swamp	Special Edition	Fixed
1468	280	Dark	Black		Character	Swoop Mercenary	Special Edition	Fixed
1469	281	Dark	Black		Character	Sy Snootles	Special Edition	Rare
1470	282	Light	Black		Interrupt	T-47 Battle Formation	Special Edition	Rare
1471	283	Dark	Black		Effect	Tarkin's Bounty	Special Edition	Uncommon
1472	284	Light	Black		Effect	Tatooine Celebration	Special Edition	Rare
1473	285	Dark	Black		Effect	Tatooine Occupation	Special Edition	Rare
1474	286	Light	Black		Location	Tatooine: Anchorhead	Special Edition	Fixed
1475	287	Light	Black		Location	Tatooine: Beggar's Canyon	Special Edition	Rare
1476	288	Light	Black		Location	Tatooine: Jabba's Palace	Special Edition	Common
1477	289	Dark	Black		Location	Tatooine: Jawa Canyon	Special Edition	Uncommon
1478	290	Light	Black		Location	Tatooine: Jawa Canyon	Special Edition	Uncommon
1479	291	Dark	Black		Location	Tatooine: Krayt Dragon Pass	Special Edition	Fixed
1480	292	Light	Black		Location	Tatooine: Tosche Station	Special Edition	Common
1481	293	Dark	Black		Interrupt	Tauntaun Skull	Special Edition	Common
1482	294	Light	Black		Character	Tawss Khaa	Special Edition	Rare
1483	295	Light	Black		Effect	The Planet That It's Farthest From	Special Edition	Uncommon
1484	296	Light	Black		Character	Thedit	Special Edition	Rare
1485	297	Light	Black		Character	Theron Nett	Special Edition	Uncommon
1486	298	Dark	Black		Interrupt	They're Coming In Too Fast!	Special Edition	Common
1487	299	Light	Black		Interrupt	They're Tracking Us	Special Edition	Common

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1488	300	Dark	Black		Interrupt	They've Shut Down The Main Reactor	Special Edition	Common
1489	301	Light	Black		Character	Tibrin Operative	Special Edition	Common
1490	302	Dark	Black		Starship	TIE Defender Mark I	Special Edition	Fixed
1491	303	Light	Black		Character	TK-422	Special Edition	Rare
1492	304	Dark	Black		Interrupt	Trooper Sabacc	Special Edition	Fixed
1493	305	Light	Black		Interrupt	Trooper Sabacc	Special Edition	Fixed
1494	306	Light	Black		Effect	Uh-oh!	Special Edition	Uncommon
1495	307	Dark	Black		Character	Umpass-stay	Special Edition	Rare
1496	308	Dark	Black		Vehicle	URoRRuR'R'R's Bantha	Special Edition	Rare
1497	309	Dark	Black		Character	Ur'Ru'r	Special Edition	Rare
1498	310	Light	Black		Character	Uutkik	Special Edition	Rare
1499	311	Dark	Black		Starship	Vader's Personal Shuttle	Special Edition	Rare
1500	312	Dark	Black		Starship	Vengeance	Special Edition	Rare
1501	313	Dark	Black		Location	Wakeelmui	Special Edition	Uncommon
1502	314	Dark	Black		Interrupt	Watch Your Back!	Special Edition	Common
1503	315	Light	Black		Effect	Weapons Display	Special Edition	Common
1504	316	Light	Black		Effect	Wise Advice	Special Edition	Uncommon
1505	317	Dark	Black		Vehicle	Wittin's Sandcrawler	Special Edition	Rare
1506	318	Dark	Black		Creature	Womp Rat	Special Edition	Common
1507	319	Light	Black		Character	Wookiee	Special Edition	Fixed
1508	320	Light	Black		Device	Wrist Comlink	Special Edition	Common
1509	321	Light	Black		Starship	X-wing Assault Squadron	Special Edition	Rare
1510	322	Light	Black		Weapon	X-wing Laser Cannon	Special Edition	Common
1511	323	Light	Black		Character	Yavin 4 Trooper	Special Edition	Fixed
1512	324	Light	Black		Location	Yavin 4: Massassi Headquarters	Special Edition	Rare
Endor (Limited) - June 1999 - 198 Cards								
Base Subset								
1513	1	Light	Black		Weapon	A280 Sharpshooter Rifle	Endor	Rare
1514	2	Dark	Black		Interrupt	Accelerate	Endor	Common
1515	3	Light	Black		Effect	Aim High	Endor	Rare
1516	4	Dark	Black		Interrupt	Always Thinking With Your Stomach	Endor	Rare
1517	5	Dark	Black		Effect	An Entire Legion Of My Best Troops	Endor	Uncommon
1518	6	Dark	Black		Effect	Aratech Corporation	Endor	Rare
1519	7	Dark	Black		Weapon	AT-ST Dual Cannon	Endor	Rare
1520	8	Dark	Black		Character	AT-ST Pilot	Endor	Common
1521	9	Dark	Black		Effect	Battle Order	Endor	Uncommon
1522	10	Light	Black		Effect	Battle Plan	Endor	Uncommon
1523	11	Dark	Black		Effect	Biker Scout Gear	Endor	Uncommon
1524	12	Dark	Black		Character	Biker Scout Trooper	Endor	Common
1525	13	Light	Black		Weapon	BlasTech E-11B Blaster Rifle	Endor	Common
1526	14	Light	Black		Character	Captain Yutani	Endor	Uncommon
1527	15	Light	Black		Interrupt	Careful Planning	Endor	Common
1528	16	Dark	Black		Location	Carida	Endor	Uncommon
1529	17	Light	Black		Location	Chandrila	Endor	Uncommon
1530	18	Light	Black		Character	Chewbacca Of Kashyyyk	Endor	Rare
1531	19	Light	Black		Weapon	Chewbacca's Bowcaster	Endor	Rare
1532	20	Light	Black		Vehicle	Chewie's AT-ST	Endor	Rare
1533	21	Light	Black		Character	Chief Chirpa	Endor	Rare
1534	22	Dark	Black		Effect	Closed Door	Endor	Rare
1535	23	Dark	Black		Character	Colonel Dyer	Endor	Rare
1536	24	Dark	Black		Interrupt	Combat Readiness	Endor	Common
1537	25	Dark	Black		Character	Commander Igar	Endor	Rare
1538	26	Light	Black		Effect	Commando Training	Endor	Common
1539	27	Dark	Black		Interrupt	Compact Firepower	Endor	Common
1540	28	Dark	Black		Character	Corporal Avarik	Endor	Uncommon
1541	29	Light	Black		Character	Corporal Beezer	Endor	Uncommon
1542	30	Light	Black		Character	Corporal Delevar	Endor	Uncommon
1543	31	Dark	Black		Character	Corporal Drazin	Endor	Uncommon
1544	32	Dark	Black		Character	Corporal Drelosyn	Endor	Rare
1545	33	Light	Black		Character	Corporal Janse	Endor	Uncommon
1546	34	Light	Black		Character	Corporal Kensaric	Endor	Rare
1547	35	Dark	Black		Character	Corporal Misik	Endor	Rare
1548	36	Dark	Black		Character	Corporal Oberk	Endor	Rare
1549	37	Light	Black		Effect	Count Me In	Endor	Rare
1550	38	Dark	Black		Interrupt	Counterattack	Endor	Rare
1551	39	Light	Black		Interrupt	Covert Landing	Endor	Uncommon
1552	40	Dark	Black		Effect	Crossfire	Endor	Rare
1553	41	Light	Black		Character	Daughter Of Skywalker	Endor	Rare
1554	42	Light	Black		Epic Event	Deactivate The Shield Generator	Endor	Rare
1555	43	Dark	Black		Interrupt	Dead Ewok	Endor	Common
1556	44	Dark	Black		Interrupt	Don't Move!	Endor	Common
1557	45	Light	Black		Character	Dresselian Commando	Endor	Common
1558	46	Dark	Black		Effect	Early Warning Network	Endor	Rare
1559	47	Dark	Black		Interrupt	Eee Chu Wawa!	Endor	Common
1560	48	Dark	Black		Character	Elite Squadron Stormtrooper	Endor	Common
1561	49	Dark	Black		Effect	Empire's New Order	Endor	Rare
1562	50	Dark	Black		Location	Endor	Endor	Uncommon
1563	51	Light	Black		Location	Endor	Endor	Uncommon
1564	52	Light	Black		Interrupt	Endor Celebration	Endor	Rare
1565	53	Dark	Black		Interrupt	Endor Occupation	Endor	Rare
1566	54	Dark	Black		Objective	Endor Operations / Imperial Outpost	Endor	Rare
1567	55	Light	Black		Character	Endor Scout Trooper	Endor	Common
1568	56	Dark	Black		Location	Endor: Ancient Forest	Endor	Uncommon

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1569	57	Dark	Black		Location	Endor: Back Door	Endor	Uncommon
1570	58	Light	Black		Location	Endor: Back Door	Endor	Uncommon
1571	59	Dark	Black		Location	Endor: Bunker	Endor	Uncommon
1572	60	Light	Black		Location	Endor: Bunker	Endor	Uncommon
1573	61	Light	Black		Location	Endor: Chief Chirpa's Hut	Endor	Rare
1574	62	Dark	Black		Location	Endor: Dark Forest	Endor	Rare
1575	63	Dark	Black		Location	Endor: Dense Forest	Endor	Common
1576	64	Light	Black		Location	Endor: Dense Forest	Endor	Common
1577	65	Dark	Black		Location	Endor: Ewok Village	Endor	Uncommon
1578	66	Light	Black		Location	Endor: Ewok Village	Endor	Uncommon
1579	67	Dark	Black		Location	Endor: Forest Clearing	Endor	Uncommon
1580	68	Dark	Black		Location	Endor: Great Forest	Endor	Common
1581	69	Light	Black		Location	Endor: Great Forest	Endor	Common
1582	70	Light	Black		Location	Endor: Hidden Forest Trail	Endor	Uncommon
1583	71	Dark	Black		Location	Endor: Landing Platform (Docking Bay)	Endor	Common
1584	72	Light	Black		Location	Endor: Landing Platform (Docking Bay)	Endor	Common
1585	73	Light	Black		Location	Endor: Rebel Landing Site (Forest)	Endor	Rare
1586	74	Dark	Black		Effect	Establish Secret Base	Endor	Rare
1587	75	Light	Black		Interrupt	Ewok And Roll	Endor	Common
1588	76	Light	Black		Weapon	Ewok Bow	Endor	Common
1589	77	Light	Black		Weapon	Ewok Catapult	Endor	Uncommon
1590	78	Light	Black		Vehicle	Ewok Glider	Endor	Common
1591	79	Light	Black		Interrupt	Ewok Log Jam	Endor	Common
1592	80	Light	Black		Interrupt	Ewok Rescue	Endor	Common
1593	81	Light	Black		Character	Ewok Sentry	Endor	Common
1594	82	Light	Black		Weapon	Ewok Spear	Endor	Common
1595	83	Light	Black		Character	Ewok Spearman	Endor	Common
1596	84	Light	Black		Character	Ewok Tribesman	Endor	Common
1597	85	Light	Black		Weapon	Explosive Charge	Endor	Uncommon
1598	86	Light	Black		Interrupt	Firefight	Endor	Common
1599	87	Light	Black		Interrupt	Fly Casual	Endor	Rare
1600	88	Light	Black		Interrupt	Free Ride	Endor	Uncommon
1601	89	Dark	Black		Interrupt	Freeze!	Endor	Uncommon
1602	90	Light	Black		Character	General Crix Madine	Endor	Rare
1603	91	Light	Black		Character	General Solo	Endor	Rare
1604	92	Light	Black		Interrupt	Get Alongside That One	Endor	Uncommon
1605	93	Dark	Black		Interrupt	Go For Help!	Endor	Common
1606	94	Light	Black		Character	Graak	Endor	Rare
1607	95	Light	Black		Interrupt	Here We Go Again	Endor	Rare
1608	96	Dark	Black		Interrupt	High-speed Tactics	Endor	Uncommon
1609	97	Dark	Black		Interrupt	Hot Pursuit	Endor	Common
1610	98	Light	Black		Interrupt	I Have A Really Bad Feeling About This	Endor	Common
1611	99	Light	Black		Effect	I Hope She's All Right	Endor	Uncommon
1612	100	Light	Black		Interrupt	I Know	Endor	Rare
1613	101	Light	Black		Effect	I Wonder Who They Found	Endor	Uncommon
1614	102	Dark	Black		Effect	Imperial Academy Training	Endor	Common
1615	103	Dark	Black		Effect	Imperial Arrest Order	Endor	Uncommon
1616	104	Dark	Black		Interrupt	Imperial Tyranny	Endor	Common
1617	105	Light	Black		Effect	Insurrection	Endor	Uncommon
1618	106	Dark	Black		Interrupt	It's An Older Code	Endor	Rare
1619	107	Light	Black		Character	Kazak	Endor	Rare
1620	108	Dark	Black		Starship	Lambda-Class Shuttle	Endor	Common
1621	109	Dark	Black		Character	Lieutenant Arnet	Endor	Uncommon
1622	110	Light	Black		Character	Lieutenant Greeve	Endor	Rare
1623	111	Dark	Black		Character	Lieutenant Grond	Endor	Uncommon
1624	112	Light	Black		Character	Lieutenant Page	Endor	Rare
1625	113	Dark	Black		Character	Lieutenant Renz	Endor	Rare
1626	114	Dark	Black		Character	Lieutenant Watts	Endor	Rare
1627	115	Light	Black		Character	Logray	Endor	Rare
1628	116	Light	Black		Interrupt	Lost In The Wilderness	Endor	Rare
1629	117	Light	Black		Character	Lumat	Endor	Uncommon
1630	118	Dark	Black		Interrupt	Main Course	Endor	Uncommon
1631	119	Dark	Black		Character	Major Hewex	Endor	Rare
1632	120	Dark	Black		Character	Major Marquand	Endor	Rare
1633	121	Light	Black		Character	Mon Mothma	Endor	Rare
1634	122	Dark	Black		Character	Navy Trooper	Endor	Common
1635	123	Dark	Black		Character	Navy Trooper Fenson	Endor	Rare
1636	124	Dark	Black		Character	Navy Trooper Shield Technician	Endor	Common
1637	125	Dark	Black		Character	Navy Trooper Vesden	Endor	Uncommon
1638	126	Dark	Black		Effect	Ominous Rumors	Endor	Rare
1639	127	Light	Black		Character	Orrimaarko	Endor	Rare
1640	128	Dark	Black		Interrupt	Outflank	Endor	Common
1641	129	Light	Black		Character	Paploo	Endor	Uncommon
1642	130	Dark	Black		Effect	Perimeter Patrol	Endor	Rare
1643	131	Dark	Black		Effect	Pinned Down	Endor	Uncommon
1644	132	Dark	Black		Interrupt	Pitiful Little Band	Endor	Common
1645	133	Light	Black		Character	Rabin	Endor	Uncommon
1646	134	Light	Black		Interrupt	Rapid Deployment	Endor	Rare
1647	135	Light	Black		Objective	Rebel Strike Team / Garrison Destroyed	Endor	Rare
1648	136	Dark	Black		Effect	Relentless Tracking	Endor	Rare
1649	137	Light	Black		Character	Romba	Endor	Rare
1650	138	Dark	Black		Weapon	Scout Blaster	Endor	Common
1651	139	Dark	Black		Interrupt	Scout Recon	Endor	Common

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1652	140	Dark	Black		Effect	Search And Destroy	Endor	Uncommon
1653	141	Dark	Black		Effect	Security Precautions	Endor	Rare
1654	142	Dark	Black		Character	Sergeant Barich	Endor	Rare
1655	143	Light	Black		Character	Sergeant Brooks Carlson	Endor	Rare
1656	144	Light	Black		Character	Sergeant Bruckman	Endor	Rare
1657	145	Dark	Black		Character	Sergeant Elsek	Endor	Uncommon
1658	146	Dark	Black		Character	Sergeant Irol	Endor	Rare
1659	147	Light	Black		Character	Sergeant Junkin	Endor	Uncommon
1660	148	Dark	Black		Character	Sergeant Tarl	Endor	Uncommon
1661	149	Dark	Black		Character	Sergeant Wallen	Endor	Rare
1662	150	Dark	Black		Interrupt	Sneak Attack	Endor	Common
1663	151	Light	Black		Interrupt	Sound The Attack	Endor	Common
1664	152	Dark	Black		Vehicle	Speeder Bike	Endor	Common
1665	153	Light	Black		Vehicle	Speeder Bike	Endor	Common
1666	154	Dark	Black		Weapon	Speeder Bike Cannon	Endor	Uncommon
1667	155	Light	Black		Interrupt	Surprise Counter Assault	Endor	Rare
1668	156	Light	Black		Interrupt	Take The Initiative	Endor	Common
1669	157	Light	Black		Character	Teebo	Endor	Rare
1670	158	Dark	Black		Vehicle	Tempest 1	Endor	Rare
1671	159	Dark	Black		Vehicle	Tempest Scout	Endor	Uncommon
1672	160	Dark	Black		Vehicle	Tempest Scout 1	Endor	Rare
1673	161	Dark	Black		Vehicle	Tempest Scout 2	Endor	Rare
1674	162	Dark	Black		Vehicle	Tempest Scout 3	Endor	Rare
1675	163	Dark	Black		Vehicle	Tempest Scout 4	Endor	Rare
1676	164	Dark	Black		Vehicle	Tempest Scout 5	Endor	Rare
1677	165	Dark	Black		Vehicle	Tempest Scout 6	Endor	Rare
1678	166	Light	Black		Effect	That's One	Endor	Rare
1679	167	Light	Black		Interrupt	This Is Absolutely Right	Endor	Rare
1680	168	Light	Black		Character	Threepio	Endor	Rare
1681	169	Light	Black		Interrupt	Throw Me Another Charge	Endor	Uncommon
1682	170	Light	Black		Starship	Tydirium	Endor	Rare
1683	171	Dark	Black		Effect	Well-earned Command	Endor	Rare
1684	172	Light	Black		Interrupt	Were You Looking For Me?	Endor	Rare
1685	173	Light	Black		Character	Wicket	Endor	Rare
1686	174	Light	Black		Effect	Wokling	Endor	Rare
1687	175	Light	Black		Interrupt	Wookiee Guide	Endor	Common
1688	176	Dark	Black		Interrupt	Wounded Warrior	Endor	Rare
1689	177	Light	Black		Character	Wuta	Endor	Uncommon
1690	178	Dark	Black		Interrupt	You Rebel Scum	Endor	Rare
1691	179	Light	Black		Starship	YT-1300 Transport	Endor	Common
1692	180	Light	Black		Interrupt	Yub Yub!	Endor	Common
Foil Subset								
1693	181	Dark	Black	Y	Character	Biker Scout Trooper	Endor	Common Foil
1694	182	Light	Black	Y	Character	Chewbacca Of Kashyyyk	Endor	Uncommon Foil
1695	183	Light	Black	Y	Character	Daughter Of Skywalker	Endor	Uncommon Foil
1696	184	Dark	Black	Y	Effect	Early Warning Network	Endor	Uncommon Foil
1697	185	Dark	Black	Y	Character	Elite Squadron Stormtrooper	Endor	Common Foil
1698	186	Light	Black	Y	Interrupt	Endor Celebration	Endor	Uncommon Foil
1699	187	Light	Black	Y	Location	Endor: Ewok Village	Endor	Common Foil
1700	188	Dark	Black	Y	Location	Endor: Landing Platform (Docking Bay)	Endor	Common Foil
1701	189	Light	Black	Y	Interrupt	Ewok And Roll	Endor	Common Foil
1702	190	Light	Black	Y	Vehicle	Ewok Glider	Endor	Common Foil
1703	191	Light	Black	Y	Character	General Solo	Endor	Rare Foil
1704	192	Dark	Black	Y	Interrupt	Hot Pursuit	Endor	Uncommon Foil
1705	193	Dark	Black	Y	Interrupt	Main Course	Endor	Uncommon Foil
1706	194	Light	Black	Y	Character	Paploo	Endor	Common Foil
1707	195	Dark	Black	Y	Vehicle	Speeder Bike	Endor	Common Foil
1708	196	Dark	Black	Y	Vehicle	Tempest 1	Endor	Rare Foil
1709	197	Dark	Black	Y	Vehicle	Tempest Scout 4	Endor	Rare Foil
1710	198	Light	Black	Y	Character	Threepio	Endor	Rare Foil
Death Star II (Limited) - July 2000 - 237 Cards								
Base Subset								
1711	1	Dark	Black		Starship	Accuser	Death Star II	Rare
1712	2	Light	Black		Character	Admiral Ackbar	Death Star II	Exclusive Rare
1713	3	Dark	Black		Character	Admiral Chiraneau	Death Star II	Rare
1714	4	Dark	Black		Character	Admiral Piett	Death Star II	Exclusive Rare
1715	5	Light	Black		Interrupt	Anakin Skywalker	Death Star II	Rare
1716	6	Light	Black		Location	Aquaris	Death Star II	Common
1717	7	Light	Black		Starship	A-wing	Death Star II	Common
1718	8	Light	Black		Weapon	A-wing Cannon	Death Star II	Common
1719	9	Dark	Black		Character	Baron Soontir Fel	Death Star II	Rare
1720	10	Dark	Black		Admiral's Order	Battle Deployment	Death Star II	Rare
1721	11	Dark	Black		Starship	Black 11	Death Star II	Rare
1722	12	Light	Black		Starship	Blue Squadron 5	Death Star II	Uncommon
1723	13	Light	Black		Starship	Blue Squadron B-wing	Death Star II	Rare
1724	14	Dark	Black		Objective	Bring Him Before Me / Take Your Father's Place	Death Star II	Rare
1725	15	Light	Black		Starship	B-wing Attack Squadron	Death Star II	Rare
1726	16	Light	Black		Starship	B-wing Bomber	Death Star II	Common
1727	17	Light	Black		Admiral's Order	Capital Support	Death Star II	Rare
1728	18	Dark	Black		Character	Captain Godherdt	Death Star II	Uncommon
1729	19	Dark	Black		Character	Captain Jonus	Death Star II	Uncommon
1730	20	Dark	Black		Character	Captain Sarkli	Death Star II	Rare
1731	21	Light	Black		Character	Captain Verrack	Death Star II	Uncommon

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1732	22	Dark	Black		Character	Captain Yorr	Death Star II	Uncommon
1733	23	Dark	Black		Starship	Chimaera	Death Star II	Rare
1734	24	Light	Black		Effect	Close Air Support	Death Star II	Common
1735	25	Light	Black		Character	Colonel Cracken	Death Star II	Rare
1736	26	Dark	Black		Character	Colonel Davod Jon	Death Star II	Uncommon
1737	27	Dark	Black		Character	Colonel Jendon	Death Star II	Rare
1738	28	Light	Black		Character	Colonel Salm	Death Star II	Uncommon
1739	29	Dark	Black		Effect	Combat Response	Death Star II	Common
1740	30	Light	Black		Admiral's Order	Combined Fleet Action	Death Star II	Rare
1741	31	Dark	Black		Character	Commander Merrejk	Death Star II	Rare
1742	32	Light	Black		Admiral's Order	Concentrate All Fire	Death Star II	Rare
1743	33	Dark	Black		Weapon	Concussion Missiles	Death Star II	Common
1744	34	Light	Black		Weapon	Concussion Missiles	Death Star II	Common
1745	35	Light	Black		Character	Corporal Marmor	Death Star II	Uncommon
1746	36	Light	Black		Character	Corporal Midge	Death Star II	Uncommon
1747	37	Light	Black		Interrupt	Critical Error Revealed	Death Star II	Common
1748	38	Dark	Black		Weapon	Darth Vader's Lightsaber	Death Star II	Rare
1749	39	Dark	Black		Location	Death Star II	Death Star II	Rare
1750	40	Dark	Black		Location	Death Star II: Capacitors	Death Star II	Common
1751	41	Dark	Black		Location	Death Star II: Coolant Shaft	Death Star II	Common
1752	42	Dark	Black		Location	Death Star II: Docking Bay	Death Star II	Common
1753	43	Dark	Black		Location	Death Star II: Reactor Core	Death Star II	Common
1754	44	Dark	Black		Location	Death Star II: Throne Room	Death Star II	Rare
1755	45	Light	Black		Starship	Defiance	Death Star II	Rare
1756	46	Dark	Black		Effect	Desperate Counter	Death Star II	Common
1757	47	Dark	Black		Starship	Dominator	Death Star II	Rare
1758	48	Dark	Black		Character	DS-181-3	Death Star II	Uncommon
1759	49	Dark	Black		Character	DS-181-4	Death Star II	Uncommon
1760	50	Dark	Black		Character	Emperor Palpatine	Death Star II	Ultra Rare
1761	51	Dark	Black		Starship	Emperor's Personal Shuttle	Death Star II	Rare
1762	52	Dark	Black		Effect	Emperor's Power	Death Star II	Uncommon
1763	53	Dark	Black		Effect	Endor Shield	Death Star II	Uncommon
1764	54	Light	Black		Weapon	Enhanced Proton Torpedoes	Death Star II	Common
1765	55	Dark	Black		Admiral's Order	Fighter Cover	Death Star II	Rare
1766	56	Dark	Black		Admiral's Order	Fighters Coming In	Death Star II	Rare
1767	57	Light	Black		Character	First Officer Thaneespi	Death Star II	Rare
1768	58	Dark	Black		Starship	Flagship Executor	Death Star II	Rare
1769	59	Dark	Black		Effect	Flagship Operations	Death Star II	Rare
1770	60	Dark	Black		Interrupt	Force Lightning	Death Star II	Rare
1771	61	Dark	Black		Weapon	Force Pike	Death Star II	Common
1772	62	Dark	Black		Location	Gall	Death Star II	Common
1773	63	Light	Black		Character	General Calrissian	Death Star II	Rare
1774	64	Light	Black		Character	General Walex Blissex	Death Star II	Uncommon
1775	65	Light	Black		Starship	Gold Squadron 1	Death Star II	Rare
1776	66	Light	Black		Starship	Gray Squadron 1	Death Star II	Uncommon
1777	67	Light	Black		Starship	Gray Squadron 2	Death Star II	Uncommon
1778	68	Light	Black		Character	Gray Squadron Y-wing Pilot	Death Star II	Common
1779	69	Light	Black		Character	Green Leader	Death Star II	Rare
1780	70	Light	Black		Starship	Green Squadron 1	Death Star II	Rare
1781	71	Light	Black		Starship	Green Squadron 3	Death Star II	Rare
1782	72	Light	Black		Starship	Green Squadron A-wing	Death Star II	Rare
1783	73	Light	Black		Character	Green Squadron Pilot	Death Star II	Common
1784	74	Light	Black		Interrupt	Head Back To The Surface	Death Star II	Common
1785	75	Light	Black		Interrupt	Heading For The Medical Frigate	Death Star II	Common
1786	76	Dark	Black		Weapon	Heavy Turbolaser Battery	Death Star II	Common
1787	77	Light	Black		Weapon	Heavy Turbolaser Battery	Death Star II	Common
1788	78	Light	Black		Starship	Home One	Death Star II	Rare
1789	79	Light	Black		Location	Home One: Docking Bay	Death Star II	Common
1790	80	Light	Black		Location	Home One: War Room	Death Star II	Rare
1791	81	Light	Black		Effect	Honor Of The Jedi	Death Star II	Uncommon
1792	82	Light	Black		Effect	I Feel The Conflict	Death Star II	Uncommon
1793	83	Light	Black		Admiral's Order	I'll Take The Leader	Death Star II	Rare
1794	84	Light	Black		Effect	I'm With You Too	Death Star II	Rare
1795	85	Dark	Black		Interrupt	Imperial Command	Death Star II	Rare
1796	86	Dark	Black		Effect	Inconsequential Losses	Death Star II	Common
1797	87	Light	Black		Starship	Independence	Death Star II	Rare
1798	88	Light	Black		Interrupt	Insertion Planning	Death Star II	Common
1799	89	Dark	Black		Effect	Insignificant Rebellion	Death Star II	Uncommon
1800	90	Dark	Black		Admiral's Order	Intensify The Forward Batteries	Death Star II	Rare
1801	91	Dark	Black		Character	Janus Greejatus	Death Star II	Rare
1802	92	Dark	Black		Starship	Judicator	Death Star II	Rare
1803	93	Light	Black		Character	Karie Neth	Death Star II	Uncommon
1804	94	Light	Black		Character	Keir Santage	Death Star II	Uncommon
1805	95	Light	Black		Character	Kin Kian	Death Star II	Uncommon
1806	96	Light	Black		Effect	Launching The Assault	Death Star II	Rare
1807	97	Dark	Black		Effect	Leave Them To Me	Death Star II	Common
1808	98	Light	Black		Effect	Let's Keep A Little Optimism Here	Death Star II	Common
1809	99	Light	Black		Starship	Liberty	Death Star II	Rare
1810	100	Light	Black		Character	Lieutenant Blount	Death Star II	Rare
1811	101	Dark	Black		Character	Lieutenant Endicott	Death Star II	Uncommon
1812	102	Dark	Black		Character	Lieutenant Hebsly	Death Star II	Uncommon
1813	103	Light	Black		Character	Lieutenant s'Too Vees	Death Star II	Uncommon
1814	104	Light	Black		Character	Lieutenant Telsij	Death Star II	Uncommon

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1815	105	Dark	Black		Character	Lord Vader	Death Star II	Rare
1816	106	Light	Black		Character	Luke Skywalker, Jedi Knight	Death Star II	Ultra Rare
1817	107	Light	Black		Weapon	Luke's Lightsaber	Death Star II	Rare
1818	108	Light	Black		Starship	Luminous	Death Star II	Uncommon
1819	109	Light	Black		Character	Major Haash'n	Death Star II	Uncommon
1820	110	Dark	Black		Character	Major Mianda	Death Star II	Uncommon
1821	111	Light	Black		Character	Major Olander Brit	Death Star II	Uncommon
1822	112	Light	Black		Character	Major Panno	Death Star II	Uncommon
1823	113	Dark	Black		Character	Major Rhymer	Death Star II	Uncommon
1824	114	Dark	Black		Character	Major Turr Phennir	Death Star II	Uncommon
1825	115	Light	Black		Starship	Masanya	Death Star II	Rare
1826	116	Light	Black		Effect	Menace Fades	Death Star II	Common
1827	117	Dark	Black		Effect	Mobilization Points	Death Star II	Common
1828	118	Dark	Black		Character	Moff Jerjerrod	Death Star II	Rare
1829	119	Dark	Black		Location	Mon Calamari	Death Star II	Common
1830	120	Light	Black		Location	Mon Calamari	Death Star II	Common
1831	121	Light	Black		Starship	Mon Calamari Star Cruiser	Death Star II	Rare
1832	122	Dark	Black		Character	Myn Kyneugh	Death Star II	Rare
1833	123	Light	Black		Starship	Nebulon-B Frigate	Death Star II	Uncommon
1834	124	Light	Black		Character	Nien Nunb	Death Star II	Rare
1835	125	Dark	Black		Starship	Obsidian 10	Death Star II	Uncommon
1836	126	Dark	Black		Starship	Onyx 1	Death Star II	Rare
1837	127	Dark	Black		Starship	Onyx 2	Death Star II	Uncommon
1838	128	Dark	Black		Interrupt	Operational As Planned	Death Star II	Common
1839	129	Light	Black		Weapon	Orbital Mine	Death Star II	Common
1840	130	Light	Black		Interrupt	Our Only Hope	Death Star II	Uncommon
1841	131	Dark	Black		Effect	Overseeing It Personally	Death Star II	Rare
1842	132	Dark	Black		Interrupt	Prepared Defenses	Death Star II	Common
1843	133	Light	Black		Interrupt	Rebel Leadership	Death Star II	Rare
1844	134	Light	Black		Starship	Red Squadron 1	Death Star II	Rare
1845	135	Light	Black		Starship	Red Squadron 4	Death Star II	Uncommon
1846	136	Light	Black		Starship	Red Squadron 7	Death Star II	Uncommon
1847	137	Dark	Black		Interrupt	Rise, My Friend	Death Star II	Rare
1848	138	Dark	Black		Effect	Royal Escort	Death Star II	Common
1849	139	Dark	Black		Character	Royal Guard	Death Star II	Common
1850	140	Dark	Black		Starship	Saber 1	Death Star II	Rare
1851	141	Dark	Black		Starship	Saber 2	Death Star II	Uncommon
1852	142	Dark	Black		Starship	Saber 3	Death Star II	Uncommon
1853	143	Dark	Black		Starship	Saber 4	Death Star II	Uncommon
1854	144	Dark	Black		Starship	Scimitar 1	Death Star II	Uncommon
1855	145	Dark	Black		Starship	Scimitar 2	Death Star II	Uncommon
1856	146	Dark	Black		Starship	Scimitar Squadron TIE	Death Star II	Common
1857	147	Dark	Black		Starship	Scythe 1	Death Star II	Uncommon
1858	148	Dark	Black		Starship	Scythe 3	Death Star II	Uncommon
1859	149	Dark	Black		Starship	Scythe Squadron TIE	Death Star II	Common
1860	150	Dark	Black		Weapon	SFS L-s7.2 TIE Cannon	Death Star II	Common
1861	151	Dark	Black		Character	Sim Aloo	Death Star II	Rare
1862	152	Dark	Black		Effect	Something Special Planned For Them	Death Star II	Common
1863	153	Light	Black		Effect	Squadron Assignments	Death Star II	Common
1864	154	Light	Black		Effect	Staging Areas	Death Star II	Common
1865	155	Light	Black		Effect	Strike Planning	Death Star II	Rare
1866	156	Light	Black		Effect	Strikeforce	Death Star II	Common
1867	157	Dark	Black		Location	Sullust	Death Star II	Common
1868	158	Light	Black		Location	Sullust	Death Star II	Common
1869	159	Light	Black		Effect	Superficial Damage	Death Star II	Common
1870	160	Dark	Black		Weapon	Superlaser Mark II	Death Star II	Uncommon
1871	161	Light	Black		Admiral's Order	Taking Them With Us	Death Star II	Rare
1872	162	Light	Black		Starship	Tala 1	Death Star II	Rare
1873	163	Light	Black		Starship	Tala 2	Death Star II	Rare
1874	164	Light	Black		Character	Ten Numb	Death Star II	Rare
1875	165	Dark	Black		Epic Event	That Thing's Operational	Death Star II	Rare
1876	166	Dark	Black		Starship	The Emperor's Shield	Death Star II	Rare
1877	167	Dark	Black		Starship	The Emperor's Sword	Death Star II	Rare
1878	168	Light	Black		Effect	The Time For Our Attack Has Come	Death Star II	Common
1879	169	Light	Black		Effect	The Way Of Things	Death Star II	Uncommon
1880	170	Light	Black		Objective	There Is Good In Him / I Can Save Him	Death Star II	Rare
1881	171	Dark	Black		Starship	Thunderflare	Death Star II	Rare
1882	172	Dark	Black		Starship	TIE Interceptor	Death Star II	Common
1883	173	Light	Black		Effect	Twilight Is Upon Me	Death Star II	Rare
1884	174	Light	Black		Character	Tycho Celchu	Death Star II	Rare
1885	175	Dark	Black		Starship	Visage	Death Star II	Rare
1886	176	Light	Black		Character	Wedge Antilles, Red Squadron Leader	Death Star II	Rare
1887	177	Dark	Black		Admiral's Order	We're In Attack Position Now	Death Star II	Rare
1888	178	Dark	Black		Effect	You Cannot Hide Forever	Death Star II	Uncommon
1889	179	Light	Black		Jedi Test	You Must Confront Vader	Death Star II	Rare
1890	180	Dark	Black		Interrupt	Young Fool	Death Star II	Rare
1891	181	Dark	Black		Effect	Your Destiny	Death Star II	Common
1892	182	Light	Black		Effect	Your Insight Serves You Well	Death Star II	Uncommon
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1893	183	Light	Black		Interrupt	A Few Maneuvers	Death Star II	Common2
1894	184	Dark	Black		Effect	Battle Order	Death Star II	Uncommon
1895	185	Light	Black		Effect	Battle Plan	Death Star II	Uncommon
1896	186	Light	Black		Location	Bespin	Death Star II	Uncommon

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1897	187	Dark	Black		Starship	Black 3	Death Star II	Uncommon1
1898	188	Light	Black		Weapon	BlasTech E-11B Blaster Rifle	Death Star II	Common
1899	189	Dark	Black		Weapon	Blaster Rifle	Death Star II	Common1
1900	190	Light	Black		Character	Captain Yutani	Death Star II	Uncommon
1901	191	Light	Black		Interrupt	Careful Planning	Death Star II	Common
1902	192	Light	Black		Character	Chewbacca Of Kashyyyk	Death Star II	Rare
1903	193	Dark	Black		Interrupt	Combat Readiness	Death Star II	Common
1904	194	Light	Black		Character	Corporal Beezer	Death Star II	Uncommon
1905	195	Light	Black		Character	Corporal Delevar	Death Star II	Uncommon
1906	196	Dark	Black		Character	Corporal Drazin	Death Star II	Uncommon
1907	197	Light	Black		Character	Corporal Janse	Death Star II	Uncommon
1908	198	Dark	Black		Interrupt	Dark Maneuvers	Death Star II	Common2
1909	199	Light	Black		Character	Derek 'Hobbie' Klivian	Death Star II	Uncommon1
1910	200	Light	Black		Character	Dresselian Commando	Death Star II	Common
1911	201	Dark	Black		Character	Elite Squadron Stormtrooper	Death Star II	Common
1912	202	Dark	Black		Location	Endor	Death Star II	Uncommon
1913	203	Light	Black		Location	Endor	Death Star II	Uncommon
1914	204	Dark	Black		Location	Endor: Ancient Forest	Death Star II	Uncommon
1915	205	Dark	Black		Location	Endor: Back Door	Death Star II	Uncommon
1916	206	Light	Black		Location	Endor: Back Door	Death Star II	Uncommon
1917	207	Dark	Black		Location	Endor: Great Forest	Death Star II	Common
1918	208	Light	Black		Location	Endor: Great Forest	Death Star II	Common
1919	209	Light	Black		Location	Endor: Hidden Forest Trail	Death Star II	Uncommon
1920	210	Dark	Black		Location	Endor: Landing Platform (Docking Bay)	Death Star II	Common
1921	211	Light	Black		Location	Endor: Landing Platform (Docking Bay)	Death Star II	Common
1922	212	Dark	Black		Weapon	Enhanced TIE Laser Cannon	Death Star II	Common2
1923	213	Dark	Black		Interrupt	Flawless Marksmanship	Death Star II	Common
1924	214	Light	Black		Character	General Solo	Death Star II	Rare
1925	215	Dark	Black		Interrupt	Ghhhk	Death Star II	Common2
1926	216	Light	Black		Interrupt	Grimtaash	Death Star II	Common2
1927	217	Light	Black		Interrupt	Houjix	Death Star II	Common2
1928	218	Dark	Black		Interrupt	Imperial Reinforcements	Death Star II	Common1
1929	219	Dark	Black		Weapon	Intruder Missile	Death Star II	Fixed
1930	220	Light	Black		Weapon	Intruder Missile	Death Star II	Fixed
1931	221	Dark	Black		Location	Kessel	Death Star II	Uncommon2
1932	222	Dark	Black		Character	Lieutenant Arnet	Death Star II	Uncommon
1933	223	Dark	Black		Character	Lieutenant Grond	Death Star II	Uncommon
1934	224	Dark	Black		Interrupt	Monnok	Death Star II	Common2
1935	225	Dark	Black		Character	Reserve Pilot	Death Star II	Uncommon1
1936	226	Light	Black		Character	Sergeant Junkin	Death Star II	Uncommon
1937	227	Dark	Black		Character	Sergeant Tarl	Death Star II	Uncommon
1938	228	Light	Black		Interrupt	Steady Aim	Death Star II	Common
1939	229	Light	Black		Interrupt	Take The Initiative	Death Star II	Common
1940	230	Light	Black		Location	Tatooine	Death Star II	Uncommon
1941	231	Dark	Black		Vehicle	Tempest 1	Death Star II	Rare
1942	232	Dark	Black		Vehicle	Tempest Scout	Death Star II	Uncommon
1943	233	Dark	Black		Vehicle	Tempest Scout 3	Death Star II	Rare
1944	234	Dark	Black		Starship	Tie Defender Mark I	Death Star II	Fixed
1945	235	Dark	Black		Starship	Victory-class Star Destroyer	Death Star II	Uncommon1
1946	236	Light	Black		Starship	X-wing	Death Star II	Common2
1947	237	Light	Black		Starship	Y-wing	Death Star II	Common2
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Base Subset								
1948	1	Light	Black		Interrupt	A Jedi's Concentration	Tatooine	Common
1949	2	Light	Black		Interrupt	A Jedi's Focus	Tatooine	Common
1950	3	Light	Black		Interrupt	A Jedi's Patience	Tatooine	Common
1951	4	Light	Black		Interrupt	A Jedi's Resilience	Tatooine	Uncommon
1952	5	Dark	Black		Effect	A Million Voices Crying Out	Tatooine	Rare
1953	6	Light	Black		Interrupt	A Step Backward	Tatooine	Uncommon
1954	7	Light	Black		Podracer	Anakin's Podracer	Tatooine	Rare
1955	8	Dark	Black		Character	Aurra Sing	Tatooine	Rare
1956	9	Dark	Black		Podracer	Ben Quadinaros' Podracer	Tatooine	Common
1957	10	Dark	Black		Epic Event	Boonta Eve Podrace	Tatooine	Rare
1958	11	Light	Black		Epic Event	Boonta Eve Podrace	Tatooine	Rare
1959	12	Light	Black		Effect	Brisky Morning Munchen	Tatooine	Rare
1960	13	Light	Black		Character	Caldera Righim	Tatooine	Common
1961	14	Light	Black		Interrupt	Changing The Odds	Tatooine	Common
1962	15	Dark	Black		Character	Daroe	Tatooine	Rare
1963	16	Dark	Black		Character	Darth Maul	Tatooine	Rare
1964	17	Light	Black		Character	Deneb Both	Tatooine	Uncommon
1965	18	Light	Black		Effect	Don't Do That Again	Tatooine	Common
1966	19	Dark	Black		Podracer	Dud Bolt's Podracer	Tatooine	Common
1967	20	Light	Black		Interrupt	Either Way, You Win	Tatooine	Uncommon
1968	21	Light	Black		Interrupt	End Of A Reign	Tatooine	Rare
1969	22	Light	Black		Interrupt	Entering The Arena	Tatooine	Uncommon
1970	23	Light	Black		Vehicle	Eopie	Tatooine	Common
1971	24	Light	Black		Interrupt	Eventually You'll Lose	Tatooine	Uncommon
1972	25	Dark	Black		Effect	Fanfare	Tatooine	Common
1973	26	Dark	Black		Character	Gamall Wironicc	Tatooine	Uncommon
1974	27	Dark	Black		Character	Ghana Gleemort	Tatooine	Uncommon
1975	28	Dark	Black		Character	Gragra	Tatooine	Uncommon
1976	29	Light	Black		Effect	Great Shot, Kid!	Tatooine	Rare
1977	30	Light	Black		Character	Grugnak	Tatooine	Uncommon

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1978	31	Dark	Black		Effect	His Name is Anakin	Tatooine	Common
1979	32	Dark	Black		Interrupt	Hit Racer	Tatooine	Uncommon
1980	33	Light	Black		Effect	I Can't Believe He's Gone	Tatooine	Common
1981	34	Light	Black		Epic Event	I Did It!	Tatooine	Rare
1982	35	Dark	Black		Effect	I Will Find Them Quickly, Master	Tatooine	Rare
1983	36	Dark	Black		Epic Event	If The Trace Was Correct	Tatooine	Uncommon
1984	37	Dark	Black		Effect	I'm Sorry	Tatooine	Rare
1985	38	Light	Black		Character	Jar Jar Binks	Tatooine	Rare
1986	39	Light	Black		Interrupt	Jedi Escape	Tatooine	Common
1987	40	Dark	Black		Interrupt	Join Me!	Tatooine	Uncommon
1988	41	Light	Black		Effect	Keeping The Empire Out Forever	Tatooine	Rare
1989	42	Dark	Black		Character	Lathe	Tatooine	Uncommon
1990	43	Dark	Black		Interrupt	Lightsaber Parry	Tatooine	Common
1991	44	Light	Black		Character	Loci Rosen	Tatooine	Uncommon
1992	45	Light	Black		Interrupt	Losing Track	Tatooine	Common
1993	46	Dark	Black		Device	Maul's Electrobinoculars	Tatooine	Common
1994	47	Dark	Black		Weapon	Maul's Lightsaber	Tatooine	Rare
1995	48	Light	Black		Interrupt	Neck And Neck	Tatooine	Uncommon
1996	49	Dark	Black		Effect	Ni Chuba Na??	Tatooine	Common
1997	50	Light	Black		Character	Obi-Wan Kenobi, Padawan Learner	Tatooine	Rare
1998	51	Light	Black		Character	Padmé Naberrie	Tatooine	Rare
1999	52	Dark	Black		Interrupt	Pit Crews	Tatooine	Uncommon
2000	53	Dark	Black		Character	Pit Droid	Tatooine	Common
2001	54	Light	Black		Interrupt	Podrace Prep	Tatooine	Uncommon
2002	55	Dark	Black		Interrupt	Podracer Collision	Tatooine	Uncommon
2003	56	Dark	Black		Effect	Quietly Observing	Tatooine	Uncommon
2004	57	Light	Black		Character	Qui-Gon Jinn	Tatooine	Rare
2005	58	Light	Black		Weapon	Qui-Gon Jinn's Lightsaber	Tatooine	Rare
2006	59	Dark	Black		Character	Rachalt Hyst	Tatooine	Uncommon
2007	60	Dark	Black		Character	Sebulba	Tatooine	Rare
2008	61	Dark	Black		Podracer	Sebulba's Podracer	Tatooine	Rare
2009	62	Light	Black		Character	Shmi Skywalker	Tatooine	Rare
2010	63	Dark	Black		Interrupt	Sith Fury	Tatooine	Common
2011	64	Dark	Black		Character	Sith Probe Droid	Tatooine	Rare
2012	65	Dark	Black		Interrupt	Start Your Engines	Tatooine	Uncommon
2013	66	Light	Black		Location	Tatooine: City Outskirts	Tatooine	Uncommon
2014	67	Dark	Black		Location	Tatooine: Desert Landing Site	Tatooine	Rare
2015	68	Dark	Black		Location	Tatooine: Mos Espa	Tatooine	Common
2016	69	Light	Black		Location	Tatooine: Mos Espa	Tatooine	Common
2017	70	Dark	Black		Location	Tatooine: Podrace Arena	Tatooine	Common
2018	71	Light	Black		Location	Tatooine: Podrace Arena	Tatooine	Common
2019	72	Light	Black		Location	Tatooine: Podracer Bay	Tatooine	Common
2020	73	Light	Black		Location	Tatooine: Slave Quarters	Tatooine	Uncommon
2021	74	Dark	Black		Podracer	Teemto Pagalies' Podracer	Tatooine	Common
2022	75	Light	Black		Effect	The Camp	Tatooine	Common
2023	76	Light	Black		Effect	The Shield is Down!	Tatooine	Rare
2024	77	Dark	Black		Interrupt	There Is No Conflict	Tatooine	Common
2025	78	Light	Black		Character	Threepio With His Parts Showing	Tatooine	Rare
2026	79	Light	Black		Interrupt	Too Close For Comfort	Tatooine	Uncommon
2027	80	Dark	Black		Interrupt	Vader's Anger	Tatooine	Common
2028	81	Dark	Black		Character	Watto	Tatooine	Rare
2029	82	Dark	Black		Effect	Watto's Box	Tatooine	Common
2030	83	Dark	Black		Interrupt	Watto's Chance Cube	Tatooine	Uncommon
2031	84	Dark	Black		Effect	We Shall Double Our Efforts!	Tatooine	Rare
2032	85	Light	Black		Effect	What Was It?	Tatooine	Uncommon
2033	86	Light	Black		Character	Yotts Orren	Tatooine	Uncommon
2034	87	Dark	Black		Effect	You May Start Your Landing	Tatooine	Rare
2035	88	Dark	Black		Interrupt	You Swindled Me!	Tatooine	Uncommon
2036	89	Dark	Black		Effect	You Want This, Dont You?	Tatooine	Common
2037	90	Light	Black		Interrupt	You'll Find I'm Full Of Surprises	Tatooine	Uncommon
Alternate Image Subset								
2038	91	Dark	Black		Character	Aurra Sing (AI)	Tatooine	Alternate Image
2039	92	Dark	Black		Character	Darth Maul (AI)	Tatooine	Alternate Image
2040	93	Light	Black		Character	Obi-Wan Kenobi, Padawan Learner (AI)	Tatooine	Alternate Image
2041	94	Light	Black		Character	Padmé Naberrie (AI)	Tatooine	Alternate Image
2042	95	Light	Black		Character	Qui-Gon Jinn (AI)	Tatooine	Alternate Image
2043	96	Light	Black		Weapon	Qui-Gon Jinn's Lightsaber (AI)	Tatooine	Alternate Image
2044	97	Dark	Black		Character	Sebulba (AI)	Tatooine	Alternate Image
2045	98	Light	Black		Character	Threepio With His Parts Showing (AI)	Tatooine	Alternate Image
2046	99	Dark	Black		Character	Watto (AI)	Tatooine	Alternate Image
Rule / Checklist Subset								
2047	100	Dark	Black		Rule Card	Tatooine Expansion Set Rule Card 1	Tatooine	Rule Card
2048	101	Dark	Black		Rule Card	Tatooine Expansion Set Rule Card 2	Tatooine	Rule Card
2049	102	Dark	Black		Rule Card	Tatooine Expansion Set Rule Card 3	Tatooine	Rule Card
2050	103	Light	Black		Rule Card	Tatooine Expansion Set Rule Card 1	Tatooine	Rule Card
2051	104	Light	Black		Rule Card	Tatooine Expansion Set Rule Card 2	Tatooine	Rule Card
2052	105	Light	Black		Rule Card	Tatooine Expansion Set Rule Card 3	Tatooine	Rule Card
2053	106	Dark	Black		Card List	Tatooine Light Side Card List 1	Tatooine	Card List
2054	107	Light	Black		Card List	Tatooine Light Side Card List 1	Tatooine	Card List
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Base Subset								
2055	1	Light	Black		Effect	A Tragedy Has Occurred	Coruscant	Uncommon
2056	2	Light	Black		Effect	A Vergence In The Force	Coruscant	Uncommon

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2057	3	Dark	Black		Effect	Accepting Trade Federation Control	Coruscant	Uncommon
2058	4	Dark	Black		Character	Aks Moe	Coruscant	Rare
2059	5	Light	Black		Interrupt	All Wings Report In & Darklighter Spin	Coruscant	Rare
2060	6	Dark	Black		Effect	Allegations Of Corruption	Coruscant	Uncommon
2061	7	Dark	Black		Interrupt	Alter	Coruscant	Uncommon
2062	8	Light	Black		Interrupt	Alter	Coruscant	Uncommon
2063	9	Light	Black		Effect	Another Pathetic Lifeform	Coruscant	Uncommon
2064	10	Light	Black		Interrupt	Are You Brain Dead?!	Coruscant	Rare
2065	11	Light	Black		Effect	Ascertaining The Truth	Coruscant	Uncommon
2066	12	Light	Black		Interrupt	Baseless Accusations	Coruscant	Common
2067	13	Dark	Black		Character	Baskol Yeesrim	Coruscant	Uncommon
2068	14	Dark	Black		Weapon	Battle Droid Blaster Rifle	Coruscant	Common
2069	15	Dark	Black		Effect	Battle Order & First Strike	Coruscant	Rare
2070	16	Light	Black		Effect	Battle Plan & Draw Their Fire	Coruscant	Rare
2071	17	Dark	Black		Effect	Begin Landing Your Troops	Coruscant	Uncommon
2072	18	Dark	Black		Location	Blockade Flagship: Bridge	Coruscant	Rare
2073	19	Light	Black		Character	Captain Madakor	Coruscant	Rare
2074	20	Light	Black		Character	Captain Panaka	Coruscant	Rare
2075	21	Dark	Black		Character	Chokk	Coruscant	Uncommon
2076	22	Dark	Black		Interrupt	Control	Coruscant	Uncommon
2077	23	Light	Black		Interrupt	Control	Coruscant	Uncommon
2078	24	Dark	Black		Location	Coruscant	Coruscant	Common
2079	25	Light	Black		Location	Coruscant	Coruscant	Common
2080	26	Dark	Black		Character	Coruscant Guard	Coruscant	Common
2081	27	Light	Black		Character	Coruscant Guard	Coruscant	Common
2082	28	Dark	Black		Location	Coruscant: Docking Bay	Coruscant	Common
2083	29	Light	Black		Location	Coruscant: Docking Bay	Coruscant	Common
2084	30	Dark	Black		Location	Coruscant: Galactic Senate	Coruscant	Common
2085	31	Light	Black		Location	Coruscant: Galactic Senate	Coruscant	Common
2086	32	Light	Black		Location	Coruscant: Jedi Council Chamber	Coruscant	Rare
2087	33	Light	Black		Effect	Credits Will Do Fine	Coruscant	Common
2088	34	Dark	Black		Character	Darth Maul, Young Apprentice	Coruscant	Rare
2089	35	Dark	Black		Character	Daultay Dofine	Coruscant	Rare
2090	36	Light	Black		Character	Depa Billaba	Coruscant	Rare
2091	37	Dark	Black		Character	Destroyer Droid	Coruscant	Rare
2092	38	Dark	Black		Interrupt	Dioxis	Coruscant	Rare
2093	39	Dark	Black		Effect	Do They Have A Code Clearance?	Coruscant	Rare
2094	40	Dark	Black		Starship	Droid Starfighter	Coruscant	Common
2095	41	Dark	Black		Effect	Drop!	Coruscant	Uncommon
2096	42	Dark	Black		Character	Edcel Bar Gane	Coruscant	Common
2097	43	Dark	Black		Effect	Enter The Bureaucrat	Coruscant	Uncommon
2098	44	Dark	Black		Effect	Establish Control	Coruscant	Uncommon
2099	45	Light	Black		Interrupt	Free Ride & Endor Celebration	Coruscant	Rare
2100	46	Light	Black		Character	Freon Drevan	Coruscant	Uncommon
2101	47	Dark	Black		Character	Gardulla The Hutt	Coruscant	Uncommon
2102	48	Light	Black		Character	Graxol Kelvyyn	Coruscant	Uncommon
2103	49	Dark	Black		Character	Grotto Werribee	Coruscant	Rare
2104	50	Light	Black		Character	Gungan Warrior	Coruscant	Common
2105	51	Light	Black		Character	Horox Ryyder	Coruscant	Common
2106	52	Light	Black		Effect	I Will Not Defer	Coruscant	Uncommon
2107	53	Dark	Black		Effect	Imperial Arrest Order & Secret Plans	Coruscant	Rare
2108	54	Dark	Black		Interrupt	Imperial Artillery	Coruscant	Rare
2109	55	Light	Black		Interrupt	Inconsequential Barriers	Coruscant	Common
2110	56	Light	Black		Effect	Insurrection & Aim High	Coruscant	Rare
2111	57	Light	Black		Interrupt	I've Decided To Go Back	Coruscant	Common
2112	58	Dark	Black		Character	Jawa	Coruscant	Common
2113	59	Light	Black		Character	Jawa	Coruscant	Common
2114	60	Dark	Black		Character	Keder The Black	Coruscant	Rare
2115	61	Light	Black		Character	Ki-Adi-Mundi	Coruscant	Uncommon
2116	62	Dark	Black		Interrupt	Kill Them Immediately	Coruscant	Common
2117	63	Dark	Black		Interrupt	Lana Dobreed	Coruscant	Uncommon
2118	64	Dark	Black		Weapon	Laser Cannon Battery	Coruscant	Uncommon
2119	65	Light	Black		Character	Liana Merian	Coruscant	Uncommon
2120	66	Light	Black		Character	Lieutenant Williams	Coruscant	Uncommon
2121	67	Dark	Black		Interrupt	Little Real Power	Coruscant	Common
2122	68	Dark	Black		Character	Lott Dod	Coruscant	Rare
2123	69	Light	Black		Character	Mace Windu	Coruscant	Rare
2124	70	Dark	Black		Location	Malastare	Coruscant	Uncommon
2125	71	Light	Black		Location	Malastare	Coruscant	Uncommon
2126	72	Light	Black		Character	Mas Amedda	Coruscant	Uncommon
2127	73	Light	Black		Character	Master Qui-Gon	Coruscant	Rare
2128	74	Dark	Black		Interrupt	Masterful Move & Endor Occupation	Coruscant	Rare
2129	75	Dark	Black		Interrupt	Maul Strikes	Coruscant	Rare
2130	76	Dark	Black		Starship	Maul's Sith Infiltrator	Coruscant	Rare
2131	77	Light	Black		Interrupt	Might Of The Republic	Coruscant	Rare
2132	78	Dark	Black		Effect	Mind Tricks Don't Work On Me	Coruscant	Uncommon
2133	79	Light	Black		Interrupt	Mindful Of The Future	Coruscant	Common
2134	80	Dark	Black		Effect	Motion Supported	Coruscant	Uncommon
2135	81	Light	Black		Character	Murr Danod	Coruscant	Rare
2136	82	Dark	Black		Objective	My Lord, Is That Legal? / I Will Make It Legal!	Coruscant	Uncommon
2137	83	Light	Black		Interrupt	My Loyal Bodyguard	Coruscant	Common
2138	84	Dark	Black		Location	Naboo	Coruscant	Uncommon
2139	85	Light	Black		Location	Naboo	Coruscant	Uncommon

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2140	86	Dark	Black		Weapon	Naboo Blaster	Coruscant	Common
2141	87	Dark	Black		Weapon	Naboo Blaster Rifle	Coruscant	Common
2142	88	Light	Black		Weapon	Naboo Blaster Rifle	Coruscant	Common
2143	89	Light	Black		Starship	Naboo Defense Fighter	Coruscant	Common
2144	90	Light	Black		Character	Naboo Fighter Pilot	Coruscant	Common
2145	91	Light	Black		Weapon	Naboo Security Officer Blaster	Coruscant	Common
2146	92	Dark	Black		Location	Naboo: Battle Plains	Coruscant	Common
2147	93	Light	Black		Location	Naboo: Battle Plains	Coruscant	Common
2148	94	Dark	Black		Location	Naboo: Swamp	Coruscant	Common
2149	95	Light	Black		Location	Naboo: Swamp	Coruscant	Common
2150	96	Dark	Black		Location	Naboo: Theed Palace Courtyard	Coruscant	Common
2151	97	Light	Black		Location	Naboo: Theed Palace Courtyard	Coruscant	Common
2152	98	Dark	Black		Location	Naboo: Theed Palace Docking Bay	Coruscant	Common
2153	99	Light	Black		Location	Naboo: Theed Palace Docking Bay	Coruscant	Common
2154	100	Dark	Black		Location	Naboo: Theed Palace Throne Room	Coruscant	Common
2155	101	Light	Black		Location	Naboo: Theed Palace Throne Room	Coruscant	Common
2156	102	Dark	Black		Interrupt	Neimoidian Advisor	Coruscant	Uncommon
2157	103	Dark	Black		Character	Neimoidian Pilot	Coruscant	Common
2158	104	Light	Black		Interrupt	New Leadership Is Needed	Coruscant	Common
2159	105	Dark	Black		Interrupt	No Civility, Only Politics	Coruscant	Common
2160	106	Dark	Black		Objective	No Money, No Parts, No Deal! / You're A Slave?	Coruscant	Uncommon
2161	107	Dark	Black		Character	Nute Gunray	Coruscant	Rare
2162	108	Light	Black		Interrupt	Odin Nesloor	Coruscant	Uncommon
2163	109	Dark	Black		Interrupt	On The Payroll Of The Trade Federation	Coruscant	Common
2164	110	Dark	Black		Character	Orn Free Taa	Coruscant	Common
2165	111	Dark	Black		Effect	Our Blockade Is Perfectly Legal	Coruscant	Uncommon
2166	112	Dark	Black		Character	P-59	Coruscant	Rare
2167	113	Dark	Black		Character	P-60	Coruscant	Rare
2168	114	Light	Black		Weapon	Panaka's Blaster	Coruscant	Rare
2169	115	Dark	Black		Character	Passel Argente	Coruscant	Common
2170	116	Light	Black		Character	Phylo Gandish	Coruscant	Rare
2171	117	Light	Black		Effect	Plea To The Court	Coruscant	Uncommon
2172	118	Light	Black		Objective	Plead My Case To The Senate / Sanity And Compassion	Coruscant	Uncommon
2173	119	Light	Black		Character	Plo Koon	Coruscant	Rare
2174	120	Light	Black		Character	Queen Amidala, Ruler of Naboo	Coruscant	Rare
2175	121	Light	Black		Starship	Queen's Royal Starship	Coruscant	Rare
2176	122	Light	Black		Starship	Radiant VII	Coruscant	Rare
2177	123	Light	Black		Interrupt	Rebel Artillery	Coruscant	Rare
2178	124	Light	Black		Starship	Republic Cruiser	Coruscant	Common
2179	125	Light	Black		Interrupt	Reveal Ourselves To The Jedi	Coruscant	Common
2180	126	Light	Black		Character	Ric Olié	Coruscant	Rare
2181	127	Dark	Black		Character	Rune Haako	Coruscant	Rare
2182	128	Light	Black		Character	Sabé	Coruscant	Rare
2183	129	Light	Black		Character	Saché	Coruscant	Uncommon
2184	130	Light	Black		Effect	Secure Route	Coruscant	Uncommon
2185	131	Dark	Black		Character	Security Battle Droid	Coruscant	Common
2186	132	Light	Black		Effect	Security Control	Coruscant	Uncommon
2187	133	Light	Black		Character	Sei Taria	Coruscant	Uncommon
2188	134	Light	Black		Character	Senator Palpatine	Coruscant	Rare
2189	135	Dark	Black		Interrupt	Sense	Coruscant	Uncommon
2190	136	Light	Black		Interrupt	Sense	Coruscant	Uncommon
2191	137	Dark	Black		Interrupt	Short Range Fighters & Watch Your Back!	Coruscant	Rare
2192	138	Light	Black		Interrupt	Speak With The Jedi Council	Coruscant	Rare
2193	139	Dark	Black		Interrupt	Squabbling Delegates	Coruscant	Rare
2194	140	Light	Black		Interrupt	Stay Here, Where It's Safe	Coruscant	Common
2195	141	Light	Black		Character	Supreme Chancellor Valorum	Coruscant	Rare
2196	142	Dark	Black		Location	Tatooine	Coruscant	Uncommon
2197	143	Light	Black		Location	Tatooine	Coruscant	Uncommon
2198	144	Dark	Black		Location	Tatooine: Market Place	Coruscant	Common
2199	145	Light	Black		Location	Tatooine: Market Place	Coruscant	Common
2200	146	Dark	Black		Location	Tatooine: Mos Espa Docking Bay	Coruscant	Common
2201	147	Light	Black		Location	Tatooine: Mos Espa Docking Bay	Coruscant	Common
2202	148	Dark	Black		Location	Tatooine: Watto's Junkyard	Coruscant	Uncommon
2203	149	Light	Black		Location	Tatooine: Watto's Junkyard	Coruscant	Common
2204	150	Dark	Black		Character	TC-14	Coruscant	Rare
2205	151	Dark	Black		Character	Televan Koreyy	Coruscant	Rare
2206	152	Light	Black		Character	Tendau Bendon	Coruscant	Uncommon
2207	153	Dark	Black		Character	Tey How	Coruscant	Uncommon
2208	154	Light	Black		Effect	The Gravest Of Circumstances	Coruscant	Uncommon
2209	155	Light	Black		Objective	The Hyperdrive Generator's Gone / We'll Need A New One	Coruscant	Uncommon
2210	156	Dark	Black		Effect	The Phantom Menace	Coruscant	Rare
2211	157	Dark	Black		Interrupt	The Point Is Conceded	Coruscant	Common
2212	158	Dark	Black		Effect	They Will Be No Match For You	Coruscant	Rare
2213	159	Dark	Black		Interrupt	They're Still Coming Through!	Coruscant	Uncommon
2214	160	Dark	Black		Effect	This Is Outrageous!	Coruscant	Uncommon
2215	161	Light	Black		Effect	Thrown Back	Coruscant	Common
2216	162	Dark	Black		Character	Tikkes	Coruscant	Common
2217	163	Dark	Black		Character	Toonbuck Toora	Coruscant	Uncommon
2218	164	Dark	Black		Starship	Trade Federation Battleship	Coruscant	Uncommon
2219	165	Dark	Black		Starship	Trade Federation Droid Control Ship	Coruscant	Rare
2220	166	Dark	Black		Character	Tusken Raider	Coruscant	Common
2221	167	Dark	Black		Interrupt	Vote Now!	Coruscant	Rare
2222	168	Light	Black		Interrupt	Vote Now!	Coruscant	Rare

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2223	169	Dark	Black		Interrupt	We Must Accelerate Our Plans	Coruscant	Rare
2224	170	Light	Black		Interrupt	We Wish To Board At Once	Coruscant	Rare
2225	171	Light	Black		Effect	We're Leaving	Coruscant	Common
2226	172	Dark	Black		Effect	Wipe Them Out, All Of Them	Coruscant	Uncommon
2227	173	Dark	Black		Character	Yade M'rak	Coruscant	Uncommon
2228	174	Light	Black		Character	Yané	Coruscant	Uncommon
2229	175	Light	Black		Character	Yarua	Coruscant	Uncommon
2230	176	Dark	Black		Character	Yeb Yeb Adem'thorn	Coruscant	Common
2231	177	Light	Black		Character	Yoda, Senior Council Member	Coruscant	Rare
2232	178	Dark	Black		Effect	You Cannot Hide Forever & Mobilization Points	Coruscant	Rare
2233	179	Light	Black		Effect	Your Insight Serves You Well & Staging Areas	Coruscant	Rare
2234	180	Light	Black		Effect	You've Got A Lot Of Guts Coming Here	Coruscant	Rare
Alternate Image Subset								
2235	181	Dark	Black		Character	Darth Maul, Young Apprentice (AI)	Coruscant	Alternate Image
2236	182	Light	Black		Character	Mace Windu (AI)	Coruscant	Alternate Image
2237	183	Light	Black		Character	Master Qui-Gon (AI)	Coruscant	Alternate Image
2238	184	Dark	Black		Starship	Maul's Sith Infiltrator (AI)	Coruscant	Alternate Image
2239	185	Light	Black		Character	Queen Amidala, Ruler of Naboo (AI)	Coruscant	Alternate Image
2240	186	Light	Black		Character	Senator Palpatine (AI)	Coruscant	Alternate Image
2241	187	Light	Black		Character	Supreme Chancellor Valorum (AI)	Coruscant	Alternate Image
2242	188	Dark	Black		Effect	The Phantom Menace (AI)	Coruscant	Alternate Image
2243	189	Light	Black		Character	Yoda, Senior Council Member (AI)	Coruscant	Alternate Image
Rule / Checklist Subset								
2244	190		Black		Rule Card	Coruscant Expansion Set Rule Card 1	Coruscant	Rule Card
2245	191		Black		Rule Card	Coruscant Expansion Set Rule Card 2	Coruscant	Rule Card
2246	192		Black		Rule Card	Coruscant Expansion Set Rule Card 3	Coruscant	Rule Card
2247	193	Dark	Black		Card List	Coruscant Dark Side Card List 1	Coruscant	Card List
2248	194	Dark	Black		Card List	Coruscant Dark Side Card List 2	Coruscant	Card List
2249	195	Light	Black		Card List	Coruscant Light Side Card List 1	Coruscant	Card List
2250	196	Light	Black		Card List	Coruscant Light Side Card List 2	Coruscant	Card List
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Base Subset								
2251	1	Dark	Black		Character	3B3-10	Theed Palace	Uncommon
2252	2	Dark	Black		Character	3B3-1204	Theed Palace	Uncommon
2253	3	Dark	Black		Character	3B3-21	Theed Palace	Uncommon
2254	4	Dark	Black		Character	3B3-888	Theed Palace	Uncommon
2255	5	Dark	Black		Vehicle	AAT Assault Leader	Theed Palace	Rare
2256	6	Dark	Black		Weapon	AAT Laser Cannon	Theed Palace	Uncommon
2257	7	Dark	Black		Effect	Activate The Droids	Theed Palace	Common
2258	8	Dark	Black		Effect	After Her!	Theed Palace	Rare
2259	9	Light	Black		Weapon	Amidala's Blaster	Theed Palace	Rare
2260	10	Dark	Black		Vehicle	Armored Attack Tank	Theed Palace	Uncommon
2261	11	Light	Black		Character	Artoo, Brave Little Droid	Theed Palace	Rare
2262	12	Light	Black		Interrupt	Ascension Guns	Theed Palace	Uncommon
2263	13	Dark	Black		Effect	At Last We Are Getting Results	Theed Palace	Common
2264	14	Dark	Black		Character	Battle Droid Officer	Theed Palace	Common
2265	15	Dark	Black		Character	Battle Droid Pilot	Theed Palace	Common
2266	16	Light	Black		Interrupt	Big Boomers!	Theed Palace	Common
2267	17	Dark	Black		Starship	Blockade Flagship	Theed Palace	Rare
2268	18	Dark	Black		Location	Blockade Flagship: Docking Bay	Theed Palace	Uncommon
2269	19	Light	Black		Location	Blockade Flagship: Docking Bay	Theed Palace	Uncommon
2270	20	Dark	Black		Character	Bok Askol	Theed Palace	Uncommon
2271	21	Light	Black		Weapon	Booma	Theed Palace	Common
2272	22	Light	Black		Character	Boss Nass	Theed Palace	Rare
2273	23	Light	Black		Starship	Bravo 1	Theed Palace	Rare
2274	24	Light	Black		Starship	Bravo 2	Theed Palace	Uncommon
2275	25	Light	Black		Starship	Bravo 3	Theed Palace	Uncommon
2276	26	Light	Black		Starship	Bravo 4	Theed Palace	Uncommon
2277	27	Light	Black		Starship	Bravo 5	Theed Palace	Uncommon
2278	28	Light	Black		Starship	Bravo Fighter	Theed Palace	Rare
2279	29	Dark	Black		Character	Captain Daultay Dofine	Theed Palace	Rare
2280	30	Light	Black		Character	Captain Tarpals	Theed Palace	Rare
2281	31	Light	Black		Weapon	Captain Tarpals' Electropole	Theed Palace	Common
2282	32	Dark	Black		Interrupt	Cease Fire!	Theed Palace	Common
2283	33	Light	Black		Character	Corporal Rushing	Theed Palace	Uncommon
2284	34	Light	Black		Character	Dams Denna	Theed Palace	Uncommon
2285	35	Dark	Black		Character	Darth Maul With Lightsaber	Theed Palace	Rare
2286	36	Dark	Black		Character	Darth Sidious	Theed Palace	Rare
2287	37	Dark	Black		Starship	DFS Squadron Starfighter	Theed Palace	Common
2288	38	Dark	Black		Starship	DFS-1015	Theed Palace	Uncommon
2289	39	Dark	Black		Starship	DFS-1308	Theed Palace	Rare
2290	40	Dark	Black		Starship	DFS-327	Theed Palace	Common
2291	41	Dark	Black		Effect	Droid Racks	Theed Palace	Rare
2292	42	Dark	Black		Weapon	Droid Starfighter Laser Cannons	Theed Palace	Common
2293	43	Dark	Black		Interrupt	Drop Your Weapons	Theed Palace	Common
2294	44	Light	Black		Weapon	Electropole	Theed Palace	Common
2295	45	Dark	Black		Weapon	Energy Shell Launchers	Theed Palace	Common
2296	46	Light	Black		Vehicle	Fambaa	Theed Palace	Common
2297	47	Dark	Black		Effect	Fighters Straight Ahead	Theed Palace	Uncommon
2298	48	Light	Black		Character	General Jar Jar	Theed Palace	Rare
2299	49	Light	Black		Effect	Get To Your Ships!	Theed Palace	Common
2300	50	Light	Black		Vehicle	Gian Speeder	Theed Palace	Common
2301	51	Light	Black		Interrupt	Gimme A Lift!	Theed Palace	Rare

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2302	52	Light	Black		Effect	Gungan Energy Shield	Theed Palace	Common
2303	53	Light	Black		Character	Gungan General	Theed Palace	Common
2304	54	Light	Black		Character	Gungan Guard	Theed Palace	Common
2305	55	Dark	Black		Interrupt	Halt!	Theed Palace	Common
2306	56	Light	Black		Admiral's Order	I'll Try Spinning	Theed Palace	Rare
2307	57	Dark	Black		Character	Infantry Battle Droid	Theed Palace	Common
2308	58	Dark	Black		Objective	Invasion / In Complete Control	Theed Palace	Uncommon
2309	59	Light	Black		Effect	It's On Automatic Pilot!	Theed Palace	Common
2310	60	Light	Black		Character	Jerus Jannick	Theed Palace	Uncommon
2311	61	Light	Black		Vehicle	Kaadu	Theed Palace	Common
2312	62	Light	Black		Admiral's Order	Let's Go Left	Theed Palace	Rare
2313	63	Light	Black		Character	Lieutenant Arven Wendik	Theed Palace	Uncommon
2314	64	Light	Black		Character	Lieutenant Chamberlyn	Theed Palace	Uncommon
2315	65	Light	Black		Character	Lieutenant Rya Kirsch	Theed Palace	Uncommon
2316	66	Light	Black		Character	Mace Windu, Jedi Master	Theed Palace	Rare
2317	67	Dark	Black		Interrupt	Master, Destroyers!	Theed Palace	Rare
2318	68	Dark	Black		Vehicle	Multi Troop Transport	Theed Palace	Uncommon
2319	69	Light	Black		Effect	Naboo Celebration	Theed Palace	Rare
2320	70	Dark	Black		Effect	Naboo Occupation	Theed Palace	Rare
2321	71	Light	Black		Location	Naboo: Boss Nass's Chambers	Theed Palace	Uncommon
2322	72	Light	Black		Location	Naboo: Otoh Gunga Entrance	Theed Palace	Uncommon
2323	73	Dark	Black		Location	Naboo: Theed Palace Hallway	Theed Palace	Uncommon
2324	74	Light	Black		Location	Naboo: Theed Palace Hallway	Theed Palace	Uncommon
2325	75	Light	Black		Interrupt	No Giben Up, General Jar Jar!	Theed Palace	Rare
2326	76	Dark	Black		Admiral's Order	Nothing Can Get Through Our Shield	Theed Palace	Rare
2327	77	Dark	Black		Character	Nute Gunray, Neimoidian Viceroy	Theed Palace	Rare
2328	78	Light	Black		Character	Officer Dolphe	Theed Palace	Uncommon
2329	79	Light	Black		Character	Officer Ellberger	Theed Palace	Uncommon
2330	80	Light	Black		Character	Officer Perosei	Theed Palace	Uncommon
2331	81	Dark	Black		Character	OOM-9	Theed Palace	Uncommon
2332	82	Dark	Black		Effect	Open Fire!	Theed Palace	Common
2333	83	Dark	Black		Character	OWO-1 With Backup	Theed Palace	Rare
2334	84	Light	Black		Character	Panaka, Protector Of The Queen	Theed Palace	Rare
2335	85	Light	Black		Weapon	Proton Torpedoes	Theed Palace	Common
2336	86	Light	Black		Character	Queen Amidala	Theed Palace	Rare
2337	87	Light	Black		Character	Qui-Gon Jinn With Lightsaber	Theed Palace	Rare
2338	88	Dark	Black		Character	Rayno Vaca	Theed Palace	Uncommon
2339	89	Light	Black		Character	Rep Been	Theed Palace	Uncommon
2340	90	Light	Black		Character	Ric Olié, Bravo Leader	Theed Palace	Rare
2341	91	Dark	Black		Interrupt	Rolling, Rolling, Rolling	Theed Palace	Rare
2342	92	Light	Black		Character	Royal Naboo Security Officer	Theed Palace	Common
2343	93	Dark	Black		Character	Rune Haako, Legal Counsel	Theed Palace	Rare
2344	94	Dark	Black		Effect	Senate Hovercam	Theed Palace	Rare
2345	95	Light	Black		Effect	Senate Hovercam	Theed Palace	Rare
2346	96	Dark	Black		Character	Sil Unch	Theed Palace	Uncommon
2347	97	Dark	Black		Vehicle	Single Trooper Aerial Platform	Theed Palace	Common
2348	98	Dark	Black		Character	SSA-1015	Theed Palace	Uncommon
2349	99	Dark	Black		Character	SSA-306	Theed Palace	Uncommon
2350	100	Dark	Black		Character	SSA-719	Theed Palace	Rare
2351	101	Dark	Black		Weapon	STAP Blaster Cannons	Theed Palace	Common
2352	102	Light	Black		Effect	Steady, Steady	Theed Palace	Common
2353	103	Dark	Black		Interrupt	Take Them Away	Theed Palace	Common
2354	104	Light	Black		Interrupt	Take This!	Theed Palace	Common
2355	105	Dark	Black		Character	Tank Commander	Theed Palace	Common
2356	106	Dark	Black		Admiral's Order	The Deflector Shield Is Too Strong	Theed Palace	Rare
2357	107	Dark	Black		Interrupt	There They Are!	Theed Palace	Uncommon
2358	108	Light	Black		Effect	They Win This Round	Theed Palace	Rare
2359	109	Dark	Black		Interrupt	This Is Not Good	Theed Palace	Common
2360	110	Dark	Black		Starship	Trade Federation Landing Craft	Theed Palace	Common
2361	111	Dark	Black		Interrupt	Trade Federation Tactics	Theed Palace	Uncommon
2362	112	Dark	Black		Vehicle	TT-6	Theed Palace	Rare
2363	113	Dark	Black		Vehicle	TT-9	Theed Palace	Rare
2364	114	Light	Black		Effect	We Didn't Hit It	Theed Palace	Common
2365	115	Light	Black		Interrupt	We Don't Have Time For This	Theed Palace	Rare
2366	116	Light	Black		Objective	We Have A Plan / They Will Be Lost And Confused	Theed Palace	Uncommon
2367	117	Dark	Black		Interrupt	We're Hit, Artoo	Theed Palace	Common
2368	118	Light	Black		Interrupt	Wesa Gotta Grand Army	Theed Palace	Common
2369	119	Light	Black		Effect	Wesa Ready To Do Our-sa Part	Theed Palace	Common
2370	120	Light	Black		Interrupt	Whoooo!	Theed Palace	Common
Alternate Image Subset								
2371	121	Light	Black		Character	Artoo, Brave Little Droid (AI)	Theed Palace	Alternate Image
2372	122	Light	Black		Character	Boss Nass (AI)	Theed Palace	Alternate Image
2373	123	Dark	Black		Character	Darth Sidious (AI)	Theed Palace	Alternate Image
2374	124	Light	Black		Character	General Jar Jar (AI)	Theed Palace	Alternate Image
2375	125	Light	Black		Character	Mace Windu, Jedi Master (AI)	Theed Palace	Alternate Image
2376	126	Dark	Black		Character	Nute Gunray, Neimoidian Viceroy (AI)	Theed Palace	Alternate Image
2377	127	Light	Black		Character	Panaka, Protector Of The Queen (AI)	Theed Palace	Alternate Image
2378	128	Light	Black		Character	Queen Amidala (AI)	Theed Palace	Alternate Image
2379	129	Dark	Black		Character	Rune Haako, Legal Counsel (AI)	Theed Palace	Alternate Image
Rule / Checklist Subset								
2380	130	No Alliance	Black		Rule Card	Theed Palace Dark Card List	Theed Palace	Card List
2381	131	No Alliance	Black		Card List	Theed Palace Light Card List	Theed Palace	Card List

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
Reflections A Collector's Bounty - January 2000 - 114 Cards								
2382	1	Light	Black	Y	Character	2-1B (Too-Onebee)	Reflections	Very Rare Foil
2383	2	Dark	Black	Y	Character	4-LOM	Reflections	Very Rare Foil
2384	3	Dark	Black	Y	Character	Admiral Ozzel	Reflections	Very Rare Foil
2385	4	Light	Black	Y	Interrupt	All Wings Report In	Reflections	Very Rare Foil
2386	5	Light	Black	Y	Weapon	Anakin's Lightsaber	Reflections	Very Rare Foil
2387	6	Light	Black	Y	Character	Artoo	Reflections	Very Rare Foil
2388	7	Light	Black	Y	Epic Event	Attack Run	Reflections	Very Rare Foil
2389	8	Dark	Black	Y	Starship	Avenger	Reflections	Very Rare Foil
2390	9	Dark	Black	Y	Character	Bane Malar	Reflections	Very Rare Foil
2391	10	Light	Black	Y	Character	Ben Kenobi	Reflections	Super Rare Foil
2392	11	Dark	Black	Y	Character	Bib Fortuna	Reflections	Very Rare Foil
2393	12	Light	Black	Y	Character	Biggs Darklighter	Reflections	Very Rare Foil
2394	13	Dark	Black	Y	Starship	Black 2	Reflections	Very Rare Foil
2395	14	Dark	Black	Y	Vehicle	Blizzard 1	Reflections	Very Rare Foil
2396	15	Dark	Black	Y	Vehicle	Blizzard 2	Reflections	Very Rare Foil
2397	16	Dark	Black	Y	Vehicle	Blizzard Scout 1	Reflections	Very Rare Foil
2398	17	Dark	Black	Y	Character	Boba Fett	Reflections	Super Rare Foil
2399	18	Dark	Black	Y	Weapon	Boba Fett's Blaster Rifle	Reflections	Very Rare Foil
2400	19	Dark	Black	Y	Character	Bossk	Reflections	Very Rare Foil
2401	20	Dark	Black	Y	Starship	Bossk In Hound's Tooth	Reflections	Very Rare Foil
2402	21	Light	Black	Y	Character	Brainiac	Reflections	Very Rare Foil
2403	22	Light	Black	Y	Character	C-3PO (See-Threepio)	Reflections	Super Rare Foil
2404	23	Light	Black	Y	Character	Captain Han Solo	Reflections	Super Rare Foil
2405	24	Light	Black	Y	Character	Chewbacca	Reflections	Super Rare Foil
2406	25	Light	Black	Y	Location	Cloud City: Downtown Plaza	Reflections	Very Rare Foil
2407	26	Light	Black	Y	Location	Cloud City: Guest Quarters	Reflections	Very Rare Foil
2408	27	Light	Black	Y	Character	Commander Luke Skywalker	Reflections	Very Rare Foil
2409	28	Dark	Black	Y	Epic Event	Commence Primary Ignition	Reflections	Very Rare Foil
2410	29	Dark	Black	Y	Starship	Conquest	Reflections	Very Rare Foil
2411	30	Light	Black	Y	Effect	Coruscant Celebration	Reflections	Very Rare Foil
2412	31	Light	Black	Y	Location	Dagobah: Yoda's Hut	Reflections	Very Rare Foil
2413	32	Dark	Black	Y	Character	Darth Vader	Reflections	Ultra Rare Foil
2414	33	Dark	Black	Y	Character	Darth Vader, Dark Lord Of The Sith	Reflections	Super Rare Foil
2415	34	Dark	Black	Y	Starship	Death Squadron Star Destroyer	Reflections	Very Rare Foil
2416	35	Dark	Black	Y	Location	Death Star	Reflections	Super Rare Foil
2417	36	Light	Black	Y	Location	Death Star	Reflections	Very Rare Foil
2418	37	Light	Black	Y	Effect	Death Star Plans	Reflections	Very Rare Foil
2419	38	Light	Black	Y	Location	Death Star: Trench	Reflections	Very Rare Foil
2420	39	Dark	Black	Y	Character	Dengar	Reflections	Very Rare Foil
2421	40	Dark	Black	Y	Starship	Devastator	Reflections	Super Rare Foil
2422	41	Dark	Black	Y	Character	DS-61-3	Reflections	Very Rare Foil
2423	42	Light	Black	Y	Character	Dutch	Reflections	Very Rare Foil
2424	43	Dark	Black	Y	Epic Event	Epic Duel	Reflections	Very Rare Foil
2425	44	Dark	Black	Y	Starship	Executor	Reflections	Super Rare Foil
2426	45	Dark	Black	Y	Effect	Expand The Empire	Reflections	Very Rare Foil
2427	46	Dark	Black	Y	Character	General Veers	Reflections	Super Rare Foil
2428	47	Dark	Black	Y	Character	Grand Moff Tarkin	Reflections	Super Rare Foil
2429	48	Dark	Black	Y	Character	Greedo	Reflections	Very Rare Foil
2430	49	Light	Black	Y	Character	Han Solo	Reflections	Super Rare Foil
2431	50	Light	Black	Y	Effect	Haven	Reflections	Very Rare Foil
2432	51	Dark	Black	Y	Starship	IG-2000	Reflections	Very Rare Foil
2433	52	Dark	Black	Y	Character	IG-88	Reflections	Very Rare Foil
2434	53	Light	Black	Y	Jedi Test	It Is The Future You See	Reflections	Very Rare Foil
2435	54	Dark	Black	Y	Character	IT-O (Eyetee-Oh)	Reflections	Very Rare Foil
2436	55	Dark	Black	Y	Character	Jabba	Reflections	Very Rare Foil
2437	56	Dark	Black	Y	Character	Jabba The Hutt	Reflections	Super Rare Foil
2438	57	Dark	Black	Y	Vehicle	Jabba's Sail Barge	Reflections	Very Rare Foil
2439	58	Light	Black	Y	Device	Landing Claw	Reflections	Very Rare Foil
2440	59	Dark	Black	Y	Character	Lando Calrissian	Reflections	Super Rare Foil
2441	60	Light	Black	Y	Character	Lando Calrissian	Reflections	Super Rare Foil
2442	61	Light	Black	Y	Character	Leia Organa	Reflections	Super Rare Foil
2443	62	Light	Black	Y	Effect	Lightsaber Proficiency	Reflections	Very Rare Foil
2444	63	Dark	Black	Y	Character	Lobot	Reflections	Very Rare Foil
2445	64	Light	Black	Y	Character	Lobot	Reflections	Very Rare Foil
2446	65	Light	Black	Y	Character	Luke Skywalker	Reflections	Ultra Rare Foil
2447	66	Light	Black	Y	Effect	Mechanical Failure	Reflections	Very Rare Foil
2448	67	Light	Black	Y	Starship	Millennium Falcon	Reflections	Super Rare Foil
2449	68	Dark	Black	Y	Starship	Mist Hunter	Reflections	Very Rare Foil
2450	69	Light	Black	Y	Character	Obi-Wan Kenobi	Reflections	Super Rare Foil
2451	70	Light	Black	Y	Weapon	Obi-Wan's Lightsaber	Reflections	Very Rare Foil
2452	71	Dark	Black	Y	Starship	Obsidian 7	Reflections	Very Rare Foil
2453	72	Dark	Black	Y	Starship	Obsidian 8	Reflections	Very Rare Foil
2454	73	Light	Black	Y	Character	Oola	Reflections	Very Rare Foil
2455	74	Dark	Black	Y	Effect	Presence Of The Force	Reflections	Very Rare Foil
2456	75	Light	Black	Y	Character	Princess Leia	Reflections	Very Rare Foil
2457	76	Light	Black	Y	Character	Princess Leia Organa	Reflections	Super Rare Foil
2458	77	Light	Black	Y	Character	Princess Organa	Reflections	Very Rare Foil
2459	78	Dark	Black	Y	Starship	Punishing One	Reflections	Very Rare Foil
2460	79	Light	Black	Y	Character	R2-D2 (Artoo-Detoo)	Reflections	Super Rare Foil
2461	80	Dark	Black	Y	Creature	Rancor	Reflections	Very Rare Foil
2462	81	Light	Black	Y	Starship	Red 2	Reflections	Very Rare Foil
2463	82	Light	Black	Y	Starship	Red 5	Reflections	Very Rare Foil

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
2464	83	Light	Black	Y	Character	Red Leader	Reflections	Very Rare Foil
2465	84	Light	Black	Y	Starship	Redemption	Reflections	Very Rare Foil
2466	85	Light	Black	Y	Effect	Reflection	Reflections	Very Rare Foil
2467	86	Light	Black	Y	Location	Rendezvous Point	Reflections	Very Rare Foil
2468	87	Light	Black	Y	Effect	Revolution	Reflections	Very Rare Foil
2469	88	Light	Black	Y	Vehicle	Rogue 1	Reflections	Very Rare Foil
2470	89	Light	Black	Y	Vehicle	Rogue 3	Reflections	Very Rare Foil
2471	90	Dark	Black	Y	Character	Salacious Crumb	Reflections	Very Rare Foil
2472	91	Light	Black	Y	Interrupt	Skywalkers	Reflections	Very Rare Foil
2473	92	Dark	Black	Y	Starship	Slave I	Reflections	Super Rare Foil
2474	93	Dark	Black	Y	Interrupt	Slip Sliding Away	Reflections	Very Rare Foil
2475	94	Light	Black	Y	Character	Son Of Skywalker	Reflections	Super Rare Foil
2476	95	Light	Black	Y	Starship	Spiral	Reflections	Very Rare Foil
2477	96	Dark	Black	Y	Starship	Stalker	Reflections	Very Rare Foil
2478	97	Dark	Black	Y	Weapon	Superlaser	Reflections	Very Rare Foil
2479	98	Light	Black	Y	Character	Tamtel Skreej	Reflections	Very Rare Foil
2480	99	Light	Black	Y	Starship	Tantive IV	Reflections	Very Rare Foil
2481	100	Dark	Black	Y	Interrupt	The Circle Is Now Complete	Reflections	Very Rare Foil
2482	101	Light	Black	Y	Character	TK-422	Reflections	Very Rare Foil
2483	102	Dark	Black	Y	Character	Tonnika Sisters	Reflections	Very Rare Foil
2484	103	Dark	Black	Y	Starship	Tyrant	Reflections	Very Rare Foil
2485	104	Dark	Black	Y	Character	U-3PO (Yoo-Threepio)	Reflections	Very Rare Foil
2486	105	Light	Black	Y	Effect	Uncontrollable Fury	Reflections	Very Rare Foil
2487	106	Dark	Black	Y	Starship	Vader's Custom TIE	Reflections	Super Rare Foil
2488	107	Dark	Black	Y	Weapon	Vader's Lightsaber	Reflections	Super Rare Foil
2489	108	Dark	Black	Y	Starship	Vengeance	Reflections	Very Rare Foil
2490	109	Dark	Black	Y	Effect	Visage Of The Emperor	Reflections	Very Rare Foil
2491	110	Dark	Black	Y	Creature	Wampa	Reflections	Very Rare Foil
2492	111	Light	Black	Y	Character	Wedge Antilles	Reflections	Very Rare Foil
2493	112	Light	Black	Y	Effect	What Is Thy Bidding, My Master?	Reflections	Very Rare Foil
2494	113	Light	Black	Y	Character	Yoda	Reflections	Super Rare Foil
2495	114	Dark	Black	Y	Character	Zuckuss	Reflections	Very Rare Foil
Reflections II Expanding the Galazy - January 2001 - 159 Cards								
Premium Subset								
2496	1	Dark	Black		Interrupt	Abyssin Ornament & Wounded Wookiee	Reflections II	Premium
2497	2	Dark	Black		Objective	Agents Of Black Sun / Vengeance Of The Dark Prince	Reflections II	Premium
2498	3	Dark	Black		Interrupt	Alter & Collateral Damage	Reflections II	Premium
2499	4	Light	Black		Interrupt	Alter & Friendly Fire	Reflections II	Premium
2500	5	Dark	Black		Character	Arica	Reflections II	Premium
2501	6	Light	Black		Character	Artoo & Threepio	Reflections II	Premium
2502	7	Dark	Black		Admiral's Order	Black Sun Fleet	Reflections II	Premium
2503	8	Dark	Black		Character	Captain Gilad Pellaeon	Reflections II	Premium
2504	9	Light	Black		Character	Chewbacca, Protector	Reflections II	Premium
2505	10	Dark	Black		Interrupt	Control & Set For Stun	Reflections II	Premium
2506	11	Light	Black		Interrupt	Control & Tunnel Vision	Reflections II	Premium
2507	12	Light	Black		Character	Corran Horn	Reflections II	Premium
2508	13	Dark	Black		Interrupt	Dark Maneuvers & Tallon Roll	Reflections II	Premium
2509	14	Light	Black		Character	Dash Rendar	Reflections II	Premium
2510	15	Dark	Black		Interrupt	Defensive Fire & Hutt Smooch	Reflections II	Premium
2511	16	Light	Black		Effect	Do, Or Do Not & Wise Advise	Reflections II	Premium
2512	17	Dark	Black		Character	Dr. Evazan & Ponda Baba	Reflections II	Premium
2513	18	Dark	Black		Interrupt	Evader & Monnok	Reflections II	Premium
2514	19	Dark	Black		Interrupt	Ghhhk & Those Rebels Won't Escape Us	Reflections II	Premium
2515	20	Dark	Black		Character	Grand Admiral Thrawn	Reflections II	Premium
2516	21	Dark	Black		Character	Guri	Reflections II	Premium
2517	22	Light	Black		Interrupt	Houjix & Out Of Nowhere	Reflections II	Premium
2518	23	Dark	Black		Character	Jabba's Prize	Reflections II	Premium
2519	24	Dark	Black		Character	Kir Kanos	Reflections II	Premium
2520	25	Light	Black		Character	LE-B02D9	Reflections II	Premium
2521	26	Light	Black		Character	Luke Skywalker, Rebel Scout	Reflections II	Premium
2522	27	Light	Black		Device	Mercenary Armor	Reflections II	Premium
2523	28	Light	Black		Character	Mirax Terrik	Reflections II	Premium
2524	29	Light	Black		Interrupt	Nar Shaddaa Wind Chimes & Out Of Somewhere	Reflections II	Premium
2525	30	Light	Black		Admiral's Order	No Questions Asked	Reflections II	Premium
2526	31	Light	Black		Device	Obi-Wan's Journal	Reflections II	Premium
2527	32	Dark	Black		Interrupt	Ommni Box & It's Worse	Reflections II	Premium
2528	33	Light	Black		Interrupt	Out Of Commission & Transmission Terminated	Reflections II	Premium
2529	34	Light	Black		Starship	Outrider	Reflections II	Premium
2530	35	Light	Black		Character	Owen Lars & Beru Lars	Reflections II	Premium
2531	36	Light	Black		Interrupt	Path Of Least Resistance & Revealed	Reflections II	Premium
2532	37	Dark	Black		Character	Prince Xizor	Reflections II	Premium
2533	38	Light	Black		Starship	Pulsar Skate	Reflections II	Premium
2534	39	Light	Black		Interrupt	Sense & Recoil In Fear	Reflections II	Premium
2535	40	Dark	Black		Interrupt	Sense & Uncertain Is The Future	Reflections II	Premium
2536	41	Light	Black		Interrupt	Shocking Information & Grimtaash	Reflections II	Premium
2537	42	Dark	Black		Interrupt	Sniper & Dark Strike	Reflections II	Premium
2538	43	Dark	Black		Character	Snoova	Reflections II	Premium
2539	44	Light	Black		Interrupt	Sorry About The Mess & Blaster Proficiency	Reflections II	Premium
2540	45	Dark	Black		Starship	Stinger	Reflections II	Premium
2541	46	Dark	Black		Effect	Sunsdown & Too Cold For Speeders	Reflections II	Premium
2542	47	Light	Black		Character	Talon Karrde	Reflections II	Premium
2543	48	Light	Black		Interrupt	The Bith Shuffle & Desperate Reach	Reflections II	Premium
2544	49	Dark	Black		Character	The Emperor	Reflections II	Premium

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
2545	50	Dark	Black		Effect	There Is No Try & Oppressive Enforcement	Reflections II	Premium
2546	51	Dark	Black		Character	Vigo	Reflections II	Premium
2547	52	Dark	Black		Starship	Virago	Reflections II	Premium
2548	53	Light	Black		Objective	Watch Your Step / This Place Can Be A Little Rough	Reflections II	Premium
2549	54	Light	Black		Interrupt	Yoda Stew & You Do Have Your Moments	Reflections II	Premium
Foil Subset								
2550	55	Dark	Black	Y	Character	4-LOM With Concussion Rifle	Reflections II	Super Rare Foil
2551	56	Light	Black	Y	Character	Admiral Ackbar	Reflections II	Super Rare Foil
2552	57	Dark	Black	Y	Character	Admiral Piett	Reflections II	Super Rare Foil
2553	58	Light	Black	Y	Character	Arleil Schous	Reflections II	Very Rare Foil
2554	59	Light	Black	Y	Starship	Artoo-Deetoo In Red 5	Reflections II	Super Rare Foil
2555	60	Light	Black	Y	Starship	B-wing Attack Squadron	Reflections II	Super Rare Foil
2556	61	Light	Black	Y	Effect	Bacta Tank	Reflections II	Super Rare Foil
2557	62	Dark	Black	Y	Effect	Bad Feeling Have I	Reflections II	Very Rare Foil
2558	63	Dark	Black	Y	Character	Baron Soontir Fel	Reflections II	Super Rare Foil
2559	64	Dark	Black	Y	Starship	Black Squadron TIE	Reflections II	Very Rare Foil
2560	65	Light	Black	Y	Starship	Blue Squadron B-wing	Reflections II	Very Rare Foil
2561	66	Dark	Black	Y	Starship	Boba Fett In Slave I	Reflections II	Super Rare Foil
2562	67	Dark	Black	Y	Character	Boelo	Reflections II	Very Rare Foil
2563	68	Dark	Black	Y	Character	Bossk With Mortar Gun	Reflections II	Super Rare Foil
2564	69	Light	Black	Y	Character	Brainiac	Reflections II	Super Rare Foil
2565	70	Light	Black	Y	Admiral's Order	Capital Support	Reflections II	Super Rare Foil
2566	71	Dark	Black	Y	Character	Chall Bekan	Reflections II	Very Rare Foil
2567	72	Light	Black	Y	Character	Chewie With Blaster Rifle	Reflections II	Super Rare Foil
2568	73	Light	Black	Y	Character	Chief Chirpa	Reflections II	Super Rare Foil
2569	74	Dark	Black	Y	Starship	Chimaera	Reflections II	Super Rare Foil
2570	75	Dark	Black	Y	Character	Commander Igar	Reflections II	Very Rare Foil
2571	76	Dark	Black	Y	Character	Darth Vader With Lightsaber	Reflections II	Super Rare Foil
2572	77	Dark	Black	Y	Weapon	Darth Vader's Lightsaber	Reflections II	Super Rare Foil
2573	78	Dark	Black	Y	Location	Death Star	Reflections II	Super Rare Foil
2574	79	Dark	Black	Y	Location	Death Star II	Reflections II	Super Rare Foil
2575	80	Dark	Black	Y	Location	Death Star II: Throne Room	Reflections II	Very Rare Foil
2576	81	Dark	Black	Y	Starship	Dengar In Punishing One	Reflections II	Super Rare Foil
2577	82	Dark	Black	Y	Character	Dengar With Blaster Carbine	Reflections II	Super Rare Foil
2578	83	Dark	Black	Y	Character	Djas Puhr	Reflections II	Super Rare Foil
2579	84	Light	Black	Y	Interrupt	Don't Get Cocky	Reflections II	Super Rare Foil
2580	85	Dark	Black	Y	Starship	Dreadnaught-Class Heavy Cruiser	Reflections II	Super Rare Foil
2581	86	Light	Black	Y	Effect	Echo Base Operations	Reflections II	Super Rare Foil
2582	87	Dark	Black	Y	Character	Emperor Palpatine	Reflections II	Ultra Rare Foil
2583	88	Dark	Black	Y	Location	Executor: Holotheatre	Reflections II	Very Rare Foil
2584	89	Dark	Black	Y	Location	Executor: Meditation Chamber	Reflections II	Very Rare Foil
2585	90	Dark	Black	Y	Admiral's Order	Fighters Coming In	Reflections II	Very Rare Foil
2586	91	Dark	Black	Y	Starship	Flagship Executor	Reflections II	Super Rare Foil
2587	92	Dark	Black	Y	Interrupt	Force Lightning	Reflections II	Super Rare Foil
2588	93	Light	Black	Y	Effect	Frozen Assets	Reflections II	Very Rare Foil
2589	94	Light	Black	Y	Character	General Calrissian	Reflections II	Super Rare Foil
2590	95	Light	Black	Y	Character	General Crix Madine	Reflections II	Super Rare Foil
2591	96	Light	Black	Y	Interrupt	Gift Of The Mentor	Reflections II	Super Rare Foil
2592	97	Light	Black	Y	Starship	Gold Leader In Gold 1	Reflections II	Very Rare Foil
2593	98	Light	Black	Y	Starship	Gold Squadron 1	Reflections II	Super Rare Foil
2594	99	Light	Black	Y	Starship	Gold Squadron Y-wing	Reflections II	Super Rare Foil
2595	100	Light	Black	Y	Effect	Goo Nee Tay	Reflections II	Very Rare Foil
2596	101	Light	Black	Y	Starship	Green Squadron A-wing	Reflections II	Very Rare Foil
2597	102	Light	Black	Y	Starship	Home One	Reflections II	Super Rare Foil
2598	103	Dark	Black	Y	Location	Hoth: Wampa Cave	Reflections II	Very Rare Foil
2599	104	Dark	Black	Y	Starship	IG-88 In IG-2000	Reflections II	Very Rare Foil
2600	105	Dark	Black	Y	Character	IG-88 With Riot Gun	Reflections II	Super Rare Foil
2601	106	Dark	Black	Y	Vehicle	Imperial Walker	Reflections II	Super Rare Foil
2602	107	Light	Black	Y	Starship	Independence	Reflections II	Super Rare Foil
2603	108	Dark	Black	Y	Character	Janus Greejatus	Reflections II	Very Rare Foil
2604	109	Dark	Black	Y	Character	Jodo Kast	Reflections II	Super Rare Foil
2605	110	Light	Black	Y	Character	Kal'Falnl C'ndros	Reflections II	Super Rare Foil
2606	111	Light	Black	Y	Effect	Kessel Run	Reflections II	Super Rare Foil
2607	112	Dark	Black	Y	Location	Kiffex	Reflections II	Very Rare Foil
2608	113	Light	Black	Y	Location	Kiffex	Reflections II	Very Rare Foil
2609	114	Light	Black	Y	Starship	Lando In Millennium Falcon	Reflections II	Super Rare Foil
2610	115	Dark	Black	Y	Effect	Lateral Damage	Reflections II	Very Rare Foil
2611	116	Light	Black	Y	Character	Leia	Reflections II	Super Rare Foil
2612	117	Light	Black	Y	Starship	Liberty	Reflections II	Very Rare Foil
2613	118	Light	Black	Y	Interrupt	Lone Rogue	Reflections II	Very Rare Foil
2614	119	Dark	Black	Y	Character	Lord Vader	Reflections II	Ultra Rare Foil
2615	120	Light	Black	Y	Character	Luke Skywalker, Jedi Knight	Reflections II	Ultra Rare Foil
2616	121	Light	Black	Y	Character	Luke With Lightsaber	Reflections II	Super Rare Foil
2617	122	Light	Black	Y	Weapon	Luke's Lightsaber	Reflections II	Super Rare Foil
2618	123	Light	Black	Y	Effect	Mantellian Savrip	Reflections II	Very Rare Foil
2619	124	Dark	Black	Y	Character	Mara Jade, The Emperor's Hand	Reflections II	Ultra Rare Foil
2620	125	Dark	Black	Y	Weapon	Mara Jade's Lightsaber	Reflections II	Super Rare Foil
2621	126	Light	Black	Y	Character	Melas	Reflections II	Super Rare Foil
2622	127	Dark	Black	Y	Character	Moff Jerjerrod	Reflections II	Super Rare Foil
2623	128	Dark	Black	Y	Character	Myn Kyneugh	Reflections II	Very Rare Foil
2624	129	Light	Black	Y	Effect	Order To Engage	Reflections II	Very Rare Foil
2625	130	Light	Black	Y	Character	Orrimaarko	Reflections II	Super Rare Foil
2626	131	Dark	Black	Y	Character	Outer Rim Scout	Reflections II	Super Rare Foil

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
2627	132	Light	Black	Y	Vehicle	Rebel Snowspeeder	Reflections II	Super Rare Foil
2628	133	Light	Black	Y	Starship	Red Leader In Red 1	Reflections II	Very Rare Foil
2629	134	Light	Black	Y	Starship	Red Squadron 1	Reflections II	Super Rare Foil
2630	135	Light	Black	Y	Starship	Red Squadron X-wing	Reflections II	Super Rare Foil
2631	136	Light	Black	Y	Interrupt	Run Luke, Run!	Reflections II	Very Rare Foil
2632	137	Dark	Black	Y	Effect	Scum And Villainy	Reflections II	Very Rare Foil
2633	138	Light	Black	Y	Character	See-Threepio	Reflections II	Super Rare Foil
2634	139	Dark	Black	Y	Effect	Sienar Fleet Systems	Reflections II	Very Rare Foil
2635	140	Dark	Black	Y	Character	Sim Aloo	Reflections II	Very Rare Foil
2636	141	Light	Black	Y	Interrupt	Smoke Screen	Reflections II	Super Rare Foil
2637	142	Light	Black	Y	Character	Tawss Khaa	Reflections II	Very Rare Foil
2638	143	Dark	Black	Y	Vehicle	Tempest Scout 1	Reflections II	Super Rare Foil
2639	144	Dark	Black	Y	Starship	The Emperor's Shield	Reflections II	Super Rare Foil
2640	145	Dark	Black	Y	Starship	The Emperor's Sword	Reflections II	Super Rare Foil
2641	146	Dark	Black	Y	Interrupt	Trample	Reflections II	Super Rare Foil
2642	147	Dark	Black	Y	Interrupt	Vader's Obsession	Reflections II	Very Rare Foil
2643	148	Dark	Black	Y	Interrupt	Walker Garrison	Reflections II	Super Rare Foil
2644	149	Light	Black	Y	Character	Wedge Antilles, Red Squadron Leader	Reflections II	Super Rare Foil
2645	150	Light	Black	Y	Character	Wicket	Reflections II	Super Rare Foil
2646	151	Light	Black	Y	Starship	X-wing Assault Squadron	Reflections II	Super Rare Foil
2647	152	Light	Black	Y	Location	Yavin 4: Massassi Throne Room	Reflections II	Super Rare Foil
2648	153	Light	Black	Y	Starship	Z-95 Headhunter	Reflections II	Very Rare Foil
2649	154	Dark	Black	Y	Starship	Zuckuss In Mist Hunter	Reflections II	Super Rare Foil
2650	155	Dark	Black	Y	Character	Boba Fett With Blaster Rifle	Reflections II	Display Topper
2651	156	Dark	Black	Y	Character	Darth Vader	Reflections II	Case Topper
2652	157	Light	Black	Y	Character	Han With Heavy Blaster Pistol	Reflections II	Display Topper
2653	158	Light	Black	Y	Character	Leia With Blaster Rifle	Reflections II	Display Topper
2654	159	Light	Black	Y	Character	Obi-Wan With Lightsaber	Reflections II	Display Topper
Reflections III - October 2001 - 200 Cards								
Premium Subset								
2655	1	Light	Black		Defensive Shield	A Close Race	Reflections III	Premium
2656	2	Light	Black		Effect	A Remote Planet	Reflections III	Premium
2657	3	Light	Black		Defensive Shield	A Tragedy Has Occurred	Reflections III	Premium
2658	4	Dark	Black		Defensive Shield	A Useless Gesture	Reflections III	Premium
2659	5	Light	Black		Defensive Shield	Aim High	Reflections III	Premium
2660	6	Dark	Black		Defensive Shield	Allegations Of Corruption	Reflections III	Premium
2661	7	Light	Black		Effect	An Unusual Amount Of Fear	Reflections III	Premium
2662	8	Light	Black		Defensive Shield	Another Pathetic Lifeform	Reflections III	Premium
2663	9	Light	Black		Effect	Armament Dismantled	Reflections III	Premium
2664	10	Dark	Black		Weapon	Aurra Sing's Blaster Rifle	Reflections III	Premium
2665	11	Dark	Black		Defensive Shield	Battle Order	Reflections III	Premium
2666	12	Light	Black		Defensive Shield	Battle Plan	Reflections III	Premium
2667	13	Dark	Black		Character	Bib Fortuna	Reflections III	Premium
2668	14	Dark	Black		Vehicle	Blizzard 4	Reflections III	Premium
2669	15	Dark	Black		Location	Blockade Flagship: Hallway	Reflections III	Premium
2670	16	Dark	Black		Interrupt	Blow Parried	Reflections III	Premium
2671	17	Dark	Black		Character	Boba Fett, Bounty Hunter	Reflections III	Premium
2672	18	Light	Black		Character	Chewie, Enraged	Reflections III	Premium
2673	19	Light	Black		Interrupt	Clinging To The Edge	Reflections III	Premium
2674	20	Dark	Black		Effect	Colo Claw Fish	Reflections III	Premium
2675	21	Light	Black		Effect	Colo Claw Fish	Reflections III	Premium
2676	22	Dark	Black		Defensive Shield	Come Here You Big Coward	Reflections III	Premium
2677	23	Dark	Black		Effect	Conduct Your Search	Reflections III	Premium
2678	24	Dark	Black		Defensive Shield	Crossfire	Reflections III	Premium
2679	25	Dark	Black		Interrupt	Dark Rage	Reflections III	Premium
2680	26	Light	Black		Interrupt	Darth Maul's Demise	Reflections III	Premium
2681	27	Dark	Black		Epic Event	Deep Hatred	Reflections III	Premium
2682	28	Light	Black		Interrupt	Desperate Times	Reflections III	Premium
2683	29	Light	Black		Interrupt	Diversionary Tactics	Reflections III	Premium
2684	30	Light	Black		Defensive Shield	Do Or Do Not	Reflections III	Premium
2685	31	Dark	Black		Defensive Shield	Do They Have A Code Clearance?	Reflections III	Premium
2686	32	Light	Black		Defensive Shield	Don't Do That Again	Reflections III	Premium
2687	33	Light	Black		Effect	Echo Base Sensors	Reflections III	Premium
2688	34	Dark	Black		Effect	Energy Walls	Reflections III	Premium
2689	35	Light	Black		Effect	Energy Walls	Reflections III	Premium
2690	36	Light	Black		Effect	Ewok Celebration	Reflections III	Premium
2691	37	Light	Black		Interrupt	Fall Of A Jedi	Reflections III	Premium
2692	38	Dark	Black		Defensive Shield	Fanfare	Reflections III	Premium
2693	39	Dark	Black		Effect	Fear Is My Ally	Reflections III	Premium
2694	40	Dark	Black		Interrupt	Force Push	Reflections III	Premium
2695	41	Light	Black		Starship	Han, Chewie, And The Falcon	Reflections III	Premium
2696	42	Light	Black		Defensive Shield	He Can Go About His Business	Reflections III	Premium
2697	43	Light	Black		Character	Horace Vancil	Reflections III	Premium
2698	44	Light	Black		Epic Event	Inner Strength	Reflections III	Premium
2699	45	Dark	Black		Character	Jabba Desilijic Tiure	Reflections III	Premium
2700	46	Light	Black		Weapon	Jar Jar's Electropole	Reflections III	Premium
2701	47	Light	Black		Interrupt	Jedi Leap	Reflections III	Premium
2702	48	Light	Black		Character	Lando Calrissian, Scoundrel	Reflections III	Premium
2703	49	Light	Black		Effect	Lando's Not A System, He's A Man	Reflections III	Premium
2704	50	Dark	Black		Defensive Shield	Leave Them To Me	Reflections III	Premium
2705	51	Light	Black		Character	Leia, Rebel Princess	Reflections III	Premium
2706	52	Dark	Black		Objective	Let Them Make The First Move / At Last We Will Have Revenge	Reflections III	Premium
2707	53	Light	Black		Defensive Shield	Let's Keep A Little Optimism Here	Reflections III	Premium

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
2708	54	Dark	Black		Character	Lord Maul	Reflections III	Premium
2709	55	Dark	Black		Weapon	Maul's Double-Bladed Lightsaber	Reflections III	Premium
2710	56	Dark	Black		Location	Naboo: Theed Palace Generator	Reflections III	Premium
2711	57	Light	Black		Location	Naboo: Theed Palace Generator	Reflections III	Premium
2712	58	Dark	Black		Location	Naboo: Theed Palace Generator Core	Reflections III	Premium
2713	59	Light	Black		Location	Naboo: Theed Palace Generator Core	Reflections III	Premium
2714	60	Dark	Black		Defensive Shield	No Escape	Reflections III	Premium
2715	61	Dark	Black		Interrupt	No Match For A Sith	Reflections III	Premium
2716	62	Light	Black		Character	Obi-Wan Kenobi, Jedi Knight	Reflections III	Premium
2717	63	Light	Black		Weapon	Obi-Wan's Lightsaber	Reflections III	Premium
2718	64	Light	Black		Defensive Shield	Only Jedi Carry That Weapon	Reflections III	Premium
2719	65	Dark	Black		Effect	Opee Sea Killer	Reflections III	Premium
2720	66	Light	Black		Effect	Opee Sea Killer	Reflections III	Premium
2721	67	Dark	Black		Defensive Shield	Oppressive Enforcement	Reflections III	Premium
2722	68	Light	Black		Defensive Shield	Ounee Ta	Reflections III	Premium
2723	69	Light	Black		Defensive Shield	Planetary Defenses	Reflections III	Premium
2724	70	Dark	Black		Effect	Prepare For A Surface Attack	Reflections III	Premium
2725	71	Light	Black		Character	Qui-Gon Jinn, Jedi Master	Reflections III	Premium
2726	72	Dark	Black		Effect	Qui-Gon's End	Reflections III	Premium
2727	73	Light	Black		Weapon	Qui-Gon's Lightsaber	Reflections III	Premium
2728	74	Dark	Black		Defensive Shield	Resistance	Reflections III	Premium
2729	75	Dark	Black		Effect	Sando Aqua Monster	Reflections III	Premium
2730	76	Light	Black		Effect	Sando Aqua Monster	Reflections III	Premium
2731	77	Dark	Black		Defensive Shield	Secret Plans	Reflections III	Premium
2732	78	Light	Black		Character	Sio Bibble	Reflections III	Premium
2733	79	Dark	Black		Character	Stormtrooper Garrison	Reflections III	Premium
2734	80	Light	Black		Interrupt	Strike Blocked	Reflections III	Premium
2735	81	Dark	Black		Interrupt	The Ebb Of Battle	Reflections III	Premium
2736	82	Dark	Black		Effect	The Hutts Are Gangsters	Reflections III	Premium
2737	83	Dark	Black		Defensive Shield	There Is No Try	Reflections III	Premium
2738	84	Dark	Black		Effect	They Must Never Again Leave This City	Reflections III	Premium
2739	85	Dark	Black		Character	Thok & Thug	Reflections III	Premium
2740	86	Dark	Black		Interrupt	Through The Corridor	Reflections III	Premium
2741	87	Light	Black		Defensive Shield	Ultimatum	Reflections III	Premium
2742	88	Dark	Black		Interrupt	Unsalvageable	Reflections III	Premium
2743	89	Light	Black		Effect	Weapon Of A Fallen Mentor	Reflections III	Premium
2744	90	Dark	Black		Defensive Shield	Weapon Of A Sith	Reflections III	Premium
2745	91	Light	Black		Objective	We'll Handle This / Duel Of The Fates	Reflections III	Premium
2746	92	Dark	Black		Defensive Shield	We'll Let Fate-a Decide, Huh?	Reflections III	Premium
2747	93	Dark	Black		Effect	Where Are Those Droidekas?!	Reflections III	Premium
2748	94	Dark	Black		Defensive Shield	Wipe Them Out, All Of Them	Reflections III	Premium
2749	95	Light	Black		Defensive Shield	Wise Advice	Reflections III	Premium
2750	96	Light	Black		Character	Yoda, Master Of The Force	Reflections III	Premium
2751	97	Dark	Black		Defensive Shield	You Cannot Hide Forever	Reflections III	Premium
2752	98	Light	Black		Defensive Shield	Your Insight Serves You Well	Reflections III	Premium
2753	99	Light	Black		Defensive Shield	Your Ship?	Reflections III	Premium
2754	100	Dark	Black		Defensive Shield	You've Never Won A Race?	Reflections III	Premium
Foil Subset								
2755	101	Light	Black	Y	Effect	A New Secret Base	Reflections III	Very Rare Foil
2756	102	Dark	Black	Y	Effect	After Her!	Reflections III	Super Rare Foil
2757	103	Light	Black	Y	Weapon	Amidala's Blaster	Reflections III	Super Rare Foil
2758	104	Light	Black	Y	Weapon	Anakin's Lightsaber	Reflections III	Super Rare Foil
2759	105	Light	Black	Y	Podracer	Anakin's Podracer	Reflections III	Super Rare Foil
2760	106	Dark	Black	Y	Character	Arica	Reflections III	Super Rare Foil
2761	107	Light	Black	Y	Character	Artoo & Threepio	Reflections III	Super Rare Foil
2762	108	Dark	Black	Y	Character	Aurra Sing	Reflections III	Super Rare Foil
2763	109	Dark	Black	Y	Admiral's Order	Battle Deployment	Reflections III	Very Rare Foil
2764	110	Light	Black	Y	Epic Event	Boonta Eve Podrace	Reflections III	Super Rare Foil
2765	111	Dark	Black	Y	Epic Event	Boonta Eve Podrace	Reflections III	Very Rare Foil
2766	112	Dark	Black	Y	Character	Brangus Glee	Reflections III	Very Rare Foil
2767	113	Light	Black	Y	Effect	Brisky Morning Munchen	Reflections III	Very Rare Foil
2768	114	Dark	Black	Y	Character	Captain Gilad Pellaeon	Reflections III	Super Rare Foil
2769	115	Light	Black	Y	Character	Captain Panaka	Reflections III	Very Rare Foil
2770	116	Light	Black	Y	Character	Chewbacca, Protector	Reflections III	Very Rare Foil
2771	117	Light	Black	Y	Character	Corran Horn	Reflections III	Super Rare Foil
2772	118	Light	Black	Y	Location	Coruscant: Jedi Council Chamber	Reflections III	Very Rare Foil
2773	119	Dark	Black	Y	Character	Darth Maul	Reflections III	Super Rare Foil
2774	120	Dark	Black	Y	Character	Darth Maul, Young Apprentice	Reflections III	Ultra Rare Foil
2775	121	Light	Black	Y	Character	Dash Rendar	Reflections III	Super Rare Foil
2776	122	Dark	Black	Y	Character	Destroyer Droid	Reflections III	Super Rare Foil
2777	123	Dark	Black	Y	Interrupt	Dioxis	Reflections III	Very Rare Foil
2778	124	Dark	Black	Y	Effect	Disarmed	Reflections III	Very Rare Foil
2779	125	Dark	Black	Y	Character	Dr. Evazan	Reflections III	Very Rare Foil
2780	126	Dark	Black	Y	Character	Dr. Evazan & Ponda Baba	Reflections III	Super Rare Foil
2781	127	Light	Black	Y	Effect	Echo Base Garrison	Reflections III	Very Rare Foil
2782	128	Light	Black	Y	Interrupt	End Of A Reign	Reflections III	Very Rare Foil
2783	129	Light	Black	Y	Interrupt	Gimme A Lift!	Reflections III	Super Rare Foil
2784	130	Dark	Black	Y	Character	Grand Admiral Thrawn	Reflections III	Super Rare Foil
2785	131	Dark	Black	Y	Character	Grand Moff Tarkin	Reflections III	Very Rare Foil
2786	132	Dark	Black	Y	Interrupt	Gravity Shadow	Reflections III	Very Rare Foil
2787	133	Dark	Black	Y	Character	Guri	Reflections III	Super Rare Foil
2788	134	Light	Black	Y	Interrupt	Harvest	Reflections III	Super Rare Foil
2789	135	Light	Black	Y	Epic Event	I Did It!	Reflections III	Very Rare Foil
2790	136	Dark	Black	Y	Interrupt	I Have You Now	Reflections III	Very Rare Foil

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2791	137	Dark	Black	Y	Interrupt	Imperial Artillery	Reflections III	Super Rare Foil
2792	138	Dark	Black	Y	Interrupt	Imperial Command	Reflections III	Very Rare Foil
2793	139	Light	Black	Y	Character	Jar Jar Binks	Reflections III	Very Rare Foil
2794	140	Light	Black	Y	Character	Lando With Vibro-Ax	Reflections III	Super Rare Foil
2795	141	Dark	Black	Y	Character	Lott Dod	Reflections III	Super Rare Foil
2796	142	Light	Black	Y	Character	Luke Skywalker	Reflections III	Super Rare Foil
2797	143	Light	Black	Y	Character	Luke Skywalker, Rebel Scout	Reflections III	Super Rare Foil
2798	144	Light	Black	Y	Character	Mace Windu	Reflections III	Super Rare Foil
2799	145	Light	Black	Y	Character	Master Qui-Gon	Reflections III	Super Rare Foil
2800	146	Dark	Black	Y	Interrupt	Maul Strikes	Reflections III	Super Rare Foil
2801	147	Dark	Black	Y	Weapon	Maul's Lightsaber	Reflections III	Very Rare Foil
2802	148	Dark	Black	Y	Starship	Maul's Sith Infiltrator	Reflections III	Super Rare Foil
2803	149	Dark	Black	Y	Character	Mercenary Pilot	Reflections III	Very Rare Foil
2804	150	Dark	Black	Y	Character	Mighty Jabba	Reflections III	Very Rare Foil
2805	151	Light	Black	Y	Character	Mirax Terrik	Reflections III	Super Rare Foil
2806	152	Dark	Black	Y	Effect	Naboo Occupation	Reflections III	Super Rare Foil
2807	153	Dark	Black	Y	Character	Nute Gunray	Reflections III	Super Rare Foil
2808	154	Light	Black	Y	Character	Obi-Wan Kenobi	Reflections III	Super Rare Foil
2809	155	Light	Black	Y	Character	Obi-Wan Kenobi, Padawan Learner	Reflections III	Super Rare Foil
2810	156	Light	Black	Y	Device	Obi-Wan's Journal	Reflections III	Super Rare Foil
2811	157	Light	Black	Y	Weapon	Obi-Wan's Lightsaber	Reflections III	Super Rare Foil
2812	158	Dark	Black	Y	Effect	Ominous Rumors	Reflections III	Super Rare Foil
2813	159	Light	Black	Y	Starship	Outrider	Reflections III	Super Rare Foil
2814	160	Light	Black	Y	Character	Owen Lars & Beru Lars	Reflections III	Super Rare Foil
2815	161	Dark	Black	Y	Character	P-59	Reflections III	Ultra Rare Foil
2816	162	Dark	Black	Y	Character	P-60	Reflections III	Super Rare Foil
2817	163	Light	Black	Y	Character	Padmé Naberrie	Reflections III	Super Rare Foil
2818	164	Light	Black	Y	Character	Palace Raider	Reflections III	Very Rare Foil
2819	165	Dark	Black	Y	Effect	Power Of The Hutt	Reflections III	Very Rare Foil
2820	166	Dark	Black	Y	Character	Prince Xizor	Reflections III	Super Rare Foil
2821	167	Light	Black	Y	Character	Prisoner 2187	Reflections III	Very Rare Foil
2822	168	Light	Black	Y	Starship	Pulsar Skate	Reflections III	Very Rare Foil
2823	169	Light	Black	Y	Starship	Queen's Royal Starship	Reflections III	Very Rare Foil
2824	170	Light	Black	Y	Character	Qui-Gon Jinn	Reflections III	Ultra Rare Foil
2825	171	Light	Black	Y	Weapon	Qui-Gon Jinn's Lightsaber	Reflections III	Super Rare Foil
2826	172	Light	Black	Y	Starship	Radiant VII	Reflections III	Very Rare Foil
2827	173	Light	Black	Y	Interrupt	Rebel Artillery	Reflections III	Very Rare Foil
2828	174	Light	Black	Y	Interrupt	Rebel Leadership	Reflections III	Super Rare Foil
2829	175	Light	Black	Y	Character	Ric Olié	Reflections III	Very Rare Foil
2830	176	Dark	Black	Y	Interrupt	Rolling, Rolling, Rolling	Reflections III	Super Rare Foil
2831	177	Dark	Black	Y	Podracer	Sebulba's Podracer	Reflections III	Super Rare Foil
2832	178	Light	Black	Y	Effect	Seeking An Audience	Reflections III	Very Rare Foil
2833	179	Light	Black	Y	Character	Shmi Skywalker	Reflections III	Very Rare Foil
2834	180	Dark	Black	Y	Character	Sith Probe Droid	Reflections III	Very Rare Foil
2835	181	Dark	Black	Y	Character	Snoova	Reflections III	Super Rare Foil
2836	182	Dark	Black	Y	Starship	Stinger	Reflections III	Super Rare Foil
2837	183	Light	Black	Y	Character	Supreme Chancellor Valorum	Reflections III	Very Rare Foil
2838	184	Light	Black	Y	Character	Talon Karrde	Reflections III	Super Rare Foil
2839	185	Dark	Black	Y	Location	Tatooine: Desert Landing Site	Reflections III	Very Rare Foil
2840	186	Dark	Black	Y	Character	TC-14	Reflections III	Super Rare Foil
2841	187	Dark	Black	Y	Interrupt	The Circle Is Now Complete	Reflections III	Very Rare Foil
2842	188	Dark	Black	Y	Effect	The Phantom Menace	Reflections III	Super Rare Foil
2843	189	Light	Black	Y	Effect	They Win This Round	Reflections III	Super Rare Foil
2844	190	Light	Black	Y	Character	Threepio With His Parts Showing	Reflections III	Ultra Rare Foil
2845	191	Dark	Black	Y	Interrupt	Trample	Reflections III	Very Rare Foil
2846	192	Dark	Black	Y	Weapon	Vader's Lightsaber	Reflections III	Very Rare Foil
2847	193	Dark	Black	Y	Character	Vigo	Reflections III	Super Rare Foil
2848	194	Dark	Black	Y	Starship	Virago	Reflections III	Super Rare Foil
2849	195	Dark	Black	Y	Interrupt	Vote Now!	Reflections III	Very Rare Foil
2850	196	Light	Black	Y	Interrupt	Vote Now!	Reflections III	Very Rare Foil
2851	197	Dark	Black	Y	Character	Watto	Reflections III	Super Rare Foil
2852	198	Light	Black	Y	Character	Wedge Antilles	Reflections III	Super Rare Foil
2853	199	Light	Black	Y	Character	Yoda, Senior Council Member	Reflections III	Very Rare Foil
2854	200	Dark	Black	Y	Effect	You May Start Your Landing	Reflections III	Very Rare Foil
Enhanced Premiere - November 1998 - 6 Cards								
2855	1	Dark	Black		Character	Boba Fett With Blaster Rifle	Enhanced Premiere Pack	Premium
2856	2	Dark	Black		Character	Darth Vader With Lightsaber	Enhanced Premiere Pack	Premium
2857	3	Light	Black		Character	Han With Heavy Blaster Pistol	Enhanced Premiere Pack	Premium
2858	4	Light	Black		Character	Leia With Blaster Rifle	Enhanced Premiere Pack	Premium
2859	5	Light	Black		Character	Luke With Lightsaber	Enhanced Premiere Pack	Premium
2860	6	Light	Black		Character	Obi-Wan With Lightsaber	Enhanced Premiere Pack	Premium
Enhanced Cloud City - December 1999 - 12 Cards								
2861	1	Dark	Black		Character	4-LOM With Concussion Rifle	Enhanced Cloud City	Premium
2862	2	Dark	Black		Interrupt	Any Methods Necessary	Enhanced Cloud City	Premium
2863	3	Dark	Black		Starship	Boba Fett In Slave I	Enhanced Cloud City	Premium
2864	4	Light	Black		Character	Chewie With Blaster Rifle	Enhanced Cloud City	Premium
2865	5	Dark	Black		Effect	Crush The Rebellion	Enhanced Cloud City	Premium
2866	6	Dark	Black		Starship	Dengar In Punishing One	Enhanced Cloud City	Premium
2867	7	Dark	Black		Character	IG-88 With Riot Gun	Enhanced Cloud City	Premium
2868	8	Light	Black		Starship	Lando In Millennium Falcon	Enhanced Cloud City	Premium
2869	9	Light	Black		Character	Lando With Blaster Pistol	Enhanced Cloud City	Premium
2870	10	Light	Black		Objective	Quiet Mining Colony / Independent Operation	Enhanced Cloud City	Premium
2871	11	Dark	Black		Objective	This Deal Is Getting Worse All The Time / Pray I Don't Alter It Any Further	Enhanced Cloud City	Premium
2872	12	Light	Black		Starship	Z-95 Bespin Defense Fighter	Enhanced Cloud City	Premium

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Enhanced Jabba's Palace - January 2000 - 12 Cards								
2873	1	Dark	Black		Character	Bossk With Mortar Gun	Enhanced Jabba's Palace	Premium
2874	2	Light	Black		Character	Boushh	Enhanced Jabba's Palace	Premium
2875	3	Dark	Black		Objective	Court Of The Vile Gangster / I Shall Enjoy Watching You Die	Enhanced Jabba's Palace	Premium
2876	4	Dark	Black		Character	Dengar With Blaster Carbine	Enhanced Jabba's Palace	Premium
2877	5	Dark	Black		Starship	IG-88 In IG-2000	Enhanced Jabba's Palace	Premium
2878	6	Dark	Black		Character	Jodo Kast	Enhanced Jabba's Palace	Premium
2879	7	Dark	Black		Character	Mara Jade, The Emperor's Hand	Enhanced Jabba's Palace	Premium
2880	8	Dark	Black		Weapon	Mara Jade's Lightsaber	Enhanced Jabba's Palace	Premium
2881	9	Light	Black		Character	Master Luke	Enhanced Jabba's Palace	Premium
2882	10	Light	Black		Character	See-Threepio	Enhanced Jabba's Palace	Premium
2883	11	Light	Black		Objective	You Can Either Profit By This… / Or Be Destroyed	Enhanced Jabba's Palace	Premium
2884	12	Dark	Black		Starship	Zuckuss In Mist Hunter	Enhanced Jabba's Palace	Premium
First Anthology - May 1997 - 6 Cards								
2885	1	Dark	White		Character	Boba Fett	First Anthology	Premium
2886	2	Light	White		Character	Commander Wedge Antilles	First Anthology	Premium
2887	3	Dark	White		Starship	Death Star Assault Squadron	First Anthology	Premium
2888	4	Light	White		Interrupt	Hit And Run	First Anthology	Premium
2889	5	Dark	White		Effect	Jabba's Influence	First Anthology	Premium
2890	6	Light	White		Starship	X-wing Assault Squadron	First Anthology	Premium
Second Anthology - July 1998 - 6 Cards								
2891	1	Dark	Black		Effect	Flagship Operations	Second Anthology	Premium
2892	2	Light	Black		Starship	Mon Calamari Star Cruiser	Second Anthology	Premium
2893	3	Light	Black		Character	Mon Mothma	Second Anthology	Premium
2894	4	Light	Black		Interrupt	Rapid Deployment	Second Anthology	Premium
2895	5	Dark	Black		Creature	Sarlacc	Second Anthology	Premium
2896	6	Dark	Black		Starship	Thunderflare	Second Anthology	Premium
Third Anthology - June 2000 - 6 Cards								
2897	1	Light	Black		Effect	A New Secret Base	Third Anthology	Premium
2898	2	Light	Black		Starship	Artoo-Deetoo In Red 5	Third Anthology	Premium
2899	3	Light	Black		Effect	Echo Base Garrison	Third Anthology	Premium
2900	4	Light	Black		Objective	Massassi Base Operations / One In A Million	Third Anthology	Premium
2901	5	Light	Black		Character	Prisoner 2187	Third Anthology	Premium
2902	6	Dark	Black		Objective	Set Your Course For Alderaan / The Ultimate Power In The Universe	Third Anthology	Premium
Premiere Introductory 2-Player - February 1996 - 6 Cards								
2903	1	Dark	White		Location	Death Star: Docking Control Room 327	Premiere Intro. 2-Player	Premium
2904	2	Light	White		Location	Death Star: Level 6 Core Shaft Corridor	Premiere Intro. 2-Player	Premium
2905	3	Light	White		Character	Luke	Premiere Intro. 2-Player	Premium
2906	4	Light	White		Interrupt	Run Luke, Run!	Premiere Intro. 2-Player	Premium
2907	5	Dark	White		Character	Vader	Premiere Intro. 2-Player	Premium
2908	6	Dark	White		Interrupt	Vader's Obsession	Premiere Intro. 2-Player	Premium
Empire Strikes Back Introductory 2-Player - March 1997 - 60 Cards								
Premium Subset								
2909	1	Light	White		Character	Chewie	ESB Intro. 2-Player	Premium
2910	2	Dark	White		Location	Hoth: Mountains	ESB Intro. 2-Player	Premium
2911	3	Dark	White		Vehicle	Imperial Walker	ESB Intro. 2-Player	Premium
2912	4	Light	White		Character	Leia	ESB Intro. 2-Player	Premium
2913	5	Light	White		Interrupt	Lone Rogue	ESB Intro. 2-Player	Premium
2914	6	Light	White		Vehicle	Rebel Snowspeeder	ESB Intro. 2-Player	Premium
2915	7	Dark	White		Character	Veers	ESB Intro. 2-Player	Premium
2916	8	Dark	White		Interrupt	Walker Garrison	ESB Intro. 2-Player	Premium
© 1996 Subset								
2917	9	Dark	White		Character	AT-AT Driver	ESB Intro. 2-Player	Common2
2918	10	Light	White		Weapon	Blaster	ESB Intro. 2-Player	Common2
2919	11	Dark	White		Weapon	Blaster Rifle	ESB Intro. 2-Player	Common1
2920	12	Dark	White		Interrupt	Cold Feet	ESB Intro. 2-Player	Common2
2921	13	Light	White		Character	Commander Evram Lajaie	ESB Intro. 2-Player	Common1
2922	14	Light	White		Character	Corellian	ESB Intro. 2-Player	Common2
2923	15	Dark	White		Interrupt	Counter Assault	ESB Intro. 2-Player	Common1
2924	16	Light	White		Character	Echo Base Trooper	ESB Intro. 2-Player	Common3
2925	17	Light	White		Character	Echo Base Trooper Officer	ESB Intro. 2-Player	Common1
2926	18	Light	White		Interrupt	Fall Back!	ESB Intro. 2-Player	Common2
2927	19	Dark	White		Character	FX-10 (Effex-Ten)	ESB Intro. 2-Player	Common2
2928	20	Light	White		Character	FX-7 (Effex-Seven)	ESB Intro. 2-Player	Common2
2929	21	Dark	White		Interrupt	He Hasn't Come Back Yet	ESB Intro. 2-Player	Common2
2930	22	Light	White		Device	Hoth Survival Gear	ESB Intro. 2-Player	Common2
2931	23	Dark	White		Location	Hoth: Defensive Perimeter	ESB Intro. 2-Player	Common2
2932	24	Light	White		Location	Hoth: Defensive Perimeter	ESB Intro. 2-Player	Common2
2933	25	Light	White		Location	Hoth: Echo Corridor	ESB Intro. 2-Player	Common2
2934	26	Dark	White		Location	Hoth: Echo Docking Bay	ESB Intro. 2-Player	Common2
2935	27	Light	White		Location	Hoth: Echo Docking Bay	ESB Intro. 2-Player	Common2
2936	28	Light	White		Location	Hoth: Echo Med Lab	ESB Intro. 2-Player	Common2
2937	29	Dark	White		Location	Hoth: Ice Plains	ESB Intro. 2-Player	Common2
2938	30	Dark	White		Location	Hoth: North Ridge	ESB Intro. 2-Player	Common2
2939	31	Light	White		Location	Hoth: Snow Trench	ESB Intro. 2-Player	Common2
2940	32	Light	White		Interrupt	Houjix	ESB Intro. 2-Player	Common2
2941	33	Dark	White		Interrupt	I'd Just As Soon Kiss A Wookiee	ESB Intro. 2-Player	Common2
2942	34	Dark	White		Weapon	Imperial Blaster	ESB Intro. 2-Player	Common2
2943	35	Dark	White		Character	Imperial Commander	ESB Intro. 2-Player	Common2
2944	36	Dark	White		Character	Imperial Squad Leader	ESB Intro. 2-Player	Common3
2945	37	Dark	White		Character	Imperial Trooper Guard	ESB Intro. 2-Player	Common2
2946	38	Dark	White		Weapon	Infantry Mine	ESB Intro. 2-Player	Common2
2947	39	Light	White		Weapon	Infantry Mine	ESB Intro. 2-Player	Common2

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2948	40	Light	White		Interrupt	It Can Wait	ESB Intro. 2-Player	Common2
2949	41	Light	White		Interrupt	It Could Be Worse	ESB Intro. 2-Player	Common2
2950	42	Dark	White		Effect	Ket Maliss	ESB Intro. 2-Player	Common2
2951	43	Light	White		Character	LIN-V8K (Elleyein-Veeatekay)	ESB Intro. 2-Player	Common1
2952	44	Dark	White		Character	LIN-V8M (Elleyein-Veeateemm)	ESB Intro. 2-Player	Common1
2953	45	Dark	White		Character	Lt. Pol Treidum	ESB Intro. 2-Player	Common1
2954	46	Light	White		Interrupt	Nice Of You Guys to Drop By	ESB Intro. 2-Player	Common2
2955	47	Dark	White		Character	Officer Evax	ESB Intro. 2-Player	Common1
2956	48	Light	White		Character	Rebel Commander	ESB Intro. 2-Player	Common2
2957	49	Light	White		Character	Rebel Guard	ESB Intro. 2-Player	Common2
2958	50	Light	White		Character	Rebel Scout	ESB Intro. 2-Player	Common1
2959	51	Dark	White		Device	Restraining Bolt	ESB Intro. 2-Player	Common2
2960	52	Light	White		Effect	Sai'torr Kal Fas	ESB Intro. 2-Player	Common2
2961	53	Dark	White		Character	Snowtrooper	ESB Intro. 2-Player	Common3
2962	54	Dark	White		Character	Snowtrooper Officer	ESB Intro. 2-Player	Common1
2963	55	Dark	White		Interrupt	Stunning Leader	ESB Intro. 2-Player	Common2
2964	56	Light	White		Interrupt	Surprise Assault	ESB Intro. 2-Player	Common1
2965	57	Light	White		Vehicle	Tauntaun	ESB Intro. 2-Player	Common2
2966	58	Light	White		Character	Tauntaun Handler	ESB Intro. 2-Player	Common2
2967	59	Dark	White		Weapon	Timer Mine	ESB Intro. 2-Player	Common2
2968	60	Light	White		Weapon	Timer Mine	ESB Intro. 2-Player	Common2
Official Tournament Sealed Deck - May 1998 - 18 Cards								
2969	1	Light	Black		Character	Arleil Schous	Official Tournament Sealed Deck	Premium
2970	2	Dark	Black		Starship	Black Squadron TIE	Official Tournament Sealed Deck	Premium
2971	3	Dark	Black		Character	Chall Bekan	Official Tournament Sealed Deck	Premium
2972	4	Dark	Black		Location	Corulag	Official Tournament Sealed Deck	Premium
2973	5	Light	Black		Location	Corulag	Official Tournament Sealed Deck	Premium
2974	6	Dark	Black		Starship	Dreadnaught-Class Heavy Cruiser	Official Tournament Sealed Deck	Premium
2975	7	Light	Black		Effect	Faithful Service	Official Tournament Sealed Deck	Premium
2976	8	Dark	Black		Effect	Forced Servitude	Official Tournament Sealed Deck	Premium
2977	9	Light	Black		Starship	Gold Squadron Y-wing	Official Tournament Sealed Deck	Premium
2978	10	Light	Black		Interrupt	It's A Hit!	Official Tournament Sealed Deck	Premium
2979	11	Dark	Black		Starship	Obsidian Squadron TIE	Official Tournament Sealed Deck	Premium
2980	12	Light	Black		Character	Rebel Trooper Recruit	Official Tournament Sealed Deck	Premium
2981	13	Light	Black		Starship	Red Squadron X-wing	Official Tournament Sealed Deck	Premium
2982	14	Dark	Black		Character	Stormtrooper Cadet	Official Tournament Sealed Deck	Premium
2983	15	Dark	Black		Interrupt	Tarkin's Orders	Official Tournament Sealed Deck	Premium
2984	16	Light	Black		Location	Tatooine: Jundland Wastes	Official Tournament Sealed Deck	Premium
2985	17	Dark	Black		Location	Tatooine: Tusken Canyon	Official Tournament Sealed Deck	Premium
2986	18	Light	Black		Starship	Z-95 Headhunter	Official Tournament Sealed Deck	Premium
Jabba's Palace Official Tournament Sealed Deck - October 2000 - 20 Cards								
2987	1	Light	Black		Objective	Agents In The Court / No Love For The Empire	Jabba's Palace Sealed Deck	Premium
2988	2	Dark	Black		Effect	Hutt Influence	Jabba's Palace Sealed Deck	Premium
2989	3	Light	Black		Location	Jabba's Palace: Antechamber	Jabba's Palace Sealed Deck	Premium
2990	4	Dark	Black		Location	Jabba's Palace: Lower Passages	Jabba's Palace Sealed Deck	Premium
2991	5	Light	Black		Character	Lando With Vibro-Ax	Jabba's Palace Sealed Deck	Premium
2992	6	Dark	Black		Character	Mercenary Pilot	Jabba's Palace Sealed Deck	Premium
2993	7	Dark	Black		Character	Mighty Jabba	Jabba's Palace Sealed Deck	Premium
2994	8	Dark	Black		Objective	My Kind Of Scum / Fearless And Inventive	Jabba's Palace Sealed Deck	Premium
2995	9	Dark	Black		Effect	No Escape	Jabba's Palace Sealed Deck	Premium
2996	10	Light	Black		Effect	Ounee Ta	Jabba's Palace Sealed Deck	Premium
2997	11	Light	Black		Character	Palace Raider	Jabba's Palace Sealed Deck	Premium
2998	12	Dark	Black		Effect	Power Of The Hutt	Jabba's Palace Sealed Deck	Premium
2999	13	Dark	Black		Vehicle	Racing Skiff	Jabba's Palace Sealed Deck	Premium
3000	14	Light	Black		Vehicle	Racing Skiff	Jabba's Palace Sealed Deck	Premium
3001	15	Light	Black		Effect	Seeking An Audience	Jabba's Palace Sealed Deck	Premium
3002	16	Dark	Black		Weapon	Stun Blaster	Jabba's Palace Sealed Deck	Premium
3003	17	Light	Black		Weapon	Stun Blaster	Jabba's Palace Sealed Deck	Premium
3004	18	Dark	Black		Location	Tatooine: Desert Heart	Jabba's Palace Sealed Deck	Premium
3005	19	Light	Black		Location	Tatooine: Hutt Trade Route (Desert)	Jabba's Palace Sealed Deck	Premium
3006	20	Light	Black		Effect	Underworld Contacts	Jabba's Palace Sealed Deck	Premium
Jedi Pack - April 1996 - 11 Cards								
3007	1	Dark	Black		Effect	Dark Forces	Jedi Pack	Premium
3008	2	Dark	Black		Location	Eriadu	Jedi Pack	Premium
3009	3	Light	Black		Effect	For Luck	Jedi Pack	Premium
3010	4	Dark	Black		Interrupt	Gravity Shadow	Jedi Pack	Premium
3011	5	Light	Black		Character	Han	Jedi Pack	Premium
3012	6	Dark	Black		Game Aid	Hyperoute Navigation Chart	Jedi Pack	Premium
3013	7	Light	Black		Character	Leia	Jedi Pack	Premium
3014	8	Light	Black		Vehicle	Luke's T-16 Skyhopper	Jedi Pack	Premium
3015	9	Dark	Black		Character	Motti	Jedi Pack	Premium
3016	10	Dark	Black		Character	Tarkin	Jedi Pack	Premium
3017	11	Light	Black		Character	Tedn Dahai	Jedi Pack	Premium
Rebel Leader Pack - December 1997 - 2 Cards								
3018	1	Light	Black		Starship	Gold Leader In Gold 1	Rebel Leader Cards	Premium
3019	2	Light	Black		Starship	Red Leader In Red 1	Rebel Leader Cards	Premium
Promotional Foils - 28 Cards								
3020	1	Light	Black	Y	Interrupt	A Few Maneuvers	Promotional Foil	Tournament Foil
3021	2	Light	Black	Y	Interrupt	Alter	Promotional Foil	Tournament Foil
3022	3	Dark	Black	Y	Interrupt	Alter	Promotional Foil	Tournament Foil
3023	4	Dark	Black	Y	Effect	Battle Order	Promotional Foil	Tournament Foil
3024	5	Light	Black	Y	Effect	Battle Plan	Promotional Foil	Tournament Foil
3025	6	Light	Black	Y	Interrupt	Clash Of Sabers	Promotional Foil	Tournament Foil

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3026	7	Light	Black	Y	Starship	Corellian Corvette	Promotional Foil	Tournament Foil
3027	8	Dark	Black	Y	Interrupt	Dark Maneuvers	Promotional Foil	Tournament Foil
3028	9	Dark	Black	Y	Character	Darth Maul With Lightsaber	Promotional Foil	Tournament Foil
3029	10	Dark	Black	Y	Interrupt	Ghhhk	Promotional Foil	Tournament Foil
3030	11	Light	Black	Y	Interrupt	Grimtaash	Promotional Foil	Tournament Foil
3031	12	Light	Black	Y	Interrupt	Houjix	Promotional Foil	Tournament Foil
3032	13	Dark	Black	Y	Effect	Imperial Arrest Order	Promotional Foil	Tournament Foil
3033	14	Dark	Black	Y	Interrupt	Imperial Barrier	Promotional Foil	Tournament Foil
3034	15	Dark	Black	Y	Effect	Imperial Decree	Promotional Foil	Tournament Foil
3035	16	Dark	Black	Y	Starship	Imperial-Class Star Destroyer	Promotional Foil	Tournament Foil
3036	17	Light	Black	Y	Effect	Insurrection	Promotional Foil	Tournament Foil
3037	18	Light	Black	Y	Interrupt	It Could Be Worse	Promotional Foil	Tournament Foil
3038	19	Dark	Black	Y	Interrupt	Masterful Move	Promotional Foil	Tournament Foil
3039	20	Dark	Black	Y	Interrupt	Monnok	Promotional Foil	Tournament Foil
3040	21	Light	Black	Y	Character	Qui-Gon Jinn With Lightsaber	Promotional Foil	Tournament Foil
3041	22	Light	Black	Y	Interrupt	Rebel Barrier	Promotional Foil	Tournament Foil
3042	23	Dark	Black	Y	Interrupt	Sense	Promotional Foil	Tournament Foil
3043	24	Light	Black	Y	Interrupt	Sense	Promotional Foil	Tournament Foil
3044	25	Light	Black	Y	Vehicle	Snowspeeder	Promotional Foil	Tournament Foil
3045	26	Light	Black	Y	Interrupt	The Signal	Promotional Foil	Tournament Foil
3046	27	Dark	Black	Y	Interrupt	Twi'lek Advisor	Promotional Foil	Tournament Foil
3047	28	Dark	Black	Y	Interrupt	You Are Beaten	Promotional Foil	Tournament Foil
Premiere (Unlimited) - April 1996 - 324 Cards								
3048	1	Light	White		Character	2X-3KPR (Tooex)	Premiere Unlimited	Uncommon1
3049	2	Dark	White		Character	5D6-RA-7 (Fivedesix)	Premiere Unlimited	Rare1
3050	3	Dark	White		Effect	A Disturbance In The Force	Premiere Unlimited	Uncommon1
3051	4	Light	White		Interrupt	A Few Maneuvers	Premiere Unlimited	Common2
3052	5	Light	White		Effect	A Tremor In The Force	Premiere Unlimited	Uncommon1
3053	6	Dark	White		Character	Admiral Motti	Premiere Unlimited	Rare2
3054	7	Light	White		Effect	Affect Mind	Premiere Unlimited	Rare1
3055	8	Dark	White		Location	Alderaan	Premiere Unlimited	Rare1
3056	9	Light	White		Location	Alderaan	Premiere Unlimited	Uncommon2
3057	10	Dark	White		Interrupt	Alter	Premiere Unlimited	Uncommon1
3058	11	Light	White		Interrupt	Alter	Premiere Unlimited	Uncommon1
3059	12	Dark	White		Weapon	Assault Rifle	Premiere Unlimited	Rare2
3060	13	Dark	White		Effect	Baniss Keeg	Premiere Unlimited	Common2
3061	14	Dark	White		Vehicle	Bantha	Premiere Unlimited	Uncommon2
3062	15	Light	White		Effect	Beggar	Premiere Unlimited	Rare1
3063	16	Light	White		Character	Beru Lars	Premiere Unlimited	Uncommon2
3064	17	Light	White		Interrupt	Beru Stew	Premiere Unlimited	Uncommon2
3065	18	Light	White		Character	Biggs Darklighter	Premiere Unlimited	Rare2
3066	19	Dark	White		Starship	Black 2	Premiere Unlimited	Rare1
3067	20	Dark	White		Starship	Black 3	Premiere Unlimited	Uncommon1
3068	21	Dark	White		Effect	Blast Door Controls	Premiere Unlimited	Uncommon2
3069	22	Light	White		Weapon	Blaster	Premiere Unlimited	Common2
3070	23	Dark	White		Effect	Blaster Rack	Premiere Unlimited	Uncommon1
3071	24	Light	White		Weapon	Blaster Rifle	Premiere Unlimited	Common1
3072	25	Dark	White		Weapon	Blaster Rifle	Premiere Unlimited	Common2
3073	26	Dark	White		Device	Blaster Scope	Premiere Unlimited	Uncommon1
3074	27	Dark	White		Weapon	Boosted TIE Cannon	Premiere Unlimited	Uncommon1
3075	28	Dark	White		Interrupt	Boring Conversation Anyway	Premiere Unlimited	Rare1
3076	29	Light	White		Character	BoShek	Premiere Unlimited	Uncommon1
3077	30	Light	White		Character	C-3PO (See-Threepio)	Premiere Unlimited	Rare1
3078	31	Dark	White		Device	Caller	Premiere Unlimited	Uncommon2
3079	32	Light	White		Device	Caller	Premiere Unlimited	Uncommon2
3080	33	Light	White		Interrupt	Cantina Brawl	Premiere Unlimited	Rare1
3081	34	Dark	White		Interrupt	Charming To The Last	Premiere Unlimited	Rare2
3082	35	Dark	White		Character	Chief Bast	Premiere Unlimited	Uncommon1
3083	36	Dark	White		Interrupt	Collateral Damage	Premiere Unlimited	Common2
3084	37	Light	White		Interrupt	Collision!	Premiere Unlimited	Common2
3085	38	Dark	White		Character	Colonel Wullf Yularen	Premiere Unlimited	Uncommon1
3086	39	Light	White		Interrupt	Combined Attack	Premiere Unlimited	Common2
3087	40	Dark	White		Device	Comlink	Premiere Unlimited	Common1
3088	41	Dark	White		Character	Commander Praji	Premiere Unlimited	Uncommon2
3089	42	Light	White		Starship	Corellian Corvette	Premiere Unlimited	Uncommon2
3090	43	Dark	White		Interrupt	Counter Assault	Premiere Unlimited	Common1
3091	44	Light	White		Effect	Crash Site Memorial	Premiere Unlimited	Uncommon1
3092	45	Light	White		Character	CZ-3 (Seezee-Three)	Premiere Unlimited	Common1
3093	46	Dark	White		Location	Dantooine	Premiere Unlimited	Uncommon1
3094	47	Light	White		Location	Dantooine	Premiere Unlimited	Uncommon1
3095	48	Dark	White		Interrupt	Dark Collaboration	Premiere Unlimited	Rare1
3096	49	Dark	White		Effect	Dark Hours	Premiere Unlimited	Uncommon2
3097	50	Dark	White		Weapon	Dark Jedi Lightsaber	Premiere Unlimited	Uncommon1
3098	51	Dark	White		Interrupt	Dark Jedi Presence	Premiere Unlimited	Rare1
3099	52	Dark	White		Interrupt	Dark Maneuvers	Premiere Unlimited	Common2
3100	53	Dark	White		Character	Darth Vader	Premiere Unlimited	Rare1
3101	54	Dark	White		Character	Dathcha	Premiere Unlimited	Uncommon1
3102	55	Dark	White		Interrupt	Dead Jawa	Premiere Unlimited	Common2
3103	56	Light	White		Effect	Death Star Plans	Premiere Unlimited	Rare1
3104	57	Dark	White		Effect	Death Star Sentry	Premiere Unlimited	Uncommon1
3105	58	Dark	White		Character	Death Star Trooper	Premiere Unlimited	Common2
3106	59	Dark	White		Location	Death Star: Central Core	Premiere Unlimited	Uncommon2
3107	60	Light	White		Location	Death Star: Detention Block Control Room	Premiere Unlimited	Uncommon2

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3108	61	Dark	White		Location	Death Star: Detention Block Corridor	Premiere Unlimited	Common1
3109	62	Dark	White		Location	Death Star: Docking Bay 327	Premiere Unlimited	Common2
3110	63	Light	White		Location	Death Star: Docking Bay 327	Premiere Unlimited	Common2
3111	64	Dark	White		Location	Death Star: Level 4 Military Corridor	Premiere Unlimited	Uncommon1
3112	65	Light	White		Location	Death Star: Trash Compactor	Premiere Unlimited	Uncommon1
3113	66	Dark	White		Location	Death Star: War Room	Premiere Unlimited	Uncommon2
3114	67	Light	White		Effect	Demotion	Premiere Unlimited	Rare2
3115	68	Dark	White		Starship	Devastator	Premiere Unlimited	Rare1
3116	69	Light	White		Character	Dice Ibegon	Premiere Unlimited	Rare2
3117	70	Dark	White		Effect	Disarmed	Premiere Unlimited	Rare1
3118	71	Light	White		Effect	Disarmed	Premiere Unlimited	Rare1
3119	72	Dark	White		Character	Djas Puhr	Premiere Unlimited	Rare2
3120	73	Light	White		Interrupt	Don't Get Cocky	Premiere Unlimited	Rare1
3121	74	Light	White		Interrupt	Don't Underestimate Our Chances	Premiere Unlimited	Common1
3122	75	Dark	White		Character	Dr. Evazan	Premiere Unlimited	Rare2
3123	76	Dark	White		Device	Droid Detector	Premiere Unlimited	Common2
3124	77	Light	White		Interrupt	Droid Shutdown	Premiere Unlimited	Common2
3125	78	Dark	White		Character	DS-61-2	Premiere Unlimited	Uncommon1
3126	79	Dark	White		Character	DS-61-3	Premiere Unlimited	Rare1
3127	80	Light	White		Character	Dutch	Premiere Unlimited	Rare1
3128	81	Dark	White		Character	EG-6 (Eegee-Six)	Premiere Unlimited	Uncommon2
3129	82	Light	White		Device	Electrobinoculars	Premiere Unlimited	Common2
3130	83	Dark	White		Interrupt	Elis Helrot	Premiere Unlimited	Uncommon2
3131	84	Light	White		Effect	Ellorrs Madak	Premiere Unlimited	Common2
3132	85	Dark	White		Interrupt	Emergency Deployment	Premiere Unlimited	Uncommon1
3133	86	Light	White		Interrupt	Escape Pod	Premiere Unlimited	Uncommon2
3134	87	Dark	White		Interrupt	Evacuate?	Premiere Unlimited	Uncommon2
3135	88	Dark	White		Effect	Expand The Empire	Premiere Unlimited	Rare1
3136	89	Light	White		Effect	Eyes In The Dark	Premiere Unlimited	Uncommon1
3137	90	Dark	White		Effect	Fear Will Keep Them In Line	Premiere Unlimited	Rare2
3138	91	Dark	White		Character	Feltipern Trevagg	Premiere Unlimited	Uncommon1
3139	92	Light	White		Character	Figrin D'an	Premiere Unlimited	Uncommon2
3140	93	Light	White		Interrupt	Friendly Fire	Premiere Unlimited	Common2
3141	94	Dark	White		Interrupt	Full Scale Alert	Premiere Unlimited	Uncommon2
3142	95	Light	White		Interrupt	Full Throttle	Premiere Unlimited	Rare2
3143	96	Dark	White		Device	Fusion Generator Supply Tanks	Premiere Unlimited	Common2
3144	97	Light	White		Device	Fusion Generator Supply Tanks	Premiere Unlimited	Common2
3145	98	Dark	White		Weapon	Gaderffii Stick	Premiere Unlimited	Common2
3146	99	Dark	White		Character	Garindan	Premiere Unlimited	Rare2
3147	100	Light	White		Character	General Dodonna	Premiere Unlimited	Uncommon1
3148	101	Dark	White		Character	General Tagge	Premiere Unlimited	Rare2
3149	102	Light	White		Interrupt	Gift Of The Mentor	Premiere Unlimited	Rare1
3150	103	Light	White		Starship	Gold 1	Premiere Unlimited	Rare2
3151	104	Light	White		Starship	Gold 5	Premiere Unlimited	Rare2
3152	105	Dark	White		Character	Grand Moff Tarkin	Premiere Unlimited	Rare1
3153	106	Dark	White		Interrupt	Gravel Storm	Premiere Unlimited	Uncommon2
3154	107	Dark	White		Weapon	Han Seeker	Premiere Unlimited	Rare2
3155	108	Light	White		Character	Han Solo	Premiere Unlimited	Rare1
3156	109	Light	White		Interrupt	Han's Back	Premiere Unlimited	Uncommon2
3157	110	Light	White		Interrupt	Han's Dice	Premiere Unlimited	Common2
3158	111	Light	White		Weapon	Han's Heavy Blaster Pistol	Premiere Unlimited	Rare2
3159	112	Light	White		Interrupt	Hear Me Baby, Hold Together	Premiere Unlimited	Common2
3160	113	Light	White		Interrupt	Help Me Obi-Wan Kenobi	Premiere Unlimited	Rare1
3161	114	Light	White		Interrupt	How Did We Get Into This Mess?	Premiere Unlimited	Uncommon2
3162	115	Light	White		Device	Hydroponics Station	Premiere Unlimited	Uncommon2
3163	116	Light	White		Interrupt	Hyper Escape	Premiere Unlimited	Common2
3164	117	Dark	White		Effect	I Find Your Lack Of Faith Disturbing	Premiere Unlimited	Rare1
3165	118	Dark	White		Interrupt	I Have You Now	Premiere Unlimited	Rare2
3166	119	Dark	White		Interrupt	Imperial Barrier	Premiere Unlimited	Common2
3167	120	Dark	White		Weapon	Imperial Blaster	Premiere Unlimited	Common2
3168	121	Dark	White		Interrupt	Imperial Code Cylinder	Premiere Unlimited	Common2
3169	122	Dark	White		Character	Imperial Pilot	Premiere Unlimited	Common2
3170	123	Dark	White		Interrupt	Imperial Reinforcements	Premiere Unlimited	Common1
3171	124	Dark	White		Character	Imperial Trooper Guard	Premiere Unlimited	Common2
3172	125	Dark	White		Starship	Imperial-Class Star Destroyer	Premiere Unlimited	Uncommon1
3173	126	Light	White		Interrupt	Into The Garbage Chute, Flyboy	Premiere Unlimited	Rare2
3174	127	Dark	White		Weapon	Ion Cannon	Premiere Unlimited	Uncommon1
3175	128	Light	White		Interrupt	It Could Be Worse	Premiere Unlimited	Common2
3176	129	Dark	White		Interrupt	It's Worse	Premiere Unlimited	Common2
3177	130	Light	White		Interrupt	I've Got A Bad Feeling About This	Premiere Unlimited	Common2
3178	131	Dark	White		Interrupt	I've Got A Problem Here	Premiere Unlimited	Common2
3179	132	Dark	White		Effect	I've Lost Artoo!	Premiere Unlimited	Uncommon1
3180	133	Dark	White		Character	Jawa	Premiere Unlimited	Common2
3181	134	Light	White		Character	Jawa	Premiere Unlimited	Common2
3182	135	Dark	White		Effect	Jawa Pack	Premiere Unlimited	Uncommon1
3183	136	Light	White		Effect	Jawa Siesta	Premiere Unlimited	Uncommon1
3184	137	Light	White		Weapon	Jedi Lightsaber	Premiere Unlimited	Uncommon1
3185	138	Light	White		Interrupt	Jedi Presence	Premiere Unlimited	Rare1
3186	139	Light	White		Character	Jek Porkins	Premiere Unlimited	Uncommon1
3187	140	Dark	White		Effect	Juri Juice	Premiere Unlimited	Rare2
3188	141	Light	White		Character	Kabe	Premiere Unlimited	Uncommon1
3189	142	Light	White		Character	Kal'Falnl C'ndros	Premiere Unlimited	Rare1
3190	143	Dark	White		Location	Kessel	Premiere Unlimited	Uncommon2

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3191	144	Light	White		Location	Kessel	Premiere Unlimited	Uncommon2
3192	145	Light	White		Effect	Kessel Run	Premiere Unlimited	Rare2
3193	146	Dark	White		Effect	Ket Maliss	Premiere Unlimited	Common2
3194	147	Dark	White		Interrupt	Kintan Strider	Premiere Unlimited	Common1
3195	148	Dark	White		Character	Kitik Keed'kak	Premiere Unlimited	Rare1
3196	149	Light	White		Effect	K'lor'slug	Premiere Unlimited	Rare1
3197	150	Light	White		Interrupt	Krayt Dragon Howl	Premiere Unlimited	Rare1
3198	151	Dark	White		Character	Labria	Premiere Unlimited	Rare2
3199	152	Dark	White		Weapon	Laser Projector	Premiere Unlimited	Uncommon2
3200	153	Dark	White		Effect	Lateral Damage	Premiere Unlimited	Rare2
3201	154	Light	White		Character	Leesub Sirln	Premiere Unlimited	Rare2
3202	155	Light	White		Character	Leia Organa	Premiere Unlimited	Rare1
3203	156	Light	White		Interrupt	Leia's Back	Premiere Unlimited	Uncommon2
3204	157	Light	White		Weapon	Leia's Sporting Blaster	Premiere Unlimited	Uncommon2
3205	158	Dark	White		Character	Lieutenant Tanbris	Premiere Unlimited	Uncommon2
3206	159	Dark	White		Vehicle	Lift Tube	Premiere Unlimited	Common2
3207	160	Light	White		Vehicle	Lift Tube	Premiere Unlimited	Common2
3208	161	Dark	White		Weapon	Light Repeating Blaster Rifle	Premiere Unlimited	Rare1
3209	162	Light	White		Effect	Lightsaber Proficiency	Premiere Unlimited	Rare1
3210	163	Dark	White		Interrupt	Limited Resources	Premiere Unlimited	Uncommon2
3211	164	Light	White		Character	LIN-V8K (Elleyein-Veeatekay)	Premiere Unlimited	Common1
3212	165	Dark	White		Character	LIN-V8M (Elleyein-Veeateemm)	Premiere Unlimited	Common1
3213	166	Dark	White		Interrupt	Local Trouble	Premiere Unlimited	Rare1
3214	167	Dark	White		Interrupt	Lone Pilot	Premiere Unlimited	Rare2
3215	168	Dark	White		Interrupt	Lone Warrior	Premiere Unlimited	Rare2
3216	169	Dark	White		Interrupt	Look Sir, Droids	Premiere Unlimited	Rare1
3217	170	Dark	White		Weapon	Luke Seeker	Premiere Unlimited	Rare2
3218	171	Light	White		Character	Luke Skywalker	Premiere Unlimited	Rare1
3219	172	Dark	White		Effect	Luke? Luuuuke!	Premiere Unlimited	Uncommon1
3220	173	Light	White		Interrupt	Luke's Back	Premiere Unlimited	Uncommon2
3221	174	Light	White		Vehicle	Luke's X-34 Landspeeder	Premiere Unlimited	Uncommon1
3222	175	Dark	White		Effect	Macroscan	Premiere Unlimited	Common2
3223	176	Light	White		Effect	Mantellian Savrip	Premiere Unlimited	Rare2
3224	177	Dark	White		Character	M'iiyoom Onith	Premiere Unlimited	Uncommon2
3225	178	Light	White		Starship	Millennium Falcon	Premiere Unlimited	Rare1
3226	179	Dark	White		Effect	Molator	Premiere Unlimited	Rare1
3227	180	Light	White		Character	Momaw Nadon	Premiere Unlimited	Uncommon2
3228	181	Dark	White		Interrupt	Moment Of Triumph	Premiere Unlimited	Rare2
3229	182	Light	White		Interrupt	Move Along...	Premiere Unlimited	Rare1
3230	183	Dark	White		Character	MSE-6 'Mouse' Droid	Premiere Unlimited	Uncommon1
3231	184	Dark	White		Character	Myo	Premiere Unlimited	Rare2
3232	185	Light	White		Interrupt	Nabrun Leids	Premiere Unlimited	Uncommon2
3233	186	Light	White		Interrupt	Narrow Escape	Premiere Unlimited	Common2
3234	187	Dark	White		Interrupt	Nevar Yalnal	Premiere Unlimited	Rare2
3235	188	Light	White		Effect	Nightfall	Premiere Unlimited	Uncommon1
3236	189	Light	White		Interrupt	Noble Sacrifice	Premiere Unlimited	Rare2
3237	190	Light	White		Character	Obi-Wan Kenobi	Premiere Unlimited	Rare1
3238	191	Light	White		Effect	Obi-Wan's Cape	Premiere Unlimited	Rare1
3239	192	Light	White		Weapon	Obi-Wan's Lightsaber	Premiere Unlimited	Rare1
3240	193	Dark	White		Device	Observation Holocam	Premiere Unlimited	Uncommon2
3241	194	Light	White		Interrupt	Old Ben	Premiere Unlimited	Common2
3242	195	Dark	White		Interrupt	Ommni Box	Premiere Unlimited	Common2
3243	196	Light	White		Interrupt	On The Edge	Premiere Unlimited	Rare2
3244	197	Dark	White		Effect	Organa's Ceremonial Necklace	Premiere Unlimited	Rare1
3245	198	Light	White		Effect	Our Most Desperate Hour	Premiere Unlimited	Rare1
3246	199	Light	White		Interrupt	Out Of Nowhere	Premiere Unlimited	Uncommon2
3247	200	Dark	White		Interrupt	Overload	Premiere Unlimited	Common2
3248	201	Light	White		Character	Owen Lars	Premiere Unlimited	Uncommon1
3249	202	Light	White		Interrupt	Panic	Premiere Unlimited	Uncommon1
3250	203	Dark	White		Interrupt	Physical Choke	Premiere Unlimited	Rare1
3251	204	Light	White		Effect	Plastoid Armor	Premiere Unlimited	Uncommon2
3252	205	Dark	White		Character	Ponda Baba	Premiere Unlimited	Uncommon1
3253	206	Light	White		Character	Pops	Premiere Unlimited	Uncommon1
3254	207	Dark	White		Interrupt	Precise Attack	Premiere Unlimited	Common2
3255	208	Dark	White		Effect	Presence Of The Force	Premiere Unlimited	Rare1
3256	209	Dark	White		Character	Prophetess	Premiere Unlimited	Uncommon1
3257	210	Light	White		Weapon	Proton Torpedoes	Premiere Unlimited	Common2
3258	211	Light	White		Weapon	Quad Laser Cannon	Premiere Unlimited	Uncommon1
3259	212	Dark	White		Character	R1-G4 (Arone-Geefour)	Premiere Unlimited	Common2
3260	213	Light	White		Character	R2-X2 (Artoo-Extoo)	Premiere Unlimited	Common2
3261	214	Light	White		Character	R4-E1 (Arfour-Eeone)	Premiere Unlimited	Common2
3262	215	Dark	White		Character	R4-M9 (Arfour-Emmnine)	Premiere Unlimited	Common2
3263	216	Light	White		Interrupt	Radar Scanner	Premiere Unlimited	Common2
3264	217	Dark	White		Effect	Reactor Terminal	Premiere Unlimited	Uncommon2
3265	218	Light	White		Interrupt	Rebel Barrier	Premiere Unlimited	Common2
3266	219	Light	White		Character	Rebel Guard	Premiere Unlimited	Common2
3267	220	Light	White		Character	Rebel Pilot	Premiere Unlimited	Common2
3268	221	Light	White		Effect	Rebel Planners	Premiere Unlimited	Rare2
3269	222	Light	White		Interrupt	Rebel Reinforcements	Premiere Unlimited	Common1
3270	223	Light	White		Character	Rebel Trooper	Premiere Unlimited	Common3
3271	224	Light	White		Starship	Red 1	Premiere Unlimited	Uncommon1
3272	225	Light	White		Starship	Red 3	Premiere Unlimited	Rare2
3273	226	Light	White		Character	Red Leader	Premiere Unlimited	Rare1

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3274	227	Dark	White		Device	Restraining Bolt	Premiere Unlimited	Common2
3275	228	Light	White		Device	Restraining Bolt	Premiere Unlimited	Common2
3276	229	Light	White		Effect	Restricted Deployment	Premiere Unlimited	Uncommon1
3277	230	Light	White		Interrupt	Return Of A Jedi	Premiere Unlimited	Uncommon2
3278	231	Light	White		Effect	Revolution	Premiere Unlimited	Rare1
3279	232	Light	White		Effect	Rycar Ryjerd	Premiere Unlimited	Uncommon1
3280	233	Light	White		Effect	Sai'torr Kal Fas	Premiere Unlimited	Common2
3281	234	Dark	White		Vehicle	Sandcrawler	Premiere Unlimited	Rare2
3282	235	Light	White		Vehicle	Sandcrawler	Premiere Unlimited	Rare2
3283	236	Dark	White		Interrupt	Scanning Crew	Premiere Unlimited	Common2
3284	237	Light	White		Interrupt	Scomp Link Access	Premiere Unlimited	Common2
3285	238	Dark	White		Effect	Send A Detachment Down	Premiere Unlimited	Rare1
3286	239	Dark	White		Interrupt	Sense	Premiere Unlimited	Uncommon1
3287	240	Light	White		Interrupt	Sense	Premiere Unlimited	Uncommon1
3288	241	Dark	White		Interrupt	Set For Stun	Premiere Unlimited	Common2
3289	242	Light	White		Character	Shistavanen Wolfman	Premiere Unlimited	Common2
3290	243	Light	White		Interrupt	Skywalkers	Premiere Unlimited	Rare1
3291	244	Light	White		Interrupt	Solo Han	Premiere Unlimited	Rare2
3292	245	Light	White		Vehicle	SoroSuub V-35 Landspeeder	Premiere Unlimited	Common2
3293	246	Light	White		Interrupt	Spaceport Speeders	Premiere Unlimited	Uncommon2
3294	247	Light	White		Effect	Special Modifications	Premiere Unlimited	Uncommon1
3295	248	Dark	White		Character	Stormtrooper	Premiere Unlimited	Common3
3296	249	Dark	White		Device	Stormtrooper Backpack	Premiere Unlimited	Common2
3297	250	Dark	White		Device	Stormtrooper Utility Belt	Premiere Unlimited	Common2
3298	251	Dark	White		Effect	Sunsdown	Premiere Unlimited	Uncommon1
3299	252	Light	White		Interrupt	Surprise Assault	Premiere Unlimited	Common1
3300	253	Dark	White		Effect	Tactical Re-Call	Premiere Unlimited	Rare2
3301	254	Light	White		Weapon	Tagge Seeker	Premiere Unlimited	Rare2
3302	255	Dark	White		Interrupt	Takeel	Premiere Unlimited	Common2
3303	256	Dark	White		Interrupt	Tallon Roll	Premiere Unlimited	Common2
3304	257	Light	White		Character	Talz	Premiere Unlimited	Common2
3305	258	Light	White		Device	Targeting Computer	Premiere Unlimited	Uncommon1
3306	259	Light	White		Weapon	Tarkin Seeker	Premiere Unlimited	Rare2
3307	260	Dark	White		Location	Tatooine	Premiere Unlimited	Common2
3308	261	Light	White		Location	Tatooine	Premiere Unlimited	Common2
3309	262	Light	White		Device	Tatooine Utility Belt	Premiere Unlimited	Common2
3310	263	Dark	White		Location	Tatooine: Cantina	Premiere Unlimited	Rare2
3311	264	Light	White		Location	Tatooine: Cantina	Premiere Unlimited	Rare2
3312	265	Dark	White		Location	Tatooine: Docking Bay 94	Premiere Unlimited	Common2
3313	266	Light	White		Location	Tatooine: Docking Bay 94	Premiere Unlimited	Common2
3314	267	Light	White		Location	Tatooine: Dune Sea	Premiere Unlimited	Common1
3315	268	Dark	White		Location	Tatooine: Jawa Camp	Premiere Unlimited	Common1
3316	269	Light	White		Location	Tatooine: Jawa Camp	Premiere Unlimited	Common1
3317	270	Dark	White		Location	Tatooine: Jundland Wastes	Premiere Unlimited	Common1
3318	271	Light	White		Location	Tatooine: Lars' Moisture Farm	Premiere Unlimited	Common1
3319	272	Dark	White		Location	Tatooine: Lars' Moisture Farm	Premiere Unlimited	Uncommon2
3320	273	Dark	White		Location	Tatooine: Mos Eisley	Premiere Unlimited	Common1
3321	274	Light	White		Location	Tatooine: Mos Eisley	Premiere Unlimited	Uncommon2
3322	275	Light	White		Location	Tatooine: Obi-Wan's Hut	Premiere Unlimited	Rare1
3323	276	Light	White		Interrupt	Thank The Maker	Premiere Unlimited	Rare2
3324	277	Light	White		Interrupt	The Bith Shuffle	Premiere Unlimited	Common2
3325	278	Dark	White		Interrupt	The Circle Is Now Complete	Premiere Unlimited	Rare1
3326	279	Dark	White		Interrupt	The Empire's Back	Premiere Unlimited	Uncommon1
3327	280	Light	White		Interrupt	The Force Is Strong With This One	Premiere Unlimited	Rare2
3328	281	Light	White		Interrupt	This Is All Your Fault	Premiere Unlimited	Uncommon1
3329	282	Dark	White		Starship	TIE Advanced x1	Premiere Unlimited	Uncommon2
3330	283	Dark	White		Starship	TIE Fighter	Premiere Unlimited	Common2
3331	284	Dark	White		Starship	TIE Scout	Premiere Unlimited	Common2
3332	285	Dark	White		Weapon	Timer Mine	Premiere Unlimited	Common2
3333	286	Light	White		Weapon	Timer Mine	Premiere Unlimited	Common2
3334	287	Dark	White		Character	Tonnika Sisters	Premiere Unlimited	Rare1
3335	288	Light	White		Effect	Traffic Control	Premiere Unlimited	Uncommon2
3336	289	Dark	White		Interrupt	Trinto Duaba	Premiere Unlimited	Uncommon1
3337	290	Dark	White		Interrupt	Trooper Charge	Premiere Unlimited	Uncommon2
3338	291	Dark	White		Weapon	Turbolaser Battery	Premiere Unlimited	Rare2
3339	292	Light	White		Effect	Tusken Breath Mask	Premiere Unlimited	Uncommon1
3340	293	Dark	White		Character	Tusken Raider	Premiere Unlimited	Common2
3341	294	Dark	White		Interrupt	Tusken Scavengers	Premiere Unlimited	Common2
3342	295	Dark	White		Vehicle	Ubrikkian 9000 Z001	Premiere Unlimited	Common2
3343	296	Dark	White		Interrupt	Utinni!	Premiere Unlimited	Rare1
3344	297	Light	White		Interrupt	Utinni!	Premiere Unlimited	Rare1
3345	298	Dark	White		Starship	Vader's Custom TIE	Premiere Unlimited	Rare1
3346	299	Dark	White		Interrupt	Vader's Eye	Premiere Unlimited	Rare1
3347	300	Dark	White		Weapon	Vader's Lightsaber	Premiere Unlimited	Rare1
3348	301	Light	White		Device	Vaporator	Premiere Unlimited	Common2
3349	302	Light	White		Interrupt	Warrior's Courage	Premiere Unlimited	Rare2
3350	303	Dark	White		Character	WED15-I662 'Treadwell' Droid	Premiere Unlimited	Rare2
3351	304	Light	White		Character	WED-9-M1 'Bantha' Droid	Premiere Unlimited	Rare2
3352	305	Dark	White		Interrupt	We're All Gonna Be A Lot Thinner!	Premiere Unlimited	Rare1
3353	306	Light	White		Interrupt	We're Doomed	Premiere Unlimited	Common2
3354	307	Light	White		Character	Wioslea	Premiere Unlimited	Uncommon1
3355	308	Dark	White		Effect	Wrong Turn	Premiere Unlimited	Uncommon1
3356	309	Dark	White		Character	Wuher	Premiere Unlimited	Uncommon2

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3357	310	Light	White		Starship	X-wing	Premiere Unlimited	Common2
3358	311	Dark	White		Location	Yavin 4	Premiere Unlimited	Common2
3359	312	Light	White		Location	Yavin 4	Premiere Unlimited	Common2
3360	313	Dark	White		Location	Yavin 4: Docking Bay	Premiere Unlimited	Common2
3361	314	Light	White		Location	Yavin 4: Docking Bay	Premiere Unlimited	Common2
3362	315	Light	White		Location	Yavin 4: Jungle	Premiere Unlimited	Common1
3363	316	Dark	White		Location	Yavin 4: Jungle	Premiere Unlimited	Uncommon2
3364	317	Light	White		Location	Yavin 4: Massassi Throne Room	Premiere Unlimited	Rare1
3365	318	Light	White		Location	Yavin 4: Massassi War Room	Premiere Unlimited	Uncommon2
3366	319	Light	White		Effect	Yavin Sentry	Premiere Unlimited	Uncommon2
3367	320	Light	White		Effect	Yerka Mig	Premiere Unlimited	Uncommon1
3368	321	Dark	White		Interrupt	You Overestimate Their Chances	Premiere Unlimited	Common1
3369	322	Dark	White		Effect	Your Eyes Can Deceive You	Premiere Unlimited	Uncommon1
3370	323	Dark	White		Interrupt	Your Powers Are Weak, Old Man	Premiere Unlimited	Rare1
3371	324	Light	White		Starship	Y-wing	Premiere Unlimited	Common2
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3372	1	Light	White		Interrupt	Advance Preparation	A New Hope Revised	Uncommon1
3373	2	Dark	White		Character	Advosze	A New Hope Revised	Common2
3374	3	Light	White		Interrupt	Alternatives To Fighting	A New Hope Revised	Uncommon1
3375	4	Light	White		Character	Arcona	A New Hope Revised	Common2
3376	5	Dark	White		Effect	Astromech Shortage	A New Hope Revised	Uncommon2
3377	6	Light	White		Epic Event	Attack Run	A New Hope Revised	Rare2
3378	7	Dark	White		Effect	Besieged	A New Hope Revised	Rare2
3379	8	Dark	White		Vehicle	Bespin Motors Void Spider THX 1138	A New Hope Revised	Common2
3380	9	Dark	White		Starship	Black 4	A New Hope Revised	Uncommon2
3381	10	Light	White		Interrupt	Blast The Door, Kid!	A New Hope Revised	Common2
3382	11	Light	White		Interrupt	Blue Milk	A New Hope Revised	Common2
3383	12	Light	White		Weapon	Bowcaster	A New Hope Revised	Rare2
3384	13	Light	White		Character	Brainiac	A New Hope Revised	Rare1
3385	14	Dark	White		Character	Captain Khurgee	A New Hope Revised	Uncommon1
3386	15	Light	White		Effect	Cell 2187	A New Hope Revised	Rare1
3387	16	Light	White		Character	Chewbacca	A New Hope Revised	Rare2
3388	17	Light	White		Location	Clak'dor VII	A New Hope Revised	Rare2
3389	18	Dark	White		Effect	Come With Me	A New Hope Revised	Common2
3390	19	Light	White		Character	Commander Evram Lajaie	A New Hope Revised	Common1
3391	20	Light	White		Character	Commander Vanden Willard	A New Hope Revised	Uncommon2
3392	21	Dark	White		Epic Event	Commence Primary Ignition	A New Hope Revised	Rare2
3393	22	Light	White		Effect	Commence Recharging	A New Hope Revised	Rare2
3394	23	Dark	White		Starship	Conquest	A New Hope Revised	Rare1
3395	24	Light	White		Location	Corellia	A New Hope Revised	Rare1
3396	25	Light	White		Character	Corellian	A New Hope Revised	Common2
3397	26	Light	White		Interrupt	Corellian Slip	A New Hope Revised	Common2
3398	27	Dark	White		Character	Dannik Jerriko	A New Hope Revised	Rare1
3399	28	Dark	White		Character	Danz Borin	A New Hope Revised	Uncommon2
3400	29	Dark	White		Effect	Dark Waters	A New Hope Revised	Rare2
3401	30	Dark	White		Location	Death Star	A New Hope Revised	Rare2
3402	31	Dark	White		Character	Death Star Gunner	A New Hope Revised	Common1
3403	32	Dark	White		Device	Death Star Tractor Beam	A New Hope Revised	Rare2
3404	33	Dark	White		Location	Death Star: Conference Room	A New Hope Revised	Uncommon1
3405	34	Light	White		Location	Death Star: Trench	A New Hope Revised	Rare2
3406	35	Dark	White		Character	Defel	A New Hope Revised	Common2
3407	36	Light	White		Location	Dejarik Hologameboard	A New Hope Revised	Rare1
3408	37	Dark	White		Creature	Dianoga	A New Hope Revised	Rare2
3409	38	Light	White		Character	Doikk Na'ts	A New Hope Revised	Uncommon2
3410	39	Light	White		Interrupt	Double Agent	A New Hope Revised	Rare2
3411	40	Dark	White		Character	DS-61-4	A New Hope Revised	Rare2
3412	41	Light	White		Effect	Eject! Eject!	A New Hope Revised	Common2
3413	42	Dark	White		Weapon	Enhanced TIE Laser Cannon	A New Hope Revised	Common2
3414	43	Dark	White		Interrupt	Evader	A New Hope Revised	Uncommon1
3415	44	Light	White		Device	Fire Extinguisher	A New Hope Revised	Uncommon2
3416	45	Light	White		Character	Garouf Lafoe	A New Hope Revised	Uncommon2
3417	46	Dark	White		Interrupt	Ghhhk	A New Hope Revised	Common2
3418	47	Light	White		Starship	Gold 2	A New Hope Revised	Uncommon1
3419	48	Light	White		Effect	Grappling Hook	A New Hope Revised	Common2
3420	49	Dark	White		Character	Greedo	A New Hope Revised	Rare1
3421	50	Light	White		Interrupt	Grimtaash	A New Hope Revised	Common2
3422	51	Dark	White		Character	Hem Dazon	A New Hope Revised	Rare1
3423	52	Light	White		Character	Het Nkik	A New Hope Revised	Uncommon2
3424	53	Light	White		Interrupt	Houjix	A New Hope Revised	Common2
3425	54	Light	White		Character	Hunchback	A New Hope Revised	Rare1
3426	55	Dark	White		Effect	Hyperwave Scan	A New Hope Revised	Uncommon1
3427	56	Dark	White		Device	Hypo	A New Hope Revised	Rare1
3428	57	Light	White		Interrupt	I Have A Very Bad Feeling About This	A New Hope Revised	Common2
3429	58	Light	White		Character	Ickabel G'ont	A New Hope Revised	Uncommon2
3430	59	Light	White		Interrupt	I'm Here To Rescue You	A New Hope Revised	Uncommon1
3431	60	Dark	White		Interrupt	I'm On The Leader	A New Hope Revised	Rare1
3432	61	Dark	White		Character	Imperial Commander	A New Hope Revised	Common2
3433	62	Dark	White		Location	Imperial Holotable	A New Hope Revised	Rare1
3434	63	Dark	White		Effect	Imperial Justice	A New Hope Revised	Common2
3435	64	Dark	White		Character	Imperial Squad Leader	A New Hope Revised	Common3
3436	65	Light	White		Vehicle	Incom T-16 Skyhopper	A New Hope Revised	Common2
3437	66	Dark	White		Interrupt	Informant	A New Hope Revised	Uncommon1
3438	67	Dark	White		Character	IT-O (Eyetee-Oh)	A New Hope Revised	Rare1

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3439	68	Dark	White		Weapon	Jawa Blaster	A New Hope Revised	Common2
3440	69	Light	White		Weapon	Jawa Ion Gun	A New Hope Revised	Common2
3441	70	Dark	White		Location	Kashyyyk	A New Hope Revised	Common1
3442	71	Light	White		Location	Kashyyyk	A New Hope Revised	Common1
3443	72	Dark	White		Location	Kiffex	A New Hope Revised	Rare1
3444	73	Dark	White		Effect	Krayt Dragon Bones	A New Hope Revised	Uncommon1
3445	74	Dark	White		Device	Laser Gate	A New Hope Revised	Uncommon2
3446	75	Dark	White		Weapon	Leia Seeker	A New Hope Revised	Rare2
3447	76	Light	White		Interrupt	Let The Wookiee Win	A New Hope Revised	Rare1
3448	77	Dark	White		Character	Lirin Car'n	A New Hope Revised	Uncommon2
3449	78	Light	White		Effect	Logistical Delay	A New Hope Revised	Uncommon2
3450	79	Dark	White		Character	Lt. Pol Treidum	A New Hope Revised	Common1
3451	80	Dark	White		Character	Lt. Shann Childsen	A New Hope Revised	Uncommon1
3452	81	Light	White		Effect	Luke's Cape	A New Hope Revised	Rare1
3453	82	Light	White		Weapon	Luke's Hunting Rifle	A New Hope Revised	Uncommon1
3454	83	Dark	White		Device	Magnetic Suction Tube	A New Hope Revised	Rare2
3455	84	Light	White		Device	Magnetic Suction Tube	A New Hope Revised	Rare2
3456	85	Dark	White		Effect	Maneuver Check	A New Hope Revised	Rare2
3457	86	Light	White		Effect	Merc Sunlet	A New Hope Revised	Common2
3458	87	Light	White		Character	M-HYD 'Binary' Droid	A New Hope Revised	Uncommon1
3459	88	Dark	White		Vehicle	Mobquet A-1 Deluxe Floater	A New Hope Revised	Common2
3460	89	Dark	White		Interrupt	Monnok	A New Hope Revised	Common2
3461	90	Dark	White		Character	Mosep	A New Hope Revised	Uncommon2
3462	91	Light	White		Weapon	Motti Seeker	A New Hope Revised	Rare2
3463	92	Light	White		Character	Nalan Cheel	A New Hope Revised	Uncommon2
3464	93	Dark	White		Interrupt	Ng'ok	A New Hope Revised	Common2
3465	94	Dark	White		Character	Officer Evax	A New Hope Revised	Common1
3466	95	Dark	White		Interrupt	Oo-ta Goo-ta, Solo?	A New Hope Revised	Common2
3467	96	Light	White		Interrupt	Out Of Commission	A New Hope Revised	Uncommon2
3468	97	Dark	White		Effect	Program Trap	A New Hope Revised	Uncommon1
3469	98	Light	White		Interrupt	Quite A Mercenary	A New Hope Revised	Common2
3470	99	Light	White		Character	R2-D2 (Artoo-Detoo)	A New Hope Revised	Rare2
3471	100	Dark	White		Character	R2-Q2 (Artoo-Kyootoo)	A New Hope Revised	Common2
3472	101	Dark	White		Character	R3-T6 (Arthree-Teesix)	A New Hope Revised	Rare1
3473	102	Dark	White		Character	R5-A2 (Arfive-Aytoo)	A New Hope Revised	Common2
3474	103	Light	White		Character	R5-D4 (Arfive-Defour)	A New Hope Revised	Common2
3475	104	Light	White		Character	RA-7 (Aray-Seven)	A New Hope Revised	Common2
3476	105	Dark	White		Location	Ralltiir	A New Hope Revised	Common1
3477	106	Light	White		Location	Ralltiir	A New Hope Revised	Common1
3478	107	Light	White		Character	Rebel Commander	A New Hope Revised	Common2
3479	108	Light	White		Character	Rebel Squad Leader	A New Hope Revised	Common3
3480	109	Light	White		Character	Rebel Tech	A New Hope Revised	Common1
3481	110	Light	White		Device	Rectenna	A New Hope Revised	Common2
3482	111	Light	White		Starship	Red 2	A New Hope Revised	Rare1
3483	112	Light	White		Starship	Red 5	A New Hope Revised	Rare1
3484	113	Light	White		Starship	Red 6	A New Hope Revised	Uncommon1
3485	114	Dark	White		Character	Reegesk	A New Hope Revised	Uncommon2
3486	115	Light	White		Device	Remote	A New Hope Revised	Common2
3487	116	Dark	White		Character	Reserve Pilot	A New Hope Revised	Uncommon1
3488	117	Dark	White		Interrupt	Retract The Bridge	A New Hope Revised	Rare1
3489	118	Dark	White		Character	Rodian	A New Hope Revised	Common2
3490	119	Light	White		Vehicle	Rogue Bantha	A New Hope Revised	Uncommon1
3491	120	Light	White		Interrupt	Sabotage	A New Hope Revised	Uncommon1
3492	121	Dark	White		Location	Sandcrawler: Droid Junkheap	A New Hope Revised	Rare1
3493	122	Light	White		Location	Sandcrawler: Loading Bay	A New Hope Revised	Rare1
3494	123	Light	White		Character	Saurin	A New Hope Revised	Common2
3495	124	Light	White		Effect	Scanner Techs	A New Hope Revised	Uncommon1
3496	125	Light	White		Device	Sensor Panel	A New Hope Revised	Uncommon1
3497	126	Dark	White		Interrupt	Sniper	A New Hope Revised	Uncommon1
3498	127	Light	White		Effect	Solomahal	A New Hope Revised	Common2
3499	128	Light	White		Interrupt	Sorry About The Mess	A New Hope Revised	Uncommon1
3500	129	Dark	White		Effect	Spice Mines Of Kessel	A New Hope Revised	Rare1
3501	130	Dark	White		Interrupt	Stunning Leader	A New Hope Revised	Common2
3502	131	Dark	White		Weapon	Superlaser	A New Hope Revised	Rare2
3503	132	Light	White		Weapon	SW-4 Ion Cannon	A New Hope Revised	Rare2
3504	133	Dark	White		Effect	Swilla Corey	A New Hope Revised	Common2
3505	134	Light	White		Starship	Tantive IV	A New Hope Revised	Rare1
3506	135	Dark	White		Location	Tatooine: Bluffs	A New Hope Revised	Rare1
3507	136	Dark	White		Character	Tech Mo'r	A New Hope Revised	Uncommon2
3508	137	Dark	White		Effect	Tentacle	A New Hope Revised	Common2
3509	138	Dark	White		Effect	There'll Be Hell To Pay	A New Hope Revised	Uncommon2
3510	139	Light	White		Effect	They're On Dantooine	A New Hope Revised	Rare1
3511	140	Dark	White		Interrupt	This Is Some Rescue!	A New Hope Revised	Uncommon1
3512	141	Dark	White		Starship	TIE Assault Squadron	A New Hope Revised	Uncommon1
3513	142	Dark	White		Starship	TIE Vanguard	A New Hope Revised	Common2
3514	143	Light	White		Character	Tiree	A New Hope Revised	Uncommon2
3515	144	Dark	White		Device	Tractor Beam	A New Hope Revised	Uncommon1
3516	145	Dark	White		Character	Trooper Davin Felth	A New Hope Revised	Rare2
3517	146	Light	White		Character	Tzizvvt	A New Hope Revised	Rare2
3518	147	Dark	White		Character	U-3PO (Yoo-Threepio)	A New Hope Revised	Rare1
3519	148	Dark	White		Effect	Undercover	A New Hope Revised	Uncommon2
3520	149	Light	White		Effect	Undercover	A New Hope Revised	Uncommon2
3521	150	Dark	White		Character	URoRRuR'R'R	A New Hope Revised	Uncommon2

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3522	151	Dark	White		Weapon	URoRRuR'R'R's Hunting Rifle	A New Hope Revised	Uncommon1
3523	152	Dark	White		Starship	Victory-Class Star Destroyer	A New Hope Revised	Uncommon1
3524	153	Dark	White		Interrupt	We Have A Prisoner	A New Hope Revised	Common2
3525	154	Dark	White		Character	WED15-I7 'Septoid' Droid	A New Hope Revised	Uncommon2
3526	155	Light	White		Character	Wedge Antilles	A New Hope Revised	Rare1
3527	156	Light	White		Effect	What're You Tryin' To Push On Us?	A New Hope Revised	Uncommon2
3528	157	Light	White		Interrupt	Wookiee Roar	A New Hope Revised	Rare1
3529	158	Light	White		Location	Yavin 4: Briefing Room	A New Hope Revised	Uncommon1
3530	159	Light	White		Location	Yavin 4: Massassi Ruins	A New Hope Revised	Uncommon1
3531	160	Light	White		Interrupt	You're All Clear Kid!	A New Hope Revised	Rare1
3532	161	Light	White		Starship	Y-wing Assault Squadron	A New Hope Revised	Uncommon1
3533	162	Light	White		Character	Zutton	A New Hope Revised	Common1
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3534	1	Light	White		Character	2-1B (Too-Onebee)	Hoth Revised	Rare1
3535	2	Dark	White		Interrupt	A Dark Time For The Rebellion	Hoth Revised	Common1
3536	3	Dark	White		Character	Admiral Ozzel	Hoth Revised	Rare1
3537	4	Light	White		Weapon	Anakin's Lightsaber	Hoth Revised	Rare1
3538	5	Light	White		Device	Artillery Remote	Hoth Revised	Rare2
3539	6	Dark	White		Weapon	AT-AT Cannon	Hoth Revised	Uncommon1
3540	7	Dark	White		Character	AT-AT Driver	Hoth Revised	Common2
3541	8	Light	White		Weapon	Atgar Laser Cannon	Hoth Revised	Uncommon2
3542	9	Light	White		Interrupt	Attack Pattern Delta	Hoth Revised	Uncommon1
3543	10	Light	White		Effect	Bacta Tank	Hoth Revised	Rare2
3544	11	Dark	White		Vehicle	Blizzard 1	Hoth Revised	Rare1
3545	12	Dark	White		Vehicle	Blizzard 2	Hoth Revised	Rare2
3546	13	Dark	White		Vehicle	Blizzard Scout 1	Hoth Revised	Rare1
3547	14	Dark	White		Vehicle	Blizzard Walker	Hoth Revised	Uncommon2
3548	15	Dark	White		Effect	Breached Defenses	Hoth Revised	Uncommon2
3549	16	Light	White		Character	Cal Alder	Hoth Revised	Uncommon2
3550	17	Dark	White		Character	Captain Lennox	Hoth Revised	Uncommon1
3551	18	Dark	White		Character	Captain Piett	Hoth Revised	Rare2
3552	19	Dark	White		Interrupt	Cold Feet	Hoth Revised	Common2
3553	20	Dark	White		Interrupt	Collapsing Corridor	Hoth Revised	Rare2
3554	21	Light	White		Character	Commander Luke Skywalker	Hoth Revised	Rare1
3555	22	Dark	White		Interrupt	ComScan Detection	Hoth Revised	Common2
3556	23	Light	White		Weapon	Concussion Grenade	Hoth Revised	Rare1
3557	24	Dark	White		Interrupt	Crash Landing	Hoth Revised	Uncommon1
3558	25	Light	White		Character	Dack Ralter	Hoth Revised	Rare2
3559	26	Light	White		Interrupt	Dark Dissension	Hoth Revised	Rare1
3560	27	Dark	White		Effect	Death Mark	Hoth Revised	Rare1
3561	28	Dark	White		Effect	Death Squadron	Hoth Revised	Uncommon1
3562	29	Dark	White		Interrupt	Debris Zone	Hoth Revised	Rare2
3563	30	Dark	White		Device	Deflector Shield Generators	Hoth Revised	Uncommon2
3564	31	Light	White		Character	Derek 'Hobbie' Klivian	Hoth Revised	Uncommon1
3565	32	Dark	White		Interrupt	Direct Hit	Hoth Revised	Uncommon1
3566	33	Light	White		Effect	Disarming Creature	Hoth Revised	Rare1
3567	34	Light	White		Weapon	Dual Laser Cannon	Hoth Revised	Uncommon1
3568	35	Light	White		Effect	Echo Base Operations	Hoth Revised	Rare2
3569	36	Light	White		Character	Echo Base Trooper	Hoth Revised	Common3
3570	37	Light	White		Character	Echo Base Trooper Officer	Hoth Revised	Common1
3571	38	Light	White		Device	Echo Trooper Backpack	Hoth Revised	Common2
3572	39	Light	White		Character	EG-4 (Eegee-Four)	Hoth Revised	Common1
3573	40	Dark	White		Device	Electro-Rangefinder	Hoth Revised	Uncommon1
3574	41	Light	White		Effect	Evacuation Control	Hoth Revised	Uncommon1
3575	42	Dark	White		Weapon	E-web Blaster	Hoth Revised	Common1
3576	43	Dark	White		Interrupt	Exhaustion	Hoth Revised	Uncommon2
3577	44	Dark	White		Interrupt	Exposure	Hoth Revised	Uncommon1
3578	45	Light	White		Interrupt	Fall Back!	Hoth Revised	Common2
3579	46	Dark	White		Effect	Frostbite	Hoth Revised	Common2
3580	47	Light	White		Effect	Frostbite	Hoth Revised	Common2
3581	48	Dark	White		Effect	Frozen Dinner	Hoth Revised	Rare1
3582	49	Dark	White		Interrupt	Furry Fury	Hoth Revised	Rare2
3583	50	Dark	White		Character	FX-10 (Effex-ten)	Hoth Revised	Common2
3584	51	Light	White		Character	FX-7 (Effex-Seven)	Hoth Revised	Common2
3585	52	Light	White		Character	General Carlist Rieekan	Hoth Revised	Rare2
3586	53	Dark	White		Character	General Veers	Hoth Revised	Rare1
3587	54	Light	White		Weapon	Golan Laser Battery	Hoth Revised	Uncommon1
3588	55	Dark	White		Interrupt	He Hasn't Come Back Yet	Hoth Revised	Common2
3589	56	Dark	White		Effect	High Anxiety	Hoth Revised	Rare1
3590	57	Dark	White		Location	Hoth	Hoth Revised	Uncommon2
3591	58	Light	White		Location	Hoth	Hoth Revised	Uncommon2
3592	59	Light	White		Device	Hoth Survival Gear	Hoth Revised	Common2
3593	60	Dark	White		Location	Hoth: Defensive Perimeter	Hoth Revised	Common2
3594	61	Light	White		Location	Hoth: Defensive Perimeter	Hoth Revised	Common2
3595	62	Dark	White		Location	Hoth: Echo Command Center (War Room)	Hoth Revised	Uncommon2
3596	63	Light	White		Location	Hoth: Echo Command Center (War Room)	Hoth Revised	Uncommon2
3597	64	Light	White		Location	Hoth: Echo Corridor	Hoth Revised	Common2
3598	65	Dark	White		Location	Hoth: Echo Corridor	Hoth Revised	Uncommon2
3599	66	Dark	White		Location	Hoth: Echo Docking Bay	Hoth Revised	Common2
3600	67	Light	White		Location	Hoth: Echo Docking Bay	Hoth Revised	Common2
3601	68	Light	White		Location	Hoth: Echo Med Lab	Hoth Revised	Common2
3602	69	Dark	White		Location	Hoth: Ice Plains	Hoth Revised	Common2
3603	70	Light	White		Location	Hoth: Main Power Generators	Hoth Revised	Uncommon2

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3604	71	Dark	White		Location	Hoth: North Ridge	Hoth Revised	Common2
3605	72	Light	White		Location	Hoth: North Ridge	Hoth Revised	Common2
3606	73	Light	White		Location	Hoth: Snow Trench	Hoth Revised	Common2
3607	74	Dark	White		Location	Hoth: Wampa Cave	Hoth Revised	Rare2
3608	75	Light	White		Interrupt	I Thought They Smelled Bad On The Outside	Hoth Revised	Rare1
3609	76	Dark	White		Effect	Ice Storm	Hoth Revised	Uncommon1
3610	77	Light	White		Effect	Ice Storm	Hoth Revised	Uncommon1
3611	78	Dark	White		Interrupt	I'd Just As Soon Kiss A Wookiee	Hoth Revised	Common2
3612	79	Dark	White		Effect	Image Of The Dark Lord	Hoth Revised	Rare2
3613	80	Dark	White		Effect	Imperial Domination	Hoth Revised	Uncommon1
3614	81	Dark	White		Character	Imperial Gunner	Hoth Revised	Common2
3615	82	Dark	White		Interrupt	Imperial Supply	Hoth Revised	Common1
3616	83	Dark	White		Weapon	Infantry Mine	Hoth Revised	Common2
3617	84	Light	White		Weapon	Infantry Mine	Hoth Revised	Common2
3618	85	Light	White		Interrupt	It Can Wait	Hoth Revised	Common2
3619	86	Light	White		Character	Jeroen Webb	Hoth Revised	Uncommon1
3620	87	Light	White		Character	K-3PO (Kay-Threepio)	Hoth Revised	Rare1
3621	88	Dark	White		Character	Lieutenant Cabbel	Hoth Revised	Uncommon2
3622	89	Dark	White		Interrupt	Lightsaber Deficiency	Hoth Revised	Uncommon1
3623	90	Light	White		Interrupt	Lucky Shot	Hoth Revised	Uncommon1
3624	91	Light	White		Character	Major Bren Derlin	Hoth Revised	Rare2
3625	92	Light	White		Weapon	Medium Repeating Blaster Cannon	Hoth Revised	Common1
3626	93	Light	White		Starship	Medium Transport	Hoth Revised	Uncommon2
3627	94	Dark	White		Effect	Meteor Impact?	Hoth Revised	Rare1
3628	95	Dark	White		Effect	Mournful Roar	Hoth Revised	Rare1
3629	96	Light	White		Interrupt	Nice Of You Guys To Drop By	Hoth Revised	Common2
3630	97	Dark	White		Interrupt	Oh, Switch Off	Hoth Revised	Common2
3631	98	Light	White		Interrupt	One More Pass	Hoth Revised	Uncommon1
3632	99	Dark	White		Location	Ord Mantell	Hoth Revised	Common2
3633	100	Light	White		Location	Ord Mantell	Hoth Revised	Uncommon2
3634	101	Dark	White		Interrupt	Our First Catch Of The Day	Hoth Revised	Common2
3635	102	Light	White		Interrupt	Perimeter Scan	Hoth Revised	Common2
3636	103	Light	White		Weapon	Planet Defender Ion Cannon	Hoth Revised	Rare2
3637	104	Dark	White		Device	Portable Fusion Generator	Hoth Revised	Common2
3638	105	Light	White		Weapon	Power Harpoon	Hoth Revised	Uncommon1
3639	106	Dark	White		Device	Probe Antennae	Hoth Revised	Uncommon2
3640	107	Dark	White		Character	Probe Droid	Hoth Revised	Common2
3641	108	Dark	White		Weapon	Probe Droid Laser	Hoth Revised	Uncommon2
3642	109	Dark	White		Interrupt	Probe Telemetry	Hoth Revised	Common2
3643	110	Light	White		Device	R2 Sensor Array	Hoth Revised	Common2
3644	111	Light	White		Character	R-3PO (Ar-Threepio)	Hoth Revised	Rare2
3645	112	Light	White		Character	R5-M2 (Arfive-Emmtoo)	Hoth Revised	Common2
3646	113	Light	White		Character	Rebel Scout	Hoth Revised	Common1
3647	114	Dark	White		Effect	Responsibility Of Command	Hoth Revised	Rare1
3648	115	Light	White		Vehicle	Rogue 1	Hoth Revised	Rare1
3649	116	Light	White		Vehicle	Rogue 2	Hoth Revised	Rare2
3650	117	Light	White		Vehicle	Rogue 3	Hoth Revised	Rare1
3651	118	Light	White		Character	Rogue Gunner	Hoth Revised	Common2
3652	119	Light	White		Character	Romas 'Lock' Navander	Hoth Revised	Uncommon2
3653	120	Light	White		Interrupt	Rug Hug	Hoth Revised	Rare1
3654	121	Dark	White		Interrupt	Scruffy-Looking Nerf Herder	Hoth Revised	Rare2
3655	122	Dark	White		Interrupt	Self-Destruct Mechanism	Hoth Revised	Uncommon1
3656	123	Light	White		Character	Shawn Valdez	Hoth Revised	Uncommon1
3657	124	Dark	White		Effect	Silence Is Golden	Hoth Revised	Uncommon2
3658	125	Light	White		Vehicle	Snowspeeder	Hoth Revised	Uncommon2
3659	126	Dark	White		Character	Snowtrooper	Hoth Revised	Common3
3660	127	Dark	White		Character	Snowtrooper Officer	Hoth Revised	Common1
3661	128	Dark	White		Starship	Stalker	Hoth Revised	Rare1
3662	129	Dark	White		Interrupt	Stop Motion	Hoth Revised	Common2
3663	130	Light	White		Weapon	Surface Defense Cannon	Hoth Revised	Rare2
3664	131	Dark	White		Interrupt	Tactical Support	Hoth Revised	Rare2
3665	132	Light	White		Character	Tamizander Rey	Hoth Revised	Uncommon2
3666	133	Dark	White		Epic Event	Target The Main Generator	Hoth Revised	Rare2
3667	134	Light	White		Vehicle	Tauntaun	Hoth Revised	Common2
3668	135	Light	White		Effect	Tauntaun Bones	Hoth Revised	Uncommon1
3669	136	Light	White		Character	Tauntaun Handler	Hoth Revised	Common2
3670	137	Dark	White		Interrupt	That's It, The Rebels Are There!	Hoth Revised	Uncommon2
3671	138	Light	White		Effect	The First Transport Is Away!	Hoth Revised	Rare1
3672	139	Dark	White		Effect	The Shield Doors Must Be Closed	Hoth Revised	Uncommon1
3673	140	Dark	White		Effect	This Is Just Wrong	Hoth Revised	Rare1
3674	141	Light	White		Character	Tigran Jamiro	Hoth Revised	Uncommon1
3675	142	Dark	White		Effect	Too Cold For Speeders	Hoth Revised	Uncommon1
3676	143	Light	White		Character	Toryn Farr	Hoth Revised	Uncommon1
3677	144	Dark	White		Interrupt	Trample	Hoth Revised	Rare1
3678	145	Dark	White		Interrupt	Turn It Off! Turn It Off!	Hoth Revised	Common1
3679	146	Dark	White		Starship	Tyrant	Hoth Revised	Rare1
3680	147	Light	White		Interrupt	Under Attack	Hoth Revised	Uncommon1
3681	148	Dark	White		Weapon	Vehicle Mine	Hoth Revised	Common2
3682	149	Light	White		Weapon	Vehicle Mine	Hoth Revised	Common2
3683	150	Dark	White		Interrupt	Walker Barrage	Hoth Revised	Uncommon1
3684	151	Light	White		Interrupt	Walker Sighting	Hoth Revised	Uncommon2
3685	152	Dark	White		Interrupt	Wall Of Fire	Hoth Revised	Uncommon1
3686	153	Dark	White		Creature	Wampa	Hoth Revised	Rare2

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3687	154	Dark	White		Effect	Weapon Malfunction	Hoth Revised	Rare1
3688	155	Light	White		Character	WED-1016 'Techie' Droid	Hoth Revised	Common1
3689	156	Light	White		Character	Wes Janson	Hoth Revised	Rare2
3690	157	Light	White		Interrupt	Who's Scruffy-Looking?	Hoth Revised	Rare1
3691	158	Light	White		Character	Wyron Serper	Hoth Revised	Uncommon2
3692	159	Dark	White		Interrupt	Yaggle Gakkle	Hoth Revised	Rare2
3693	160	Light	White		Interrupt	You Have Failed Me For The Last Time	Hoth Revised	Rare1
3694	161	Light	White		Interrupt	You Will Go To The Dagobah System	Hoth Revised	Rare1
3695	162	Light	White		Character	Zev Senesca	Hoth Revised	Rare2
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3696	1	Dark	White		Effect	3,720 To 1	Dagobah Revised	Common
3697	2	Dark	White		Character	4-LOM	Dagobah Revised	Rare
3698	3	Dark	White		Weapon	4-LOM's Concussion Rifle	Dagobah Revised	Rare
3699	4	Dark	White		Interrupt	A Dangerous Time	Dagobah Revised	Common
3700	5	Light	White		Jedi Test	A Jedi's Strength	Dagobah Revised	Uncommon
3701	6	Light	White		Effect	Anger, Fear, Aggression	Dagobah Revised	Common
3702	7	Dark	White		Location	Anoat	Dagobah Revised	Uncommon
3703	8	Light	White		Location	Anoat	Dagobah Revised	Uncommon
3704	9	Dark	White		Interrupt	Apology Accepted	Dagobah Revised	Common
3705	10	Dark	White		Location	Asteroid Field	Dagobah Revised	Common
3706	11	Light	White		Location	Asteroid Field	Dagobah Revised	Common
3707	12	Light	White		Effect	Asteroid Sanctuary	Dagobah Revised	Common
3708	13	Light	White		Effect	Asteroids Do Not Concern Me	Dagobah Revised	Rare
3709	14	Light	White		Device	Astromech Translator	Dagobah Revised	Common
3710	15	Light	White		Effect	At Peace	Dagobah Revised	Rare
3711	16	Dark	White		Starship	Avenger	Dagobah Revised	Rare
3712	17	Light	White		Interrupt	Away Put Your Weapon	Dagobah Revised	Uncommon
3713	18	Dark	White		Effect	Awwww, Cannot Get Your Ship Out	Dagobah Revised	Common
3714	19	Dark	White		Effect	Bad Feeling Have I	Dagobah Revised	Rare
3715	20	Dark	White		Location	Big One	Dagobah Revised	Uncommon
3716	21	Light	White		Location	Big One	Dagobah Revised	Uncommon
3717	22	Dark	White		Location	Big One: Asteroid Cave or Space Slug Belly	Dagobah Revised	Uncommon
3718	23	Light	White		Location	Big One: Asteroid Cave or Space Slug Belly	Dagobah Revised	Uncommon
3719	24	Light	White		Interrupt	Blasted Varmints	Dagobah Revised	Common
3720	25	Dark	White		Creature	Bog-wing	Dagobah Revised	Common
3721	26	Light	White		Creature	Bog-wing	Dagobah Revised	Common
3722	27	Dark	White		Effect	Bombing Run	Dagobah Revised	Rare
3723	28	Dark	White		Character	Bossk	Dagobah Revised	Rare
3724	29	Dark	White		Weapon	Bossk's Mortar Gun	Dagobah Revised	Rare
3725	30	Dark	White		Effect	Broken Concentration	Dagobah Revised	Rare
3726	31	Dark	White		Character	Captain Needa	Dagobah Revised	Rare
3727	32	Dark	White		Interrupt	Close Call	Dagobah Revised	Common
3728	33	Light	White		Interrupt	Closer?!	Dagobah Revised	Uncommon
3729	34	Dark	White		Character	Comm Chief	Dagobah Revised	Common
3730	35	Dark	White		Character	Commander Brandei	Dagobah Revised	Uncommon
3731	36	Dark	White		Character	Commander Gherant	Dagobah Revised	Uncommon
3732	37	Dark	White		Character	Commander Nemet	Dagobah Revised	Uncommon
3733	38	Dark	White		Interrupt	Control	Dagobah Revised	Uncommon
3734	39	Light	White		Interrupt	Control	Dagobah Revised	Uncommon
3735	40	Dark	White		Character	Corporal Derdram	Dagobah Revised	Uncommon
3736	41	Dark	White		Character	Corporal Vandolay	Dagobah Revised	Uncommon
3737	42	Dark	White		Effect	Corrosive Damage	Dagobah Revised	Rare
3738	43	Light	White		Location	Dagobah	Dagobah Revised	Uncommon
3739	44	Light	White		Location	Dagobah: Bog Clearing	Dagobah Revised	Rare
3740	45	Dark	White		Location	Dagobah: Cave	Dagobah Revised	Rare
3741	46	Light	White		Location	Dagobah: Jungle	Dagobah Revised	Uncommon
3742	47	Light	White		Location	Dagobah: Swamp	Dagobah Revised	Uncommon
3743	48	Light	White		Location	Dagobah: Training Area	Dagobah Revised	Common
3744	49	Light	White		Location	Dagobah: Yoda's Hut	Dagobah Revised	Rare
3745	50	Dark	White		Interrupt	Defensive Fire	Dagobah Revised	Common
3746	51	Dark	White		Character	Dengar	Dagobah Revised	Rare
3747	52	Dark	White		Weapon	Dengar's Blaster Carbine	Dagobah Revised	Rare
3748	53	Light	White		Effect	Descent Into The Dark	Dagobah Revised	Rare
3749	54	Light	White		Effect	Do, Or Do Not	Dagobah Revised	Common
3750	55	Light	White		Jedi Test	Domain Of Evil	Dagobah Revised	Uncommon
3751	56	Dark	White		Creature	Dragonsnake	Dagobah Revised	Rare
3752	57	Light	White		Device	Droid Sensorscope	Dagobah Revised	Common
3753	58	Light	White		Interrupt	Effective Repairs	Dagobah Revised	Rare
3754	59	Light	White		Interrupt	Egregious Pilot Error	Dagobah Revised	Rare
3755	60	Light	White		Effect	Encampment	Dagobah Revised	Common
3756	61	Dark	White		Starship	Executor	Dagobah Revised	Rare
3757	62	Dark	White		Location	Executor: Comm Station	Dagobah Revised	Uncommon
3758	63	Dark	White		Location	Executor: Control Station	Dagobah Revised	Uncommon
3759	64	Dark	White		Location	Executor: Holotheatre	Dagobah Revised	Rare
3760	65	Dark	White		Location	Executor: Main Corridor	Dagobah Revised	Common
3761	66	Dark	White		Location	Executor: Meditation Chamber	Dagobah Revised	Rare
3762	67	Dark	White		Effect	Failure At The Cave	Dagobah Revised	Rare
3763	68	Dark	White		Interrupt	Fear	Dagobah Revised	Common
3764	69	Dark	White		Effect	Field Promotion	Dagobah Revised	Rare
3765	70	Dark	White		Effect	Flagship	Dagobah Revised	Rare
3766	71	Light	White		Effect	Flash Of Insight	Dagobah Revised	Uncommon
3767	72	Light	White		Interrupt	Found Someone You Have	Dagobah Revised	Uncommon
3768	73	Dark	White		Interrupt	Frustration	Dagobah Revised	Rare

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3769	74	Light	White		Jedi Test	Great Warrior	Dagobah Revised	Common
3770	75	Light	White		Effect	Grounded Starfighter	Dagobah Revised	Uncommon
3771	76	Light	White		Device	Han's Toolkit	Dagobah Revised	Rare
3772	77	Dark	White		Effect	He Is Not Ready	Dagobah Revised	Common
3773	78	Light	White		Effect	Hiding In The Garbage	Dagobah Revised	Rare
3774	79	Dark	White		Interrupt	HoloNet Transmission	Dagobah Revised	Uncommon
3775	80	Dark	White		Starship	Hound's Tooth	Dagobah Revised	Rare
3776	81	Light	White		Interrupt	I Have A Bad Feeling About This	Dagobah Revised	Rare
3777	82	Dark	White		Effect	I Want That Ship	Dagobah Revised	Rare
3778	83	Dark	White		Starship	IG-2000	Dagobah Revised	Rare
3779	84	Dark	White		Character	IG-88	Dagobah Revised	Rare
3780	85	Dark	White		Weapon	IG-88's Neural Inhibitor	Dagobah Revised	Rare
3781	86	Dark	White		Weapon	IG-88's Pulse Cannon	Dagobah Revised	Rare
3782	87	Dark	White		Interrupt	Imbalance	Dagobah Revised	Uncommon
3783	88	Dark	White		Character	Imperial Helmsman	Dagobah Revised	Common
3784	89	Light	White		Effect	Ineffective Maneuver	Dagobah Revised	Uncommon
3785	90	Light	White		Jedi Test	It Is The Future You See	Dagobah Revised	Rare
3786	91	Light	White		Interrupt	Jedi Levitation	Dagobah Revised	Rare
3787	92	Dark	White		Effect	Knowledge And Defense	Dagobah Revised	Common
3788	93	Light	White		Device	Landing Claw	Dagobah Revised	Rare
3789	94	Dark	White		Interrupt	Lando System?	Dagobah Revised	Rare
3790	95	Light	White		Interrupt	Levitation	Dagobah Revised	Uncommon
3791	96	Dark	White		Character	Lieutenant Commander Ardan	Dagobah Revised	Uncommon
3792	97	Dark	White		Character	Lieutenant Suba	Dagobah Revised	Rare
3793	98	Dark	White		Character	Lieutenant Venka	Dagobah Revised	Uncommon
3794	99	Light	White		Interrupt	Light Maneuvers	Dagobah Revised	Rare
3795	100	Dark	White		Effect	Location, Location, Location	Dagobah Revised	Rare
3796	101	Dark	White		Effect	Lost In Space	Dagobah Revised	Rare
3797	102	Light	White		Interrupt	Lost Relay	Dagobah Revised	Common
3798	103	Light	White		Device	Luke's Backpack	Dagobah Revised	Rare
3799	104	Dark	White		Starship	Mist Hunter	Dagobah Revised	Rare
3800	105	Light	White		Interrupt	Moving To Attack Position	Dagobah Revised	Common
3801	106	Dark	White		Effect	Much Anger In Him	Dagobah Revised	Rare
3802	107	Dark	White		Creature	Mynock	Dagobah Revised	Common
3803	108	Light	White		Creature	Mynock	Dagobah Revised	Common
3804	109	Light	White		Effect	Never Tell Me The Odds	Dagobah Revised	Common
3805	110	Light	White		Effect	No Disintegrations!	Dagobah Revised	Rare
3806	111	Light	White		Creature	Nudj	Dagobah Revised	Common
3807	112	Light	White		Effect	Obi-Wan's Apparition	Dagobah Revised	Rare
3808	113	Light	White		Effect	Order To Engage	Dagobah Revised	Rare
3809	114	Light	White		Effect	Polarized Negative Power Coupling	Dagobah Revised	Rare
3810	115	Light	White		Device	Portable Fusion Generator	Dagobah Revised	Common
3811	116	Dark	White		Effect	Precision Targeting	Dagobah Revised	Uncommon
3812	117	Dark	White		Weapon	Proton Bombs	Dagobah Revised	Uncommon
3813	118	Dark	White		Starship	Punishing One	Dagobah Revised	Rare
3814	119	Light	White		Effect	Quick Draw	Dagobah Revised	Common
3815	120	Light	White		Location	Raithal	Dagobah Revised	Rare
3816	121	Dark	White		Location	Raithal	Dagobah Revised	Uncommon
3817	122	Light	White		Device	Rebel Flight Suit	Dagobah Revised	Common
3818	123	Light	White		Interrupt	Recoil In Fear	Dagobah Revised	Common
3819	124	Light	White		Effect	Reflection	Dagobah Revised	Rare
3820	125	Light	White		Effect	Report To Lord Vader	Dagobah Revised	Rare
3821	126	Dark	White		Interrupt	Res Luk Ra'auf	Dagobah Revised	Rare
3822	127	Light	White		Device	Retractable Arm	Dagobah Revised	Common
3823	128	Dark	White		Effect	Rogue Asteroid	Dagobah Revised	Common
3824	129	Light	White		Effect	Rogue Asteroid	Dagobah Revised	Common
3825	130	Light	White		Effect	Rycar's Run	Dagobah Revised	Rare
3826	131	Light	White		Effect	Scramble	Dagobah Revised	Uncommon
3827	132	Light	White		Interrupt	Shoo! Shoo!	Dagobah Revised	Uncommon
3828	133	Dark	White		Effect	Shot In The Dark	Dagobah Revised	Uncommon
3829	134	Dark	White		Interrupt	Shut Him Up Or Shut Him Down	Dagobah Revised	Uncommon
3830	135	Light	White		Jedi Test	Size Matters Not	Dagobah Revised	Rare
3831	136	Dark	White		Creature	Sleen	Dagobah Revised	Common
3832	137	Light	White		Effect	Smuggler's Blues	Dagobah Revised	Rare
3833	138	Dark	White		Interrupt	Something Hit Us!	Dagobah Revised	Uncommon
3834	139	Light	White		Character	Son Of Skywalker	Dagobah Revised	Rare
3835	140	Light	White		Creature	Space Slug	Dagobah Revised	Rare
3836	141	Dark	White		Creature	Space Slug	Dagobah Revised	Uncommon
3837	142	Dark	White		Location	Star Destroyer: Launch Bay	Dagobah Revised	Common
3838	143	Light	White		Interrupt	Starship Levitation	Dagobah Revised	Uncommon
3839	144	Light	White		Effect	Stone Pile	Dagobah Revised	Rare
3840	145	Dark	White		Effect	Sudden Impact	Dagobah Revised	Uncommon
3841	146	Dark	White		Interrupt	Take Evasive Action	Dagobah Revised	Common
3842	147	Dark	White		Effect	The Dark Path	Dagobah Revised	Rare
3843	148	Light	White		Effect	The Professor	Dagobah Revised	Rare
3844	149	Dark	White		Effect	There Is No Try	Dagobah Revised	Common
3845	150	Light	White		Interrupt	They'd Be Crazy To Follow Us	Dagobah Revised	Common
3846	151	Light	White		Interrupt	This Is More Like It	Dagobah Revised	Rare
3847	152	Light	White		Interrupt	This Is No Cave	Dagobah Revised	Rare
3848	153	Dark	White		Interrupt	Those Rebels Won't Escape Us	Dagobah Revised	Common
3849	154	Light	White		Interrupt	Through The Force Things You Will See	Dagobah Revised	Rare
3850	155	Dark	White		Starship	TIE Avenger	Dagobah Revised	Common
3851	156	Dark	White		Starship	TIE Bomber	Dagobah Revised	Uncommon

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3852	157	Light	White		Interrupt	Tight Squeeze	Dagobah Revised	Rare
3853	158	Light	White		Interrupt	Transmission Terminated	Dagobah Revised	Uncommon
3854	159	Light	White		Interrupt	Tunnel Vision	Dagobah Revised	Uncommon
3855	160	Dark	White		Interrupt	Uncertain Is The Future	Dagobah Revised	Common
3856	161	Dark	White		Interrupt	Unexpected Interruption	Dagobah Revised	Rare
3857	162	Dark	White		Creature	Vine Snake	Dagobah Revised	Common
3858	163	Light	White		Creature	Vine Snake	Dagobah Revised	Common
3859	164	Dark	White		Effect	Visage Of The Emperor	Dagobah Revised	Rare
3860	165	Light	White		Interrupt	Visored Vision	Dagobah Revised	Common
3861	166	Dark	White		Interrupt	Voyeur	Dagobah Revised	Common
3862	167	Dark	White		Character	Warrant Officer M'Kae	Dagobah Revised	Uncommon
3863	168	Light	White		Effect	Wars Not Make One Great	Dagobah Revised	Uncommon
3864	169	Light	White		Interrupt	We Can Still Outmaneuver Them	Dagobah Revised	Rare
3865	170	Light	White		Interrupt	We Don't Need Their Scum	Dagobah Revised	Rare
3866	171	Light	White		Interrupt	WHAAAAAAAAAOOOOW!	Dagobah Revised	Rare
3867	172	Light	White		Effect	What Is Thy Bidding, My Master?	Dagobah Revised	Rare
3868	173	Light	White		Character	Yoda	Dagobah Revised	Rare
3869	174	Light	White		Interrupt	Yoda Stew	Dagobah Revised	Uncommon
3870	175	Light	White		Interrupt	Yoda, You Seek Yoda	Dagobah Revised	Rare
3871	176	Light	White		Effect	Yoda's Gimer Stick	Dagobah Revised	Rare
3872	177	Light	White		Effect	Yoda's Hope	Dagobah Revised	Uncommon
3873	178	Light	White		Interrupt	You Do Have Your Moments	Dagobah Revised	Uncommon
3874	179	Dark	White		Character	Zuckuss	Dagobah Revised	Rare
3875	180	Dark	White		Weapon	Zuckuss' Snare Rifle	Dagobah Revised	Rare
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3876	1	Light	Black		Character	2X-3KPR (Tooex)	Japanese Premiere	Uncommon1
3877	2	Dark	Black		Character	5D6-RA-7 (Fivedesix)	Japanese Premiere	Rare1
3878	3	Dark	Black		Effect	A Disturbance In The Force	Japanese Premiere	Uncommon1
3879	4	Light	Black		Interrupt	A Few Maneuvers	Japanese Premiere	Common2
3880	5	Light	Black		Effect	A Tremor In The Force	Japanese Premiere	Uncommon1
3881	6	Dark	Black		Character	Admiral Motti	Japanese Premiere	Rare2
3882	7	Light	Black		Effect	Affect Mind	Japanese Premiere	Rare1
3883	8	Dark	Black		Location	Alderaan	Japanese Premiere	Rare1
3884	9	Light	Black		Location	Alderaan	Japanese Premiere	Uncommon2
3885	10	Dark	Black		Interrupt	Alter	Japanese Premiere	Uncommon1
3886	11	Light	Black		Interrupt	Alter	Japanese Premiere	Uncommon1
3887	12	Dark	Black		Weapon	Assault Rifle	Japanese Premiere	Rare2
3888	13	Dark	Black		Effect	Baniss Keeg	Japanese Premiere	Common2
3889	14	Dark	Black		Vehicle	Bantha	Japanese Premiere	Uncommon2
3890	15	Light	Black		Effect	Beggar	Japanese Premiere	Rare1
3891	16	Light	Black		Character	Beru Lars	Japanese Premiere	Uncommon2
3892	17	Light	Black		Interrupt	Beru Stew	Japanese Premiere	Uncommon2
3893	18	Light	Black		Character	Biggs Darklighter	Japanese Premiere	Rare2
3894	19	Dark	Black		Starship	Black 2	Japanese Premiere	Rare1
3895	20	Dark	Black		Starship	Black 3	Japanese Premiere	Uncommon1
3896	21	Dark	Black		Effect	Blast Door Controls	Japanese Premiere	Uncommon2
3897	22	Light	Black		Weapon	Blaster	Japanese Premiere	Common2
3898	23	Dark	Black		Effect	Blaster Rack	Japanese Premiere	Uncommon1
3899	24	Light	Black		Weapon	Blaster Rifle	Japanese Premiere	Common1
3900	25	Dark	Black		Weapon	Blaster Rifle	Japanese Premiere	Common2
3901	26	Dark	Black		Device	Blaster Scope	Japanese Premiere	Uncommon1
3902	27	Dark	Black		Weapon	Boosted TIE Cannon	Japanese Premiere	Uncommon1
3903	28	Dark	Black		Interrupt	Boring Conversation Anyway	Japanese Premiere	Rare1
3904	29	Light	Black		Character	BoShek	Japanese Premiere	Uncommon1
3905	30	Light	Black		Character	C-3PO (See-Threepio)	Japanese Premiere	Rare1
3906	31	Dark	Black		Device	Caller	Japanese Premiere	Uncommon2
3907	32	Light	Black		Device	Caller	Japanese Premiere	Uncommon2
3908	33	Light	Black		Interrupt	Cantina Brawl	Japanese Premiere	Rare1
3909	34	Dark	Black		Interrupt	Charming To The Last	Japanese Premiere	Rare2
3910	35	Dark	Black		Character	Chief Bast	Japanese Premiere	Uncommon1
3911	36	Dark	Black		Interrupt	Collateral Damage	Japanese Premiere	Common2
3912	37	Light	Black		Interrupt	Collision!	Japanese Premiere	Common2
3913	38	Dark	Black		Character	Colonel Wullf Yularen	Japanese Premiere	Uncommon1
3914	39	Light	Black		Interrupt	Combined Attack	Japanese Premiere	Common2
3915	40	Dark	Black		Device	Comlink	Japanese Premiere	Common1
3916	41	Dark	Black		Character	Commander Praji	Japanese Premiere	Uncommon2
3917	42	Light	Black		Starship	Corellian Corvette	Japanese Premiere	Uncommon2
3918	43	Dark	Black		Interrupt	Counter Assault	Japanese Premiere	Common1
3919	44	Light	Black		Effect	Crash Site Memorial	Japanese Premiere	Uncommon1
3920	45	Light	Black		Character	CZ-3 (Seezee-Three)	Japanese Premiere	Common1
3921	46	Dark	Black		Location	Dantooine	Japanese Premiere	Uncommon1
3922	47	Light	Black		Location	Dantooine	Japanese Premiere	Uncommon1
3923	48	Dark	Black		Interrupt	Dark Collaboration	Japanese Premiere	Rare1
3924	49	Dark	Black		Effect	Dark Hours	Japanese Premiere	Uncommon2
3925	50	Dark	Black		Weapon	Dark Jedi Lightsaber	Japanese Premiere	Uncommon1
3926	51	Dark	Black		Interrupt	Dark Jedi Presence	Japanese Premiere	Rare1
3927	52	Dark	Black		Interrupt	Dark Maneuvers	Japanese Premiere	Common2
3928	53	Dark	Black		Character	Darth Vader	Japanese Premiere	Rare1
3929	54	Dark	Black		Character	Dathcha	Japanese Premiere	Uncommon1
3930	55	Dark	Black		Interrupt	Dead Jawa	Japanese Premiere	Common2
3931	56	Light	Black		Effect	Death Star Plans	Japanese Premiere	Rare1
3932	57	Dark	Black		Effect	Death Star Sentry	Japanese Premiere	Uncommon1
3933	58	Dark	Black		Character	Death Star Trooper	Japanese Premiere	Common2

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3934	59	Dark	Black		Location	Death Star: Central Core	Japanese Premiere	Uncommon2
3935	60	Light	Black		Location	Death Star: Detention Block Control Room	Japanese Premiere	Uncommon2
3936	61	Dark	Black		Location	Death Star: Detention Block Corridor	Japanese Premiere	Common1
3937	62	Dark	Black		Location	Death Star: Docking Bay 327	Japanese Premiere	Common2
3938	63	Light	Black		Location	Death Star: Docking Bay 327	Japanese Premiere	Common2
3939	64	Dark	Black		Location	Death Star: Level 4 Military Corridor	Japanese Premiere	Uncommon1
3940	65	Light	Black		Location	Death Star: Trash Compactor	Japanese Premiere	Uncommon1
3941	66	Dark	Black		Location	Death Star: War Room	Japanese Premiere	Uncommon2
3942	67	Light	Black		Effect	Demotion	Japanese Premiere	Rare2
3943	68	Dark	Black		Starship	Devastator	Japanese Premiere	Rare1
3944	69	Light	Black		Character	Dice Ibegon	Japanese Premiere	Rare2
3945	70	Dark	Black		Effect	Disarmed	Japanese Premiere	Rare1
3946	71	Light	Black		Effect	Disarmed	Japanese Premiere	Rare1
3947	72	Dark	Black		Character	Djas Puhr	Japanese Premiere	Rare2
3948	73	Light	Black		Interrupt	Don't Get Cocky	Japanese Premiere	Rare1
3949	74	Light	Black		Interrupt	Don't Underestimate Our Chances	Japanese Premiere	Common1
3950	75	Dark	Black		Character	Dr. Evazan	Japanese Premiere	Rare2
3951	76	Dark	Black		Device	Droid Detector	Japanese Premiere	Common2
3952	77	Light	Black		Interrupt	Droid Shutdown	Japanese Premiere	Common2
3953	78	Dark	Black		Character	DS-61-2	Japanese Premiere	Uncommon1
3954	79	Dark	Black		Character	DS-61-3	Japanese Premiere	Rare1
3955	80	Light	Black		Character	Dutch	Japanese Premiere	Rare1
3956	81	Dark	Black		Character	EG-6 (Eegee-Six)	Japanese Premiere	Uncommon2
3957	82	Light	Black		Device	Electrobinoculars	Japanese Premiere	Common2
3958	83	Dark	Black		Interrupt	Elis Helrot	Japanese Premiere	Uncommon2
3959	84	Light	Black		Effect	Ellorrs Madak	Japanese Premiere	Common2
3960	85	Dark	Black		Interrupt	Emergency Deployment	Japanese Premiere	Uncommon1
3961	86	Light	Black		Interrupt	Escape Pod	Japanese Premiere	Uncommon2
3962	87	Dark	Black		Interrupt	Evacuate?	Japanese Premiere	Uncommon2
3963	88	Dark	Black		Effect	Expand The Empire	Japanese Premiere	Rare1
3964	89	Light	Black		Effect	Eyes In The Dark	Japanese Premiere	Uncommon1
3965	90	Dark	Black		Effect	Fear Will Keep Them In Line	Japanese Premiere	Rare2
3966	91	Dark	Black		Character	Feltipern Trevagg	Japanese Premiere	Uncommon1
3967	92	Light	Black		Character	Figrin D'an	Japanese Premiere	Uncommon2
3968	93	Light	Black		Interrupt	Friendly Fire	Japanese Premiere	Common2
3969	94	Dark	Black		Interrupt	Full Scale Alert	Japanese Premiere	Uncommon2
3970	95	Light	Black		Interrupt	Full Throttle	Japanese Premiere	Rare2
3971	96	Dark	Black		Device	Fusion Generator Supply Tanks	Japanese Premiere	Common2
3972	97	Light	Black		Device	Fusion Generator Supply Tanks	Japanese Premiere	Common2
3973	98	Dark	Black		Weapon	Gaderffii Stick	Japanese Premiere	Common2
3974	99	Dark	Black		Character	Garindan	Japanese Premiere	Rare2
3975	100	Light	Black		Character	General Dodonna	Japanese Premiere	Uncommon1
3976	101	Dark	Black		Character	General Tagge	Japanese Premiere	Rare2
3977	102	Light	Black		Interrupt	Gift Of The Mentor	Japanese Premiere	Rare1
3978	103	Light	Black		Starship	Gold 1	Japanese Premiere	Rare2
3979	104	Light	Black		Starship	Gold 5	Japanese Premiere	Rare2
3980	105	Dark	Black		Character	Grand Moff Tarkin	Japanese Premiere	Rare1
3981	106	Dark	Black		Interrupt	Gravel Storm	Japanese Premiere	Uncommon2
3982	107	Dark	Black		Weapon	Han Seeker	Japanese Premiere	Rare2
3983	108	Light	Black		Character	Han Solo	Japanese Premiere	Rare1
3984	109	Light	Black		Interrupt	Han's Back	Japanese Premiere	Uncommon2
3985	110	Light	Black		Interrupt	Han's Dice	Japanese Premiere	Common2
3986	111	Light	Black		Weapon	Han's Heavy Blaster Pistol	Japanese Premiere	Rare2
3987	112	Light	Black		Interrupt	Hear Me Baby, Hold Together	Japanese Premiere	Common2
3988	113	Light	Black		Interrupt	Help Me Obi-Wan Kenobi	Japanese Premiere	Rare1
3989	114	Light	Black		Interrupt	How Did We Get Into This Mess?	Japanese Premiere	Uncommon2
3990	115	Light	Black		Device	Hydroponics Station	Japanese Premiere	Uncommon2
3991	116	Light	Black		Interrupt	Hyper Escape	Japanese Premiere	Common2
3992	117	Dark	Black		Effect	I Find Your Lack Of Faith Disturbing	Japanese Premiere	Rare1
3993	118	Dark	Black		Interrupt	I Have You Now	Japanese Premiere	Rare2
3994	119	Dark	Black		Interrupt	Imperial Barrier	Japanese Premiere	Common2
3995	120	Dark	Black		Weapon	Imperial Blaster	Japanese Premiere	Common2
3996	121	Dark	Black		Interrupt	Imperial Code Cylinder	Japanese Premiere	Common2
3997	122	Dark	Black		Character	Imperial Pilot	Japanese Premiere	Common2
3998	123	Dark	Black		Interrupt	Imperial Reinforcements	Japanese Premiere	Common1
3999	124	Dark	Black		Character	Imperial Trooper Guard	Japanese Premiere	Common2
4000	125	Dark	Black		Starship	Imperial-Class Star Destroyer	Japanese Premiere	Uncommon1
4001	126	Light	Black		Interrupt	Into The Garbage Chute, Flyboy	Japanese Premiere	Rare2
4002	127	Dark	Black		Weapon	Ion Cannon	Japanese Premiere	Uncommon1
4003	128	Light	Black		Interrupt	It Could Be Worse	Japanese Premiere	Common2
4004	129	Dark	Black		Interrupt	It's Worse	Japanese Premiere	Common2
4005	130	Light	Black		Interrupt	I've Got A Bad Feeling About This	Japanese Premiere	Common2
4006	131	Dark	Black		Interrupt	I've Got A Problem Here	Japanese Premiere	Common2
4007	132	Dark	Black		Effect	I've Lost Artoo!	Japanese Premiere	Uncommon1
4008	133	Dark	Black		Character	Jawa	Japanese Premiere	Common2
4009	134	Light	Black		Character	Jawa	Japanese Premiere	Common2
4010	135	Dark	Black		Effect	Jawa Pack	Japanese Premiere	Uncommon1
4011	136	Light	Black		Effect	Jawa Siesta	Japanese Premiere	Uncommon1
4012	137	Light	Black		Weapon	Jedi Lightsaber	Japanese Premiere	Uncommon1
4013	138	Light	Black		Interrupt	Jedi Presence	Japanese Premiere	Rare1
4014	139	Light	Black		Character	Jek Porkins	Japanese Premiere	Uncommon1
4015	140	Dark	Black		Effect	Juri Juice	Japanese Premiere	Rare2
4016	141	Light	Black		Character	Kabe	Japanese Premiere	Uncommon1

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4017	142	Light	Black		Character	Kal'Falnl C'ndros	Japanese Premiere	Rare1
4018	143	Dark	Black		Location	Kessel	Japanese Premiere	Uncommon2
4019	144	Light	Black		Location	Kessel	Japanese Premiere	Uncommon2
4020	145	Light	Black		Effect	Kessel Run	Japanese Premiere	Rare2
4021	146	Dark	Black		Effect	Ket Maliss	Japanese Premiere	Common2
4022	147	Dark	Black		Interrupt	Kintan Strider	Japanese Premiere	Common1
4023	148	Dark	Black		Character	Kitik Keed'kak	Japanese Premiere	Rare1
4024	149	Light	Black		Effect	K'lor'slug	Japanese Premiere	Rare1
4025	150	Light	Black		Interrupt	Krayt Dragon Howl	Japanese Premiere	Rare1
4026	151	Dark	Black		Character	Labria	Japanese Premiere	Rare2
4027	152	Dark	Black		Weapon	Laser Projector	Japanese Premiere	Uncommon2
4028	153	Dark	Black		Effect	Lateral Damage	Japanese Premiere	Rare2
4029	154	Light	Black		Character	Leesub Sirln	Japanese Premiere	Rare2
4030	155	Light	Black		Character	Leia Organa	Japanese Premiere	Rare1
4031	156	Light	Black		Interrupt	Leia's Back	Japanese Premiere	Uncommon2
4032	157	Light	Black		Weapon	Leia's Sporting Blaster	Japanese Premiere	Uncommon2
4033	158	Dark	Black		Character	Lieutenant Tanbris	Japanese Premiere	Uncommon2
4034	159	Dark	Black		Vehicle	Lift Tube	Japanese Premiere	Common2
4035	160	Light	Black		Vehicle	Lift Tube	Japanese Premiere	Common2
4036	161	Dark	Black		Weapon	Light Repeating Blaster Rifle	Japanese Premiere	Rare1
4037	162	Light	Black		Effect	Lightsaber Proficiency	Japanese Premiere	Rare1
4038	163	Dark	Black		Interrupt	Limited Resources	Japanese Premiere	Uncommon2
4039	164	Light	Black		Character	LIN-V8K (Elleyein-Veeatekay)	Japanese Premiere	Common1
4040	165	Dark	Black		Character	LIN-V8M (Elleyein-Veeateemm)	Japanese Premiere	Common1
4041	166	Dark	Black		Interrupt	Local Trouble	Japanese Premiere	Rare1
4042	167	Dark	Black		Interrupt	Lone Pilot	Japanese Premiere	Rare2
4043	168	Dark	Black		Interrupt	Lone Warrior	Japanese Premiere	Rare2
4044	169	Dark	Black		Interrupt	Look Sir, Droids	Japanese Premiere	Rare1
4045	170	Dark	Black		Weapon	Luke Seeker	Japanese Premiere	Rare2
4046	171	Light	Black		Character	Luke Skywalker	Japanese Premiere	Rare1
4047	172	Dark	Black		Effect	Luke? Luuuuke!	Japanese Premiere	Uncommon1
4048	173	Light	Black		Interrupt	Luke's Back	Japanese Premiere	Uncommon2
4049	174	Light	Black		Vehicle	Luke's X-34 Landspeeder	Japanese Premiere	Uncommon1
4050	175	Dark	Black		Effect	Macroscan	Japanese Premiere	Common2
4051	176	Light	Black		Effect	Mantellian Savrip	Japanese Premiere	Rare2
4052	177	Dark	Black		Character	M'iiyoom Onith	Japanese Premiere	Uncommon2
4053	178	Light	Black		Starship	Millennium Falcon	Japanese Premiere	Rare1
4054	179	Dark	Black		Effect	Molator	Japanese Premiere	Rare1
4055	180	Light	Black		Character	Momaw Nadon	Japanese Premiere	Uncommon2
4056	181	Dark	Black		Interrupt	Moment Of Triumph	Japanese Premiere	Rare2
4057	182	Light	Black		Interrupt	Move Along...	Japanese Premiere	Rare1
4058	183	Dark	Black		Character	MSE-6 'Mouse' Droid	Japanese Premiere	Uncommon1
4059	184	Dark	Black		Character	Myo	Japanese Premiere	Rare2
4060	185	Light	Black		Interrupt	Nabrun Leids	Japanese Premiere	Uncommon2
4061	186	Light	Black		Interrupt	Narrow Escape	Japanese Premiere	Common2
4062	187	Dark	Black		Interrupt	Nevar Yalnal	Japanese Premiere	Rare2
4063	188	Light	Black		Effect	Nightfall	Japanese Premiere	Uncommon1
4064	189	Light	Black		Interrupt	Noble Sacrifice	Japanese Premiere	Rare2
4065	190	Light	Black		Character	Obi-Wan Kenobi	Japanese Premiere	Rare1
4066	191	Light	Black		Effect	Obi-Wan's Cape	Japanese Premiere	Rare1
4067	192	Light	Black		Weapon	Obi-Wan's Lightsaber	Japanese Premiere	Rare1
4068	193	Dark	Black		Device	Observation Holocam	Japanese Premiere	Uncommon2
4069	194	Light	Black		Interrupt	Old Ben	Japanese Premiere	Common2
4070	195	Dark	Black		Interrupt	Ommni Box	Japanese Premiere	Common2
4071	196	Light	Black		Interrupt	On The Edge	Japanese Premiere	Rare2
4072	197	Dark	Black		Effect	Organa's Ceremonial Necklace	Japanese Premiere	Rare1
4073	198	Light	Black		Effect	Our Most Desperate Hour	Japanese Premiere	Rare1
4074	199	Light	Black		Interrupt	Out Of Nowhere	Japanese Premiere	Uncommon2
4075	200	Dark	Black		Interrupt	Overload	Japanese Premiere	Common2
4076	201	Light	Black		Character	Owen Lars	Japanese Premiere	Uncommon1
4077	202	Light	Black		Interrupt	Panic	Japanese Premiere	Uncommon1
4078	203	Dark	Black		Interrupt	Physical Choke	Japanese Premiere	Rare1
4079	204	Light	Black		Effect	Plastoid Armor	Japanese Premiere	Uncommon2
4080	205	Dark	Black		Character	Ponda Baba	Japanese Premiere	Uncommon1
4081	206	Light	Black		Character	Pops	Japanese Premiere	Uncommon1
4082	207	Dark	Black		Interrupt	Precise Attack	Japanese Premiere	Common2
4083	208	Dark	Black		Effect	Presence Of The Force	Japanese Premiere	Rare1
4084	209	Dark	Black		Character	Prophetess	Japanese Premiere	Uncommon1
4085	210	Light	Black		Weapon	Proton Torpedoes	Japanese Premiere	Common2
4086	211	Light	Black		Weapon	Quad Laser Cannon	Japanese Premiere	Uncommon1
4087	212	Dark	Black		Character	R1-G4 (Arone-Geefour)	Japanese Premiere	Common2
4088	213	Light	Black		Character	R2-X2 (Artoo-Extoo)	Japanese Premiere	Common2
4089	214	Light	Black		Character	R4-E1 (Arfour-Eeone)	Japanese Premiere	Common2
4090	215	Dark	Black		Character	R4-M9 (Arfour-Emmnine)	Japanese Premiere	Common2
4091	216	Light	Black		Interrupt	Radar Scanner	Japanese Premiere	Common2
4092	217	Dark	Black		Effect	Reactor Terminal	Japanese Premiere	Uncommon2
4093	218	Light	Black		Interrupt	Rebel Barrier	Japanese Premiere	Common2
4094	219	Light	Black		Character	Rebel Guard	Japanese Premiere	Common2
4095	220	Light	Black		Character	Rebel Pilot	Japanese Premiere	Common2
4096	221	Light	Black		Effect	Rebel Planners	Japanese Premiere	Rare2
4097	222	Light	Black		Interrupt	Rebel Reinforcements	Japanese Premiere	Common1
4098	223	Light	Black		Character	Rebel Trooper	Japanese Premiere	Common3
4099	224	Light	Black		Starship	Red 1	Japanese Premiere	Uncommon1

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4100	225	Light	Black		Starship	Red 3	Japanese Premiere	Rare2
4101	226	Light	Black		Character	Red Leader	Japanese Premiere	Rare1
4102	227	Dark	Black		Device	Restraining Bolt	Japanese Premiere	Common2
4103	228	Light	Black		Device	Restraining Bolt	Japanese Premiere	Common2
4104	229	Light	Black		Effect	Restricted Deployment	Japanese Premiere	Uncommon1
4105	230	Light	Black		Interrupt	Return Of A Jedi	Japanese Premiere	Uncommon2
4106	231	Light	Black		Effect	Revolution	Japanese Premiere	Rare1
4107	232	Light	Black		Effect	Rycar Ryjerd	Japanese Premiere	Uncommon1
4108	233	Light	Black		Effect	Sai'torr Kal Fas	Japanese Premiere	Common2
4109	234	Dark	Black		Vehicle	Sandcrawler	Japanese Premiere	Rare2
4110	235	Light	Black		Vehicle	Sandcrawler	Japanese Premiere	Rare2
4111	236	Dark	Black		Interrupt	Scanning Crew	Japanese Premiere	Common2
4112	237	Light	Black		Interrupt	Scomp Link Access	Japanese Premiere	Common2
4113	238	Dark	Black		Effect	Send A Detachment Down	Japanese Premiere	Rare1
4114	239	Dark	Black		Interrupt	Sense	Japanese Premiere	Uncommon1
4115	240	Light	Black		Interrupt	Sense	Japanese Premiere	Uncommon1
4116	241	Dark	Black		Interrupt	Set For Stun	Japanese Premiere	Common2
4117	242	Light	Black		Character	Shistavanen Wolfman	Japanese Premiere	Common2
4118	243	Light	Black		Interrupt	Skywalkers	Japanese Premiere	Rare1
4119	244	Light	Black		Interrupt	Solo Han	Japanese Premiere	Rare2
4120	245	Light	Black		Vehicle	SoroSuub V-35 Landspeeder	Japanese Premiere	Common2
4121	246	Light	Black		Interrupt	Spaceport Speeders	Japanese Premiere	Uncommon2
4122	247	Light	Black		Effect	Special Modifications	Japanese Premiere	Uncommon1
4123	248	Dark	Black		Character	Stormtrooper	Japanese Premiere	Common3
4124	249	Dark	Black		Device	Stormtrooper Backpack	Japanese Premiere	Common2
4125	250	Dark	Black		Device	Stormtrooper Utility Belt	Japanese Premiere	Common2
4126	251	Dark	Black		Effect	Sunsdown	Japanese Premiere	Uncommon1
4127	252	Light	Black		Interrupt	Surprise Assault	Japanese Premiere	Common1
4128	253	Dark	Black		Effect	Tactical Re-Call	Japanese Premiere	Rare2
4129	254	Light	Black		Weapon	Tagge Seeker	Japanese Premiere	Rare2
4130	255	Dark	Black		Interrupt	Takeel	Japanese Premiere	Common2
4131	256	Dark	Black		Interrupt	Tallon Roll	Japanese Premiere	Common2
4132	257	Light	Black		Character	Talz	Japanese Premiere	Common2
4133	258	Light	Black		Device	Targeting Computer	Japanese Premiere	Uncommon1
4134	259	Light	Black		Weapon	Tarkin Seeker	Japanese Premiere	Rare2
4135	260	Dark	Black		Location	Tatooine	Japanese Premiere	Common2
4136	261	Light	Black		Location	Tatooine	Japanese Premiere	Common2
4137	262	Light	Black		Device	Tatooine Utility Belt	Japanese Premiere	Common2
4138	263	Dark	Black		Location	Tatooine: Cantina	Japanese Premiere	Rare2
4139	264	Light	Black		Location	Tatooine: Cantina	Japanese Premiere	Rare2
4140	265	Dark	Black		Location	Tatooine: Docking Bay 94	Japanese Premiere	Common2
4141	266	Light	Black		Location	Tatooine: Docking Bay 94	Japanese Premiere	Common2
4142	267	Light	Black		Location	Tatooine: Dune Sea	Japanese Premiere	Common1
4143	268	Dark	Black		Location	Tatooine: Jawa Camp	Japanese Premiere	Common1
4144	269	Light	Black		Location	Tatooine: Jawa Camp	Japanese Premiere	Common1
4145	270	Dark	Black		Location	Tatooine: Jundland Wastes	Japanese Premiere	Common1
4146	271	Light	Black		Location	Tatooine: Lars' Moisture Farm	Japanese Premiere	Common1
4147	272	Dark	Black		Location	Tatooine: Lars' Moisture Farm	Japanese Premiere	Uncommon2
4148	273	Dark	Black		Location	Tatooine: Mos Eisley	Japanese Premiere	Common1
4149	274	Light	Black		Location	Tatooine: Mos Eisley	Japanese Premiere	Uncommon2
4150	275	Light	Black		Location	Tatooine: Obi-Wan's Hut	Japanese Premiere	Rare1
4151	276	Light	Black		Interrupt	Thank The Maker	Japanese Premiere	Rare2
4152	277	Light	Black		Interrupt	The Bith Shuffle	Japanese Premiere	Common2
4153	278	Dark	Black		Interrupt	The Circle Is Now Complete	Japanese Premiere	Rare1
4154	279	Dark	Black		Interrupt	The Empire's Back	Japanese Premiere	Uncommon1
4155	280	Light	Black		Interrupt	The Force Is Strong With This One	Japanese Premiere	Rare2
4156	281	Light	Black		Interrupt	This Is All Your Fault	Japanese Premiere	Uncommon1
4157	282	Dark	Black		Starship	TIE Advanced x1	Japanese Premiere	Uncommon2
4158	283	Dark	Black		Starship	TIE Fighter	Japanese Premiere	Common2
4159	284	Dark	Black		Starship	TIE Scout	Japanese Premiere	Common2
4160	285	Dark	Black		Weapon	Timer Mine	Japanese Premiere	Common2
4161	286	Light	Black		Weapon	Timer Mine	Japanese Premiere	Common2
4162	287	Dark	Black		Character	Tonnika Sisters	Japanese Premiere	Rare1
4163	288	Light	Black		Effect	Traffic Control	Japanese Premiere	Uncommon2
4164	289	Dark	Black		Interrupt	Trinto Duaba	Japanese Premiere	Uncommon1
4165	290	Dark	Black		Interrupt	Trooper Charge	Japanese Premiere	Uncommon2
4166	291	Dark	Black		Weapon	Turbolaser Battery	Japanese Premiere	Rare2
4167	292	Light	Black		Effect	Tusken Breath Mask	Japanese Premiere	Uncommon1
4168	293	Dark	Black		Character	Tusken Raider	Japanese Premiere	Common2
4169	294	Dark	Black		Interrupt	Tusken Scavengers	Japanese Premiere	Common2
4170	295	Dark	Black		Vehicle	Ubrikkian 9000 Z001	Japanese Premiere	Common2
4171	296	Dark	Black		Interrupt	Utinni!	Japanese Premiere	Rare1
4172	297	Light	Black		Interrupt	Utinni!	Japanese Premiere	Rare1
4173	298	Dark	Black		Starship	Vader's Custom TIE	Japanese Premiere	Rare1
4174	299	Dark	Black		Interrupt	Vader's Eye	Japanese Premiere	Rare1
4175	300	Dark	Black		Weapon	Vader's Lightsaber	Japanese Premiere	Rare1
4176	301	Light	Black		Device	Vaporator	Japanese Premiere	Common2
4177	302	Light	Black		Interrupt	Warrior's Courage	Japanese Premiere	Rare2
4178	303	Dark	Black		Character	WED15-I662 'Treadwell' Droid	Japanese Premiere	Rare2
4179	304	Light	Black		Character	WED-9-M1 'Bantha' Droid	Japanese Premiere	Rare2
4180	305	Dark	Black		Interrupt	We're All Gonna Be A Lot Thinner!	Japanese Premiere	Rare1
4181	306	Light	Black		Interrupt	We're Doomed	Japanese Premiere	Common2
4182	307	Light	Black		Character	Wioslea	Japanese Premiere	Uncommon1

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4183	308	Dark	Black		Effect	Wrong Turn	Japanese Premiere	Uncommon1
4184	309	Dark	Black		Character	Wuher	Japanese Premiere	Uncommon2
4185	310	Light	Black		Starship	X-wing	Japanese Premiere	Common2
4186	311	Dark	Black		Location	Yavin 4	Japanese Premiere	Common2
4187	312	Light	Black		Location	Yavin 4	Japanese Premiere	Common2
4188	313	Dark	Black		Location	Yavin 4: Docking Bay	Japanese Premiere	Common2
4189	314	Light	Black		Location	Yavin 4: Docking Bay	Japanese Premiere	Common2
4190	315	Light	Black		Location	Yavin 4: Jungle	Japanese Premiere	Common1
4191	316	Dark	Black		Location	Yavin 4: Jungle	Japanese Premiere	Uncommon2
4192	317	Light	Black		Location	Yavin 4: Massassi Throne Room	Japanese Premiere	Rare1
4193	318	Light	Black		Location	Yavin 4: Massassi War Room	Japanese Premiere	Uncommon2
4194	319	Light	Black		Effect	Yavin Sentry	Japanese Premiere	Uncommon2
4195	320	Light	Black		Effect	Yerka Mig	Japanese Premiere	Uncommon1
4196	321	Dark	Black		Interrupt	You Overestimate Their Chances	Japanese Premiere	Common1
4197	322	Dark	Black		Effect	Your Eyes Can Deceive You	Japanese Premiere	Uncommon1
4198	323	Dark	Black		Interrupt	Your Powers Are Weak, Old Man	Japanese Premiere	Rare1
4199	324	Light	Black		Starship	Y-wing	Japanese Premiere	Common2
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4200	1	Light	Black		Interrupt	Advance Preparation	Japanese A New Hope	Uncommon1
4201	2	Dark	Black		Character	Advosze	Japanese A New Hope	Common2
4202	3	Light	Black		Interrupt	Alternatives To Fighting	Japanese A New Hope	Uncommon1
4203	4	Light	Black		Character	Arcona	Japanese A New Hope	Common2
4204	5	Dark	Black		Effect	Astromech Shortage	Japanese A New Hope	Uncommon2
4205	6	Light	Black		Epic Event	Attack Run	Japanese A New Hope	Rare2
4206	7	Dark	Black		Effect	Besieged	Japanese A New Hope	Rare2
4207	8	Dark	Black		Vehicle	Bespin Motors Void Spider THX 1138	Japanese A New Hope	Common2
4208	9	Dark	Black		Starship	Black 4	Japanese A New Hope	Uncommon2
4209	10	Light	Black		Interrupt	Blast The Door, Kid!	Japanese A New Hope	Common2
4210	11	Light	Black		Interrupt	Blue Milk	Japanese A New Hope	Common2
4211	12	Light	Black		Weapon	Bowcaster	Japanese A New Hope	Rare2
4212	13	Light	Black		Character	Brainiac	Japanese A New Hope	Rare1
4213	14	Dark	Black		Character	Captain Khurgee	Japanese A New Hope	Uncommon1
4214	15	Light	Black		Effect	Cell 2187	Japanese A New Hope	Rare1
4215	16	Light	Black		Character	Chewbacca	Japanese A New Hope	Rare2
4216	17	Light	Black		Location	Clak'dor VII	Japanese A New Hope	Rare2
4217	18	Dark	Black		Effect	Come With Me	Japanese A New Hope	Common2
4218	19	Light	Black		Character	Commander Evram Lajaie	Japanese A New Hope	Common1
4219	20	Light	Black		Character	Commander Vanden Willard	Japanese A New Hope	Uncommon2
4220	21	Dark	Black		Epic Event	Commence Primary Ignition	Japanese A New Hope	Rare2
4221	22	Light	Black		Effect	Commence Recharging	Japanese A New Hope	Rare2
4222	23	Dark	Black		Starship	Conquest	Japanese A New Hope	Rare1
4223	24	Light	Black		Location	Corellia	Japanese A New Hope	Rare1
4224	25	Light	Black		Character	Corellian	Japanese A New Hope	Common2
4225	26	Light	Black		Interrupt	Corellian Slip	Japanese A New Hope	Common2
4226	27	Dark	Black		Character	Dannik Jerriko	Japanese A New Hope	Rare1
4227	28	Dark	Black		Character	Danz Borin	Japanese A New Hope	Uncommon2
4228	29	Dark	Black		Effect	Dark Waters	Japanese A New Hope	Rare2
4229	30	Dark	Black		Location	Death Star	Japanese A New Hope	Rare2
4230	31	Dark	Black		Character	Death Star Gunner	Japanese A New Hope	Common1
4231	32	Dark	Black		Device	Death Star Tractor Beam	Japanese A New Hope	Rare2
4232	33	Dark	Black		Location	Death Star: Conference Room	Japanese A New Hope	Uncommon1
4233	34	Light	Black		Location	Death Star: Trench	Japanese A New Hope	Rare2
4234	35	Dark	Black		Character	Defel	Japanese A New Hope	Common2
4235	36	Light	Black		Location	Dejarik Hologameboard	Japanese A New Hope	Rare1
4236	37	Dark	Black		Creature	Dianoga	Japanese A New Hope	Rare2
4237	38	Light	Black		Character	Doikk Na'ts	Japanese A New Hope	Uncommon2
4238	39	Light	Black		Interrupt	Double Agent	Japanese A New Hope	Rare2
4239	40	Dark	Black		Character	DS-61-4	Japanese A New Hope	Rare2
4240	41	Light	Black		Effect	Eject! Eject!	Japanese A New Hope	Common2
4241	42	Dark	Black		Weapon	Enhanced TIE Laser Cannon	Japanese A New Hope	Common2
4242	43	Dark	Black		Interrupt	Evader	Japanese A New Hope	Uncommon1
4243	44	Light	Black		Device	Fire Extinguisher	Japanese A New Hope	Uncommon2
4244	45	Light	Black		Character	Garouf Lafoe	Japanese A New Hope	Uncommon2
4245	46	Dark	Black		Interrupt	Ghhhk	Japanese A New Hope	Common2
4246	47	Light	Black		Starship	Gold 2	Japanese A New Hope	Uncommon1
4247	48	Light	Black		Effect	Grappling Hook	Japanese A New Hope	Common2
4248	49	Dark	Black		Character	Greedo	Japanese A New Hope	Rare1
4249	50	Light	Black		Interrupt	Grimtaash	Japanese A New Hope	Common2
4250	51	Dark	Black		Character	Hem Dazon	Japanese A New Hope	Rare1
4251	52	Light	Black		Character	Het Nkik	Japanese A New Hope	Uncommon2
4252	53	Light	Black		Interrupt	Houjix	Japanese A New Hope	Common2
4253	54	Light	Black		Character	Hunchback	Japanese A New Hope	Rare1
4254	55	Dark	Black		Effect	Hyperwave Scan	Japanese A New Hope	Uncommon1
4255	56	Dark	Black		Device	Hypo	Japanese A New Hope	Rare1
4256	57	Light	Black		Interrupt	I Have A Very Bad Feeling About This	Japanese A New Hope	Common2
4257	58	Light	Black		Character	Ickabel G'ont	Japanese A New Hope	Uncommon2
4258	59	Light	Black		Interrupt	I'm Here To Rescue You	Japanese A New Hope	Uncommon1
4259	60	Dark	Black		Interrupt	I'm On The Leader	Japanese A New Hope	Rare1
4260	61	Dark	Black		Character	Imperial Commander	Japanese A New Hope	Common2
4261	62	Dark	Black		Location	Imperial Holotable	Japanese A New Hope	Rare1
4262	63	Dark	Black		Effect	Imperial Justice	Japanese A New Hope	Common2
4263	64	Dark	Black		Character	Imperial Squad Leader	Japanese A New Hope	Common3
4264	65	Light	Black		Vehicle	Incom T-16 Skyhopper	Japanese A New Hope	Common2

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4265	66	Dark	Black		Interrupt	Informant	Japanese A New Hope	Uncommon1
4266	67	Dark	Black		Character	IT-O (Eyetee-Oh)	Japanese A New Hope	Rare1
4267	68	Dark	Black		Weapon	Jawa Blaster	Japanese A New Hope	Common2
4268	69	Light	Black		Weapon	Jawa Ion Gun	Japanese A New Hope	Common2
4269	70	Dark	Black		Location	Kashyyyk	Japanese A New Hope	Common1
4270	71	Light	Black		Location	Kashyyyk	Japanese A New Hope	Common1
4271	72	Dark	Black		Location	Kiffex	Japanese A New Hope	Rare1
4272	73	Dark	Black		Effect	Krayt Dragon Bones	Japanese A New Hope	Uncommon1
4273	74	Dark	Black		Device	Laser Gate	Japanese A New Hope	Uncommon2
4274	75	Dark	Black		Weapon	Leia Seeker	Japanese A New Hope	Rare2
4275	76	Light	Black		Interrupt	Let The Wookiee Win	Japanese A New Hope	Rare1
4276	77	Dark	Black		Character	Lirin Car'n	Japanese A New Hope	Uncommon2
4277	78	Light	Black		Effect	Logistical Delay	Japanese A New Hope	Uncommon2
4278	79	Dark	Black		Character	Lt. Pol Treidum	Japanese A New Hope	Common1
4279	80	Dark	Black		Character	Lt. Shann Childsen	Japanese A New Hope	Uncommon1
4280	81	Light	Black		Effect	Luke's Cape	Japanese A New Hope	Rare1
4281	82	Light	Black		Weapon	Luke's Hunting Rifle	Japanese A New Hope	Uncommon1
4282	83	Dark	Black		Device	Magnetic Suction Tube	Japanese A New Hope	Rare2
4283	84	Light	Black		Device	Magnetic Suction Tube	Japanese A New Hope	Rare2
4284	85	Dark	Black		Effect	Maneuver Check	Japanese A New Hope	Rare2
4285	86	Light	Black		Effect	Merc Sunlet	Japanese A New Hope	Common2
4286	87	Light	Black		Character	M-HYD 'Binary' Droid	Japanese A New Hope	Uncommon1
4287	88	Dark	Black		Vehicle	Mobquet A-1 Deluxe Floater	Japanese A New Hope	Common2
4288	89	Dark	Black		Interrupt	Monnok	Japanese A New Hope	Common2
4289	90	Dark	Black		Character	Mosep	Japanese A New Hope	Uncommon2
4290	91	Light	Black		Weapon	Motti Seeker	Japanese A New Hope	Rare2
4291	92	Light	Black		Character	Nalan Cheel	Japanese A New Hope	Uncommon2
4292	93	Dark	Black		Interrupt	Ng'ok	Japanese A New Hope	Common2
4293	94	Dark	Black		Character	Officer Evax	Japanese A New Hope	Common1
4294	95	Dark	Black		Interrupt	Oo-ta Goo-ta, Solo?	Japanese A New Hope	Common2
4295	96	Light	Black		Interrupt	Out Of Commission	Japanese A New Hope	Uncommon2
4296	97	Dark	Black		Effect	Program Trap	Japanese A New Hope	Uncommon1
4297	98	Light	Black		Interrupt	Quite A Mercenary	Japanese A New Hope	Common2
4298	99	Light	Black		Character	R2-D2 (Artoo-Detoo)	Japanese A New Hope	Rare2
4299	100	Dark	Black		Character	R2-Q2 (Artoo-Kyootoo)	Japanese A New Hope	Common2
4300	101	Dark	Black		Character	R3-T6 (Arthree-Teesix)	Japanese A New Hope	Rare1
4301	102	Dark	Black		Character	R5-A2 (Arfive-Aytoo)	Japanese A New Hope	Common2
4302	103	Light	Black		Character	R5-D4 (Arfive-Defour)	Japanese A New Hope	Common2
4303	104	Light	Black		Character	RA-7 (Aray-Seven)	Japanese A New Hope	Common2
4304	105	Dark	Black		Location	Ralltiir	Japanese A New Hope	Common1
4305	106	Light	Black		Location	Ralltiir	Japanese A New Hope	Common1
4306	107	Light	Black		Character	Rebel Commander	Japanese A New Hope	Common2
4307	108	Light	Black		Character	Rebel Squad Leader	Japanese A New Hope	Common3
4308	109	Light	Black		Character	Rebel Tech	Japanese A New Hope	Common1
4309	110	Light	Black		Device	Rectenna	Japanese A New Hope	Common2
4310	111	Light	Black		Starship	Red 2	Japanese A New Hope	Rare1
4311	112	Light	Black		Starship	Red 5	Japanese A New Hope	Rare1
4312	113	Light	Black		Starship	Red 6	Japanese A New Hope	Uncommon1
4313	114	Dark	Black		Character	Reegesk	Japanese A New Hope	Uncommon2
4314	115	Light	Black		Device	Remote	Japanese A New Hope	Common2
4315	116	Dark	Black		Character	Reserve Pilot	Japanese A New Hope	Uncommon1
4316	117	Dark	Black		Interrupt	Retract The Bridge	Japanese A New Hope	Rare1
4317	118	Dark	Black		Character	Rodian	Japanese A New Hope	Common2
4318	119	Light	Black		Vehicle	Rogue Bantha	Japanese A New Hope	Uncommon1
4319	120	Light	Black		Interrupt	Sabotage	Japanese A New Hope	Uncommon1
4320	121	Dark	Black		Location	Sandcrawler: Droid Junkheap	Japanese A New Hope	Rare1
4321	122	Light	Black		Location	Sandcrawler: Loading Bay	Japanese A New Hope	Rare1
4322	123	Light	Black		Character	Saurin	Japanese A New Hope	Common2
4323	124	Light	Black		Effect	Scanner Techs	Japanese A New Hope	Uncommon1
4324	125	Light	Black		Device	Sensor Panel	Japanese A New Hope	Uncommon1
4325	126	Dark	Black		Interrupt	Sniper	Japanese A New Hope	Uncommon1
4326	127	Light	Black		Effect	Solomahal	Japanese A New Hope	Common2
4327	128	Light	Black		Interrupt	Sorry About The Mess	Japanese A New Hope	Uncommon1
4328	129	Dark	Black		Effect	Spice Mines Of Kessel	Japanese A New Hope	Rare1
4329	130	Dark	Black		Interrupt	Stunning Leader	Japanese A New Hope	Common2
4330	131	Dark	Black		Weapon	Superlaser	Japanese A New Hope	Rare2
4331	132	Light	Black		Weapon	SW-4 Ion Cannon	Japanese A New Hope	Rare2
4332	133	Dark	Black		Effect	Swilla Corey	Japanese A New Hope	Common2
4333	134	Light	Black		Starship	Tantive IV	Japanese A New Hope	Rare1
4334	135	Dark	Black		Location	Tatooine: Bluffs	Japanese A New Hope	Rare1
4335	136	Dark	Black		Character	Tech Mo'r	Japanese A New Hope	Uncommon2
4336	137	Dark	Black		Effect	Tentacle	Japanese A New Hope	Common2
4337	138	Dark	Black		Effect	There'll Be Hell To Pay	Japanese A New Hope	Uncommon2
4338	139	Light	Black		Effect	They're On Dantooine	Japanese A New Hope	Rare1
4339	140	Dark	Black		Interrupt	This Is Some Rescue!	Japanese A New Hope	Uncommon1
4340	141	Dark	Black		Starship	TIE Assault Squadron	Japanese A New Hope	Uncommon1
4341	142	Dark	Black		Starship	TIE Vanguard	Japanese A New Hope	Common2
4342	143	Light	Black		Character	Tiree	Japanese A New Hope	Uncommon2
4343	144	Dark	Black		Device	Tractor Beam	Japanese A New Hope	Uncommon1
4344	145	Dark	Black		Character	Trooper Davin Felth	Japanese A New Hope	Rare2
4345	146	Light	Black		Character	Tzizvvt	Japanese A New Hope	Rare2
4346	147	Dark	Black		Character	U-3PO (Yoo-Threepio)	Japanese A New Hope	Rare1
4347	148	Dark	Black		Effect	Undercover	Japanese A New Hope	Uncommon2

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4348	149	Light	Black		Effect	Undercover	Japanese A New Hope	Uncommon2
4349	150	Dark	Black		Character	URoRRuR'R'R	Japanese A New Hope	Uncommon2
4350	151	Dark	Black		Weapon	URoRRuR'R'R's Hunting Rifle	Japanese A New Hope	Uncommon1
4351	152	Dark	Black		Starship	Victory-Class Star Destroyer	Japanese A New Hope	Uncommon1
4352	153	Dark	Black		Interrupt	We Have A Prisoner	Japanese A New Hope	Common2
4353	154	Dark	Black		Character	WED15-I7 'Septoid' Droid	Japanese A New Hope	Uncommon2
4354	155	Light	Black		Character	Wedge Antilles	Japanese A New Hope	Rare1
4355	156	Light	Black		Effect	What're You Tryin' To Push On Us?	Japanese A New Hope	Uncommon2
4356	157	Light	Black		Interrupt	Wookiee Roar	Japanese A New Hope	Rare1
4357	158	Light	Black		Location	Yavin 4: Briefing Room	Japanese A New Hope	Uncommon1
4358	159	Light	Black		Location	Yavin 4: Massassi Ruins	Japanese A New Hope	Uncommon1
4359	160	Light	Black		Interrupt	You're All Clear Kid!	Japanese A New Hope	Rare1
4360	161	Light	Black		Starship	Y-wing Assault Squadron	Japanese A New Hope	Uncommon1
4361	162	Light	Black		Character	Zutton	Japanese A New Hope	Common1
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4362	1	Light	Black		Character	2-1B (Too-Onebee)	Japanese Hoth	Rare1
4363	2	Dark	Black		Interrupt	A Dark Time For The Rebellion	Japanese Hoth	Common1
4364	3	Dark	Black		Character	Admiral Ozzel	Japanese Hoth	Rare1
4365	4	Light	Black		Weapon	Anakin's Lightsaber	Japanese Hoth	Rare1
4366	5	Light	Black		Device	Artillery Remote	Japanese Hoth	Rare2
4367	6	Dark	Black		Weapon	AT-AT Cannon	Japanese Hoth	Uncommon1
4368	7	Dark	Black		Character	AT-AT Driver	Japanese Hoth	Common2
4369	8	Light	Black		Weapon	Atgar Laser Cannon	Japanese Hoth	Uncommon2
4370	9	Light	Black		Interrupt	Attack Pattern Delta	Japanese Hoth	Uncommon1
4371	10	Light	Black		Effect	Bacta Tank	Japanese Hoth	Rare2
4372	11	Dark	Black		Vehicle	Blizzard 1	Japanese Hoth	Rare1
4373	12	Dark	Black		Vehicle	Blizzard 2	Japanese Hoth	Rare2
4374	13	Dark	Black		Vehicle	Blizzard Scout 1	Japanese Hoth	Rare1
4375	14	Dark	Black		Vehicle	Blizzard Walker	Japanese Hoth	Uncommon2
4376	15	Dark	Black		Effect	Breached Defenses	Japanese Hoth	Uncommon2
4377	16	Light	Black		Character	Cal Alder	Japanese Hoth	Uncommon2
4378	17	Dark	Black		Character	Captain Lennox	Japanese Hoth	Uncommon1
4379	18	Dark	Black		Character	Captain Piett	Japanese Hoth	Rare2
4380	19	Dark	Black		Interrupt	Cold Feet	Japanese Hoth	Common2
4381	20	Dark	Black		Interrupt	Collapsing Corridor	Japanese Hoth	Rare2
4382	21	Light	Black		Character	Commander Luke Skywalker	Japanese Hoth	Rare1
4383	22	Dark	Black		Interrupt	ComScan Detection	Japanese Hoth	Common2
4384	23	Light	Black		Weapon	Concussion Grenade	Japanese Hoth	Rare1
4385	24	Dark	Black		Interrupt	Crash Landing	Japanese Hoth	Uncommon1
4386	25	Light	Black		Character	Dack Ralter	Japanese Hoth	Rare2
4387	26	Light	Black		Interrupt	Dark Dissension	Japanese Hoth	Rare1
4388	27	Dark	Black		Effect	Death Mark	Japanese Hoth	Rare1
4389	28	Dark	Black		Effect	Death Squadron	Japanese Hoth	Uncommon1
4390	29	Dark	Black		Interrupt	Debris Zone	Japanese Hoth	Rare2
4391	30	Dark	Black		Device	Deflector Shield Generators	Japanese Hoth	Uncommon2
4392	31	Light	Black		Character	Derek 'Hobbie' Klivian	Japanese Hoth	Uncommon1
4393	32	Dark	Black		Interrupt	Direct Hit	Japanese Hoth	Uncommon1
4394	33	Light	Black		Effect	Disarming Creature	Japanese Hoth	Rare1
4395	34	Light	Black		Weapon	Dual Laser Cannon	Japanese Hoth	Uncommon1
4396	35	Light	Black		Effect	Echo Base Operations	Japanese Hoth	Rare2
4397	36	Light	Black		Character	Echo Base Trooper	Japanese Hoth	Common3
4398	37	Light	Black		Character	Echo Base Trooper Officer	Japanese Hoth	Common1
4399	38	Light	Black		Device	Echo Trooper Backpack	Japanese Hoth	Common2
4400	39	Light	Black		Character	EG-4 (Eegee-Four)	Japanese Hoth	Common1
4401	40	Dark	Black		Device	Electro-Rangefinder	Japanese Hoth	Uncommon1
4402	41	Light	Black		Effect	Evacuation Control	Japanese Hoth	Uncommon1
4403	42	Dark	Black		Weapon	E-web Blaster	Japanese Hoth	Common1
4404	43	Dark	Black		Interrupt	Exhaustion	Japanese Hoth	Uncommon2
4405	44	Dark	Black		Interrupt	Exposure	Japanese Hoth	Uncommon1
4406	45	Light	Black		Interrupt	Fall Back!	Japanese Hoth	Common2
4407	46	Dark	Black		Effect	Frostbite	Japanese Hoth	Common2
4408	47	Light	Black		Effect	Frostbite	Japanese Hoth	Common2
4409	48	Dark	Black		Effect	Frozen Dinner	Japanese Hoth	Rare1
4410	49	Dark	Black		Interrupt	Furry Fury	Japanese Hoth	Rare2
4411	50	Dark	Black		Character	FX-10 (Effex-ten)	Japanese Hoth	Common2
4412	51	Light	Black		Character	FX-7 (Effex-Seven)	Japanese Hoth	Common2
4413	52	Light	Black		Character	General Carlist Rieekan	Japanese Hoth	Rare2
4414	53	Dark	Black		Character	General Veers	Japanese Hoth	Rare1
4415	54	Light	Black		Weapon	Golan Laser Battery	Japanese Hoth	Uncommon1
4416	55	Dark	Black		Interrupt	He Hasn't Come Back Yet	Japanese Hoth	Common2
4417	56	Dark	Black		Effect	High Anxiety	Japanese Hoth	Rare1
4418	57	Dark	Black		Location	Hoth	Japanese Hoth	Uncommon2
4419	58	Light	Black		Location	Hoth	Japanese Hoth	Uncommon2
4420	59	Light	Black		Device	Hoth Survival Gear	Japanese Hoth	Common2
4421	60	Dark	Black		Location	Hoth: Defensive Perimeter	Japanese Hoth	Common2
4422	61	Light	Black		Location	Hoth: Defensive Perimeter	Japanese Hoth	Common2
4423	62	Dark	Black		Location	Hoth: Echo Command Center (War Room)	Japanese Hoth	Uncommon2
4424	63	Light	Black		Location	Hoth: Echo Command Center (War Room)	Japanese Hoth	Uncommon2
4425	64	Light	Black		Location	Hoth: Echo Corridor	Japanese Hoth	Common2
4426	65	Dark	Black		Location	Hoth: Echo Corridor	Japanese Hoth	Uncommon2
4427	66	Dark	Black		Location	Hoth: Echo Docking Bay	Japanese Hoth	Common2
4428	67	Light	Black		Location	Hoth: Echo Docking Bay	Japanese Hoth	Common2
4429	68	Light	Black		Location	Hoth: Echo Med Lab	Japanese Hoth	Common2

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4430	69	Dark	Black		Location	Hoth: Ice Plains	Japanese Hoth	Common2
4431	70	Light	Black		Location	Hoth: Main Power Generators	Japanese Hoth	Uncommon2
4432	71	Dark	Black		Location	Hoth: North Ridge	Japanese Hoth	Common2
4433	72	Light	Black		Location	Hoth: North Ridge	Japanese Hoth	Common2
4434	73	Light	Black		Location	Hoth: Snow Trench	Japanese Hoth	Common2
4435	74	Dark	Black		Location	Hoth: Wampa Cave	Japanese Hoth	Rare2
4436	75	Light	Black		Interrupt	I Thought They Smelled Bad On The Outside	Japanese Hoth	Rare1
4437	76	Dark	Black		Effect	Ice Storm	Japanese Hoth	Uncommon1
4438	77	Light	Black		Effect	Ice Storm	Japanese Hoth	Uncommon1
4439	78	Dark	Black		Interrupt	I'd Just As Soon Kiss A Wookiee	Japanese Hoth	Common2
4440	79	Dark	Black		Effect	Image Of The Dark Lord	Japanese Hoth	Rare2
4441	80	Dark	Black		Effect	Imperial Domination	Japanese Hoth	Uncommon1
4442	81	Dark	Black		Character	Imperial Gunner	Japanese Hoth	Common2
4443	82	Dark	Black		Interrupt	Imperial Supply	Japanese Hoth	Common1
4444	83	Dark	Black		Weapon	Infantry Mine	Japanese Hoth	Common2
4445	84	Light	Black		Weapon	Infantry Mine	Japanese Hoth	Common2
4446	85	Light	Black		Interrupt	It Can Wait	Japanese Hoth	Common2
4447	86	Light	Black		Character	Jeroen Webb	Japanese Hoth	Uncommon1
4448	87	Light	Black		Character	K-3PO (Kay-Threepio)	Japanese Hoth	Rare1
4449	88	Dark	Black		Character	Lieutenant Cabbel	Japanese Hoth	Uncommon2
4450	89	Dark	Black		Interrupt	Lightsaber Deficiency	Japanese Hoth	Uncommon1
4451	90	Light	Black		Interrupt	Lucky Shot	Japanese Hoth	Uncommon1
4452	91	Light	Black		Character	Major Bren Derlin	Japanese Hoth	Rare2
4453	92	Light	Black		Weapon	Medium Repeating Blaster Cannon	Japanese Hoth	Common1
4454	93	Light	Black		Starship	Medium Transport	Japanese Hoth	Uncommon2
4455	94	Dark	Black		Effect	Meteor Impact?	Japanese Hoth	Rare1
4456	95	Dark	Black		Effect	Mournful Roar	Japanese Hoth	Rare1
4457	96	Light	Black		Interrupt	Nice Of You Guys To Drop By	Japanese Hoth	Common2
4458	97	Dark	Black		Interrupt	Oh, Switch Off	Japanese Hoth	Common2
4459	98	Light	Black		Interrupt	One More Pass	Japanese Hoth	Uncommon1
4460	99	Dark	Black		Location	Ord Mantell	Japanese Hoth	Common2
4461	100	Light	Black		Location	Ord Mantell	Japanese Hoth	Uncommon2
4462	101	Dark	Black		Interrupt	Our First Catch Of The Day	Japanese Hoth	Common2
4463	102	Light	Black		Interrupt	Perimeter Scan	Japanese Hoth	Common2
4464	103	Light	Black		Weapon	Planet Defender Ion Cannon	Japanese Hoth	Rare2
4465	104	Dark	Black		Device	Portable Fusion Generator	Japanese Hoth	Common2
4466	105	Light	Black		Weapon	Power Harpoon	Japanese Hoth	Uncommon1
4467	106	Dark	Black		Device	Probe Antennae	Japanese Hoth	Uncommon2
4468	107	Dark	Black		Character	Probe Droid	Japanese Hoth	Common2
4469	108	Dark	Black		Weapon	Probe Droid Laser	Japanese Hoth	Uncommon2
4470	109	Dark	Black		Interrupt	Probe Telemetry	Japanese Hoth	Common2
4471	110	Light	Black		Device	R2 Sensor Array	Japanese Hoth	Common2
4472	111	Light	Black		Character	R-3PO (Ar-Threepio)	Japanese Hoth	Rare2
4473	112	Light	Black		Character	R5-M2 (Arfive-Emmtoo)	Japanese Hoth	Common2
4474	113	Light	Black		Character	Rebel Scout	Japanese Hoth	Common1
4475	114	Dark	Black		Effect	Responsibility Of Command	Japanese Hoth	Rare1
4476	115	Light	Black		Vehicle	Rogue 1	Japanese Hoth	Rare1
4477	116	Light	Black		Vehicle	Rogue 2	Japanese Hoth	Rare2
4478	117	Light	Black		Vehicle	Rogue 3	Japanese Hoth	Rare1
4479	118	Light	Black		Character	Rogue Gunner	Japanese Hoth	Common2
4480	119	Light	Black		Character	Romas 'Lock' Navander	Japanese Hoth	Uncommon2
4481	120	Light	Black		Interrupt	Rug Hug	Japanese Hoth	Rare1
4482	121	Dark	Black		Interrupt	Scruffy-Looking Nerf Herder	Japanese Hoth	Rare2
4483	122	Dark	Black		Interrupt	Self-Destruct Mechanism	Japanese Hoth	Uncommon1
4484	123	Light	Black		Character	Shawn Valdez	Japanese Hoth	Uncommon1
4485	124	Dark	Black		Effect	Silence Is Golden	Japanese Hoth	Uncommon2
4486	125	Light	Black		Vehicle	Snowspeeder	Japanese Hoth	Uncommon2
4487	126	Dark	Black		Character	Snowtrooper	Japanese Hoth	Common3
4488	127	Dark	Black		Character	Snowtrooper Officer	Japanese Hoth	Common1
4489	128	Dark	Black		Starship	Stalker	Japanese Hoth	Rare1
4490	129	Dark	Black		Interrupt	Stop Motion	Japanese Hoth	Common2
4491	130	Light	Black		Weapon	Surface Defense Cannon	Japanese Hoth	Rare2
4492	131	Dark	Black		Interrupt	Tactical Support	Japanese Hoth	Rare2
4493	132	Light	Black		Character	Tamizander Rey	Japanese Hoth	Uncommon2
4494	133	Dark	Black		Epic Event	Target The Main Generator	Japanese Hoth	Rare2
4495	134	Light	Black		Vehicle	Tauntaun	Japanese Hoth	Common2
4496	135	Light	Black		Effect	Tauntaun Bones	Japanese Hoth	Uncommon1
4497	136	Light	Black		Character	Tauntaun Handler	Japanese Hoth	Common2
4498	137	Dark	Black		Interrupt	That's It, The Rebels Are There!	Japanese Hoth	Uncommon2
4499	138	Light	Black		Effect	The First Transport Is Away!	Japanese Hoth	Rare1
4500	139	Dark	Black		Effect	The Shield Doors Must Be Closed	Japanese Hoth	Uncommon1
4501	140	Dark	Black		Effect	This Is Just Wrong	Japanese Hoth	Rare1
4502	141	Light	Black		Character	Tigran Jamiro	Japanese Hoth	Uncommon1
4503	142	Dark	Black		Effect	Too Cold For Speeders	Japanese Hoth	Uncommon1
4504	143	Light	Black		Character	Toryn Farr	Japanese Hoth	Uncommon1
4505	144	Dark	Black		Interrupt	Trample	Japanese Hoth	Rare1
4506	145	Dark	Black		Interrupt	Turn It Off! Turn It Off!	Japanese Hoth	Common1
4507	146	Dark	Black		Starship	Tyrant	Japanese Hoth	Rare1
4508	147	Light	Black		Interrupt	Under Attack	Japanese Hoth	Uncommon1
4509	148	Dark	Black		Weapon	Vehicle Mine	Japanese Hoth	Common2
4510	149	Light	Black		Weapon	Vehicle Mine	Japanese Hoth	Common2
4511	150	Dark	Black		Interrupt	Walker Barrage	Japanese Hoth	Uncommon1
4512	151	Light	Black		Interrupt	Walker Sighting	Japanese Hoth	Uncommon2

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4513	152	Dark	Black		Interrupt	Wall Of Fire	Japanese Hoth	Uncommon1
4514	153	Dark	Black		Creature	Wampa	Japanese Hoth	Rare2
4515	154	Dark	Black		Effect	Weapon Malfunction	Japanese Hoth	Rare1
4516	155	Light	Black		Character	WED-1016 'Techie' Droid	Japanese Hoth	Common1
4517	156	Light	Black		Character	Wes Janson	Japanese Hoth	Rare2
4518	157	Light	Black		Interrupt	Who's Scruffy-Looking?	Japanese Hoth	Rare1
4519	158	Light	Black		Character	Wyron Serper	Japanese Hoth	Uncommon2
4520	159	Dark	Black		Interrupt	Yaggle Gakkle	Japanese Hoth	Rare2
4521	160	Light	Black		Interrupt	You Have Failed Me For The Last Time	Japanese Hoth	Rare1
4522	161	Light	Black		Interrupt	You Will Go To The Dagobah System	Japanese Hoth	Rare1
4523	162	Light	Black		Character	Zev Senesca	Japanese Hoth	Rare2
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Premium Subset								
4524	1	Dark	White		Location	Death Star: Docking Control Room 327	Japanese Premiere Intro. 2-Player	Premium
4525	2	Light	White		Location	Death Star: Level 6 Core Shaft Corridor	Japanese Premiere Intro. 2-Player	Premium
4526	3	Light	White		Character	Luke	Japanese Premiere Intro. 2-Player	Premium
4527	4	Light	White		Interrupt	Run Luke, Run!	Japanese Premiere Intro. 2-Player	Premium
4528	5	Dark	White		Character	Vader	Japanese Premiere Intro. 2-Player	Premium
4529	6	Dark	White		Interrupt	Vader's Obsession	Japanese Premiere Intro. 2-Player	Premium
White Border © 1997 Subset								
4530	7	Light	White		Weapon	Blaster	Japanese Premiere Intro. 2-Player	Common2
4531	8	Dark	White		Weapon	Blaster Rifle	Japanese Premiere Intro. 2-Player	Common1
4532	9	Light	White		Weapon	Blaster Rifle	Japanese Premiere Intro. 2-Player	Common1
4533	10	Dark	White		Interrupt	Collateral Damage	Japanese Premiere Intro. 2-Player	Common2
4534	11	Dark	White		Device	Comlink	Japanese Premiere Intro. 2-Player	Common1
4535	12	Dark	White		Interrupt	Counter Assault	Japanese Premiere Intro. 2-Player	Common1
4536	13	Light	White		Character	CZ-3 (Seezee-Three)	Japanese Premiere Intro. 2-Player	Common1
4537	14	Dark	White		Character	Death Star Trooper	Japanese Premiere Intro. 2-Player	Common2
4538	15	Dark	White		Location	Death Star: Detention Block Corridor	Japanese Premiere Intro. 2-Player	Common1
4539	16	Dark	White		Location	Death Star: Docking Bay 327	Japanese Premiere Intro. 2-Player	Common2
4540	17	Light	White		Location	Death Star: Docking Bay 327	Japanese Premiere Intro. 2-Player	Common2
4541	18	Light	White		Interrupt	Don't Underestimate Our Chances	Japanese Premiere Intro. 2-Player	Common1
4542	19	Light	White		Device	Electrobinoculars	Japanese Premiere Intro. 2-Player	Common2
4543	20	Light	White		Interrupt	Friendly Fire	Japanese Premiere Intro. 2-Player	Common2
4544	21	Dark	White		Weapon	Gaderffii Stick	Japanese Premiere Intro. 2-Player	Common2
4545	22	Light	White		Interrupt	Han's Dice	Japanese Premiere Intro. 2-Player	Common2
4546	23	Light	White		Interrupt	I've Got A Bad Feeling About This	Japanese Premiere Intro. 2-Player	Common2
4547	24	Dark	White		Interrupt	Imperial Barrier	Japanese Premiere Intro. 2-Player	Common2
4548	25	Dark	White		Weapon	Imperial Blaster	Japanese Premiere Intro. 2-Player	Common2
4549	26	Dark	White		Interrupt	Imperial Reinforcements	Japanese Premiere Intro. 2-Player	Common1
4550	27	Dark	White		Character	Imperial Trooper Guard	Japanese Premiere Intro. 2-Player	Common2
4551	28	Light	White		Interrupt	It Could Be Worse	Japanese Premiere Intro. 2-Player	Common2
4552	29	Dark	White		Interrupt	It's Worse	Japanese Premiere Intro. 2-Player	Common2
4553	30	Dark	White		Character	Jawa	Japanese Premiere Intro. 2-Player	Common2
4554	31	Light	White		Character	Jawa	Japanese Premiere Intro. 2-Player	Common2
4555	32	Dark	White		Effect	Ket Maliss	Japanese Premiere Intro. 2-Player	Common2
4556	33	Dark	White		Interrupt	Kintan Strider	Japanese Premiere Intro. 2-Player	Common1
4557	34	Light	White		Character	LIN-V8K (Elleyein-Veeatekay)	Japanese Premiere Intro. 2-Player	Common1
4558	35	Dark	White		Character	LIN-V8M (Elleyein-Veeateemm)	Japanese Premiere Intro. 2-Player	Common1
4559	36	Dark	White		Effect	Macroscan	Japanese Premiere Intro. 2-Player	Common2
4560	37	Light	White		Interrupt	Narrow Escape	Japanese Premiere Intro. 2-Player	Common2
4561	38	Light	White		Interrupt	Old Ben	Japanese Premiere Intro. 2-Player	Common2
4562	39	Dark	White		Interrupt	Ommni Box	Japanese Premiere Intro. 2-Player	Common2
4563	40	Light	White		Interrupt	Rebel Barrier	Japanese Premiere Intro. 2-Player	Common2
4564	41	Light	White		Character	Rebel Guard	Japanese Premiere Intro. 2-Player	Common2
4565	42	Light	White		Interrupt	Rebel Reinforcements	Japanese Premiere Intro. 2-Player	Common1
4566	43	Light	White		Character	Rebel Trooper	Japanese Premiere Intro. 2-Player	Common3
4567	44	Light	White		Effect	Sai'torr Kal Fas	Japanese Premiere Intro. 2-Player	Common2
4568	45	Dark	White		Interrupt	Scanning Crew	Japanese Premiere Intro. 2-Player	Common2
4569	46	Dark	White		Interrupt	Set For Stun	Japanese Premiere Intro. 2-Player	Common2
4570	47	Light	White		Character	Shistavanen Wolfman	Japanese Premiere Intro. 2-Player	Common2
4571	48	Dark	White		Character	Stormtrooper	Japanese Premiere Intro. 2-Player	Common3
4572	49	Dark	White		Device	Stormtrooper Utility Belt	Japanese Premiere Intro. 2-Player	Common2
4573	50	Light	White		Interrupt	Surprise Assault	Japanese Premiere Intro. 2-Player	Common1
4574	51	Dark	White		Interrupt	Takeel	Japanese Premiere Intro. 2-Player	Common2
4575	52	Light	White		Character	Talz	Japanese Premiere Intro. 2-Player	Common2
4576	53	Light	White		Device	Tatooine Utility Belt	Japanese Premiere Intro. 2-Player	Common2
4577	54	Dark	White		Location	Tatooine: Docking Bay 94	Japanese Premiere Intro. 2-Player	Common2
4578	55	Light	White		Location	Tatooine: Docking Bay 94	Japanese Premiere Intro. 2-Player	Common2
4579	56	Light	White		Location	Tatooine: Dune Sea	Japanese Premiere Intro. 2-Player	Common1
4580	57	Dark	White		Location	Tatooine: Jawa Camp	Japanese Premiere Intro. 2-Player	Common1
4581	58	Light	White		Location	Tatooine: Jawa Camp	Japanese Premiere Intro. 2-Player	Common1
4582	59	Dark	White		Location	Tatooine: Jundland Wastes	Japanese Premiere Intro. 2-Player	Common1
4583	60	Dark	White		Location	Tatooine: Mos Eisley	Japanese Premiere Intro. 2-Player	Common1
4584	61	Light	White		Location	Tatooine: Lars' Moisture Farm	Japanese Premiere Intro. 2-Player	Common1
4585	62	Light	White		Interrupt	The Bith Shuffle	Japanese Premiere Intro. 2-Player	Common2
4586	63	Dark	White		Weapon	Timer Mine	Japanese Premiere Intro. 2-Player	Common2
4587	64	Light	White		Weapon	Timer Mine	Japanese Premiere Intro. 2-Player	Common2
4588	65	Dark	White		Character	Tusken Raider	Japanese Premiere Intro. 2-Player	Common2
4589	66	Dark	White		Interrupt	Tusken Scavengers	Japanese Premiere Intro. 2-Player	Common2
4590	67	Light	White		Interrupt	We're Doomed	Japanese Premiere Intro. 2-Player	Common2
4591	68	Dark	White		Interrupt	You Overestimate Their Chances	Japanese Premiere Intro. 2-Player	Common1

Index	Set Count	Side	Border	Foil	Card Type	Card Title	Set Name (Set Found In)	Rarity
Empire Strikes Back Introductory 2-Player (Japanese) - 1998 - 61 Cards								
Premium Subset								
4592	1	Light	White		Character	Chewie	Japanese ESB Intro. 2-Player	Premium
4593	2	Dark	White		Location	Hoth: Mountains	Japanese ESB Intro. 2-Player	Premium
4594	3	Dark	White		Vehicle	Imperial Walker	Japanese ESB Intro. 2-Player	Premium
4595	4	Light	White		Character	Leia	Japanese ESB Intro. 2-Player	Premium
4596	5	Light	White		Interrupt	Lone Rogue	Japanese ESB Intro. 2-Player	Premium
4597	6	Light	White		Vehicle	Rebel Snowspeeder	Japanese ESB Intro. 2-Player	Premium
4598	7	Dark	White		Character	Veers	Japanese ESB Intro. 2-Player	Premium
4599	8	Dark	White		Interrupt	Walker Garrison	Japanese ESB Intro. 2-Player	Premium
White Border © 1998 Subset								
4600	9	Dark	White		Character	AT-AT Driver	Japanese ESB Intro. 2-Player	Common2
4601	10	Light	White		Weapon	Blaster	Japanese ESB Intro. 2-Player	Common2
4602	11	Dark	White		Weapon	Blaster Rifle	Japanese ESB Intro. 2-Player	Common1
4603	12	Dark	White		Interrupt	Cold Feet	Japanese ESB Intro. 2-Player	Common2
4604	13	Light	White		Character	Commander Evram Lajaie	Japanese ESB Intro. 2-Player	Common1
4605	14	Light	White		Character	Corellian	Japanese ESB Intro. 2-Player	Common2
4606	15	Dark	White		Interrupt	Counter Assault	Japanese ESB Intro. 2-Player	Common1
4607	16	Light	White		Character	Echo Base Trooper	Japanese ESB Intro. 2-Player	Common3
4608	17	Light	White		Character	Echo Base Trooper Officer	Japanese ESB Intro. 2-Player	Common1
4609	18	Light	White		Interrupt	Fall Back!	Japanese ESB Intro. 2-Player	Common2
4610	19	Light	White		Character	FX-7 (Effex-Seven)	Japanese ESB Intro. 2-Player	Common2
4611	20	Dark	White		Character	FX-10 (Effex-Ten)	Japanese ESB Intro. 2-Player	Common2
4612	21	Dark	White		Interrupt	He Hasn't Come Back Yet	Japanese ESB Intro. 2-Player	Common2
4613	22	Light	White		Device	Hoth Survival Gear	Japanese ESB Intro. 2-Player	Common2
4614	23	Dark	White		Location	Hoth: Defensive Perimeter	Japanese ESB Intro. 2-Player	Common2
4615	24	Light	White		Location	Hoth: Defensive Perimeter	Japanese ESB Intro. 2-Player	Common2
4616	25	Light	White		Location	Hoth: Echo Corridor	Japanese ESB Intro. 2-Player	Common2
4617	26	Dark	White		Location	Hoth: Echo Docking Bay	Japanese ESB Intro. 2-Player	Common2
4618	27	Light	White		Location	Hoth: Echo Docking Bay	Japanese ESB Intro. 2-Player	Common2
4619	28	Light	White		Location	Hoth: Echo Med Lab	Japanese ESB Intro. 2-Player	Common2
4620	29	Dark	White		Location	Hoth: Ice Plains	Japanese ESB Intro. 2-Player	Common2
4621	30	Dark	White		Location	Hoth: North Ridge	Japanese ESB Intro. 2-Player	Common2
4622	31	Light	White		Location	Hoth: Snow Trench	Japanese ESB Intro. 2-Player	Common2
4623	32	Light	White		Interrupt	Houjix	Japanese ESB Intro. 2-Player	Common2
4624	33	Dark	White		Interrupt	I'd Just As Soon Kiss A Wookiee	Japanese ESB Intro. 2-Player	Common2
4625	34	Dark	White		Weapon	Imperial Blaster	Japanese ESB Intro. 2-Player	Common2
4626	35	Dark	White		Character	Imperial Commander	Japanese ESB Intro. 2-Player	Common2
4627	36	Dark	White		Character	Imperial Squad Leader	Japanese ESB Intro. 2-Player	Common3
4628	37	Dark	White		Character	Imperial Trooper Guard	Japanese ESB Intro. 2-Player	Common2
4629	38	Dark	White		Weapon	Infantry Mine	Japanese ESB Intro. 2-Player	Common2
4630	39	Light	White		Weapon	Infantry Mine	Japanese ESB Intro. 2-Player	Common2
4631	40	Light	White		Interrupt	It Can Wait	Japanese ESB Intro. 2-Player	Common2
4632	41	Light	White		Interrupt	It Could Be Worse	Japanese ESB Intro. 2-Player	Common2
4633	42	Dark	White		Effect	Ket Maliss	Japanese ESB Intro. 2-Player	Common2
4634	43	Light	White		Character	LIN-V8K (Elleyein-Veeatekay)	Japanese ESB Intro. 2-Player	Common1
4635	44	Dark	White		Character	LIN-V8M (Elleyein-Veeateemm)	Japanese ESB Intro. 2-Player	Common1
4636	45	Dark	White		Character	Lt. Pol Treidum	Japanese ESB Intro. 2-Player	Common1
4637	46	Light	White		Interrupt	Nice Of You Guys to Drop By	Japanese ESB Intro. 2-Player	Common2
4638	47	Dark	White		Character	Officer Evax	Japanese ESB Intro. 2-Player	Common1
4639	48	Light	White		Character	Rebel Commander	Japanese ESB Intro. 2-Player	Common2
4640	49	Light	White		Character	Rebel Guard	Japanese ESB Intro. 2-Player	Common2
4641	50	Light	White		Character	Rebel Scout	Japanese ESB Intro. 2-Player	Common1
4642	51	Dark	White		Device	Restraining Bolt	Japanese ESB Intro. 2-Player	Common2
4643	52	Light	White		Device	Restraining Bolt	Japanese ESB Intro. 2-Player	Common2
4644	53	Light	White		Effect	Sai'torr Kal Fas	Japanese ESB Intro. 2-Player	Common2
4645	54	Dark	White		Character	Snowtrooper	Japanese ESB Intro. 2-Player	Common3
4646	55	Dark	White		Character	Snowtrooper Officer	Japanese ESB Intro. 2-Player	Common1
4647	56	Dark	White		Interrupt	Stunning Leader	Japanese ESB Intro. 2-Player	Common2
4648	57	Light	White		Interrupt	Surprise Assault	Japanese ESB Intro. 2-Player	Common1
4649	58	Light	White		Vehicle	Tauntaun	Japanese ESB Intro. 2-Player	Common2
4650	59	Light	White		Character	Tauntaun Handler	Japanese ESB Intro. 2-Player	Common2
4651	60	Dark	White		Weapon	Timer Mine	Japanese ESB Intro. 2-Player	Common2
4652	61	Light	White		Weapon	Timer Mine	Japanese ESB Intro. 2-Player	Common2
Misprints / Reprints - 13 Cards								
4653	1	Light	Black		Effect	Asteroid Sanctuary (Corrected Text Mail-in)	Dagobah	Misprint / Reprint
4654	2	Dark	Black		Vehicle	Bespin Motors Void Spider THX 1138	Japanese A New Hope	Misprint / Reprint
4655	3	Light	Black		Starship	Corellian Corvette	Japanese Premiere	Misprint / Reprint
4656	4	Light	Black		Interrupt	Dodge	Cloud City	Misprint / Reprint
4657	5	Light	White		Device	Electrobinoculars (Game Text Variation)	Premiere Intro. 2-Player	Misprint / Reprint
4658	6	Dark	Black		Location	Eriadu (Game Text Variation)	Jedi Pack	Misprint / Reprint
4659	7	Dark	Black		Weapon	E-web Blaster	Japanese Hoth	Misprint / Reprint
4660	8	Light	Black		Starship	Lando In Millennium Falcon	Enhanced Cloud City	Misprint / Reprint
4661	9	Light	Black		Character	R-3PO (Ar-Threepio) (Corrected Image Mail-in)	Hoth	Misprint / Reprint
4662	10	Dark	Black		Character	Snowtrooper	Japanese Hoth	Misprint / Reprint
4663	11	Light	White		Location	Tatooine: Lars Moisture Farm (Game Text Variation)	Premiere Intro. 2-Player	Misprint / Reprint
4664	12	Dark	Black		Interrupt	Turn It Off! Turn It Off!	Hoth	Misprint / Reprint
4665	13	Light	Black		Character	Yoda	Dagobah	Misprint / Reprint

NOTABLE PRODUCTION ERRORS

Not counted in card count due to unplayable nature or lack of content variation
Decipher® era 1995-2001

Blank Cards

Starting with the Hoth expansion set, rare print sheets for various expansion sets would sometimes have a blank spot that was either left white or printed solid black with either a light or dark side back. These cards were usually removed after the cutting process during production, but occasionally they found their way into packs by mistake. As such 6 known variations exist. For obvious reasons, these were unplayable.

1. *White front, light side back*
2. *Dark front, light side back*
3. *White front, dark side back*
4. *Dark front, dark side back*
5. *Dark front, foil edging, dark side back*
6. *Dark front, foil edging, with small blue galaxy like mark, light side back*

Print Run Issues



Premiere Blue

During the Premiere limited-printing, the yellow ink on some of the sheets had dried up, causing some of the cards to appear more blue than normal. The card's content is unchanged, the tint of the color just varies.

Death Star II Embossments

During the Death Star II production, some common / uncommon sheets with roller marks made it into packs. These are physical deformities to the card stock itself.

Miscuts

Varying degrees of improper alignment are seen throughout Decipher's production of SWCCG. In some extreme cases this resulted in parts of multiple cards making it on "one card". Lesser degrees simply resulted in uneven border widths.



Hoth Test Run

A test-run was ordered by Decipher® for a Hoth printing, during which the 27 Light side rares somehow ended up being printed with Dark side backs. Although never released to the public, a limited number of individual cards and complete uncut sheets have found their way into the secondary market via former employees.





IRREGULARLY SIZED CARDS

Promotional cards available in magazines, in the Decipher store, and as box toppers

Oversized

7 Cards

Aurra Sing (AI)

(5" x 7" version of same card from Tatooine. Decipher Store Giveaway for customers who spent over $20)

Mara Jade, The Emperor's Hand

(5" x 7" version of same card from Enhanced Jabba's Palace. Decipher Store Giveaway for customers who spent over $20)

Mara Jade & Corran Horn & Talon Karrde

(5" x 7" card, not available as a standard sized card. Decipher Store Giveaway for customers who spent over $20)

Princess Leia Organa

(3.5" x 5" version of same card from Jabba's Palace. Distributed as a promotion in Inquest magazine #42 October 1998, smaller than other oversized cards)

Boba Fett

(3.5" x 5.5" promotional sticker of same card from Cloud City. Distributed as a promotion in Scrye magazine 5.2 June 1998)

Mind What You Have Learned / Save You It Can

(5" x 7" version of same card from Special Edition. Reflections box topper)

Hunt Down And Destroy The Jedi / Their Fire Has Gone Out Of The Universe

(5" x 7" version of same card from Special Edition. Reflections box topper)



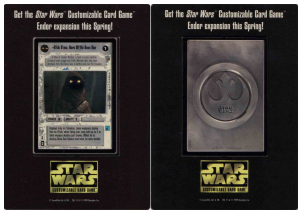
Regular Card for size comparison

Undersized

1 Card (Non-Playable)

R'kik D'nec, Hero Of The Dune Sea

(1.375" x 2" version of same card from Jabba's Palace. R'kik D'nec, Hero Of The Dune Sea was set in a standard-sized card and perforated to allow it to be punched out. Distributed as a promotion for the Endor expansion, in Inquest magazine #49 - May 1999)



EXECUTIVE GIFT SET

Limited Edition / Black Border

Released: 2001

Information



Only about 250 of these gift sets were produced to be used as gifts for executives within Lucasfilm and Decipher. They were never released to the public for purchase and only found their way into the secondary market following Decipher losing the Star Wars license as most never ended up being given away as a result. The gift set is a boxed set containing (almost) 2 complete sets of Limited Premiere in a white box with a black top featuring the SWCCG logo and "Decipher – The Art of Great Games" embossed in gold. No new or unique cards or items were part of the set.

Contents

A complete "cut set" of Limited Edition Premiere
(in the reverse order that they appear on the sheets)

1 Rulebook (from the Unlimited Starter Decks)

Mains



Additional Information

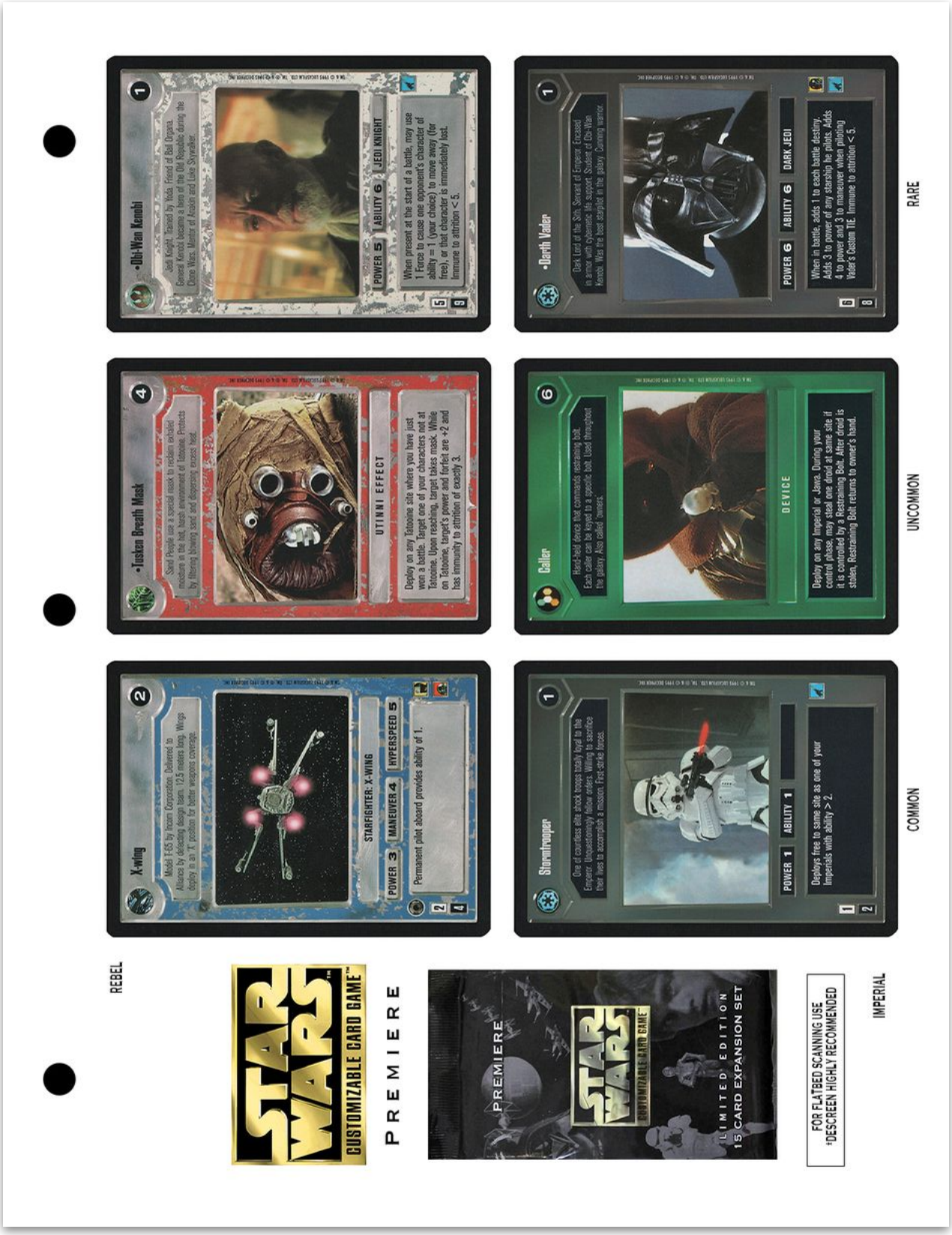
Since the Executive Gift Set contains the cards cut from one print sheet each of Rare, Uncommon, and Common of both sides, this results in the C1's being the shortfall to the box containing at least two complete Premiere sets. These C1 cards are the only ones in the Premiere set to appear only one time on their respective print sheet.

Print Sheets

Rare	12 Tall x 13 Wide (156 Cards) 30 R1's (2x per sheet) 24 R2's (4x per sheet)
Uncommon	12 Tall x 13 Wide (156 Cards) 30 U1's (2x per sheet) 24 U2's (4x per sheet)
Common	11 Tall x 9 Wide (99 Cards) 10 C1's (1x per sheet) 43 C2's (2x per sheet) 2 C3's (3x per sheet, Stormtrooper and Rebel Trooper)

SALES SHEETS

These were promotional flyers that were sent to retailers as a preview of the newest expansion to get them to order the product. It is often how the stores knew certain facts about the sets prior to Decipher releasing them publicly. The sheets are a standard printer-page size.



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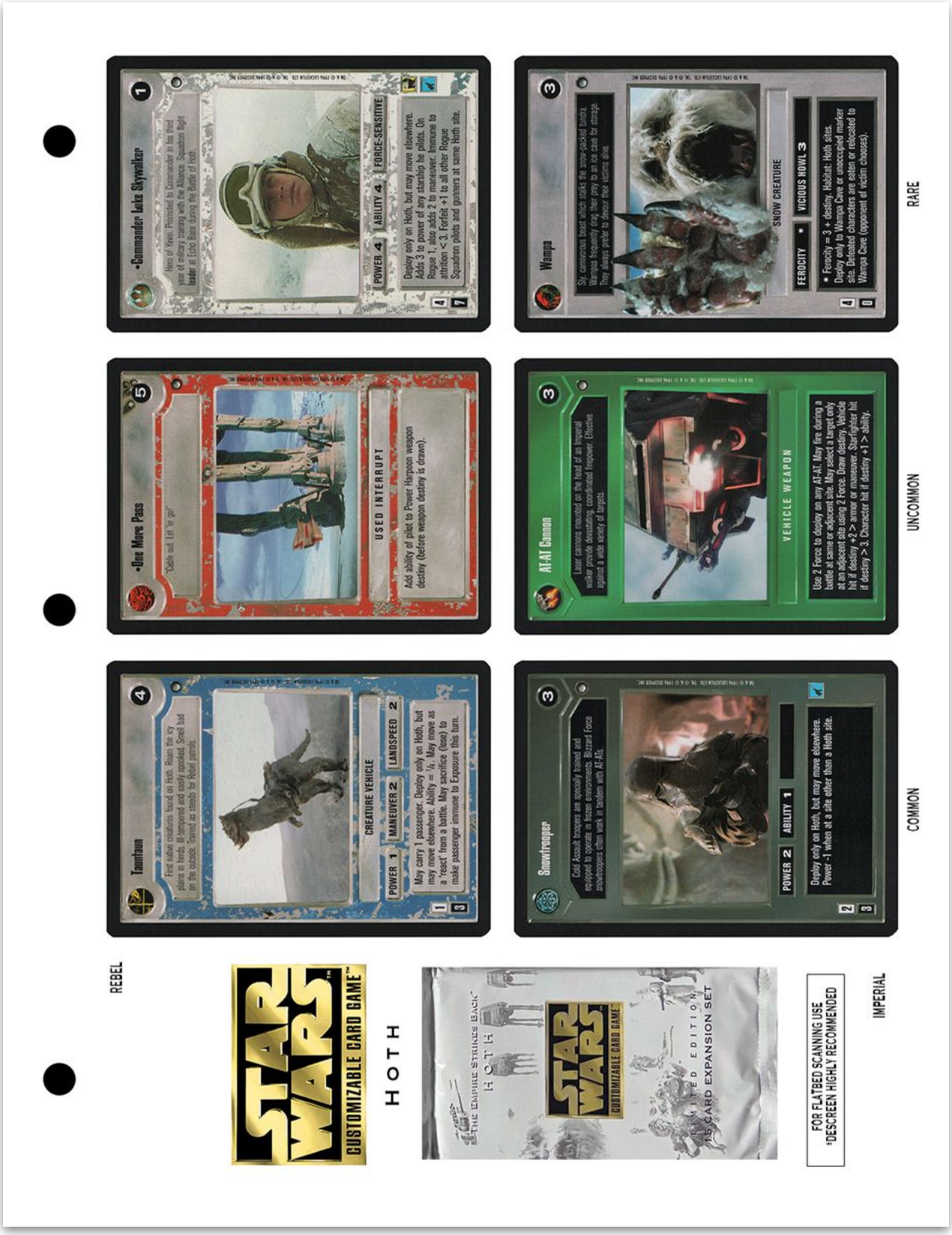

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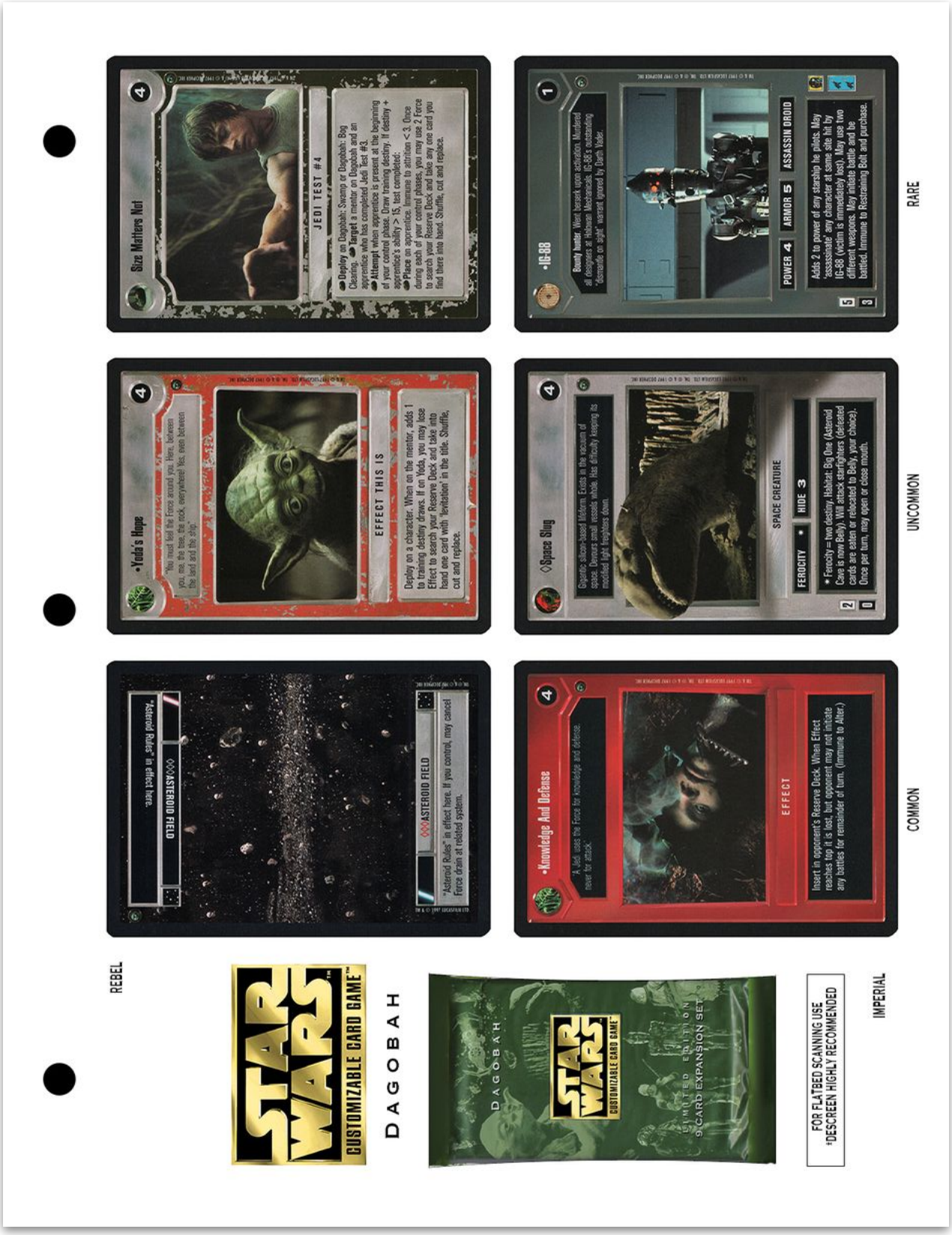

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DAGOBAH

Yoda, *Executor*, Asteroids, Bounty Hunters, and more...

The Dagobah Expansion for the *Star Wars*™ Customizable Card Game™ introduces new cards, new concepts and new game conventions that will make this a must-have addition to every player's collection. In addition to Yoda, the set contains the Empire's Super Star Destroyer, *Executor*, Jedi Training cards, Space Slugs, Asteroids and TIE Bombers. And at long last -the Bounty Hunters and their ships.

But that's not all. This expansion also introduces a new card distribution. The set of 180 cards will include 80 rares, 50 uncommons, 50 commons and will be packed in 9 card packs each containing 1 rare, 3 uncommons, and 5 commons. Each display will contain 60 expansion packs.



DAGOBAH

Great content. More cards in the set, and more of them rare. Lower cost card packs and lower cost per rare. Be prepared to meet player demand for the awesome Dagobah Expansion Set.

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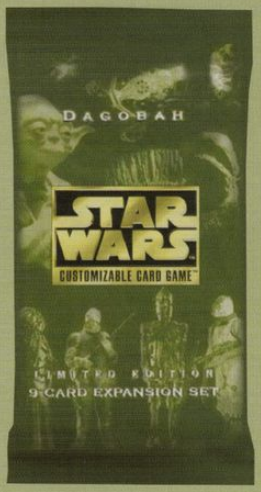
Star Wars™
Customizable Card Game™
Dagobah Expansion Set
Limited Edition (black bordered)
180-card set
projected shipping date
March 1997



DAGOBAH
Expansion Set

Product No. 214
Unit Price 1.25
Case Price 450.00
6 displays of 60 pieces in each case

UPC:
0 45748-10214-2
0 45748-10215-9 (display)
ISBN:
1-884927-76-9
1-884927-77-7 (display)

The suggested retail is $2.50 per pack

DECIPHER®
P.O. Box 56,
Norfolk, VA 23501
TEL (757) 623-3600
FAX (757) 623-3630
WWW www.decipher.com
EMAIL fayeh@decipher.com
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SALES SHEETS

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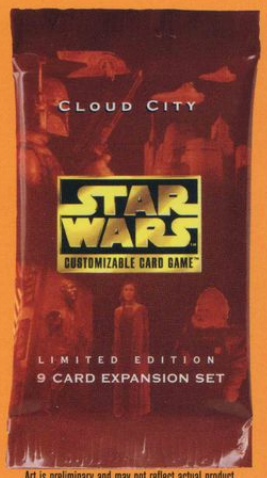
CLOUD CITY

Bounty hunting, lightsaber combat, carbon-freezing, and the battle for a city's soul...



Art is preliminary and may not reflect actual product.

Star Wars™
Customizable Card Game™
Cloud City Expansion Set
Limited Edition (black bordered)
180 card set
projected shipping date
Fall 1997



Art is preliminary and may not reflect actual product.

What comes after *Star Wars*™ Customizable Card Game's™ scorching Dagobah expansion? The answer is Cloud City, which breaks in fall '97 with a taut, suspense-generating 180-card expansion.

Decipher's product development group intends to take players to the skies. Cloud City's play conventions bring new drama to this great game. Players are empowered to put a "price" on an enemy's head. Then they'll sit back and watch as their bounty hunters collect. The Empire's prisoners pray for rescue before a layer of carbonite freeze-dries them. The dark side has set a trap for young Skywalker, using Han as bait. Lando Calrissian's dilemma — aid his old friend, or obey the Dark Lord? Every choice is critical, and no choice is easy, in the all-out battle for Cloud City.

**There is drama in the Cloud City cards.
Watch it spill on to the game table.**

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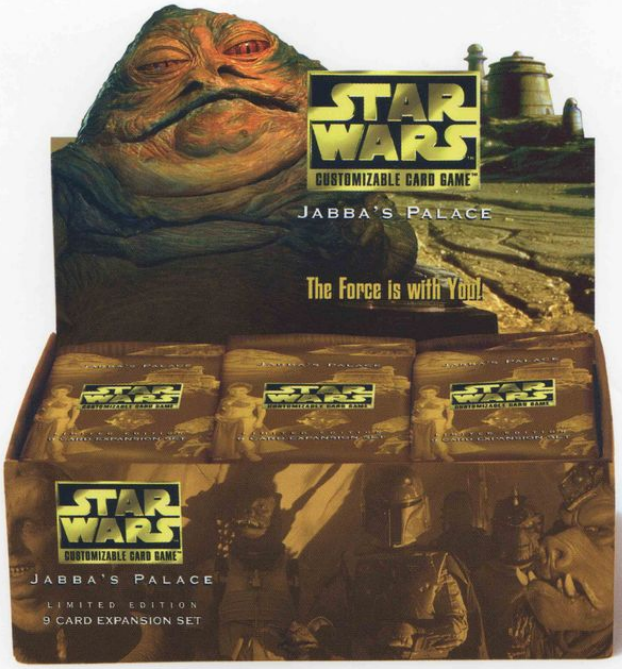
JABBA'S PALACE

Just when you thought it was safe to return to Tatooine...



Loaded with a host of new gameplay elements like Jabba's Sail Barge, the Rancor, the Sarlacc Pit, Bib Fortuna, and a host of aliens, *Star Wars*™ Customizable Card Game™ players will soon be ushered into a whole new domain of excitement and danger. Jabba the Hutt is seemingly unaffected by the awesome power of the Force. Rebels will be able to disguise themselves and try to sneak into Jabba's stronghold, but the villains are not easily fooled (with the possible exception of the Gamorrean Guards).

The 180-card Jabba's Palace set is the first of Decipher's card sets to be based on *Return of the Jedi* . Continuing its successful merchandising of the recent Dagobah and Cloud City editions, Jabba's Palace expansion packs will contain 9 cards each (1 rare, 3 uncommon and 5 common).

Out past the Dune Sea, there lies a place of corruption and excess, unmatched in the galaxy. Welcome to Jabba's Palace.

*Art is preliminary and may not reflect actual product.

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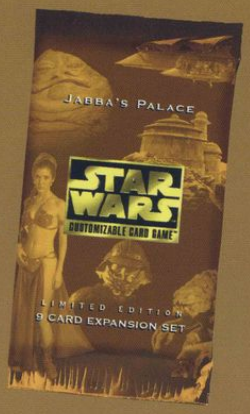
Star Wars™ Customizable Card Game™
Jabba's Palace Expansion Set

Limited Edition (black bordered)
180 card set
projected shipping date:
Spring 1998



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Display Product No. 221
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SALES SHEETS

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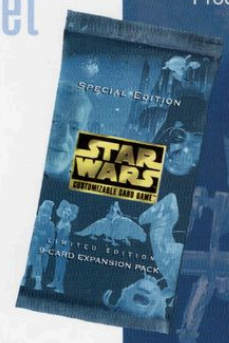
STAR WARS™ CUSTOMIZABLE CARD GAME™

SPECIAL EDITION

Limited Edition Expansion Set





A New Beginning...

We all felt the excitement as the new scenes were shown…the dewbacks, swoops, new starship footage, the confrontation between Jabba the Hutt and Han…this set is based on the new footage from the *Star Wars Trilogy Special Edition* release last year.

Special Edition is the largest set since the original *Star Wars* CCG Premiere release in 1995 and the only set to encompass all three *Star Wars* films! Look for new creatures, vehicles, planets, new versions of some of the key main characters, cards made to enhance our other expansions and very cool new gameplay!

A significant component of this set is the introduction of new Starter Decks – Light Side & Dark Side. These Starter Decks are very substantial – each contains 22 unique cards found only in Starters, plus a *new* rule booklet and glossary covering every expansion. *Special Edition* is a great new starting point for beginners and a *must-have* for all existing players.

- 324-card set. (This is big – there were only 180 cards in *Dagobah*™, Cloud City and Jabba's Palace!)
- New versions of main characters.
- Light Side and Dark Side Starter Decks (22 unique cards in each).
- Large Format, Version 2.0 Rules in each Starter Deck covering every expansion.
- Large Format, 144-page Glossary in each Starter Deck. (This covers most all questions!)
- Unique new card type – not yet announced!
- 30-pack Booster displays. (More box sales and quicker sell-through!)
- Great new starting point!

SPECIAL EDITION

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Star Wars™
Customizable Card Game™
Special Edition
Limited Edition Expanions Set

Product No. 236 (Boosters)
Product No. 239 (Starters)

BOOSTERS:
SRP: $2.50 per Booster
30 9-card packs per Booster display.
12 displays per case.
UPC:
0-45748-10236 4 (Booster Pack)
0-45748-10237 1 (Booster Display)
ISBN:
1-884927-92-0 (Booster Pack)
1-884927-93-9 (Booster Display)

STARTERS:
SRP: $12.50 per Starter
12 60-card decks, (6 Light & 6 Dark) per display. 12 displays per case.
UPC:
0-45748-10232 6 (Light Starter)
0-45748-10234 0 (Dark Starter)
0-45748-10239 5 (Starter Display)
ISBN:
1-884927-88-2 (Light Starter)
1-884927-90-4 (Dark Starter)
1-884927-95-5 (Starter Display)

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SALES SHEETS *continued*

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STAR WARS™ CUSTOMIZABLE CARD GAME™

ENDOR



The Classic Game Continues!

The **Endor Limited Edition Expansion Set** will be a stand-alone expansion, as well as a compatible expansion to other Classic *Star Wars* CCG products. (This means you can play a game with cards only from **Endor**, or you can play a game combined with cards from the other Classic expansions.)

Look for characters and scenes from *Return of the Jedi*™, featuring the struggle to destroy the Empire's base on the forest moon of **Endor**. The set will include new versions of several main characters, Imperial biker scouts, speeder bikes, the Rebel strike team and, of course, Ewoks along with their ingenious primitive devices.

Look for a very rare parallel subset of 18 of the coolest **Endor** cards in a stunning *diffraction* foil version. Randomly inserted in packs, these cards will be presented at various rarity levels – making some of them the rarest and most collectible *Star Wars* cards Decipher has produced to date. The Classic *Star Wars* CCG continues with **Endor** in a very big way!

- All-new 180-card set (black-bordered limited edition cards).
- Stand-alone expansion that's fully compatible with all other Classic *Star Wars* CCG products (not compatible with Episode I games).
- Exceptionally rare foil cards!
- New versions of main characters!
- Exciting new gameplay!
- Rules supplement in every display box.

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Star Wars™
Customizable Card Game™
ENDOR
Limited Edition Expansion Set
Product No. 240

SRP: $2.50 per Booster Pack
180 cards
9-card packs
30-pack display
12 displays per case

UPC:
0 45748-10240 1 (Booster Pack)
0 45748-10241 8 (Booster Display)
ISBN:
1-884927-96-3 (Booster Pack)
1-884927-97-1 (Booster Display)

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STAR WARS™ CUSTOMIZABLE CARD GAME™

DEATH STAR II



"NOW WITNESS THE FIREPOWER OF THIS FULLY ARMED AND OPERATIONAL BATTLE STATION."

-Emperor Palpatine

The Death Star II Limited Edition Expansion Set will soon take the *Star Wars* CCG to exciting new heights. This packed set introduces highly anticipated new game elements, the Emperor, Luke Skywalker as a Jedi Knight and much, much more!

This set will contain 182 all-new cards, including two ultra-rare cards. In addition to being available in 11-card packs, **Death Star II** will also introduce preconstructed Starter Decks (1 Light Side and 1 Dark Side), each featuring an exclusive rare card and providing an easy entry point into the game.

Deploy your fleet using the new Admiral's Order cards, round out your Rebel strike team, build the Death Star, face the final Jedi Test and re-create the climactic confrontation between Luke and his father as the battle rages both in space, around the second Death Star and on the surface of Endor!

- 182 all-new, black-bordered, limited edition cards.
- Two ultra-rare cards: Emperor Palpatine and Luke Skywalker, Jedi Knight
- Two preconstructed Starter Decks, each featuring an exclusive rare card
- Exciting new gameplay!

There's much, much more to come for the *Star Wars* Customizable Card Game!

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Star Wars™
Customizable Card Game™
DEATH STAR II
Limited Edition Expansion Set

Product No. 243 (Starter)
Product No. 244 (Booster)

Preconstructed Starter Decks
MSRP: $10.95 ea.
60-card decks
12-deck displays (6 Light Side & 6 Dark Side)
6 displays per case

Booster Packs
MSRP. $3.29 ea.
11-card packs
36-pack display
12 displays per case

UPC: 0-45748-10244-9(Booster Pack)
UPC: 0-45748-10245-6(Booster Display)
UPC: 0-45748-10246-3(Light Side Starter)
UPC: 0-45748-10247-0(Dark Side Starter)
UPC: 0-45748-10243-2(Starter Display)

ISBN 1-884927-98-x (Booster Pack)
ISBN 1-884927-99-8(Booster Display)
ISBN: 1-58236-246-7(Light Side Starter)
ISBN 1-58236-247-5(Dark Side Starter)
ISBN: 1-58236-243-2(Starter Display)

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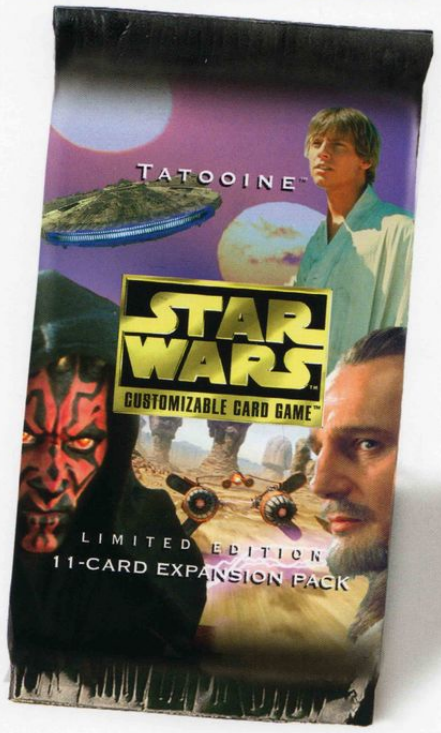
STAR WARS™ CUSTOMIZABLE CARD GAME™

TATOOINE™



TATOOINE INTEGRATES THE ORIGINAL TRILOGY AND PREQUEL WITH INCREDIBLE GAMEPLAY...

Since the day the *Star Wars* Customizable Card Game was introduced, it has been a tremendous success! Expansion by expansion, this game presented the entire original *Star Wars* trilogy to the CCG world. The **Tatooine Limited Edition Expansion** takes the next step in the evolution of gameplay!

Approximately one third of this 90-card expansion is from the original trilogy and the majority of **Tatooine** is based on *Star Wars*: Episode I *The Phantom Menace*™. It incorporates many of the exciting elements from the Episode I installment of the *Star Wars* saga – Darth Maul, Aurra Sing, Qui-Gon Jinn, Sebulba, Podracing (a new twist for potentially all existing deck types), the Darth Maul/Qui-Gon Jinn confrontation, the battle for victory at the Podrace Arena and more... The classic cards for this set add key elements to existing strategies and bring back some previously popular game strategies. Gamers and collectors will want all of these cards!

- An exciting integration of the original *Star Wars* trilogy and Episode I
- All-new 90-card expansion (approximately 60 Episode I and 30 Classic cards)
- Exciting new gameplay!
- Compatible with the Classic *Star Wars* CCG (Not compatible with Young Jedi™).
- 11-card Boosters, 30 Boosters per display, 12 displays per case.

There's much, much more to come for the *Star Wars* Customizable Card Game!

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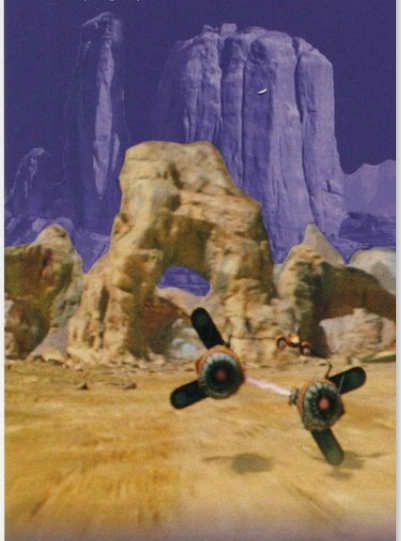
Star Wars™
Customizable Card Game™

TATOOINE
Limited Edition Expansion Set

Product No. 440

MSRP: $3.29 Pack

11-card packs
30-pack displays
12 displays per case



UPC: 0 45748-10440-5 Pack
0 45748-10441-2 Display

ISBN: 1-58236-440-0 Pack
1-58236-441-9 Display

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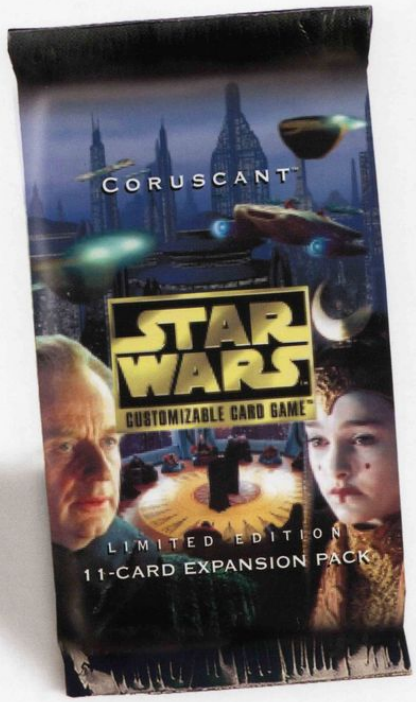
STAR WARS™ CUSTOMIZABLE CARD GAME™

THE MOST SIGNIFICANT EXPANSION YET!



CORUSCANT™

The **Coruscant Limited-Edition Expansion** takes another giant step in the evolution of gameplay for the *Star Wars* Customizable Card Game! Now players have a choice of their game play environment – Episode I-only format, original trilogy-only, or the standard format using the entire *Star Wars* CCG universe.

Tatooine, the previous *Star Wars* CCG expansion, provided players a preview of the Episode I universe. **Coruscant** now brings it to you in full force! This expansion is rich in all-new gameplay and exciting elements from the Episode I installment of the *Star Wars* saga. A whole new battleground is added that allows you to take your place in the Galactic Senate with Senator Palpatine, Queen Amidala, Chancellor Valorum, and their many political agendas. New Jedi, the Jedi Council, new combo cards, new objective cards, and more… players and collectors will have to have all of these cards!

- All-new 180-card expansion to the #2 CCG of all time (including 9 alternate-image rare cards!)
- Exciting new gameplay!
- Compatible with the classic *Star Wars* CCG (not compatible with Young Jedi™ or Jedi Knights™)
- Rules cards and card lists in every box
- Expanding the exciting integration of the original *Star Wars* Trilogy and Episode I: The Phantom Menace

There's much, much more to come for the *Star Wars* Customizable Card Game!

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Star Wars™
Customizable Card Game™

CORUSCANT™
Limited Edition Expansion

Product No. 434

MSRP: $3.29 Pack

11-card packs
30-pack displays
12 displays per case

UPC: 0 45748-10434-4 Pack
0 45748-10435-1 Display

ISBN: 1-58236-434-6 Pack
1-58236-435-4 Display

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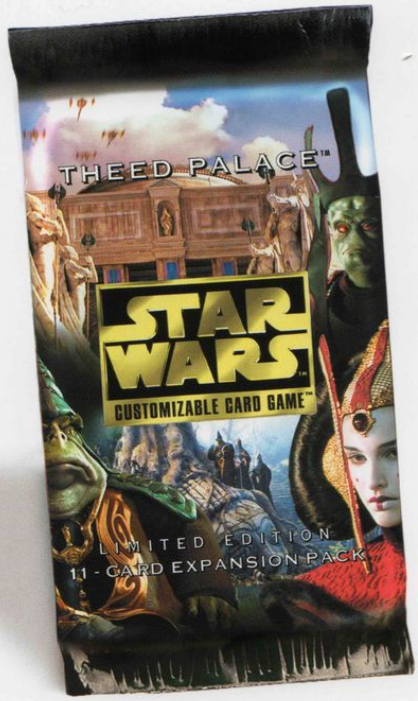
STAR WARS™ CUSTOMIZABLE CARD GAME™

THEED PALACE™



INVADE THEED PALACE TO WIN!

The *Star Wars* Customizable Card Game takes a monumental leap forward with the **Theed Palace Limited-Edition Expansion**! This set explodes with all-new "must-have" main character cards, new themes, sites, and objectives to form one of the most exciting new expansions for the *Star Wars* CCG!

This 120-card expansion is the 3rd set that merges the timelines of Episode I with the classic trilogy. **Theed Palace** focuses around the scenes and climactic events shown in the finale of *Star Wars*: Episode I *The Phantom Menace*™. While the Gungans fight a losing battle against the superior number of battle droids and tanks, the Queen and her select security volunteers attempt to re-take her Throne Room from its Neimoidian captors. Meanwhile, a battle rages in space as droid starfighters swarm to protect the droid control ship and overwhelm the Naboo starfighters (and their mystery pilot!).

Here's your chance to get two of the potentially most powerful cards ever introduced in the *Star Wars* CCG – *Darth Maul with Lightsaber* and *Qui-Gon with Lightsaber!* Relive and re-create their exciting confrontation! Will your outcome be the same as in the movie? Also look for Darth Sidious, a new version of Mace Windu, the Gungans, Naboo, Neimoidians with their mechanized armies, and the introduction of the city of Otoh Gunga, our first underwater location!

- New deck themes and new objectives
- Episode I is now fully integrated into the core *Star Wars* CCG
- Exciting new gameplay!
- Compatible with the Classic *Star Wars* CCG (Not compatible with Young Jedi™ or Jedi Knights™)
- Episode I-only decks are now truly a force to be reckoned with!

DECIPHER® is taking games to an all-new level with Theed Palace!

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Star Wars™
Customizable Card Game™

THEED PALACE™
Limited Edition Expansion Set

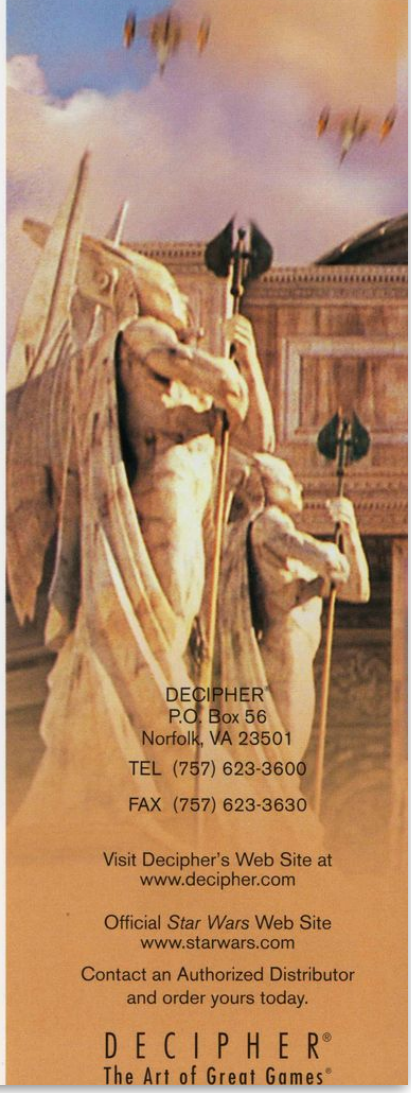
Product No. 436

MSRP: $3.29 Pack

11-card packs
30-pack displays
12 displays per case

UPC: 0-45748-10436-8 Pack
0-45748-10437-5 Display

ISBN: 1-58236-436-2 Pack
1-58236-437-0 Display



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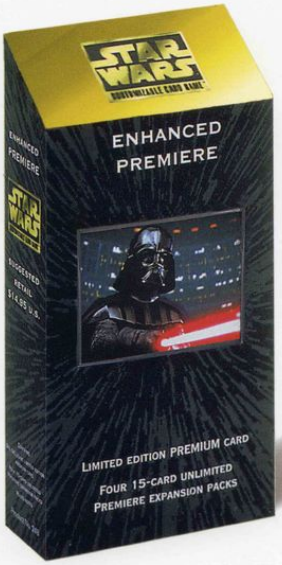
STAR WARS™ CUSTOMIZABLE CARD GAME™

ENHANCED PREMIERE





Star Wars™
Customizable Card Game™
Enhanced Premiere
Product No. 248

projected shipping date
November 1998

"Mains and their Toys!"

The *Star Wars* CCG is growing! More and more new players are coming into the game daily. We've been listening to what they want – and what they want is access to the main character cards! For some people, not having the main characters when they play the *Star Wars* CCG makes them feel like they're not playing *Star Wars*. (We won't have that!) Our response? **Enhanced Premiere**.

Our product development team has designed this innovative new product to offer new and existing players and collectors the opportunity to instantly obtain and play a game with their favorite character (with a weapon)!

Each **Enhanced Premiere** will contain 1 of 6 new main character cards (Luke, Vader, Obi-Wan, Boba Fett, Han and Leia) and 4 *Star Wars* CCG **Premiere** Unlimited Edition boosters. The six new & exclusive limited edition cards are the first ever to combine a character *and a* weapon in one card. Luke, Vader and Obi-Wan will be armed with a lightsaber. Leia, Han and Boba are armed with their blaster of choice. These cards are powerful, but they are not powerful enough to take any value away from the original character and weapon cards. Each pack will be presented in a box with a die-cut window, which will allow you to see which premium card is inside.

- Instant access to the main characters (and their weapons)
- 6 new & exclusive black-border premium cards (1 in each pack)
- Characters and weapons combined in one card (a first in this game)
- 4 **Premiere** Unlimited Boosters in each pack (opportunity for the original mains)

A character and weapon on one card – all you need now is a target!

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SRP $14.95 per pack
12 packs per display: 3 Vader, 3 Luke, 2 Boba Fett, 2 Obi-Wan, 1 Han, & 1 Leia

UPC:
0 45748-10248 7 (each)
0 45748-10249 4 (display)

ISBN.
1-58236-072 3 (each)
1-58236-073 1 (display)

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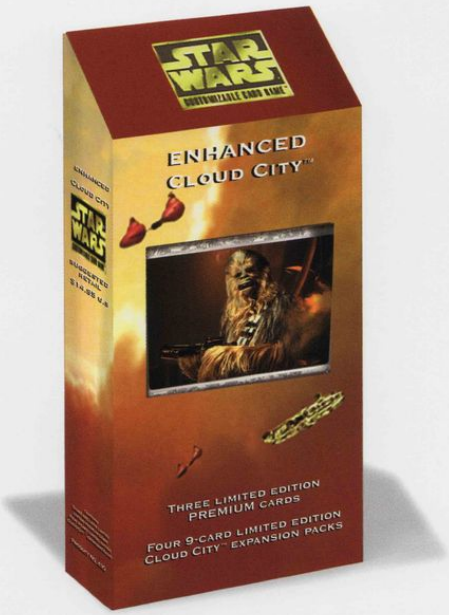
STAR WARS™ CUSTOMIZABLE CARD GAME™

ENHANCED CLOUD CITY™



Battle once again-
Over the city in the clouds!

The *Star Wars*™ Customizable Card Game™ will soon have another exciting new product – ENHANCED CLOUD CITY. There will be four different ENHANCED CLOUD CITY (ECC) packages. Each of the four will contain its own unique set of 3 new & exclusive black-bordered cards and 4 Cloud City limited edition black-bordered Booster Packs. Each ECC box will have a die-cut front, revealing the featured card, so that you will see which of the 4 ECCs you are getting. The premium cards will be bounty hunters, main characters and cards designed to increase the strength and utility of the Cloud City Expansion Set.

This new product offers novice players an excellent introduction to this expansion set with one quick purchase and offers existing players an opportunity to boost the power of their decks.

- Instant access to the Cloud City expansion
- 12 new & exclusive premium cards (3 in each ECC)
- Adds strength and utility to Cloud City
- 4 different ECCs

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Star Wars™
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ENHANCED CLOUD CITY™

Product No. 430

MSRP: $14.95 ea.
12 *ECCs* per display
6 displays per case

UPC:
0 45748-10430 6 (each)
0 45748-10431 3 (display)

ISBN:
1-58236-430-3 (each)
1-58236-431-1 (display)

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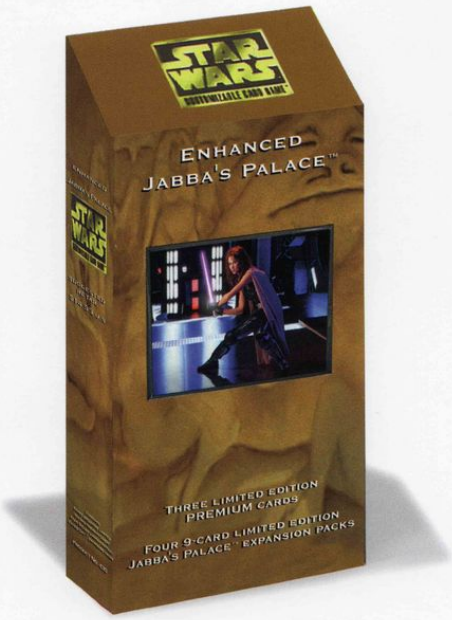
STAR WARS™ CUSTOMIZABLE CARD GAME™

ENHANCED JABBA'S PALACE™



Return to Tatooine and explore the dark recesses of Jabba's Palace...

The *Star Wars*™ Customizable Card Game™ will soon have another exciting new product – **ENHANCED JABBA'S PALACE**.

Four different **ENHANCED JABBA'S PALACE** packages will be available. Each of the four will contain its own unique set of 3 new & exclusive black-bordered cards and 4 Jabba's Palace black-bordered Booster Packs. Each **EJP** box will have a die-cut front, revealing the featured card, so that you will see which of the 4 **EJP**s you are getting. The cards will be bounty hunters, a main character or two and a few cards designed to boost other Jabba's Palace cards. This set also will contain the elusive Mara Jade – the most requested character from the *Star Wars*™ novels.

This new product offers novice players an excellent introduction to this expansion set with one quick purchase and offers existing players an opportunity to boost the power of their decks.

- 12 new & exclusive premium cards (3 in each **EJP**)
- Instant access to the Jabba's Palace expansion
- Enhances the Jabba's Palace expansion
- Mara Jade
- 4 different **EJP**s

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Star Wars™
Customizable Card Game™
ENHANCED JABBA'S PALACE™

Product No. 432

MSRP: $14.95 ea.
12 EJPs per display
6 displays per case

UPC:
0 45748-10432 0 (each)
0 45748-10433 7 (display)

ISBN:
1-58236-432-x (each)
1-58236-433-8 (display)

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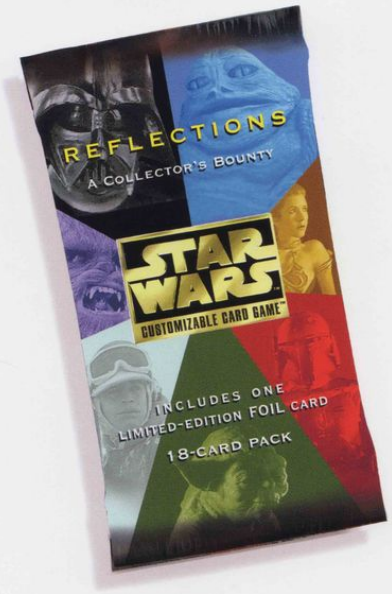
STAR WARS™ CUSTOMIZABLE CARD GAME™

REFLECTIONS:

A COLLECTOR'S BOUNTY



Go on a hunt and collect your bounty!

Reflections is essentially a surprise pack with a twist – 18-card packs containing 17 random cards (from Premiere, *A New Hope*™, Hoth, Dagobah, Cloud City, Jabba's Palace and *Special Edition*™) and 1 very special Foil card. (The foils will be presented at different rarity levels.)

114 of the best existing rare cards will be redone in a stunning foil version and presented in Reflections. Darth Vader, Luke Skywalker, Yoda… the best rare cards from all expansions from Premiere to *Special Edition*.

There is tremendous value in each pack! This is the first time you can pick up a pack and be sure to find at least one of the best rare cards in the game (and in an exceptional foil version)! You might get a pack with all rares (you might not ☺) – the rarity collation is completely random. Whatever you find, these 18-card packs are a phenomenal value at the $5.00 MSRP and will appeal to players and collectors alike!

- 114 of the best rare cards now in foil… Darth Vader, Luke Skywalker, Leia Organa, Boba Fett, Executor and over 100 more!!
- White- & black-bordered cards from Premiere, *A New Hope*, Hoth and Dagobah as well as black-bordered Jabba's Palace, Cloud City and *Special Edition*.
- Phenomenal value!
- 1 foil card in each pack!
- 18 cards per pack (17 completely random + 1 foil).

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Star Wars™
Customizable Card Game™

REFLECTIONS:
A COLLECTOR'S BOUNTY

Product No. 262

MSRP: $5.00 per pack
18 cards per pack
30 packs per display
6 displays per case

UPC:
0 45748-10262 3 (each)
0 45748-10263 0 (display)

ISBN.
1 58236-080 6 (each)
1 58236-081 2 (display)

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Prince Xizor
Agent for Black Sun in *Shadows of the Empire*

Guri
Human replica droid and assassin *Shadows of the Empire*

Snoova
Wookiee bounty hunter *Shadows of the Empire*

Dash Rendar
Gambler and smuggler for the Alliance *Shadows of the Empire*

Arica
Mara Jade undercover at Jabba's Palace *The Thrawn Trilogy*

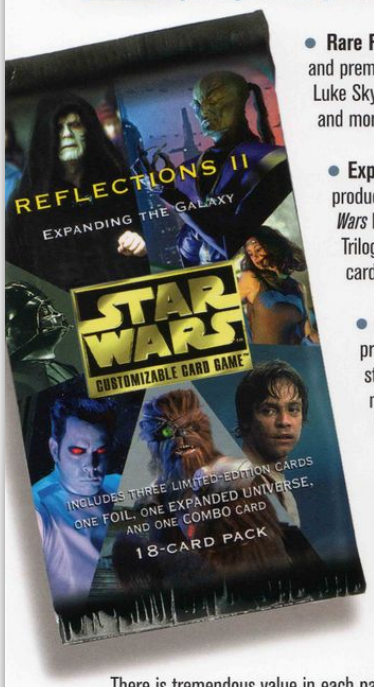
STAR WARS™ CUSTOMIZABLE CARD GAME™

REFLECTIONS II

EXPANDING THE GALAXY

Shadows of the Empire, Star Wars, *Expanded Universe*, new foils, bonus foils and more…

Because of the incredible popularity of the original **Reflections** product, we realized how much fans loved their foils and wanted more! However, this is not merely *just* another set with foiled cards... **Reflections II: Expanding the Galaxy** is big and has more features than any other *Star Wars CCG* product so far!



- **Rare Foil Cards** – Presents 100 new foil versions of the most popular rare and premium cards from the *Star Wars* CCG. Look for Emperor Palpatine; Luke Skywalker, Jedi Knight; Lord Vader; Japanese cards; and more!



- **Expanded Universe Cards** – **Reflections II** is now the product that introduces the long-awaited cards from the *Star Wars* Expanded Universe – *Shadows of the Empire*, the Thrawn Trilogy and several of the X-wing novels. There are 28 new cards from the Expanded Universe. (1 per pack).

- **Combo Cards** – Twenty-six new cards combining two previous cards in a way that makes them exceptionally strong as one card. This allows players to have effectively more than 60 cards… There's a lot of game value in that (1 per pack)!

- **Bonus Foil Cards** – One "case topper" (Japanese Darth Vader) and four "box toppers" (Han with Heavy Blaster Pistol, Leia with Blaster Rifle, Boba Fett with Blaster Rifle, Obi-Wan with Lightsaber).

- **Ultra-Rare Cards** – Emperor Palpatine; Luke Skywalker, Jedi Knight; Lord Vader; and Mara Jade, the Emperor's Hand.

There is tremendous value in each pack! **Reflections II** is great for seasoned players and perfect for new players. This is the first time you can pick up a pack and be sure to find at least 3 of the best rare cards in the game!

There's much, much more to come for the *Star Wars* Customizable Card Game!

Grand Admiral Thrawn
Master of unorthodox practices *The Thrawn Trilogy*

Kir Kanos
Fiercely devoted Royal Guard *Crimson Empire*

Captain Gilad Pellaeon
Deceitful captain of the *Chimaera* *The Thrawn Trilogy*

Talon Karrde
Smuggler for the Alliance *The Thrawn Trilogy*

Corran Horn
Spy for CorSec *X-wing Series*



Star Wars™
Customizable Card Game™

REFLECTIONS II
EXPANDING THE GALAXY

Product No. 438

MSRP: $5.00 per pack

18-card packs
30-pack displays
6 displays per case

UPC: 0 45748-10438-2 (Each)
0 45748-10439-9 (Display)

ISBN: 1-58236-438-9 (Each)
1-58236-439-6 (Display)

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SALES SHEETS *continued*

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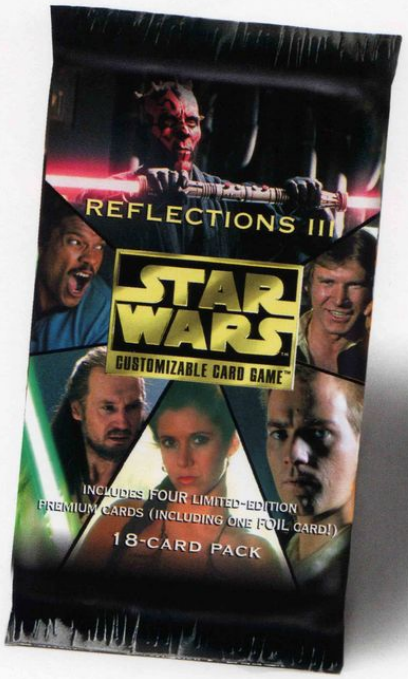
STAR WARS™ CUSTOMIZABLE CARD GAME™

THE ULTIMATE PACK OF CARDS IS HERE!



REFLECTIONS III

Decipher's Reflections products are among the most popular CCG products ever introduced! They have foil cards, unique cards, out-of-print cards… incredible value! *Star Wars* **Reflections III** will reach a whole new level with even more value!

Look for new main character cards, objectives, defensive shield cards, new foils, and much more!

- Lightsaber Combat Objectives and theme cards from the exhilarating Episode I Finale!
- New Main Character Cards (Qui-Gon, Obi-Wan, Leia, Lando, Boba Fett, and Darth Maul)
- New weapons, starships, vehicles, and more will start-up and energize new and old gameplay strategies with more power than ever before!
- **Defensive Shield** cards – New versions of old cards!
- **Sideboard** cards - for the first time the 60-card limit will be broken. A sideboard card allows for both sides to stack additional cards.
- New foil versions of existing rare and premium cards as well as 6 foil previews of the yet to be released expansion set, Theed Palace!

Reflections III is a new discovery providing exciting new energy. Each pack will contain a foil card, one or two Light Side premium cards, one or two Dark Side premium cards, and 14 cards randomly inserted from previous *Star Wars* CCG products.

Reflections III... Great for seasoned players, perfect for new players!

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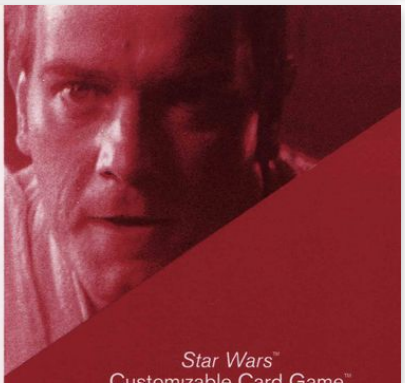

Star Wars™
Customizable Card Game™

REFLECTIONS III

Product No. 442

MSRP· $5.00 Pack

18-card packs
30-pack displays
6 displays per case

UPC: 0 45748-10442-9 Pack
0 45748-10443-6 Display

ISBN 1-58236-442-7 Pack
1-58236-443-5 Display

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SALES SHEETS *continued*

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Please reach out to the Players Committee if you have a clearer photo or scan of this sales sheet available.

advocate@starwarsccg.org

SALES SHEETS *continued*

These were promotional flyers that were sent to retailers as a preview of the newest expansion to get them to order the product. It is often how the stores knew certain facts about the sets prior to Decipher releasing them publicly. The sheets are a standard printer-page size.

STAR WARS™ CUSTOMIZABLE CARD GAME™

A NEW HOPE™ & HOTH™

Revised Editions



The entire universe will soon be at your hands!

The popularity of the *Star Wars* Customizable Card Game™ has never been stronger! The number of sanctioned tournaments each week is three times the number held last year! New players want and need to have access to the entire universe of their game without being forced to the secondary market. (They can go there when they're ready!)

Decipher is pleased to release the Revised Editions of two ever-popular expansions for this game – Hoth and *A New Hope*. These products were out-performing all of our other CCG products when we sold-out of their black-bordered versions and the demand is still very strong! The white-bordered Revised Editions contain the same cards as the black-bordered versions, only now with revised text to make the gameplay easier to understand.

- There's no end in sight for the unwavering demand for these products!
- Revised text (making the cards more user-friendly).
- *Star Wars* CCG is still growing in popularity.
- 162-card expansion sets. Presented in 30-pack displays of 9-card packs (12 displays per case). Rarities are divided as follows: 54 rares, 54 uncommons and 54 commons.
- Each 9-card pack will contain 1 rare, 3 uncommon, and 5 common cards.
- A rules supplement is included in each display box of cards.

REVISED *A New Hope* AND Hoth

The popularity is very strong – let's meet the demand!

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Star Wars™
Customizable Card Game™
A New Hope™
Revised Edition (white bordered)
Product No. 250

SRP: $2.50 per pack
30 9-card packs per display
12 displays per case

UPC:
0 45748-10250 0 (pack)
0 45748-10251 7 (display)
ISBN:
1-58236-074-X (pack)
1-58236-075-8 (display)

Star Wars™
Customizable Card Game™
Hoth
Revised Edition (white bordered)
Product No. 252

SRP: $2.50 per pack
30 9-card packs per display
12 displays per case

UPC:
0 45748-10252 4 (pack)
0 45748-10253 1 (display)
ISBN:
1-58236-076-6 (pack)
1-58236-077-4 (display)

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SALES SHEETS *continued*

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STAR WARS™ CUSTOMIZABLE CARD GAME™

DAGOBAH™
REVISED EDITION



"Master Yoda, I promise to return and finish what I've begun..."

Staying true to Luke's word, Decipher returns to Dagobah with our new Revised Edition. After rigorous training in the swamps, you are invited to go back to complete your training and take on the fearless bounty hunters with newly revised cards.

The **Dagobah**™ Expansion will be back on shelves in a new form – the Revised Edition. We sold through the original black-bordered cards in less than 6 months! This new Revised Edition contains the same cards, only now with revised text to make the gameplay easier to understand. **Dagobah**™ is particularly popular among players for its exciting game mechanics and different card types that greatly enhance the playing experience.

- Strong demand for **Dagobah**™
- Popular cards such as: Yoda, *Executor*, Asteroids, Bounty Hunters and more...
- Revised text
- New players every day!
- A rules supplement in each display box

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Star Wars™
Customizable Card Game™
DAGOBAH™
REVISED EDITION EXPANSION

Product No. 254

MSRP: $2.50 ea.
180-card expansion set
9-card packs
30 packs per display
12 displays per case

UPC:
0 45748-10254 8 (Pack)
0 45748-10255 5 (Display)

ISBN:
1-58236-078 2 (Pack)
1-58236-079 0 (Display)

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STAR WARS™ CUSTOMIZABLE CARD GAME™

OFFICIAL TOURNAMENT SEALED DECK



AN INNOVATION TO PROMOTE THE RETAIL ENVIRONMENT AS THE *PLAYER COMMUNITY*

This product is designed to provide everything a player needs to participate in a challenging and balanced sealed deck tournament. Designed for maximum value, the set features a fixed deck of eighteen new and unique black border cards. Among these cards are new ships, new sites, new systems and new characters. The benefits are greater excitement and deck building opportunities for every *Star Wars*™ CCG player, and a more level playing field for sealed deck tournament participants. Along with the special fixed deck, the set will contain four *Premiere* (unlimited edition) expansion packs and one *A New Hope*™ expansion pack.

Although the contents remain the same, this product will be presented in six different box designs (each representing different aspects of the *Star Wars*™ universe). Each box will be covered in an external descriptive wrapper that will keep the pack design a surprise until it is opened. The box is cleverly sized to hold 300 unsleeved cards, 150 cards in protective sleeves, or three 50-card hard plastic boxes. One case contains 12 Official Tournament Sealed Decks and everything you need to run a challenging and balanced sealed-deck tournament (including a tournament poster, rules and step-by-step guidelines on running a tournament).

*Art is preliminary and may not reflect actual product.

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The *Star Wars*™ Customizable Card Game™
Official Tournament Sealed Deck

Product No. 226
projected shipping date
Spring 1998

Contains:
- 18 black-border premium cards (exclusive to this product)
- four *Premiere* Unlimited Edition 15-card expansion packs
- *A New Hope*™ 15-card expansion
- collectable card storage box

ISBN# 1-884927-84-X
UPC# 045748102265

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STAR WARS™ CUSTOMIZABLE CARD GAME™

JABBA'S PALACE SEALED DECK



SEALED DECK TOURNAMENTS REINVENTED...

The Jabba's Palace Sealed Deck is specifically designed to enhance tournaments. This great new product creates an even-playing field in the tournament environment, introduces new gameplay elements and is a "must-have" for all players and collectors. Look for new main characters cards and a few surprises! Each contains 1 fixed new & exclusive pack of 20 rare cards and 6 Jabba's Palace Limited-Edition Expansion Packs.

Jabba's Palace Sealed Deck will come in a sturdy box with one of six different designs (each representing different aspects of the *Star Wars*™ universe). However, each box will be covered in an external wrapper that will keep the box design a surprise until it is opened (the contents are the same in each). The collectible boxes are designed to hold 300 cards unsleeved, 150 cards in protective sleeves, or three 50-card hard plastic boxes.

The Jabba's Palace Sealed Deck is sure to change tournaments for quite some time!

- 20 new & exclusive cards
- 6 stunning collector boxes
- 6 packs of Jabba's Palace Limited-Edition Boosters
- Playable & balanced for great tournament play!

There's much, much more to come for the *Star Wars* Customizable Card Game!

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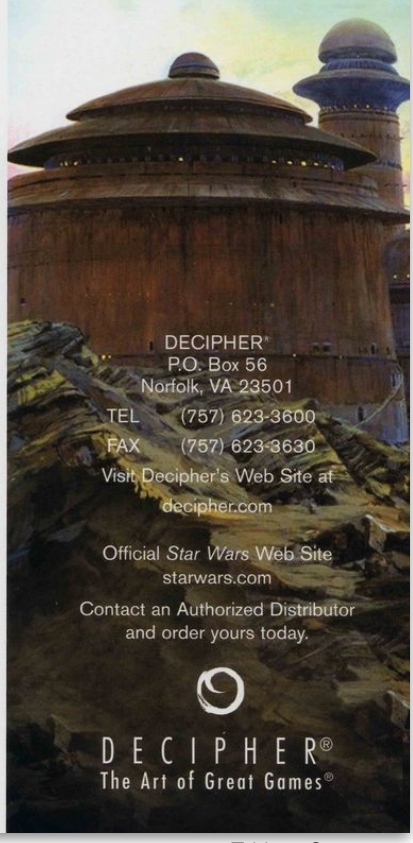
Star Wars™
Customizable Card Game™
JABBA'S PALACE SEALED DECK

Product No. 275

MSRP: $20.00 ea.

1 Exclusive 20-Card Pack
6 Jabba's Palace Boosters
12 per case

UPC: 0-45748-10275-3
ISBN: 1-58236-275-0



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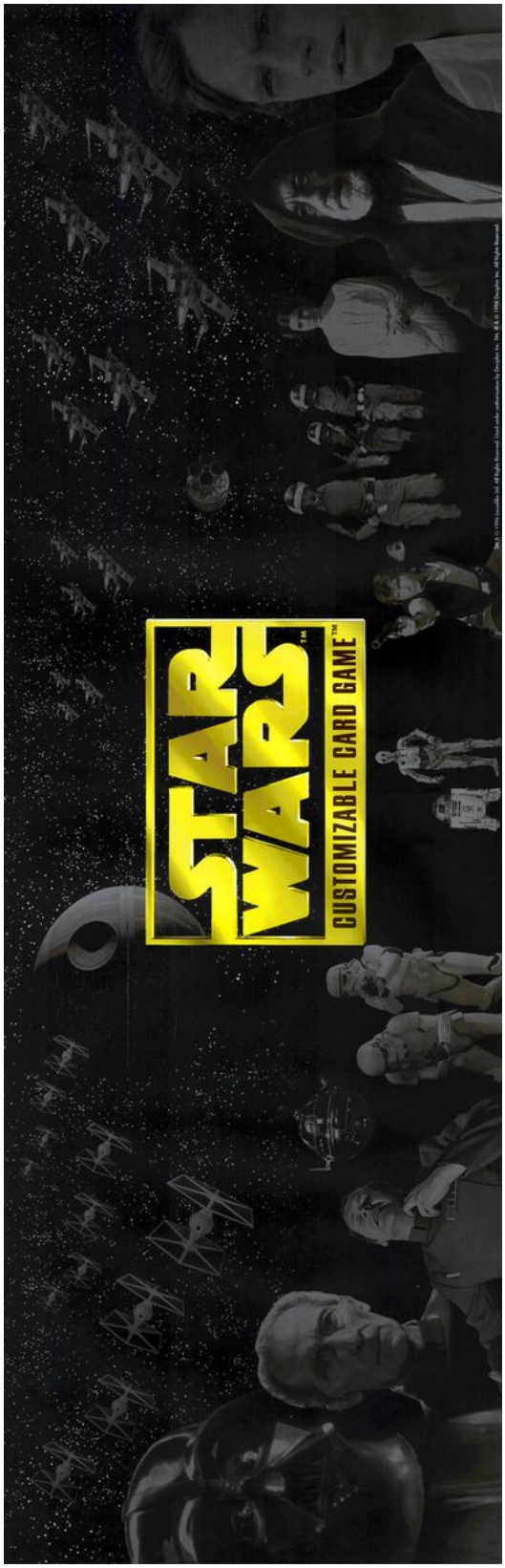
FOUR-PANEL POSTERS

Released for every set from Premiere through Death Star II. The Premiere poster has a blank back, while all others contain a checklist of the cards from that expansion on the back. The Death Star II poster also contains a pre-constructed deck list. (Approximately 32” x 10.5”)



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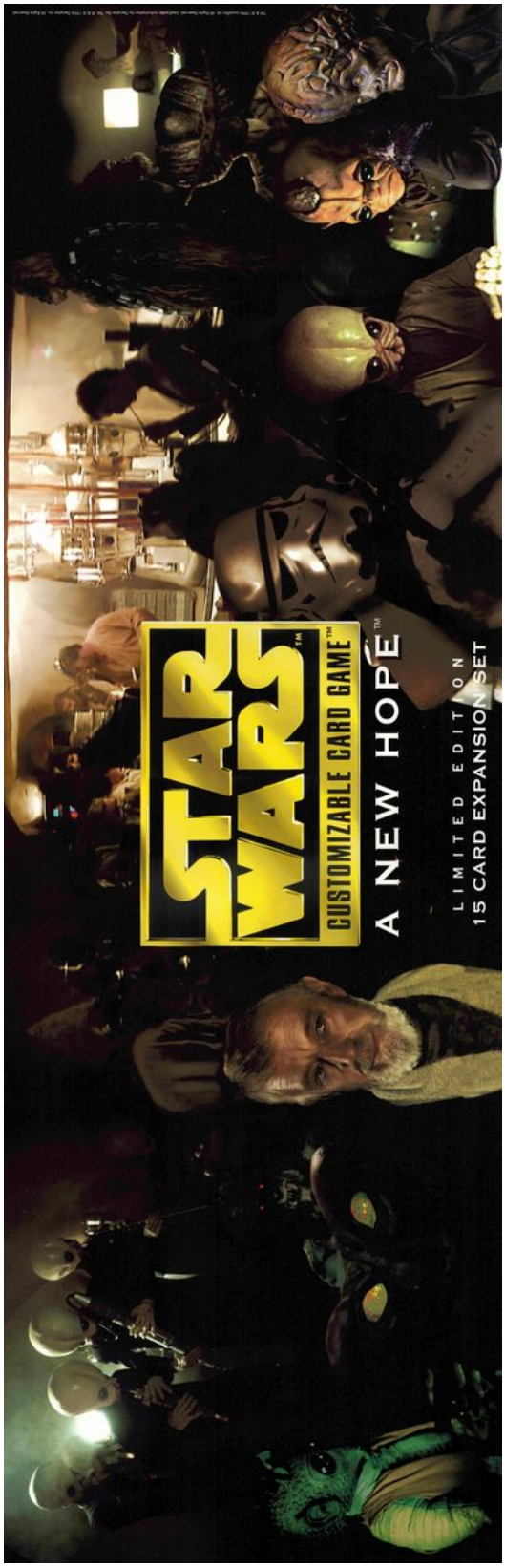



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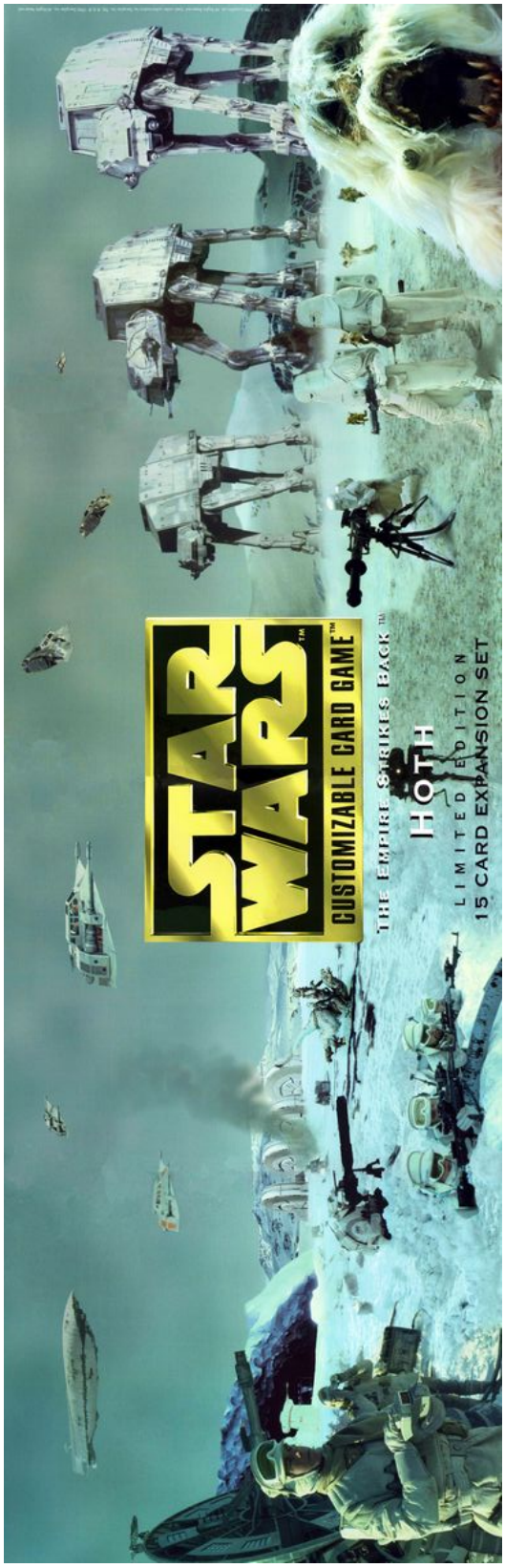



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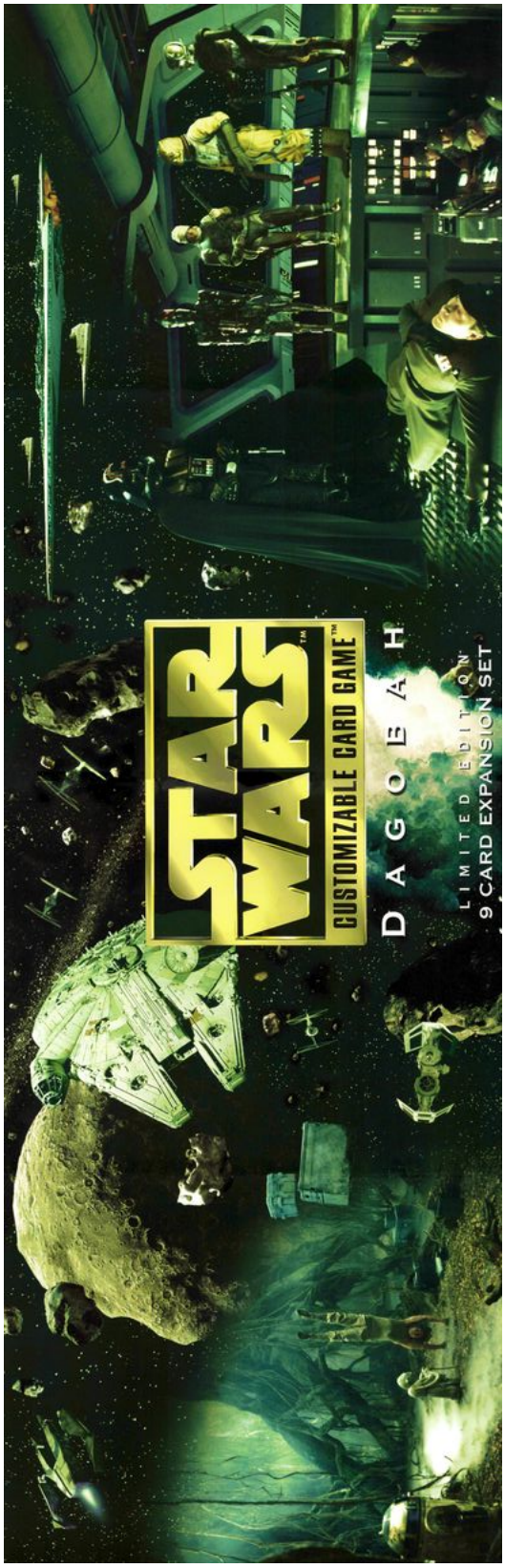



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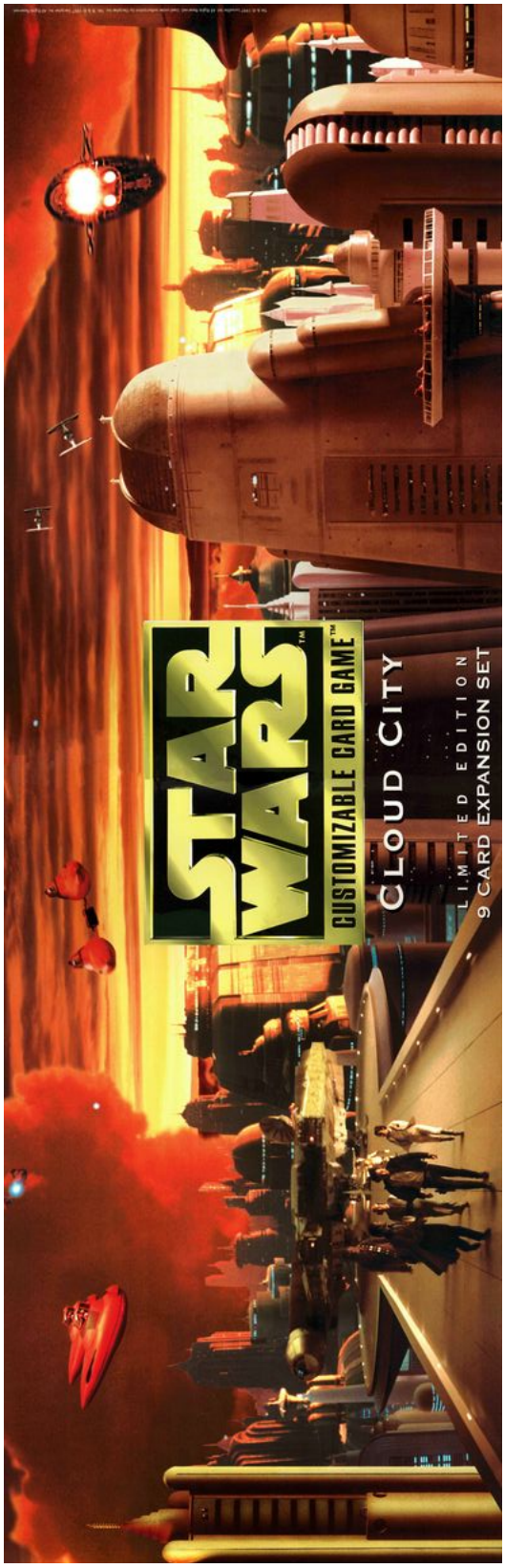

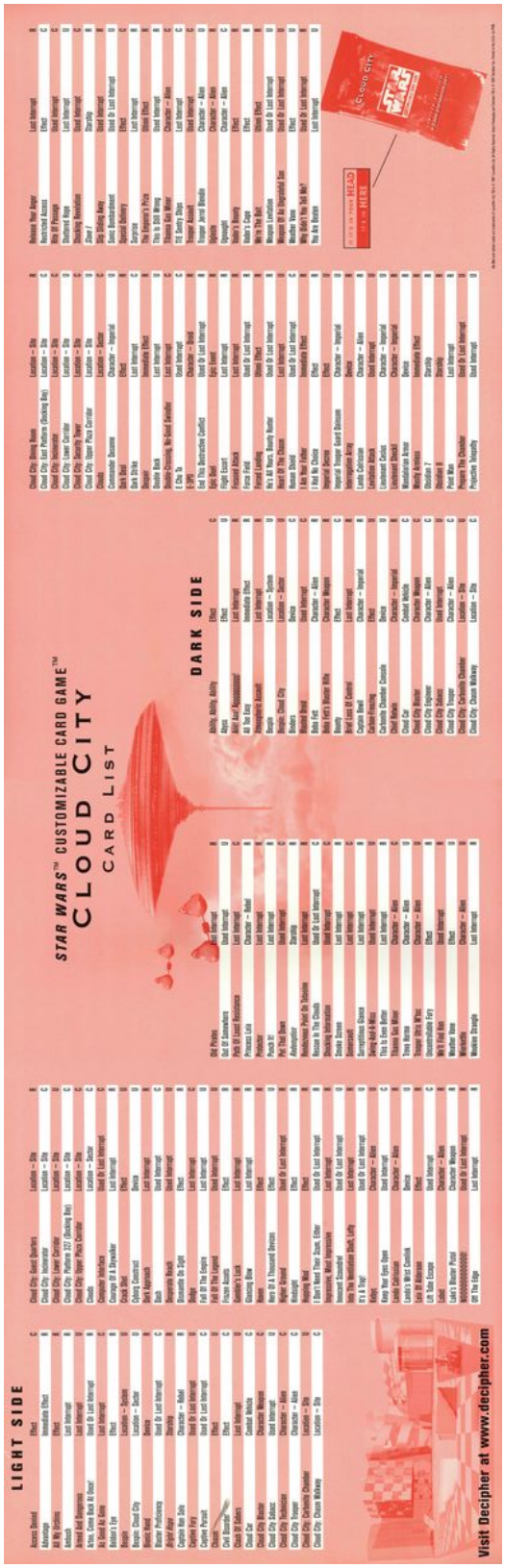

FOUR-PANEL POSTERS *continued*

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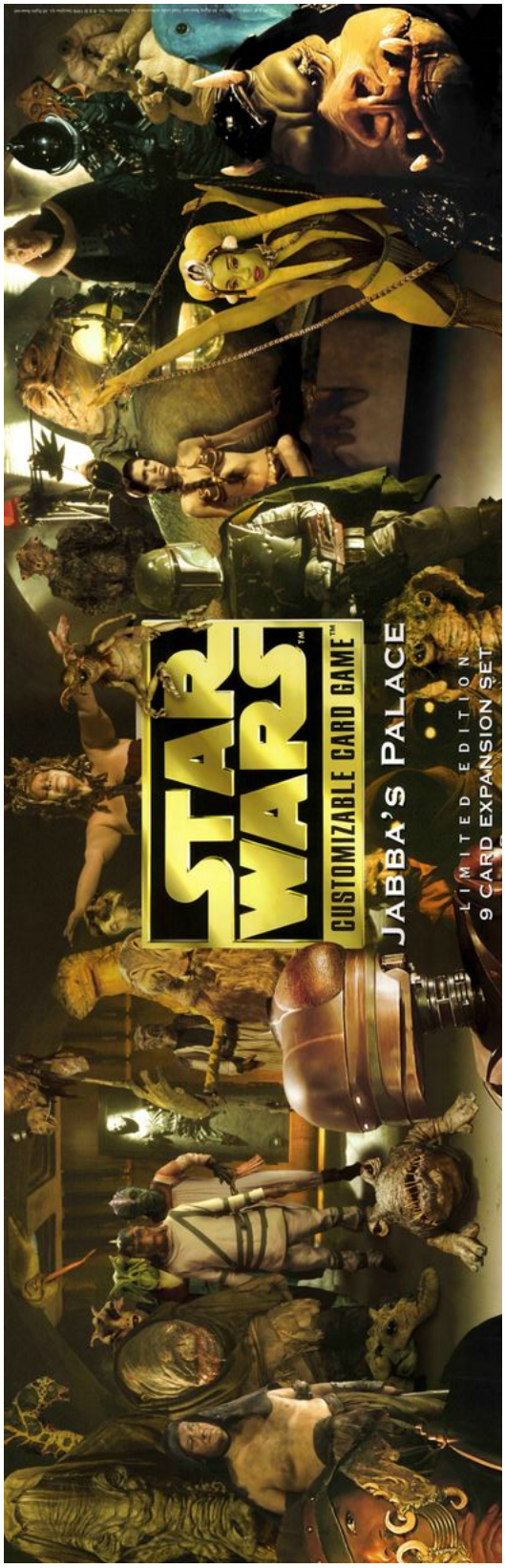

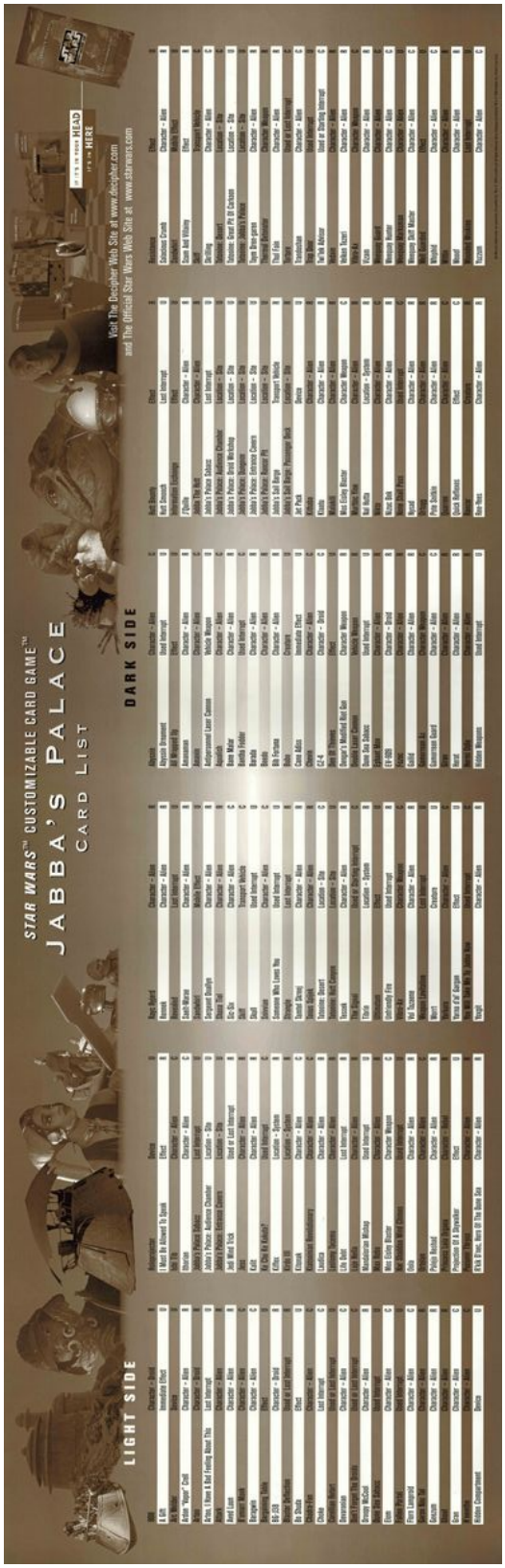

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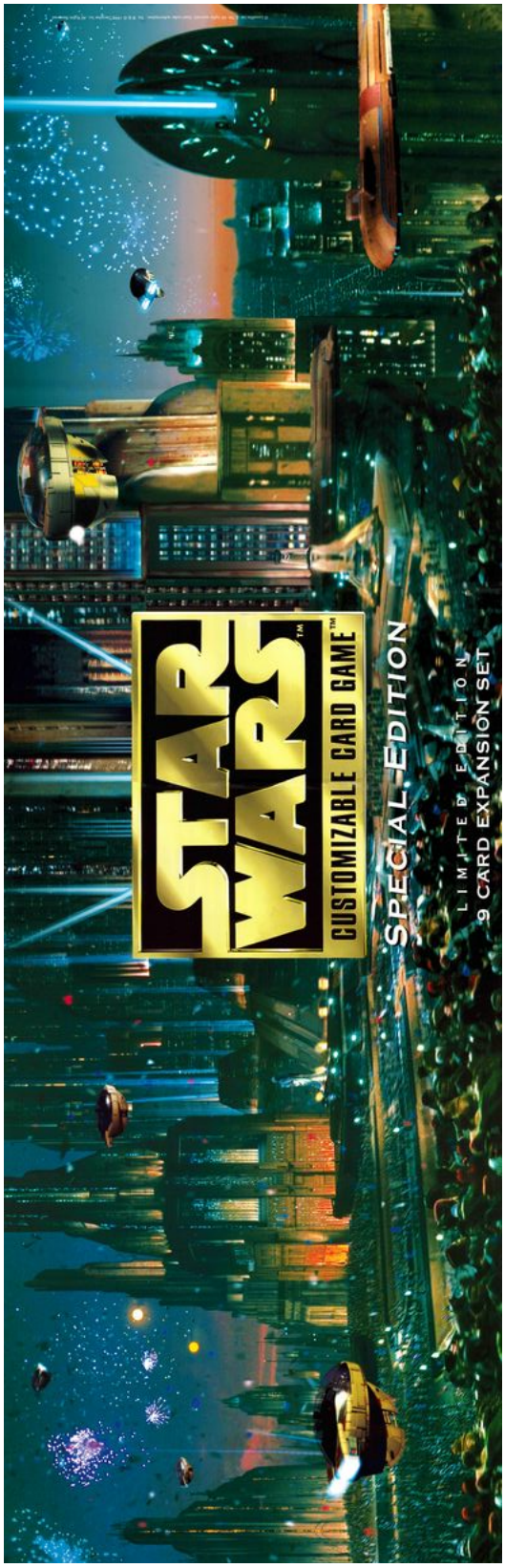

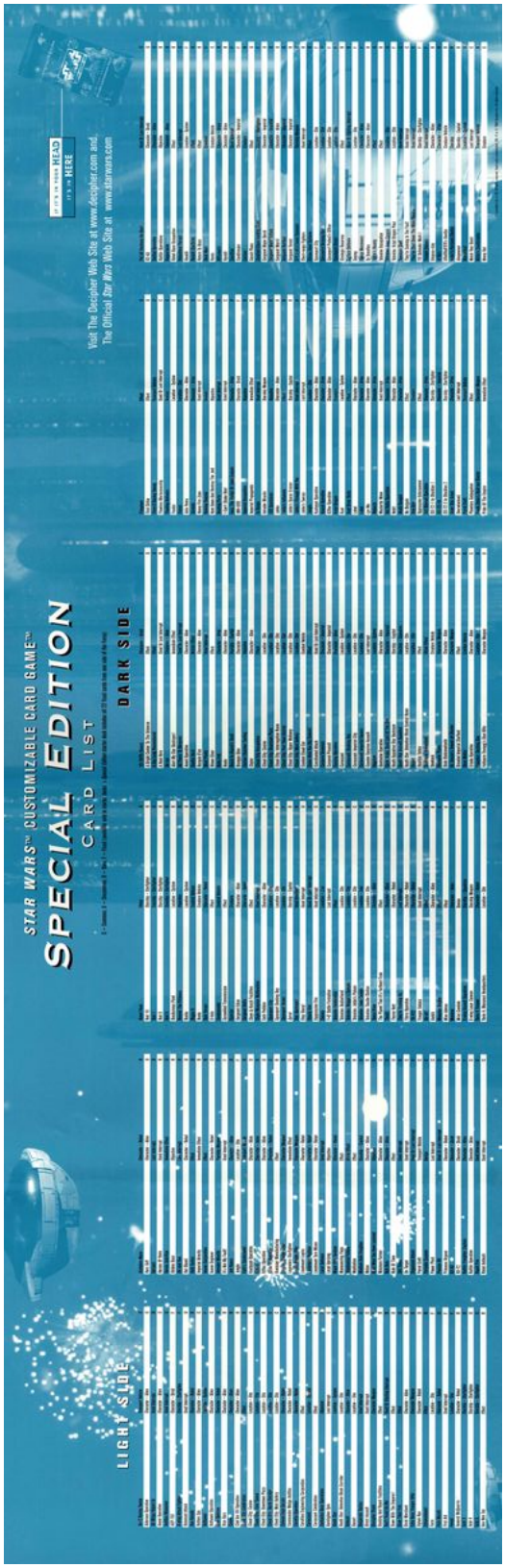

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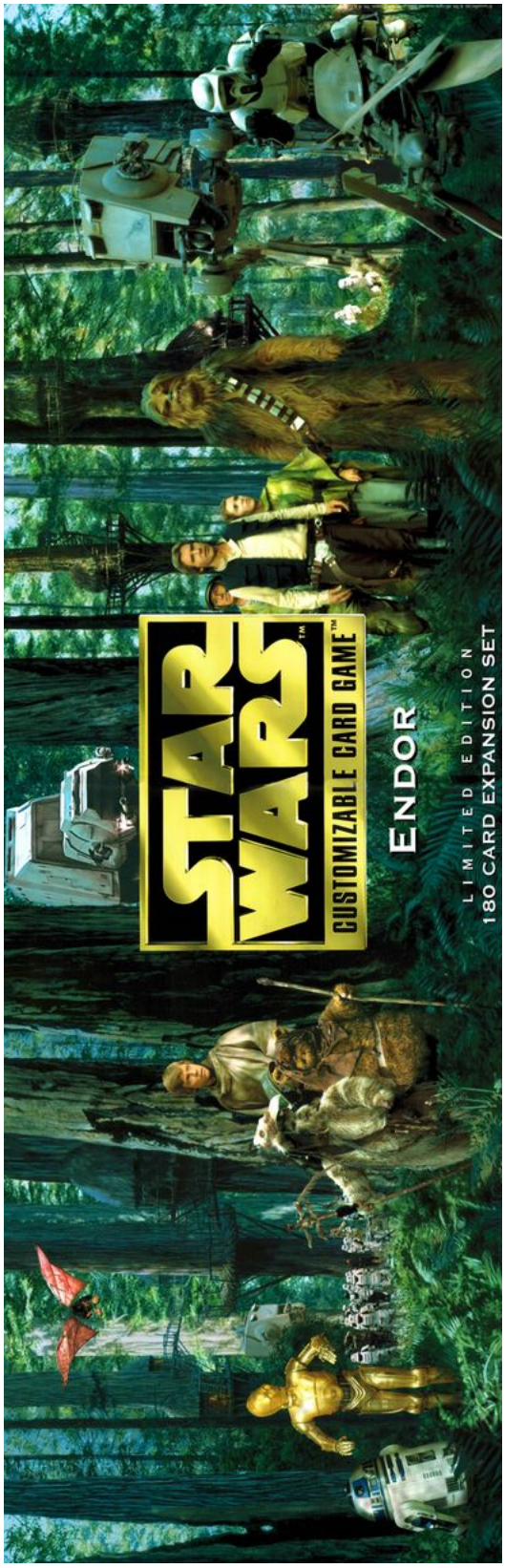

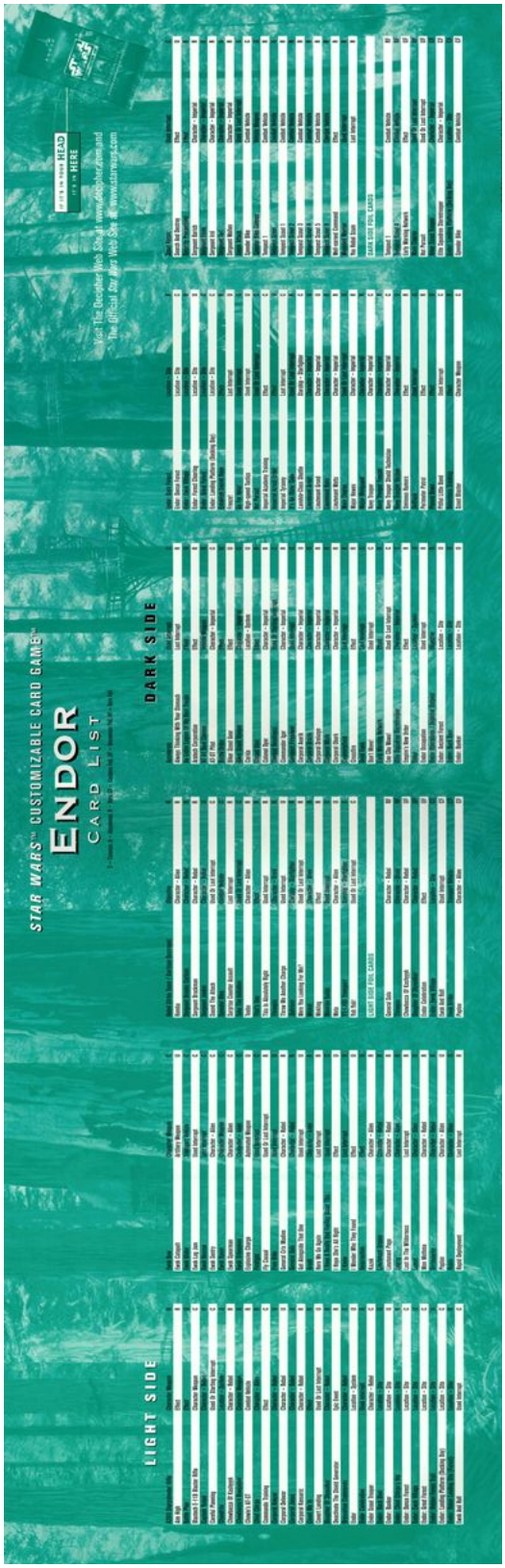

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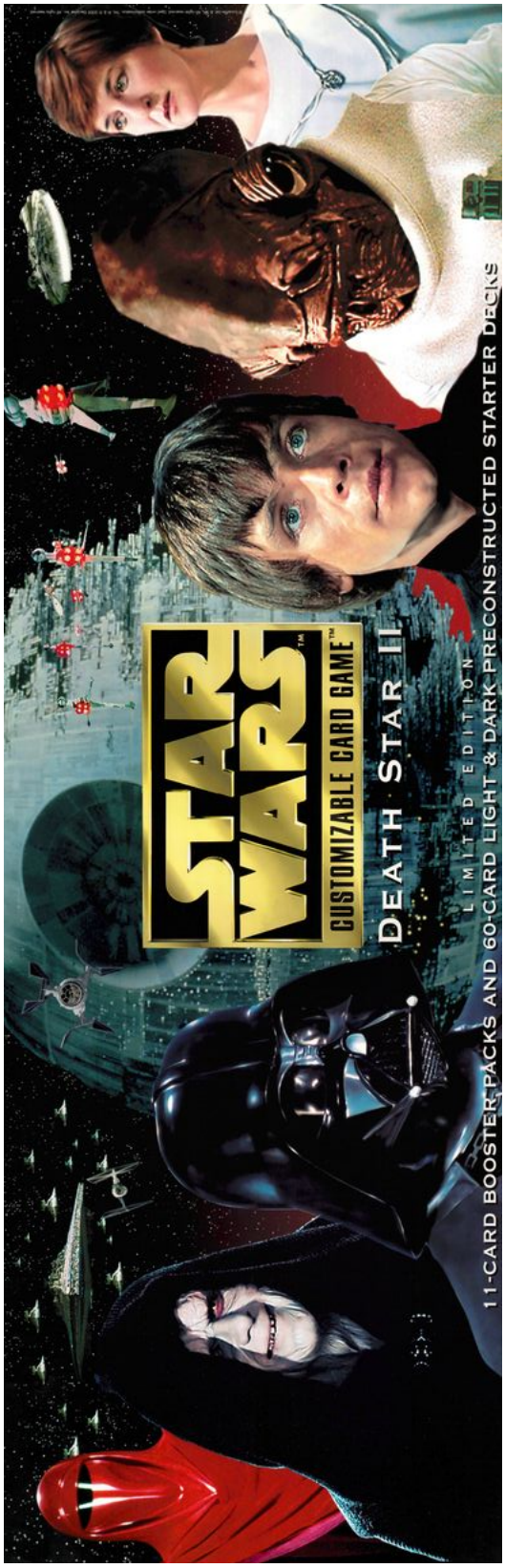

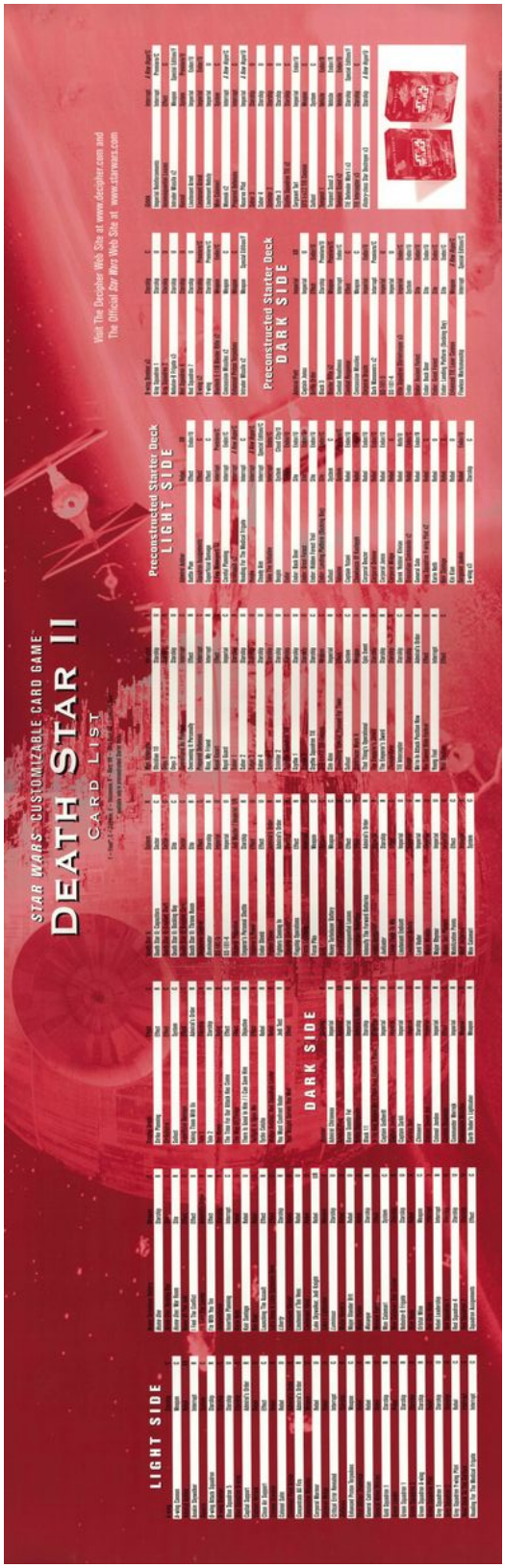

OTHER POSTERS



27.5" x 20.5"


You're approaching a Rebel base.
What's your next move?
Commence Primary Ignition
0
During your control phase, fire Superlaser as follows:
Name The System: Use X Force to target a planet system Death Star is orbiting.
You May Fire When Ready: Draw destiny.
Stand By: If (destiny + Y - Z) > 8, target system is "blown away" and this card is lost. Otherwise, this card is used and one Death Star Gunner on table is lost (your choice).
X = total sites at target.
Y = total Death Star sites where opponent has no presence.
Z = opponent's choice of X or total sites at one Rebel Base (Yavin 4 or Hoth).
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New options. New experiences. All with the exciting introduction of our newest *Star Wars*™ CCG Expansion Set, *A New Hope*™.
Now the Empire's weapon of choice, the Death Star, arrives with the ability to intimidate the Alliance at every turn.
Can the Rebels discover its weakness? Find out with 162 exciting customizable cards in Limited Edition 15-card packs arriving this summer.
A NEW HOPE™
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27.5" x 20.5"


"DO. OR DO NOT. THERE IS NO TRY."
STAR WARS
CUSTOMIZABLE CARD GAME
DAGOBAH
DAGOBAH
STAR WARS
LIMITED EDITION
9 CARD EXPANSION SET

33" x 25.5"


"AS YOU WISH."
STAR WARS
CUSTOMIZABLE CARD GAME
CLOUD CITY
CLOUD CITY
STAR WARS
CUSTOMIZABLE CARD GAME
LIMITED EDITION
9 CARD EXPANSION SET
DECIPHER
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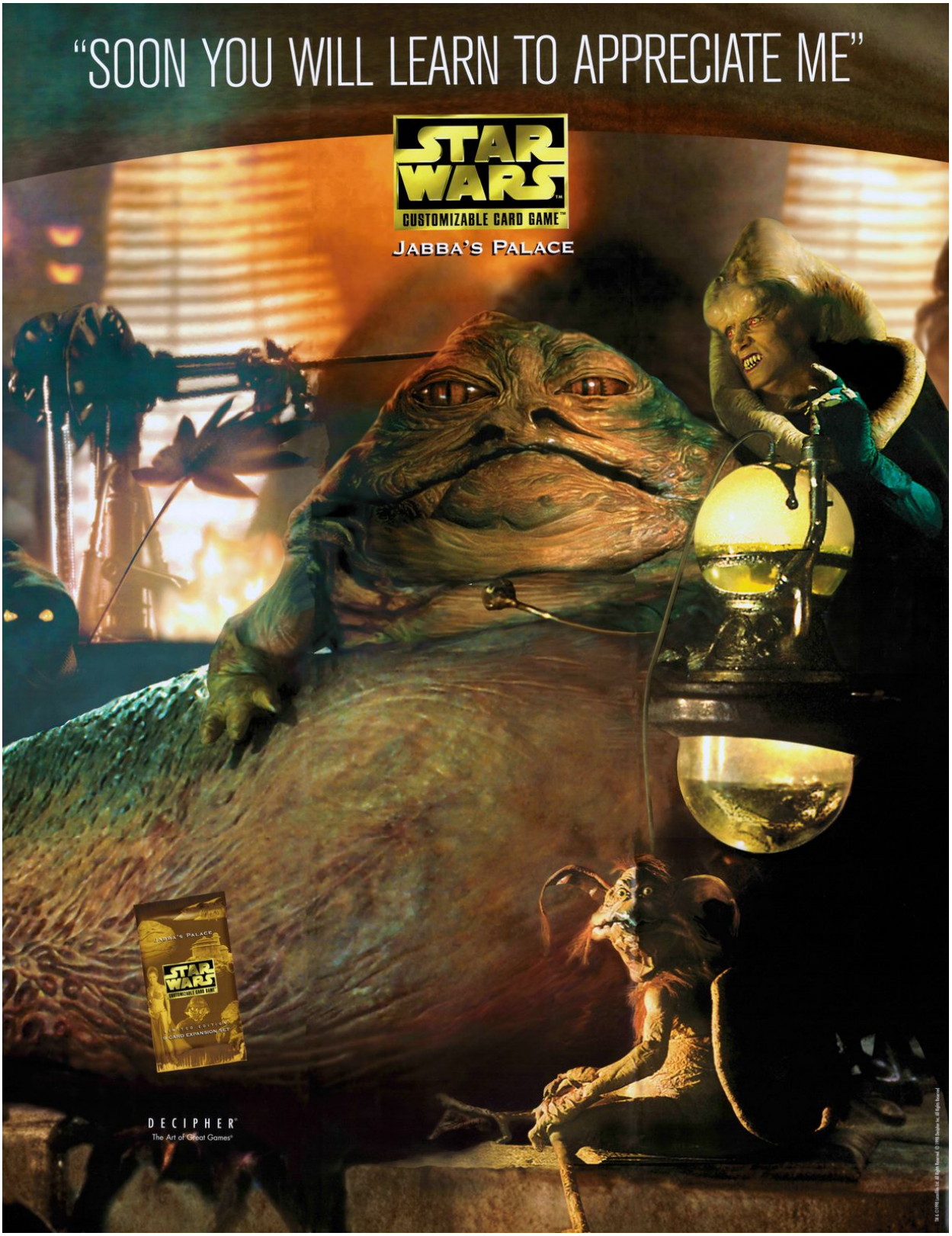
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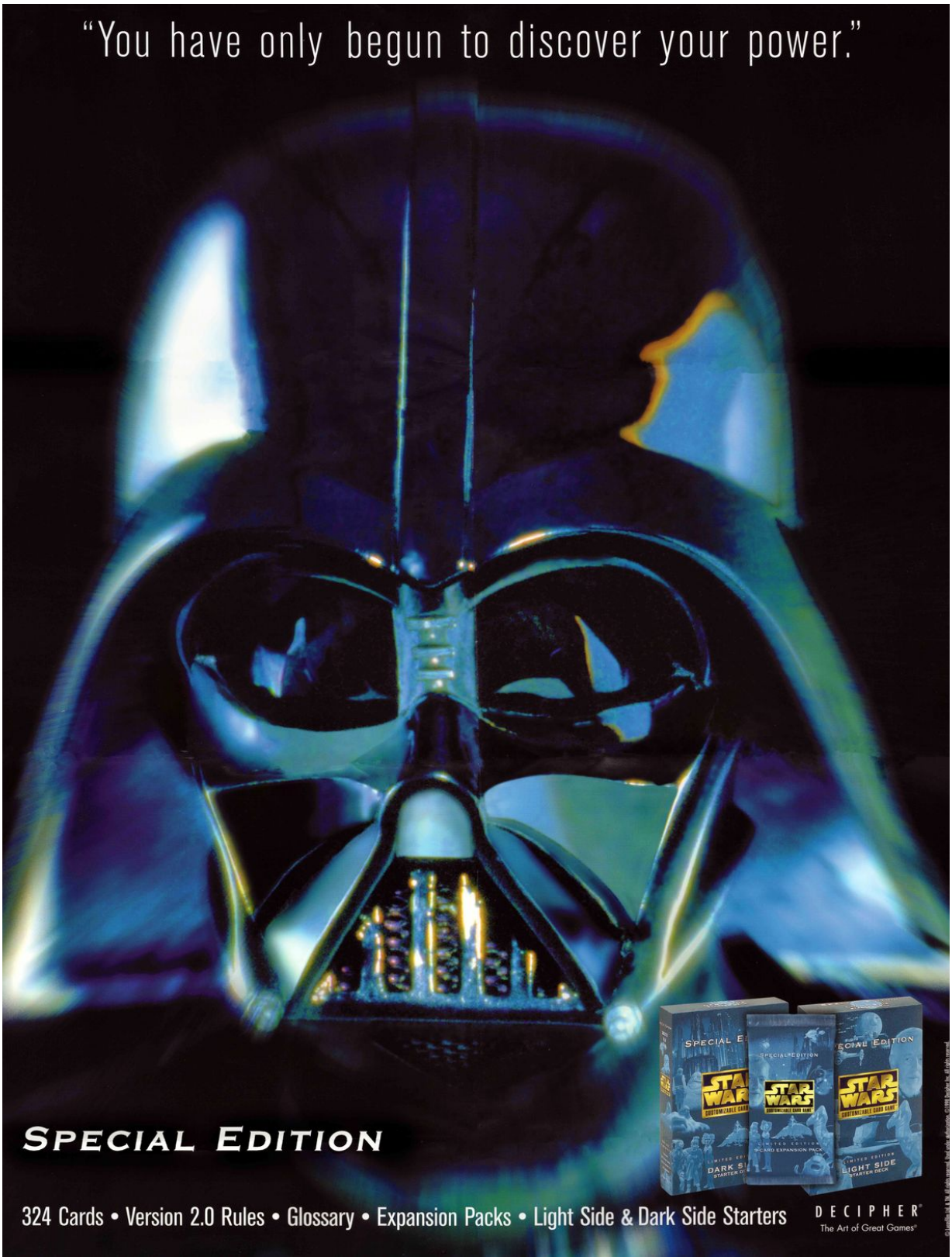
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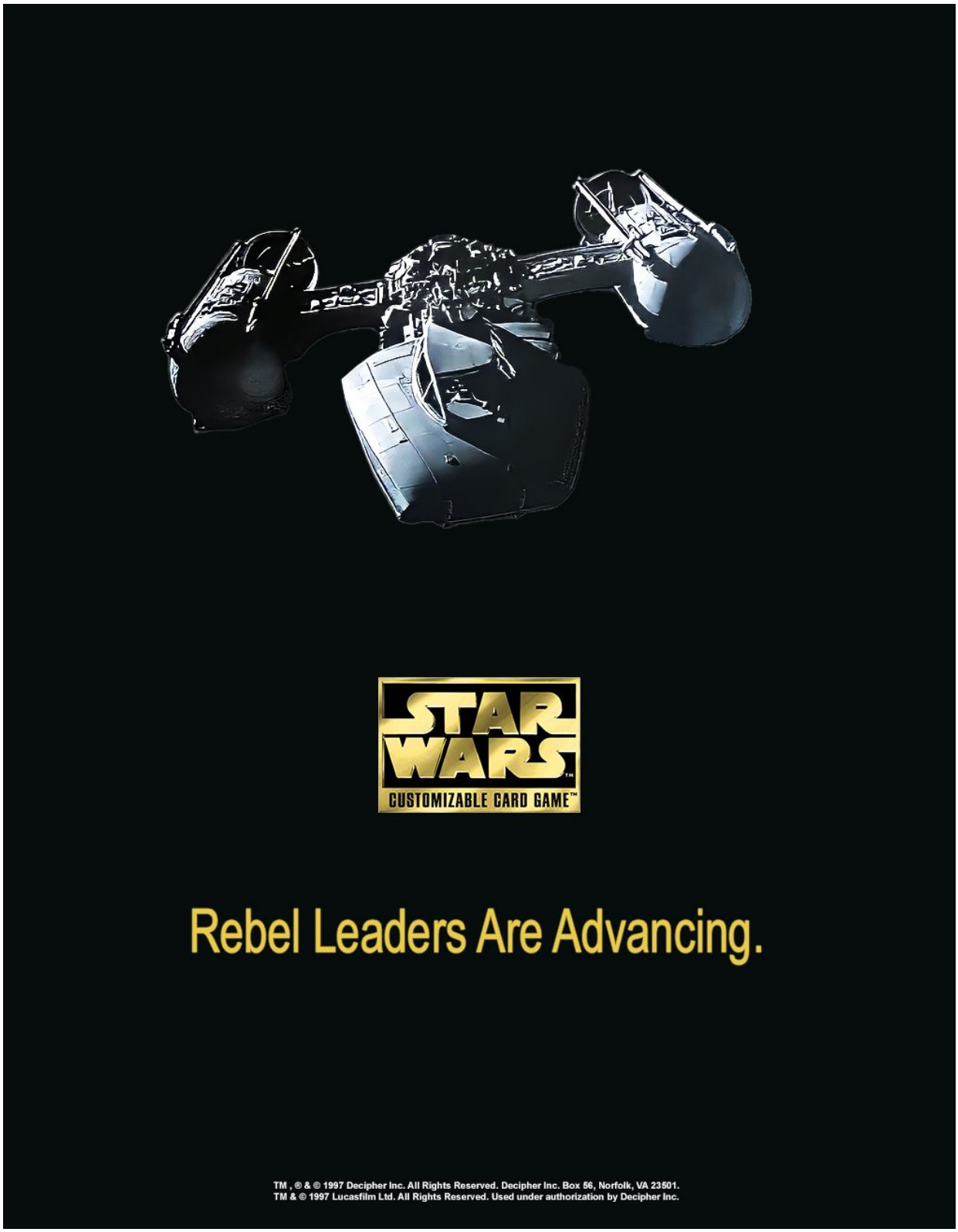
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RULES SUPPLEMENTS

Inserts were included in many of the booster pack boxes as rules supplements and card checklists

A NEW HOPE™
SW:CCG RULES SUPPLEMENT



A New Hope™, the first expansion set for the *Star Wars*™: Customizable Card Game™, contains 162 exciting new cards which introduce additional elements from the first *Star Wars* film. Many of the new cards were created in response to player feedback. This sheet supplements the Premiere rules and explains new terms.

Immediate Effect – A new type of effect card which plays at any time (like an interrupt), but stays on the table (like an effect). Immediate effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

"Immune to Control" – This statement does not refer to the control phase or control of a site, but instead refers to a new card called Control which will appear in a future expansion set. (Control, like Sense and Alter, is one of the three primary Jedi powers.)

Used Or Lost Interrupt – A new type of interrupt which may be played as a used interrupt or a lost interrupt (player's choice).

Multiple Destiny Numbers – If a card has more than one destiny number, the player drawing it for destiny chooses which number to use.

"Lose 1 Force to…" – Similar to "Use 1 Force to…," except that the card may come from your hand or your Life Force and must go to your Lost Pile instead of your Used Pile.

Cumulatively – A boldfaced term used in game text to indicate that multiple copies of a card can increasingly affect the same thing. For example, Rebel Tech says, "Cumulatively adds 1 to the total of Attack Run." Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, "Each Jawa at same exterior site is forfeit +1." The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (None of the cards in the Premiere set are cumulative.)

Undercover – A special characteristic of spies activated by the card Undercover (and certain other cards). Your Undercover spy operates with unique capabilities. It has no 'presence,' but still blocks your opponent's Force drains and allows deployment of your cards to the same location. An Undercover spy does not participate in battles and may not be targeted by an opponent's weapons.

To indicate that your spy is Undercover, place it across the table on your opponent's side of the same site. Your Undercover spy moves during the opponent's move phase (under your control and at normal use of your Force). An Undercover spy can board an opponent's starship or vehicle if there is sufficient capacity; however, the opponent has the first chance to fill that capacity. If your Undercover spy is a pilot, it can operate an opponent's unpiloted starship.

If your spy's "cover is broken," it loses all Undercover-related cards and immediately crosses to your side of the table (at the same site). During your deploy phase, your spy may voluntarily "break cover" if at a site.

Capturing Characters – Several new Dark Side cards allow characters to be captured, and there are various ways for the Light Side to rescue (release) captives. A captured character is placed beneath the Detention Block Corridor site (as if held prisoner in one of the cells). Therefore, without this site in play, characters may not be captured by the Dark Side.

Captives are not considered to have 'presence' and thus do not participate in battles. They cannot be targeted by weapons or must Utinni Effects and cannot have new cards deployed on them. Any cards already deployed on a captive are turned face down and cannot be used (if the captive is released, turn the deployed cards face up again).

Captured characters are still "in play." Released captive(s) are normally moved to the Light Side of the table at the release site. In rare cases (e.g., with the Spice Mines Of Kessel), it may not be possible to move a released character to the Light Side of the table. In such cases, the character goes to the Used Pile instead.

Tractor Beaming – Tractor beaming allows the Dark Side to seize a Rebel starship and "pull it aboard." A captured starship is placed beneath the card on which the tractor beam is deployed. The Light Side no longer controls the captured starship and cannot deploy any new characters there. A captured starship with no characters aboard is immediately 'stolen' and relocated to the Dark Side of the related system.

If there are characters aboard, they are trapped (not 'captured'). The Besieged card allows Dark Side characters on the Star Destroyer or in Docking Bay 327 to battle the trapped characters. This works like a battle at a site. If the Light Side characters are eliminated (which might take several turns), the Dark Side immediately 'steals' the starship.

On a Star Destroyer: If the Dark Side characters present on the Star Destroyer are eliminated, the captured starship is released and immediately relocated to the Light Side of the related system.

On the Death Star: The characters on the captured starship can relocate to Docking Bay 327 for free, but only if the Light Side controls the docking bay. (If all characters abandon the ship, it is immediately 'stolen' by the Dark Side.) Characters at the Docking Bay cannot go aboard the captured starship.

If the Light Side has one group of characters in the docking bay and another group trapped on the starship, these two groups may not combine when Besieged is played. The Dark Side may initiate a battle against one group or the other, but not both on the same turn. Similarly, the Light Side cannot battle the Dark Side with both groups on the same turn but must choose which group will initiate the battle.

Creatures – The Dianoga is the first of a new card type called 'creature.' Creatures have no ability, and thus no 'presence.' They cannot Force drain and do not participate in battles.

Creatures may deploy and move only within their 'habitat' (as defined on the card). Neither 'presence' nor Force icons are required for deployment. Creatures normally have a landspeed of 1 (like characters), but they have an automatic way of moving that simulates hunting for food. If there are one or more potential 'meals' (non-droid characters or other creatures) present, the creature does not move. Conversely, if there are no potential meals present, the creature must move (if possible) at the beginning of its owner's move phase. The owner moves the creature one site in either direction for free (habitat permitting). Creatures are moved one at a time.

Creatures attack using their 'ferocity' number. Creatures can be targeted by any character weapon, targeting "defense value" rather than ability (unless otherwise specified, creatures are targeted as if they were characters). Their defense value is always in the same place on each card, but is given a different name (such as 'slither,' 'scales' etc.) appropriate to the specific creature.

Creatures Attacking: If at any time two creatures are at the same location they immediately attack each other. Their ferocity numbers are compared. The creature with the lower ferocity number is immediately eaten (lost). If there is a tie, both creatures are lost.

If at the start of any battle phase a creature is at the same site as one or more non-droid characters, it automatically attacks. If there are non-droid characters present on both sides, the creature will attack the side which has the most. If both sides have the same number, the owner may choose which side to attack. The character to be attacked is selected randomly (pick up the available candidates and have the opponent draw one without looking). The creature's ferocity is compared to the character's power (plus one destiny if the character has 4 or more ability). If ferocity > power, the character is eaten (lost).

Creatures Being Attacked: During your battle phase, your characters may attack a creature where you have 'presence' (all your characters there participate in this attack). This is not considered to be a battle, although you may not initiate a battle and an attack at the same location in the same turn. Use 1 Force to initiate the attack. Characters may fire their weapons at the creature (at normal use of the Force). If the creature is 'hit,' it is immediately lost. Otherwise, calculate your total power (including one destiny if you have 4 or more ability present). If total power > ferocity + defense value, the creature is lost.

Brainiac – Brainiac has a destiny of pi. If you are confused about how to use this destiny number, listen to the words of Brainiac himself: "One cannot do less than is required, nor more than is allowed."

URoRRuR'R'R – If you are confused about how to use this card, listen to the words of URoRRuR'R'R himself: "URoRr ruurr rR'o RR'uu'urR Rur'o, RUrr'R RoR'Urr U'U'Ur's ur!"

Squadrons – Squadron is a new class of starship card. A squadron deploys (for free) by replacing three starfighters at the same location. The three starfighters and all cards deployed on them go to their owner's Used Pile except for characters, weapons and devices, which may transfer to the squadron (for free; capacity permitting). The squadron may carry up to three starfighter weapons and three devices. It moves and is targeted as if it were one starfighter. Otherwise, it is not considered a starfighter (e.g., a squadron cannot perform Attack Runs).

Sandcrawler Interiors – These two sites introduce a new card type called "vehicle site." A vehicle site allows both players' characters to move aboard the related vehicle and stay there indefinitely. Movement to and from a vehicle site is free for the owner. The opponent, however, has a movement cost as stated on the card. If the vehicle is destroyed, the vehicle site and all cards located there are lost. For convenience, a vehicle site is played by itself on the table; however, it is related to one particular vehicle (which must be specified at the time of deployment) and is considered to be adjacent to the planet site wherever the related vehicle is currently located.

Dejarik Rules – Two new 'holosite' cards (Imperial Holotable and Dejarik Hologameboard) enable you to play a "side game" using ***dejarik*** and ***holograms*** cards. A holosite is placed by itself on the table and is never adjacent to any other site. Holosites allow dejariks and holograms to deploy and battle there as if they were characters. Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite.

When you deploy a dejarik or hologram card to a holosite, use its destiny number as its deploy, forfeit, power and ability numbers. While at the holosite, the dejarik/hologram's game text is inactive.

Battles at holosites are similar to battles at other sites (including destiny draws and attrition if you have 4 or more ability present). If you control the holosite, you may Force drain there and you may also return any dejarik/hologram cards there to your hand at any time.

Bluff Rules – When playing the Dark Side, you may enhance your Force drains at the Tatooine: Bluffs site by playing one card per turn from your hand (face down) on your side of the site. This card is called a "bluff card." Each bluff card allows you to cumulatively add 1 to Force drains there if you control the site, but the bluff cards are not considered to be in play. The Light Side can choose at any time to turn over a bluff card. If it is a character, it immediately deploys at the Tatooine: Bluffs for free. If it is *not* a character, it is lost and you lose 2 Force.

Trench Rules – The Death Star: Trench is an exterior mobile site with some special properties. It must deploy next to the Death Star system as shown below.



Players may not deploy or move any cards to the trench unless a specific card allows them to do so (e.g., Attack Run, Maneuver Check and the Death Star: Trench itself).

The Death Star System – The Death Star is the first of a new type of system card called "mobile system." Unlike planet systems, mobile systems can move.

When the Death Star system is deployed, its initial parsec number (indicated by X on the card) is 0. Using its hyperspeed of 1, you may move the Death Star system during your move phase. For example, on one turn you might move it from parsec 0 to parsec 1. On your next turn, you could move it to parsec 2 or back to parsec 0.

At each parsec number, the Death Star system is either in deep space or 'orbiting' a planet system (on the table) which has the same parsec number. Each time the Death Star system is moved, the Dark Side player must specify whether it is in deep space or orbiting a particular planet. For example, if the Death Star system moves to parsec 2, and both Alderaan and Kiffex are on the table, the Dark Side player must specify whether the Death Star system is orbiting Alderaan or Kiffex, or is in deep space.

Light Side and Dark Side starships move and deploy to the Death Star system as normal (even though there is no Light Side game text). If the Death Star is orbiting a planet, starships at the planet system can move to the Death Star system and vice versa at normal use of the Force (even without hyperdrive). When the Death Star system moves, all cards there (starships, pilots, effects etc.) are considered to be moved along with it automatically.

Shuttling to and from a starship at the Death Star system can only occur via Docking Bay 327. The Death Star system is not a starship, and cannot be targeted as such.

Epic Event Cards – "Epic event" is a new category of cards representing events that could lead to great disturbances in the Force. Commence Primary Ignition and Attack Run allow you to "blow away" planets and the Death Star, respectively.

"Blown Away" – If a system is "blown away," starships at that system survive but all the related locations and all cards at those locations are lost. If you blow away a Rebel Base (Yavin 4 or Hoth) or the Death Star, not only are the cards lost, but your opponent also suffers Force damage. In this case, your opponent must lose Force equal to twice the number of their Force icons present on the destroyed locations.

To mark a system's destruction, place the epic event card across the system while keeping the parsec number in view. Starships can still move to and from the destroyed system, which becomes an "empty space" system with the same parsec number. However, it no longer generates Force and its game text may no longer be utilized.

Contact Decipher: For more information about the *Star Wars*™: *Customizable Card Game*™, including tournament rules, frequently asked questions, news, product announcements etc., contact **Decipher Inc.** via the following: **decipher.com** our internet site featuring FTP, WWW and ListServ. (FTP: **games.decipher.com** WWW: **http://www.decipher.com/**) **DustRootsCards@decipher.com** e-mail our customer mail questions or rules, new cards, gameplay feedback etc. **CustomerService@decipher.com** e-mail customer service with problems or comments on damaged or misprinted cards, product information etc. **(804) 623-SERVS** our free 24-hour-a-day fax response system. If you have access to a fax machine from a touch tone phone, this automated service will fax documents to you almost immediately. Or write to customer service at: **Decipher Inc., 253 Granby Street, Norfolk, Virginia 23510-1015, (804) 623-3600.**

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STAR WARS™: CUSTOMIZABLE CARD GAME™
A NEW HOPE™
CARD LIST



LIGHT SIDE			DARK SIDE		
Advance Preparation	Used or Lost Interrupt	U1	Advosze	Character: Alien	C2
Alternatives To Fighting	Lost Interrupt	U1	Astromech Shortage	Effect	U2
Arcona	Character: Alien	C2	Besieged	Effect	R2
Attack Run	Epic Event	R2	Bespin Motors Void Spider THX 1138	Shuttle Vehicle	C2
Blast The Door, Kid!	Lost Interrupt	C2	Black 4	Starship	U2
Blue Milk	Used or Lost Interrupt	C2	Captain Khurgee	Character: Imperial	U1
Bowcaster	Character Weapon	R2	Come With Me	Effect	C2
Brainiac	Character: Alien	R1	Commence Primary Ignition	Epic Event	R2
Cell 2187	Utinni Effect	R1	Conquest	Starship	R1
Chewbacca	Character: Alien/Rebel	R2	Dannik Jerriko	Character: Alien	R1
Clak'dor VII	Location	R2	Danz Borin	Character: Alien	U2
Commander Evram Lajaie	Character: Rebel	C1	Dark Waters	Effect	R2
Commander Vanden Willard	Character: Rebel	U2	Death Star	Location	R2
Commence Recharging	Effect	R2	Death Star Gunner	Character: Imperial	C1
Corellia	Location	R1	Death Star Tractor Beam	Device	R2
Corellian	Character: Alien	C2	Death Star: Conference Room	Location	U1
Corellian Slip	Used Interrupt	C2	Defel	Character: Alien	C2
Death Star: Trench	Location	R2	Dianoga	Swamp Creature	R2
Dejarik Hologameboard	Location	R1	DS-61-4	Character: Imperial	R2
Doikk Na'ts	Character: Alien	U2	Enhanced TIE Laser Cannon	Starship Weapon	C2
Double Agent	Lost Interrupt	R2	Evader	Used or Lost Interrupt	U1
Eject! Eject!	Effect	C2	Ghhhk	Lost Interrupt	C2
Fire Extinguisher	Device	U2	Greedo	Character: Alien	R1
Garouf Lafoe	Character: Alien	U2	Hem Dazon	Character: Alien	R1
Gold 2	Starship	U1	Hyperwave Scan	Effect	U1
Grappling Hook	Immediate Effect	C2	Hypo	Device	R1
Grimtaash	Used or Lost Interrupt	C2	I'm On The Leader	Lost Interrupt	R1
Het Nkik	Character: Alien	U2	Imperial Commander	Character: Imperial	C2
Houjix	Lost Interrupt	C2	Imperial Holotable	Location	R1
Hunchback	Character: Alien	R1	Imperial Justice	Effect	C2
I Have A Very Bad Feeling About This	Used Interrupt	C2	Imperial Squad Leader	Character: Imperial	C3
I'm Here To Rescue You	Used Interrupt	U1	Informant	Used Interrupt	U1
Ickabel G'ont	Character: Alien	U2	IT-O (Eyetee-Oh)	Character: Droid	R1
Incom T-16 Skyhopper	Shuttle Vehicle	C2	Jawa Blaster	Character Weapon	C2
Jawa Ion Gun	Character Weapon	C2	Kashyyyk	Location	C1
Kashyyyk	Location	C1	Kiffex	Location	R1
Let The Wookiee Win	Lost Interrupt	R1	Krayt Dragon Bones	Effect	U1
Logistical Delay	Effect	U2	Laser Gate	Device	U2
Luke's Cape	Effect	R1	Leia Seeker	Automated Weapon	R2
Luke's Hunting Rifle	Character Weapon	U1	Lirin Car'n	Character: Alien	U2
M-HYD 'Binary' Droid	Character: Droid	U1	Lt. Pol Treidum	Character: Imperial	C1
Magnetic Suction Tube	Device	R2	Lt. Shann Childsen	Character: Imperial	U1
Merc Sunlet	Effect	C2	Magnetic Suction Tube	Device	R2
Motti Seeker	Automated Weapon	R2	Maneuver Check	Effect	R2
Nalan Cheel	Character: Alien	U2	Mobquet A-1 Deluxe Floater	Transport Vehicle	C2
Out Of Commission	Used Interrupt	U2	Monnok	Used or Lost Interrupt	C2
Quite A Mercenary	Used Interrupt	C2	Mosep	Character: Alien	U2
R2-D2 (Artoo-Detoo)	Character: Droid	R2	Ng'ok	Used Interrupt	C2
R5-D4 (Arfive-Defour)	Character: Droid	C2	Officer Evax	Character: Imperial	C1
RA-7 (Aray-Seven)	Character: Droid	C2	Oo-ta Goo-ta, Solo?	Used Interrupt	C2
Ralltiir	Location	C1	Program Trap	Effect	U1
Rebel Commander	Character: Rebel	C2	R2-Q2 (Artoo-Kyootoo)	Character: Droid	C2
Rebel Squad Leader	Character: Rebel	C3	R3-T6 (Arthree-Teesix)	Character: Droid	R1
Rebel Tech	Character: Rebel	C1	R5-A2 (Arfive-Aytoo)	Character: Droid	C2
Rectenna	Device	C2	Ralltiir	Location	C1
Red 2	Starship	R1	Reegesk	Character: Alien	U2
Red 5	Starship	R1	Reserve Pilot	Character: Imperial	U1
Red 6	Starship	U1	Retract The Bridge	Lost Interrupt	R1
Remote	Device	C2	Rodian	Character: Alien	C2
Rogue Bantha	Creature Vehicle	U1	Sandcrawler: Droid Junkheap	Location	R1
Sabotage	Used Interrupt	U1	Sniper	Lost Interrupt	U1
Sandcrawler: Loading Bay	Location	R1	Spice Mines Of Kessel	Utinni Effect	R1
Saurin	Character: Alien	C2	Stunning Leader	Lost Interrupt	C2
Scanner Techs	Effect	U1	Superlaser	Death Star Weapon	R2
Sensor Panel	Device	U1	Swilla Corey	Effect	C2
Solomahal	Effect	C2	Tatooine: Bluffs	Location	R1
Sorry About The Mess	Lost Interrupt	U1	Tech Mo'r	Character: Alien	U2
SW-4 Ion Cannon	Starship Weapon	R2	Tentacle	Immediate Effect	C2
Tantive IV	Starship	R1	There'll Be Hell To Pay	Immediate Effect	U2
They're On Dantooine	Utinni Effect	R1	This Is Some Rescue!	Used Interrupt	U1
Tiree	Character: Rebel	U2	TIE Assault Squadron	Starship	U1
Tzizvvt	Character: Alien	R2	TIE Vanguard	Starship	C2
Undercover	Effect	U2	Tractor Beam	Device	U1
Wedge Antilles	Character: Rebel	R1	Trooper Davin Felth	Character: Imperial	R2
What're You Tryin' To Push On Us?	Immediate Effect	U2	U-3PO (Yoo-Threepio)	Character: Droid	R1
Wookiee Roar	Lost Interrupt	R1	Undercover	Effect	U2
Y-wing Assault Squadron	Starship	U1	URoRRuR'R'R	Character: Alien	U2
Yavin 4: Briefing Room	Location	U1	URoRRuR'R'R's Hunting Rifle	Character Weapon	U1
Yavin 4: Massassi Ruins	Location	U1	*Victory*-Class Star Destroyer	Starship	U1
You're All Clear Kid!	Used Interrupt	R1	We Have A Prisoner	Lost Interrupt	C2
Zutton	Character: Alien	C1	WED15-I7 'Septoid' Droid	Character: Droid	U2

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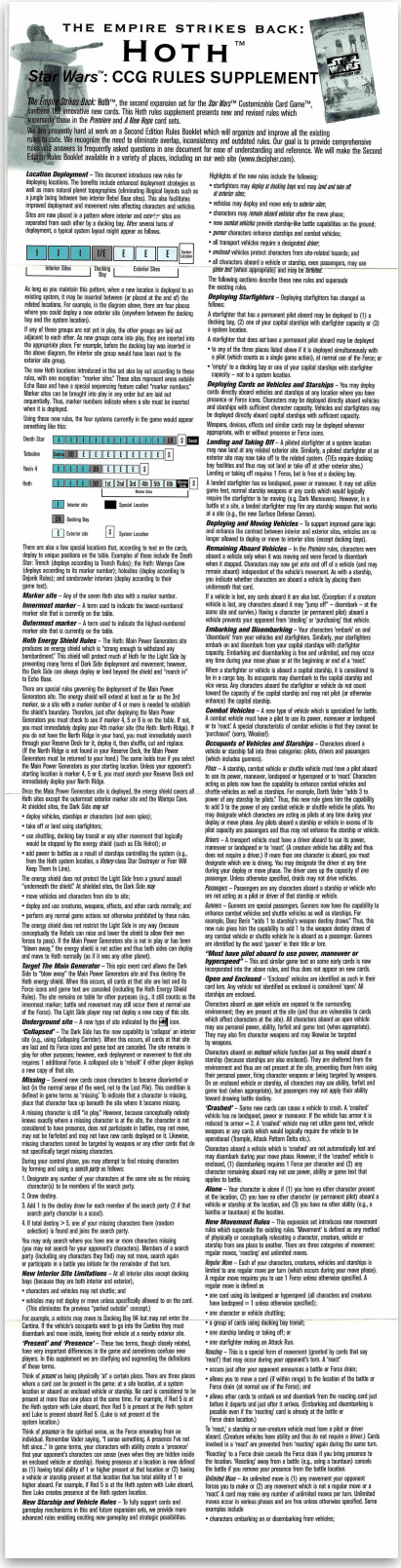

THE EMPIRE STRIKES BACK:

HOTH™

Star Wars™: CCG RULES SUPPLEMENT

The Empire Strikes Back: Hoth™, the second expansion set for the *Star Wars*™ Customizable Card Game™, continues the innovative new cards. This Hoth rules supplement presents new and revised rules which supersede those in the *Premiere* and *A New Hope* card sets.

We are presently hard at work on a Second Edition Rules Booklet which will organize and improve all the existing rules to date. We recognize the need to eliminate overlap, inconsistency and outdated rules. Our goal is to provide comprehensive rules and answers in frequently asked questions in one document for ease of understanding and reference. We will make the Second Edition Rules Booklet available in a variety of places, including on our web site (www.decipher.com).

Location Deployment – This document introduces new rules for deploying locations. The benefits include enhanced deployment strategies as well as more varied planet topographies (eliminating illogical layouts such as a jungle being between two interior Rebel Base sites). This also facilitates improved deployment and movement rules affecting characters and vehicles. Sites are now placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows.

Interior Sites | Docking Bay | Exterior Sites

As long as you maintain this pattern, when a new location is deployed to an existing system, it may be inserted between (or placed at the end of) the related locations. For example, in the diagram above, there are four places where you could deploy a new exterior site (anywhere between the docking bay and the system location).

If any of these groups are not yet in play, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place. For example, before the docking bay was inserted in the above diagram, the interior site group would have been next to the exterior site group.

The new Hoth locations introduced in this set also lay out according to these rules, with one exception: "marker sites." These sites represent areas outside Echo Base and have a special sequencing feature called "marker numbers." Marker sites can be brought into play in any order but are laid out sequentially. Thus, marker numbers indicate where a site must be inserted when it is deployed.

Using these new rules, the four systems currently in the game would appear something like this:

Death Star | Tatooine | Yavin 4 | Hoth

Interior site | Special Location | Docking Bay | Exterior site | System Location

There are also a few special locations that, according to text on the cards, deploy to unique positions on the table. Examples of these include the Death Star: Trench (deploys according to Trench Rules); the Hoth: Wampa Cave (deploys according to its marker number); Ivaloktoc (deploy according to Dejarik Rules); and sandcrawler interiors (deploy according to their game text).

Marker site – Any of the seven Hoth sites with a marker number.

Innermost marker – A term used to indicate the lowest-numbered marker site that is currently on the table.

Outermost marker – A term used to indicate the highest-numbered marker site that is currently on the table.

Hoth Energy Shield Rules – The Hoth: Main Power Generators site produces an energy shield which is "strong enough to withstand any bombardment." This shield will protect much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side can always deploy or land beyond the shield and "march in" to Echo Base.

There are special rules governing the deployment of the Main Power Generators site. The energy shield will extend at least as far as the 3rd marker, so a site with a marker number of 4 or more is needed to establish the shield's boundary. Therefore, just after deploying the Main Power Generators you must check to see if marker 4, 5 or 6 is on the table. If not, you must immediately deploy your 4th marker site (the Hoth: North Ridge). If you do not have the North Ridge in your hand, you must immediately search through your Reserve Deck for it, deploy it, then shuffle, cut and replace. (If the North Ridge is not found in your Reserve Deck, the Main Power Generators must be returned to your hand.) The same holds true if you select the Main Power Generators as your starting location. Unless your opponent's starting location is marker 4, 5 or 6, you must search your Reserve Deck and immediately deploy your North Ridge.

Once the Main Power Generators site is deployed, the energy shield covers all Hoth sites except the outermost exterior marker site and the Wampa Cave. At shielded sites, the Dark Side may not

- deploy vehicles, starships or characters (not even spies);
- take off or land using starfighters;
- use shuttling, docking bay transit or any other movement that logically would be stopped by the energy shield (such as Ello Helmit); or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a Allegiance-class Star Destroyer or Fear Will Keep Them In Line).

The energy shield does not protect the Light Side from a ground assault "underneath the shield;" at shielded sites, the Dark Side may

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, effects, and other cards normally; and
- perform any normal game actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can raise and lower the shield to allow their own forces to pass). If the Main Power Generators site is not in play or has been "blown away," the energy shield is not active and thus both sides can deploy and move to Hoth normally (as if it was any other planet).

Target The Main Generator – This epic event card allows the Dark Side to "blow away" the Main Power Generators site and thus destroy the Hoth energy shield. When this occurs, all cards at that site are lost and its Force icons and game text are canceled (including the Hoth Energy Shield Rule). The site remains on table for other purposes (e.g., it still counts as the innermost marker; battle and movement may still occur there at normal use of the Force). The Light Side player may not deploy a new copy of this site.

Underground site – A new type of site indicated by the **[UG]** icon.

"Collapsed" – The Dark Side has the new capability to "collapse" an interior site (e.g., using Collapsing Corridor). When this occurs, all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to that site requires 1 additional Force. A collapsed site is "rebuilt" if either player deploys a new copy of that site.

Missing – Several new cards cause characters to become disoriented or lost (in the normal sense of the word, not to the Lost Pile). This condition is defined in game terms as "missing." To indicate that a character is missing, place that character face up beneath the site where it became missing.

A missing character is still "in play." However, because conceptually nobody knows exactly where a missing character is at the site, the character is not considered to have presence, may not participate in battles, may not move, may not be farfetched and may not have new cards deployed on it. Likewise, missing characters cannot be targeted by weapons or any other cards that do not specifically target missing characters.

During your control phase, you may attempt to find missing characters by forming and using a *search party* as follows:

1. Designate any number of your characters at the same site as the missing character(s) to be members of the search party.
2. Draw destiny.
3. Add 1 to the destiny draw for each member of the search party (2 if that search party character is a scout).
4. If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

New Interior Site Limitations – At all interior sites except docking bays (because they are both interior and exterior),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card. (This eliminates the previous "parked outside" concept.)

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

'Present' and 'Presence' – These two terms, though closely related, have very important differences in the game and sometimes confuse new players. In this supplement we are clarifying and augmenting the definitions of these terms.

Think of *present* as being physically "at" a certain place. There are three places where a card can be present in the game: at a site location, at a system location or aboard an enclosed vehicle or starship. To card is considered to be present at more than one place at the same time. For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5. (Luke is not present at the system location.)

Think of *presence* in the spiritual sense, as the Force emanating from an individual. Remember Vader saying, "I sense something. A presence I've not felt since..." In game terms, your characters with ability create a 'presence' that your opponent's characters can sense (even when they are hidden inside an enclosed vehicle or starship). Having presence at a location is now defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher aboard. For example, if Red 5 is at the Hoth system with Luke aboard, then Luke creates presence at the Hoth system location.

New Starship and Vehicle Rules – To fully support cards and gameplay mechanisms in this and future expansion sets, we provide more advanced rules enabling exciting new gameplay and strategic possibilities.

Highlights of the new rules include the following:

- *starfighters may deploy at docking bays* and *may land and take off at exterior sites;*
- vehicles may deploy and move only to *exterior sites;*
- characters may *remain aboard vehicles* after the move phase;
- *new combat vehicles* provide starship-like battle capabilities on the ground;
- *power* characters enhance starships and combat vehicles;
- all transport vehicles require a designated *pilot;*
- *enclosed* vehicles protect characters from site-related hazards; and
- all characters aboard a vehicle or starship, once passengers, may use *game text* (when appropriate) and may be *'piloted'*

The following sections describe these new rules and supersede the existing rules.

Deploying Starfighters – Deploying starfighters has changed as follows:

A starfighter that has a permanent pilot aboard may be deployed to (1) a docking bay, (2) one of your capital starfighter capacity or (3) a system location.

A starfighter that does *not* have a permanent pilot aboard may be deployed

- to any of the three places listed above if it is deployed simultaneously with a pilot (which counts as a single game action), at normal use of the Force; or
- 'empty' to a docking bay or one of your capital starships with starfighter capacity – not to a system location.

Deploying Cards on Vehicles and Starships – You may deploy cards directly aboard vehicles and starships at any location where you have presence or Force icons. Characters may be deployed directly aboard vehicles and starships with sufficient character capacity. Vehicles and starfighters may be deployed directly aboard capital starships with sufficient capacity.

Weapons, devices, effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

Landing and Taking Off – A piloted starfighter at a system location may now land at any related exterior site. Similarly, a piloted starfighter at an exterior site may now take off to the related system. (TIEs require docking bay facilities and thus may not land or take off at other exterior sites.) Landing or taking off requires 1 Force, but is free at a docking bay.

A landed starfighter has no landspeed, power or maneuver. It may not utilize game text, normal starship weapons or any cards which would logically require the starfighter to be moving (e.g. Dark Maneuvers). However, in a battle at a site, a landed starfighter may fire any starship weapon that works at a site (e.g., the new Surface Defense Cannon).

Deploying and Moving Vehicles – To support improved game logic and enhance the contrast between interior and exterior sites, vehicles are no longer allowed to deploy or move to interior sites (except docking bays).

Remaining Aboard Vehicles – In the *Premiere* rules, characters were aboard a vehicle only when it was moving and were forced to disembark when it stopped. Characters may now get onto and off of a vehicle (and may remain aboard) independent of the vehicle's movement. As with a starship, you indicate whether characters are aboard a vehicle by placing them underneath that card.

If a vehicle is lost, any cards aboard it are also lost. (Exception: if a creature vehicle is lost, any characters aboard it may "jump off" – disembark – at the same site and survive.) Having a character (or permanent pilot) aboard a vehicle prevents your opponent from 'stealing' or 'purchasing' that vehicle.

Embarking and Disembarking – Your characters 'embark' on and 'disembark' from your vehicles and starfighters. Similarly, your starfighters embark on and disembark from your capital starships with starfighter capacity. Embarking and disembarking is free and unlimited, and may occur any time during your move phase or at the beginning or end of a 'react.'

When a starfighter or vehicle is aboard a capital starship, it is considered to be in a cargo bay. Its occupants may disembark to the capital starship and vice versa. Any characters aboard the starfighter or vehicle do not count toward the capacity of the capital starship and may not pilot (or otherwise enhance) the capital starship.

Combat Vehicles – A new type of vehicle which is specialized for battle. A combat vehicle must have a pilot to use its power, maneuver or landspeed or to 'react.' A special characteristic of combat vehicles is that they cannot be 'purchased' (sorry, Weiwiel).

Occupants of Vehicles and Starships – Characters aboard a vehicle or starship fall into three categories: pilots, drivers and passengers (which includes gunners).

Pilots – A starship, combat vehicle or shuttle vehicle must have a pilot aboard to use its power, maneuver, landspeed or hyperspeed or to 'react.' Characters acting as pilots now have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Darth Vader "adds 3 to power of any starship he pilots." Thus, this new rule gives him the capability to add 3 to the power of any combat vehicle or shuttle vehicle he pilots. You may designate which characters are acting as pilots at any time during your deploy or move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

Drivers – A transport vehicle must have a driver aboard to use its power, maneuver or landspeed or to 'react.' (A creature vehicle has ability and thus does not require a driver.) If more than one character is aboard, you must designate which one is driving. You may designate the driver at any time during your deploy or move phase. The driver uses up the capacity of one passenger. Unless otherwise specified, drivds may not drive vehicles.

Passengers – Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Aurators – Gunners are special passengers. Gunners now have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Darz Beris "adds 1 to starship's weapon destiny draws." Thus, this new rule gives him the capability to add 1 to the weapon destiny draws of any combat vehicle or shuttle vehicle he is aboard as a passenger. Gunners are identified by the word 'gunner' in their title or lore.

"Must have pilot aboard to use power, maneuver or hyperspeed" – This and similar game text on some early cards is now incorporated into the above rules, and thus does not appear on new cards.

Open and Enclosed – 'Enclosed' vehicles are identified as such in their card lore. Any vehicle not identified as enclosed is considered 'open.' All starships are enclosed.

Characters aboard an open vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an open vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire character weapons and may likewise be targeted by weapons.

Characters aboard an *enclosed* vehicle (unless just as they would aboard a starship (because starships are also enclosed). They are sheltered from the environment and thus are not present at the site, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but passengers may not apply their ability toward drawing battle destiny.

'Crashed' – Some new cards can cause a vehicle to crash. A 'crashed' vehicle has no landspeed, power or maneuver. If the vehicle has armor it is reduced to armor = 2. A 'crashed' vehicle may not utilize game text, vehicle weapons or any cards which would logically require the vehicle to be operational (Trample, Attack Pattern Delta etc.).

Characters aboard a vehicle which is 'crashed' are not automatically lost and may disembark during your move phase. However, if the 'crashed' vehicle is enclosed, (1) disembarking requires 1 Force per character and (2) any character remaining aboard may not use power, ability or game text that applies to battle.

Alone – Your character is alone if (1) you have no other character present at the location, (2) you have no other character (or permanent pilot) aboard a vehicle or starship at the location, and (3) you have no other ability (e.g., a Sentha or Ianthian) at the location.

New Movement Rules – This expansion set introduces new movement rules which supersede the existing rules. 'Movement' is defined as any method of physically or conceptually relocating a character, creature, vehicle or starship from one place to another. There are three categories of movement: regular moves, 'reacting' and unlimited moves.

Regular Move – Each of your characters, creatures, vehicles and starships is limited to one regular move per turn (which occurs during your move phase). A regular move requires you to use 1 Force unless otherwise specified. A regular move is defined as

- one card using its landspeed or hyperspeed (all characters and creatures have landspeed = 1 unless otherwise specified);
- one character or vehicle shuttling;
- a group of cards using docking bay transit;
- one starship landing or taking off; or
- one starfighter making an Attack Run.

Reacting – This is a special form of movement (granted by cards that say 'react') that may occur during your opponent's turn. A 'react'

- occurs just after your opponent announces a battle or Force drain;
- allows you to move a card (if within range) to the location of the battle or Force drain (at normal use of the Force); and
- allows other cards to embark on and disembark from the reacting card just before it departs and just after it arrives. (Embarking and disembarking is possible even if the 'reacting' card is already at the battle or Force drain location.)

To 'react,' a starship or non-creature vehicle must have a pilot or driver aboard. (Creature vehicles have ability and thus do not require a driver.) Cards involved in a 'react' are prevented from 'reacting' again during the same turn.

'Reacting' to a Force drain cancels the Force drain if you bring presence to the location. 'Reacting' away from a battle (e.g., using a tauntaun) cancels the battle if you remove your presence from the battle location.

Unlimited Move – An unlimited move is (1) any movement your opponent forces you to make or (2) any movement which is not a regular move or a 'react.' A card may make any number of unlimited moves per turn. Unlimited moves occur in various phases and are free unless otherwise specified. Some examples include

- characters embarking on or disembarking from vehicles;
- a group of cards transferring from one starship to another (requires 1 Force);
- characters and other cards being carried by a moving vehicle or starship;
- interrupts (e.g., Ello Helmit, Tabanan Locks); and
- special game text (e.g., Obi-Wan Kenobi, Chief Bast).

Shuttling and Transferring – The concept of ship-docking capability has been revised and clarified to accommodate new definitions of shuttling and transferring:

Shuttling – A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability (or vice versa) for 1 Force. Capital starships are assumed to have dedicated shuttles for this purpose. Because starfighters are not large enough to carry shuttles, shuttling is no longer allowed to or from a starfighter, even if it has ship-docking capability.

Transferring – Any number of characters and vehicles may transfer from one starship to another at the same system location for 1 Force if at least one of those starships is piloted and has ship-docking capability.

New Carrying Rules – New weapons in this expansion set are designed to work in combination with other weapons. To facilitate such combinations, you may now deploy as many weapons and devices as you like on a character, vehicle or starfighter, as long as there are no duplicates (i.e., the weapons and devices must all have different card titles). However, each character, vehicle or starfighter may use only one weapon and one device per turn.

Capital starships and characters with Backpacks may carry and use any number of weapons and devices – even duplicates. Note that the **cumulative** rule from the *A New Hope* Rules Supplement Sheet is still in effect. So, for example, multiple Jedi lightsabers will not give more than one Force drain +1 bonus.

New Mining Droid Rules – The introduction of the two mines in this expansion set broadens the mining droid's repertoire and allows the introduction of rules which enhance its capabilities in an exciting new way. As with previous rules, a mining droid can still "lay" mines face up at any site where it is present. Now, mining droids can also 'bury' mines face down on planets to simulate creation of a minefield.

At any exterior planet site where you have a mining droid present, during your deploy phase you may bury any number of cards from your hand face down underneath that site. You may choose to bury 'real' mines, 'duds' (non-mine cards buried as a bluff) or a mixture of the two. When any character, vehicle or starship moves to or across that site, all buried cards there are 'tripped' (revealed). Any duds are simply lost. Any mines immediately 'explode,' targeting the card that tripped them if applicable. (When your opponent trips any buried Time Mine, you immediately draw destiny to see how many characters your opponent loses.)

Buried cards are not considered in play. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

Artillery Weapons – A new type of weapon which is deployed at a site. Unlike other weapons, artillery weapons have a forfeit value and are also immune to Overload.

To fire an artillery weapon, a power source must be present. The power source may be (1) a power droid, (2) any card with "Fusion Generator" in its title, or (3) any card with game text that says it can power weapons.

Anakin's Lightsaber – This weapon will work on any Skywalker with ability > 3 (whether they know they are a Skywalker or not!).

"Stealing" weapons and devices – A character who has the capability to 'steal' a weapon or device may do so only if that weapon or device says it can be deployed by (or moved by) characters. For example, a character may steal a lightsaber, an E-web Blaster or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydrospanna Station or the Planet Defender Ion Cannon.

New Versions of Main Characters – Throughout the *Star Wars* trilogy, some of the main characters 'grow' significantly in skills and abilities. To reflect this growth, we have decided to occasionally create new versions of those characters. We will do this in a manner which avoids making previous versions obsolete or less valuable.

The new versions will tend to be specialized, having advantages and disadvantages in various situations. For example, in keeping with the progression we saw between *Star Wars* and *The Empire Strikes Back*, Commander Luke Skywalker in the Hoth expansion set is a bit stronger than Luke Skywalker from the Premiere edition. However, Commander Luke Skywalker has a higher deploy cost, does not activate extra Force each turn and is less versatile in terms of deployment. Which version of a main character you choose to put in a particular deck is a strategic choice which depends on your objectives.

Persona Rule – Different versions of a single character are all considered to be the same 'persona.' No more than one version of the same persona may be in play at the same time.

Cards that reference 'Luke' (for example) apply to any version of the Luke persona (Luke Skywalker, Commander Luke Skywalker etc.). Similarly, references to 'Chewbacca' and 'Chewie' are considered interchangeable.

During your deploy phase, you may replace one of your characters on the table with an "older, wiser" version of the same persona from your hand (for free). The new version (1) must have power and ability at least equal to those of the replaced card and (2) must obey its own deployment restrictions (if any). For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says "May deploy only on Hoth").

Any weapons, devices, effects or ulimi effects deployed on or targeting the character transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the Lost Pile, along with the younger version of the character. For example, if Luke was Undercover and was replaced with a new (hypothetical) version of Leia who search a say, the Undercover card would not be applicable to the new Leia and would therefore be lost.

Armored Droids – Some new droids (e.g., Probe Droids) have armor. This number is used only as a defense against weapons. When a weapon targets an armored droid, use the droid's armor instead of ability.

Unique (•) Card – If both players have a unique (•) card with the same name (e.g., •Jax Stern), only one copy of that card may be on the table at a time.

Mobile Effect – A new type of effect card that has an automatic movement function. Mobile effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

Negative Numbers – Some cards instruct you to subtract numbers, in which case the final result may not fall below zero.

Errata for the *A New Hope* rules supplement sheet:

Clarkson – The sentence which began, "The owner moves the creature ..." should have said, "The player controlling the creature moves it ..." Thus, if a Wampa is scared by Marrese Rackre, the Light Side player then chooses which direction the Wampa must move.

"Blown Away" – There was the instruction "To mark a system's destruction, place the epic event card across the system while keeping the parsec number in view." This should have said "To mark a system's destruction, turn the card upside-down; you may look at it at any time to verify the parsec number." The epic event card is lost." In addition, no player may deploy a new copy of a location which has been "blown away."

Have fun, but beware! Night is falling and it looks like there's an ice storm coming over the North Ridge...



THE EMPIRE STRIKES BACK:

HOTH™

CARD LIST

LIGHT SIDE			DARK SIDE		
2-1B (Too-Onebee)	Character: Droid	R1	A Dark Time For The Rebellion	Lost Interrupt	C1
Anakin's Lightsaber	Character Weapon	R1	Admiral Ozzel	Character: Imperial	R1
Artillery Remote	Device	R2	AT-AT Cannon	Vehicle Weapon	U1
Atgar Laser Cannon	Artillery Weapon	U2	AT-AT Driver	Character: Imperial	C2
Attack Pattern Delta	Lost Interrupt	U1	Blizzard 1	Combat Vehicle	R1
Bacta Tank	Effect	R2	Blizzard 2	Combat Vehicle	R2
Cal Alder	Character: Rebel	U2	Blizzard Scout 1	Combat Vehicle	R1
Commander Luke Skywalker	Character: Rebel	R1	Blizzard Walker	Combat Vehicle	U2
Concussion Grenade	Character Weapon	R1	Broached Defenses	Immediate Effect	U2
Dack Ralter	Character: Rebel	R2	Captain Lennox	Character: Imperial	U2
Dark Dissension	Used or Lost Interrupt	R1	Captain Piett	Character: Imperial	R2
Derek 'Hobbie' Klivian	Character: Rebel	U1	Cold Feet	Used Interrupt	C2
Disarming Creature	Immediate Effect	R1	Collapsing Corridor	Lost Interrupt	R2
Dual Laser Cannon	Vehicle Weapon	U1	ComScan Detection	Used Interrupt	C2
Echo Base Operations	Effect	R2	Crash Landing	Used Interrupt	U1
Echo Base Trooper	Character: Rebel	C3	Death Mark	Utinni Effect	R1
Echo Base Trooper Officer	Character: Rebel	U1	Death Squadron	Effect	U1
Echo Trooper Backpack	Device	C2	Debris Zone	Used Interrupt	R2
EG-4 (Exigee-Four)	Character: Droid	C1	Deflector Shield Generators	Device	U2
Evacuation Control	Effect	U1	Direct Hit	Used or Lost Interrupt	U1
Full Basic	Lost Interrupt	C2	E-web Blaster	Artillery Weapon	C1
Frostbite	Effect	C2	Electro-Rangefinder	Device	U1
FX-7 (Effex-Seven)	Character: Droid	C2	Exhaustion	Lost Interrupt	U2
General Carlist Rieekan	Character: Rebel	R2	Exposure	Lost Interrupt	U1
Golan Laser Battery	Artillery Weapon	U1	Frostbite	Effect	C2
Hoth	Location	U2	Frozen Dinner	Immediate Effect	R1
Hoth Survival Gear	Device	C2	Furry Fury	Used or Lost Interrupt	R2
Hoth: Defensive Perimeter	Location	C2	FX-10 (Effex-ten)	Character: Droid	C2
Hoth: Echo Command Center (War Room)	Location	U2	General Veers	Character: Imperial	R1
Hoth: Echo Corridor	Location	C2	He Hasn't Come Back Yet	Lost Interrupt	C2
Hoth: Echo Docking Bay	Location	C2	High Anxiety	Immediate Effect	R1
Hoth: Echo East Lab	Location	C2	Hoth	Location	U2
Hoth: Main Power Generators	Location	U2	Hoth: Defensive Perimeter	Location	C2
Hoth: North Ridge	Location	C2	Hoth: Echo Command Center (War Room)	Location	U2
Hoth: Snow Trench	Location	C2	Hoth: Echo Corridor	Location	C2
I Thought They Smelled Bad On The Outside	Used Interrupt	R1	Hoth: Echo Docking Bay	Location	C2
Ice Storm	Mobile Effect	U1	Hoth: Ice Plains	Location	C2
Infantry Mine	Automated Weapon	C2	Hoth: North Ridge	Location	C2
It Can Wait	Lost Interrupt	C2	Hoth: Wampa Cave	Location	R2
Jeroen Webb	Character: Rebel	U1	I'd Just As Soon Kiss A Wookiee	Lost Interrupt	C2
K-3PO (Kay-Threepio)	Character: Droid	R1	Ice Storm	Mobile Effect	U1
Lucky Shot	Used or Lost Interrupt	U1	Image Of The Dark Lord	Effect	R2
Major Bren Derlin	Character: Rebel	R2	Imperial Domination	Effect	U1
Medium Repeating Blaster Cannon	Artillery Weapon	C1	Imperial Gunner	Character: Imperial	C2
Medium Transport	Starship	U2	Imperial Supply	Used or Lost Interrupt	C1
Mon Of You Guys To Drop By	Used Interrupt	C2	Infantry Mine	Automated Weapon	C2
One More Pass	Used Interrupt	U1	Lieutenant Cabbel	Character: Imperial	U2
Ord Mantell	Location	U2	Lightsaber Deficiency	Used Interrupt	U1
Perimeter Scan	Used Interrupt	C2	Meteor Impact?	Utinni Effect	R1
Planet Defender Ion Cannon	Artillery Weapon	R2	Mournful Roar	Immediate Effect	R1
Power Harpoon	Vehicle Weapon	U1	Oh, Switch Off	Used Interrupt	C2
R-3PO (Ar-Threepio)	Character: Droid	R2	Ord Mantell	Location	C2
R2 Series Droid	Device	C2	Our First Catch Of The Day	Used Interrupt	C2
RS-M2 (ArFive-Emmtoo)	Character: Droid	C2	Portable Fusion Generator	Device	C2
Rebel Scout	Character: Rebel	C1	Probe Antennae	Device	U2
Rogue 1	Combat Vehicle	R1	Probe Droid	Character: Droid	C2
Rogue 2	Combat Vehicle	R2	Probe Droid Laser	Character Weapon	U2
Rogue 3	Combat Vehicle	R1	Probe Telemetry	Used Interrupt	C2
Rogue Gunner	Character: Rebel	C2	Responsibility Of Command	Utinni Effect	R1
Romiss "Lock" Navander	Character: Rebel	U2	Scruffy-Looking Nerf Herder	Used or Lost Interrupt	R2
Rug Ihyo	Lost Interrupt	R1	Self-Destruct Mechanism	Used Interrupt	U2
Shawn Valdez	Character: Rebel	U1	Silence Is Golden	Effect	U2
Snowspeeder	Combat Vehicle	U2	Snowtrooper	Character: Imperial	C3
Surface Defense Cannon	Starship Weapon	R2	Snowtrooper Officer	Character: Imperial	C1
Tamtzender Rey	Character: Rebel	U2	Stalker	Starship	R1
Tauntaun	Creature Vehicle	C2	Stop Motion	Used Interrupt	C2
Tauntaun Bones	Effect	U1	Tactical Support	Lost Interrupt	R2
Tauntaun Rustler	Character: Rebel	C2	Target The Main Generator	Epic Event	R2
The First Transport Is Away!	Utinni Effect	R1	That's It, The Rebels Are There!	Used Interrupt	U2
Tignon Jamira	Character: Rebel	U1	The Shield Doors Must Be Closed	Effect	U1
Toryn Farr	Character: Rebel	U1	This Is Just Wrong	Utinni Effect	R1
Under Attack	Used Interrupt	U1	Too Cold For Speeders	Effect	U1
Vehicle Mine	Automated Weapon	C2	Trample	Used Interrupt	R1
Walker Sighting	Lost Interrupt	U2	Turn It Off! Turn It Off!	Used or Lost Interrupt	C1
WED-1010 "Wonky" Droid	Character: Droid	C1	Tyrant	Starship	R1
Wes Janson	Character: Rebel	R2	Vehicle Mine	Automated Weapon	C2
Who's Scruffy-Looking?	Used Interrupt	R1	Walker Barrage	Used Interrupt	U1
Wyron Serper	Character: Rebel	U2	Wall Of Fire	Lost Interrupt	U1
Yes Have Fallen We Far The Last Time	Lost Interrupt	R1	Wampa	Snow Creature	R2
You Will Go To The Dagobah System	Lost Interrupt	R1	Weapon Malfunction	Utinni Effect	R1
Zev Senesca	Character: Rebel	R2	Yaggle Gakkle	Used Interrupt	R2

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists

DAGOBAH™

Star Wars™ Customizable Card Game™ RULES SUPPLEMENT

Dagobah™, the third expansion set for the *Star Wars*™ Customizable Card Game™, contains 180 exciting new cards drawn from the pivotal middle segment of *The Empire Strikes Back*™.

Dagobah Locations – The sparse population and extreme remoteness of the planet Dagobah make deployment to this system and its swampy landscape unusually difficult. The thick atmosphere makes shuttling (and the use of transport cards) impossible. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- *Characters, vehicles and starships* may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Encampment).
- *Devices and weapons* may not deploy *directly* to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- *Utinni effects* may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- *Shuttling value and transport cards* (e.g., Nabrun Leids and Ellis Heinzt) may not be used to move to or from Dagobah.

Creatures and all effect types (except Utinni effects) may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

"So, how do I get my characters and vehicles to Dagobah?" Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

Sector Locations – Sectors are a new type of location card. There will be various kinds of sectors in upcoming expansion sets, all of which will share the following features:

- Sectors are oriented vertically, like systems, and create additional locations where starships may deploy, battle and move. However, sectors have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a starship.
- Cards which affect starships at a system (e.g., Hyper Escape, Tallon Roll and Collision!) can also affect starships at a sector.

Asteroid Field and Big One Sectors – These two new locations are both *asteroid sectors*. Asteroid sectors deploy next to any planet system or another asteroid sector, as shown below. The planet system card must be on table before any asteroid sector can deploy to that system. Asteroid sectors may be inserted in any order, as long as you maintain the following pattern:



At an asteroid sector, you may 'react' and make any applicable *unlimited move*. However, unless otherwise specified, the only *regular move* allowed at an asteroid sector are the following three new regular moves:

- *System to sector* – A capital starship or starfighter may move from a system location to the sector next to it (or vice versa) for 1 Force.
- *Sector to sector* – A capital starship may move from one sector to an adjacent sector for 1 Force. A starfighter may move up to two sectors at a time for 1 Force.
- *Sector to site* – A starfighter at a sector may land at and take off from a related site for 1 Force.

Asteroid sectors are 'related' to the planet system where they are deployed, but they are not considered to be part of that planet. Thus, if the planet is "blown away," the asteroid sectors remain on table.

Asteroid Rules – "You're not actually going *into* an asteroid field?!" "They'd be crazy to follow us, wouldn't they?"

Wherever "Asteroid Rules" are in effect, your starships are continually subject to being hit by asteroids. During each of your control phases, for each such starship:

- Opponent draws one *asteroid destiny*.
- Add 1 to destiny for each *additional* sector at that system that has "Asteroid Rules" in effect.
- If total destiny > armor or maneuver, the starship is immediately lost.
- If the card drawn for asteroid destiny is itself an asteroid sector, the starship is immediately lost, no matter how high its armor or maneuver.

Cave Rules – The *Big One: Asteroid Cave or Space Slug Belly* site is a special location which must deploy next to a Big One sector, as shown below.



Normally this location is an asteroid cave (planet site). However, when a Space Slug creature is present at the related Big One sector, the location slides next to the Space Slug and becomes a space slug belly (creature site). Cool, huh?

When this site is a belly, starfighters may not land or take off if the Space Slug's mouth is 'closed' (as defined by the Space Slug's game text). If the Space Slug is lost, all cards in the belly are also lost and the site then slides next to the Big One, reverting to a cave. Whether the site is a cave or a belly, it is always 'related' to the Big One.

The Executor – Darth Vader's massive flagship, the Super Star Destroyer *Executor*, is a unique starship card. In addition to having all the capabilities of normal Star Destroyers, the *Executor* has its own related starship sites!

Vehicle and Starship Capacity – The capacity listed for a vehicle or starship card represents the capacity of that card's bridge (or cockpit) and cargo bay. Characters conceptually go "on the bridge" (or "in the cockpit"). Vehicles and starships conceptually go "in the cargo bay."

However, vehicle and starship sites create additional locations where characters, vehicles and starships may go without counting against the capacity of the bridge, cockpit or cargo bay. These sites are conceptually "below decks" and have unlimited capacity.

Starship Sites – A new type of site location. Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move. For convenience, each group of starship sites is placed on the table separately from either sites. However, the group is related to one particular starship (which must be specified at the time of deployment).

Sites which are related to a particular starship (e.g., *Executor* sites) may deploy even if that starship is not on table (just as Death Star sites may deploy when the Death Star is not on table). However, sites which work with any starship of a given type (e.g., Star Destroyer: Launch Bay) may deploy only to a starship card already on table.

Characters at a starship site are "aboard the starship" but not 'present' at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they may not use their game text to enhance the starship card and they may not participate in starship battles (may not use power, ability, game text or forfeit).

The player controlling the starship may move his cards from a starship site to the related starship card (capacity permitting), or vice versa. This movement requires 1 Force per card and is a *regular move*.

If a starship is lost, all related sites (and cards located at those sites) are also lost.

New Deployment Restriction Symbol – Some cards have one or more diamond (◇) symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on table at any given system. (There is no limitation on the number of systems where such a card may be used.) For example, the Asteroid Field card has three diamonds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system.

Yoda – "Notice you will, on my card, a new icon there is, yes. Jedi Master it means, and a Light Side Force icon it includes. While on table am I, one extra Force may you activate."

Jedi Training – A powerful new feature for the Light Side in this expansion set is the ability to train characters in the Force using a new card type called *Jedi test*. Each time a character completes a new Jedi test, the Light Side player gains a new capability that can have far-reaching effects. Completing Jedi tests can also raise a character's ability. Attempting the Jedi tests in this expansion set involves bringing an apprentice to a mentor on Dagobah and drawing *training destiny*.

Each Jedi test card describes how to begin, attempt and complete the test. There are also a few special rules that apply to Jedi training:

- For every Dagobah site on table, you may add 1 to each training destiny draw.
- Jedi tests are attempted in numerical sequence. Each time an apprentice completes a Jedi test that is numbered higher than his ability, that character's ability goes up to match the Jedi test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train more than one apprentice at the same time, and an apprentice may change mentors between Jedi tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.

This expansion set includes Jedi tests #1 through #5. Jedi test #6 – *You Must Confront Vader* – will appear in a future expansion set.

Independent Starships – A new group of starships which are "priority owned" and thus are neither Rebel nor Imperial. Cards that refer to "Rebel" or "Imperial" starships do not apply to independent starships.

Selective Creatures – Many of the smaller, less ferocious creatures in the *Star Wars* universe are selective in their eating habits and thus do not attack their own kind. Selective creatures will attack characters or other species of creatures (those with a card title different from their own). However, selective creatures with the same card title simply ignore each other for purposes of movement and attack.

Attaching Creatures – Instead of making an attack as normal, some creatures (e.g., vine snakes and mynocks) attach themselves to a host character or starfighter. When attached, a creature does not attack anything or move on its own, but instead moves automatically with the host. Attaching creatures may be attacked by other creatures and characters (and may be targeted by character weapons) even when they are attached. If a host is 'eaten' (by any creature), all attached creatures immediately detach. If a host is lost by other means, attached creatures are lost with the host.

Vine Snakes – These creatures attach themselves to a character, gradually squeezing the life out of their victim. Vine snakes remain attached to their host even if the host moves out of the creature's habitat. However, if a vine snake detaches outside of its habitat, it is immediately lost.

Mynocks – In addition to attacking normally, these creatures can attach themselves to a starfighter and chew on the power cables ("meals"), draining power and reducing hyperspeed. (If they detach, power and hyperspeed are immediately restored.) Like other creatures, mynocks may move from site to site, but they may also move like a starfighter (e.g., landing, taking off and flying to and from sectors). Because mynocks have no hyperspeed, to move from system to system they must 'hitchhike' on a starfighter. Although mynocks may not be targeted by starship weapons, you can land your starfighter and clean them off with character weapons.

Landing Claw – A starfighter equipped with a Landing Claw may attach itself to an opponent's capital starship. To indicate that your starfighter is attached, place it across the table on the capital starship card.

Attached starfighters are 'concealed,' and thus do not participate in battles and may not be targeted by either player in any way (weapons, interrupts, Utinni effects, asteroid destiny etc.). Also, neither player may deploy cards on such a starfighter. An attached starfighter is treated as if it has no presence, but it still blocks your opponent's Force drains.

An attached starfighter automatically moves with the capital starship; it may not move on its own, nor may it be used to shuttle or transfer other cards. If the capital starship is lost, the attached starfighter is also lost.

TIE Bombers – In addition to participating in starship battles, TIE Bombers may be used in conjunction with Proton Bombs and/or the Bombing Run mobile effect card to bombard related planet sites.

Proton Bombs – Proton Bombs deploy on your bomber. They represent a full complement of firepower which can be used repeatedly in one of two different "bombing modes" depending on the type of site being targeted:

- *Interior sites* – You may perform "orbital bombardment" in an attempt to 'collapse' a related interior site. Because the bombs are dropped from orbit, the TIE Bomber does not move from the system.
- *Non-interior sites* – You may perform "carpet bombing" in an attempt to destroy characters, vehicles and starships at a related non-interior site. To accomplish this, the TIE Bomber briefly sweeps down to the site by using the Bombing Run card.

Bombing Run – This mobile effect card deploys on a non-interior site and represents the target zone for your bombers at the related system. You may change the target zone (at the start of each of your move phases) by moving the mobile effect to an adjacent site. When your bombers move to the target zone, they have presence at the site (e.g., they may block opponent's Force drains) and they may participate in battles there, even if they do not carry Proton Bombs.

When a TIE Bomber begins a Bombing Run by moving to a site, this is a *regular move* which requires 1 Force. The return trip to the system is a second *regular move* which also requires 1 Force.

Orbital Mines – In a future expansion set, TIE Bombers will be able to deploy and detase Orbital Mines.

"Card Type" – Whenever game text on a card uses the specific phrase "card type" (e.g., Hiding In The Garbage), such references refer to the icons used in the upper left-hand corners of the cards. Sites, systems and sectors, which have no upper left-hand icon, share the card type of "location."

Where's Boba Fett? – Most of the bounty hunters (and their starships and weapons) seen in *The Empire Strikes Back* appear in this expansion set. Boba Fett makes his debut in the *Star Wars*™ Customizable Card Game™ *First Anthology*™ as a white-border preview card of the black-border version coming in the *Special Edition* expansion set.

Errata for the *Hoth* rules supplement sheet (deletions are struck out; additions are boldfaced):

'Present' and 'Presence' – Because of the addition of starship sites, this is revised as follows: "There are three places where a card can be present in the game: at a site location, at a system location or **aboard physically on** an enclosed vehicle or starship **card (at the bridge, cockpit or cargo bay)**."

Shuttling – Because of the addition of sector locations, this is revised as follows: "A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability **at the related system** (or vice versa) for 1 Force. **Shuttling cannot occur at sectors.**"

New Moving Destiny Rules – Revised as follows: "When any character, vehicle or starship **deploys or** moves to or across that site, all buried cards there are 'tripped' (revealed)."

Combat Vehicles – Revised to include: "**Because of its bulk and mechanical limitations, an AT-AT may not increase its landspeed above 1.**"

'Crashed' – Revised as follows: "However, if the 'crashed' vehicle is enclosed, (1) **embarking** or disembarking requires 1 Force per character…"

What's Next? The Cloud City Expansion Set – As a young apprentice trains on Dagobah, he is struck with a sudden vision: "I saw a city in the clouds…"

STAR WARS™ CUSTOMIZABLE CARD GAME™ DAGOBAH™ CARD LIST

LIGHT SIDE		
A Jedi's Strength	Jedi Test	U
Anger, Fear, Aggression	Effect	C
Anoat	Location – System	U
Asteroid Field	Location – Sector	C
Asteroid Sanctuary	Effect	C
Asteroids Do Not Concern Me	Utinni Effect	R
Astromech Translator	Device	C
At Peace	Immediate Effect	R
Away Put Your Weapon	Used Or Lost Interrupt	U
Big One	Location – Sector	U
Big One: Asteroid Cave or Space Slug Belly	Location – Site	U
Blasted Varmints	Used Interrupt	C
Bog-wing	Creature	C
Closer?!	Used Interrupt	U
Control	Lost Interrupt	U
Dagobah	Location – System	U
Dagobah: Bog Clearing	Location – Site	R
Dagobah: Jungle	Location – Site	U
Dagobah: Swamp	Location – Site	U
Dagobah: Training Area	Location – Site	C
Dagobah: Yoda's Hut	Location – Site	R
Descent Into The Dark	Immediate Effect	C
Do, Or Do Not	Effect	C
Domain Of Evil	Jedi Test	U
Droid Sensorscope	Device	C
Effective Repairs	Used Or Lost Interrupt	R
Egregious Pilot Error	Lost Interrupt	R
Encampment	Effect	C
Flash Of Insight	Effect	U
Found Someone You Have	Lost Interrupt	U
Great Warrior	Jedi Test	C
Grounded Starfighter	Effect	U
Han's Toolkit	Device	R
Hiding In The Garbage	Effect	R
I Have A Bad Feeling About This	Lost Interrupt	R
Ineffective Maneuver	Effect	U
It Is The Future You See	Jedi Test	R
Jedi Levitation	Lost Interrupt	R
Landing Claw	Device	R
Levitation	Used Or Lost Interrupt	U
Light Maneuvers	Used Interrupt	R
Lost Relay	Used Interrupt	C
Luke's Backpack	Device	R
Moving To Attack Position	Lost Interrupt	C
Mynock	Creature	C
Never Tell Me The Odds	Effect	C
No Disintegrations!	Effect	R
Nudj	Creature	C
Obi-Wan's Apparition	Effect	R
Order To Engage	Effect	R
Polarized Negative Power Coupling	Effect	R
Portable Fusion Generator	Device	C
Quick Draw	Effect	C
Raithal	Location – System	R
Rebel Flight Suit	Device	C
Recoil In Fear	Lost Interrupt	C
Reflection	Effect	R
Report To Lord Vader	Utinni Effect	R
Retractable Arm	Device	C
Rogue Asteroid	Mobile Effect	C
Rycar's Run	Utinni Effect	R
Scramble	Effect	U
Shoo! Shoo!	Used Interrupt	U
Size Matters Not	Jedi Test	R
Smuggler's Blues	Effect	R
Son of Skywalker	Character – Rebel	R
Space Slug	Creature	U
Starship Levitation	Used Or Lost Interrupt	U
Stone Pile	Effect	R
The Professor	Effect	R
They'd Be Crazy To Follow Us	Used Interrupt	C
This Is More Like It	Used Interrupt	R
This Is No Cave	Effect	R
Through The Force Things You Will See	Lost Interrupt	R
Tight Squeeze	Lost Interrupt	R
Transmission Terminated	Lost Interrupt	U
Tunnel Vision	Lost Interrupt	U
Vine Snake	Creature	C
Visored Vision	Used Or Lost Interrupt	C
Wars Not Make One Great	Effect	U
We Can Still Outmaneuver Them	Used Or Lost Interrupt	R
We Don't Need Their Scum	Used Or Lost Interrupt	R
WHAAAAAAAAAOOOOW!	Used Interrupt	R
What Is Thy Bidding, My Master?	Utinni Effect	R
Yoda	Character – Jedi Master	R
Yoda Stew	Used Interrupt	U
Yoda's Gimer Stick	Effect	R
Yoda's Hope	Effect	U
Yoda, You Seek Yoda	Lost Interrupt	R
You Do Have Your Moments	Lost Interrupt	U

DARK SIDE		
3,720 To 1	Effect	C
4-LOM	Character – Droid	R
4-LOM's Concussion Rifle	Character Weapon	R
A Dangerous Time	Used Or Lost Interrupt	C
Anoat	Location – System	U
Apology Accepted	Used Interrupt	C
Asteroid Field	Location – Sector	C
Avenger	Starship	R
Awwww, Cannot Get Your Ship Out	Effect	C
Bad Feeling Have I	Effect	R
Big One	Location – Sector	U
Big One: Asteroid Cave or Space Slug Belly	Location – Site	U
Bog-wing	Creature	C
Bombing Run	Mobile Effect	R
Bossk	Character – Alien	R
Bossk's Mortar Gun	Character Weapon	R
Broken Concentration	Effect	R
Captain Needa	Character – Imperial	R
Close Call	Used Or Lost Interrupt	C
Comm Chief	Character – Imperial	C
Commander Brandei	Character – Imperial	U
Commander Gherant	Character – Imperial	U
Commander Nemet	Character – Imperial	U
Control	Lost Interrupt	U
Corporal Derdram	Character – Imperial	U
Corporal Vandolay	Character – Imperial	U
Corrosive Damage	Effect	R
Dagobah: Cave	Location – Site	R
Defensive Fire	Used Interrupt	C
Dengar	Character – Alien	R
Dengar's Blaster Carbine	Character Weapon	R
Dragonsnake	Creature	R
Executor	Starship	R
Executor: Comm Station	Location – Site	U
Executor: Control Station	Location – Site	U
Executor: Holotheatre	Location – Site	R
Executor: Main Corridor	Location – Site	C
Executor: Meditation Chamber	Location – Site	R
Failure At The Cave	Utinni Effect	R
Fear	Lost Interrupt	C
Field Promotion	Effect	R
Flagship	Effect	R
Frustration	Lost Interrupt	R
He Is Not Ready	Effect	C
HoloNet Transmission	Used Or Lost Interrupt	U
Havoc's Tooth	Starship	R
I Want That Ship	Effect	R
IG-2000	Starship	R
IG-88	Character – Droid	R
IG-88's Neural Inhibitor	Character Weapon	R
IG-88's Pulse Cannon	Character Weapon	R
Imbalance	Used Interrupt	U
Imperial Helmsman	Character – Imperial	C
Knowledge And Defense	Effect	U
Lando System?	Lost Interrupt	R
Lieutenant Commander Ardan	Character – Imperial	U
Lieutenant Suba	Character – Imperial	R
Lieutenant Venka	Character – Imperial	U
Location, Location, Location	Effect	R
Lost In Space	Immediate Effect	R
Mist Hunter	Starship	R
Much Anger In Him	Effect	R
Mynock	Creature	C
Precision Targeting	Effect	U
Proton Bombs	Starship Weapon	U
Punishing One	Starship	R
Raithal	Location – System	U
Res Luk Ra'auf	Lost Interrupt	R
Rogue Asteroid	Mobile Effect	C
Shot In The Dark	Effect	U
Shut Him Up Or Shut Him Down	Used Interrupt	U
Sleen	Creature	C
Something Hit Us!	Used Interrupt	U
Space Slug	Creature	U
Star Destroyer: Launch Bay	Location – Site	C
Sudden Impact	Effect	U
Take Evasive Action	Lost Interrupt	C
The Dark Path	Effect	R
There Is No Try	Effect	C
Those Rebels Won't Escape Us	Used Or Lost Interrupt	C
TIE Avenger	Starship	C
TIE Bomber	Starship	U
Uncertain Is The Future	Lost Interrupt	C
Unexpected Interruption	Lost Interrupt	R
Vine Snake	Creature	C
Visage Of The Emperor	Effect	R
Voyeur	Used Or Lost Interrupt	C
Warrant Officer M'Kae	Character – Imperial	U
Zuckuss	Character – Alien	R
Zuckuss' Snare Rifle	Character Weapon	R

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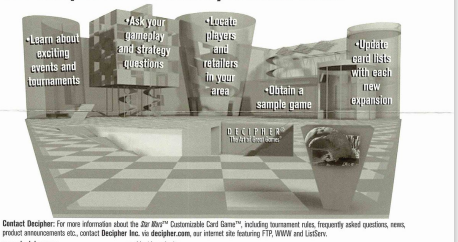

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



CLOUD CITY

Star Wars™ Customizable Card Game™

RULES SUPPLEMENT

Cloud City, the fourth expansion set for the *Star Wars*™ Customizable Card Game™, contains 180 exciting new cards representing the dramatic events depicted in the conclusion of *The Empire Strikes Back*™.

***Cloud City* Location Deployment Rules** – Cloud City floats in the atmosphere of the planet Bespin, creating a special relationship between the planet and the city's sites. All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.

Cloud Sectors

Asteroid Sectors (Cloud City Only) | Cloud City: Exterior | Cloud City: Interior | Cloud City: Upper Plaza | Bespin: Cloud City | Bespin: Gas Mine | Bespin: Refinery | Bespin: Exterior | Bespin

The first docking bay site (either East Platform or Platform 327) is placed between the interior sites and the exterior sectors. If the second platform is deployed, it is placed at the "far" end of the interior sites so there are docking bays at both ends of the Cloud City sites. (And yes, you can use docking bay transit to go from one platform to the other!)

Clouds and Bespin: Cloud City – These two locations are both *cloud sectors* (a new type of sector location). Cloud sectors are placed between a planet system and its sites, and represent various "altitudes" of airspace above the planet's surface.

To clarify the similarities and differences between cloud sectors and asteroid sectors, the rules for sectors have been reorganized and expanded (superseding those in the *Dagobah* Rules Supplement).

Revised Sector Rules – All sectors share the following features:

- Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
- Cards which affect starships at a system (e.g., Hyper Escape, Tallon Roll and Collision!) can also affect starships at a sector.

Asteroid sectors and cloud sectors (except Bespin: Cloud City) deploy next to any planet system or another sector of the same type, as shown below. Sectors may be inserted in any order, as long as you maintain the following pattern:

Cloud Sectors | Asteroid Sectors

site | site | Clouds | Clouds | Clouds | planet system | Asteroid Field | Asteroid Field | Asteroid Field | Big One

Sectors which deploy only to one particular system (e.g., Bespin: Cloud City) may deploy even if that system location is not on table. However, sectors which deploy to any planet system (e.g., Clouds, Asteroid Field, Big One) may deploy only where a system location is already on table.

At sector locations, you may make any applicable 'reacts' and any applicable *unlimited moves*. In addition, certain *regular moves* are allowed at sectors, depending on the sector type; these are defined below.

Asteroid Sectors – Capital starships and starfighters may deploy, battle and move at asteroid sectors. (Cloud cars may not.) Three types of *regular moves* are allowed:

- *System to sector* – A capital starship or starfighter may move from a planet system location to the asteroid sector next to it (or vice versa) for 1 Force.
- *Sector to sector* – A capital starship may move from one asteroid sector to an adjacent asteroid sector for 1 Force. A starfighter may move up to two asteroid sectors at a time for 1 Force.
- *Sector to site* – A starfighter at a Big One sector may land at or take off from the related Asteroid Cave or Space Slug Belly site for 1 Force.

Asteroid sectors are related to the planet system where they are deployed, but not to that planet's sites. If the planet is "blown away," asteroid sectors there are not destroyed.

Cloud Sectors – Starfighters and cloud cars may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) Three types of *regular moves* are allowed:

- *System to sector* – A starfighter may move from a planet system location to the cloud sector next to it (or vice versa) for 1 Force.
- *Sector to sector* – A starfighter or cloud car may move up to two cloud sectors at a time for 1 Force.
- *Sector to site* – A starfighter or cloud car at the *lowest-altitude* cloud sector (the one closest to the sites) may land at or take off from any related exterior site for 1 Force.

Cloud sectors effectively increase the cost of landing, taking off and shuttling:

- Starships may not land or take off directly between the system and its related sites (they must "fly through" the cloud sectors).
- Each cloud sector **cumulatively** adds 1 to the cost of shuttling between the planet system and its related sites.

Cloud sectors are related to the planet system where they are deployed and to that planet's sites. If the planet is "blown away," cloud sectors there are destroyed (lost).

Revised Capturing Rules – The *A New Hope* rules supplement introduced an elementary form of capturing characters, which we expected to enhance after the appearance of bounty hunters. Accordingly, the capturing rules are now expanded to add strategy, realism and fun. As the Dark Side player, you have new ways to capture characters and new ways to benefit from doing so (e.g., using cards such as Vader's Bounty, Carbon-Freezing, We're The Bait and *Ahh! Aaa! Aggggggggg!*).

Capturing no longer requires you to have the Death Star: Detention Block Corridor on table (and even when you do, captured characters are no longer automatically relocated there). Instead, your bounty hunters and warriors typically capture Light Side characters using cards like Zuckuss' Snare Rifle and We Have A Prisoner, then *escort* those captives to various locations (such as a *prison*). Three sites are now defined as prisons:

- Death Star: Detention Block Corridor,
- Cloud City: *Security Tower* and
- Jabba's Palace: Dungeon (coming in a future expansion set).

Whenever a rule or card says that characters are captured, you have three options:

- *Seizure* – Each of your bounty hunters and warriors at same location may immediately seize (take into custody) one of the captured characters (place the captive face up beneath the bounty hunter or warrior).
- *Imprisonment* – If the captive takes place at any *prison*, you may immediately imprison any number of the captured characters there (place the captives face up beneath that prison).
- *Escape* – Any captives not seized or imprisoned will immediately escape to the Light Side player's Used Pile.

Once you have seized or imprisoned a character, you may not voluntarily release that character.

Escorting – Each of your bounty hunters or warriors who has taken a captive into custody becomes that captive's *escort*. The captive moves along with the escort automatically (at no additional use of the Force), and occupies capacity aboard vehicles and starships. Unless otherwise specified, a character may escort only one captive at a time.

During your move phase, you may perform prisoner transfers (*unlimited issue*) with your captives as follows:

- An escort present at a prison may transfer its captive to that prison.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.

Unless specifically allowed by a card, an escort may not transfer its captive to another bounty hunter or warrior (although, at a prison, this can be accomplished via prisoner transfers).

If an escort is lost or otherwise removed from play, the escorted captive is released. If this occurs at any site, the released character remains at that site, returning to the Light Side of the table. Otherwise, the released character escapes to the Light Side player's Used Pile.

'Frozen' – This term refers to a captive you have encased in carbonite (via either of the new Dark Side cards Carbon-Freezing or All Too Easy). A 'frozen' captive has no power, ability or landspeed, and may not be targeted except by cards that release captives and cards that specifically target 'frozen' captives.

A 'frozen' captive may be left unattended at any site or aboard a vehicle or starship, either voluntarily (as an *unlimited move* during your move phase) or because the escort was lost or otherwise removed from play. In any case, the unattended captive remains on the Dark Side of the table.
An unattended captive

- may simply remain there;
- may be taken into custody by any one of your bounty hunters or warriors present (as an *unlimited move* during your move phase); or
- may be released by your opponent, if the Light Side controls the location.

A 'frozen' captive held in a prison is not considered unattended.

Lando Calrissian – Lando has the unusual distinction of being the only unique character in the game with both Light Side and Dark Side versions. Accordingly, some cards target "your Lando," others target "opponent's Lando" and still others target "any Lando." Because Lando is unique, only one player may have him on table at a time.

As the Dark Side player, you can exploit Dark Side Lando in many powerful ways. However, he has a weakness. "He's got no love for the Empire" and thus is vulnerable to being replaced by Light Side Lando during your opponent's deploy phase. (Deployment restrictions do not apply, but otherwise this conversion follows the rules for persona replacement: any cards deployed on or targeting Lando transfer to the Light Side version, if applicable, and Dark Side Lando goes to the Lost Pile).

When any Lando is placed out of play, the persona rule prevents any other Lando from coming into play for the remainder of the game.

Crossing Over – *Crossing* occurs when a character conceptually "gives in" to the opposite side of the Force. When you use a card such as Epic Duel or Double Agent to cause a character to cross over, that character moves to your side of the table and is used as your own (changing from Rebel to Imperial, or vice versa, if applicable).

A character who crosses to your side conceptually takes on a new identity, just as Anakin Skywalker gave in to the Dark Side and became Darth Vader. Your opponent may not deploy any more copies of that persona for the rest of the game. Also, any cards which affect that character by name do not apply (immediately lose any such cards deployed on or targeting the character at the moment of crossing over).

For example, if Luke loses an Epic Duel and crosses over to the Dark Side, cards such as Don't Get Cocky and Run Luke, Run! no longer work because the name "Luke Skywalker" no longer has any meaning for him. Also – like his father before him – he will abandon Anakin's Lightsaber because it works only on a Skywalker. However, he could still use Luke's Blaster Pistol because it works on any warrior.

"Matching weapon" – If a weapon specifically names one or more characters in its game text, then it is a "matching weapon" for those characters. (In addition, Anakin's Lightsaber is considered to be a matching weapon for any Skywalker… Luke, Leia or Anakin.)

Hindsight – Hold this card in front of a mirror and "through the Force things you will see."

Sabacc – In the *Star Wars* universe, sabacc is a high-stakes card game commonly played by gamblers, outthroats and other rough characters. Many different variants exist throughout the galaxy. The *Star Wars* Customizable Card Game allows you and your opponent to play sabacc as a "side game" by using special interrupt cards (Cloud City Sabacc in this expansion set; other variants in future expansions). The following rules apply to all sabacc variants.

The object of the game is to draw two to six sabacc cards which have a total value as close to 11 as possible (without going over). To initiate sabacc, you must target one of your characters that meets the requirements on the sabacc interrupt (it is not necessary for an opposing character to be present; conceptually, your character can play against an unseen adversary). Your opponent may also target one of his characters if he has one who meets the requirements. For example, in Cloud City Sabacc, targeting a gambler can be helpful to either player.

Both players temporarily set aside their regular hands while playing sabacc.

Playing sabacc – Each player draws the top two cards from his Reserve Deck (sabacc cannot be initiated unless this is possible). Players may then choose to draw additional cards. Beginning with your opponent, each player in turn may either draw a card or "pass." (A player *must* pass if he has no cards remaining in his Reserve Deck or if he already has six cards in his sabacc hand.) After a player passes, that player may not draw any more sabacc cards.

Each card's value is equal to its destiny number, except for wild cards and clone cards:

- Each *wild card* must be assigned a value from 1 to 6. (You may choose a different value for each of your wild cards.)
- Each *clone card* must "clone" (duplicate) the value of any other card in that hand (even a value assigned to a wild card). A hand containing only clone cards has a total value of zero.

Players choose the values of their wild cards and clone cards (if any), then reveal their entire sabacc hands to determine the winner.

- The player who is closest to 11 (without going over) wins.
- If both players go over, the player who is closest to 11 wins.
- In the case of a tie, the player with the fewest sabacc cards wins. (If players also tie for number of sabacc cards, the game is a draw – there is no winner or loser.)

The loser must give up one sabacc card as follows:

- If any cards in the loser's sabacc hand are tilted among the stakes, the winner chooses one such card and places it in his Used Pile as if 'stolen.'
- Otherwise, the winner chooses any card there to be lost.

All remaining sabacc cards are then placed in their owners' Used Piles and regular gameplay resumes.

Partial sabacc – If a player's first two sabacc cards total exactly 11 (with no wild cards or clone cards), that player announces "sabacc!" and immediately wins double: the loser must give up each of his two sabacc cards (stolen to the winner's Used Pile; others to the loser's Lost Pile). If both players have a perfect sabacc, the game is a draw.

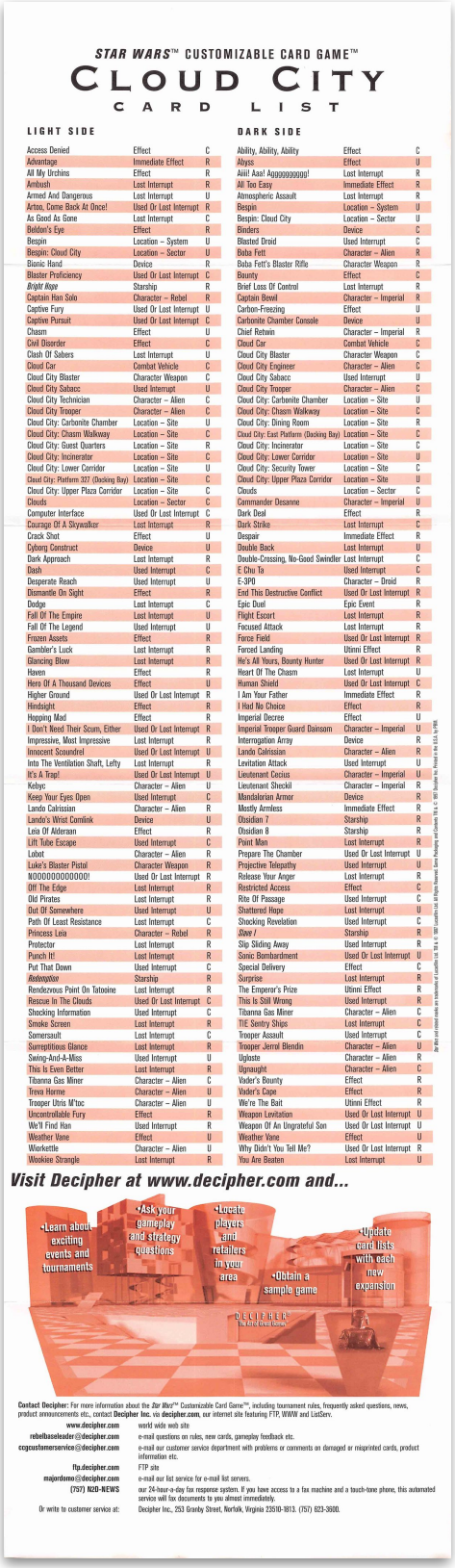
New Rules – To create more realistic and balanced gameplay, the following new rules apply (superseding previous rules and supplements wherever applicable).

- You may not deploy weapons or devices on your *opponent's* characters (unless specifically allowed to by the card itself).
- You may not fire weapons at your *own* characters, vehicles or starships, even if they have been captured. However, you may fire weapons at cards which were once yours but are now being used by your opponent (because they crossed over, were 'stolen' etc.).
- When a unique character, vehicle or starship is placed out of play, *all* personae represented by that card (including any ship and permanent pilot personae) may not be deployed again for the remainder of the game.

Example 1 – Noble Sacrifice places Dutch out of play, or Dannik Jerrkio "eats his soup." No versions of the Dutch persona may be deployed for the remainder of the game, including Gold Leader In Gold 1 (because it includes the Dutch persona as its permanent pilot).

Example 2 – Death Star Assault Squadron is randomly placed out of play by Out Of Commission. No versions of the following personae may be deployed for the remainder of the game: Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3.

What's Next? The* Tatooine *Expansion Set – Luke: "I used to live here y'know." Han: "You're gonna die here, y'know. Convenient…"



STAR WARS™ CUSTOMIZABLE CARD GAME™

CLOUD CITY

CARD LIST

LIGHT SIDE

Access Denied	Effect	C
Advantage	Immediate Effect	R
All My Urchins	Effect	R
Ambush	Lost Interrupt	R
Armed And Dangerous	Lost Interrupt	U
Artoo, Come Back At Once!	Used Or Lost Interrupt	R
As Good As Gone	Lost Interrupt	C
Beldon's Eye	Effect	R
Bespin	Location – System	U
Bespin: Cloud City	Location – Sector	U
Bionic Hand	Device	R
Blaster Proficiency	Used Or Lost Interrupt	C
Bright Hope	Starship	R
Captain Han Solo	Character – Rebel	R
Captive Fury	Used Or Lost Interrupt	U
Captive Pursuit	Used Or Lost Interrupt	C
Chasm	Effect	U
Civil Disorder	Effect	C
Clash Of Sabers	Lost Interrupt	U
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Technician	Character – Alien	C
Cloud City Trooper	Character – Alien	C
Cloud City: Carbonite Chamber	Location – Site	U
Cloud City: Chasm Walkway	Location – Site	C
Cloud City: Guest Quarters	Location – Site	R
Cloud City: Incinerator	Location – Site	C
Cloud City: Lower Corridor	Location – Site	U
Cloud City: Platform 327 (Docking Bay)	Location – Site	C
Cloud City: Upper Plaza Corridor	Location – Site	C
Clouds	Location – Sector	C
Computer Interface	Used Or Lost Interrupt	C
Courage Of A Skywalker	Lost Interrupt	R
Crack Shot	Effect	U
Cyborg Construct	Device	U
Dark Approach	Lost Interrupt	R
Dash	Used Interrupt	C
Desperate Reach	Used Interrupt	U
Dismantle On Sight	Effect	R
Dodge	Lost Interrupt	C
Fall Of The Empire	Lost Interrupt	U
Fall Of The Legend	Used Interrupt	U
Frozen Assets	Effect	R
Gambler's Luck	Lost Interrupt	R
Glancing Blow	Lost Interrupt	R
Haven	Effect	R
Hero Of A Thousand Devices	Effect	U
Higher Ground	Used Or Lost Interrupt	R
Hindsight	Effect	R
Hopping Mad	Effect	R
I Don't Need Their Scum, Either	Used Or Lost Interrupt	R
Impressive, Most Impressive	Lost Interrupt	R
Innocent Scoundrel	Used Or Lost Interrupt	U
Into The Ventilation Shaft, Lefty	Lost Interrupt	R
It's A Trap!	Used Or Lost Interrupt	U
Kebyc	Character – Alien	U
Keep Your Eyes Open	Used Interrupt	C
Lando Calrissian	Character – Alien	R
Lando's Wrist Comlink	Device	U
Leia Of Alderaan	Effect	R
Lift Tube Escape	Used Interrupt	C
Lobot	Character – Alien	R
Luke's Blaster Pistol	Character Weapon	R
NOOOOOOOOOOOO!	Used Or Lost Interrupt	R
Off The Edge	Lost Interrupt	C
Old Pirates	Lost Interrupt	R
Out Of Somewhere	Used Interrupt	U
Path Of Least Resistance	Lost Interrupt	C
Princess Leia	Character – Rebel	R
Protector	Lost Interrupt	R
Punch It!	Lost Interrupt	R
Put That Down	Used Interrupt	C
Redemption	Starship	R
Rendezvous Point On Tatooine	Lost Interrupt	R
Rescue In The Clouds	Used Or Lost Interrupt	C
Shocking Information	Used Interrupt	C
Smoke Screen	Lost Interrupt	R
Somersault	Lost Interrupt	C
Surreptitious Glance	Lost Interrupt	R
Swing-And-A-Miss	Used Interrupt	U
This Is Even Better	Lost Interrupt	R
Tibanna Gas Miner	Character – Alien	C
Treva Herme	Character – Alien	U
Trooper Uhris M'Iac	Character – Alien	U
Uncontrollable Fury	Effect	R
We'll Find Han	Used Interrupt	R
Weather Vane	Effect	U
Workettle	Character – Alien	U
Wookiee Strangle	Lost Interrupt	R

DARK SIDE

Ability, Ability, Ability	Effect	C
Abyss	Effect	U
Ahh! Aaa! Aggggggggg!	Lost Interrupt	R
All Too Easy	Immediate Effect	R
Atmospheric Assault	Lost Interrupt	R
Bespin	Location – System	U
Bespin: Cloud City	Location – Sector	U
Binders	Device	C
Blasted Droid	Used Interrupt	C
Boba Fett	Character – Alien	R
Boba Fett's Blaster Rifle	Character Weapon	R
Bounty	Effect	C
Brief Loss Of Control	Lost Interrupt	R
Captain Bewil	Character – Imperial	R
Carbon-Freezing	Effect	U
Carbonite Chamber Console	Device	U
Chief Retwin	Character – Imperial	R
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Engineer	Character – Alien	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Trooper	Character – Alien	C
Cloud City: Carbonite Chamber	Location – Site	U
Cloud City: Chasm Walkway	Location – Site	C
Cloud City: Dining Room	Location – Site	R
Cloud City: East Platform (Docking Bay)	Location – Site	C
Cloud City: Incinerator	Location – Site	C
Cloud City: Lower Corridor	Location – Site	U
Cloud City: Security Tower	Location – Site	C
Cloud City: Upper Plaza Corridor	Location – Site	U
Clouds	Location – Sector	C
Commander Desanne	Character – Imperial	U
Dark Deal	Effect	R
Dark Strike	Lost Interrupt	C
Despair	Immediate Effect	R
Double Back	Lost Interrupt	U
Double-Crossing, No-Good Swindler	Lost Interrupt	C
E Chu Ta	Used Interrupt	C
E-3PO	Character – Droid	R
End This Destructive Conflict	Used Or Lost Interrupt	R
Epic Duel	Epic Event	R
Flight Escort	Lost Interrupt	R
Focused Attack	Lost Interrupt	R
Force Field	Used Or Lost Interrupt	R
Forced Landing	Utinni Effect	R
He's All Yours, Bounty Hunter	Used Or Lost Interrupt	R
Heart Of The Chasm	Lost Interrupt	U
Human Shield	Used Or Lost Interrupt	C
I Am Your Father	Immediate Effect	R
I Had No Choice	Effect	R
Imperial Decree	Effect	U
Imperial Trooper Guard Dainsom	Character – Imperial	R
Interrogation Array	Device	R
Lando Calrissian	Character – Alien	R
Levitation Attack	Used Interrupt	U
Lieutenant Cecius	Character – Imperial	U
Lieutenant Sheckil	Character – Imperial	R
Mandalorian Armor	Device	R
Mostly Armless	Immediate Effect	R
Obsidian 7	Starship	R
Obsidian 8	Starship	R
Point Man	Lost Interrupt	R
Prepare The Chamber	Used Or Lost Interrupt	U
Projective Telepathy	Used Interrupt	U
Release Your Anger	Lost Interrupt	R
Restricted Access	Effect	C
Rite Of Passage	Used Interrupt	C
Shattered Hope	Lost Interrupt	U
Shocking Revelation	Used Interrupt	C
Slave I	Starship	R
Slip Sliding Away	Used Interrupt	R
Sonic Bombardment	Used Or Lost Interrupt	U
Special Delivery	Effect	C
Surprise	Lost Interrupt	R
The Emperor's Prize	Utinni Effect	R
This Is Still Wrong	Used Interrupt	R
Tibanna Gas Miner	Character – Alien	C
TIE Sentry Ships	Lost Interrupt	C
Trooper Assault	Used Interrupt	C
Trooper Jerrol Blendin	Character – Alien	U
Ugloste	Character – Alien	R
Ugnaught	Character – Alien	C
Vader's Bounty	Effect	R
Vader's Cape	Effect	R
We're The Bait	Utinni Effect	R
Weapon Levitation	Used Or Lost Interrupt	U
Weapon Of An Ungrateful Son	Used Or Lost Interrupt	U
Weather Vane	Effect	U
Why Didn't You Tell Me?	Used Or Lost Interrupt	R
You Are Beaten	Lost Interrupt	U

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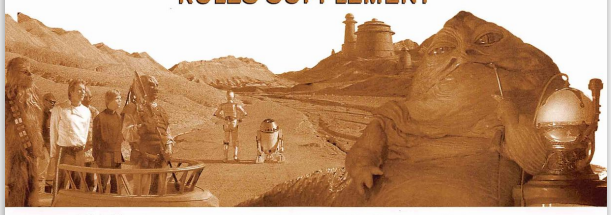
RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists

JABBA'S PALACE

Star Wars™ Customizable Card Game™ RULES SUPPLEMENT



Jabba's Palace, the fifth expansion set for the ***Star Wars***™ Customizable Card Game™, contains 180 dramatic new cards depicting the exciting events of the opening scenes of ***Return of the Jedi***™.



Jabba's Palace Location Deployment Rules – The vile gangster Jabba the Hutt operates a remote desert fortress, far away from Mos Eisley. The layout of Jabba's Palace and other Tatooine sites is shown in the diagram above.

New Mos Eisley Location Deployment Rule – To keep the three sites that represent the Mos Eisley spaceport together, the Tatooine: Mos Eisley site now has a special deployment rule: it may not be separated from the Cantina or Docking Bay 94 by any other exterior sites.

Tatooine: Desert – This location's game text prevents characters with landspeed less than 2 from moving away; however, it does not affect the movement of vehicles (and other kinds of movement, such as shuttling, landing or taking off). Characters with landspeed greater than 1 can move through the desert, but the average character needs some kind of assistance. (For example, a vehicle could be deployed to rescue characters trapped in the desert, and some interrupt cards temporarily add landspeed.)

The Tatooine: Desert is the first *non-unique* location which may be used as a starting location. Thus, the rule on choosing locations at the start of the game is amended as follows: If players choose the same *unique* starting location, they set them aside temporarily and choose again.

Jabba's Palace: Audience Chamber – This new site location represents the center of operations for Jabba the Hutt's crime syndicate, a very powerful organization with influence throughout the galaxy. Connections with the Hutt mean increased access to weapons, political influence and illegal contraband.

In this expansion set, there are many alien characters whose game text is designed to take advantage of Jabba's criminal connections. A representative who is at the Audience Chamber creates benefits for other members of its species on distant planets.

'Non-Unique' Card – Any card with no dots, two dots (••) or three dots (•••) is non-unique.

Some characters in this expansion can change certain unique (•) cards into non-unique cards. While such a character is captured, missing or lost, or has its game text canceled, any such changed cards revert to unique (•); however, copies of those cards already on table are allowed to remain (even in multiple) and continue to function. If this occurs, any new copies of those card(s) are prevented from entering play while any others remain on table.

Gender of Characters – Whenever a character's gender is not indicated by the card's image, game text, title or lore, that character is considered to be male.

Princess Leia Organa – This new version of the Leia persona enters play either by deploying as a captive or, on rare occasion, by replacing a different Leia using the persona replacement rule (only if that other Leia is a captive of Jabba or a bounty hunter).

Starting Interrupts – A new type of interrupt. Two cards in this expansion – Twi'lek Advisor and The Signal – are *Used or Starting Interrupts*. You may play them from your hand normally during the game as Used Interrupts; however, you may also play one *from your Reserve Deck* at the start of the game as a Starting Interrupt, as follows:

After both players' starting locations have been deployed, and before Reserve Decks have been shuffled to draw opening hands, each player may play one starting interrupt. If both players choose to do so, starting interrupts are played (and resolved) at the same time.

Battleground – A new term meaning any system, sector or site location where both players (1) have Force icons, (2) are able to deploy and (3) are not prevented from initiating battle by game text. For example, the following locations are not battlegrounds:

- Yavin 4: Docking Bay with a Sleen present (the Sleen cancels a Force icon).
- Shielded Hoth sites (Dark Side may not deploy there).
- Any site where Yoda is alone ("battles… happen not unless present a Dark Side character of ability > 3 there is").

Such locations could *become* battlegrounds, assuming all other battleground criteria are met, by (for example) moving the Sleen away from the Docking Bay, "blowing away" the Hoth: Main Power Generators or bringing a Dark Side character of ability > 3 to Yoda's location.

Revised Sabacc Rules – In the Cloud City rules supplement, wild cards in sabacc were required to have a value between 1 and 6. This rule is now amended as follows: the value must be within the range shown on the sabacc interrupt.

Where's the Sarlacc? – The almighty Sarlacc, ancient creature of the Tatooine desert, makes its debut as an unlimited white-border preview card in the *Star Wars*™ Customizable Card Game™ *Second Anthology*.

What's Next? The* Special Edition *Expansion Set – The adventure of a lifetime returns in a way you've never seen before. Featuring newly-enhanced visual effects and a few new surprises. "This will be a day long remembered!"

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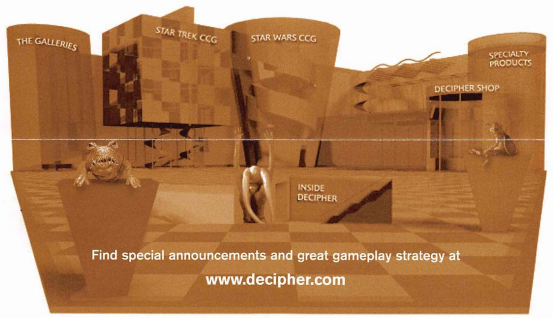

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STAR WARS™ CUSTOMIZABLE CARD GAME™

JABBA'S PALACE

CARD LIST

LIGHT SIDE		
8D8	Character – Droid	R
A Gift	Immediate Effect	U
Arc Welder	Device	U
Ardon "Vapor" Crell	Character – Alien	R
Artoo	Character – Droid	R
Artoo, I Have A Bad Feeling About This	Lost Interrupt	U
Attark	Character – Alien	R
Aved Luun	Character – Alien	R
B'omarr Monk	Character – Alien	C
Baragwin	Character – Alien	C
Bargaining Table	Effect	U
BG-J38	Character – Droid	R
Blaster Deflection	Used or Lost Interrupt	R
Bo Shuda	Effect	U
Chadra-Fan	Character – Alien	C
Choke	Lost Interrupt	C
Corellian Retort	Used or Lost Interrupt	U
Devaronian	Character – Alien	C
Don't Forget The Droids	Used or Lost Interrupt	C
Droopy McCool	Character – Alien	R
Dune Sea Sabacc	Used Interrupt	U
Elom	Character – Alien	C
Fallen Portal	Used Interrupt	U
Florn Lamproid	Character – Alien	C
Garon Nas Tal	Character – Alien	R
Geezum	Character – Alien	R
Ghoel	Character – Alien	R
Gran	Character – Alien	C
H'nemthe	Character – Alien	C
Hidden Compartment	Device	U
Holoprojector	Device	U
I Must Be Allowed To Speak	Effect	R
Ishi Tib	Character – Alien	C
Ithorian	Character – Alien	C
Jabba's Palace Sabacc	Lost Interrupt	U
Jabba's Palace: Audience Chamber	Location – Site	U
Jabba's Palace: Entrance Cavern	Location – Site	U
Jedi Mind Trick	Used or Lost Interrupt	R
Jess	Character – Alien	R
Kalit	Character – Alien	R
Ke Chu Ke Kukuta?	Used Interrupt	C
Kiffex	Location – System	R
Kirdo III	Location – System	R
Kitonak	Character – Alien	C
Klatooinian Revolutionary	Character – Alien	C
Laudica	Character – Alien	R
Leslomy Tacema	Character – Alien	R
Life Debt	Lost Interrupt	R
Loje Nella	Character – Alien	R
Mandalorian Mishap	Used Interrupt	U
Max Rebo	Character – Alien	R
Mos Eisley Blaster	Character Weapon	C
Nar Shaddaa Wind Chimes	Used Interrupt	U
Oola	Character – Alien	R
Ortolan	Character – Alien	C
Palejo Reshad	Character – Alien	R
Princess Leia Organa	Character – Rebel	R
Projection Of A Skywalker	Effect	U
Pucumir Thryss	Character – Alien	R
R'kik D'nec, Hero Of The Dune Sea	Character – Alien	R
Rayc Ryjerd	Character – Alien	R
Rennek	Character – Alien	R
Revealed	Lost Interrupt	U
Saelt-Marae	Character – Alien	R
Sandwhirl	Mobile Effect	U
Sergeant Doallyn	Character – Alien	R
Shasa Tiel	Character – Alien	R
Sic-Six	Character – Alien	C
Skiff	Transport Vehicle	C
Skull	Used Interrupt	U
Snivvian	Character – Alien	C
Someone Who Loves You	Used Interrupt	U
Strangle	Lost Interrupt	R
Tamtel Skreej	Character – Alien	R
Tanus Spijek	Character – Alien	R
Tatooine: Desert	Location – Site	C
Tatooine: Hutt Canyon	Location – Site	U
Tessek	Character – Alien	R
The Signal	Used or Starting Interrupt	C
Tibrin	Location – System	R
Ultimatum	Effect	U
Unfriendly Fire	Used Interrupt	R
Vibro-Ax	Character Weapon	C
Vul Tazaene	Character – Alien	R
Weapon Levitation	Lost Interrupt	U
Worrt	Creature	U
Yarkora	Character – Alien	C
Yarna d'al' Gargan	Effect	U
You Will Take Me To Jabba Now	Used Interrupt	C
Yoxgit	Character – Alien	R

DARK SIDE		
Abyssin	Character – Alien	C
Abyssin Ornament	Used Interrupt	U
All Wrapped Up	Effect	U
Amanaman	Character – Alien	R
Amanin	Character – Alien	C
Antipersonnel Laser Cannon	Vehicle Weapon	U
Aqualish	Character – Alien	C
Bane Malar	Character – Alien	R
Bantha Fodder	Used Interrupt	C
Barada	Character – Alien	R
Beedo	Character – Alien	R
Bib Fortuna	Character – Alien	R
Bubo	Creature	U
Cane Adiss	Immediate Effect	U
Chevin	Character – Alien	C
CZ-4	Character – Droid	C
Den Of Thieves	Effect	U
Dengar's Modified Riot Gun	Character Weapon	R
Double Laser Cannon	Vehicle Weapon	R
Dune Sea Sabacc	Used Interrupt	U
Ephant Mon	Character – Alien	R
EV-9D9	Character – Droid	R
Fozec	Character – Alien	R
Gailid	Character – Alien	R
Gamorrean Ax	Character Weapon	C
Gamorrean Guard	Character – Alien	C
Giran	Character – Alien	R
Herat	Character – Alien	R
Hermi Odle	Character – Alien	R
Hidden Weapons	Used Interrupt	U
Hutt Bounty	Effect	R
Hutt Smooch	Lost Interrupt	U
Information Exchange	Effect	U
J'Quille	Character – Alien	R
Jabba The Hutt	Character – Alien	R
Jabba's Palace Sabacc	Lost Interrupt	U
Jabba's Palace: Audience Chamber	Location – Site	U
Jabba's Palace: Droid Workshop	Location – Site	U
Jabba's Palace: Dungeon	Location – Site	U
Jabba's Palace: Entrance Cavern	Location – Site	U
Jabba's Palace: Rancor Pit	Location – Site	U
Jabba's Sail Barge	Transport Vehicle	R
Jabba's Sail Barge: Passenger Deck	Location – Site	R
Jet Pack	Device	U
Kithaba	Character – Alien	R
Klaatu	Character – Alien	R
Malakili	Character – Alien	R
Mos Eisley Blaster	Character Weapon	C
Murttoc Yine	Character – Alien	R
Nal Hutta	Location – System	R
Nikto	Character – Alien	C
Nizuc Bek	Character – Alien	R
None Shall Pass	Used Interrupt	C
Nysad	Character – Alien	R
Ortugg	Character – Alien	R
Pote Snitkin	Character – Alien	R
Quarren	Character – Alien	C
Quick Reflexes	Effect	C
Rancor	Creature	R
Ree-Yees	Character – Alien	R
Resistance	Effect	U
Salacious Crumb	Character – Alien	R
Sandwhirl	Mobile Effect	U
Scum And Villainy	Effect	R
Skiff	Transport Vehicle	C
Skrilling	Character – Alien	C
Tatooine: Desert	Location – Site	C
Tatooine: Great Pit Of Carkoon	Location – Site	U
Tatooine: Jabba's Palace	Location – Site	U
Taym Dren-garen	Character – Alien	R
Thermal Detonator	Character Weapon	R
Thul Fain	Character – Alien	R
Torture	Used or Lost Interrupt	C
Trandoshan	Character – Alien	C
Trap Door	Used Interrupt	U
Twi'lek Advisor	Used or Starting Interrupt	C
Vedain	Character – Alien	R
Velken Tezeri	Character – Alien	R
Vibro-Ax	Character Weapon	C
Vizam	Character – Alien	R
Weequay Guard	Character – Alien	C
Weequay Hunter	Character – Alien	C
Weequay Marksman	Character – Alien	U
Weequay Skiff Master	Character – Alien	C
Well Guarded	Effect	U
Whiphid	Character – Alien	C
Wittin	Character – Alien	R
Wooof	Character – Alien	R
Wounded Wookiee	Lost Interrupt	U
Yuzzum	Character – Alien	C

For more information about cards, game strategy and Decipher itself visit www.decipher.com.

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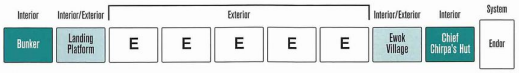
RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



Endor, the seventh expansion set for the ***Star Wars*** Customizable Card Game, contains 180 dramatic new cards depicting exciting events from ***Return of the Jedi***™.



Endor Location Deployment Rules – The forest moon of Endor is occupied by both the indigenous Ewoks and an Imperial garrison. The layout of the Endor sites is shown in the diagram above. Note that the Back Door may be placed anywhere in the grouping of exterior sites (it does not have to be placed near the Bunker).

Biker Scouts – The specialized Imperials known as *biker scouts* are considered to be *troopers*, *scouts* and *stormtroopers* in addition to being *biker scouts* for the purposes of cards that reference any of these characteristics.

Standalone – The Endor expansion is a standalone expansion for the *Star Wars* CCG. Although these cards integrate seamlessly into the entire *Star Wars* CCG universe, you can play fun and exciting games using only Endor cards and every card will be playable. We encourage players to develop Endor-only decks to play against their friends and to bring new players into the game!

Bog-wing – Errata:

✳ *Ferocity = destiny –1. Habitat: exterior sites on* ~~**Endor, Yavin 4 and Dagobah**~~*. Instead of attacking a character, grabs that character and carries it as far as possible (up to two sites away).*

What's Next? The Death Star II Expansion Set – The Emperor, the last Jedi test, the second Death Star, exciting new starships and the final fate of Anakin Skywalker are just a few of the features of the next expansion for the *Star Wars* CCG.

Endor Draft Tournament Rules

The standalone nature of the Endor expansion allows players to take part in an exciting new tournament format. This format is a type of sealed deck event that can be run as a Decipher sanctioned sealed deck tournament. All you need is a sanctioned tournament director and at least 8 players!

An Endor Draft tournament is run using standard Decipher sealed deck rules, but with one major difference: instead of trading cards with one opponent as in standard sealed deck tournaments, players choose cards from a much larger pool when constructing their 40-card decks.

Getting Started – If possible, the tournament should be run with an even number of players. Otherwise, the tournament director is required to participate in the draft in place of a player (but still does not play in the tournament). An even number of players also eliminates byes.

Before the draft begins, randomly assign an allegiance (Light or Dark) to each player. Make sure there are an even number of Light and Dark players. Each player (and the tournament director, if required to draft) must provide 6 unopened Endor packs.

The Draft – The tournament director assigns players to groups of 4 or 6, with the same number of Light and Dark players assigned to each group. Wherever possible, the tournament director should assign 6 players to a group, but at times there will have to be one or two groups with only 4 players. There should never be more than two groups with only 4 players assigned. Also, if the tournament director is required to take part in the draft, he should assign himself to a group of 6 (instead of a group of 4) if possible. Each group then moves to a table, with Light and Dark players alternating around the table.

To begin the first round of the draft, each player opens one pack. When opening a pack, each player has 45 seconds to pick one card, which is placed face down in front of him. The card selected usually must be the same allegiance the player is assigned. The exception is that a foil card may be selected regardless of allegiance. Once every player has selected a card, the selected cards are placed face down on each player's deck building pile (foils selected from the opposite allegiance are placed face up next to the deck building pile), and the remaining cards from the pack are passed to the next player.

During the first round (while drafting cards from the first pack), after each player has selected a card, packs are passed to the right. During the next round (when drafting from the second pack), packs are passed to the left. Alternate directions for each round until all six packs have been drafted.

When selecting any card but the first card from a pack, a player will have 30 seconds (instead of 45) to select a card. At times a player will be passed a pack that contains only cards from the allegiance that he is not playing. At that time, that player must pass that pack to the next player without selecting a card. The process is repeated until the first packs have been emptied, at which time all of the players open the next pack.

The Rest Of The Tournament – After all of the players have completed the draft, the tournament reverts to the standard Decipher sealed deck format, with two exceptions. The deck building period for the Endor Draft format is 15 minutes in duration. Also, in the rare case that a player has less than 40 cards of their allegiance in their deck building pile at the end of the draft, that player must play with as close to the 40-card requirement as possible.

Tournament results can be submitted using command cards available on Decipher's web site or by using Decipher's Tournament Organizer software. In either case, submit the results using the standard sealed deck method.



Contact Decipher: For more information about the ***Star Wars*** Customizable Card Game, including tournament rules, frequently asked questions, news, product announcements etc., contact **Decipher** via **decipher.com**, our internet site featuring FTP, WWW and ListServ.

www.decipher.com	world wide web site
rebelbaseleader@decipher.com	e-mail questions on rules, new cards, gameplay, etc.
cgscustomerservice@decipher.com	e-mail our customer service department with problems,comments or for product information
ftp.decipher.com	FTP site
majordomo@decipher.com	e-mail our list service for e-mail listserves.
(757) N2B-NEWS	our 24-hour-a-day faxback system. If you have access to a fax machine and a touch-tone phone, this automated service will fax documents to you almost immediately.
Write or call customer service at:	Decipher Inc., 253 Granby Street, Norfolk, Virginia 23510-1813, (757) 623-3600.

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LIGHT SIDE

A280 Sharpshooter Rifle	Character Weapon	R
Aim High	Effect	R
Battle Plan	Effect	U
Blastech E-11B Blaster Rifle	Character Weapon	C
Captain Yutani	Character – Rebel	U
Careful Planning	Used Or Starting Interrupt	C
Chandrila	Location – System	U
Chewbacca Of Kashyyyk	Character – Rebel	R
Chewbacca's Bowcaster	Character Weapon	R
Chewie's AT-ST	Combat Vehicle	R
Chief Chirpa	Character – Alien	R
Commando Training	Effect	C
Corporal Beezer	Character – Rebel	U
Corporal Delevar	Character – Rebel	U
Corporal Janse	Character – Rebel	U
Corporal Kensaric	Character – Rebel	R
Count Me In	Effect	R
Covert Landing	Used Or Lost Interrupt	U
Daughter Of Skywalker	Character – Rebel	R
Deactivate The Shield Generator	Epic Event	R
Dressellian Commando	Character – Rebel	C
Endor	Location – System	U
Endor Celebration	Used Interrupt	R
Endor Scout Trooper	Character – Rebel	C
Endor: Back Door	Location – Site	U
Endor: Bunker	Location – Site	U
Endor: Chief Chirpa's Hut	Location – Site	R
Endor: Dense Forest	Location – Site	C
Endor: Ewok Village	Location – Site	U
Endor: Great Forest	Location – Site	C
Endor: Hidden Forest Trail	Location – Site	U
Endor: Landing Platform (Docking Bay)	Location – Site	C
Endor: Rebel Landing Site (Forest)	Location – Site	R
Ewok And Roll	Used Interrupt	C
Ewok Bow	Character Weapon	C
Ewok Catapult	Artillery Weapon	U
Ewok Glider	Transport Vehicle	C
Ewok Log Jam	Used Interrupt	C
Ewok Rescue	Lost Interrupt	C
Ewok Sentry	Character – Alien	C
Ewok Spear	Character Weapon	C
Ewok Spearman	Character – Alien	C
Ewok Tribesman	Character – Alien	C
Explosive Charge	Automated Weapon	U
Firefight	Used Interrupt	C
Fly Casual	Used Or Lost Interrupt	R
Free Ride	Used Interrupt	U
General Crix Madine	Character – Rebel	R
General Solo	Character – Rebel	R
Get Alongside That One	Used Interrupt	U
Graak	Character – Alien	R
Here We Go Again	Lost Interrupt	R
I Have A Really Bad Feeling About This	Used Interrupt	C
I Hope She's All Right	Effect	U
I Know	Lost Interrupt	R
I Wonder Who They Found	Effect	U
Insurrection	Effect	U
Kazak	Character – Alien	R
Lieutenant Greeve	Character – Rebel	R
Lieutenant Page	Character – Rebel	R
Logray	Character – Alien	R
Lost In The Wilderness	Lost Interrupt	R
Lumat	Character – Alien	U
Man Mothma	Character – Rebel	R
Orrimaarko	Character – Rebel	R
Paploo	Character – Alien	U
Rabin	Character – Alien	U
Rapid Deployment	Lost Interrupt	R
Rebel Strike Team/Garrison Destroyed	Objective	R
Romba	Character – Alien	R
Sergeant Brooks Carlson	Character – Rebel	R
Sergeant Bruckman	Character – Rebel	R
Sergeant Junkin	Character – Rebel	U
Sound The Attack	Used Or Lost Interrupt	C
Speeder Bike	Combat Vehicle	C
Surprise Counter Assault	Lost Interrupt	R
Take The Initiative	Used Or Lost Interrupt	C
Teebo	Character – Alien	R
That's One	Effect	R
This Is Absolutely Right	Used Interrupt	R
Threepio	Character – Droid	R
Throw Me Another Charge	Used Interrupt	U
Tydirium	Starship – Starfighter	R
Were You Looking For Me?	Used Or Lost Interrupt	R
Wicket	Character – Alien	R
Wokling	Effect	R
Wookiee Guide	Used Interrupt	C
Wuta	Character – Alien	U
YT-1300 Transport	Starship – Starfighter	C
Yub Yub!	Used Or Lost Interrupt	C

LIGHT SIDE FOILS

General Solo	Character – Rebel	RF
Threepio	Character – Droid	RF
Chewbacca Of Kashyyyk	Character – Rebel	UF
Daughter Of Skywalker	Character – Rebel	UF
Endor Celebration	Effect	UF
Endor: Ewok Village	Location – Site	CF
Ewok And Roll	Used Interrupt	CF
Ewok Glider	Transport Vehicle	CF
Paploo	Character – Alien	CF

DARK SIDE

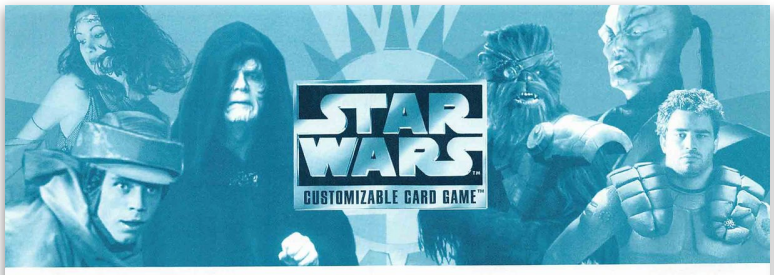
Accelerate	Used Interrupt	C
Always Thinking With Your Stomach	Lost Interrupt	R
An Entire Legion Of My Best Troops	Effect	U
Acatech Corporation	Effect	R
AT-ST Dual Cannon	Vehicle Weapon	R
AT-ST Pilot	Character – Imperial	C
Battle Order	Effect	U
Biker Scout Gear	Effect	U
Biker Scout Trooper	Character – Imperial	C
Carida	Location – System	U
Closed Door	Effect	R
Colonel Dyer	Character – Imperial	R
Combat Readiness	Used Or Starting Interrupt	C
Commander Igar	Character – Imperial	R
Compact Firepower	Used Interrupt	C
Corporal Avarik	Character – Imperial	U
Corporal Drazin	Character – Imperial	U
Corporal Dreloxyn	Character – Imperial	R
Corporal Misik	Character – Imperial	R
Corporal Oberk	Character – Imperial	R
Counterattack	Lost Interrupt	R
Crossfire	Effect	R
Dead Ewok	Lost Interrupt	C
Don't Move!	Used Interrupt	C
Early Warning Network	Effect	R
Eee Chu Wawa!	Used Or Lost Interrupt	C
Elite Squadron Stormtrooper	Character – Imperial	C
Empire's New Order	Effect	R
Endor	Location – System	U
Endor Occupation	Used Interrupt	R
Endor Operations / Imperial Outpost	Objective	R
Endor: Ancient Forest	Location – Site	U
Endor: Back Door	Location – Site	U
Endor: Bunker	Location – Site	U
Endor: Dark Forest	Location – Site	R
Endor: Dense Forest	Location – Site	C
Endor: Ewok Village	Location – Site	U
Endor: Forest Clearing	Location – Site	U
Endor: Great Forest	Location – Site	C
Endor: Landing Platform (Docking Bay)	Location – Site	C
Establish Secret Base	Effect	R
Freeze!	Lost Interrupt	U
Go For Help!	Used Interrupt	C
High-speed Tactics	Used Interrupt	U
Hot Pursuit	Used Or Lost Interrupt	C
Imperial Academy Training	Effect	C
Imperial Arrest Order	Effect	U
Imperial Tyranny	Lost Interrupt	C
It's An Older Code	Used Or Lost Interrupt	R
Lambda-Class Shuttle	Starship – Starfighter	C
Lieutenant Arnet	Character – Imperial	U
Lieutenant Grond	Character – Imperial	U
Lieutenant Renz	Character – Imperial	R
Lieutenant Watts	Character – Imperial	R
Main Course	Used Or Lost Interrupt	U
Major Hewex	Character – Imperial	R
Major Marquand	Character – Imperial	R
Navy Trooper	Character – Imperial	C
Navy Trooper Fensan	Character – Imperial	R
Navy Trooper Shield Technician	Character – Imperial	C
Navy Trooper Vesden	Character – Imperial	U
Ominous Rumors	Effect	R
Outflank	Used Interrupt	C
Perimeter Patrol	Effect	R
Pinned Down	Effect	U
Pitiful Little Band	Used Interrupt	C
Relentless Tracking	Effect	R
Scout Blaster	Character Weapon	C
Scout Recon	Used Interrupt	C
Search And Destroy	Effect	U
Security Precautions	Effect	R
Sergeant Barich	Character – Imperial	R
Sergeant Elsek	Character – Imperial	U
Sergeant Irol	Character – Imperial	R
Sergeant Tarl	Character – Imperial	U
Sergeant Wallen	Character – Imperial	R
Sneak Attack	Used Or Lost Interrupt	C
Speeder Bike	Combat Vehicle	C
Speeder Bike Cannon	Vehicle Weapon	U
Tempest 1	Combat Vehicle	R
Tempest Scout	Combat Vehicle	U
Tempest Scout 1	Combat Vehicle	R
Tempest Scout 2	Combat Vehicle	R
Tempest Scout 3	Combat Vehicle	R
Tempest Scout 4	Combat Vehicle	R
Tempest Scout 5	Combat Vehicle	R
Tempest Scout 6	Combat Vehicle	R
Well-earned Command	Effect	R
Wounded Warrior	Used Interrupt	R
You Rebel Scum	Lost Interrupt	R

DARK SIDE FOILS

Tempest 1	Combat Vehicle	RF
Tempest Scout 4	Combat Vehicle	RF
Early Warning Network	Effect	UF
Main Course	Used Or Lost Interrupt	UF
Hot Pursuit	Used Or Lost Interrupt	UF
Biker Scout Trooper	Character – Imperial	CF
Elite Squadron Stormtrooper	Character – Imperial	CF
Endor: Landing Platform (Docking Bay)	Location – Site	CF
Speeder Bike	Combat Vehicle	CF

RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



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-BO2D9 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 all purposes, including 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 combe-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.

COLLECTOR'S CARD LIST — *Reflections II: Expanding the Galaxy*

VRF = Very Rare Foil SRF = Super Rare Foil URF = Ultra Rare Foil

EXPANDED UNIVERSE – Dark Side Premium Cards

- ❒ Arica — Character – Alien/Imperial
- ❒ Agents Of Black Sun / Vengeance Of The Dark Prince — Objective
- ❒ Black Sun Fleet — Admiral's Order
- ❒ Captain Gilad Pellaeon — Character – Imperial
- ❒ The Emperor — Character – Dark Jedi Master / Imperial
- ❒ Grand Admiral Thrawn — Character – Imperial
- ❒ Guri — Character – Droid
- ❒ Jabba's Prize — Character – Rebel
- ❒ Kir Kanos — Character – Imperial
- ❒ Prince Xizor — Character – Alien
- ❒ Snoova — Character – Alien
- ❒ *Stinger* — Starfighter
- ❒ Vigo — Character – Alien
- ❒ *Virago* — Starfighter

EXPANDED UNIVERSE – Light Side Premium Cards

- ❒ Artoo & Threepio — Character – Droid
- ❒ Chewbacca, Protector — Character – Rebel
- ❒ Corran Horn — Character – Rebel
- ❒ Dash Rendar — Character – Alien
- ❒ LE-B02D9 — Character – Droid
- ❒ Luke Skywalker, Rebel Scout — Character – Rebel
- ❒ Mirax Terrik — Character – Rebel
- ❒ Mercenary Armor — Device
- ❒ No Questions Asked — Admiral's Order
- ❒ Obi-Wan's Journal — Device
- ❒ *Outrider* — Starfighter
- ❒ *Pulsar Skate* — Starfighter
- ❒ Talon Karrde — Character – Alien
- ❒ Watch Your Step / This Place Can Be A Little Rough — Objective

"DISPLAY TOPPER" – Diffraction Foil Premium Cards

- ❒ Boba Fett With Blaster Rifle — Character – Rebel
- ❒ Han With Heavy Blaster Pistol — Character – Rebel
- ❒ Leia With Blaster Rifle — Character – Rebel
- ❒ Obi-Wan With Lightsaber — Character – Rebel

"CASE TOPPER" – Diffraction Foil Premium Card

- ❒ Darth Vader (Japanese) — Character – Imperial

"COMBO" – Dark Side Premium Cards

- ❒ Abyssin Ornament & Wounded Wookiee — Used or Lost Interrupt
- ❒ Alter & Collateral Damage — Used or Lost Interrupt
- ❒ Control & Set For Stun — Lost Interrupt
- ❒ Dark Maneuvers & Tallon Roll — Used Interrupt
- ❒ Defensive Fire & Hutt Smooch — Used or Lost Interrupt
- ❒ Dr. Evazan & Ponda Baba — Character – Alien
- ❒ Evader & Monnok — Used or Lost Interrupt
- ❒ Ghhhk & Those Rebels Won't Escape Us — Used or Lost Interrupt
- ❒ Ommni Box & It's Worse — Used or Lost Interrupt
- ❒ Sense & Uncertain Is The Future — Used or Lost Interrupt
- ❒ Sniper & Dark Strike — Used or Lost Interrupt
- ❒ Sunsdown & Too Cold For Speeders — Effect
- ❒ There Is No Try & Oppressive Enforcement — Effect

"COMBO" – Light Side Premium Cards

- ❒ Alter & Friendly Fire — Used or Lost Interrupt
- ❒ The Bith Shuffle & Desperate Reach — Used Interrupt
- ❒ Control & Tunnel Vision — Lost Interrupt
- ❒ Do, Or Do Not & Wise Advice — Effect
- ❒ Houjix & Out Of Nowhere — Used or Lost Interrupt
- ❒ Nar Shaddaa Wind Chimes & Out Of Somewhere — Used Interrupt
- ❒ Out Of Commission & Transmission Terminated — Used or Lost Interrupt
- ❒ Owen & Beru Lars — Character – Rebel
- ❒ Path Of Least Resistance & Revealed — Lost Interrupt
- ❒ Sense & Recoil In Fear — Used or Lost Interrupt
- ❒ Shocking Information & Grimtaash — Used or Lost Interrupt
- ❒ Sorry About The Mess & Blaster Proficiency — Used or Lost Interrupt
- ❒ Yoda Stew & You Do Have Your Moments — Used or Lost Interrupt

DIFFRACTION FOIL – Dark Side Cards

- ❒ Emperor Palpatine — Death Star II™ — URF
- ❒ Lord Vader — Death Star II — URF
- ❒ Mara Jade, The Emperor's Hand — Enhanced Jabba's Palace™ — URF
- ❒ 4-LOM With Concussion Rifle — Enhanced Cloud City™ — SRF
- ❒ Admiral Piett — Death Star II — SRF
- ❒ Baron Soontir Fel — Death Star II — SRF
- ❒ Boba Fett In *Slave I* — Enhanced Cloud City — SRF
- ❒ Bossk With Mortar Gun — Enhanced Jabba's Palace — SRF
- ❒ *Chimaera* — Death Star II — SRF
- ❒ Darth Vader With Lightsaber — Enhanced Premiere — SRF
- ❒ Darth Vader's Lightsaber — Death Star II — SRF
- ❒ Death Star (Japanese) — Premiere — SRF
- ❒ Death Star II — Death Star II — SRF
- ❒ Dengar In *Punishing One* — Enhanced Cloud City — SRF
- ❒ Dengar With Blaster Carbine — Enhanced Jabba's Palace — SRF
- ❒ Djas Puhr — Premiere — SRF
- ❒ *Dreadnaught*-Class Heavy Cruiser — Official Tournament Sealed Deck — SRF
- ❒ Flagship *Executor* — Death Star II — SRF
- ❒ Force Lightning — Death Star II — SRF
- ❒ IG-88 With Riot Gun — Enhanced Cloud City — SRF
- ❒ Imperial Walker (Japanese) — *The Empire Strikes Back* Introductory Two-Player Game — SRF
- ❒ Jodo Kast — Enhanced Jabba's Palace — SRF
- ❒ Mara Jade's Lightsaber — Enhanced Jabba's Palace — SRF
- ❒ Meff Jerjerrod — Death Star II — SRF
- ❒ Outer Rim Scout — Special Edition — SRF
- ❒ Tempest Scout 1 — Endor™ — SRF
- ❒ The Emperor's Shield — Death Star II — SRF
- ❒ The Emperor's Sword — Death Star II — SRF
- ❒ Trample — Hoth™ — SRF
- ❒ Walker Garrison — *The Empire Strikes Back* Introductory Two-Player Game — SRF
- ❒ Zuckuss In *Mist Hunter* — Enhanced Jabba's Palace — SRF
- ❒ Bad Feeling Have I — Dagobah™ — VRF
- ❒ Black Squadron TIE — Official Tournament Sealed Deck — VRF
- ❒ Boelo — Special Edition — VRF
- ❒ Chall Bekan — Official Tournament Sealed Deck — VRF
- ❒ Commander Igar — Endor — VRF
- ❒ Death Star II: Throne Room — Death Star II — VRF
- ❒ *Executor*: Holotheater — Dagobah — VRF
- ❒ *Executor*: Meditation Chamber — Dagobah — VRF
- ❒ Fighters Coming In — Death Star II — VRF
- ❒ Hoth: Wampa Cave — Hoth — VRF
- ❒ IG-88 In *IG-2000* — Enhanced Jabba's Palace — VRF
- ❒ Janus Greejatus — Death Star II — VRF
- ❒ Kiffex — *A New Hope*™ — VRF
- ❒ Lateral Damage — Premiere — VRF
- ❒ Myn Kyneugh — Death Star II — VRF
- ❒ Scum And Villainy — Jabba's Palace — VRF
- ❒ Sienar Fleet Systems — Special Edition — VRF
- ❒ Sim Aloo — Death Star II — VRF
- ❒ Vader's Obsession — Premiere Introductory Two-Player Game — VRF

DIFFRACTION FOIL – Light Side Cards

- ❒ Luke Skywalker, Jedi Knight — Death Star II — URF
- ❒ Admiral Ackbar — Death Star II — SRF
- ❒ Artoo-Detoo In Red 5 — Third Anthology™ — SRF
- ❒ B-wing Attack Squadron — Death Star II — SRF
- ❒ Bacta Tank — Hoth — SRF
- ❒ Brainiac (Japanese) — *A New Hope*™ — SRF
- ❒ Capital Support — Death Star II — SRF
- ❒ Chewie With Blaster Rifle — Enhanced Cloud City — SRF
- ❒ Chief Chirpa — Endor — SRF
- ❒ Don't Get Cocky — Premiere — SRF
- ❒ Echo Base Operations — Hoth — SRF
- ❒ General Calrissian — Death Star II — SRF
- ❒ General Crix Madine — Endor — SRF
- ❒ Gift Of The Mentor — Premiere — SRF
- ❒ Gold Squadron 1 — Death Star II — SRF
- ❒ Gold Squadron Y-wing — Official Tournament Sealed Deck — SRF
- ❒ *Home One* — Death Star II — SRF
- ❒ *Independence* — Death Star II — SRF
- ❒ Kal'Falel C'ndros — Premiere — SRF
- ❒ Kessel Run — Premiere — SRF
- ❒ Lando In *Millennium Falcon* — Enhanced Cloud City — SRF
- ❒ Leia (Japanese) — Jedi Pack — SRF
- ❒ Luke With Lightsaber — Enhanced Premiere — SRF
- ❒ Luke's Lightsaber — Death Star II — SRF
- ❒ Melas — Special Edition — SRF
- ❒ Orrimaarka — Endor — SRF
- ❒ Rebel Snowspeeder (Japanese) — *The Empire Strikes Back* Introductory Two-Player Game — SRF
- ❒ Red Squadron 1 — Death Star II — SRF
- ❒ Red Squadron X-wing — Official Tournament Sealed Deck — SRF
- ❒ See-Threepio — Enhanced Jabba's Palace — SRF
- ❒ Smoke Screen — Cloud City — SRF
- ❒ Wedge Antilles, Red Squadron Leader — Death Star II — SRF
- ❒ Wicket — Endor — SRF
- ❒ X-wing Assault Squadron — Special Edition — SRF
- ❒ Yavin 4: Massassi Throne Room — Premiere — SRF
- ❒ Arleil Schuss — Official Tournament Sealed Deck — VRF
- ❒ Blue Squadron B-wing — Death Star II — VRF
- ❒ Frozen Assets — Cloud City — VRF
- ❒ Gold Leader In Gold 1 — Rebel Leader Pack — VRF
- ❒ Gee Nee Tay — Special Edition — VRF
- ❒ Green Squadron A-wing — Death Star II — VRF
- ❒ Kiffex — Jabba's Palace — VRF
- ❒ *Liberty* — Death Star II — VRF
- ❒ Lone Rogue — *The Empire Strikes Back* Introductory Two-Player Game — VRF
- ❒ Mantellian Savrip — Premiere — VRF
- ❒ Order To Engage — Dagobah — VRF
- ❒ Red Leader In Red 1 — Rebel Leader Pack — VRF
- ❒ Run, Luke, Run — Premiere Introductory Two-Player Game — VRF
- ❒ Tawss Khaa — Special Edition — VRF
- ❒ Z-95 Headhunter — Official Tournament Sealed Deck — VRF

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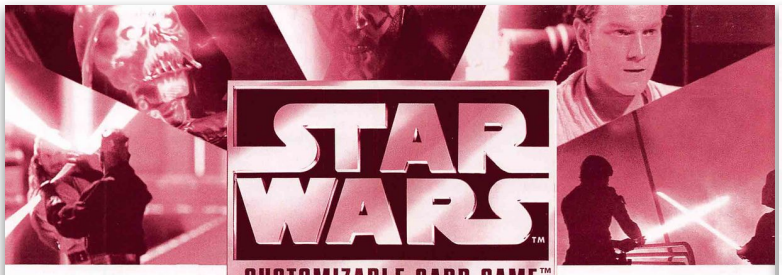
RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



REFLECTIONS III

Starting Effects

The Starting Effects *Fear Is My Ally* and *An Unusual Amount Of Fear* provide players a way to start their game with a "reserve" of Defensive Shield cards. This provides valuable additional defense against an opponent's nastier strategies while only sacrificing one "card slot" of your regular 60-card deck.



As stated in their game text, Starting Effects deploy before any starting location or objectives are revealed. They may not be deployed at any other time, but if they are found in a deck, hand, or pile, they may be used normally like any other card or unit of Force.

Cards placed under your Starting Effect must be of the same allegiance as the deck you are playing, and do not count against your "deck limit". That is, they are considered permissible extra cards above the normal 60 cards of a standard game deck. The Starting Effect itself does count as one card of your game deck, and therefore is calculated against your deck limit.

For tournament play, when offering your shuffled deck for an opponent to count and cut, provide your opponent with two piles. One pile will be your Starting Effect (face-up) on top of the cards (face-down) that will go beneath it. The other pile is the rest of your game deck (face-down). Your opponent can then verify that you have no more than 10 cards under your Starting Effect (your opponent will see your Starting Effect, but will see only the card backs under that Starting Effect), and that your deck contains exactly 59 cards (the Starting Effect is the 60th card). Once counted, the cards under your Starting Effect may only be removed from there using the text of that Starting Effect.

Cards under your Starting Effect are not on table, and can only be manipulated as instructed by the Starting Effect. You may look through the cards under your Starting Effect at any time, replacing them in any order as long as the Starting Effect is always returned face-up to the top of that pile. Your opponent is not permitted to look through any of the cards under your Starting Effect.

Episode I Only Environment Rule

Both Starting Effects have an Episode I icon. This means they are legal for play in the **Episode I only environment.**

During such play, only Defensive Shields with the Episode I icon may be placed beneath your Starting Effect. Defensive Shield cards without this icon are not legal for play in the Episode I only environment.

Want a chance to win one of these exclusive foils? Ask your local Tournament Director to run an Episode I only environment tournament in your town!



For more details on this exciting format and the special prizes that are being offered, visit the following web page:

www.decipher.com/starwars/tournaments/episodei.html

Defensive Shields

Cards with the Gungan Warrior Shield icon are Defensive Shields. These cards, combined with the new Starting Effects for each side, provide the player with a suite of defensive options to assist their deck.



You may play one Defensive Shield card at any time that you are permitted to take an action, as long as no other action is currently resolving (and as limited by the Starting Effect game text). For example, a Defensive Shield could be played during your deploy phase, during the opponent's turn, or even during the weapons segment of a battle (following the above rules). You could not play *Do, Or Do Not* in response to an opponent initiating a Sense card though, because playing a Defensive Shield is not a valid response to any other action.

Many Defensive Shield cards replicate the name of a previously printed card. For example, *Your Insight Serves You Well* is an Effect from the Death Star II expansion, and is replicated as a Defensive Shield. Despite this similarity, these cards are in no way interchangeable. They are different card types, and often have an altered or reduced game function compared to the original card. The only rule that ties two such cards together is the "unique and restricted cards" rule (see sidebar), since many Defensive Shield cards often share the same card title as an existing Effect card.



Lightsaber Combat

Lightsaber combat depicts the type of extended battles where a lightsaber-wielding Jedi attempts to wear down his foe through a series of thrusts and parries. Only the strongest of attacks will be enough to defeat your opponent. Lightsaber combat is not a "duel," and as such is not affected by any cards or rules that affect duels (and vice-versa).

The objective cards *We'll Handle This / Duel Of The Fates* and *Let Them Make The First Move / At Last We Will Have Revenge* detail the conditions, targets, resolution and effects of a lightsaber combat. Other cards can affect your lightsaber combat total, Force loss from lightsaber combat, or even how you draw lightsaber combat destiny.



The Epic Event cards *Inner Strength* and *Deep Hatred* permit you to equip your Jedi or Dark Jedi with **combat cards**. These cards provide you with extra options for lightsaber combat or even duels, and represent the reserves of strength, combat training and use of the Force that a Jedi can call upon during combat.

Maintenance Cards

The following symbols are used in the game text of of some new cards to indicate a "maintenance" cost that must be satisfied. Not all cards with maintenance costs will show all symbols, but the "sacrifice" option will always be offered. Next to the symbol will be "Use X" or "Lose X" which indicates that a player must use X Force or lose X Force to pay the cost of this option. There is no cost associated with sacrificing the card (see below).

The player may choose any provided option, but **must** choose one of them.

Maintain (✶)

✶ followed by a cost – Pay this cost and the card remains on table until the next maintenance is due.

Recycle (↺)

↺ followed by a cost – Pay this cost to place that card (and any cards on it) in their owner's Used Pile. If that card was escorting a captive, the captive is released.

Sacrifice (⚷)

⚷ – Place the card out of play. Any cards on that card are lost. If that card was escorting a captive, the captive is released.

Example:



Boba Fett, Bounty Hunter says "End of your turn: ✶ Use 2 or ↺ Lose 2 or ⚷."

Thus the owning player must choose at the end of every turn this character is on table to use 2 Force (Boba Fett stays on table), lose 2 Force (Fett is placed in the Used Pile) or place Fett out of play.

A card with a maintenance cost that has its game text canceled (or is on table for uniqueness only, such as if the card becomes "missing" or captured) has no maintenance costs listed, and is therefore exempt from these options.

Unique and Restricted Cards

This amends the first two paragraphs of the existing Glossary Supplement entry. All other paragraphs of that entry referring to diamond cards, etc. remain valid and in force. That entry will be updated with the next release of the Glossary Supplement. Refer to: www.decipher.com/starwars/rules/index.html.

If a card is unique (•) or restricted (e.g., •••), the number of dots restricts:

(a) the number of cards of that title that are allowed on table at any given time, and

(b) the number of cards of that title that may be played or deployed each turn (even if one is canceled, returned to hand, if it has already resolved and been placed in the Used Pile or Lost Pile, etc).

Some unique or restricted cards are available to both sides of the Force (such as *•Ice Storm*), but this restriction is still applicable, regardless of the fact that it is being played by a different player.

Examples

The following examples illustrate these rules:

- If you play the Defensive Shield card *•Do, Or Do Not*, then you may not play another copy of that Defensive Shield card, and you may not deploy the Effect card *•Do, Or Do Not*, or the combo Effect card *•Do, Or Do Not & •Wise Advice.*
- Similarly, if the Light Side player plays *•Weapon Levitation*, then neither the Dark Side player nor the Light Side player can play another card of title *•Weapon Levitation* for the remainder of that turn.

COLLECTOR'S CARD LIST — *Reflections III*

DARK SIDE PREMIUM CARDS

❒ A Useless Gesture	Defensive Shield	❒ Energy Walls	Immediate Effect	❒ Resistance	Defensive Shield
❒ Allegations Of Corruption	Defensive Shield	❒ Fanfare	Defensive Shield	❒ Sando Aqua Monster	Effect
❒ Aurra Sing's Blaster Rifle	Character Weapon	❒ Fear Is My Ally	Effect	❒ Secret Plans	Defensive Shield
❒ Battle Order	Defensive Shield	❒ Force Push	Used Interrupt	❒ Stormtrooper Garrison	Imperial
❒ Bib Fortuna	Alien	❒ Jabba Desilijic Tiure	Alien	❒ The Ebb Of Battle	Used Interrupt
❒ Blizzard 4	Vehicle	❒ Leave Them To Me	Defensive Shield	❒ The Hutts Are Gangsters	Effect
❒ Blockade Flagship: Hallway	Location – Site	❒ Let Them Make The First Move / At Last We Will Have Revenge	Objective	❒ There Is No Try	Defensive Shield
❒ Blow Parried	Used Interrupt	❒ Lord Maul	Darth Maul	❒ They Must Never Again Leave This City	Effect
❒ Boba Fett, Bounty Hunter	Alien	❒ Maul's Double-Bladed Lightsaber	Weapon	❒ Thok & Thug	Alien
❒ Colo Claw Fish	Effect	❒ Naboo: Theed Palace Generator	Location – Site	❒ Through The Corridor	Lost Interrupt
❒ Come Here You Big Coward	Defensive Shield	❒ Naboo: Theed Palace Generator Core	Location – Site	❒ Unsalvageable	Used Interrupt
❒ Conduct Your Search	Effect	❒ No Escape	Defensive Shield	❒ We'll Let Fate-a Decide, Huh?	Defensive Shield
❒ Crossfire	Defensive Shield	❒ No Match For A Sith	Lost Interrupt	❒ Weapon Of A Sith	Defensive Shield
❒ Dark Rage	Lost Interrupt	❒ Opee Sea Killer	Effect	❒ Where Are Those Droidekas?!	Defensive Shield
❒ Deep Hatred	Epic Event	❒ Oppressive Enforcement	Defensive Shield	❒ Wipe Them Out, All Of Them	Defensive Shield
❒ Do They Have A Code Clearance?	Defensive Shield	❒ Prepare For A Surface Attack	Effect	❒ You Cannot Hide Forever	Defensive Shield
		❒ Qui-Gon's End	Lost Interrupt	❒ You've Never Won A Race?	Defensive Shield

LIGHT SIDE PREMIUM CARDS

❒ A Close Race	Defensive Shield	❒ Echo Base Sensors	Effect	❒ Only Jedi Carry That Weapon	Defensive Shield
❒ A Remote Planet	Effect	❒ Energy Walls	Immediate Effect	❒ Opee Sea Killer	Effect
❒ A Tragedy Has Occurred	Defensive Shield	❒ Evok Celebration	Effect	❒ Ounee Ta	Defensive Shield
❒ Aim High	Defensive Shield	❒ Fall Of A Jedi	Lost Interrupt	❒ Planetary Defenses	Defensive Shield
❒ An Unusual Amount Of Fear	Effect	❒ Han, Chewie, And The *Falcon*	Starfighter	❒ Qui-Gon Jinn, Jedi Master	Jedi Master
❒ Another Pathetic Lifeform	Defensive Shield	❒ He Can Go About His Business	Defensive Shield	❒ Qui-Gon's Lightsaber	Weapon
❒ Armament Dismantled	Immediate Effect	❒ Horace Vancil	Republic	❒ Sando Aqua Monster	Effect
❒ Battle Plan	Defensive Shield	❒ Inner Strength	Epic Event	❒ Sio Bibble	Republic
❒ Chewie, Enraged	Rebel	❒ Jar Jar's Electropole	Weapon	❒ Strike Blocked	Used Interrupt
❒ Clinging To The Edge	Used Interrupt	❒ Jedi Leap	Lost Interrupt	❒ Ultimatum	Defensive Shield
❒ Colo Claw Fish	Effect	❒ Lando Calrissian, Scoundrel	Rebel	❒ We'll Handle This / Duel Of The Fates	Objective
❒ Darth Maul's Demise	Used Interrupt	❒ Lando's Not A System, He's A Man	Effect	❒ Weapon Of A Fallen Mentor	Immediate Effect
❒ Desperate Times	Lost Interrupt	❒ Leia, Rebel Princess	Rebel	❒ Wise Advice	Defensive Shield
❒ Diversionary Tactics	Lost Interrupt	❒ Let's Keep A Little Optimism Here	Defensive Shield	❒ Yoda, Master Of The Force	Jedi Master
❒ Do, Or Do Not	Defensive Shield	❒ Naboo: Theed Palace Generator	Location – Site	❒ Your Insight Serves You Well	Defensive Shield
❒ Don't Do That Again	Defensive Shield	❒ Naboo: Theed Palace Generator Core	Location – Site	❒ Your Ship?	Defensive Shield
		❒ Obi-Wan Kenobi, Jedi Knight	Republic		
		❒ Obi-Wan's Lightsaber	Weapon		

DARK SIDE DIFFRACTION-FOIL CARDS

❒ After Her!	Theed Palace™	SRF	❒ Maul's Sith Infiltrator (AI)	Coruscant	SRF	❒ Mercenary Pilot	Jabba's Palace Sealed Deck™	VRF
❒ Arica	Reflections II	SRF	❒ Mercenary Pilot	Jabba's Palace Sealed Deck	VRF	❒ Mighty Jabba	Jabba's Palace Sealed Deck	VRF
❒ Aurra Sing (AI)	Tatooine™	SRF	❒ Naboo Occupation	Theed Palace	SRF	❒ Mute Gunray	Coruscant	SRF
❒ Battle Deployment	Death Star II	VRF	❒ Ominous Rumors	Endor™	SRF	❒ Nute Gunray	Coruscant	SRF
❒ Boonta Eve Podrace	Tatooine	VRF	❒ P-59	Coruscant	URF	❒ Ominous Rumors	Endor™	SRF
❒ Brangus Glee	Special Edition	VRF	❒ P-60	Coruscant	SRF	❒ P-59	Coruscant	URF
❒ Captain Gilad Pellaeon	Reflections II	SRF	❒ Power Of The Hutt	Jabba's Palace Sealed Deck	VRF	❒ P-60	Coruscant	SRF
❒ Darth Maul (AI)	Tatooine	SRF	❒ Prince Xizor	Reflections II	SRF	❒ Power Of The Hutt	Jabba's Palace Sealed Deck	VRF
❒ Darth Maul, Young Apprentice (AI)	Coruscant™	URF	❒ Rolling Rolling Rolling	Theed Palace	SRF	❒ Prince Xizor	Reflections II	SRF
❒ Destroyer Droid	Coruscant	SRF	❒ Sebulba's Podracer	Tatooine	SRF	❒ Rolling Rolling Rolling	Theed Palace	SRF
❒ Dioxis	Coruscant	VRF	❒ Sith Probe Droid	Tatooine	VRF	❒ Sebulba's Podracer	Tatooine	SRF
❒ Disarmed	Premiere	VRF	❒ Snoova	Reflections II	SRF	❒ Sith Probe Droid	Tatooine	VRF
❒ Dr. Evazan (Japanese)	Japanese Premiere	VRF	❒ *Stinger*	Reflections II	SRF	❒ Snoova	Reflections II	SRF
❒ Dr. Evazan & Ponda Baba	Reflections II	SRF	❒ Tatooine: Desert Landing Site	Tatooine	VRF	❒ *Stinger*	Reflections II	SRF
❒ Grand Admiral Thrawn	Reflections II	SRF	❒ TC-14	Coruscant	SRF	❒ Tatooine: Desert Landing Site	Tatooine	VRF
❒ Grand Moff Tarkin (Japanese)	Japanese Premiere	VRF	❒ The Circle Is Now Complete (Japanese)	Japanese Premiere	VRF	❒ TC-14	Coruscant	SRF
❒ Gravity Shadow	Jedi Pack™	VRF	❒ The Phantom Menace (AI)	Coruscant	SRF	❒ The Circle Is Now Complete (Japanese)	Japanese Premiere	VRF
❒ Guri	Reflections II	SRF	❒ Trample (Japanese)	Japanese Hoth™	VRF	❒ The Phantom Menace (AI)	Coruscant	SRF
❒ I Have You Now	Premiere	VRF	❒ Vader's Lightsaber (Japanese)	Japanese Premiere	VRF	❒ Trample (Japanese)	Japanese Hoth™	VRF
❒ Imperial Artillery	Coruscant	SRF	❒ Vige	Reflections II	SRF	❒ Vader's Lightsaber (Japanese)	Japanese Premiere	VRF
❒ Imperial Command	Death Star II	VRF	❒ *Virago*	Reflections II	SRF	❒ Vige	Reflections II	SRF
❒ Lott Dodd	Coruscant	SRF	❒ Vote Now!	Coruscant	VRF	❒ *Virago*	Reflections II	SRF
❒ Maul Strikes	Coruscant	SRF	❒ Watto (AI)	Tatooine	SRF	❒ Vote Now!	Coruscant	VRF
❒ Maul's Lightsaber	Tatooine	VRF	❒ You May Start Your Landing	Tatooine	VRF	❒ Watto (AI)	Tatooine	SRF
						❒ You May Start Your Landing	Tatooine	VRF

LIGHT SIDE DIFFRACTION-FOIL CARDS

❒ A New Secret Base	Third Anthology	VRF	❒ Obi-Wan Kenobi (AI)	Tatooine	SRF	❒ Obi-Wan Kenobi (AI)	Tatooine	SRF
❒ Amidala's Blaster	Theed Palace	SRF	❒ Obi-Wan Kenobi (Japanese)	Japanese Premiere	SRF	❒ Obi-Wan Kenobi (Japanese)	Japanese Premiere	SRF
❒ Anakin's Lightsaber (Japanese)	Japanese Hoth	SRF	❒ Obi-Wan's Journal	Reflections II	SRF	❒ Obi-Wan's Journal	Reflections II	SRF
❒ Anakin's Podracer	Tatooine	SRF	❒ Obi-Wan's Lightsaber (Japanese)	Japanese Premiere	SRF	❒ Obi-Wan's Lightsaber (Japanese)	Japanese Premiere	SRF
❒ Artoo & Threepio	Reflections II	SRF	❒ *Outrider*	Reflections II	SRF	❒ *Outrider*	Reflections II	SRF
❒ Boonta Eve Podrace	Tatooine	SRF	❒ Owen Lars & Beru Lars	Reflections II	SRF	❒ Owen Lars & Beru Lars	Reflections II	SRF
❒ Brisky Morning Munchen	Tatooine	VRF	❒ Padmé Naberrie (AI)	Tatooine	SRF	❒ Padmé Naberrie (AI)	Tatooine	SRF
❒ Captain Panaka	Coruscant	VRF	❒ Palace Raider	Jabba's Palace Sealed Deck	VRF	❒ Palace Raider	Jabba's Palace Sealed Deck	VRF
❒ Chewbacca, Protector	Reflections II	VRF	❒ Prisoner 2187	Third Anthology	VRF	❒ Prisoner 2187	Third Anthology	VRF
❒ Corran Horn	Reflections II	SRF	❒ *Pulsar Skate*	Reflections II	VRF	❒ *Pulsar Skate*	Reflections II	VRF
❒ Coruscant: Jedi Council Chamber	Coruscant	VRF	❒ Queen's Royal Starship	Coruscant	VRF	❒ Queen's Royal Starship	Coruscant	VRF
❒ Dash Rendar	Reflections II	SRF	❒ Qui-Gon Jinn (AI)	Tatooine	URF	❒ Qui-Gon Jinn (AI)	Tatooine	URF
❒ Echo Base Garrison	Third Anthology	VRF	❒ Qui-Gon Jinn's Lightsaber (AI)	Tatooine	SRF	❒ Qui-Gon Jinn's Lightsaber (AI)	Tatooine	SRF
❒ End Of A Reign	Tatooine	VRF	❒ *Radiant VII*	Coruscant	VRF	❒ *Radiant VII*	Coruscant	VRF
❒ Gimme A Lift	Theed Palace	SRF	❒ Rebel Artillery	Coruscant	VRF	❒ Rebel Artillery	Coruscant	VRF
❒ Harvest	Special Edition	SRF	❒ Rebel Leadership	Death Star II	SRF	❒ Rebel Leadership	Death Star II	SRF
❒ I Did it!	Tatooine	VRF	❒ Ric Olié	Coruscant	VRF	❒ Ric Olié	Coruscant	VRF
❒ Jar Jar Binks	Tatooine	VRF	❒ Seeking An Audience	Jabba's Palace Sealed Deck	VRF	❒ Seeking An Audience	Jabba's Palace Sealed Deck	VRF
❒ Lando With Vibro Axe	Jabba's Palace Sealed Deck	SRF	❒ Shmi Skywalker	Tatooine	VRF	❒ Shmi Skywalker	Tatooine	VRF
❒ Luke Skywalker (Japanese)	Japanese Premiere	SRF	❒ Supreme Chancellor Valorum	Coruscant	VRF	❒ Supreme Chancellor Valorum	Coruscant	VRF
❒ Luke Skywalker, Rebel Scout	Reflections II	SRF	❒ Talon Karde	Reflections II	SRF	❒ Talon Karde	Reflections II	SRF
❒ Mace Windu	Coruscant	SRF	❒ They Win This Round	Theed Palace	SRF	❒ They Win This Round	Theed Palace	SRF
❒ Master Qui-Gon Al	Coruscant	SRF	❒ Threepio With His Parts Showing (AI)	Tatooine	URF	❒ Threepio With His Parts Showing (AI)	Tatooine	URF
❒ Mirax Terrik	Reflections II	SRF	❒ Vote Now!	Coruscant	VRF	❒ Vote Now!	Coruscant	VRF
			❒ Wedge Antilles (Japanese)	Japanese *A New Hope*™	SRF	❒ Wedge Antilles (Japanese)	Japanese *A New Hope*™	SRF
			❒ Yoda, Jedi Council Member	Coruscant	VRF	❒ Yoda, Jedi Council Member	Coruscant	VRF

Key: URF = Ultra-Rare Foil (P1), SRF = Super Rare Foil (P2), VRF = Very Rare Foil (P3) — Premium cards are of approximate equal rarity.

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists

A NEW HOPE™



A New Hope™, the first expansion set for the *Star Wars*™ Customizable Card Game™, contains 162 exciting cards which introduce additional elements from the first *Star Wars* film. Many of the cards were created in response to player feedback. This sheet supplements the Premiere rules and explains new terms.

Immediate Effect – A type of effect card which plays at any time (like an interrupt), but stays on the table (like an effect). Immediate effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

"Immune to Control" – This statement does not refer to the control phase or control of a site, but instead refers to an interrupt card called Control. (Control, like Sense and Alter, is one of the three primary Jedi powers.)

Used Or Lost Interrupt – A type of interrupt which may be played as a used interrupt or a lost interrupt (player's choice).

Multiple Destiny Numbers – If a card has more than one destiny number, the player drawing it for destiny chooses which number to use.

"Lose 1 Force to…" – Similar to "Use 1 Force to…" except that the card may come from your hand or your Life Force and must go to your Lost Pile instead of your Used Pile.

Cumulatively – A term used in game text to indicate that multiple copies of a card can increasingly affect the same thing. For example, Rebel Tech says, "Cumulatively adds 1 to total of Attack Run." Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, "Each Jawa at same exterior site is forfeit +1." The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (None of the cards in the Premiere set are cumulative.)

Undercover – A special characteristic of spies activated by the card Undercover (and certain other cards). Your Undercover spy operates with unique capabilities. It has no "presence," but still blocks your opponent's Force drains and allows deployment of your cards to the same location. An Undercover spy does not participate in battles and may not be targeted by an opponent's weapon during a battle.

To indicate that your spy is Undercover, place it across the table on your opponent's side of the same site. Your Undercover spy moves during the opponent's move phase (under your control and at normal use of your Force). An Undercover spy can board an opponent's starship or vehicle if there is sufficient capacity; however, the opponent has the first chance to fill that capacity. If your Undercover spy is a pilot, it can operate an opponent's unpiloted starship.

If your spy's "cover is broken," it loses all Undercover-related cards and immediately crosses to your side of the table (at the same site). During your deploy phase, your spy may voluntarily "break cover" if at a site.

Capturing Rules – Several Dark Side cards allow characters to be captured, and there are various ways for the Light Side to rescue (release) captives. Your Dark Side bounty hunters and warriors typically capture Light Side characters using cards like *Zuckuss' Snare Rifle* and *We Have A Prisoner*, then *escort* those captives to various locations (such as a *prison*). Three sites are defined as prisons:

- Death Star: Detention Block Corridor,
- Cloud City: Security Tower and
- Jabba's Palace: Dungeon.

Whenever a rule or card says that characters are captured, you have three options:

- *Seizure* – Each of your bounty hunters and warriors at same location may immediately seize (take into custody) one of the captured characters (place the captive face up beneath the bounty hunter or warrior).
- *Imprisonment* – If the captive takes place at any *prison*, you may immediately imprison any number of the captured characters there (place the captives face up beneath that prison).
- *Escape* – Any captives not seized or imprisoned will immediately escape to the Light Side player's Used Pile.

Once you have seized or imprisoned a character, you may not voluntarily release that character.

Captured cards are considered on table in terms of uniqueness only. Captives are not considered to have 'presence' and thus do not participate in battles. Any cards already deployed on a captive cannot be used (if the captive is released, they may be used again). However, Utinni effects and other cards that targeted the card before it became captured continue to do so. Any cards or rules that specifically target captured cards are exceptions to the above.

Escorting – Each of your bounty hunters or warriors who has taken a captive into custody becomes that captive's *escort*. The captive moves along with the escort automatically (at no additional use of the Force), and occupies capacity aboard vehicles and starships. Unless otherwise specified, a character may escort only one captive at a time.

During your move phase, you may perform prisoner transfers (*unlimited times*) with your captives as follows:

- An escort present at a prison may transfer its captive to that prison.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.

Unless specifically allowed by a card, an escort may not transfer its captive to another bounty hunter or warrior (although, at a prison, this can be accomplished via prisoner transfers).

If an escort is lost or otherwise removed from play, the escorted captive is released and escapes to the Light Side player's Used Pile. (However, if this occurs at any site, the Light Side player may instead choose to have the released character remain at that site, returning to the Light Side of the table.)

Tractor Beaming – Tractor beaming allows the Dark Side to seize a Rebel starship and "pull it aboard." A captured starship is placed beneath the card on which the tractor beam is deployed. The Light Side no longer controls the captured starship and cannot deploy any new characters there. A captured starship with no characters aboard is immediately 'stolen' and relocated to the Dark Side of the related system.

If there are characters aboard, they are trapped (not 'captured'). The Besieged card allows Dark Side characters on the *Star Destroyer* or in Docking Bay 327 to battle the trapped characters. This works like a battle at a site. If the Light Side characters are eliminated (which might take several turns), the Dark Side immediately 'steals' the starship.

On a Star Destroyer: If the Dark Side characters present on the Star Destroyer are eliminated, the captured starship is released and immediately relocated to the Light Side of the related system.

On the Death Star: The characters on the captured starship can relocate to Docking Bay 327 for free, but only if the Light Side controls the docking bay. (If all characters abandon the ship, it is immediately 'stolen' by the Dark Side.) Characters at the Docking Bay cannot go aboard the captured starship.

If the Light Side has one group of characters in the docking bay and another group trapped on the starship, these two groups may not combine when Besieged is played. The Dark Side may initiate a battle against one group or the other, but not both on the same turn. Similarly, the Light Side cannot battle the Dark Side with both groups on the same turn but must choose which group will initiate the battle.

Creatures – The Dianoga is the first of a card type called 'creature.' Creatures have no ability, and thus no 'presence.' They cannot Force drain and do not participate in battles.

Creatures may deploy and move only within their 'habitat' (as defined on the card). Neither 'presence' nor Force icons are required for deployment. Creatures normally have a landspeed of 1 (like characters), but they have an automatic way of moving that simulates hunting for food. If there are one or more potential 'meals' (non-droid characters or other creatures) present, the creature does not move. Conversely, if there are no potential meals present, the creature must move (if possible) at the beginning of its owner's move phase. The player controlling the creature moves the creature one site in either direction for free (habitat permitting). Thus, if a Wampa is snared by Momaw Nadon, the Light Side player then chooses which direction the Wampa must move. Creatures are moved one at a time.

Creatures attack using their 'ferocity' number. Creatures can be targeted by any character weapon, targeting "defense value" rather than ability (unless otherwise specified, creatures are targeted as if they were characters). Their defense value is always in the same place on each card, but is given a different name (such as 'slither,' 'scales' etc.) appropriate to the specific creature.

Creatures Attacking: If at any time two creatures are at the same location they immediately attack each other. Their ferocity numbers are compared. The creature with the lower ferocity number is immediately eaten (lost). If there is a tie, both creatures are lost.

If at the start of any battle phase a creature is at the same site as one or more non-droid characters, it automatically attacks. If there are non-droid characters present on both sides, the creature will attack the side which has the most. If both sides have the same number, the owner may choose which side to attack. The character to be attacked is selected randomly (pick up the available candidates and have the opponent draw one without looking). The creature's ferocity is compared to the character's power (plus one destiny if the character has 4 or more ability). If ferocity > power, the character is eaten (lost).

Creatures Being Attacked: During your battle phase, your characters may attack a creature where you have 'presence' (all your characters there participate in this attack). This is not considered to be a battle, although you may not initiate a battle and an attack at the same location in the same turn. Use 1 Force to initiate the attack. Characters may fire their weapons at the creature (at normal use of the Force). If the creature is 'hit,' it is immediately lost. Otherwise, calculate your total power (including one *Destiny* if you have 4 or more ability present). If total power > ferocity + defense value, the creature is lost.

Defense Value – A collective term which now refers to the various attributes used when cards are targeted by weapons. A character's defense value is its ability or armor, whichever is higher. (Unarmored droids have a defense value of zero.) A vehicle or starship's defense value is its armor or maneuver. A creature's defense value is unique to that creature, such as scales, slither, vicious hawl, etc.

Brainiac – Brainiac has a destiny of pi. If you are confused about how to use this destiny number, listen to the words of Brainiac himself: "One cannot do less than is required, nor more than is allowed."

Squadrons – Squadron is a class of starship card. A squadron deploys (for free) by replacing three starfighters at the same location. The three starfighters and all cards deployed on them go to their owner's Used Pile except for characters, weapons and devices, which may transfer to the squadron (for free, capacity permitting). The squadron may carry and use up to three of the same starfighter weapons and/or three of the same devices. It moves and is targeted as if it were one starfighter. Otherwise, it is not considered a starfighter (however, a single squadron may perform an *Attack Run* in place of three starfighters).

Sandcrawler Interiors – These two sites introduce a card type called "vehicle site." A vehicle site allows both players' characters to move aboard the related vehicle and stay there indefinitely. Movement to and from a vehicle site is free for the owner. The opponent, however, has a movement cost as stated on the card. If the vehicle is destroyed, the vehicle site and all cards located there are lost. For convenience, a vehicle site is played by itself on the table; however, it is related to one particular vehicle (which must be specified at the time of deployment) and is considered to be adjacent to the planet site wherever the related vehicle is currently located.

Dejarik Rules – Two 'holosite' cards (Imperial Holotable and Dejarik Hologameboard) enable you to play a "side game" using ***dejarik*** and ***hologram*** cards. A holosite is placed by itself on the table and is never adjacent to any other site. Holosites allow dejariks and holograms to deploy and battle there as if they were characters. Vehicles, *characters*, starships, Utinni Effects etc. cannot be deployed or moved to a holosite.

When you deploy a dejarik or hologram card to a holosite, use its destiny number as its deploy, forfeit, power and ability numbers. While at the holosite, the dejarik/hologram's game text is inactive and it is not considered to be an interrupt or effect.

Battles at holosites are similar to battles at other sites (including destiny draws and attrition if you have 4 or more ability present). If you control the holosite, you may Force drain there and you may also return any dejarik/hologram cards there to your hand at any time.

Bluff Rules – When playing the Dark Side, you may enhance your Force drains at the Tatooine: Bluffs site by playing one card per turn from your hand (face down) on your side of the site. This card is called a "bluff card." Each bluff card allows you to cumulatively add 1 to Force drains there if you control the site, but the bluff cards are not considered to be in play. The Light Side can choose at any time to turn over a bluff card. If it is a character, it immediately deploys at the Tatooine: Bluffs for free. If it is *not* a character, it is lost and you lose 2 Force.

Trench Rules – The Death Star: Trench is an exterior mobile site with some special properties. It must deploy next to the Death Star system as shown below.



Players may not deploy or move any cards to the trench unless a specific card allows them to do so (e.g., Attack Run, Maneuver Check and the Death Star: Trench itself).

The Death Star System – The Death Star is the first of a type of system card called "mobile system." Unlike planet systems, mobile systems can move. When the Death Star system is deployed, its initial parsec number (indicated by X on the card) is 0. Using its hyperspeed of 1, you may move the Death Star system during your move phase. For example, on one turn you might move it from parsec 0 to parsec 1. On your next turn, you could move it to parsec 2 or back to parsec 0.

At each parsec number, the Death Star system is either in deep space or 'orbiting' a planet system (on the table) which has the same parsec number. Each time the Death Star system is moved, the Dark Side player must specify whether it is in deep space or orbiting a particular planet. For example, if the Death Star system moves to parsec 2, and both Alderaan and Kiffex are on the table, the Dark Side player must specify whether the Death Star system is orbiting Alderaan or Kiffex, or is in deep space.

Light Side and Dark Side starships move and deploy to the Death Star system as normal (even though there is no Light Side game text). If the Death Star is orbiting a planet, starships at the planet system can move to the Death Star system and vice versa at normal use of the Force (even without hyperdrive). When the Death Star system moves, all cards there (starships, pilots, effects etc.) are considered to be moved along with it automatically.

Shuttling to and from a starship at the Death Star system can only occur via Docking Bay 327. The Death Star system is not a starship, and cannot be targeted as such.

Epic Event Cards – "Epic event" is a category of cards representing events that could lead to great disturbances in the Force. Commence Primary Ignition and Attack Run allow you to "blow away" planets and the Death Star, respectively.

"Blown Away" – If a system is "blown away," starships at that system survive but all the related locations and all cards at those locations are lost. If you blow away a Rebel Base (Yavin 4 or Hoth) or the Death Star, not only are the cards lost, but your opponent also suffers Force damage. In this case, your opponent must lose Force equal to twice the number of their Force icons present on the destroyed locations.

To mark a system's destruction, turn the card upside-down; you may look at it at any time to verify the parsec number. The epic event card is lost. Starships can still move to and from the destroyed system, which becomes an "empty space" system with the same parsec number. However, it no longer generates Force and its game text may no longer be utilized. No player may deploy a new copy of a location which has been "blown away."



STAR WARS™: CUSTOMIZABLE CARD GAME™

A NEW HOPE™ CARD LIST

LIGHT SIDE

Advance Preparation	Used or Lost Interrupt	U1
Alternatives To Fighting	Lost Interrupt	U1
Arcona	Character: Alien	C2
Attack Run	Epic Event	R2
Blast The Door, Kid!	Lost Interrupt	C2
Blue Milk	Used or Lost Interrupt	C2
Bowcaster	Character Weapon	R2
Brainiac	Character: Alien	R1
Cell 2187	Ultimi Effect	R1
Chewbacca	Character: Alien/Rebel	R2
Clak'dor VII	Location	R2
Commander Evram Lajale	Character: Rebel	C1
Commander Vonden Willard	Character: Rebel	U2
Commence Recharging	Effect	R2
Corellia	Location	R1
Corellian	Character: Alien	C2
Corellian Slip	Used Interrupt	C2
Death Star: Trench	Location	R2
Dejarik Hologameboard	Location	R1
Diskk Na'ta	Character: Alien	U2
Double Agent	Lost Interrupt	R2
Ejects! Ejects!	Effect	C2
Fire Extinguisher	Device	U2
Gerouf Lafoe	Character: Alien	U2
Gold 2	Starship	U1
Grappling Hook	Immediate Effect	C2
Grimtaash	Used or Lost Interrupt	C2
Het Nkik	Character: Alien	U2
Houjix	Lost Interrupt	C2
Hunchback	Character: Alien	R1
I Have A Very Bad Feeling About This		
	Used Interrupt	C2
I'm Here To Rescue You	Used Interrupt	U1
Ickabel G'ont	Character: Alien	U2
Incom T-16 Skyhopper	Shuttle Vehicle	C2
Jawa Ion Gun	Character Weapon	C2
Kashyyyk	Location	C1
Let The Wookiee Win	Lost Interrupt	R1
Logistical Delay	Effect	U2
Luke's Cape	Effect	R1
Luke's Hunting Rifle	Character Weapon	U1
M-HYD 'Binary' Droid	Character: Droid	U1
Magnetic Suction Tube	Device	R2
Merr Sontel	Effect	R2
Motti Seeker	Automated Weapon	R2
Nolan Cheel	Character: Alien	U2
Out Of Commission	Used Interrupt	U2
Quite A Mercenary	Used Interrupt	C2
R2-D2 (Artoo-Detoo)	Character: Droid	R2
R5-D4 (Arfive-Defour)	Character: Droid	C2
RA-7 (Aray-Seven)	Character: Droid	C2
Rattlir	Location	C1
Rebel Commander	Character: Rebel	C2
Rebel Squad Leader	Character: Rebel	C3
Rebel Tech	Character: Rebel	C1
Reckoning	Device	C2
Red 2	Starship	R1
Red 5	Starship	R1
Red 6	Starship	U1
Remote	Device	C2
Rogue Bantha	Creature Vehicle	U1
Sabotage	Used Interrupt	U1
Sandcrawler: Loading Bay	Location	R1
Saurin	Character: Alien	C2
Scanner Techs	Effect	U1
Sensor Panel	Device	U1
Solemnity	Effect	C2
Sorry About The Mess	Lost Interrupt	U1
SW-4 Ion Cannon	Starship Weapon	R2
Tantive IV	Starship	R1
They're On Dantooine	Utinni Effect	R1
Tiree	Character: Rebel	U2
Tzuvvt	Character: Alien	R2
Undercover	Effect	U2
Wedge Antilles	Character: Rebel	R1
What'cha You Tryin' To Push On Us?	Immediate Effect	U2
Wookiee Roar	Lost Interrupt	R1
Y-wing Assault Squadron	Starship	U1
Yavin 4: Briefing Room	Location	U1
Yavin 4: Massassi Ruins	Location	U1
You're All Clear Kid!	Used Interrupt	R1
Zutton	Character: Alien	C1

DARK SIDE

Advooze	Character: Alien	C2
Astromech Shortage	Effect	U2
Besieged	Effect	R2
Bespin Motors Void Spider TIXX 1138	Shuttle Vehicle	C2
Black 4	Starship	U2
Captain Khurgee	Character: Imperial	U1
Come With Me	Effect	C2
Commence Primary Ignition	Epic Event	R2
Conquest	Starship	R1
Darrnik Jerriko	Character: Alien	R1
Danz Borin	Character: Alien	U2
Dark Waters	Effect	R2
Death Star	Location	R2
Death Star Gunner	Character: Imperial	C1
Death Star Tractor Beam	Device	R2
Death Star: Conference Room	Location	U1
Defel	Character: Alien	C2
Dianoga	Swamp Creature	R2
DS-61-4	Character: Imperial	R2
Enhanced TIE Laser Cannon	Starship Weapon	C2
Evader	Used or Lost Interrupt	U1
Ghhhk	Lost Interrupt	C2
Greedo	Character: Alien	R1
Hem Dazon	Character: Alien	R1
Hyperwave Scan	Effect	U1
Hypo	Device	R1
I'm On The Leader	Lost Interrupt	R1
Imperial Commander	Character: Imperial	C2
Imperial Holotable	Location	R1
Imperial Junkie	Effect	C2
Imperial Squad Leader	Character: Imperial	C3
Informant	Used Interrupt	U1
IT-O (Eyetee-Oh)	Character: Droid	R1
Jawa Blaster	Character Weapon	C2
Kashyyyk	Location	C1
Kiffex	Location	R1
Krayt Dragon Bones	Effect	U1
Laser Gate	Device	U2
Leia Seeker	Automated Weapon	R2
Lirin Ca'ri	Character: Alien	U2
Lt. Pol Treidum	Character: Imperial	C1
Lt. Shasio Childean	Character: Imperial	U1
Magnetic Suction Tube	Device	R2
Maneuver Check	Effect	R2
Mobquet A-1 Deluxe Floater	Transport Vehicle	C2
Monnok	Used or Lost Interrupt	C2
Mosep	Character: Alien	U2
Ng'ok	Used Interrupt	C2
Officer Evax	Character: Imperial	C1
Oo-ta Goo-ta, Solo?	Used Interrupt	C2
Program Trap	Effect	U1
R2-Q2 (Artoo-Kyootoo)	Character: Droid	C2
R3-T6 (Arthree-Teesix)	Character: Droid	R1
R5-A2 (Arfive-Aytoo)	Character: Droid	C2
Rattlir	Location	C1
Reegeek	Character: Alien	U2
Reserve Pilot	Character: Imperial	U1
Retract The Bridge	Lost Interrupt	R1
Rodian	Character: Alien	C2
Sandcrawler: Droid Junkheap	Location	R1
Sniper	Lost Interrupt	U1
Spice Mines Of Kessel	Utinni Effect	R1
Stunning Leader	Lost Interrupt	C2
Superlaser	Death Star Weapon	R2
Swilla Corey	Effect	C2
Tatooine: Bluffs	Location	R1
Tech Mo'r	Character: Alien	U2
Tentacle	Immediate Effect	C2
There'll Be Hell To Pay	Immediate Effect	U2
This Is Some Rescue!	Used Interrupt	U1
TIE Assault Squadron	Starship	U1
TIE Vanguard	Starship	C2
Tractor Beam	Device	U1
Trooper Davin Feith	Character: Imperial	R2
U-3PO (Yoo-Threepio)	Character: Droid	R1
Undercover	Effect	U2
URoRRuR'R'R's Hunting Rifle	Character Weapon	U1
Victory-Class Star Destroyer	Starship	U1
We Have A Prisoner	Lost Interrupt	C2
WED15-I7 'Septoid' Droid	Character: Droid	U2

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RULES SUPPLEMENTS *continued*

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HOTH™

STAR WARS™ CCG RULES SUPPLEMENT

The Empire Strikes Back Hoth™, the second expansion set for the *Star Wars*™ Customizable Card Game™, contains 182 innovative cards. This Hoth rules supplement presents revised rules which supercede those in the *Premiere* and *A New Hope* card sets.

We are presently hard at work on a Second Edition Rules Booklet which will organize and improve all the existing rules to date. We recognize the need to eliminate overlap, inconsistency and outdated rules. Our goal is to provide comprehensive rules and answers to frequently asked questions in one document for ease of understanding and reference. We will make the Second Edition Rules Booklet available in a variety of places, including on our web site (www.decipher.com).

Location Deployment – This document introduces rules for deploying locations. The benefits include enhanced deployment strategies as well as more natural planet topographies (eliminating illogical layouts such as a jungle being) between two interior Rebel Base sites). This also facilitates improved deployment and movement rules affecting characters and vehicles.

Sites are placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows.

As long as you maintain this pattern, when a new location is deployed to an existing system, it may be inserted between (or placed at the end of) the related locations. For example, in the diagram above, there are four places where you could deploy a new exterior site (anywhere between the docking bay and the system location).

If any of these groups are not yet in play, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place. For example, before the docking bay was inserted in the above diagram, the interior site group would have been next to the exterior site group.

The Hoth locations introduced in this set also lay out according to these rules, with one exception: "marker sites." These sites represent areas outside Echo Base and have a special sequencing feature called "marker numbers." Marker sites can be brought into play in any order but are laid out sequentially. Thus, marker numbers indicate where a site must be inserted when it is deployed.

Using these new rules, four systems currently in the game would appear something like this:

There are also a few special locations that, according to text on the cards, deploy to various positions on the table. Examples of these include the Death Star Trench (deploys according to Trench Rules); the Hoth: Wampa Cave (deploys according to its marker number); Tatooine (deploy according to Dagobah Rules); and sandcrawler interiors (deploy according to their game text).

Marker site – Any of the seven Hoth sites with a marker number.

Innermost marker – A term used to indicate the lowest-numbered marker site that is currently on the table.

Outermost marker – A term used to indicate the highest-numbered marker site that is currently on the table.

Hoth Energy Shield Rules – The Hoth: Main Power Generators site produces an energy shield which is "strong enough to withstand any bombardment." This shield will protect much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side can always deploy or land beyond the shield and "march in" to Echo Base.

There are special rules governing the deployment of the Main Power Generators site. The energy shield will extend at least as far as the 3rd marker, so a site with a marker number of 4 or more is needed to establish the shield's boundary. Therefore, just after deploying the Main Power Generators you must immediately deploy your 4th marker site (the Hoth: North Ridge). If you do not have the North Ridge in your hand, you must immediately search through your Reserve Deck for it, deploy it, then shuffle, cut and replace. (If the North Ridge is not found in your Reserve Deck, the Main Power Generators must be returned to your hand.) The same holds true if you select the Main Power Generators as your starting location. Unless your opponent's starting location is marker 4, 5 or 6, you must search your Reserve Deck and immediately deploy your North Ridge.

Once the Main Power Generators site is deployed, the energy shield covers all Hoth sites except the outermost exterior marker site and the Wampa Cave. At shielded sites, the Dark Side *may not*

- deploy vehicles, starships or characters (not even spies);
- take off or land using starships;
- use shuttling, docking bay transit or any other movement that logically would be stopped by the energy shield (such as Obi Retreat); or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a Rebtry-class Star Destroyer or Fleet Will Keep Them In Line).

The energy shield does not protect the Light Side from a ground assault "underneath the shield." At shielded sites, the Dark Side *may*

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, effects, and other cards normally; and
- perform any normal game actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can raise and lower the shield to allow their own forces to pass). If the Main Power Generators site is play or has been "blown away," the energy shield is not active and thus both sides can deploy and move to Hoth normally (as if it was any other planet).

Target The Main Generator – This epic event card allows the Dark Side to "blow away" the Main Power Generators site and thus destroy the Hoth energy shield. When this occurs, all cards at that site are lost and its Force icons and game text are canceled (including the Hoth Energy Shield Rule). The site remains on table for other purposes (e.g., it still counts as the innermost marker, battle and evacuation may still occur there as usual and use of the Force). The Light Side player may not deploy a new copy of this site.

Underground site – A type of site indicated by its icon.

"Collapsed" – The Dark Side has the capability to "collapse" an interior site (e.g., using Collapsing Corridor). When this occurs, all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to that site requires 1 additional Force. A collapsed site is "rebuilt" if either player deploys a new copy of that site.

Missing – Several cards cause characters to become disoriented or lost (in the normal sense of the word, not to the Lost Pile). This condition is defined in game terms as "missing." To indicate that a character is missing, place their character face up beneath the site where it became missing.

Missing cards are considered on table in terms of uniqueness only. Missing characters are not considered to have "presence" and thus do not participate in battles. Any cards already deployed on a missing character cannot be used. However, Utinni effects and other cards that targeted the card before it became missing continue to do so. Any cards or rules that specifically target missing cards are exceptions to the above.

During your control phase, you may attempt to find missing characters by forming and using a search party as follows:

1. Designate any number of your characters at the same site as the missing character(s) to be members of the search party.
2. Draw destiny.
3. Add 1 to the destiny draw for each member of the search party (2 if that search party character is a scout).
4. If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

Interior Site Limitations – At interior sites except docking bays (because they are both interior and exterior),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card.

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

'Present' and 'Presence' – These two terms, though closely related, have very important differences in the game and sometimes confuse new players. In this supplement we are clarifying and augmenting the definitions of these terms.

Think of *present* as being physically 'at' a certain place. There are three places where a card can be present in the game: at a site location, at a system location or physically on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay). No card is considered to be present at more than one place at the same time. For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5. (Luke is not present at the system location.)

Think of *presence* in the spiritual sense, as the Force emanating from an individual. Remember Vader saying, "I sense something. A presence I've not felt since..." In game terms, your characters with ability create a 'presence' that your opponent's characters can sense (even when they are hidden inside an enclosed vehicle or starship), thereby preventing presence of a location is now defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher aboard. For example, if Red 5 is at the Hoth system with Luke aboard, then Luke creates presence at the Hoth system location.

Starship and Vehicle Rules – To fully support cards and gameplay mechanisms in this and future expansion sets, we provide more advanced rules enabling exciting gameplay and strategic possibilities. Highlights of these rules include the following:

- starfighters may *deploy at docking bays* and *may land and take off at exterior sites;*
- vehicles may deploy and move only to *exterior sites;*
- characters may *remain aboard vehicles after* the move phase;
- *aboard vehicles* provide starship-like battle capabilities on the ground;
- *gunner* characters enhance starships and combat vehicles;
- all transport vehicles require a *designated pilot;*
- *enclosed vehicles* protect characters from site-related hazards; and
- *all characters aboard a vehicle or starship, even passengers, may use game text (when appropriate) and may be defeated.*

The following sections describe these rules and supercede the existing rules.

Deploying Starfighters – Deploying starfighters has changed as follows:

A starfighter that has a permanent pilot aboard may be deployed to (1) a docking bay, (2) any of your capital starships with starfighter capacity or (3) a system location.

A starfighter that does not have a permanent pilot aboard may be deployed

- to any of the three places listed above if it is deployed simultaneously with a pilot (which counts as a single game action), at normal use of the Force; or
- 'empty' to a docking bay or any of your capital starships with starfighter capacity – not to a system location.

Deploying Cards on Vehicles and Starships – You may deploy cards directly aboard vehicles and starships at any location where you have presence or Force icons. Characters may be deployed directly aboard vehicles and starships with sufficient character capacity. Vehicles and starfighters may be deployed directly aboard capital starships with sufficient capacity.

Weapons, devices, effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

Landing and Taking Off – A piloted starfighter at a system location may land at any related exterior site. Similarly, a piloted starfighter at an exterior site may now take off to the related system. (This requires docking bay facilities and thus may not land or take off at other exterior sites.) Landing or taking off requires 1 Force, but is free at a docking bay.

A landed starfighter has no landspeed, power or maneuver. It may not utilize game text, normal starship weapons or any cards which would logically require the starfighter to be moving (e.g. Dark Maneuvers). However, in a battle at a site, a landed starfighter may fire any starship weapon that works at a site (e.g., the Sarlacc Defense Cannon).

Deploying and Moving Vehicles – To support improved game logic and enhance the contrast between interior and exterior sites, vehicles are no longer allowed to deploy or move to interior sites (except docking bays).

Remaining Aboard Vehicles – In the *Premiere* rules, characters were aboard a vehicle only when it was moving and were forced to disembark when it stopped. Characters may now put onto and off of a vehicle (and may remain aboard) independent of the vehicle's movement. As with a starship, one indicate whether characters are aboard a vehicle by placing them underneath that card.

If a vehicle is lost, any cards aboard it are also lost. (Exception: if a creature vehicle is lost, any characters aboard it may "jump off" – disembark – at the same site one survives.) Having a character (or permanent pilot) aboard a vehicle prevents your opponent from 'stealing' or 'purchasing' that vehicle.

Embarking and Disembarking – Your characters 'embark' on and 'disembark' from your vehicles and starfighters. Similarly, your starfighters embark on and disembark from your capital starships with starfighter capacity. Embarking and disembarking is free and unlimited, and may occur any time during your move phase or at the beginning or end of a 'react.'

When a starfighter or vehicle is aboard a capital starship, it is considered to be in a cargo bay. Its occupants may disembark to the capital starship and vice versa. Any characters aboard the starfighter or vehicle do not count toward the capacity of the capital starship and may not pilot (or otherwise enhance) the capital starship.

Combat Vehicles – A type of vehicle which is specialized for battle. A combat vehicle must have a pilot to use its power, maneuver or landspeed or to 'react.' A special characteristic of combat vehicles is that they cannot be 'purchased' (carry 'Wookiee').

Occupants of Vehicles and Starships – Characters aboard a vehicle or starship fall into three categories: pilots, drivers and passengers (which includes gunners).

Pilots – A starship, combat vehicle or shuttle vehicle must have a pilot aboard to use its power, maneuver, landspeed or hyperspeed or to 'react.' Characters acting as pilots have the capability to enhance any piloted vehicle as well as starships. For example, Darth Vader "adds 3 to power of anything he pilots!" Thus he has the capability to add 3 to the power of any starship, combat vehicle or shuttle he pilots. You may designate which characters are acting as pilots at any time during your deploy or move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

Drivers – A transport vehicle must have a driver aboard to use its power, maneuver or landspeed or to 'react' (A creature vehicle's ability and thus does not require a driver.) If more than one character is aboard, you must designate which one is driving. You may designate the driver at any time during your deploy or move phase. Unless otherwise specified, droids may not drive vehicles.

Passengers – Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Gunners – Gunners are special passengers. Gunners may have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Chewbacca "adds 1 to starship's weapon destiny draws." Thus, this rule gives him the capability to add 1 to the weapon destiny draws of any combat vehicle or shuttle vehicle he is aboard as a passenger. Gunners are identified by the word 'gunner' in their title or lore.

Open and Enclosed – 'Enclosed' vehicles are identified as such in their card lore. Any vehicle not identified as enclosed is considered 'open.' All starships are enclosed.

Characters aboard an open vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an open vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire shoulder weapons and may likewise be targeted by weapons.

Characters aboard an *enclosed* vehicle function just as they would aboard a starship (because starships are also enclosed). They are sheltered from the environment and thus are not present at the site, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but passengers may not apply their ability toward drawing battle destiny.

"Crashed" – Some cards can cause a vehicle to crash. A "crashed" vehicle has no landspeed, power or maneuver. If the vehicle has armor it is reduced to armor = 2. A 'crashed' vehicle may not utilize game text, vehicle weapons or any cards which would logically require the vehicle to be operational (Tractor, Attack Pattern Delta etc.).

Characters aboard a vehicle which is 'crashed' are not automatically lost and may disembark during your move phase. However, if the 'crashed' vehicle is enclosed, (1) embarking or disembarking requires 1 Force per character and (2) any character remaining aboard may not use power, ability or game text that applies to battle.

Aliens – Your character is alone if (1) you have no other character present at the location, (2) you have no other character (or permanent pilot) aboard a vehicle or starship at the location, and (3) you have no other ability (e.g., a lightsaber or beartrauma) at the location.

Movement Rules – This expansion set introduces movement rules which supercede previous rules. 'Movement' is defined as any method of physically or conceptually relocating a character, creature, vehicle or starship from one place to another. There are three categories of movement: regular moves, 'evasting' and unlimited moves.

Regular Move – Each of your characters, creatures, vehicles and starships is limited to one regular move per turn (which occurs during your move phase). A regular move requires you to use 1 Force unless otherwise specified. A regular move is defined as

- one card using its landspeed or hyperspeed (all characters and creatures have landspeed = 1 unless otherwise specified);
- one character or vehicle shuttling;
- a group of cards using docking bay transit;
- one starship landing or taking off; or
- one starfighter making an Attack Run.

Evasting – This is a special form of movement (granted by cards that say 'evast') that may occur during your opponent's turn. A 'react'

- occurs just after your opponent announces a battle or Force drain;
- allows you to move a card (if within range) to the location of the battle or Force drain (at normal use of the Force); and
- allows other cards to embark on and disembark from the reacting card just before it departs and just after it arrives. (Embarking and disembarking is possible even if the 'reacting' card is already at the battle or Force drain location.)

To 'react,' a starship or non-creature vehicle must have a pilot or driver aboard. (Creature vehicles have ability and thus do not require a driver.) Cards involved in a 'react' are prevented from 'reacting' again during the same turn.

'Reacting' to a Force drain cancels the Force drain if by doing presence to the location. 'Reacting' away from a battle (e.g., using a launcher) cancels the battle if you remove your presence from the battle location.

Unlimited Move – An unlimited move is (1) any movement your opponent forces you to make or (2) any movement which is not a regular move or a 'react.' A card may make any number of unlimited moves per turn. Unlimited moves occur in various phases and are free unless otherwise specified. Some examples include

- characters embarking on or disembarking from vehicles;
- starfighters embarking on or disembarking from capital starships;
- a group of cards transferring from one starship to another (requires 1 Force);
- characters and other cards being carried by a moving vehicle or starship;
- Interrupts (e.g., Obi Helmet, Retrevo Lords); and
- special game text (e.g., Obi-Wan Kenobi, Chief Bast).

Shuttling and Transferring – The concept of ship-docking capability has been revised and clarified to accommodate definitions of shuttling and transferring:

Shuttling – A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability at the related system (or vice versa) for 1 Force. Shuttling cannot occur at sectors. Capital starships are assumed to have dedicated shuttles for this purpose. Because starfighters are not large enough to carry shuttles, shuttling is not allowed to or from a starfighter, even if it has ship-docking capability.

Transferring – Any number of characters and vehicles may transfer from one starship to another at the same system location for 1 Force if at least one of these starships is piloted and has ship-docking capability.

Carrying Rules – Weapons in this expansion set are designed to work in combination with other weapons. To facilitate such combinations, you may deploy as many weapons and devices as you like on a character, vehicle or starfighter, as long as there are no duplicates (i.e., the weapons and devices must all have different card titles). However, each character, vehicle or starfighter may use only one weapon and one device per turn.

Capital starships and characters with Backpacks may carry and use any number of weapons and devices – even duplicates. Note that the cumulative rule from the *A New Hope* Rules Supplement Sheet is still in effect. So, for example, multiple Jedi lightsabers will not give more than one Force drain +1 bonus.

Mining Droid Rules – The introduction of the two mines in this expansion set broadens the mining droid's repertoire and allows the introduction of mines which enhance its capabilities in an exciting way. As with previous rules, a mining droid may only have up to an any site where it is present. Now, mining droids can also 'bury' mines face down on planets to enable creation of a minefield.

At any exterior planet site where you have a mining droid present, during your deploy phase you may bury any number of cards from your hand face down underneath that site. You may choose to bury "real" mines, 'duds' (non-mine cards buried as a bluff) or a mixture of the two. When any character, vehicle or starship deploys or moves to or across that site, all buried cards there are "tripped" (revealed). Any duds are simply lost. Any mines immediately 'explode,' targeting the card that tripped them if applicable. (When your opponent trips any buried Trident Mine, you immediately draw destiny to see how many characters your opponent loses.)

Buried cards are not considered in play. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'obstruct' any or all of them (at normal use of the Force) before they explode.

Artillery Weapons – A type of weapon which is deployed at a site. Unlike other weapons, artillery weapons have a forfeit value and are also immune to Overload.

To fire an artillery weapon, a power source must be present. The power source may be (1) a power droid, (2) any card with "Fusion Generator" in its title, or (3) any card with game text that says it can power weapons.

Anakin's Lightsaber – This weapon will work on any Skywalker with ability > 2 (whether they know they are a Skywalker or not!).

'Stealing' weapons and devices – A character who has the capability to 'steal' a weapon or device may do so only if that weapon or device says it can be deployed on (or moved to) characters. For example, a character may steal a lightsaber, an E-web Blaster or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Refrapromic Station or the Planet Defender Ion Cannon.

New Versions of Main Characters – Throughout the *Star Wars* trilogy, some of the main characters 'grew' significantly in skills and abilities. To reflect this growth, we have decided to occasionally create new versions of those characters. We will do this in a manner which avoids making previous versions obsolete or less valuable.

The new versions will tend to be specialized, having advantages and disadvantages in various situations. For example, in keeping with the progression we saw between *Star Wars* and *Star Empire Strikes Back*, Commander Luke Skywalker in the Hoth expansion set is a bit stronger than Luke Skywalker from the Premiere edition. However, Commander Luke Skywalker has a higher deploy cost, does not activate extra Force each turn and is less versatile in terms of deployment. Which version of a main character you choose to put in a particular deck is a strategic choice which depends on your objectives.

Persona Rule – Different versions of a single character are all considered to be the same 'persona.' For more than one version of the same persona may be in play at the same time.

Cards that reference 'Luke' (for example) apply to any version of the Luke persona (Luke Skywalker, Commander Luke Skywalker etc.). Similarly, references to 'Chewbacca' and 'Chewie' are considered interchangeable.

During your deploy phase, you may replace one of your characters on the table with an 'older, wiser' version of the same persona from your Reserve Deck. The new version (1) must have power and ability at least equal to those of the replaced card and (2) must obey its own deployment restrictions (if any). For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says that he "may only be on Hoth").

Any weapons, devices, effects or utinni effects deployed on or targeting the character transfer to the new version of that character. (For example, if a Jedi's Lightsaber and Ability are placed in the Lost Pile, along with the younger version of the character. For example, if Luke was Undercover and was replaced with a new (hypothetical) version of Leia who wasn't a spy, the Undercover card would not be applicable to the new Leia and would therefore be lost.

Armored Droids – Some droids (e.g., Probe Droids) have armor. This number is used only as a defense against weapons. When a weapon targets an armored droid, use the droid's armor instead of ability.

Unique (•) Card – If both players have a unique (•) card with the same name (e.g., "Han Shoots), only one copy of that card may be on the table at a time.

Mobile Effect – A type of effect card that has an automatic movement function. Mobile effects are not relocatable to Alter, as indicated by the wording of the Alter card.

Negative Numbers – Some cards instruct you to subtract numbers, in which case the final result may not fall below zero.

Have fun, but beware! Night is falling and it looks like there's an ice storm coming over the Hoth Ridge...



HOTH™

CARD LIST

LIGHT SIDE

2-1B (Tee-Oneteen)	Character: Droid	R1
Anakin's Lightsaber	Character Weapon	R1
Artillery Rewrote	Device	R2
Atgar Laser Cannon	Artillery Weapon	U2
Attack Pattern Delta	Lost Interrupt	U1
Battle Tank	Effect	R2
Cal Alder	Character: Rebel	U2
Commander Luke Skywalker	Character: Rebel	R1
Concussion Grenade	Character Weapon	R1
Dack Ralter	Character: Rebel	R2
Dark Discretion	Effect or Lost Interrupt	R1
Derek 'Hobbie' Klivian	Character: Rebel	U1
Disarming Creature	Immediate Effect	R1
Dual Laser Cannon	Vehicle Weapon	U1
Echo Base Operations	Effect	R2
Echo Base Trooper	Character: Rebel	C3
Echo Base Trooper Officer	Character: Rebel	C1
Echo Trooper Backpack	Device	C2
ELG-4 (Eagle-Four)	Character: Droid	C1
Evacuation Control	Effect	U1
Full Build	Lost Interrupt	C2
Frostbite	Effect	C2
FX-7 (Effex-Seven)	Character: Droid	C2
General Carlist Rieekan	Character: Rebel	R2
Gohar Laser Battery	Artillery Weapon	U1
Hoth	Location	U2
Hoth Survival Gear	Device	C2
Hoth: Defensive Perimeter	Location	C2
Hoth: Echo Command Center (War Room)	Location	U2
Hoth: Echo Corridor	Location	C2
Hoth: Echo Docking Bay	Location	C2
Hoth: Echo Med Lab	Location	C2
Hoth: Main Power Generators	Location	U2
Hoth: North Ridge	Location	C2
Hoth: Snow Trench	Location	C2
Hoth: Wampa Cave	Location	C2
I Thought They Smelled Bad On The Outside	Lost Interrupt	R1
Ice Storm	Mobile Effect	R1
Infantry Mine	Automated Weapon	C2
It Can Wait	Lost Interrupt	C2
Jeroen Mehta	Character: Rebel	R2
K-3PO (Key-Threepio)	Character: Droid	R1
Kazuo Sakai	Combat Vehicle	R2
Major Elrom Derlin	Character: Rebel	R2
Medium Repulsorlift Blaster Cannon	Artillery Weapon	C1
Medium Transport	Starship	U2
Nice Of You Guys To Drop By	Used Interrupt	C2
Nine Million Pieces	Used Interrupt	C2
Odd Nonsoll	Location	U2
Perimeter Scan	Used Interrupt	C2
Planet Defender Ion Cannon	Artillery Weapon	R2
Power Harpoon	Vehicle Weapon	U1
R-3PO (Ar-Threepio)	Character: Droid	R2
R2 Sensor Array	Device	C2
RS-482 (Arfive-Eyetoo)	Character: Droid	C2
Rebel Scout	Character: Rebel	C1
Rogue 1	Combat Vehicle	R1
Rogue 2	Combat Vehicle	R2
Rogue 3	Combat Vehicle	R1
Rogue Gunner	Character: Rebel	C2
Romas "Lock" Ravander	Character: Rebel	R2
Rug Rug	Lost Interrupt	R1
Shawn Valdez	Character: Rebel	U1
Snowspeeder	Combat Vehicle	U2
Surface Defense Cannon	Starship Weapon	R2
Surviving Hoth	Character: Rebel	U2
Tauntaun	Creature Vehicle	C2
Tauntaun Bones	Effect	U1
Tauntaun Handler	Character: Rebel	C2
The First Transport Is Away!	Effect	R1
Tigran Jomiro	Character: Rebel	R1
Tonya Farr	Character: Rebel	U1
Under Attack	Used Interrupt	U1
Vehicle Mine	Automated Weapon	C2
Walker Sighting	Lost Interrupt	R2
WED-3810 'Incline' Droid	Character: Droid	C1
Wes Janson	Character: Rebel	R2
Who's Scotty-Looking?	Character: Rebel	R1
Wynn Sarper	Character: Rebel	U2
You Have Failed Me For The Last Time	Lost Interrupt	R1
You Will Go To The Dagobah System	Lost Interrupt	R1
Zev Senesca	Character: Rebel	R2

DARK SIDE

A Dark Time For The Rebellion	Lost Interrupt	C1
Admiral Ozzel	Character: Imperial	R1
AT-AT Cannon	Vehicle Weapon	U2
AT-AT Driver	Character: Imperial	C2
Blizzard 1	Combat Vehicle	R1
Blizzard 2	Combat Vehicle	R2
Blizzard Scout 1	Combat Vehicle	R1
Blizzard Walker	Combat Vehicle	U2
Bravehart Defenses	Immediate Effect	U2
Captain Lennox	Character: Imperial	U1
Captain Piett	Character: Imperial	R2
Cold Feet	Used Interrupt	C2
Collapsing Corridor	Lost Interrupt	R2
Cloud Sector Interceptor	Used Interrupt	C2
Coruscant Interceptor	Used Interrupt	U1
Death Mark	Effect	R1
Death Squadron	Effect	U1
Debrix Zone	Used Interrupt	R2
Deflector Shield Generators	Device	U2
Direct Hit	Used or Lost Interrupt	U1
E-web Blaster	Artillery Weapon	C1
Electro-Rangefinder	Device	U1
Exhaustion	Lost Interrupt	U2
Exposure	Lost Interrupt	U1
Frostbite	Effect	C2
Frozen Sleeper	Immediate Effect	R1
Furry Fury	Used or Lost Interrupt	R2
FX-1B (Effex-Ten)	Character: Droid	C2
General Veers	Character: Imperial	R1
He Hasn't Come Back Yet	Lost Interrupt	C2
High Anxiety	Immediate Effect	R1
Hoth	Location	U2
Hoth: Defensive Perimeter	Location	C2
Hoth: Echo Command Center (War Room)	Location	U2
Hoth: Echo Corridor	Location	U2
Hoth: Echo Docking Bay	Location	C2
Hoth: Ice Plains	Location	C2
Hoth: North Ridge	Location	C2
Hoth: Wampa Cave	Location	R2
I'd Just As Soon Kiss A Wookiee	Lost Interrupt	C2
Ice Storm	Mobile Effect	U1
Image Of The Dark Lord	Effect	R2
Imperial Dominatrix	Effect	U1
Imperial Gunner	Character: Imperial	C2
Imperial Supply	Used or Lost Interrupt	C1
Infantry Mine	Automated Weapon	C2
Lieutenant Colzbel	Character: Imperial	U2
Lightsaber Deficiency	Used Interrupt	U1
Meteor Impact?	Utinni Effect	R1
Mineshaft Raid	Immediate Effect	R1
Oh, Switch Off	Used Interrupt	C2
Out Manuel	Location	C2
Our First Catch Of The Day	Used Interrupt	C2
Portable Fusion Generator	Device	C2
Probe Antennae	Sensor	U2
Probe Droid	Character: Droid	C2
Probe Droid Laser	Character Weapon	U2
Probe Telemetry	Used Interrupt	C2
Responsibility Of Command	Utinni Effect	R1
Scruffy-Looking Nerf Herder	Used or Lost Interrupt	R2
Self-Destruct Mechanism	Used Interrupt	U1
Silence Is Golden	Effect	U2
Snowtrooper	Character: Imperial	C3
Snowtrooper Officer	Character: Imperial	C1
Stalker	Starship	R1
Step Aliebee	Used Interrupt	C2
Tactical Support	Lost Interrupt	R2
Target The Main Generator	Epic Event	R2
That's It, The Rebels Are There!	Used Interrupt	U2
The Shield Doors Must Be Closed	Effect	U1
This Is Just Wrong	Utinni Effect	R1
Tow Cable For Speeders	Effect	U1
Trample	Used Interrupt	R1
Turn It Off! Turn It Off!	Used or Lost Interrupt	C1
Uproot	Starship	R1
Vehicle Mine	Automated Weapon	C2
Walker Barrage	Used Interrupt	U1
Wall Of Fire	Lost Interrupt	U1
Wampa	Snow Creature	R2
Weapon Malfunction	Utinni Effect	R1
Yoggle Oakkle	Used Interrupt	R2

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists

DAGOBAH™



Dagobah, the third expansion set for the *Star Wars*™ Customizable Card Game™, contains 180 exciting cards drawn from the pivotal middle segment of *The Empire Strikes Back*™.

Dagobah – The sparse population and extreme remoteness of the planet Dagobah make deployment to this system and its swampy landscape unusually difficult. The thick atmosphere makes shuttling (and the use of transport cards) impossible. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- *Characters, vehicles and starships* may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Encampment and Dagobah: Bog Clearing).
- *Devices and weapons* may not deploy directly to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- *Ultinni Effects* may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- *Shuttling rules and transport cards* (e.g., Nabrun Leids and Ellis Helmit) may not be used to move to or from Dagobah.

Creatures and all kinds of Effects (except Ultinni Effects) may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

"So, how do I get my characters and vehicles to Dagobah?" Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

Dagobah: Bog Clearing – Any Light Side starfighters may deploy at this site, even those with a permanent pilot.

Sectors – Vertically oriented locations where starfighters and other cards can deploy, battle and move. There are planet and space sectors.

All sectors share the following features:

- Sectors are oriented vertically, like systems; however, sectors have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
- Cards which affect starships at a system can also affect starships at a sector.

Asteroid Sectors – Asteroid sectors deploy next to any planet system (even a "blown away" planet system) or another asteroid sector, as shown below.



They are related to the system location, but not to the planet's sites. They are not part of the planet and thus do not take on its name (i.e., asteroid sectors at Dagobah are not "Dagobah locations" and thus are not affected by Dagobah's deployment restrictions). If the planet is "blown away," asteroid sectors there are not destroyed.

Capital starships and starfighters may deploy, battle and move at asteroid sectors. Three types of *regular moves* (each requiring 1 Force) are allowed:

- *System to sector* – A capital starship or starfighter may move from a system location to the sector next to it (or vice versa).
- *Sector to sector* – A capital starship may move from one sector to an adjacent sector. A starfighter may move up to two sectors at a time (for 1 Force).
- *Sector to site* – A starfighter at a Big One sector may land at and take off from the related Asteroid Cave or Space Slug Belly site.

Asteroid Rules – "You're not actually going *into* an asteroid field?!?" "They'd be crazy to follow us, wouldn't they?"

Wherever "Asteroid Rules" are in effect, your starships there are continually subject to being hit by asteroids. During each of your control phases, for each such starship:

- Opponent draws one *asteroid destiny*.
- Add 1 for each *additional* sector at that system that has "Asteroid Rules" in effect.
- If total destiny > armor or maneuver, the starship is lost.
- If the card drawn for asteroid destiny is itself an asteroid sector, the starship is immediately lost, no matter how high its armor or maneuver.

Cave Rules – The *Big One: Asteroid Cave or Space Slug Belly* site is a special location which must deploy next to a Big One sector, as shown below.



Normally this location is an asteroid cave (planet site). However, when a Space Slug creature is present at the related Big One sector, the location slides next to the Space Slug and becomes a space slug belly (creature site).



When this site is a belly, starfighters may not land or take off if the Space Slug's mouth is 'closed' (as defined by the Space Slug's game text). If the Space Slug is lost, all cards in the belly are also lost and the site then slides next to the Big One, reverting to a cave. Whether the site is a cave or a belly, it is always 'related' to the Big One.

Vehicle and Starship Capacity – The capacity listed for a vehicle or starship card represents the capacity of that card's bridge (or cockpit) and cargo bay. Characters conceptually go "on the bridge" (or "in the cockpit"). Vehicles and starships conceptually go "in the cargo bay."

However, vehicle and starship sites create additional locations where characters, vehicles and starships may go without counting against the capacity of the bridge, cockpit or cargo bay. These sites are conceptually "below decks" and have unlimited capacity.

Starship Sites – Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move.

For convenience, each group of starship sites is placed on the table separately from other sites. However, the group is related to one particular starship (which must be specified at the time of deployment).

Sites which are related to a particular starship (e.g., *Executor* sites) may deploy even if that starship is not on table (just as Death Star sites may deploy when the Death Star is not on table). However, sites which work with any starship of a given type (e.g., Star Destroyer: Launch Bay) may deploy only to a starship card already on table.

Characters at a starship site are "aboard the starship" but not "present" at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they may not use their game text to enhance the starship card and they may not participate in starship battles (may not use power, ability, game text or forfeit).

The player controlling the starship may move his cards from a starship site to the related starship card (capacity permitting), or vice versa. This movement requires 1 Force per card and is a *regular move*.

If a starship is lost, all related sites (and cards located at those sites) are also lost.

Deployment Restriction Symbol – Some cards have one or more diamond (◊) symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on table *at any given system*. (There is no limitation on the number of systems where such a card may be used.) For example, the ◊◊◊Asteroid Field card has three diamonds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system.

Yoda – "Notice you will, on my card, a new icon there is, yes. Jedi Master it means, and a Light Side Force icon it includes. While on table am I, one extra Force may you activate."

Jedi Tests – A card type that allows you to train your characters on Dagobah in the ways of the Force. The Light Side can train non-droid characters in the use of the Force using Jedi Test cards. Completing Jedi Tests gives you new capabilities that can have far-reaching consequences, and can also raise a character's ability. Attempting the Jedi tests in this expansion set involves bringing an apprentice to a mentor on Dagobah and drawing *training destiny*.

Each Jedi test card describes how to begin, attempt and complete the test. The following rules apply to Jedi Tests:

- For every Dagobah site on table, you may add 1 to each training destiny draw.
- Each time an apprentice completes a Jedi test that is numbered higher than that character's ability, the ability number increases to match the Jedi Test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.
- Once a character becomes an apprentice, that character's persona remains an apprentice until becoming a Jedi (which will be possible with Jedi Test #6 – You Must Confront Vader – coming in the *Death Star II* expansion set).
- A character may not be an apprentice and a mentor at the same time.

If a character is replaced by a different version of the same persona, all benefits he or she earned from Jedi training apply to the new version. This is also true if that character converts or crosses over to the other side of the Force.

Independent Starships – An independent starship is privately owned and thus is neither Rebel nor Imperial. Cards that refer specifically to 'Rebel' or 'Imperial' starships do not apply to independent starships.

Selective Creatures – Many of the smaller, less ferocious creatures in the *Star Wars* universe are selective in their eating habits and thus do not attack their own kind. Selective creatures attack characters, creature vehicles or other species of creatures (those with a card title different from their own). However, selective creatures with the same card title simply ignore each other for purposes of attack.

Attaching Creatures – Instead of making an attack as normal, some creatures (e.g., vine snakes and mynocks) attach themselves to a host character or starfighter. When attached, a creature does not attack anything or move on its own, but instead moves automatically with the host. Attaching creatures may be attacked by other creatures, vehicles and characters present (and may be targeted by appropriate weapons) even when they are attached. If a host is 'eaten' (by any creature), all attached creatures immediately detach. If a host is lost by other means, attached creatures are lost with the host.

Vine Snakes – These creatures attach themselves to a character, gradually squeezing the life out of their victim. Vine snakes remain attached to their host even if the host moves out of the creature's habitat. However, if a vine snake detaches outside of its habitat, it is immediately lost. Vine Snakes attack only characters, and thus they ignore creatures and creature vehicles as potential meals. Vine snakes will defend themselves if attacked.

Mynocks – In addition to attacking normally, these creatures can attach themselves to a starfighter and chew on the power cables ('meals'), draining power and reducing hyperspeed. (If they detach, power and hyperspeed are immediately restored.) Like other creatures, mynocks may move from site to site, but they may also move like a starfighter (e.g., landing, taking off and flying to and from sectors). Because mynocks have no hyperspeed, to move from system to system they must 'hitchhike' on a starfighter. Mynocks are not targeted like starships; however, you can land your starfighter and clean them off with weapons that target creatures.

Landing Claw – This device allows your starfighter to attach itself to an opponent's capital starship. To indicate that your starfighter is attached, place it across the table on the targeted capital starship card.

When attached, your starfighter is conceptually concealed and thus it

- does not participate in battles;
- may not move on its own (and may not shuttle or transfer other cards);
- may not have cards deployed on it;
- may not be targeted by either player (e.g., by weapons, Interrupts, Ultinni Effects, asteroid destiny, etc.); and
- is treated as if it has no presence, yet still blocks your opponent's Force drains.

If the capital starship is lost, the attached starfighter is also lost.

TIE Bombers – In addition to participating in starship battles, TIE Bombers may be used in conjunction with Proton Bombs and/or the Bombing Run mobile effect card to bombard related planet sites.

Proton Bombs – Proton Bombs deploy on your bomber. They represent a full complement of firepower which can be used repeatedly in one of two different "bombing modes" depending on the type of site being targeted:

- *Interior sites* – You may perform "orbital bombardment" in an attempt to 'collapse' a related interior site. Because the bombs are dropped from orbit, the bomber does not move from the system. A related interior site may not be targeted if it is protected by the Heth energy shield.
- *Non-interior sites* – You may perform "carpet bombing" in an attempt to destroy characters, vehicles and starships at a related non-interior site. To accomplish this, the bomber briefly swoops down to the site by using the Bombing Run card.

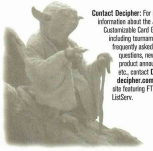
Bombing Run – This Mobile Effect defines a "target zone" and allows your piloted bombers to move and battle there. Such bombers are not landed, but rather are conceptually flying in the atmosphere (much like a snowspeeder). Their permanent pilots have presence at the site and thus may block opponent's Force drains and participate in battle, even if they do not carry Proton Bombs.

When a TIE Bomber begins a Bombing Run by moving to a site, this is a *regular move* which requires 1 Force. The return trip to the system is a second *regular move* (even though it occurs during the battle phase) which also requires 1 Force. If it is not possible for the bomber to return to the system, it remains at the site but is not considered landed. (As soon as it is possible for the bomber to return at the end of one of your battle phases, it must do so – even if Bombing Run has been canceled.)

Orbital Mines – In a future expansion set, TIE Bombers will be able to deploy and defuse Orbital Mines.

"Card Type" – Whenever game text on a card uses the specific phrase "card type" (e.g., Hiding In The Garbage), such references refer to the icons used in the upper left-hand corners of the cards. Sites, systems and sectors, which have no upper left-hand icon, share the card type of "location."

This document is based on the original Dagobah rules sheet published in 1997. It has been updated to reflect changes in the Glossary Version 2.0 published in November 1998.



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STAR WARS™: CUSTOMIZABLE CARD GAME™

DAGOBAH™

CARD LIST

LIGHT SIDE

A Jedi's Strength	Jedi Test	U
Anger, Fear, Aggression	Effect	C
Anoat	Location – System	U
Asteroid Field	Location – Sector	C
Asteroid Sanctuary	Effect	C
Asteroids Do Not Concern Me	Ultinni Effect	R
Astromech Translator	Device	C
At Peace	Immediate Effect	R
Away Put Your Weapon	Used Or Last Interrupt	U
Big One	Location – Sector	U
Big One: Asteroid Cave or Space Slug Belly	Location – Site	U
Blasted Varmints	Used Interrupt	C
Bog-wing	Creature	C
Closer?!	Used Interrupt	U
Control	Lost Interrupt	U
Dagobah	Location – System	U
Dagobah: Bog Clearing	Location – Site	R
Dagobah: Jungle	Location – Site	U
Dagobah: Swamp	Location – Site	U
Dagobah: Training Area	Location – Site	C
Dagobah: Yoda's Hut	Location – Site	R
Descent Into The Dark	Immediate Effect	R
Do, Or Do Not	Effect	C
Domain Of Evil	Jedi Test	U
Droid Sensorscope	Device	C
Effective Repairs	Used Or Lost Interrupt	R
Egregious Pilot Error	Lost Interrupt	R
Encampment	Effect	C
Flash Of Insight	Effect	U
Found Someone You Have	Lost Interrupt	U
Great Warrior	Jedi Test	C
Grounded Starfighter	Effect	U
Han's Toolkit	Device	R
Hiding In The Garbage	Effect	R
I Have A Bad Feeling About This	Lost Interrupt	R
Ineffective Maneuver	Effect	U
It Is The Future You See	Jedi Test	R
Jedi Levitation	Lost Interrupt	R
Landing Claw	Device	R
Levitation	Used Or Lost Interrupt	U
Light Maneuvers	Used Interrupt	R
Lost Relay	Used Interrupt	C
Luke's Backpack	Device	R
Moving To Attack Position	Lost Interrupt	C
Mynock	Creature	C
Never Tell Me The Odds	Effect	C
No Disintegrations!	Effect	R
Nudj	Creature	C
Obi-Wan's Apparition	Effect	R
Order To Engage	Effect	R
Polarized Negative Power Coupling	Effect	R
Portable Fusion Generator	Device	C
Quick Draw	Effect	C
Raithal	Location – System	R
Rebel Flight Suit	Device	C
Recoil In Fear	Lost Interrupt	C
Reflection	Effect	R
Report To Lord Vader	Ultinni Effect	R
Retractable Arm	Device	C
Rogue Asteroid	Mobile Effect	C
Rycar's Run	Ultinni Effect	R
Scramble	Effect	U
Shoo! Shoo!	Used Interrupt	U
Size Matters Not	Jedi Test	R
Smuggler's Blues	Effect	R
Son of Skywalker	Character – Rebel	R
Space Slug	Creature	R
Starship Levitation	Used Or Lost Interrupt	U
Stone Pile	Effect	R
The Professor	Effect	R
They'd Be Crazy To Follow Us	Used Interrupt	C
This Is More Like It	Used Interrupt	R
This Is No Cave	Used Interrupt	R
Through The Force Things You Will See	Lost Interrupt	R
Tight Squeeze	Lost Interrupt	R
Transmission Terminated	Lost Interrupt	U
Tunnel Vision	Lost Interrupt	U
Vine Snake	Creature	C
Visored Vision	Used Or Lost Interrupt	C
Wars Not Make One Great	Effect	U
We Can Still Outmaneuver Them	Used Or Lost Interrupt	R
We Don't Need Their Scum	Used Or Lost Interrupt	R
WHAAAAAAAAAOOOOW!	Used Interrupt	R
What Is Thy Bidding, My Master?	Ultinni Effect	R
Yoda	Character – Jedi Master	R
Yoda Saw	Used Interrupt	U
Yoda's Gimer Stick	Effect	R
Yoda's Hope	Effect	U
Yoda, You Seek Yoda	Lost Interrupt	R
You Do Have Your Moments	Lost Interrupt	U

DARK SIDE

3,720 To 1	Effect	C
4-LOM	Character – Droid	R
4-LOM's Concussion Rifle	Character Weapon	R
A Dangerous Time	Used Or Lost Interrupt	C
Anoat	Location – System	U
Apology Accepted	Used Interrupt	C
Asteroid Field	Location – Sector	C
Avenger	Starship	R
Awwwww, Cannot Get Your Ship Out	Effect	C
Bad Feeling Have I	Effect	R
Big One	Location – Sector	U
Big One: Asteroid Cave or Space Slug Belly	Location – Site	U
Bog-wing	Creature	C
Bombing Run	Mobile Effect	R
Bossk	Character – Alien	R
Bossk's Mortar Gun	Character Weapon	R
Broken Concentration	Effect	R
Captain Needa	Character – Imperial	R
Close Call	Used Or Lost Interrupt	C
Comm Chief	Character – Imperial	C
Commander Brandei	Character – Imperial	U
Commander Gherant	Character – Imperial	U
Commander Nemet	Character – Imperial	U
Control	Lost Interrupt	U
Corporal Derdram	Character – Imperial	U
Corporal Vandoley	Character – Imperial	U
Corrosive Damage	Effect	R
Dagobah: Cave	Location – Site	R
Defensive Fire	Used Interrupt	C
Dengar	Character – Alien	R
Dengar's Blaster Carbine	Character Weapon	R
Dragonsnake	Creature	R
Executor	Starship	R
Executor: Comm Station	Location – Site	U
Executor: Control Station	Location – Site	U
Executor: Holotheatre	Location – Site	R
Executor: Main Corridor	Location – Site	C
Executor: Meditation Chamber	Location – Site	R
Failure At The Cave	Ultinni Effect	R
Fear	Lost Interrupt	C
Field Promotion	Effect	R
Flagship	Effect	R
Frustration	Lost Interrupt	R
He Is Not Ready	Effect	C
HoloNet Transmission	Used Or Lost Interrupt	U
Hound's Tooth	Starship	R
I Want That Ship	Effect	R
IG-2000	Starship	R
IG-88	Character – Droid	R
IG-88's Neural Inhibitor	Character Weapon	R
IG-88's Pulse Cannon	Character Weapon	R
Imbalance	Used Interrupt	U
Imperial Helmsman	Character – Imperial	C
Knowledge And Defense	Effect	C
Lando System?	Lost Interrupt	R
Lieutenant Commander Ardan	Character – Imperial	U
Lieutenant Suba	Character – Imperial	R
Lieutenant Venka	Character – Imperial	U
Location, Location, Location	Effect	R
Lost In Space	Immediate Effect	R
Mist Hunter	Starship	R
Much Anger In Him	Effect	R
Mynock	Creature	C
Precision Targeting	Effect	U
Proton Bombs	Starship Weapon	U
Punishing One	Starship	R
Raithal	Location – System	U
Res Luk Ra'ouf	Lost Interrupt	R
Rogue Asteroid	Mobile Effect	C
Shot In The Dark	Effect	U
Shut Him Up Or Shut Him Down	Used Interrupt	U
Sleen	Creature	C
Something Hit Us!	Used Interrupt	U
Space Slug	Creature	U
Star Destroyer: Launch Bay	Location – Site	C
Sudden Impact	Effect	U
Take Evasive Action	Lost Interrupt	C
The Dark Path	Effect	R
There Is No Try	Effect	C
Those Rebels Won't Escape Us	Used Or Lost Interrupt	C
TIE Avenger	Starship	C
TIE Bomber	Starship	U
Uncertain Is The Future	Lost Interrupt	C
Unexpected Interruption	Lost Interrupt	R
Vine Snake	Creature	C
Visage Of The Emperor	Effect	R
Voyeur	Used Or Lost Interrupt	C
Warrant Officer M'Kae	Character – Imperial	U
Zuckuss	Character – Alien	R
Zickuss' Snare Rifle	Character Weapon	R

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



新たなる希望

スター・ウォーズ コレクション カードゲーム 追加ルール

新たなる希望はスター・ウォーズ コレクション カードゲームの最初のエクスパンション・セットです。このシリーズには162種類のカードが用意されており、スター・ウォーズの映画の世界から新たな魅力を引き出してくれます。これらのカードの多くは、プレイヤーのみなさんのご意見をうけて生み出されました。このシートでは、基本セットのルールブックを補完するとともに、新たな追加ルールの解説を行います。

即効エフェクト

これは新たに付け加えられた種類のエフェクト・カードです。このカード（インタラプトと同様に）いつでも使用することができますが、（他のエフェクトと同様に）場合によく読まれます。「即効条件」のテキストを読んでよろこんでばかりもおり、即効エフェクトは「即効条件」の影響を受けません。

"「コントロール」の影響を受けない"

この文章は、ロケーション・カードの占領や支配について定義したものではありません。将来出るエクスパンションで登場する予定の「コントロール」というカードに対する効果を表記したものです。（「コントロール」は「即効条件」や「領域」と同様、ジェダイの基本となる3つのカードの1つです）。

ユーズド／ロスト・インタラプト

プレイヤーの選択でユーズド・インタラプトあるいはロスト・インタラプトのどちらかを選択して使用できます。

運命数が複数記載されたカード

カードに複数の運命数が記載されている場合、そのカードを引いたプレイヤーが、そのゆから好きな運命を1つ選ぶことができます。

"1フォースをロストする……"

"1フォース消費する……"！になっていますが、この場合、手札かライフ・フォースからカードを1枚取って、ユーズドかヤそではなくロストパイに置きます。

累積可能

このゲーム用語は下記つまで表記されており、複数枚の同じカードが、同じ影響について効果を示すことを示します。たとえば、「反乱軍増援者」のカードには、「アタック・ラン」の合計に+1「装備用語」と表示されています。ですから、「反乱軍増援者」のカード3枚で、「アタック・ラン」の際に3を当ぶられるわけです。対して、基本セットの「シンドローラー」には、"同外の位置カードにいる場合、そこにシンドローラーは2枚存在数"と古だ記載されています。「シンドローラー」は装備可能ではないため、3枚の「シンドローラー」と同じ位置にいるシンの2枚存在数は+1になるだけで、+3には成りません。（基本カードには、累積可能なカードはありません）

潜伏

「潜伏」のカードによって使用可能となるスパイの特殊能力です。潜伏中のスパイには独特のルールが適用されます。潜伏中のスパイはその場所にいる自分の人員としては扱えられません。その場所での種々のフォース消耗も防ぐ能力はあり、また、その場所に自分のカードを配備することも可能にしてくれます。潜伏中のスパイは戦闘に参加することはなく、戦闘において、武器の対象／目標ともなりません。

スパイが潜伏中であることを示すためには、そのカードを同じ位置カードの横手の側に伏します。潜伏中の自分のスパイは、種手の移動フェイズに移動します（移動を決定するのはあくまでも自分であり、フォースも通常どうりに消費）。潜伏中のスパイは、望見に余裕があるなら、種手の宇宙船やビークルに乗り組むことができます。ただし、宣言を受けることに関しては、種手側に優先権があります。潜伏中の自分のスパイがパイロットとして乗り組んでいるなら、種手がその宇宙船を操縦している間、種手の宇宙船を使用することができます。

ロケーションの種手の側に存在し、また、種手側のキャラクターであるかぎりごくに移動を行いますが、それでも潜伏中のスパイは自分側のキャラクターであり、ゲーム上の各種の効果の対象としては、自分側のキャラクターとして扱います。

もしスパイが"正体を現す"なら、そのスパイは潜伏に関連したすべての力を失い、即座に種の自分の側に移ります（同じ位置カードに）。自分の配置フェイズに、自分のスパイが潜伏中であり、かつ位置カード上にいるならば、自発的に"正体を現す"ことらできます。

キャラクターを捕まえる

ダークサイドの力の向性は、それを使用することによって、キャラクターを捕まえることができます。逆にライトサイドには、捕まえ状態すること（解放すること）いう力があります。捕まえられたライトサイドのキャラクターは（監禁ブロック箇所）の位置カードのそばに置かれます（捕まえ状態が複数の一度に置いるのもいいわけです）。したがって、この位置カードが配備されていない限り、ダークサイドはキャラクターを捕まえることができません。

捕まえることいる"人員"とはみなされないため、戦闘に参加することはありません。捕まえは器や捨てたものの"ウーティーニー・エフェクトの対象／目標とはならず、そのように新しいカードを配備することもできません。捕まになる前に配備されていたカードは、すべて面向きにひっくり返され、使用できなくなります（捕まが解放されたなら、それらのカードをもう一度ひっくりかえして表にする）。

捕まえられたキャラクターも、場に出ておりゲームで"使用されている"とみなされます。解放された捕まは捕まが起こるために位置カードのライトサイド側に移動させられます。こうまれに（たとえば「ウッキーのスペシャル武器」）、解放されたキャラクターを成のライトサイド側に移動させることができない場合もあります。このような場合には、キャラクターはユーズドデッキに置かれます。

牽引ビーム

牽引ビームによって、ダークサイドは反乱軍の宇宙船を捕まえ、"引っぱり込む"ことができます。捕まえられた宇宙船は牽引ビームが起動されているカードのそばに置かれます。ライトサイドは捕まった宇宙船を使用することができます。そのように新しいキャラクターを配備することもできません。捕まった宇宙船にキャラクターが乗っていない場合、その宇宙船は即座に"逃まれた"ことになり、対応する基本カード上のダークサイド側に移動されます。

キャラクターが搭乗していた場合には、開じ込められたことになります（"捕まえられる"わけではありません）。このようにカードが取り込まれた場合、「スター・デストロイヤー」か「ドッキング・ベイ327」にいるダークサイドのキャラクターとは、開じ込められたキャラクターと戦闘を行うことができます。これは位置カードとの戦闘と同様に解決されます。ライトサイドのキャラクターが全滅したならば（何クンかやられてしまう）、ダークサイドは即座に宇宙船を"逃む"ことになります。この際、種属パイロットには、種主と、ダークサイドの種属パイロットに置き換えられたものとします。また搭載物はすべて"逃まれた"ことになり、ダーク・サイドが使用できるようになります。

それぞれの種引ビームは1回の戦闘につき1度だけ使用することができます。ただし、ターンを重ねるうちには、種数の宇宙船を捕えることができるでしょう、同時に複数の宇宙船を捕えることもできます。

スター・デストロイヤーの場合：スター・デストロイヤーのダークサイドのキャラクターが宝船した場合、捕まっていた宇宙船は解放され、対応する基本カード上のライトサイド側に移動します。

デス・スターの場合：ライトサイドがドッキング・ベイを宝船している場合、捕まった宇宙船に乗っているキャラクターからも、フォースを使用できず、「ドッキング・ベイ327」に移すことができます（すべてのキャラクターがいなくなってしまえば、宇宙船は即座にダークサイドに"逃まれた"ことになります）。ドッキング・ベイにいるキャラクターが、捕まった宇宙船に乗り込むことはできません。

宇宙船が取り込まれている時に、「完全包囲」が使用され、ライトサイドが、ドッキング・ベイと捕まった宇宙船の中の両方にキャラクターを持っていた場合には、それぞれを別のグループとして扱います。ダークサイドは各グループ、どちらかのグループを選んで戦闘を行います。残りグループにに両方の側と戦闘を行うことはできません。同様に、ライトサイドはダークサイドに対して同じグループに両方のグループを使用して戦闘を行うことはできます。各グループごとに、どちらのグループを使用するか選択して戦闘を宣言しなければなりません。

生物

ダイアノガはこのセットで初めて登場する"生物"というタイプのカードです。生物には能力値がないため"人員"とは区別されません。これらのカードはフォース消耗を行うごとも、戦闘に参加することもできないのです。

生物はあカードに記載された"生息地"により、配備や移動を行えません。"人員"やスマイアコンの無いロケーションにも配備できます。簡連、生物の移動連度はキャラクター2と同じくて7ず、最も速い点の多くを有用するでしょう。特殊なルールが記載されていない限り、"生物"には、同じ場所に、"生物"と同じ生息カード（ライトサイドのキャラクターや生命の生物）がいる場合、生物は移動しません。逆に、カードの所有者の移動フェイズの始めに、同じ場所に"食物"に適したものがいなかった場合には、生物は不可能でない限り、必ず移動しなければなりません。その生物を所有しているプレイヤーは、生物を好きな方向に、位置カード1つ分だけ移動させます。この際、生息地を外れてはいけません。この移動にフォースは不要です。生物は一度に1ターンの間に2移動させています。

生物は記載されたの"回避性"の数値を用いて攻撃を行います。生物に対しては、なんな種類の個人用武器でも使用することができ、その場合は敵力値の代わりに"回避値"を用いて命中判定を行います。生物は、特に記載されていない限り、武器の使用に際しては、キャラクターとして扱われます。防御値はこのカードでも同じ場所に記載されていますが、"種属"や"ウロコ"など、その生物の種類に応じたさまざまな名称が付けられています。

生物の攻撃：正式の生物が同じ1ターンにつき1度、隣接に対する攻撃します。回避性の値を比べ、他の低い側の生物が即座に食べられます（ロストします）。同点であれば、双方がロストします。

戦闘フェイズの間、自分ドロイド以外のキャラクターと同じ位置カード上にいたなら、生物は隣接に攻撃を行います。その位置の双方の側にドロイド以外のキャラクターがいた場合、よりAの側から攻撃を開始します。同人数の場合には、生物の持ち主が攻撃する側を決定します。攻撃する対象となるキャラクターは種手側に選択します。対象となりうるキャラクターカードをまとめたとて、種手側のプレイヤーがカードを見ずに1枚引きます。生物の回復性とキャラクターの種数力を比べます。キャラクターの敵力値が生物の回復性以上、逆数数も1回加えることができます。回避性＞敵数力なら、キャラクターは食べられてしまいます（ロストします）。

生物に対する攻撃：自分の戦闘フェイズに、"人員"のいるロケーション上の生物を、自分のキャラクターを使って攻撃することができます。その戦闘にいるキャラクターは全員が攻撃に参加します。この攻撃は、戦闘とは見なされませんが、同じターンに同じロケーションで、生物に対する攻撃と戦闘の宣言の両方を行うことはできません。攻撃を宣言するには、1フォース消費します。キャラクターは種ごとの力フォースを消費し、武器を使用して生物を攻撃することができます。"命中"したなら、生物は即座にロストします。そうでなければ、戦闘力の合計を計算します。合計値が生物の生息地の回復性以上なら、攻撃数も1回加えることができます。戦闘力の合計＞回復性＞生物はロストします。

この攻撃は、戦闘と同じように解決し、また自分のキャラクターの戦闘力を算出しますが、この結果によって、いずれかのプレイヤーがフォースを失うことはありません。

ブレイニアック

ブレイニアックの運命数は月用有です。この運命数の使いに困ったなら、以下のブレイニアック自身の宣言に耳を傾けてみましょう。（特定の使いどうのは、それ自体より大きくも、小さくもなり）

このカード自体の配備コストを算出するため、ブレイニアックは手札にあるキャラクターとしてみつかれます。ブレイニアックは来装として宇宙船に乗っている場合、操縦ドロイドとして機能することができますが、操縦ドロイド用のスペースに伏せることはできません。

アウァア゛ゥア゛ウウ

アウァア゛ゥア゛ウウはタスケン・レイダーとして数えられます。ですから、アウァア゛ゥア゛ウウと、通常のタスケン・レイダー3人が一緒にいる場合、合計戦闘力は10です。

このカードの使いに困ったなら、アウァア゛ゥア゛ウウ本人の宣言に耳を傾けてみるのが一番です。しかし、サンドピープルの言語は人間には古ひとうり同じに小難こえないため、解答などから判断材料となるしかありません。表記するお辺つかいはあまりお勧めできません。

編隊

編隊は新しい種類の宇宙船カードです。編隊は同じロケーション上の3種の宇宙船戦闘機と交換して配備します。フォースは不要です。2種の宇宙船戦機とそのように配備されていたカードはすべて持ち主のユーズド・デッキに置けます。ただし、キャラクター、装備、アイテムは種戦闘機の戦闘が終了後り、そのまま編隊カードの上に移されます。これにもフォースは不要です。編隊は3まで、適切な装備アイテムのカードを保持することができます。各タンニごとに使用できる武器やアイテムの数は、それぞれ3つまでです。

編隊は1枚の宇宙船カードとして扱われます。移動する種台と、武器の目標となる際には、1種の宇宙船戦機として扱われます。それ以外の場合については、宇宙船戦機とは関連されません。たとえば、編隊は「アタック・ラン」を行うことができません。

サンドクローラー星内位置カード

この2種類の位置カードは"ビークル位置カード"と呼ばれる新しい種類のカードです。使いやすいように、ビークル位置カードは他のカードから離して単独で種に出されます。必ず特定の1他のビークルと対応させます。位置カードを配備する際に、どのビークルかなのか指定します。この位置カードは、ビークルのいる位置カードと同様にいるものと見なされます。それ以外の種では、ビークル種内位置カードは、独立した位置カードとして扱われます。星内位置カード上のカードは、開様にいる位置カードと上に存在しているとはみなされません。ビークルを移動させるためには、隣接種で、ビークル位置カードとでなく、ビークルカード上に置かれている必要があります。

カードの持ち主の側は、ビークル位置カードとへの移動、あるいはビークル位置カードからの移動に、ファースを消費しません。敵側はカードに示されているだけの移動コストを支払う必要があります。ビークルが破壊されたなら、ビークル位置カードとその上にあるカードはすべてロストします。

デジャリック・ルール

「デジャリック・ホログームボード」と「惑星型ホログーブル」の2枚は"ホログラム位置カード"です。このカードが加ていれば、デジャリックとホログラムのカードを使用して"サイドゲーム（ゲーム内ゲーム）"を行うことができます。ホログラム位置カードは他のカードから離して単独で種に配備され、他の位置カードと隣接することはありません。ホログラム位置カードにはデジャリックとホログラムのカードを配備することができ、さらそれがキャラクターであるのかごくく、戦闘を行わせることができます。しかしながら、これらはあくまでもデジャリック の種であり、ホログラムであって、本物のキャラクターではありません。これらのカードはキャラクター、インタラプト、あるいはエフェクトとして、なんらかの効果の目標となることはありません。

ピークル、キャラクター、宇宙船、ウーティーニー・エフェクトなどは、ホログラム位置カードに配備したり、移動してくることはできません。ホログラム位置カード上に存在できるのは、ホログラムとホログラムのカードだけです。

デジャリックやホログラムをホログラム位置カード上に配備したなら、その運用数を配備コスト、設定値、戦闘値、および能力値として使用します。ホログラム位置カード上では、それらのカードの運用のカードは適用されません。ホログラム位置カード上に、単一カードのホログラムが存在する場合には、同じカードを使用することはできなくなります。

ホログラム位置カードの種類は、他の位置カードの種類とは関係なく、敵力値の合計が4以上となるには複数運用数を引くことができ、損耗もします。ホログラム位置カードを支配したなら、そこでフォース消耗を行うことができ、また好きなときにデジャリックとホログラムのカードをごから手札に戻すことができます。

ブラフ（撤退）カード（ブラフ・ルール）

ダークサイドのプレイヤーは、1枚のカードを手札から選択時に「ダークサイド：ブラフ（撤退）」の種台の側に置き、そこで自分が行うフォース消耗を種限をせることができます。これらのカードは"ブラフ・カード"と呼ばれます。各タンニに1枚のブラフ・カードを置くことができ、これらの2フェイズに行ってもかまいません。（ライトサイドのターンには、ダークサイドのターンに1枚置くことができます）。

ダークサイドがこの位置を支配したなら、ブラフ・カード1枚につき2フォース消耗に1を加えます（撤退用語）。ライトサイドはいつでも、ブラフ・カード1枚を1枚捨てることで、ブラフ・カードをキャラクターなら、敵数にフォース消費なしで「ダークサイド：ブラフ（撤退）」に配備させます。もしカードがキャラクターでなかったなら、そのカードは即座にロストし、ダークサイドは2フォース失います。

ブラフ・カードは常に表にいる、あるいは使用中であるとは見なされません。ブラフ・カードが表になり、キャラクターや配備されている場合には、通常どおりの戦闘に従って会場があります。もしそんらかの戦闘によって、配備の不可能な場合には、そのカードはロストします。ただし、この場合には、プレイヤーがが追加のフォースを失う必要はありません。

トレンチ・ルール

「デス・スター・トレンチ」は特動要素の新外の位置カードで、いくつか特別なルールが適用されます。このカードはロストのように、「デス・スター」の位置カードに隣接して配備されます。

プレイヤーは、特別なカード（「アタック・ラン」、「衛行経路チェック」、「デス・スター・トレンチ」そのものなど）を使用しない限り、この位置カードを配備したり、移動させることはできません。

「デス・スター」星系カード

「デス・スター」は星型系名と呼ばれる新しい種類のカードです。普通の星系と異なり、移動星系は文字どおり移動することができます。

「デス・スター」星系カードが配備した時、最初のパーセク数（カードではメとなっています）は0です。デス・スターの移行速度は1で、ダークサイドのプレイヤーは自分の移動フェイズに移動させることが出来ます。たとえば、最初のターンにパーセク1に移動させたとすると、次のターンにはパーセク2に移動させるため、パーセクひに変えてカードをずらします。

場に出ている惑星系とデス・スターのパーセク数が同一になった時には、デス・スターが深宇宙にいるのか、惑星の軌道上にいるのかを選択できます。デス・スターが移動するたびに、ダークサイドのプレイヤーはデス・スターが深宇宙にいるのか、あるいはどの惑星の軌道上にいるのかを宣言します。例えば、デス・スターがパーセク2に到達し、「オルデラン」と「ネフェックス」が場にだていたとします。この時には、ダークサイドのプレイヤーは惑場に、デス・スターがオルデランとネフェックスのどちらの軌道上にいるのか、あるいは深宇宙にいるのかを特定しなければなりません。

デス・スターを深宇宙から、同じパーセク数の惑星の軌道上に移動させる行為は、通常の移動として扱われ、1フォース消費します。ただ生物の惑星のように、デス・スター自体は独立した星系ロケーションです。特定のカードは同時に2つのロケーションには存在できないことに起因してください。デス・スター上にある宇宙船は、デス・スターが軌道を起こす惑星系を変更することはできません。

ライトサイド、ダークサイド双方の宇宙船は、通常通りデス・スターの星系カードに配備したり、移動してきたりすることができます（ライトサイドにはカードルールはありません）。デス・スターが特定の惑星の軌道上にいるなら、その惑星系にいる宇宙船は通常どおりにデス・スターに移動することができます。ハイパードライブ永装備の宇宙船でもかまいません。デス・スターが移動する際には、そこにいるすべてのカード（宇宙船、パイロット、など）は、自動的にデス・スターと一緒に移動します。

デス・スターの星系カード上の宇宙船に対して、乗り降りが行える位置カードは「ドッキング・ベイ327」だけです。デス・スター自身は宇宙船としては扱われません。

エピック・イベント・カード

"エピック・イベント（大事件）"はフォースの大いなる種名を引き起こすような事件を表わすためのカードです。「無制御種開始」や「アタック・ラン」を使用するれば、それぞれ惑星やデス・スターを"破滅"させることができます。

"壊滅"

星系が"壊滅"したなら、星系カード上の宇宙船を残して、その星系のすべてのロケーション・カード（星系カード自体は除く）と、そこにあるすべてのカードはロストします。反乱軍の基地（ヤヴィン4とホス）カデス・スターを破滅させたなら、カードをロストするのには及ぶ、敵数のフォースにダメージを与えることができます。この場合敵数は、破滅したすべてのロケーション・カードの敵数のフォース・アイコンを合計し、その2倍のフォースを失います。

"破滅"したことを示すため、星系カードを裏返にしします。パーセク数やマーカー番号を確認しないまでも、もう二つも再生産にされません。エピック・イベント・カードはロストします。破壊されたロケーションには、これは残もカードを配備できません。そのロケーションから移動を行ったり、そのロケーションに移動してくることもできます。しかし、そのロケーションはもはやフォース・アイコンを持つことはなく、ロケーションのカードへの効果を表します。残りロケーションを再び配備することはできません（上書きもできません）。また、その星系に属するロケーション・カードを配備することもできなくなります。

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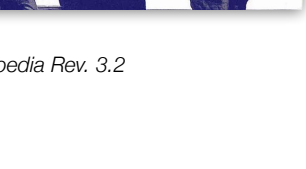

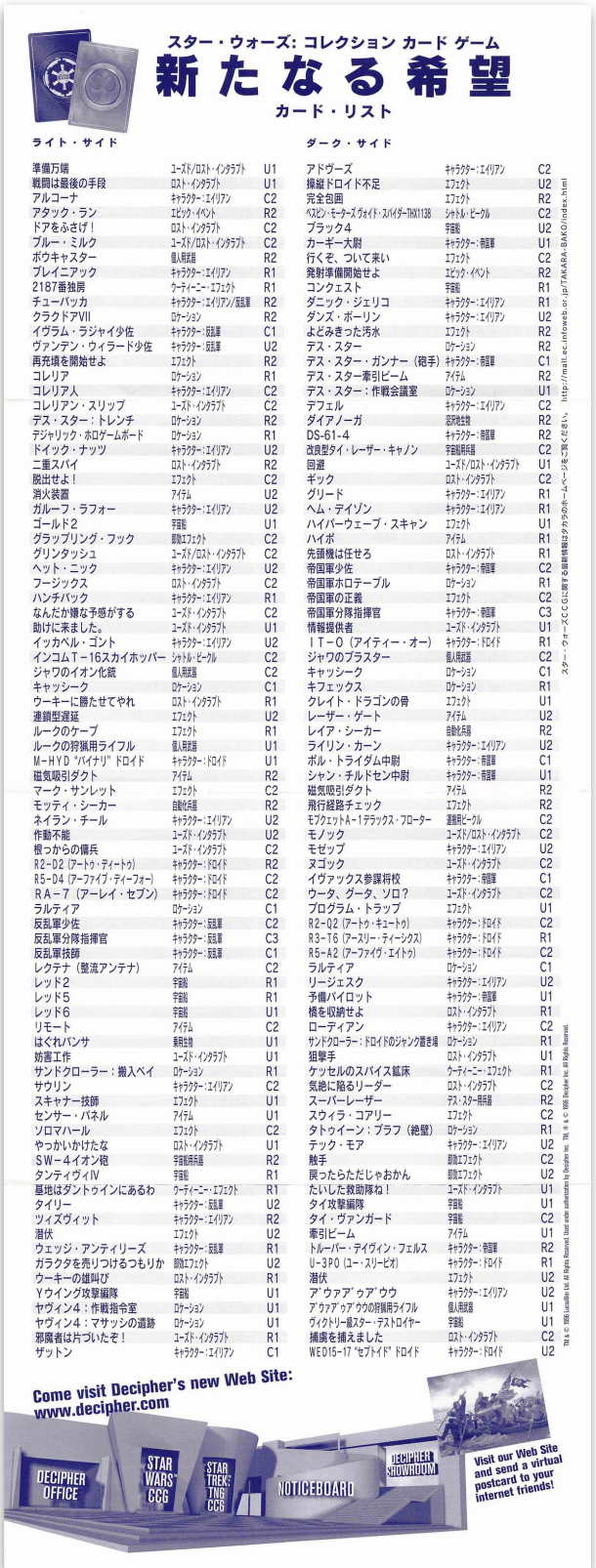

スター・ウォーズ: コレクション カード ゲーム

新たなる希望

カード・リスト

ライト・サイド

準備万端	ユーズド／ロスト・インタラプト	U1
戦闘は最後の手段	ロスト・インタラプト	U1
アルコーナ	キャラクター：エイリアン	C2
アタック・ラン	エピック・イベント	R2
ドアをふさげ！	ロスト・インタラプト	C2
ブルー・ミルク	ユーズド／ロスト・インタラプト	C2
ボウキャスター	個人用武器	R2
ブレイニアック	キャラクター：エイリアン	R1
2187番独房	ウーティーニー・エフェクト	R1
チューバッカ	キャラクター：エイリアン／反乱軍	R2
クラウドアVII	ロケーション	R2
イヴラム・ラジャイ少佐	キャラクター：反乱軍	C1
ヴァンデン・ウィラード少佐	キャラクター：反乱軍	U2
再充填を開始せよ	エフェクト	R2
コレリア	ロケーション	R1
コレリア人	キャラクター：エイリアン	C2
コレリアン・スリップ	ユーズド・インタラプト	C2
デス・スター：トレンチ	ロケーション	R2
デジャリック・ホログームボード	ロケーション	R1
ドイック・チャッツ	キャラクター：エイリアン	U2
二重スパイ	ロスト・インタラプト	R2
脱出せよ！	エフェクト	C2
消火装置	アイテム	U2
ガルーフ・ラフォー	キャラクター：エイリアン	U2
ゴールド2	宇宙船	U1
グラップリング・フック	即効エフェクト	C2
グリンタッシュ	ユーズド／ロスト・インタラプト	C2
ヘット・ニック	キャラクター：エイリアン	U2
フージックス	ロスト・インタラプト	C2
ハンチホック	キャラクター：エイリアン	R1
なんだか嫌な予感がする	ユーズド・インタラプト	C2
助けに来ました。	ユーズド・インタラプト	U1
イッカベル・ゴント	キャラクター：エイリアン	U2
インコムT－16スカイホッパー	シャトル・ビークル	C2
ジャワのイオン化銃	個人用武器	C2
キャッシーク	ロケーション	R1
ウーキーに勝たせてやれ	ロスト・インタラプト	R1
連鎖型遅延	エフェクト	U2
ルークのケープ	エフェクト	R1
ルークの狩猟用ライフル	個人用武器	U1
M－HYD "ハイナリ" ドロイド	キャラクター：ドロイド	U1
磁気吸引ダクト	アイテム	R2
マーク・サンレット	エフェクト	C2
モッティ・シーカー	自動化兵器	R2
ネイラン・チール	キャラクター：エイリアン	U2
作動不能	ユーズド・インタラプト	U2
恨ったの僕兵	ユーズド・インタラプト	C2
R2－D2 (アート・ディートゥ)	キャラクター：ドロイド	R2
R5－D4 (アーファイブ・ディーフォー)	キャラクター：ドロイド	C2
R A－7 (アーレイ・セブン)	キャラクター：ドロイド	C2
ラルティア	ロケーション	C1
反乱軍少佐	キャラクター：反乱軍	C2
反乱軍分隊指揮官	キャラクター：反乱軍	C3
反乱軍技師	キャラクター：反乱軍	C1
レクテナ（盤流アンテナ）	アイテム	C2
レッド2	宇宙船	R1
レッド5	宇宙船	R1
レッド6	宇宙船	U1
リモート	アイテム	C2
はぐれバンサ	乗用生物	U1
妨害工作	ユーズド・インタラプト	U1
サンドクローラー：搬入ベイ	ロケーション	R1
サウリン	キャラクター：エイリアン	C2
スキャナー技師	エフェクト	U1
センサー・パネル	アイテム	U1
ソロマハール	エフェクト	C2
やっかいかたな	ロスト・インタラプト	U1
SW－4イオン砲	宇宙船用兵器	R2
タンティヴィIV	宇宙船	R1
基地はダントウインにあるわ	ウーティーニー・エフェクト	R1
タイリー	キャラクター：反乱軍	U2
ツイズヴィット	キャラクター：エイリアン	R2
潜伏	エフェクト	U2
ウェッジ・アンティリーズ	キャラクター：反乱軍	R1
ガラクタを売りつけるつもりか	即効エフェクト	U2
ウーキーの雄叫び	ロスト・インタラプト	R1
Yウイング攻撃編隊	宇宙船	U1
ヤヴィン4：作戦指令室	ロケーション	U1
ヤヴィン4：マサッシの遺跡	ロケーション	U1
邪魔者に片づいたぞ！	ユーズド・インタラプト	R1
ザットン	キャラクター：エイリアン	C1

ダーク・サイド

アドヴーズ	キャラクター：エイリアン	C2
操縦ドロイド不足	エフェクト	U2
完全包囲	エフェクト	R2
ベンビン・モーテズ ヴィィト・スバイダーTHX1138	シャトル・ビークル	C2
ブラック4	宇宙船	U2
カーギー大尉	キャラクター：帝国軍	U1
行くぞ、ついて来い	エフェクト	C2
発射準備開始せよ	エピック・イベント	R2
コンクエスト	宇宙船	R1
ダニック・ジェリコ	キャラクター：エイリアン	R1
ダンズ・ポーリン	キャラクター：エイリアン	U2
よどみきった汚水	エフェクト	R2
デス・スター	ロケーション	R2
デス・スター・ガンナー（砲手）	キャラクター：帝国軍	C1
デス・スター牽引ビーム	アイテム	R2
デス・スター：作戦会議室	ロケーション	U1
デフェル	キャラクター：エイリアン	C2
ダイアノーガ	即効発生物	R2
DS-61-4	キャラクター：帝国軍	R2
改良型タイ・レーザー・キャノン	宇宙船用兵器	C2
回避	ユーズド／ロスト・インタラプト	U1
ギック	ロスト・インタラプト	C2
グリード	キャラクター：エイリアン	R1
ヘム・デイゾン	キャラクター：エイリアン	R1
ハイパーウェーブ・スキャン	エフェクト	U1
ハイボ	アイテム	R1
先頭機は任せろ	ロスト・インタラプト	R1
帝国軍少佐	キャラクター：帝国軍	C2
帝国軍ホロテーブル	ロケーション	R1
帝国軍の正義	エフェクト	C2
帝国軍分隊指揮官	キャラクター：帝国軍	C3
情報提供者	ユーズド・インタラプト	U1
ＩＴ－Ｏ（アイティー・オー）	キャラクター：ドロイド	R1
ジャワのブラスター	個人用武器	C2
キャッシーク	ロケーション	C1
キチェックス	ロケーション	R1
クレイト・ドラゴンの骨	エフェクト	U1
レーザー・ゲート	アイテム	U2
レイア・シーカー	自動化兵器	R2
ライリン・カーン	キャラクター：エイリアン	U2
ボル・トライダム中尉	キャラクター：帝国軍	C1
シャン・チルドセン中尉	キャラクター：帝国軍	U1
磁気吸引ダクト	アイテム	R2
飛行経路チェック	エフェクト	R2
モクセットA－1 テラックス・フローター	運搬用ビークル	C2
モノック	ユーズド／ロスト・インタラプト	C2
モセッブ	キャラクター：エイリアン	U2
ヌゴニック	ユーズド・インタラプト	C2
イヴァックス参謀将校	キャラクター：帝国軍	C1
ウータ、グータ、ソロ？	ユーズド・インタラプト	C2
プログラム・トラップ	エフェクト	U1
R2－Q2 (アート・キュートゥ)	キャラクター：ドロイド	C2
R3－T6 (アースリー・ティーシクス)	キャラクター：ドロイド	R1
R5－A2 (アーファイヴ・エイトゥ)	キャラクター：ドロイド	C2
ラルティア	ロケーション	C1
リージェスク	キャラクター：エイリアン	U2
予備パイロット	キャラクター：帝国軍	U1
戦を収納せよ	ロスト・インタラプト	R1
ローディアン	キャラクター：エイリアン	C2
サンドクローラー：ドロイドのジャンク置き場	ロケーション	R1
迅撃手	ロスト・インタラプト	U1
ケッセルのスパイス鉱床	ウーティーニー・エフェクト	R1
気絶に陥るリーダー	ロスト・インタラプト	U2
スーパーレーザー	デス・スター用兵器	R2
スウィラ・コアリー	エフェクト	C2
タトゥイーン：ブラフ（絶壁）	ロケーション	R1
テック・モア	キャラクター：エイリアン	U2
触手	即効エフェクト	C2
戻ったらただじゃおかん	即効エフェクト	U2
たいした救助隊ね！	ユーズド・インタラプト	U1
タイ攻撃編隊	宇宙船	U1
タイ・ヴァンガード	宇宙船	C2
牽引ビーム	アイテム	U1
トルーパー・デイヴィン・フェルス	キャラクター：帝国軍	R2
U－3PO（ユー・スリーピオ）	キャラクター：ドロイド	R1
潜伏	エフェクト	U2
ア゛ウァア゛ゥア゛ウウ	キャラクター：エイリアン	U2
ア゛ウウア゛ゥア゛ウウの狩猟用ライフル	個人用武器	U1
ヴィクトリー級スター・デストロイヤー	宇宙船	U1
捕虜を捕えました	ユーズド・インタラプト	C2
WED15－17 "セプトイド" ドロイド	キャラクター：ドロイド	U2

スター・ウォーズCCG公認データ収録情報はスタックのホームページをご覧ください。 http://mail.ac.infoweb.or.jp/TAKARA-BAKO/index.html

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RULES SUPPLEMENTS *continued*

Inserts were included in many of the booster pack boxes as rules supplements and card checklists



帝国の逆襲

氷の惑星ホス

スター・ウォーズ：CCG　追加ルール

『帝国の逆襲：氷の惑星ホス』は162種類の新しいカードで構成される、『スター・ウォーズ　コレクション　カードゲーム』の2番目のエクスパンション・セットです。『氷の惑星ホス』の追加ルールには、新規のルールと、既存のものに対する修正ルールの両方が含まれています。ここからルールは、基本カードと『新たなる希望』にも適用されます。

ロケーションの配備

ここではロケーションの配備に関する新ルールを紹介します。これらルールを使えば、初期に残して配備時点はデッキ切れるため、将来との戦略を、より複雑に新しい遊び方用できるようになります。ただしよりテクニカルルールは、さきの先発配備の段階の配置ルールの対応ルールなどを使うようにも簡単で済みやすくなります。

これらルールは、キャラクターやビークルの配備に関する新ルールを紹介します。

新ルールでは、伝統カードをはじめ1つのロケーションごとに、置かれた面向と対応して配備し、ドッキング・ベイで対応などをできます。デッキ内で一つ置かうに、各種類の伝統カードは、以下のような方に配置されています。

「外の世界のカードをプレイ」の際に、伝統カードとしては次のルールが適用されます。

1. 伝統カードをプレイするデッキから、伝統カードを1つ選択します。
2. 伝統カードを、伝統カードの下に配置します。
3. 伝統カードを、伝統カードの下に配置します。
4. 伝統カードを、伝統カードの下に配置します。
5. 伝統カードを、伝統カードの下に配置します。



宇宙船とビークルに関する新ルール

これら新たにスターシップ・セットで登場する各カードや新しいルールの中には、宇宙船とビークルに関するさらに進化したルールを使用します。主なルールの変更点は、以下の通りです。

- 宇宙船戦闘はドッキング・ベイの伝統カードに配置できます。また新たな宇宙ルールに配備し、あらかじめ1つのキャラクターを乗せることができます。
- ビークルは伝統カードの伝統カードに対しています。配備や移動などができます。
- ビークルは伝統カードに対して、新しいルールに従って配備することができます。
- 新たに加えられた「戦闘時にのみ」は、あるときに、宇宙船とビークル伝統戦闘で使用されます。
- 「ターゲット」は、宇宙船や戦闘ビークルの伝統戦闘のみを対象とします。
- すべての配備用（遠隔用）ビークルは、「遠隔不」を必要とします。
- 伝統カードに対象されているキャラクターを配置するための新しいルールです。
- ビークルや宇宙船に乗っているキャラクターは、たとえ配置されても、（通知な条件を満たせば）伝統カードルールを使用できます。戦闘の際に配置することができます。
- 以下に、新しく伝統されるルールと、既存ルールへの変更点をより詳しく掲載します。

宇宙戦闘の配備

宇宙船戦闘の配置に関するルールは以下のように変更されます。

宇宙船戦闘ルールでは伝統戦闘を行なうために、配置ルールが以下の様に変更されます。（1）ドッキング・ベイ、（2）宇宙船戦闘を配置することのできる場合の条件、（3）伝統のケース。

配置ルールでは1つの宇宙船に1つの宇宙船戦闘は、以下のように配置することができます。

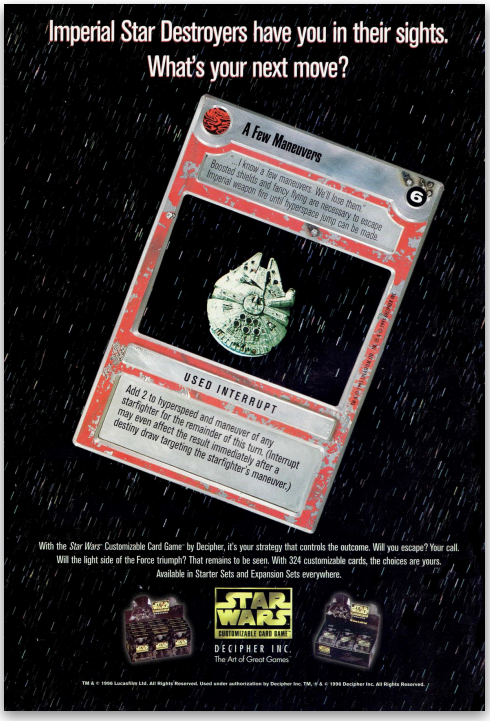
- ハイパードライブ伝統に配備するなら、上記で示された伝統に配置することができます。宇宙船戦闘の伝統ドライブ伝統戦闘は各カードで1つのドライブに配置します。ドライブは配置することができません。
- 「無し」のまま、ドッキング・ベイや宇宙船戦闘を伝統することができる場合の伝統に配置します。基本カードに配備することはできません。

ビークルや宇宙船の上にカードを配備する。

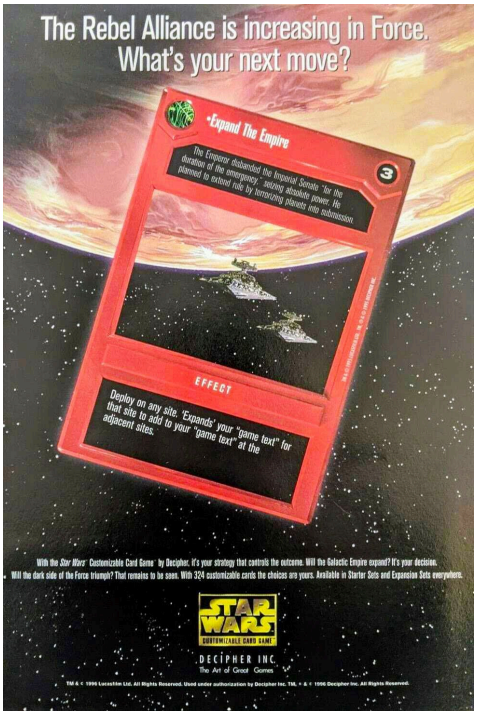
基本伝伝伝

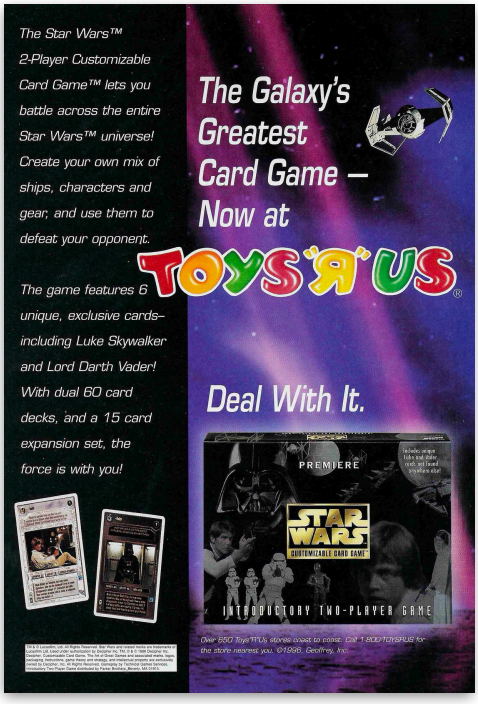
PRINT CAMPAIGNS

Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers







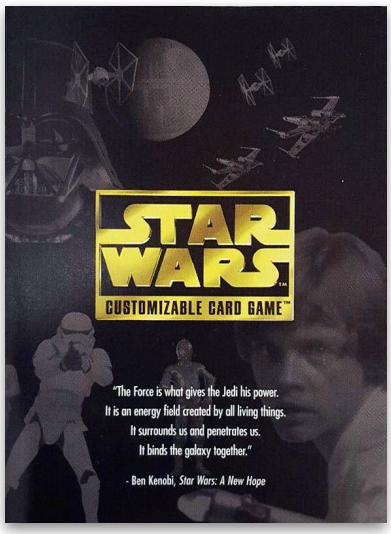


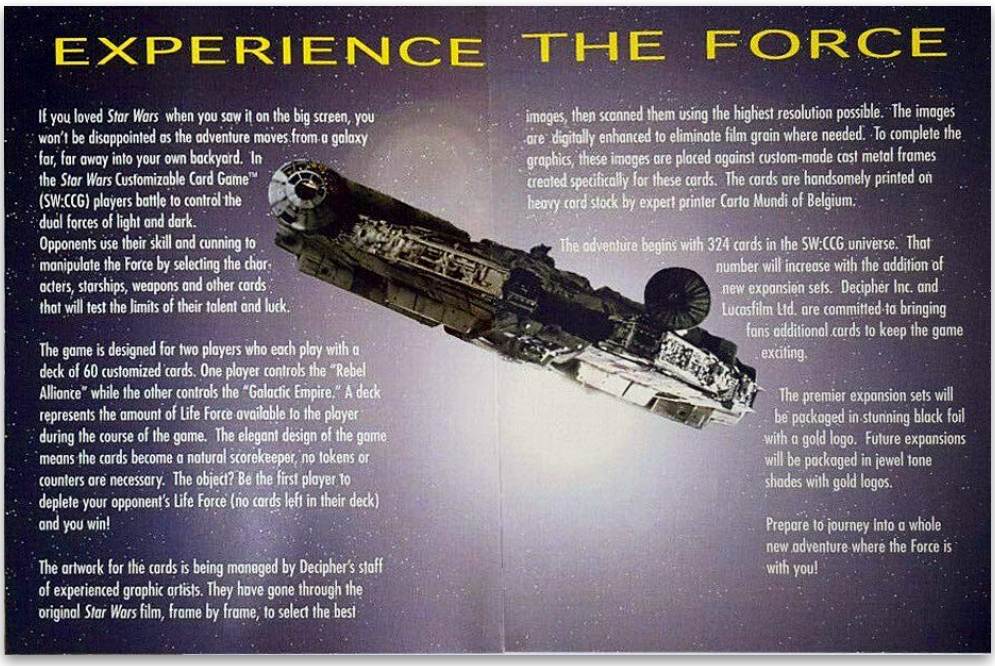




PRINT CAMPAIGNS *continued*

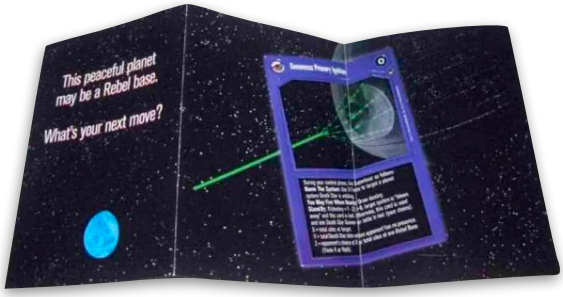
Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers



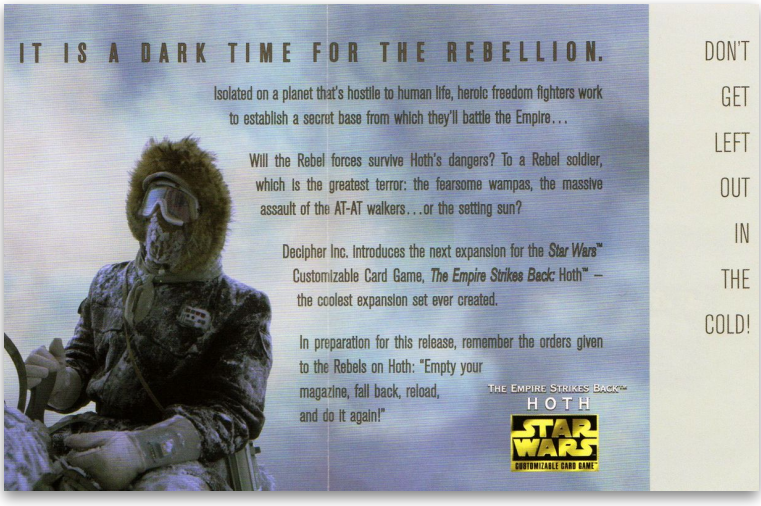






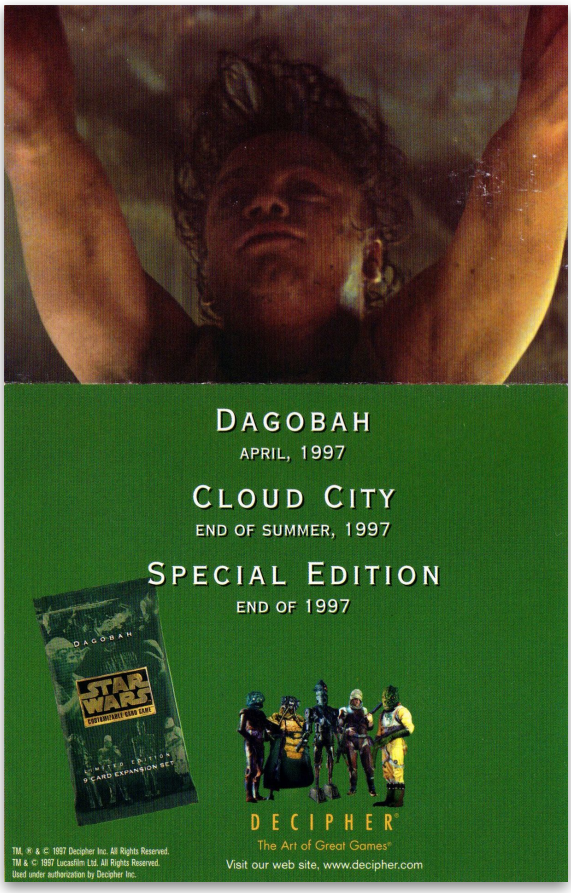


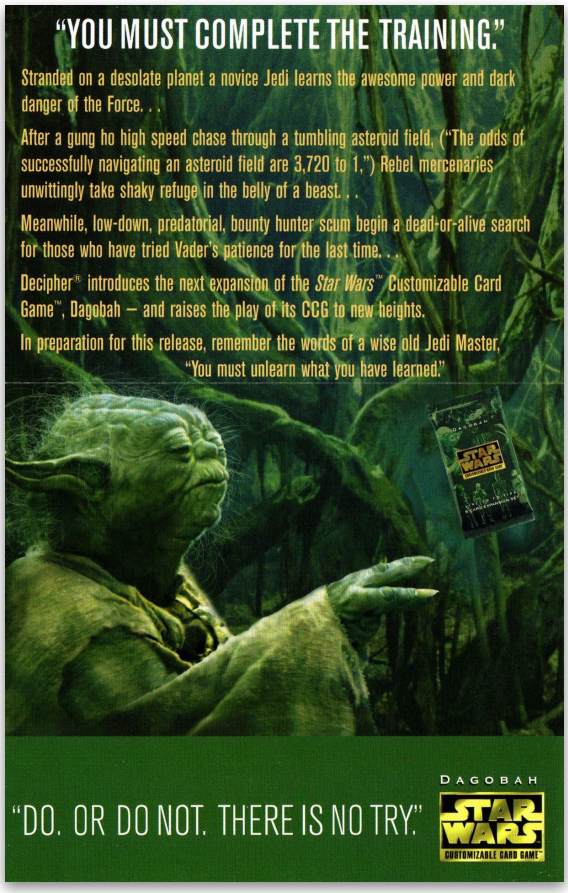


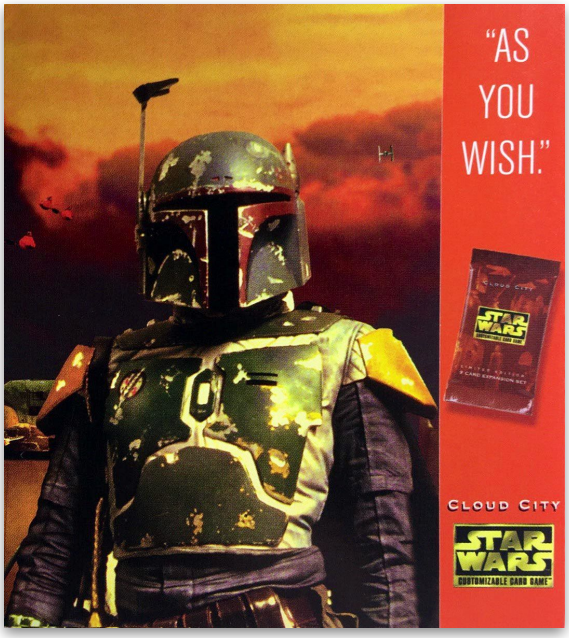


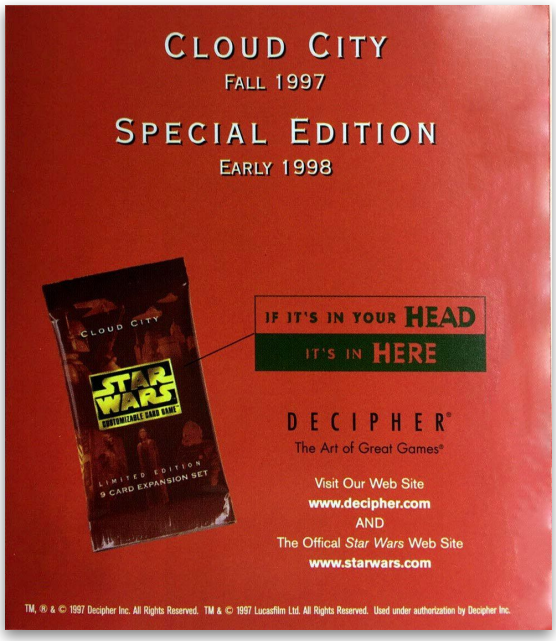
PRINT CAMPAIGNS *continued*

Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers









PRINT CAMPAIGNS *continued*

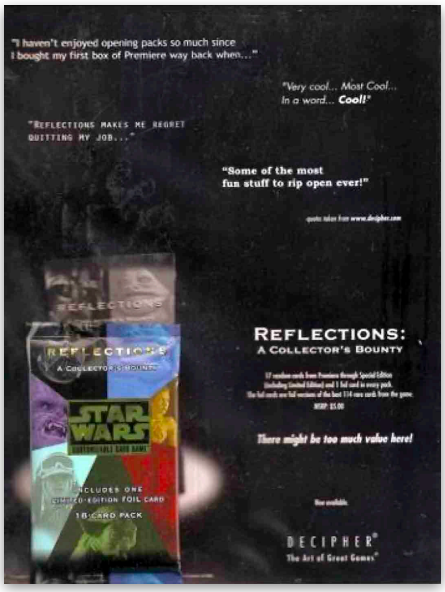
Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers

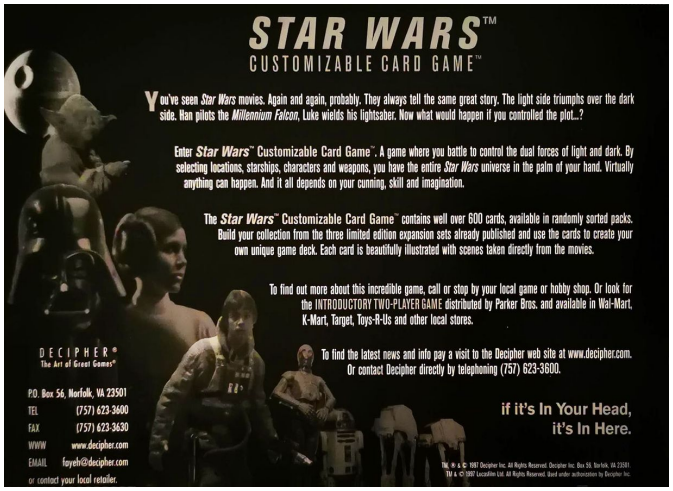




Above: Insert in Kenner / Hasbro Star Wars Toys during 1996



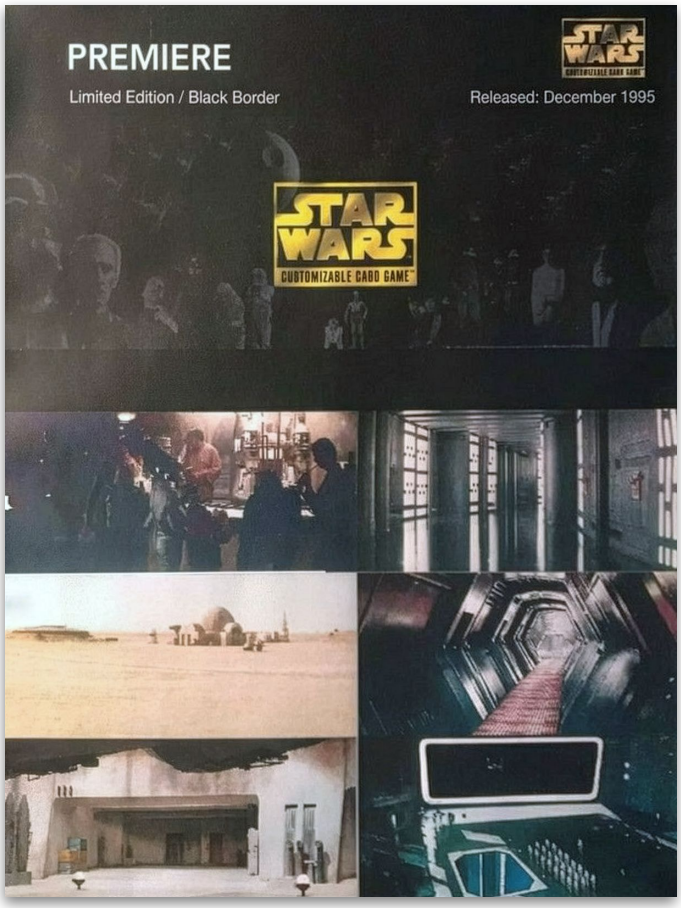






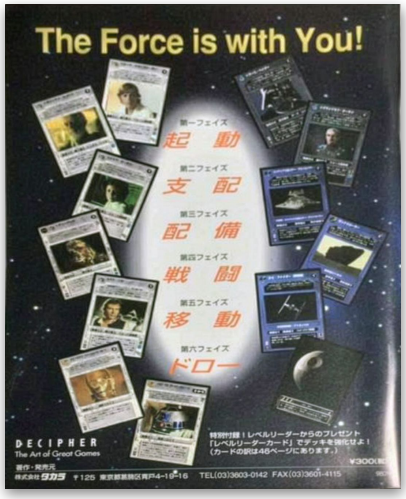
PRINT CAMPAIGNS *continued*

Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers

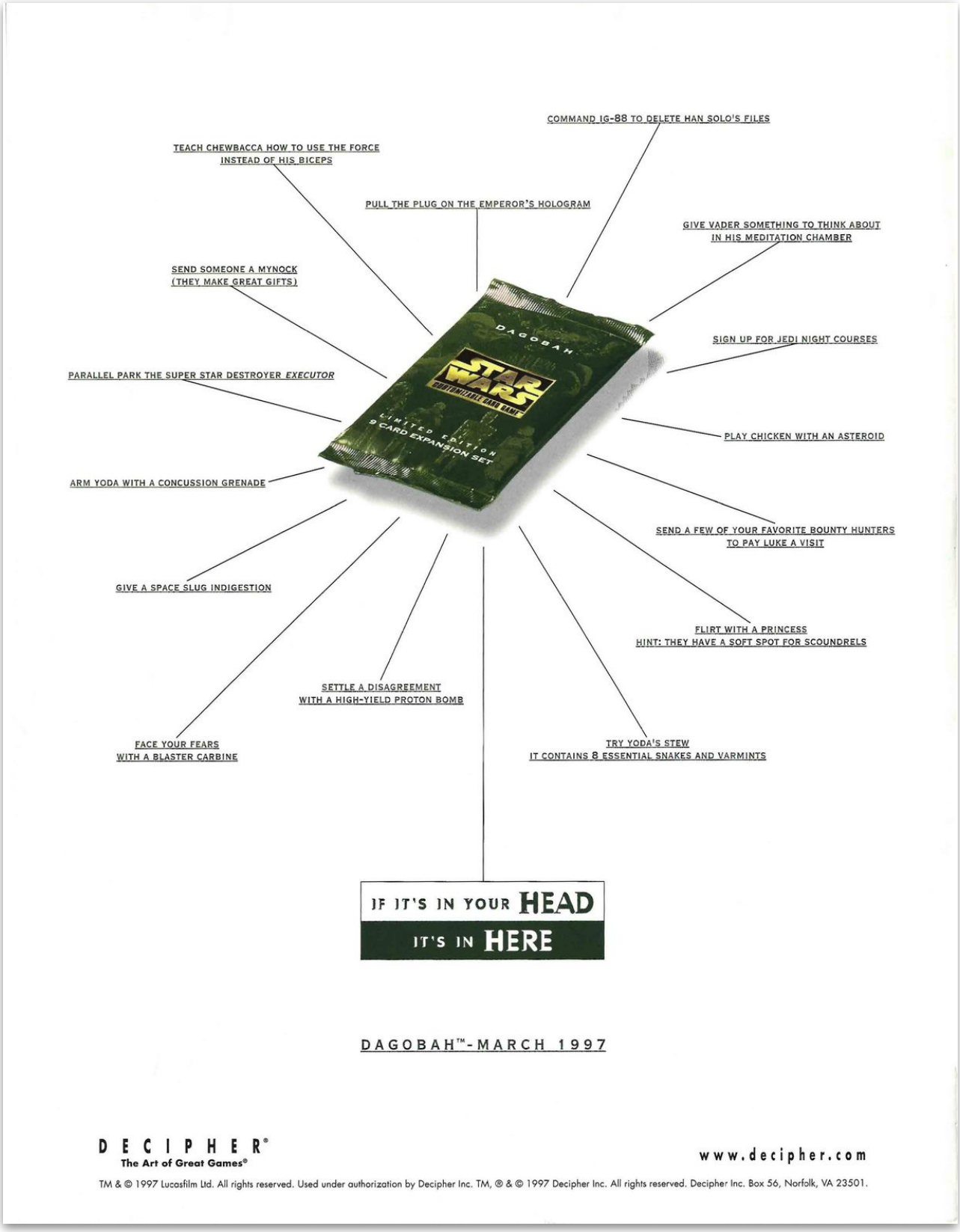











COMMAND IG-88 TO DELETE HAN SOLO'S FILES
TEACH CHEWBACCA HOW TO USE THE FORCE INSTEAD OF HIS BICEPS
PULL THE PLUG ON THE EMPEROR'S HOLOGRAM
GIVE VADER SOMETHING TO THINK ABOUT IN HIS MEDITATION CHAMBER
SEND SOMEONE A MYNOCK (THEY MAKE GREAT GIFTS)
SIGN UP FOR JEDI NIGHT COURSES
PARALLEL PARK THE SUPER STAR DESTROYER *EXECUTOR*
PLAY CHICKEN WITH AN ASTEROID
ARM YODA WITH A CONCUSSION GRENADE
SEND A FEW OF YOUR FAVORITE BOUNTY HUNTERS TO PAY LUKE A VISIT
GIVE A SPACE SLUG INDIGESTION
FLIRT WITH A PRINCESS
HINT: THEY HAVE A SOFT SPOT FOR SCOUNDRELS
SETTLE A DISAGREEMENT WITH A HIGH-YIELD PROTON BOMB
FACE YOUR FEARS WITH A BLASTER CARBINE
TRY YODA'S STEW
IT CONTAINS 8 ESSENTIAL SNAKES AND VARMINTS
DAGOBAH
STAR WARS
LIMITED EDITION
9 CARD EXPANSION SET
IF IT'S IN YOUR HEAD
IT'S IN HERE
DAGOBAH™-MARCH 1997
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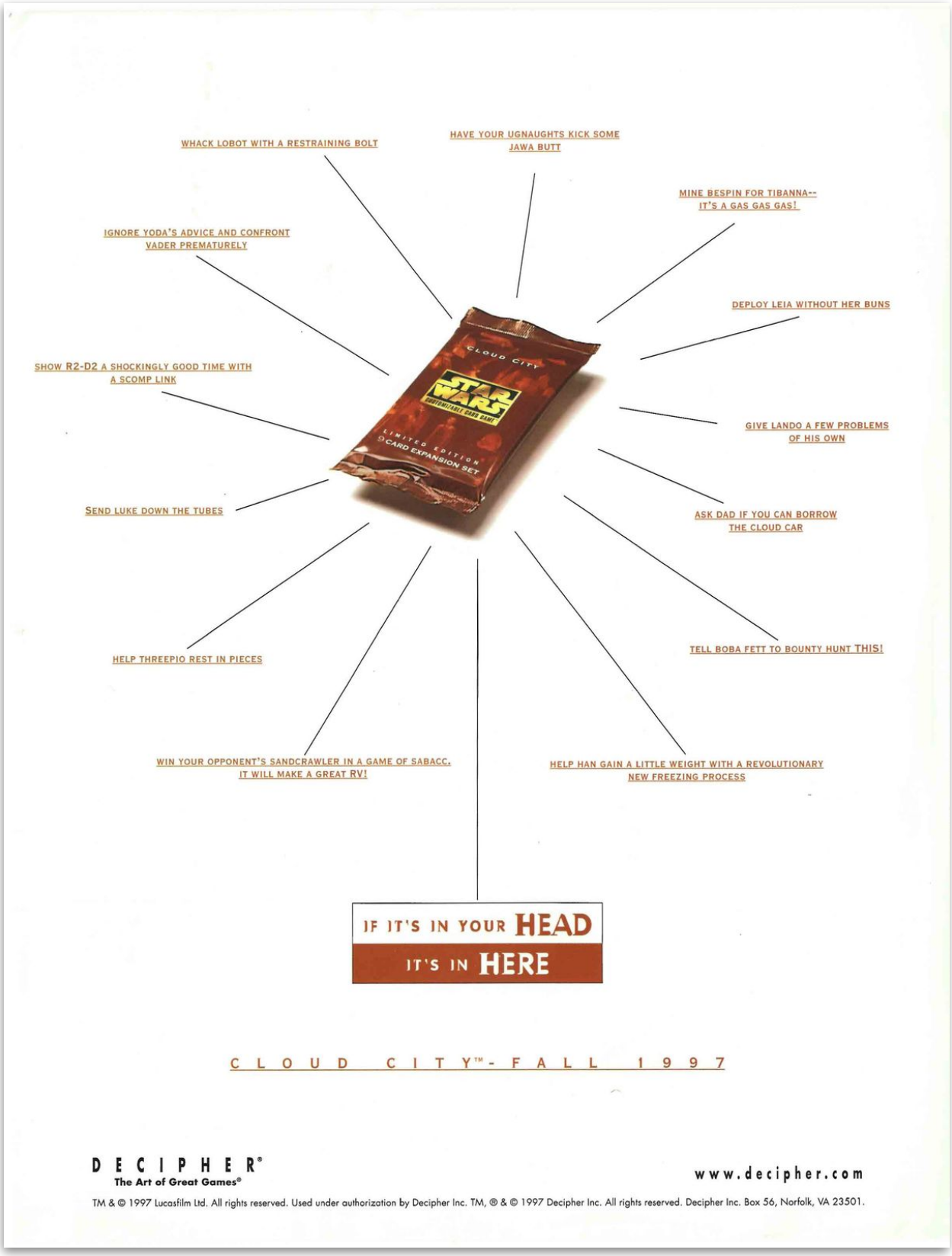
WHACK LOBOT WITH A RESTRAINING BOLT
HAVE YOUR UGNAUGHTS KICK SOME JAWA BUTT
MINE BESPIN FOR TIBANNA-- IT'S A GAS GAS GAS!
IGNORE YODA'S ADVICE AND CONFRONT VADER PREMATURELY
DEPLOY LEIA WITHOUT HER BUNS
SHOW R2-D2 A SHOCKINGLY GOOD TIME WITH A SCOMP LINK
CLOUD CITY
STAR WARS
LIMITED EDITION
CARD EXPANSION SET
GIVE LANDO A FEW PROBLEMS OF HIS OWN
SEND LUKE DOWN THE TUBES
ASK DAD IF YOU CAN BORROW THE CLOUD CAR
HELP THREEPIO REST IN PIECES
TELL BOBA FETT TO BOUNTY HUNT THIS!
WIN YOUR OPPONENT'S SANDCRAWLER IN A GAME OF SABACC. IT WILL MAKE A GREAT RV!
HELP HAN GAIN A LITTLE WEIGHT WITH A REVOLUTIONARY NEW FREEZING PROCESS
IF IT'S IN YOUR HEAD
IT'S IN HERE
CLOUD CITY™ - FALL 1997
DECIPHER®
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PRINT CAMPAIGNS *continued*

Examples of SWCCG ads that were used in various marketing campaigns or ran in magazines (primarily Scrye, Inquest, and Star Wars Insider) and comics or mailed directly to distributors and customers




"YOU HAVE ONLY BEGUN TO DISCOVER YOUR POWER."
- DARTH VADER
THE RULES, VERSION 2.0. READING THEM IS THE FASTEST WAY TO BE COME A 'KNOW-IT-ALL'
NEW TO THE GAME? STARTER DECKS CAN BE PLAYED OUT OF THE BOX
FLOAT A REFINERY AT THE NEW, IMPROVED CLOUD CITY
VISIT CORUSCANT, THE EMPEROR'S BACK YARD AND LEARN TO PLAY STAR WARS CCG
DEWBACKS! THEY'RE HERE...
A NEW CARD TYPE. TURN YOUR STRATEGY AROUND
TIE FIGHTERS. IT'S A BLACK TIE AFFAIR
DARK SIDE STARTERS. LIGHT SIDE STARTERS. CHOOSE YOUR WEAPON
SWOOPS. NEW TOYS IN THE SANDBOX
NEW VERSIONS OF THE MAIN CHARACTERS. YOU CAN NEVER GET ENOUGH OF A GOOD THING
OVER 300 CARDS MAKE THIS THE LARGEST STAR WARS CCG EXPANSION TO DATE
STAR WARS
CUSTOMIZABLE CARD GAME
IF IT'S IN YOUR HEAD IT'S IN HERE
THE STAR WARS™ CUSTOMIZABLE CARD GAME™
SPECIAL EDITION™
Available this Fall: Limited Edition 9-Card expansion packs,
60-Card light side starters, 60-Card dark side starters
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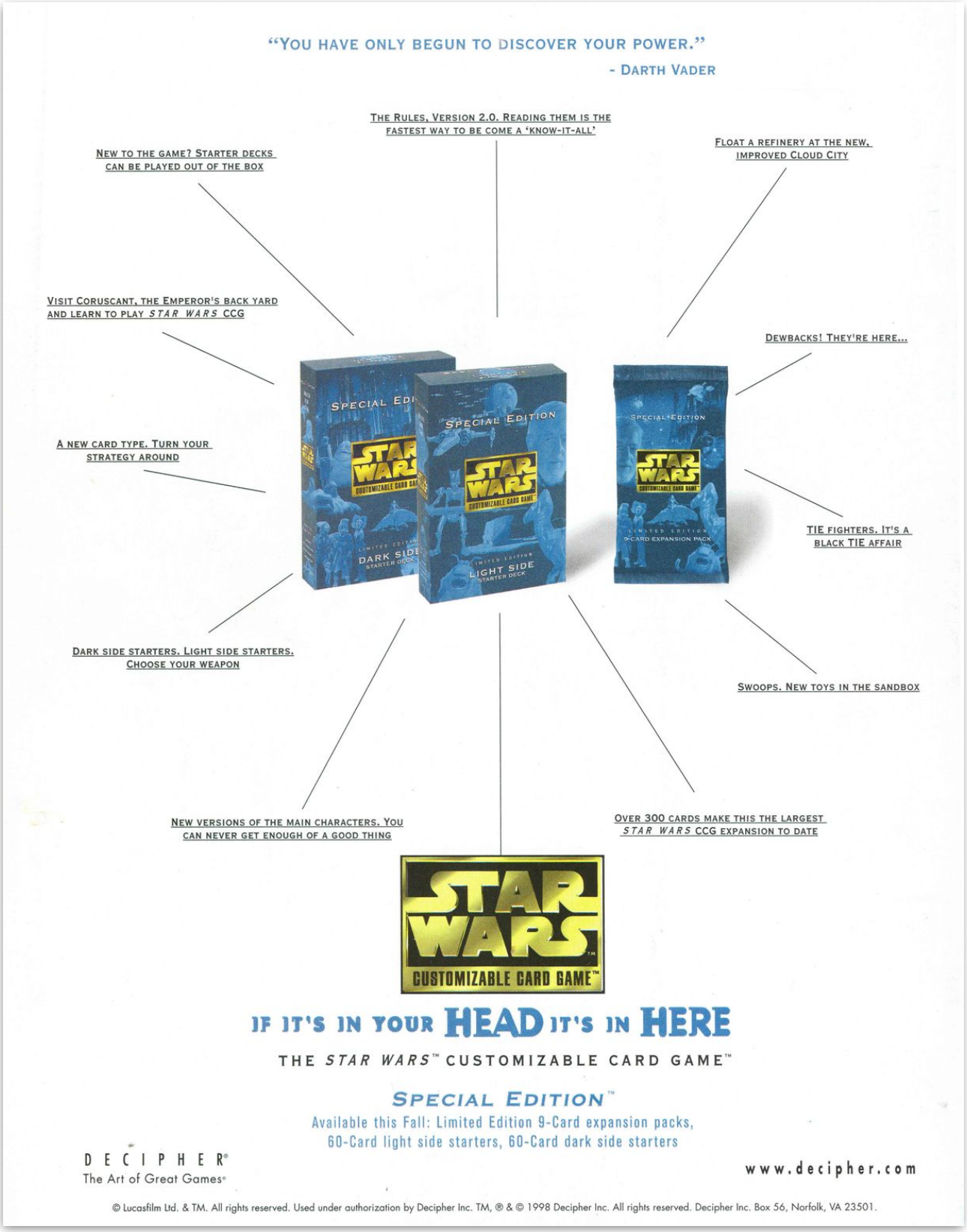


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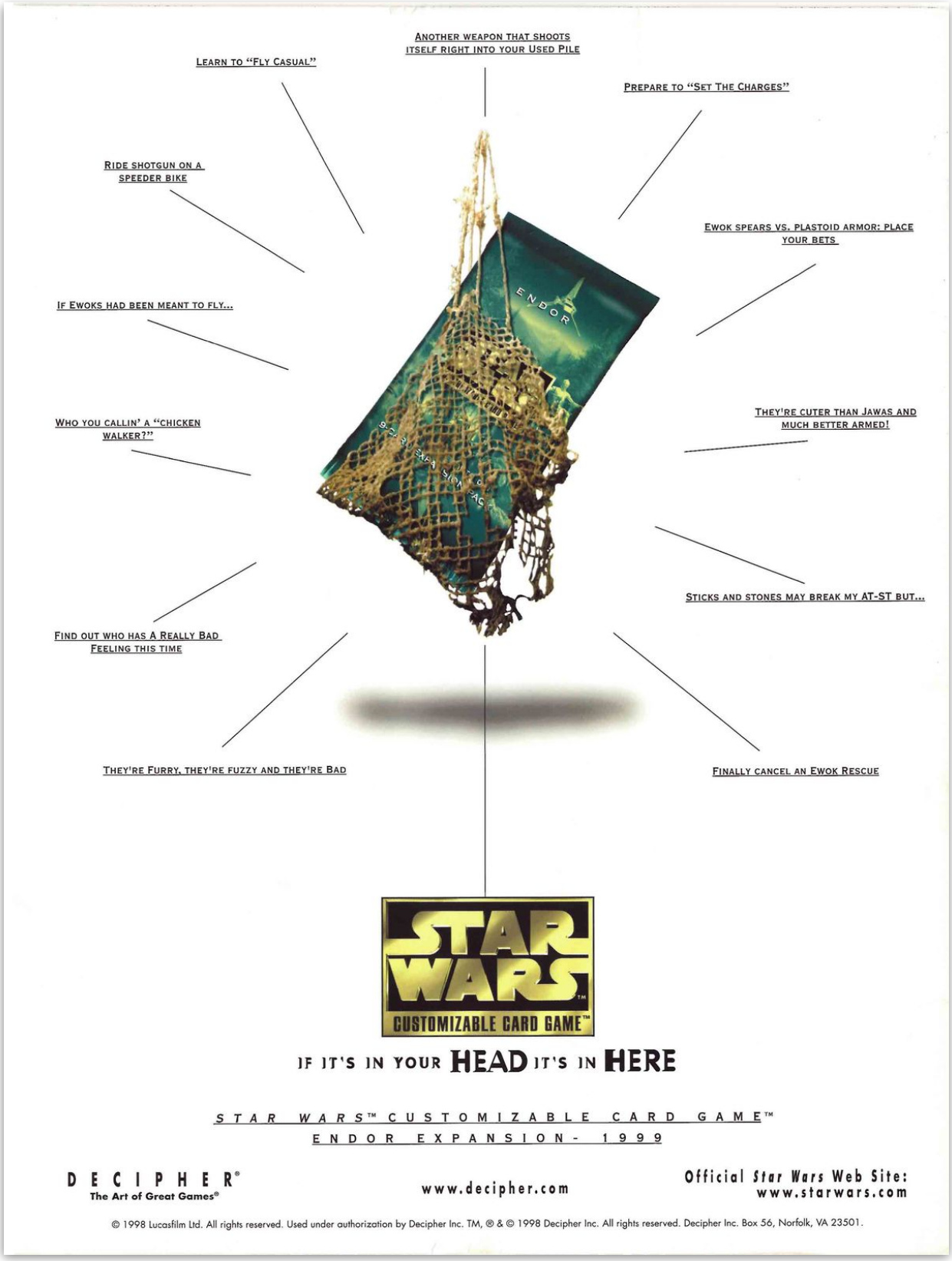
ANOTHER WEAPON THAT SHOOTS ITSELF RIGHT INTO YOUR USED PILE
LEARN TO "FLY CASUAL"
PREPARE TO "SET THE CHARGES"
RIDE SHOTGUN ON A SPEEDER BIKE
EWOK SPEARS VS. PLASTOID ARMOR: PLACE YOUR BETS
IF EWOKS HAD BEEN MEANT TO FLY...
ENDOR
WHO YOU CALLIN' A "CHICKEN WALKER?"
THEY'RE CUTER THAN JAWAS AND MUCH BETTER ARMED!
STICKS AND STONES MAY BREAK MY AT-ST BUT...
FIND OUT WHO HAS A REALLY BAD FEELING THIS TIME
THEY'RE FURRY, THEY'RE FUZZY AND THEY'RE BAD
FINALLY CANCEL AN EWOK RESCUE
STAR WARS
CUSTOMIZABLE CARD GAME
IF IT'S IN YOUR HEAD IT'S IN HERE
STAR WARS™ CUSTOMIZABLE CARD GAME™
ENDOR EXPANSION - 1999
DECIPHER®
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Official Star Wars Web Site:
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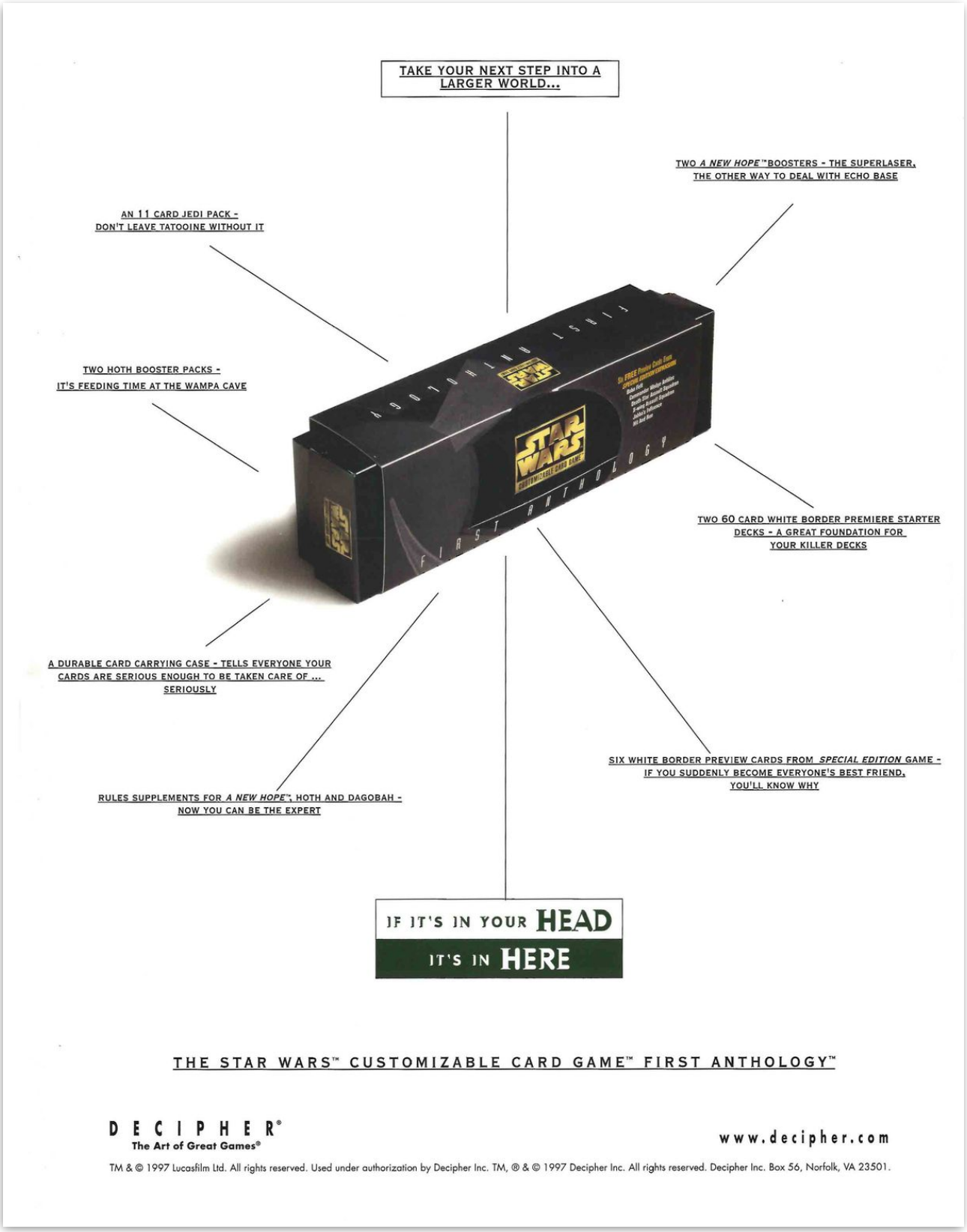

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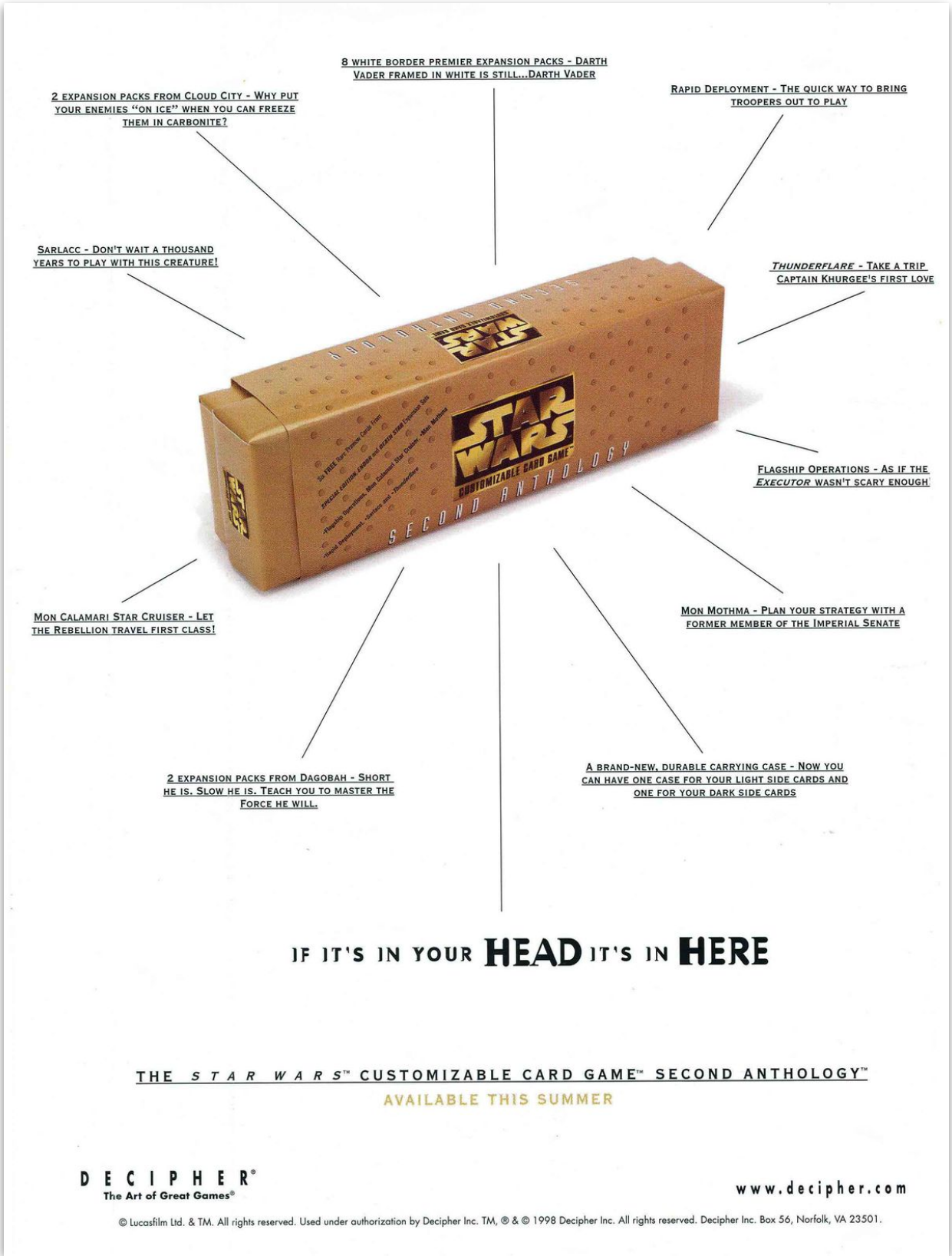

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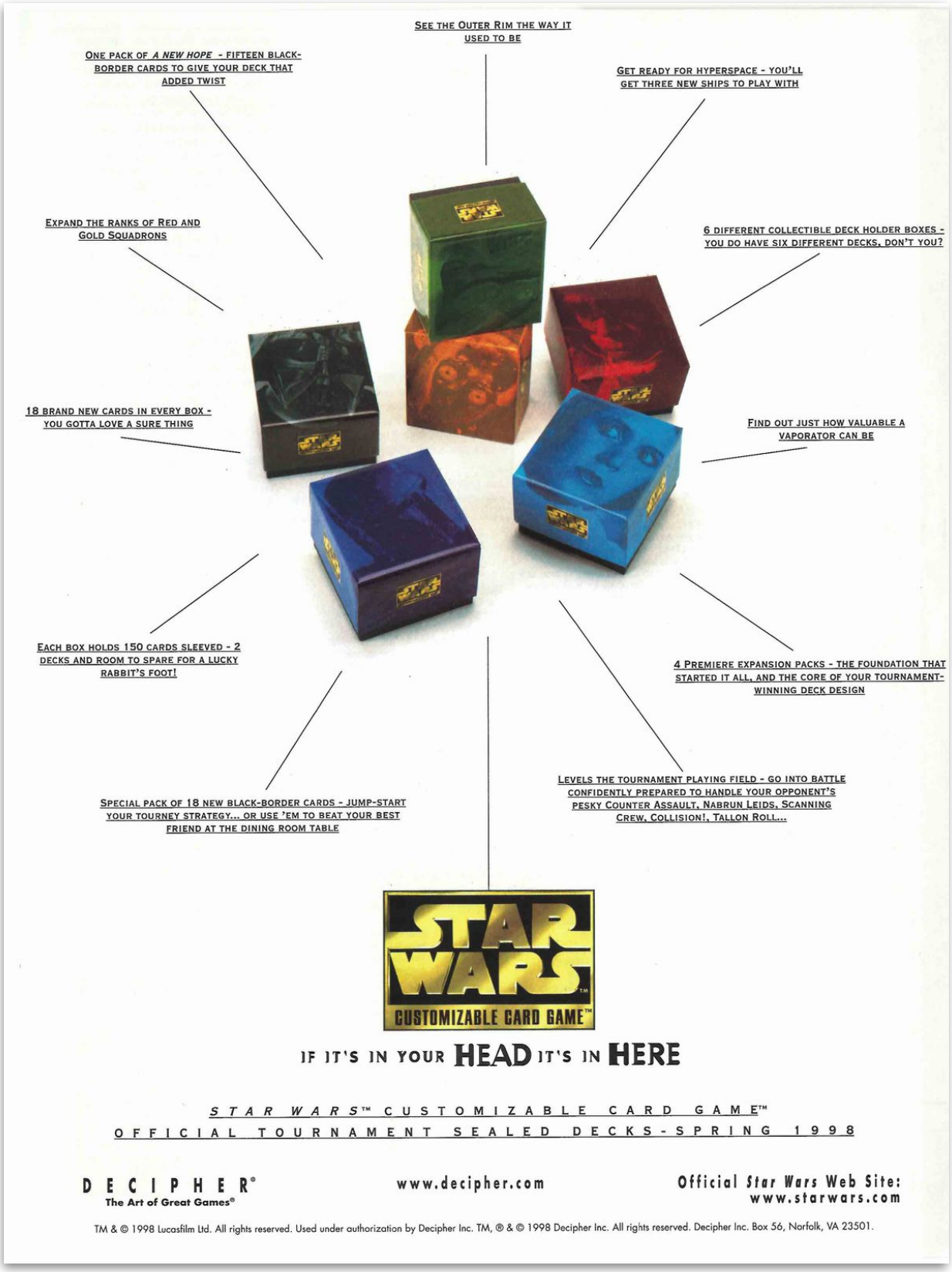


MAINS AND TOYS
FOUR PACKS AND A GUARANTEED MAIN — 'NUFF SAID.
NOW, LUKE GETS A LIGHTSABER OF HIS OWN.
FIND OUT WHY JABBA PAYS FETT THE BIG BUCKS.
THE FASTEST COOL COMBO IN THE GALAXY.
HOKEY RELIGIONS AND ANCIENT WEAPONS ARE NO MATCH FOR A GOOD BLASTER AT YOUR SIDE.
TAKE YOUR FIRST STEP INTO A LARGER WORLD.
TWO RARES ON ONE CARD.
EVEN DIPLOMATS NEED FIREPOWER.
THE GOOD, THE BAD, AND THE LOVELY.
THE CIRCLE IS NOW COMPLETE.
DECK BUILDING JUST GOT A WHOLE LOT EASIER.
ENHANCED PREMIERE
LIMITED EDITION PREMIUM CARD
FOUR 15-CARD UNLIMITED PREMIERE EXPANSION PACKS
STAR WARS CUSTOMIZABLE CARD GAME
IF IT'S IN YOUR HEAD IT'S IN HERE
THE STAR WARS CUSTOMIZABLE CARD GAME
ENHANCED PREMIERE
Available FALL 98: One Limited Edition Premium card and four 15-card Unlimited Edition Premiere boosters per pack.
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TAKE ADVANTAGE OF FACTORY-TO-DEALER INCENTIVES ON NEW TIE SCOUTS
GIVE DR. EVAZAN A FACELIFT WITH YOUR BLASTER
INTRODUCE A BANTHA TO THE FRONT BUMPER OF THE LARS FAMILY SPEEDER
GIVE JEK PORKINS A CRASH COURSE IN, WELL, CRASHING
EXCEED THE SPEED LIMIT BY 12,000,000 KILOMETERS PER HOUR
MAKE A TUSKEN RAIDER EAT SAND
USE A JEDI MIND TRICK TO CHANGE SOMEONE'S MIND
GET AWAY FROM IT ALL WITH YOUR HYPERDRIVE
DOUBLE DATE THE TONNIKA SISTERS
TELL GRAND MOFF TARKIN WHERE HE CAN GO IN HIS MOMENT OF TRIUMPH
REDUCE YOUR PERCENTAGE OF BODY FAT WITH THE TRASH COMPACTOR DIET PLAN
MAY THE FORCE, AND A BLASTECH DH-17 BLASTER PISTOL, BE WITH YOU
PREMIERE
LIMITED EDITION
CARD EXPANSION SET
Ab Frühjahr 1998 in Deutscher Sprache überall erhältlich
IF IT'S IN YOUR HEAD
IT'S IN HERE
PREMIERE
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QUEEN GAMES
Queen Games, Vertrieb für STAR WARS™, STAR TREK: The next Generation™ Customizable Card Games™ von Decipher Inc. in Deutschland, Österreich und der Schweiz.
Die deutsche Ausgabe STAR WARS™ Premiere: ab Frühjahr 1998 im Handel.
Weitere Informationen bei Queen Games unter: Telefon 0 22 41 / 49 00 0, Fax 0 22 41 / 49 00 99. Händleranfragen sind erwünscht.
Queen Games® ist ein eingetragenes Warenzeichen der Queen~Carroms Spielwaren GmbH, Langbaurghstr. 7, 53842 Troisdorf.


WHACK LOBOT WITH A RESTRAINING BOLT
HAVE YOUR UGNAUGHTS KICK SOME JAWA BUTT
MINE BESPIN FOR TIBANNA--IT'S A GAS GAS GAS!
IGNORE YODA'S ADVICE AND CONFRONT VADER PREMATURELY
DEPLOY LEIA WITHOUT HER BUNS
SHOW R2-D2 A SHOCKINGLY GOOD TIME WITH A SCOMP LINK
GIVE LANDO A FEW PROBLEMS OF HIS OWN
SEND LUKE DOWN THE TUBES
ASK DAD IF YOU CAN BORROW THE CLOUD CAR
HELP THREEPIO REST IN PIECES
TELL BOBA FETT TO BOUNTY HUNT THIS!
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The latest but not the last expansion in the STAR WARS™ universe.
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MAGAZINE COVERAGE

Notable magazine covers, articles, and / or promotional giveaways



Scrye 18 - February 1997

- Included 11-card Jedi pack
- Battle of Hoth Cover Art

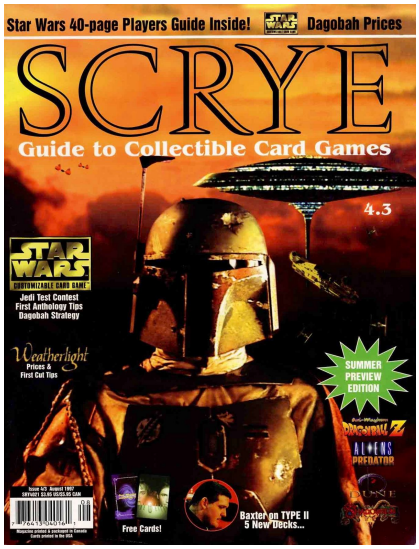




Scrye 4/2 - June 1997

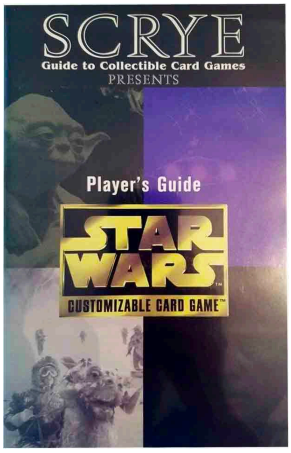
- Included a Rebel Leader Pack
- Yoda Cover Art

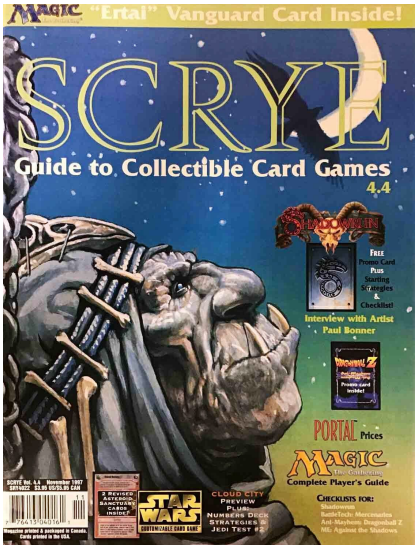




Scrye 4/3 - August 1997

- Included a 40-page players guide that included the game text for every card, Premiere through Dagobah
- Boba Fett Cover Art





Scrye 4/4 - November 1997

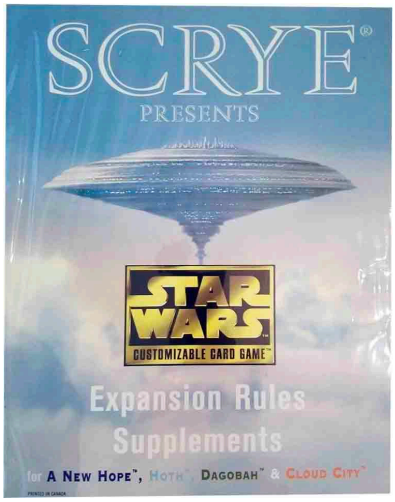
- Included a revised Asteroid Sanctuary card





Scrye 4/5 - January 1998

- Included a 10-page booklet containing every rules supplement, A New Hope through Cloud City, and a Cloud City card checklist

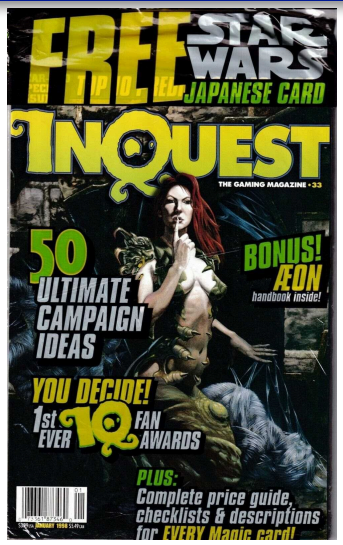




Scrye 5/2 - June 1998

- Included an oversized Boba Fett sticker
- Jabba / Leia Cover Art





Inquest 33 - January 1998

- Included one random common Japanese card from the A New Hope set.



Inquest 35 - March 1998

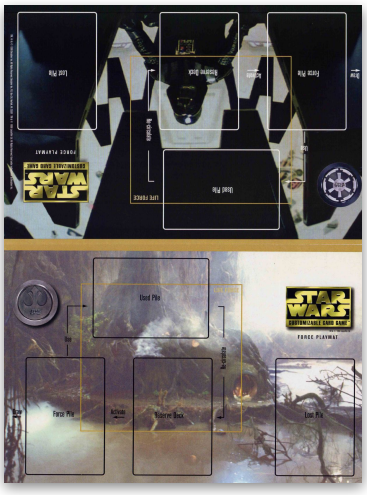
- Included a revised Asteroid Sanctuary card





Inquest 38 - June 1998

- Included a paper sheet that could be cut in half to create two separate playmats, one for the Dark Side (Darth Vader's Meditation Chamber) and one for the Light Side (Yoda's Hut)





Inquest 42 - October 1998

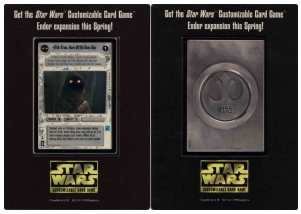
- Included an oversized Princess Leia Organa card

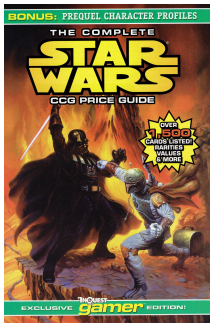




Inquest 49 - May 1999

- Included a 16-page SWCCG price guide, Premiere through Special Edition
- Included an undersized R'kik D'nec, Hero Of The Dune Sea card





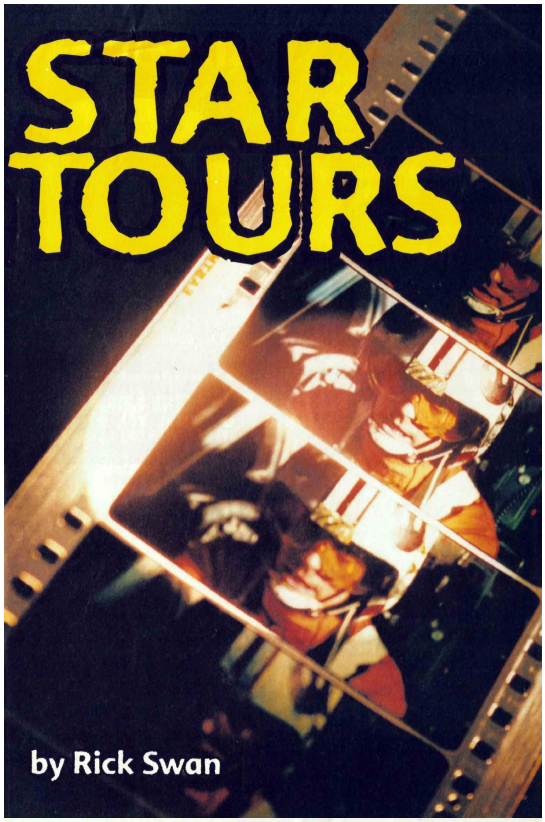


Science Fiction Age - September 1996

- Included a 29.75" x 9.5" A New Hope Poster (smaller than standard poster release of 32.5" x 10.5")



Source: Inquest Magazine #17, September 1996



How a *Star Wars* card is made

In the darkness of his spacious office, the lights dimmed so as to focus attention on the blobs of blue and gray flickering across the screen, Dan Burns looks less like a graphics designer than a police scientist scrutinizing strands of DNA.

"There," says Burns, the 37-year-old vice president of Decipher Inc. and creative director for the *Star Wars Customizable Card Game*. He leans back, eyes riveted on a hazy image of a humanoid with the head of a house fly. "He's in the cantina scene from the first 'Star Wars' film, but you can barely see him. He became our Tzuzfft card."

"Most people," he adds with a smile, "don't know he's in the movie."

It's a magic trick of sorts, isolating bits and pieces from the shadows of a 20-year-old film, sprucing them up, then turning them into game cards. Tzuzfft may be unknown to movie buffs, but he's available to gamers in all his fuzz-faced glory as one of the 162 cards in the *New Hope* expansion for the *Star Wars* CCG which debuted in June.

Decipher, also home to the *Star Trek: The Next Generation Customizable Card Game*, doesn't look like a magic parlor. Sandwiched between a pair of dilapidated shops on a nondescript street in downtown Norfolk, Va., it's the kind of place you could pass a thousand times and never notice. Open the plain glass door, however, and it's like you've stepped into a secret wing of the *U.S.S. Enterprise*, a four-story high-tech tangle of sleek corridors and serpentine stairwells. Soft light spills from the high black ceilings, washing over animation cels of Bugs Bunny and Daffy Duck that adorn the glossy white walls. Throughout, it's library-quiet, broken only by the distant clicks of computer keys.

Here, a staff of 35, tripled in number since 1994 and the success of the *Star Trek: The Next Generation* CCG, labors to put the finishing touches on the latest batch of *Star Wars* cards. It's an enormous undertaking, a three-stage process involving graphics, rules and lore development, with all three stages occurring more or less simultaneously.

Let's see, step by step, how they pull it off.

GRAPHICS

1. PRELIMINARIES.

"An expansion like *New Hope* takes the art department about four months," says Burns. He begins with a concept list from the product development team. "For a 162-card expansion, I get about 220 ideas, mostly vague descriptions like 'a card that can fire weapons.' "

Burns produces a fat loose-leaf notebook. "This is our bible for *New Hope*," he says, thumbing through page after page of black-and-white photocopies. From these hundreds of images, most from the first film, he makes preliminary matches with ideas from the concept list. Though Burns went down a similar road for the *Star Trek* CCG, *Star Wars* has been a tougher trip. For *Star Trek*, he had more than 150 hours of video footage from which to cull images. For *Star Wars*, he has less than three hours of film.

2. FILM EDITING.

At the far end of the graphics floor, beyond the work station where the Decipher website is under construction, stands a sunless room dominated by a bulky film-editing machine, big enough to double as a paperweight for Godzilla. Leslie Burns, Decipher production manager (and Dan's sister), watches the overhead monitor as a reel of 70-millimeter film unspools on the editor's desk-top. She's looking at the original "Star Wars," a first-generation print provided by George Lucas. "Editors for 70-millimeter are no longer readily available in the U.S.," says Leslie, clad in stylish black from head to toe. "If it breaks down, people from Germany have to fix it."

On the monitor, a flustered C-3PO takes a few steps, stops, then moves backwards as Leslie toggles the sequence back and forth. "C-3PO's definitely my favorite," she says. "He always seems so defeated."



Leslie splices images from the original 70 mm film on the editor.

Finding a frame she likes, Leslie freezes it, tags it with tape, then splices it out—a process she's repeated more times than she can count. "We've culled over 1,000 frames for *New Hope* alone," she says, replacing the clipped frame with a blank slug so the frame numbers will remain in sequence. "We try to grab scenes that people haven't seen." While most would assume these are out-takes or unused footage, Decipher actually lifts obscure images from the background that viewers barely glimpse when viewing "Star Wars."

Some scenes prove more aggravating than others. "The cantina was very, very dark all around. We knew the aliens were in there. We could see some highlights and the shapes of their heads, but couldn't see them in color." A frame-by-frame hunt turned up nearly 40 different specimens.

Certain characters also decline to cooperate. "For Leia's character card, we wanted an image that was serious but still attractive. In the Death Star scene, we found a close-up. We had at least 30 frames to pick from, but there was literally only one frame that looked right." All told, the initial cutting for the premiere edition takes about two weeks. Another week or so is devoted to *A New Hope*.

3. CD SEARCH.

While his sister clips frames, Burns combs a stack of photo compact discs, searching for odds and ends. "I have about 30 CDs from the Lucasfilm archives. I look for behind-the-scenes stuff," says Dan. Each CD contains about 100 images that didn't necessarily find their way into the movies: production models, out-takes and make-up tests. On his computer screen, Burns displays a grainy gray photo of a giant praying mantis. "This is Kitik Keed'kak. We're looking at a picture of the puppet." The strings are still visible. "For the card, we colorized him—green, of course—then dropped him into the bar setting." Tzuzfft the fly was also taken from a CD photo, as he was too muddy in the movie.

4. SCANNING.

Dan Burns sends the film clips and photos to Spencer Printing in Richmond, Va. to be scanned, a process that digitizes the images and transfers them to computer discs. It takes about four days to do 100 scans.



The images are scanned and stored on CDs for easy access.



He sets aside his headphones—he's been listening to the "Phantom of the Opera" soundtrack—and turns to his Macintosh. Instead of a mouse, Rob uses a digitized tablet, a plastic slab the size of a place mat. By moving a digital stylus (or light pen) over the tablet's magnetic field, he manipulates images on the screen. Like all Decipher artists, Rob has access to computer power of staggering proportions; for *A New Hope* alone, the system stores digital information equivalent to 5,000 sets of the *Encyclopedia Britannica*.

A flick of the stylus and a pilot in a cockpit fills the screen—*A New Hope*'s Gold 2 Pilot, to be exact. "It started out as a frame in the movie from the Death Star scene, a Y-wing going down a trench," says Rob. The image looks bleached and faded. "We can adjust four levels of color: black, cyan, magenta and yellow," he adds. Rob isolates the pilot's helmet with a stylus flick, then activates the computer's saturation tool (which "heightens" an image's color). Instantly, the helmet changes from a near-brown to a vivid orange. A few tweaks of the black level sharpen the pilot's features. The smear tool adds a bit of texture. The whole process takes about 20 minutes.

Rob removes the pilot and replaces him with a scene of a squat droid, RS-A2, who appears as a card in the premiere set. "He was at a traffic stop outside the cantina in the first film," says Rob, moving the stylus in a circle to highlight the droid, isolating him. He blurs the background for a 3-D effect, then punches up the color to make the droid bright yellow. It takes less than 10 minutes.



Often the images lifted from the film are dirty or grainy (below), after the Decipher team enhances the image, it's often better than new (right).



5. RETOUCHING THE EASY ONES.

After the images have been scanned, they're ready for retouching. "All of them need retouching," says Dan. "Some a little, some a lot." Grain and wash-out, which give the images the appearance of faded photographs, make the job especially tough. "That's just the nature of film," he shrugs. "We didn't have these problems with 'Star Trek'—it's digital video." For a 162-card expansion, close to 400 images will be retouched. Some may be redone five or six times. The retouching phase lasts at least two months. "We always hope it'll go faster, but it usually doesn't."

Though Dan Burns oversees the operation and makes the final decisions, a good chunk of the work falls to computer artists Rob Burns (no relation to Dan) and Joe Boulden, who occupy adjoining work stations separated by a tall partition with a glassless window. Perched in the window is a Conehead action figure, which Joe occasionally swaps for Darth Vader.

The 29-year-old Rob, a graduate of Virginia Commonwealth University, recalls how he hooked up with Decipher. "I answered an ad in the newspaper. I didn't even know it was a game company." That was 10 months ago. Since then, Wookiees and droids have pretty much consumed his professional life.

He sets aside his headphones—he's been listening to the "Phantom of the Opera" soundtrack—and turns to his Macintosh. Instead of a mouse, Rob uses a digitized tablet, a plastic slab the size of a place mat. By moving a digital stylus (or light pen) over the tablet's magnetic field, he manipulates images on the screen. Like all Decipher artists, Rob has access to computer power of staggering proportions; for *A New Hope* alone, the system stores digital information equivalent to 5,000 sets of the *Encyclopedia Britannica*.

A flick of the stylus and a pilot in a cockpit fills the screen—*A New Hope*'s Gold 2 Pilot, to be exact. "It started out as a frame in the movie from the Death Star scene, a Y-wing going down a trench," says Rob. The image looks bleached and faded. "We can adjust four levels of color: black, cyan, magenta and yellow," he adds. Rob isolates the pilot's helmet with a stylus flick, then activates the computer's saturation tool (which "heightens" an image's color). Instantly, the helmet changes from a near-brown to a vivid orange. A few tweaks of the black level sharpen the pilot's features. The smear tool adds a bit of texture. The whole process takes about 20 minutes.

Rob removes the pilot and replaces him with a scene of a squat droid, RS-A2, who appears as a card in the premiere set. "He was at a traffic stop outside the cantina in the first film," says Rob, moving the stylus in a circle to highlight the droid, isolating him. He blurs the background for a 3-D effect, then punches up the color to make the droid bright yellow. It takes less than 10 minutes.

6. RETOUCHING THE HARD ONES.

Not every retouching goes so smoothly. Joe, a 31-year-old Virginia native and "Star Wars" fanatic, says major surgery on a troublesome image can take up to two days. With a click (he prefers a mouse to a stylus) he summons a bluish blob to his screen. "It's a personal landspeeder. In the film, it's parked behind the cantina. You'd never notice it," he says. West End Games, the Pennsylvania-based company responsible for the *Star Wars* roleplaying game, identified it as a Mobequet. A publicity photo dug out of the Lucasfilm archives provides a look from a different angle.

Thus armed, Joe attacks the image with Photoshop software. He isolates the Mobequet and paints over it digitally, eliminating much of the grain and dirt. He adjusts the contrast "like a TV set" and blends the colors with the smudge tool. "It pushes colors around. It's kind of like finger-painting," says Joe. He then shapes the contours with a draw tool, repairs a broken headlight, then adds more color.

"Now I need to put it on a street," he says. He calls up a street frame from the Mos Eisley sequence, "right after the guards tell Luke and Obi-Wan they can pass." With the path tool, he highlights the Mobequet, lifts it out of its old frame and drops it in the new one. A few erasures, a couple of corrections and he's done. The completed card, part of the *New Hope* set, shows an image that didn't appear in the movie. "But if we do our job right, you'll think you're seeing something you remember," adds Joe.

7. PLAYTEST SETS.

Dan Burns spends a week or so supervising the construction of 20 sets of low-resolution playtest cards. The completed sets go to the product development team.



This image required heavy retouching: it was recolored and placed in a new background.

8. IMAGE CONSTRUCTION.

Burns then turns his attention to perhaps the most demanding step in the entire process. "At this point, we still have some blanks," he says, referring to cards requiring images unavailable in the film or the photo archives. "These images, we have to construct."

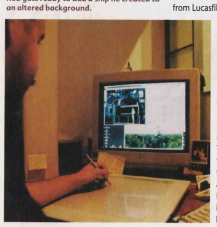
"We did four or five totally new images for the premier set," says Joe Boulden, scrolling through the seemingly endless list of card titles on his screen. "We're doing about the same number for *A New Hope*."

Case in point: the T-16 Skyhopper. Rob Burns opens a copy of *The Best of the Lucasfilm Archives* by Mark Cotta Vaz and Shinji Hata and points to a drab spacecraft illustration. "The T-16 was intended for the movie, but Lucasfilm abandoned it," he says, "so I have to make one on the computer."

First he creates the ship's skeleton, a cluster of geometric shapes. Using the book as reference, he fills in the ship's tail, colors it, then adds dents, rivets and recessed screws. For the background, he locates a frame near the end of the film—a guard looking over a jungle on Yavin. He erases the guard, then blurs the trees to make the ship look like it's actually moving. Start to finish, it takes him a week.

Rob gives a similar treatment to Ghhhk, an obscure piece from the holographic chess set. "This one's based on a model photo from Lucasfilm." After manufacturing a suitable likeness, Rob brightens the colors, then gives it a transparency effect to make it look holographic.

Joe based his TIE Scout, a vehicle that isn't in the film but appears in the premiere card set, on a drawing from the *Star Wars* roleplaying game. "I took the picture, stretched it, angled it and added pieces to the tail. Then I painted it." How about the planets? "We make most of them up," says Joe, citing Kessel as an example. "West End said Kessel was vaguely potato-looking. So we got a potato . . ." he laughs. "Not really."



Some images were created from scratch. Rob gets ready to add a ship he created to an altered background.

LORE

The design team also handles the lore descriptions found on every card—once again, this process often occurs simultaneously with the nearly-year-long design of a CCG. "We make up a fair amount of the lore," says Campbell. "You get stuff from us you can't get anywhere else." Campbell works closely with Bill Smith, George Strayton and Paul Sudlow at West End Games. "They act almost as the research arm of Lucasfilm. When we define a card we want to include, we ask them for information." Data is also collected from Lucasfilm and books like Bill Slavicsek's *Guide to the Star Wars Universe*. Campbell's team puts it all together and, with Lucasfilm's approval, makes the final decisions.

Aliens require extra attention, since there's not much about them in the movies. Take Tzuzfft, for instance. Knoth Campbell. "West End didn't know too much about him. So we decided that because he's a fly, he gains power at the trash compactor. He also gains power when he's around Grand Moff Tarkin, because of a scene in the movie in which Leia says, 'I recognize you from your foul stench.' " The team also determined that Tzuzfft is male, and that he's hiding from the Imperials on Tatooine. In all future films, novels and other spin-offs where Tzuzfft appears, his card will be used as a primary reference.

Kal'Falal C'ndros, the "chicken-legged" alien from the premiere set, posed another challenge. "There's absolutely nothing in the film about it," says Campbell. "All you see are legs walking across the frame (outside Mos Eisley spaceport). So we decided it had to be tall, and that it looked like a bird." They also decided it was a warm-blooded, 3.5 meters tall and—what the heck—an egg-layer. And they added a rule preventing it from boarding starfighters: "Because it's too big. We were laughing when we came up with that," says Campbell.

9. FRAMING.

Surprisingly, the colored borders on the card fronts are not computer-generated. Instead, Dan Burns contracted a sign company in Los Angeles to manufacture several aluminum frames, each about the size of a briefcase. "We photographed them, and then added dings and dents in the computer." The cards receive their frames about a month into the design process. Why go to so much trouble? "A lot of CCGs look alike to me," says Burns. "Besides, we never would've gotten the light right if we did it all in the computer."

10. EASTER EGGS.

Fans of the *Star Trek CCG* might remember the Rascals card, which showed some kids peering through a tube with a sign overhead reading: "You Must Be This High to Ride This Ride." Decipher calls this an Easter Egg, a graphic enhancement added just for laughs. During lulls in the retouching phase, the computer artists sneak in the eggs. The Star Wars premier set was egg-less, but *New Hope* has about a half-dozen. So where are they? Decipher isn't telling.

T-SHIRTS

Promotional T-Shirts

Information

- Most were given out at prize support for tournaments as early as 1996
- Generally had a picture of the card on the front with the SWCCG Logo and “The Force Is With You” on the back, and the SWCCG logo on the sleeves
- Produced mostly on white cotton and in XL size; some were XXL, other sizes made in rarer quantities
- For more information, please check out the posts by Jim Colson et al., on the PC Forums

Source: https://forum.starwarsccg.org/viewtopic.php?f=87&t=8348

Card T-Shirts

- Darth Vader [Premiere] (2 versions: border blended with card art, and reprint-black border)
- Obi-Wan Kenobi [Premiere] (2 versions: silver border and reprint black border)
- Leia Organa [Premiere]
- Grand Moff Tarkin [Premiere] (tournament directors only)
- R2-D2 [A New Hope]
- General Veers [Hoth]
- Yoda [Dagobah]
- C-3PO [Premiere] (1996 © Worlds only / later reprinted for tournaments with 1998 ©)
- Millennium Falcon [Premiere] (1996 © Worlds & web contest winners / later reprinted for tournaments w/1998 ©)
- Jabba the Hutt [Jabba’s Palace]
- Shawn Valdez [Hoth] (Shawn Valdez Memorial Tournaments only)
- Luke Skywalker [Premiere] (Mentor Tournament Series winner; only 80 made)
- Gift of the Mentor [Premiere] (Mentor Tournament Series mentor; only 80 made)
- Boba Fett [Cloud City] (Cloud City Tournament Series; only 200 made)
- Darth Vader, Dark Lord of the Sith [Special Edition] (Bespin & Beyond Tournament; 200 made)
- Emperor Palpatine [Death Star II] (DS2 & Endor Tournament Directors & DecipherCon 2000; only 100 made)
- Lord Vader [Death Star II] (DecipherCon 2000 / 2002 Tournament winners; only 100 made)
- Luke Skywalker, Jedi Knight [Death Star II] (DecipherCon 2000, 2002 Tournament winners; only 100 made)

Event T-Shirts

1998

- SWCCG Finalist, White (two were given to all 55 worlds qualifiers)
- Decipher Customizable Card Group, Black (given to volunteers doing SWCCG, YJ, JK & ST demos)
- Official Tournament Sealed Deck pre-release, White (Rebel logo and “1998 Pre-Release Tournament Winner” on front; SWCCG logo and “Official Tournament Sealed Deck” on back)

1999

- SWCCG Finalist, Black (approximately 120 made / for all worlds qualifiers)
- Decipher Demo Crew 1999, Black (given to volunteers doing SWCCG, YJ, JK & ST Demos at Cons.)
- Shawn Valdez ’99, Black, long-sleeved (given to tournament directors, buyers, donators during the SV Fundraisers)
- 'DecipherCon ’99’, Black (attendee t-shirt)
- 'DecipherCon ’99’, Black (staff t-shirt / given to all staffers including volunteers)
- Decipher Tournament Director, White (one was sent to all new 1999 / 2000 SWCCG tournament directors)

2000

- ‘DecipherCon2K’, Tan, (staff t-shirt / given to all staffers including volunteers)
- ‘DecipherCon2K’ (attendee t-shirt)

T-SHIRTS *continued*

Promotional T-Shirts

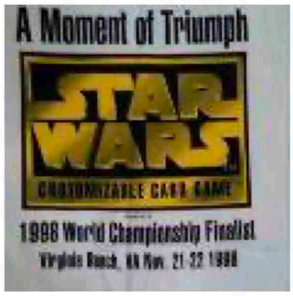
Typical Layout



Front



Back





Alternate Backs

Other Examples



TOURNAMENT ITEMS

Prizes and Promotional Giveaways

Pins

- Standard tin pins with a tab that folded in place were often given away for free at early tournaments (one Rebel / one Imperial)

Keychain

- Tournament promotion with SWCCG logo and “A Force to Be Reckoned With”

Binders

- Given out as higher-level prize support at various tournaments

Bags

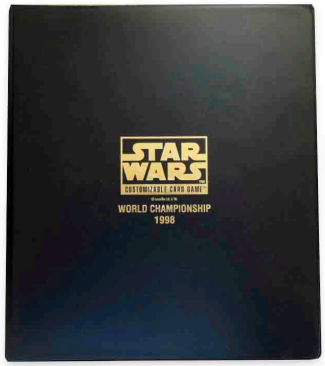
- Various styles were made, including ones for being a product champion or Squadron member, or for participating in / winning various high-level tournaments or championships
- One designed to hold an Anthology box

Trophies

- Various trophies for winning or participating in tournaments, including plates, glass trophies, medals, and patches



























HIDDEN EASTER EGGS

At times, the card creators (or the art department) would add additional flavor or inside jokes somewhere on the face of a card. They have no impact on gameplay. These are the known easter eggs. *Source: http://decipher.com/artshow/eastereggs/starwarsccg/index.html*



Gravel Storm (Premiere)
The phrase "This Card Rocks" appears in the copyright line



Bespin Motors Void Spider THX 1138 (A New Hope)
"THX 1138" is the title of George Lucas' first major film.

Note: THX is also what Lucas named his successful sound company, and quality theatre sound system. In addition, Luke told the Imperial officer they were transferring Chewie from cellblock 1138.



Dark Waters (A New Hope)
Ewok doll floating in the dark waters.



Defel (A New Hope)
Hidden on the uniform shoulders are the letters "WYOU" and "XERB". "WYOU" is Wolfman Jack's (American Graffiti) first radio station (circa 1960), in Virginia. Decipher is in WYOU's broadcast area. XERB is the station he was on later in California, where George Lucas heard and decided to include him in American Graffiti.



Death Star Trench (A New Hope)
"The Art of Great Games" is one of Decipher's trademarks and motto!



Hyperwave Scan (A New Hope)
The X's and O's create a Tic-tac-toe game



Luke's Hunting Rifle (A New Hope)
The Campbell's soup can reads "Cream of Womprat". Campbell's is a famous soup company. Joseph Campbell is an additional egg, referring to the author Joseph Campbell, one of the big influences on George Lucas in developing the Star Wars mythology and history.



M-HYD "Binary" Droid (A New Hope)
"(C) 11111001100 DECIPHER, INC." 11111001100 is 1996 in binary (a base 2 numbering system instead of base 10) Star Wars mythology and history.

HIDDEN EASTER EGGS *continued*

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Retract the Bridge (A New Hope)
The lights form the letters that spell out the word VERTIGO. Probably what Luke and Leia felt at that moment, and also an Alfred Hitchcock reference.



Scanner Techs (A New Hope)
Hidden in the background panel are the letters "WBN", which are the call letters for the radio station WBN (Radio station from Radioland Murders)



Sensor Panel (A New Hope)
Light and Dark card backs are images of Star Wars Customizable Card Game cards.
The Words "ANEWHOPE" can be found in digital mileage readout display. "A New Hope" is the name of the Star Wars Customizable Card Game Expansion Set



Tzizvvt (A New Hope)
Alien icon has multiple eyes.



Undercover (A New Hope)
"Good Evening" written vertically. These words, along with the profile shadow on the wall, are a reference to the classic TV series "Alfred Hitchcock Presents." At the beginning of the show, Hitchcock's shadow, in profile, would appear on a wall. When introducing the show, he always began with these words.



Yavin 4: Briefing Room (A New Hope)
People were added to the scene, on the left of the viewscreen there are four people standing against the wall. From left to right, they are: Matt Mariani (former Decipher Marketing Director); Ronald Reagan (past President of the United States) ; Bob Hudsol (Rebel Commander) ; Warren Holland (Decipher Chairman and CEO). To the right of the viewscreen, the fourth person standing in the shadows looking out of the card, is Jerry Darcy (Decipher Star Wars Design Team).



You're All Clear Kid! (A New Hope)
253 located in the center bottom of the image. 253 is the street address number of Decipher's offices (253 Granby Street)



Hoth Expansion Display Box (Hoth)
The Mon Calamari Star Cruisers were not available to the Rebellion until mid-way through Return of the Jedi, when more and more planets started to join the Rebel Alliance.

HIDDEN EASTER EGGS *continued*

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Crash Landing (Hoth)
"J. G. Ballard" is printed on the side of the snowspeeder, on the front facing of the metal plating, to the side (underneath) the cockpit. J. G. Ballard is a reference to author James Graham Ballard, who wrote "Crash" in 1973. "Crash" fits in with the theme of Crash Landing.



Death Mark (Hoth)
In the upper left of the image, in the Effect icon, there is a small skull hiding!



Debris Zone (Hoth)
One of the pieces of landing shrapnel is a tiny snowman. The theme of the Hoth set is winter and snow!



Deflector Shield Generators (Hoth)
Hidden in the image of the struts underneath the globe reads "B. Fuller".
Note: In 1983, Buckminster Fuller was awarded the Medal of Freedom (the highest award given to civilians in the States) by then-President Ronald Reagan. Among his most notable inventions and discoveries are geodesic structures, similar to the Star Destroyer Deflector Shield Generators.



Evacuation Control (Hoth)
Image of Decipher's home page, http://www.decipher.com, is displayed in the overhead monitor.



Frozen Dinner (Hoth)
In keeping with the theme of the card, a knife, fork and spoon are hidden in the ice!



FX-7 (Effex-Seven) (Hoth)
Tiny fish are swimming in the bacta tank.



Furry Fury (Hoth)
Hanging from Han's hip is a bullwhip...from Indiana Jones!

HIDDEN EASTER EGGS *continued*

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Major Bren Derlin (Hoth)
At the Mos Eisley Cantina, "Everyone knows his name."

Note: The part of Bren Derlin was played by actor John Ratzenberger, who also played Cliff Clavin on the hit television sitcom, Cheers.



Responsibility of Command (Hoth)
Battleship appears in middle of image.



Snowtrooper (Hoth)
Hidden in the card type icon you will find a snowflake instead of Imperial symbol.



Tauntaun Bones (Hoth)
The "rack" of bones looks like a xylophone. The egg is the pair of xylophone percussion sticks in snow.



Tauntaun Handler (Hoth)
"Wilbur" is written into horns of the Tauntaun.

Note: Wilbur was the human caretaker of "Mr. Ed," a television program which aired roughly thirty years ago. Maybe you'll recognize the first verse of the show's theme: "A horse is a horse, of course, of course, and no one can talk to a horse, of course, that is, of course, unless the horse is the famous Mr. Ed."



WED-1016 'Techie' Droid (Hoth)
Copyright date is in binary numbers.

Note: The WED droid series usually converses in high-speed binary data bursts, similar to the M-HYD droid series.



You Have Failed Me For The Last Time (Hoth)
Diagram of someone using the Heimlich Maneuver on a choking victim in video screen.



4-LOM (Dagobah)
The message "4 love (heart) of $" is tattooed on the droid's knuckles. The name 4-LOM was said to be an acronym for "for love of money"

HIDDEN EASTER EGGS *continued*

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Astromech Translator (Dagobah)
The words "My F.P.C. shows an impending failure of the antennae orientation unit" can be seen in the screen. This is the first time HAL lies.



At Peace (Dagobah)
There's a peace sign hiding in the logo.



Han's Toolkit (Dagobah)
There is a "Cloud City" flow pack inside the toolkit.



He Is Not Ready (Dagobah)
A Chia-Pet is sitting on Yoda's back shelf.



Imbalance (Dagobah)
The Interrupt and Dagobah symbol are tilted at a 45º angle.



Landing Claw (Dagobah)
The "Hitchhiker's Guide to the Galaxy" identity has been superimposed on the ship's background.



Lost In Space (Dagobah)
There is a hidden image of "Robot" in the effects symbol.



Rogue Asteroid (Dagobah)
It may look like an asteroid, but it's a potato!

Note: Potatoes were actually used as asteroid 'props' throughout the filming of the movies.

HIDDEN EASTER EGGS *continued*

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Smuggler's Blues (Dagobah)
Card title and lore are a play on Glenn Frey's song of the same name.



Visored Vision (Dagobah)
If you look closely at the copyright, it says "Blues Bros." It refers to the image of Chewie and Han both in dark glasses, a look made famous by John Belushi and Dan Ackroyd in the movie "The Blues Brothers."



Bionic Hand (Cloud City)
The word $6,000,000 is etched in the wrist flap. This is a reference to s a reference to the 1970's show, The Six Million Dollar Man.



Cloud City Sabacc (Cloud City)
Transamerica building hidden in the background.



Cloud City Sabacc (Cloud City)
Incorporates the Washington D.C. Capital Dome and the Monument into the skyline.



Dismantle On Sight (Cloud City)
The Nazi crate from Indiana Jones hidden in the back garbage pile.



Force Field (Cloud City)
The rule book to a Stir Crazy game is on the table.



Old Pirates (Cloud City)
Blast marks in title bar become skull and crossbones.

HIDDEN EASTER EGGS *continued*

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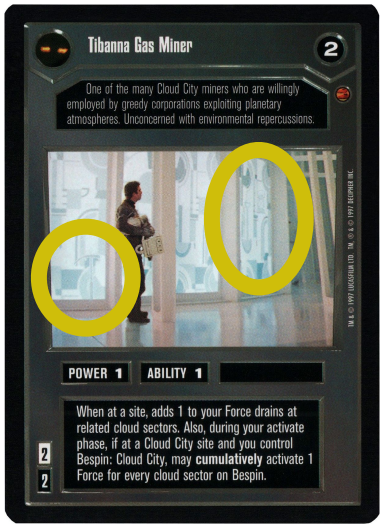
Sonic Bombardment (Cloud City)
The letters THX are superimposed in the background.



Tibanna Gas Miner (Cloud City)
Back glass panel- the images of a mining ax, shovel and lantern appear.



We're The Bait (Cloud City)
Fishhook hidden in the effect icon.



Weather Vane (Cloud City)
The rooster weather vane hangs upside down in the right shadows.



Abyssin (Jabba's Palace)
One eye in the alien icon.



Attark (Jabba's Palace)
An upright hoover (*vacuum*) is in the right-side paint chip.



Cane Adiss (Jabba's Palace)
The state of Virginia (home of Decipher Headquarters) replaces one of his neck spots.



Hutt Smooch (Jabba's Palace)
The letters XOXO are in the interrupt icon.

HIDDEN EASTER EGGS *continued*

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Tonnika Sisters (Premiere)
Alien icon has multiple eyes.



Gambler's Luck
Hidden heart, diamond, spade, and club



Corran Horn (Reflection II)
Michael A. Stackpole, American writer of science fiction books, especially Star Wars



Talon Karrde (Reflections II)
Timothy Zahn, American author of science fiction books, especially Star Wars



Debnoli (Special Edition)
DS pilot icon



Swing-And-A-Miss (Cloud City)
Baseball lore



Leia of Alderaan (Cloud City)
Helen of Troy lore



Furry Fury (Hoth)
The Mourning Bride lore

HIDDEN EASTER EGGS *continued*

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Ree-Yees (Jabba's Palace)
Three eyes in the alien icon.



Skull (Jabba's Palace)
Cross bones are etched into the title bar.



Someone Who Loves You (Jabba's Palace)
A heart is in the top of lore paint chip.



Strangle (Jabba's Palace)
The Jabba's eye icon. His eye is rolled up into his head.



Death Star Assault Squadron (Special Edition)
Permanent pilot icon is Darth Vader.



Watch Your Step (Reflections II)
"The Art of Great Games" is written in Aurebesh (a writing system used to transcribe Galactic Base Standard).

Source: https://starwars.fandom.com/wiki/Aurebesh



Bravo Fighter (Theed Palace)
Permanent pilot icon is Anakin Skywalker.



Major Marquand (Endor)
"Directed a counterattack" lore. Richard Marquand was the director of Return Of The Jedi. He made a cameo as an AT-ST driver.

Decipher never officially posted any easter eggs after the release of the Jabba's Palace expansion set.
Additional information can be found at:
https://web.archive.org/web/20020222145840/http://www1.decipher.com:80/artshow/eastereggs/starwarsccg/index.html
https://forum.starwarsccg.org/viewtopic.php?f=87&t=8378

Anagrams

In addition to hidden images and references, some card titles for obscure or previously unnamed characters were anagrams Decipher employees created. This is a list of some of the anagrams and their meaning.

Source: https://web.archive.org/web/20160406045459/http://www.reocities.com/CollegePark/plaza/9433/anagrams.html

Card	Unscrambled Anagram	Anagram Relation
Blizzard 2 (Nevar)	Raven	Kallenbach's dog
Brangus Glee	Snuggle Bear	Juz!?
Bren Quersey	[Jonathan] Quesenberry	Red Leader
Bron Burs (UGLY)	Rob Burns	Artist--Good, The Bad & The Ugly
Caldera Righim	Michael Girard	Gold 120
Captain Bewil	[Sandy] Wible	Game Designer
Chall Bekan	Kallenbach	Decipherian Family
Chief Retwin	[Jason] Winter	Former Decipherian
Chyler	Cheryl	Cheryl Kallenbach
Corporal Kensaric	[John] Sarnecki	Gold 7
Debnoli	Blondie	Good, The Bad & Ugly
Djas Puhr	Jasper	Jerry's Cat
Elis Helrot	Rollie Tesh	Game Creator
Elyhek Rue	Kyle Heuer	Rogue Leader
Gela Yeens (BAD)	Angel Eyes	Good, The Bad & Ugly
Ghana Gleemort	Maarten Logge	
Harc Seff	[Mark] Schaffer	Gold 41
Imperial Helmsman (Bachenhall)	Kallenbach	Decipherian Family
Imperial Trooper Guard Dainsom	[Bob/Will] Madison	Decipherian
Kebyc	Becky [Higgerson]	Decipherian
Laudica	Claudia Darcy	Jerry Darcy's Wife
Leesub Sirlin	Leslie Burns	Decipherian
Leslomy Tacema	Stacy Mollema	Licensing @ Lucasfilm
Lieutenant Sheckil	[Tom] Lischke	Game Designer
Lieutenant Tarn Mison	[Bill] Martinson	Decipherian
Loci Rosen	Eric Olsen	Bravo 7
Murttoc Yine	Tim Courtney	Red 37 (Retired)
Nabrun Leids	Braunlich	Game Creator
Nevar Yalnal	Raven	Kallenbach's dog
Niado Duegad	Diaogana Dude	Examine Lore
Nysad	Sandy [Wible]	Game Designer
Palejo Reshad	Joseph Alread	Gold 79 (Intern)
Pote Snitkin	Keith Skipton???	Decipherian
Pucumir Thryss	Curtiss Murphy	????
R'kik D'nec	Kendrick Summers	Gold Leader
Rennek	Kenner	Toy Co.
Rayc Ryjerd	Jerry Darcy	Game Designer
Rycar Ryjerd	Jerry Darcy (Extra R)	Game Designer
Sandcrawler (Warren-like)	Warren [Holland]	CEO of Decipher
Swilla Corey	Carol Wisely	Decipherian
Tanus Spijek	Justin Pakes (AUSSIE)	Decipherian
Velken Tezeri	Kevin Reitzel	Bravo Leader
Warrant Officer M'Kae	Mark McKay	Mark Tuttle's Radio Name
Yerka Mig	Mike Gray	Decipherian

UNRELEASED PRODUCT

Canceled Product





Shadows of the Empire

Source: http://www.decipher.com/starwars/whatisit/afterdeathstar.html

- This set, originally scheduled for August 2000, was to be based on the *Star Wars* novel bearing the same title. The storyline takes place between the events portrayed in the *Empire Strikes Back* and *Return of the Jedi* motion pictures. The set was planned as a mini expansion of about 20 cards, but many of the card concepts were released as premium cards in Reflections II instead.

Skywalkers

- This set, scheduled for November 2000, was the first of a series of planned character-based expansion sets. It was planned to feature character mechanics that focused on Luke, Leia, Vader, and the relationships that link all three of them together. Skywalkers was going to introduce a new gameplay concept code-named "Lichtenstein." Rather than bring new versions of the characters into the game, "Lichtenstein" cards would grant new capabilities to existing character cards.

Jedi Masters

- Scheduled for February 2001, this set was planned as the second in the character-based expansion series. This set focused on Yoda, Obi-Wan, the Emperor and his Imperial cohorts, as well as their interrelationships. Jedi Masters was planned to further expand the Lichtenstein concept from Skywalkers.

Scoundrels

- The third character-based expansion set, was scheduled to release in September 2001. This set focused on Han, Lando, Boba Fett, Jabba and their alien friends (and foes). Like the two sets before it, it would incorporate Lichtenstein cards.

Reflections Gold

Source: https://forum.starwarsccg.org/viewtopic.php?f=87&t=18282

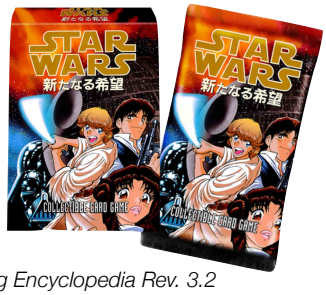
- This set was the closest to an actual release, but due to logistics and timing associated with the loss of the Star Wars licensing, a public release never occurred. Decipher pleaded with Lucasfilm to allow a free PDF release of the cards to fans, but they were denied. Some leaked emails and scans / as well as play test versions of the cards surfaced in the mid 2000's. A full card list is now available.

Light Side Mara Jade

- While the dark side version of Mara Jade was released in the Enhanced Jabba's Palace set, photographs were taken at the same shoot of model Shannon Baksa in a green suit for a light side Mara Jade. The light side card never made it into an official Decipher release but surfaced at MPC 2008 after being shared by the PC from archives.

Other Foreign Language Releases

- Additional language releases were planned beyond the Japanese ones that came to fruition. It is unknown whether the lukewarm reception of the Japanese language cards or other factors played into the lack of releases. Anime style cards were also considered for the Japanese market.





UNRELEASED PRODUCT

Reflections Gold

		Card Title	Side
1	☐	Alert My Star Destroyer!	Dark
2	☐	Always Thinking With Your Stomach & Scout Recon	Dark
3	☐	Aratech Corporation	Dark
4	☐	Atmospheric Assault	Dark
5	☐	Back On Schedule	Dark
6	☐	Battle Plains Victory	Dark
7	☐	Begin Landing Your Troops & Activate The Droids	Dark
8	☐	Begin Retreat!	Dark
9	☐	Ben?	Dark
10	☐	Blast Door Controls & Reactor Terminal	Dark
11	☐	Blizzard Scout 4	Dark
12	☐	Blow Parried	Dark
13	☐	Boba Fett	Dark
14	☐	Boba Fett? Where?!	Dark
15	☐	Boonta Eve Wagering	Dark
16	☐	Brief Loss Of Control & Imperial Supply	Dark
17	☐	Cannon Fire	Dark
18	☐	Coilen	Dark
19	☐	Cold Feet & He Hasn't Come Back Yet	Dark
20	☐	Combat Readiness & Prepared Defenses	Dark
21	☐	Counter Surprise Assault	Dark
22	☐	Crossfire	Dark
23	☐	Dark Collaboration & Charming To The Last	Dark
24	☐	Dark Jedi Presence	Dark
25	☐	Dark Jedi Presence & Vader's Eye	Dark
26	☐	Dark Maneuvers	Dark
27	☐	Darth Maul, Sidious' Apprentice	Dark
28	☐	Dioxis	Dark
29	☐	Dioxis & They're Still Coming Through!	Dark
30	☐	Disciplinary Actions	Dark
31	☐	Drop Your Weapons & Halt!	Dark
32	☐	Elis Helrot & Oo-ta Goo-ta Solo?	Dark
33	☐	Emperor	Dark
34	☐	Emperor's Power & Overseeing It Personally	Dark
35	☐	Emperor's Royal Guard	Dark
36	☐	Entry Denied	Dark
37	☐	Establish Secret Base & Ominous Rumors	Dark
38	☐	Ewok Superstitions	Dark
39	☐	Expand The Empire	Dark
40	☐	Flag Emblems	Dark
41	☐	Flagship Operations	Dark
42	☐	Force Lightning	Dark
43	☐	Force Lightning & Rise, My Friend	Dark
44	☐	Governor Tarkin	Dark
45	☐	Great Interest	Dark
46	☐	Griff Mirtong	Dark
47	☐	Gweeta	Dark
48	☐	Hidden Weapons & Twi'lek Advisor	Dark
49	☐	Hit Racer	Dark
50	☐	I Didn't Mean To!	Dark
51	☐	I Had No Choice	Dark
52	☐	I Have You Now & Your Powers Are Weak, Old Man	Dark
53	☐	I Will Find Them Quickly Master	Dark
54	☐	I've Got A Problem Here & Physical Choke	Dark
55	☐	Imbalance & Shocking Revelation	Dark
56	☐	Imperial Command	Dark
57	☐	Imperial Command & It's An Older Code	Dark
58	☐	Imperial Compensation	Dark
59	☐	Imperial Data Network	Dark
60	☐	Imperial Decree & The Dark Path	Dark
61	☐	Imperial Detachments	Dark
62	☐	Imperial Firepower	Dark
63	☐	Imperial Justice	Dark
64	☐	Imperial Supply	Dark
65	☐	In The Pitts	Dark
66	☐	Informant & Takeel	Dark
67	☐	Is There Something Alive Down Here?	Dark
68	☐	Jabba's Droid Pool	Dark
69	☐	Jabba's Through With You	Dark
70	☐	Jabba's Through With You & Nevar Yalnal	Dark
71	☐	Jedi Rocks	Dark
72	☐	Krayt Dragon Bones & Imperial Justice	Dark
73	☐	Local Trouble	Dark
74	☐	Locked Door	Dark
75	☐	Look Sir, Droids & Counter Assault	Dark
76	☐	Lord Vader, Lord Of The Sith	Dark
77	☐	Master, Destroyers! & Rolling, Rolling, Rolling	Dark
78	☐	Maul Strikes & No Match For A Sith	Dark
79	☐	Name The System!	Dark
80	☐	None Shall Pass	Dark
81	☐	Not Worth The Trouble	Dark
82	☐	One Arms Frozen Lunch	Dark
83	☐	Oo-ta Goo-ta Solo?	Dark
84	☐	Open Fire!	Dark
85	☐	Operational As Planned & Wounded Warrior	Dark
86	☐	Our First Catch Of The Day	Dark
87	☐	Overwhelmed & A Dark Time For The Rebellion	Dark
88	☐	Perfect Hibernation	Dark
89	☐	Performing Under Pressure	Dark
90	☐	Perimeter Patrol	Dark
91	☐	Pit Crews	Dark
92	☐	Podracer Collision	Dark
93	☐	Podracer Collision & Hit Racer	Dark
94	☐	Point Man & Slip Sliding Away	Dark
95	☐	Presence Of The Force & Dark Waters	Dark
96	☐	Projective Telepathy	Dark
97	☐	Put All Sections On Alert & Full Scale Alert	Dark
98	☐	Quick Reflexes & All Wrapped Up	Dark
99	☐	Quietly Observing	Dark
100	☐	Release Your Anger & Unexpected Interruption	Dark
101	☐	Relentless Tracking	Dark
102	☐	Responsibility Of Command	Dark
103	☐	Rolling, Rolling, Rolling	Dark
104	☐	Sarlacc Tentacles	Dark
105	☐	Scum And Villainy	Dark
106	☐	Scum And Villainy & Information Exchange	Dark
107	☐	Search And Destroy	Dark
108	☐	Security Activators	Dark
109	☐	Security Precautions	Dark
110	☐	Security Sweep	Dark
111	☐	Short Range Fighters	Dark
112	☐	Shut Him Up Or Shut Him Down & Voyeur	Dark
113	☐	Sniper	Dark
114	☐	Something Hit Us! & Why Didn't You Tell Me?	Dark
115	☐	Speeder Downed	Dark
116	☐	Squabbling Delegates	Dark
117	☐	SSA-33	Dark
118	☐	Star Destroyer Executor	Dark
119	☐	Start Your Engines! & Pit Crews	Dark
120	☐	Surprise & E Chu Ta	Dark
121	☐	Tactical Support	Dark
122	☐	Tallon Roll	Dark
123	☐	Tatooine Resale Operations	Dark
124	☐	Tatooine Underground Operations	Dark
125	☐	The Circle Is Now Complete	Dark
126	☐	The Circle Is Now Complete & Vader's Obsession	Dark
127	☐	They're Still Coming Through	Dark
128	☐	This Is Outrageous! & Motion Supported	Dark
129	☐	Those Rebels Won't Escape Us	Dark
130	☐	Through The Corridor	Dark
131	☐	TK-420	Dark
132	☐	Trade Federation Tactics	Dark
133	☐	Trample & Lightsaber Deficiency	Dark
134	☐	Trap Door	Dark
135	☐	Trooper Assault & Tactical Support	Dark
136	☐	Twilight Fading	Dark
137	☐	Uncertain Is The Future	Dark
138	☐	Unexpected Interruption	Dark
139	☐	Visage Of A Viceroy	Dark
140	☐	Vote Now!	Dark
141	☐	Watto, Junk Dealer	Dark
142	☐	Watto's Box & Quietly Observing	Dark
143	☐	Watto's Chance Cube & You Swindled Me!	Dark
144	☐	We Have A Prisoner	Dark
145	☐	We Must Accelerate Our Plans & Vote Now!	Dark
146	☐	We Would Be Honored If You Would Join Us	Dark
147	☐	Weapon Malfunction	Dark
148	☐	Well Guarded & Security Precautions	Dark
149	☐	Well-Earned Command	Dark
150	☐	Where Are You Taking This Thing! (sic)	Dark
151	☐	Worry	Dark
152	☐	You Are Beaten	Dark
153	☐	You Will Meet Your Destiny	Dark
154	☐	Your Destiny & Insignificant Rebellion	Dark
155	☐	2-1B	Light
156	☐	A Few Maneuvers	Light
157	☐	A Few Maneuvers & Han's Dice	Light
158	☐	A Gift	Light
159	☐	Ackbar's Assault Plan	Light
160	☐	Aim High	Light
161	☐	All Wings Report In	Light
162	☐	Anakin Skywalker	Light
163	☐	Armed And Dangerous & Ambush	Light
164	☐	Attack Pattern Delta	Light
165	☐	Away Put Your Weapon & Put That Down	Light
166	☐	Bad Lifters And Faulty Wings	Light
167	☐	Beggar & Revolution	Light
168	☐	Bickering At Its Finest	Light
169	☐	Biker Scout Down	Light
170	☐	Blaster Deflection	Light
171	☐	Bring Me The Hydrospanners!	Light
172	☐	Brisky Morning Munchen	Light
173	☐	Careful Planning & Heading For The Medical Frigate	Light
174	☐	Chewbacca	Light
175	☐	Choke & Blaster Deflection	Light
176	☐	Clash Of Sabers	Light
177	☐	Clinging To The Very Edge	Light
178	☐	Close Air Support	Light
179	☐	Close Air Support & Commando Training	Light
180	☐	Commander Myron Konkle	Light
181	☐	Congratulations	Light
182	☐	Corellian Retort & Fly Casual	Light
183	☐	Corellian Slip	Light
184	☐	Crack Shot & Quick Draw	Light
185	☐	Crash Site Memorial	Light
186	☐	Credits Will Do Fine & We're Leaving	Light
187	☐	Drem Redins	Light
188	☐	Droid Overboard	Light
189	☐	Effective Repairs & Punch It!	Light
190	☐	Either Way, You Win & Eventually You'll Lose	Light
191	☐	Entering The Arena	Light
192	☐	Eventually You'll Lose	Light
193	☐	Ewok Tribesman	Light
194	☐	False Past	Light
195	☐	Father, Please!	Light
196	☐	Fly Casual	Light
197	☐	Gift Of The Mentor & Skywalkers	Light
198	☐	Glancing Blow	Light
199	☐	Goldenrod	Light
200	☐	Gungan Celebration Trumpet	Light
201	☐	Gungan Energy Shield	Light
202	☐	Han's Back & Leia's Back	Light
203	☐	Help Me Obi-Wan Kenobi & Double Agent	Light
204	☐	Hiding In The Garbage	Light
205	☐	How Did We Get Into This Mess?	Light
206	☐	Hyper Escape	Light
207	☐	I Have A Really Bad Feeling About This	Light
208	☐	I Hope She's All Right	Light
209	☐	I Must Be Allowed To Speak	Light
210	☐	I Must Be Allowed To Speak & Goo Nee Tay	Light
211	☐	I Thought He Was Blind	Light
212	☐	I Used To Live Here, You Know?	Light
213	☐	I Will Not Defer & Plea To The Court	Light
214	☐	Inconsequential Barriers	Light
215	☐	Insertion Planning	Light
216	☐	Insertion Planning & Critical Error Revealed	Light
217	☐	Inspecting The Garbage	Light
218	☐	Is Your Strike Team Assembled?	Light
219	☐	Jar Jar	Light
220	☐	Jedi Leap & Clinging To The Edge	Light
221	☐	Jedi Presence	Light
222	☐	Jedi Tactics	Light
223	☐	Keep Your Eyes Open & Shoo! Shoo!	Light
224	☐	Lapti Nek	Light
225	☐	Launching The Assault	Light
226	☐	Light Maneuvers & Jedi Levitation	Light
227	☐	Looking To The Future	Light
228	☐	Losing Track	Light
229	☐	Losing Track & A Step Backwards	Light
230	☐	Lost In The Wilderness & Yub Yub!	Light
231	☐	Luke! We're Going To Have Company	Light
232	☐	Might Of The Republic	Light
233	☐	Mindful Of The Future & Inconsequential Barriers	Light
234	☐	Mission Briefing	Light
235	☐	My Loyal Bodyguard & Might Of The Republic	Light
236	☐	Naboo: Ceremonial Chamber	Light
237	☐	Nabrun Leids & Quite A Mercenary	Light
238	☐	Narrow Escape	Light
239	☐	Neck And Neck	Light
240	☐	Neck And Neck & Changing The Odds	Light
241	☐	Nice Of You Guys To Drop By	Light
242	☐	Nice Of You Guys To Drop By & Visored Vision	Light
243	☐	No Giben Up, General Jar Jar	Light
244	☐	No Giben Up, General Jar Jar & Gimme A Lift!	Light
245	☐	Obi-Wan's Cape & Lightsaber Proficiency	Light
246	☐	Off The Edge	Light
247	☐	Old Ben & Noble Sacrifice	Light
248	☐	Old Ben Kenobi	Light
249	☐	Old Smoothies	Light
250	☐	On The Edge & Surprise Assault	Light
251	☐	Ouch Time	Light
252	☐	Out Of Commission	Light
253	☐	Owen	Light
254	☐	Palpatine, Senator To Naboo	Light
255	☐	Perimeter Scan & Under Attack	Light
256	☐	Podrace Prep & Too Close For Comfort	Light
257	☐	Prisoner Transfer	Light
258	☐	Projection Of A Skywalker & Yarna d'al' Gargan	Light
259	☐	Quite A Mercenary	Light
260	☐	Rakes Jevorik	Light
261	☐	Rebel Leadership	Light
262	☐	Rebel Leadership & Throw Me Another Charge	Light
263	☐	Recoil In Fear	Light
264	☐	Return Of A Jedi & Luke's Back	Light
265	☐	Revolution	Light
266	☐	Sabotage & Slight Weapons Malfunction	Light
267	☐	Scramble	Light
268	☐	Scramble & Hiding In The Garbage	Light
269	☐	See You At The Rendezvous	Light
270	☐	Senator Organo	Light
271	☐	Skull & Mandalorian Mishap	Light
272	☐	Smoke Screen	Light
273	☐	Smoke Screen & It's A Trap!	Light
274	☐	Solo	Light
275	☐	Sorry About The Mess	Light
276	☐	Speak With The Jedi Council & Vote Now!	Light
277	☐	Stay Here	Light
278	☐	Strangle	Light
279	☐	Strike Blocked	Light
280	☐	Talking On The Whole Empire Myself	Light
281	☐	That's The Real Trick	Light
282	☐	The Force Is Strong With This One & Jedi Presence	Light
283	☐	The Signal & Jedi Mind Trick	Light
284	☐	They All Broken	Light
285	☐	This Is More Like It & I Have A Bad Feeling About This	Light
286	☐	This Is Your Father's Lightsaber	Light
287	☐	Through The Planet Core	Light
288	☐	Tiinn	Light
289	☐	Too Close For Comfort	Light
290	☐	Traffic Control	Light
291	☐	Traffic Control & Crash Site Memorial	Light
292	☐	Under Attack	Light
293	☐	Vote Now!	Light
294	☐	Walker Sighting	Light
295	☐	We Are Brave, Your Highness	Light
296	☐	We Can Still Outmaneuver Them	Light
297	☐	We Don't Need Their Scum	Light
298	☐	We Don't Want To Cause Any Trouble	Light
299	☐	We Wish To Board At Once	Light
300	☐	We Wish To Board At Once & Are You Brain Dead?!	Light
301	☐	Wedge	Light
302	☐	Were You Looking For Me? & I Know	Light
303	☐	Wookiee Strangle & We'll Find Han	Light
304	☐	Yoda I Must Know	Light
305	☐	Yoda, Jedi Master	Light
306	☐	You Must Complete The Training	Light
307	☐	You Will Take Me To Jabba Now	Light
308	☐	You Will Take Me To Jabba Now & Strangle	Light
309	☐	Young Skywalker	Light
310	☐	Yousa Guys Bombad!	Light

UNCUT SHEETS

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

Set Name	Release Date	Side	Sheet	Photo	Recreated	Card Count (H x W)	Manufacturer	Job #	Listed Dimensions	Measured Dimensions
Premiere	December 1995	Dark	Common	Yes	Yes	11 x 9	Carta Mundi	1591 "SET1"	N/A	24 5/8" width x 38 3/4" height
			Uncommon	Yes	Yes	12 x 13	Carta Mundi	1591 "SET3"	N/A	33 3/8" width x 42 3/8" height
			Rare	Yes	Yes	12 x 13	Carta Mundi	1591 "SET6"	N/A	33 3/8" width x 42 3/8" height
		Light	Common	Yes	Yes	11 x 9	Carta Mundi	1591 "SET2"	N/A	24 5/8" width x 38 3/4" height
			Uncommon	Yes	Yes	12 x 13	Carta Mundi	1591 "SET4"	N/A	33 3/8" width x 42 3/8" height
			Rare	Yes	Yes	12 x 13	Carta Mundi	1591 "SET5"	N/A	33 3/8" width x 42 3/8" height
A New Hope	July 1996	Dark	Common	Yes	Yes	11 x 9	Carta Mundi	1834 "SET1"	N/A	25 3/16" width x 38 3/4" height
			Uncommon	Yes	Yes	12 x 13	Carta Mundi	1834 "SET3"	N/A	33 1/4" width x 42 5/16" height
			Rare	Yes	Yes	12 x 13	Carta Mundi	1834 "SET6"	N/A	33 1/4" width x 42 5/16" height
		Light	Common			11 x 9	Carta Mundi	1834 "SET2"	N/A	
			Uncommon	Yes	Yes	12 x 13	Carta Mundi	1834 "SET4"	N/A	33 1/4" width x 42 5/16" height
			Rare	Yes	Yes	12 x 13	Carta Mundi	1834 "SET5"	N/A	33 1/4" width x 42 5/16" height
Hoth	November 1996	Dark	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	63585	Blue 29"	26 1/4" width x 28 15/16" height
		Light	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare - LS Backs	Yes	Yes	8 x 10	PBM Graphics			
			Rare - DS Backs	Yes	Yes	8 x 10	PBM Graphics	63585	Grey 29"	26 1/8" width x 30 15/16" height
Dagobah	April 1997	Dark	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	64767	N/A	26 1/4 width x 31 height
		Light	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	64768	N/A	26 3/16 width x 31 height
Cloud City	November 1997	Dark	Common	Yes	Yes	10 x 10	PBM Graphics	68074	26 1/8 x 36	
			Uncommon	Yes	Yes	10 x 10	PBM Graphics			
			Rare				PBM Graphics			
		Light	Common	Yes	Yes	10 x 10	PBM Graphics	68969	26 1/8 x 36	
			Uncommon	Yes	Yes	10 x 10	PBM Graphics	68969	26 1/8 x 36	26" 3/16 width x 36" height
			Rare				PBM Graphics			
Jabba's Palace	April 1998	Dark	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	70847	26 1/8 x 31	26 1/4" width x 31" height
		Light	Common				PBM Graphics			
			Uncommon				PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	71062	26 1/8 x 31	26 1/4" width x 31" height
Special Edition	November 1998	Dark	Common				PBM Graphics			
			Uncommon	Yes	Yes	11 x 11	PBM Graphics	75396	28 3/8 x 39.5	28 3/8 x 39.5
			Rare	Yes	Yes	11 x 11	PBM Graphics	75402	28 3/8 x 39.5	28 7/16" width x 39 5/8" height
			Fixed	Yes	Yes	11 x 10	PBM Graphics			
		Light	Common				PBM Graphics			
			Uncommon	Yes	Yes	11 x 11	PBM Graphics	78597	28.375 x 39.5	
			Rare	Yes	Yes	11 x 11	PBM Graphics	75403	28 3/8 x 39.5	28 7/16" width x 39 5/8" height
			Fixed			11 x 10	PBM Graphics			
Endor	June 1999	Dark	Common	Yes	Yes	10 x 10	PBM Graphics			
			Uncommon	Yes	Yes	10 x 10	PBM Graphics			
			Rare	Yes	Yes	8 x 10	PBM Graphics	79362 Form 3	26.125 x 31	26 3/16" width x 30 15/16" height
			Foil	Yes	Yes	10 x 10	PBM Graphics	79362.4	26.125 x 36	26 1/8" width x 36" height
		Light	Common	Yes	Yes	10 x 10	PBM Graphics			
			Uncommon	Yes	Yes	10 x 10	PBM Graphics	79361	26.125 x 36	
			Rare	Yes	Yes	8 x 10	PBM Graphics	79361.3	26.125 x 31	26 3/16" width x 30 15/16" height
			Foil	Yes	Yes	10 x 10	PBM Graphics	79361.4	26.125 x 36	26 1/8" width x 36" height
Death Star II	July 2000	Dark	Common	Yes	Yes	11 x 11	Teagle & Little	2111	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Uncommon	Yes	Yes	11 x 11	Teagle & Little	2111	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	2111	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Fixed	Yes	Yes	11 x 11	Teagle & Little	2170	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
		Light	Common	Yes	Yes	11 x 11	Teagle & Little	2110	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Uncommon	Yes	Yes	11 x 11	Teagle & Little	2110	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	2110	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
			Fixed	Yes	Yes	11 x 11	Teagle & Little	2169	28 3/8 x 39.5	28 3/8 width x 39 1/2 height
Tatooine	May 2001	Dark	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	4363	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	4363	28.375 x 39.5	28 7/16 width x 39 1/2 height
		Light	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	4363	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	4363	28.375 x 39.5	28 7/16 width x 39 1/2 height
Coruscant	August 2001	Dark	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	4833	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	4833	28.375 x 39.5	28 7/16 width x 39 1/2 height
		Light	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	4835	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	4834	28.375 x 39.5	28 7/16 width x 39 1/2 height
Theed Palace	December 2001	Dark	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	5487	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	5487	28.375 x 39.5	28 7/16 width x 39 1/2 height
		Light	Common / Uncommon	Yes	Yes	11 x 11	Teagle & Little	5488	28.375 x 39.5	28 7/16 width x 39 1/2 height
			Rare	Yes	Yes	11 x 11	Teagle & Little	5488	28.375 x 39.5	28 1/2 x 39 1/2

UNCUT SHEETS

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

Set Name	Release Date	Side	Sheet	Photo	Recreated	Card Count (H x W)	Manufacturer	Job #	Listed Dimensions	Measured Dimensions
Reflections	January 2000	Dark	Foil w/o URF	Yes	Yes	10 x 10	PBM Graphics	82097	26.125 x 36	26 3/16" width x 36" height
			Foil w/ URF	Yes	Yes	10 x 10	PBM Graphics	82097	26.125 x 36	26 3/16" width x 36" height
		Light	Foil w/o URF	Yes	Yes	10 x 10	PBM Graphics	82097	26.125 x 36	26 3/16" width x 36" height
			Foil w/ URF	Yes	Yes	10 x 10	PBM Graphics	82097	26.125 x 36	26 3/16" width x 36" height
Reflections II	January 2001	Dark	Foil	Yes	Yes	11 x 11	Teagle & Little	3504	28.375 x 39.5	28 7/16 x 39 7/16
			Premium	Yes	Yes	11 x 11	Teagle & Little	3520	28.375 x 39.5	28 7/16 x 39 9/16
		Light	Foil	Yes	Yes	11 x 11	Teagle & Little	3504	28.375 x 39.5	28.375 x 39.5
			Premium	Yes	Yes	11 x 11	Teagle & Little	3520	28.375 x 39.5	28 7/16 x 39.5
Reflections III	October 2001	Dark	Foil				Teagle & Little			
			Premium	Yes	Yes	11 x 11	Teagle & Little	5152	28.375 x 39.5	28 7/16 width x 39 1/2 height
		Light	Foil				Teagle & Little			
			Premium	Yes	Yes	11 x 11	Teagle & Little	5153	28.375 x 39.5	28 7/16 width x 39 9/16 height
Enhanced Premiere	November 1998	Dark	Fixed				PBM Graphics			
		Light	Fixed				PBM Graphics			
Enhanced Cloud City	December 1999	Dark	Fixed	Yes	Yes	11 x 11	PBM Graphics	81055 revised	28 3/8 x 39.5	28 7/16 width x 39 9/16 height
		Light	Fixed	Yes	Yes	11 x 11	PBM Graphics	81055	28 3/8 x 39.5	28 7/16 width x 39 9/16 height
Enhanced Jabba's Palace	January 2000	Dark	Fixed	Yes	Yes	11 x 11	Teagle & Little AND PBM Graphics	735 (Teagle & Little) / 81717 (PBM Graphics)	28 3/8 x 39.5	28 7/16 x 39 3/8
		Light	Fixed							
First Anthology	May 1997	Dark	Fixed							
		Light	Fixed							
Second Anthology	July 1998	Dark	Fixed							
		Light	Fixed							
Third Anthology	June 2000	Dark	Fixed							
		Light	Fixed							
2-Player Premiere	February 1996	Dark	Fixed							
		Light	Fixed							
2-Player Empire Strikes Back	March 1997	Dark	Fixed							
		Light	Fixed							
Official Tournament Sealed Deck	May 1998	Dark	Fixed							
		Light	Fixed							
Jabba's Palace Sealed Deck	October 2000	Dark	Fixed	Yes	Yes	11 x 11	Teagle & Little	2878	28.375 x 39.5	28 3/8 x 39.5
		Light	Fixed	Yes	Yes	11 x 11	Teagle & Little	2878	28.375 x 39.5	28.375 x 39 5/8ths
Jedi Pack	April 1996	Dark	Fixed							
		Light	Fixed							
Rebel Leader Cards	December 1997	Dark	Fixed							
		Light	Fixed							
Tournament Foil		Dark	Foil	Yes	Yes	11 x 11	Teagle & Little	2452	28 3/8 x 39.5	28 3/8 x 39.5
		Light	Foil		Yes	11 x 11	Teagle & Little			
Premiere Unlimited	April 1996	Dark	Common	Yes		11 x 9	Carta Mundi	1619 "SET1"		
			Uncommon			12 x 13	Carta Mundi			
			Rare	Yes		12 x 13	Carta Mundi			
		Light	Common	Yes		11 x 9	Carta Mundi			
			Uncommon			12 x 13	Carta Mundi			
			Rare	Yes		12 x 13	Carta Mundi			
A New Hope Revised	September 1998	Dark	Common	Yes		11 x 9	PBM Graphics	72807	26 1/8 x 36	
			Uncommon	Yes		12 x 13	PBM Graphics			
			Rare			12 x 13	PBM Graphics			
		Light	Common			11 x 9	PBM Graphics			
			Uncommon	Yes		12 x 13	PBM Graphics	72982	26 1/8 x 31	
			Rare			12 x 13	PBM Graphics			
Hoth Revised	September 1998	Dark	Common							
			Uncommon							
			Rare			8 x 10				
		Light	Common							
			Uncommon							
			Rare			8 x 10				
Dagobah Revised	December 1999	Dark	Common							
			Uncommon							
			Rare			8 x 10				
		Light	Common							
			Uncommon							
			Rare			8 x 10				
Mara Jade (Oversized)			Fixed	Yes	Yes	5 x 5	Teagle & Little	2179	28 x 40	28 1/8 x 40
Princess Leia Organa (Oversized)			Fixed	Yes	Yes	5 x 5	Not Listed	Not Listed	N/A	23 1/16 x 29

UNCUT SHEETS

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Premiere Light Side Rare

UNCUT SHEETS

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Premiere Light Side Uncommon

UNCUT SHEETS

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Premiere Light Side Common

UNCUT SHEETS

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Premiere Dark Side Rare

UNCUT SHEETS

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Premiere Dark Side Uncommon

UNCUT SHEETS

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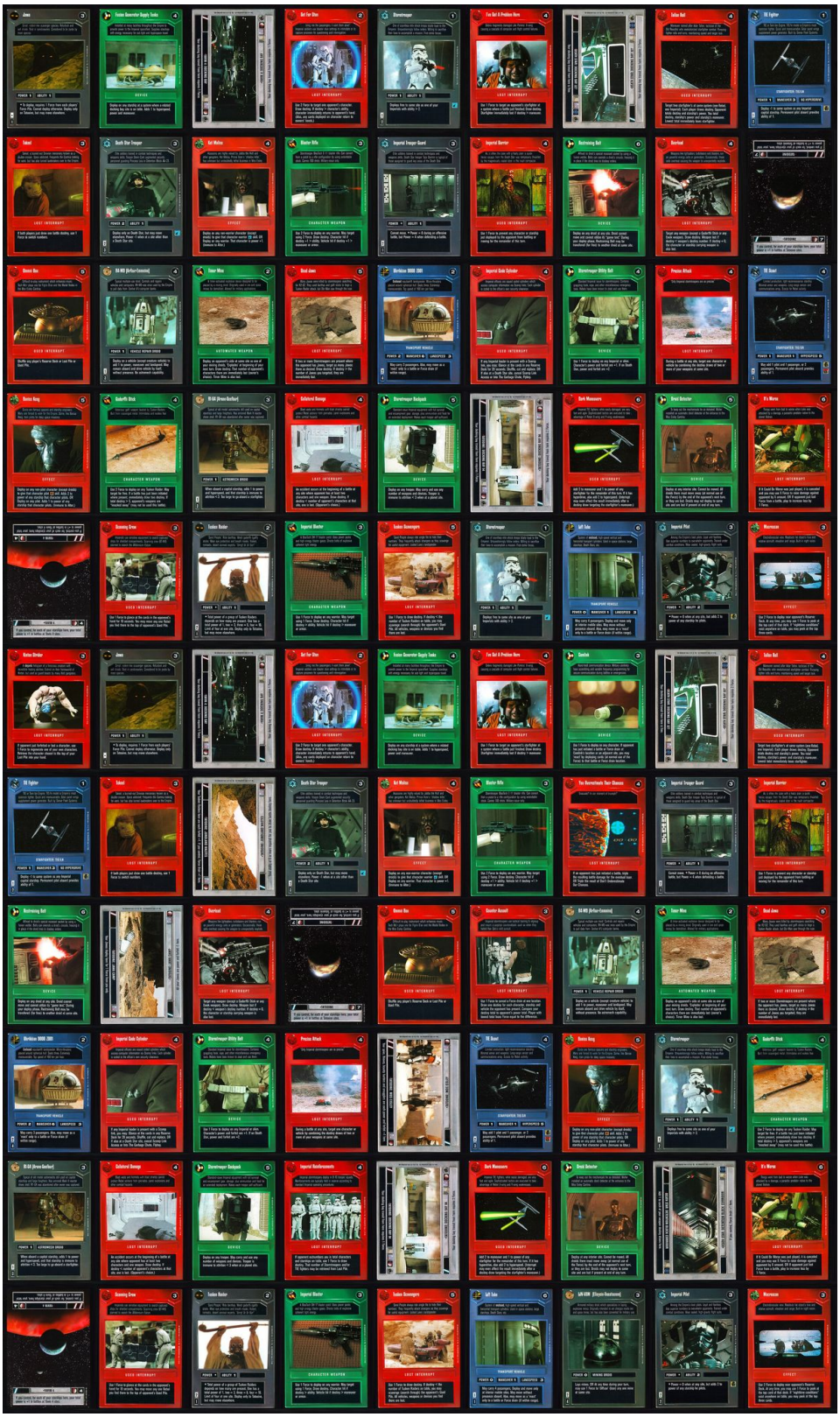

Premiere Dark Side Common

UNCUT SHEETS

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A New Hope Light Side Rare

UNCUT SHEETS

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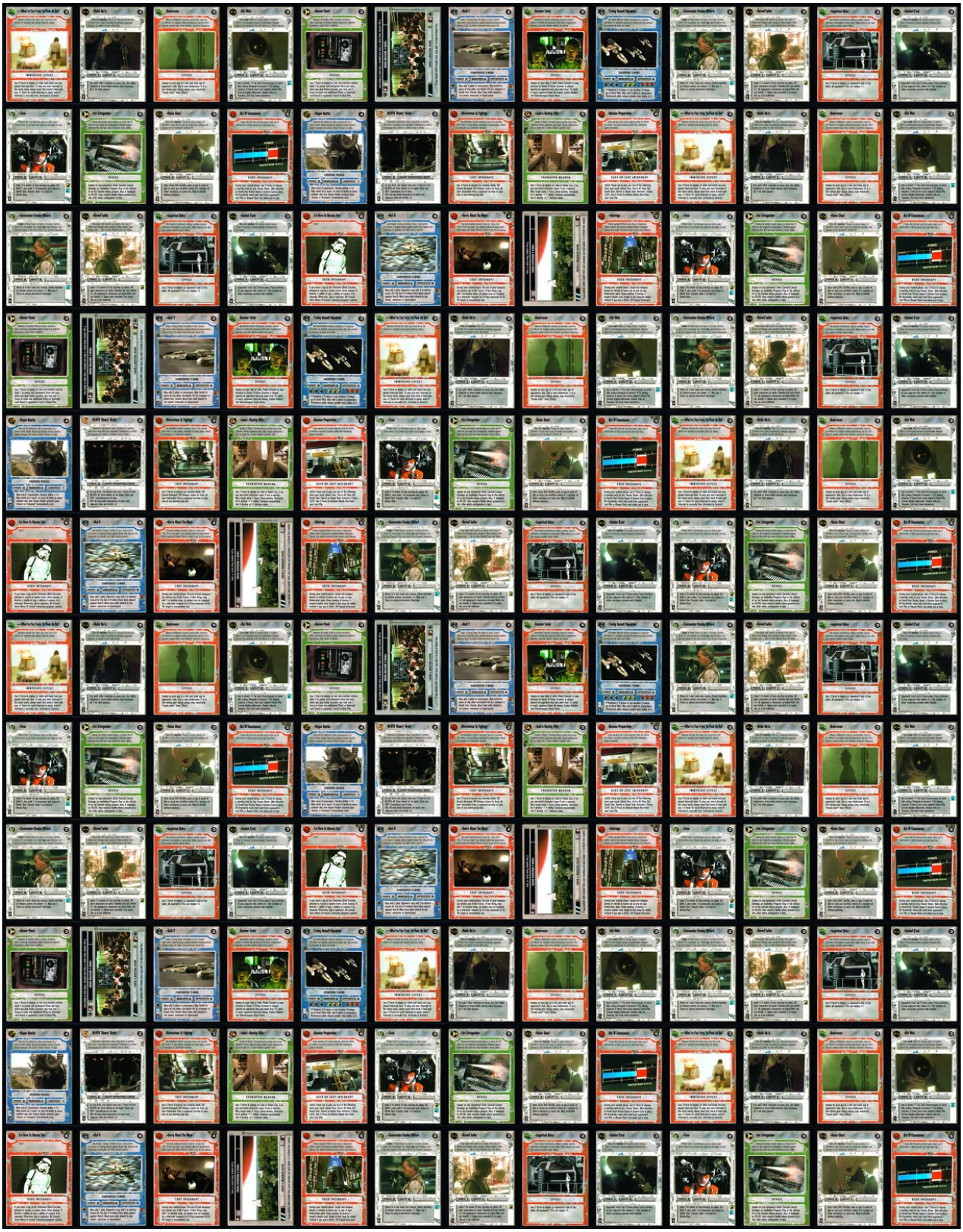

A New Hope Light Side Uncommon

UNCUT SHEETS

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A New Hope Light Side Common

UNCUT SHEETS

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A New Hope Dark Side Rare

UNCUT SHEETS

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A New Hope Dark Side Uncommon

UNCUT SHEETS

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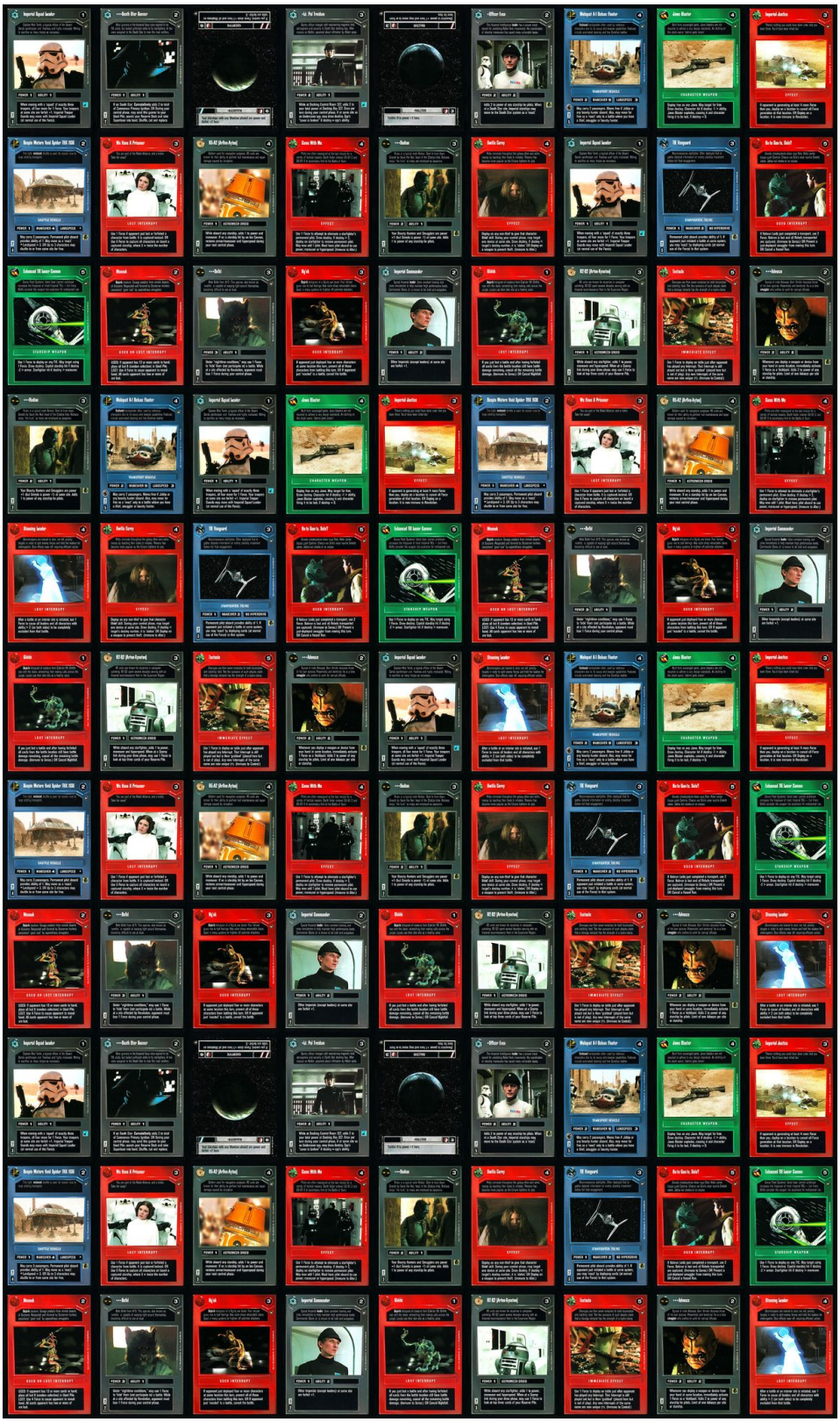

A New Hope Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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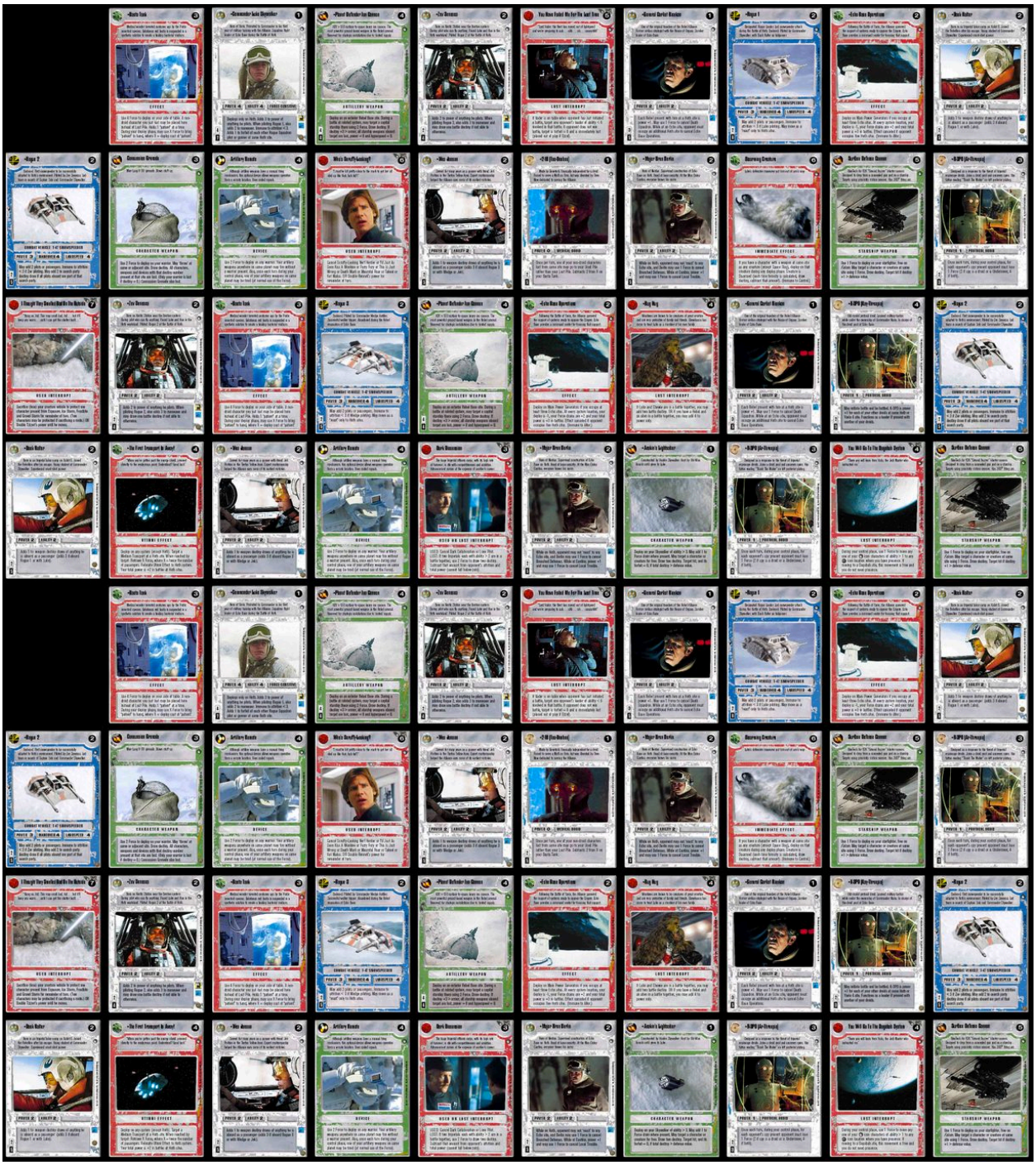

Hoth Light Side Rare



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advocate@starwarsccg.org

Hoth Light Side Uncommon



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Hoth Light Side Common

UNCUT SHEETS *continued*

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Hoth Dark Side Rare



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Hoth Dark Side Uncommon



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Hoth Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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Dagobah Light Side Rare



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advocate@starwarsccg.org

Dagobah Light Side Uncommon



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Dagobah Light Side Common

UNCUT SHEETS *continued*

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Dagobah Dark Side Rare



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advocate@starwarsccg.org

Dagobah Dark Side Uncommon



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advocate@starwarsccg.org

Dagobah Dark Side Common



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Cloud City Light Side Rare

UNCUT SHEETS *continued*

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Cloud City Light Side Uncommon

UNCUT SHEETS *continued*

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Cloud City Light Side Common



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Cloud City Dark Side Rare

UNCUT SHEETS *continued*

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Cloud City Dark Side Uncommon

UNCUT SHEETS *continued*

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Cloud City Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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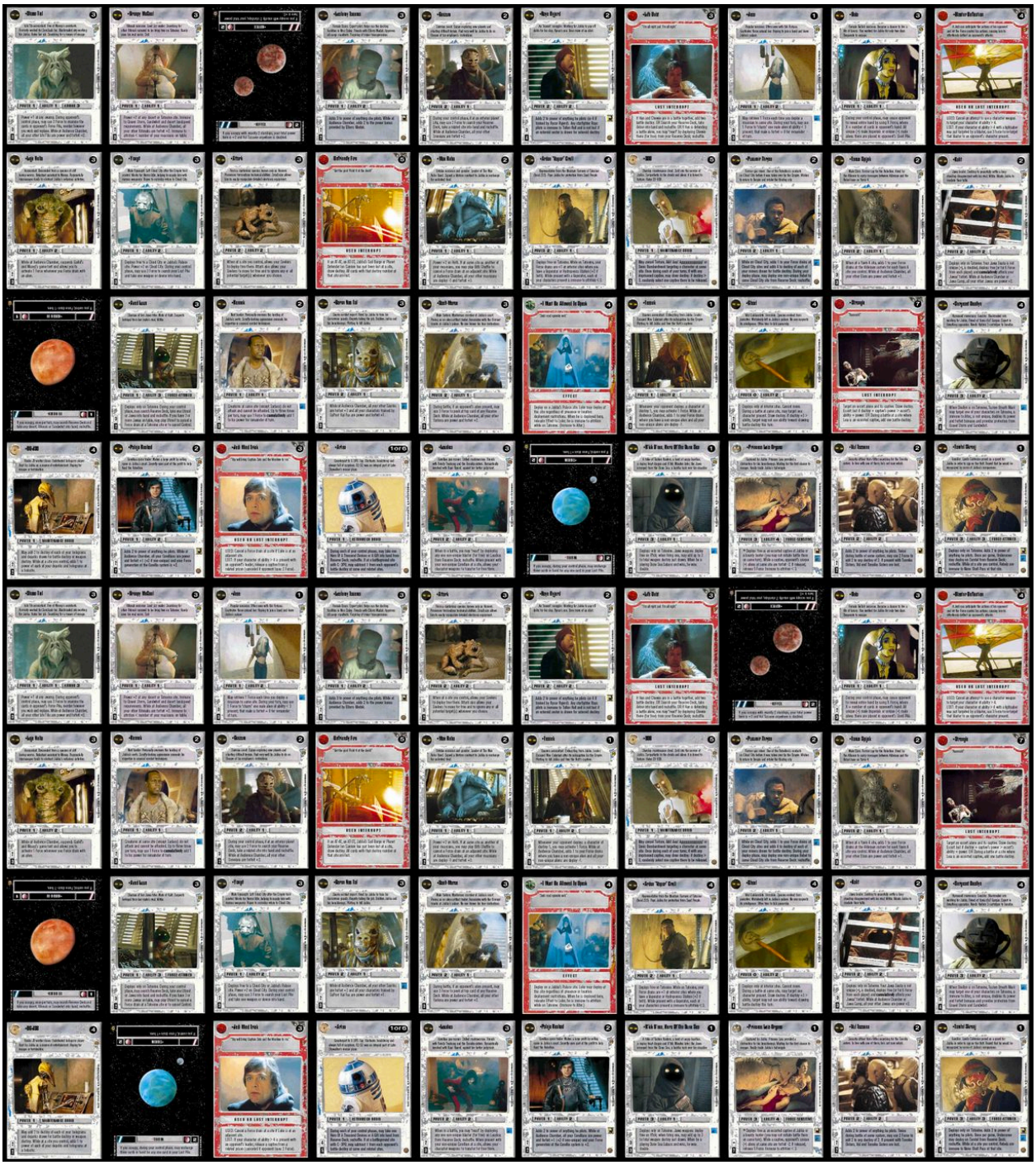

Jabba's Palace Light Side Rare



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advocate@starwarsccg.org

Jabba's Palace Light Side Uncommon



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advocate@starwarsccg.org

Jabba's Palace Light Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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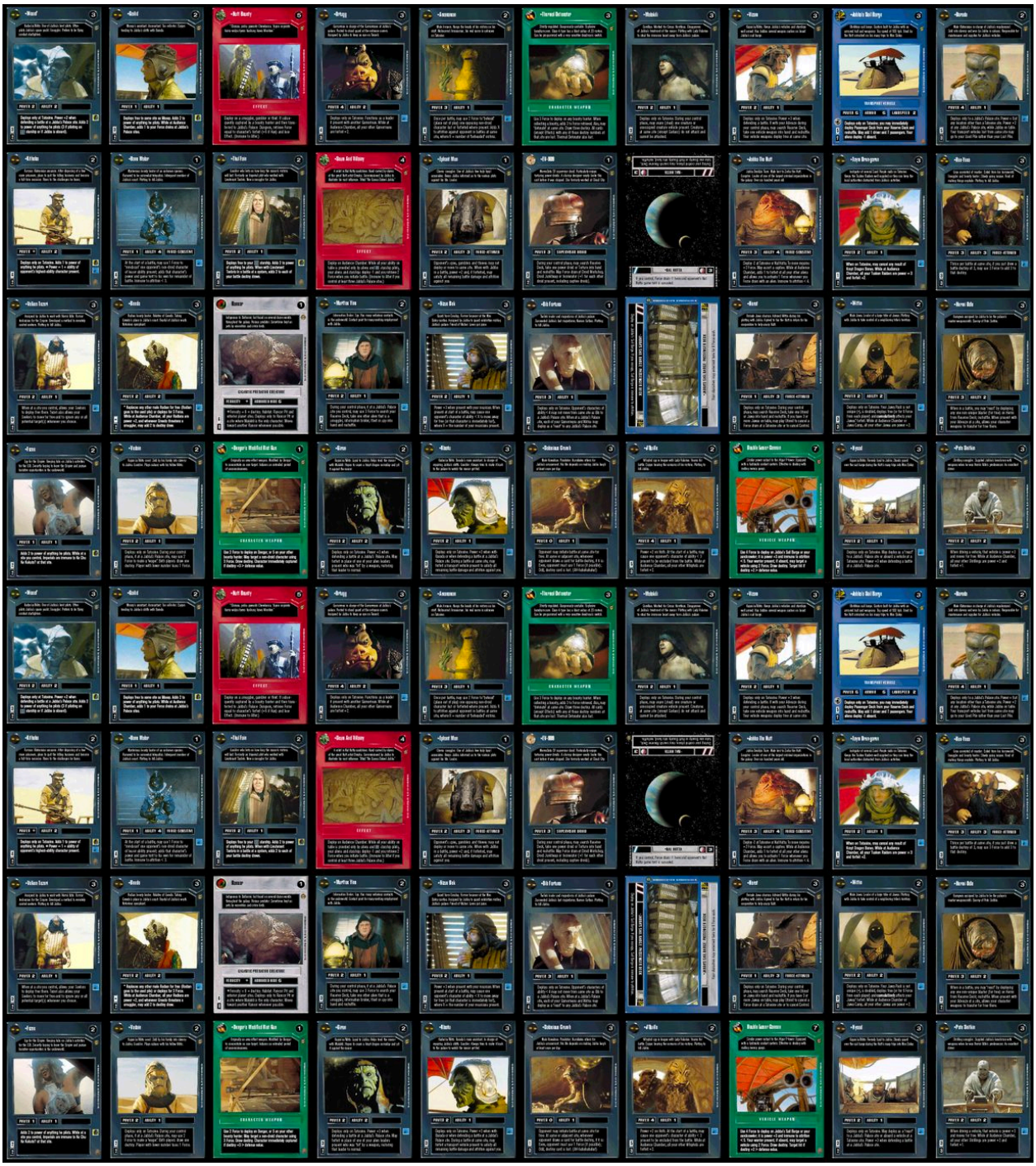

Jabba's Palace Dark Side Rare



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advocate@starwarsccg.org

Jabba's Palace Dark Side Uncommon



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Jabba's Palace Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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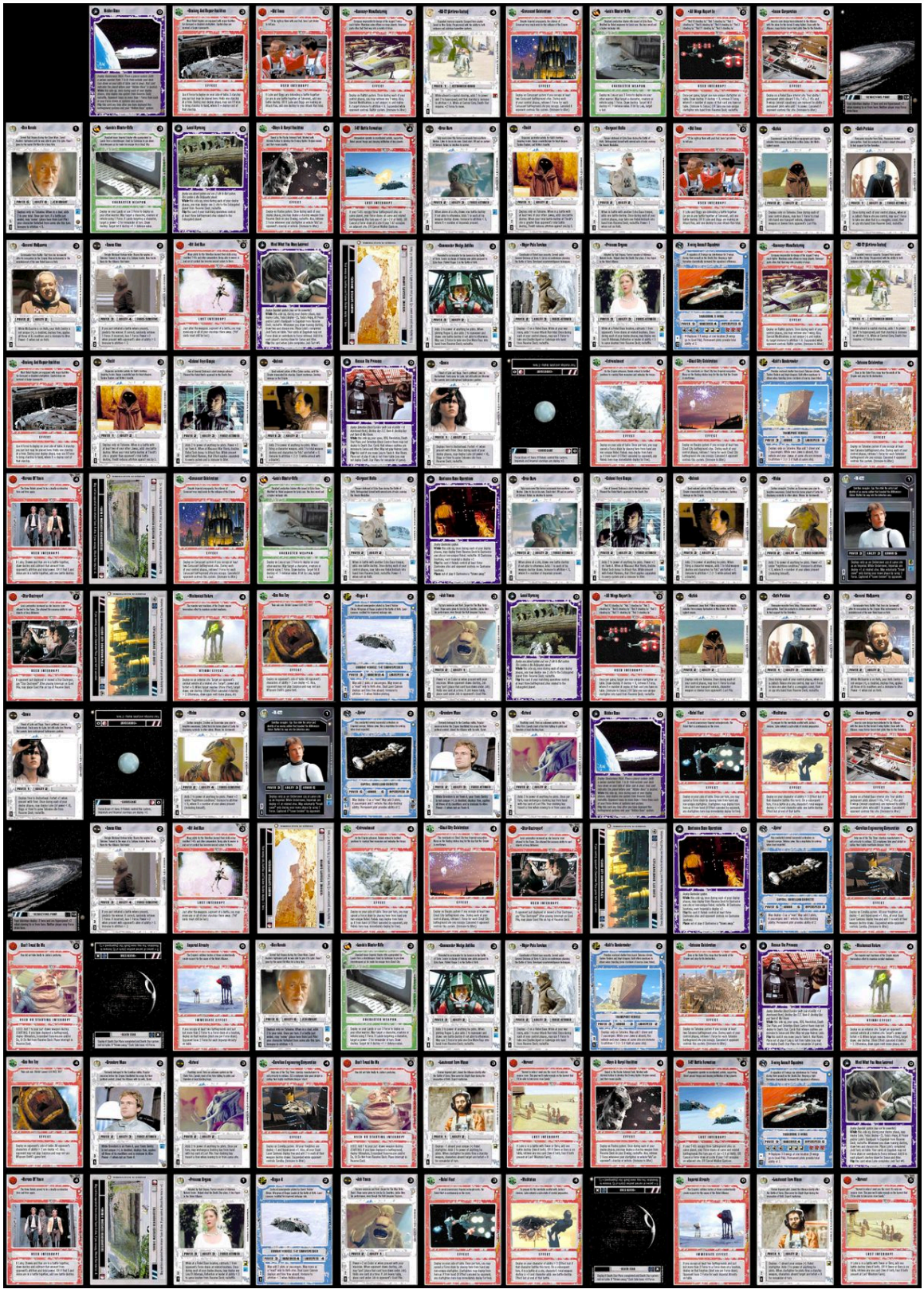

Special Edition Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Special Edition Light Side Uncommon



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advocate@starwarsccg.org

Special Edition Light Side Common



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advocate@starwarsccg.org

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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Special Edition Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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Special Edition Dark Side Uncommon



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advocate@starwarsccg.org

Special Edition Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

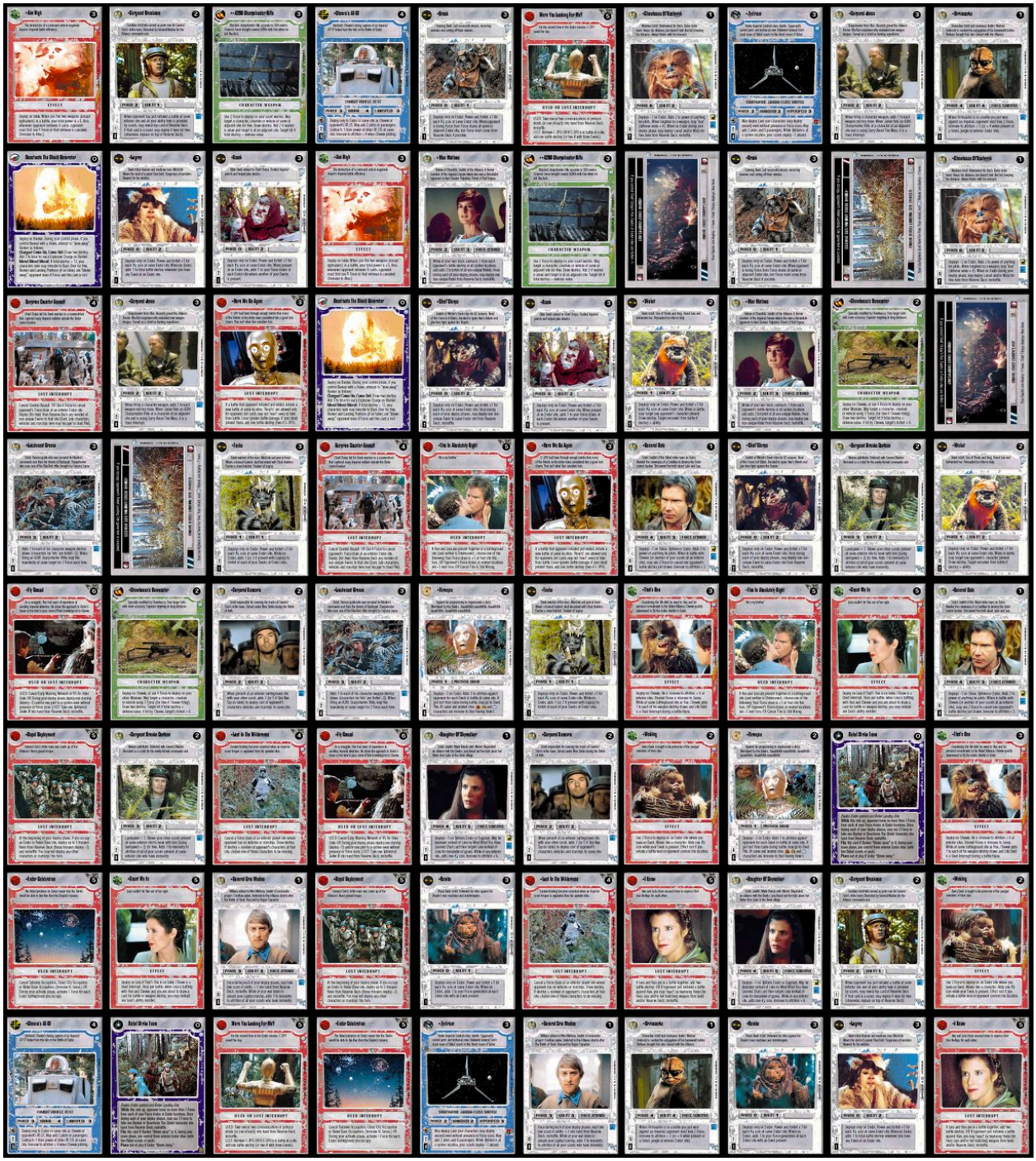


Special Edition Dark Side Fixed

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Light Side Uncommon

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

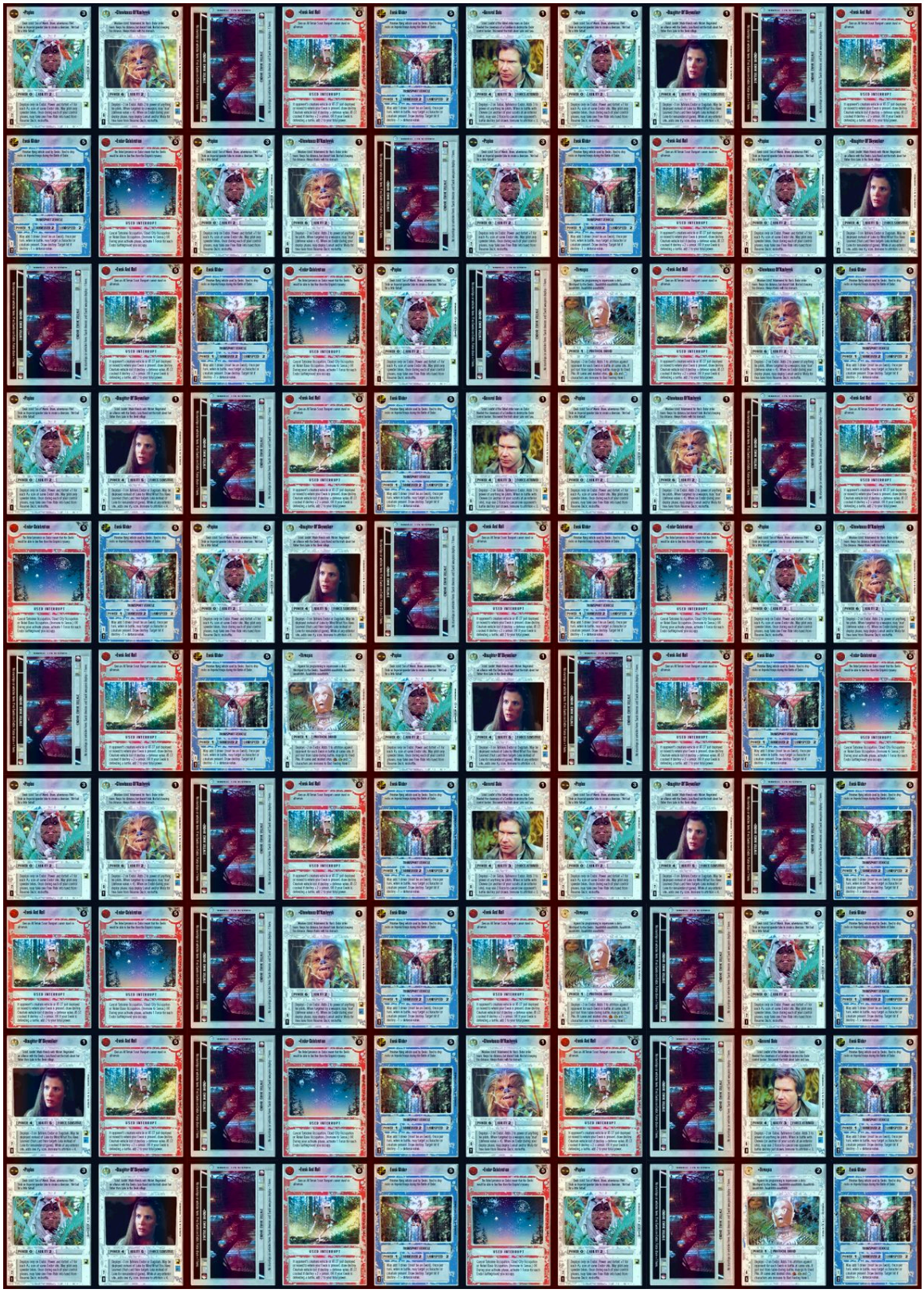


Endor Light Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Light Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Dark Side Uncommon

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Endor Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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Endor Dark Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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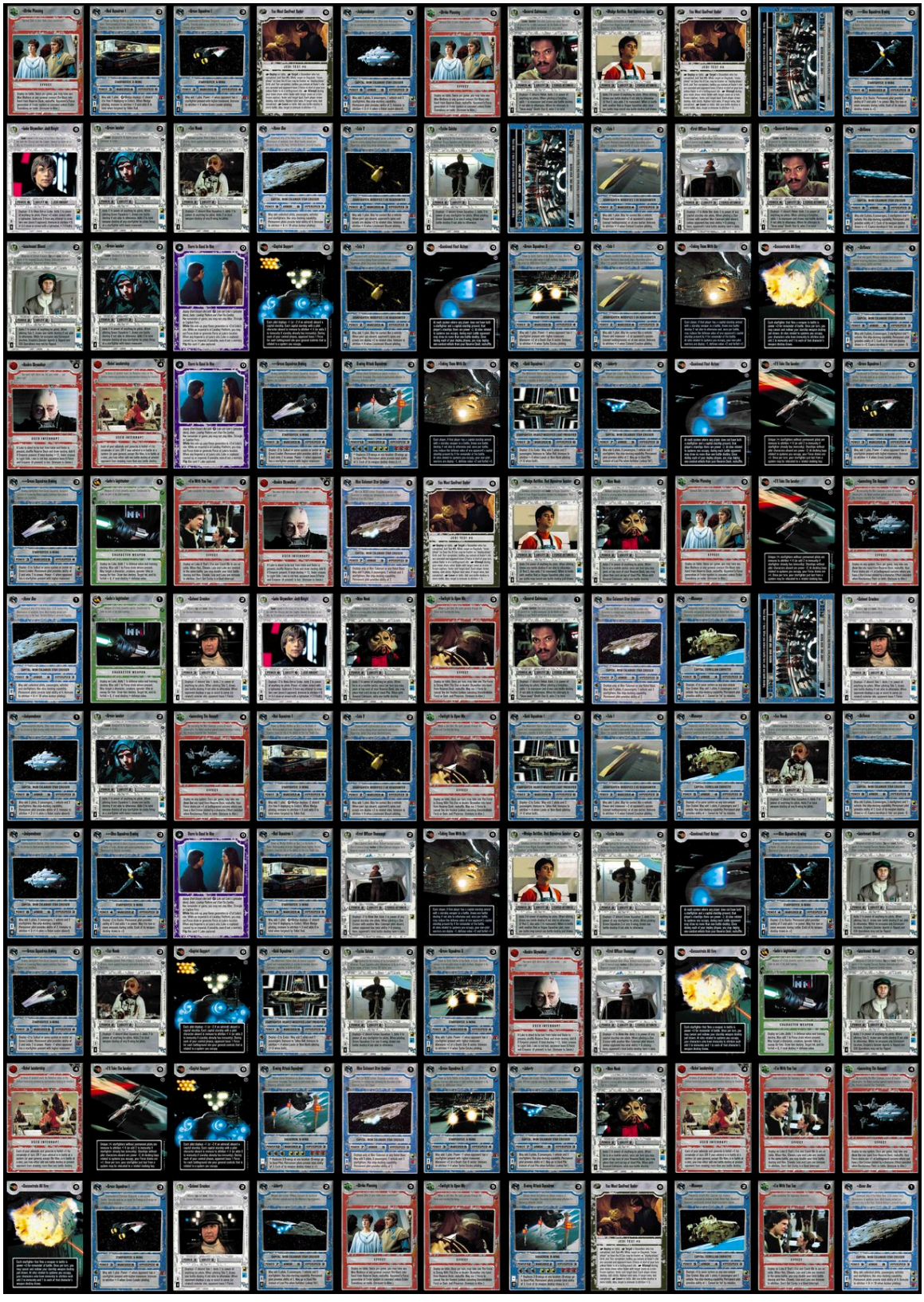


Death Star II Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Light Side Uncommon

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Light Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Light Side Fixed

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Dark Side Uncommon

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Dark Side Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Death Star II Dark Side Fixed

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

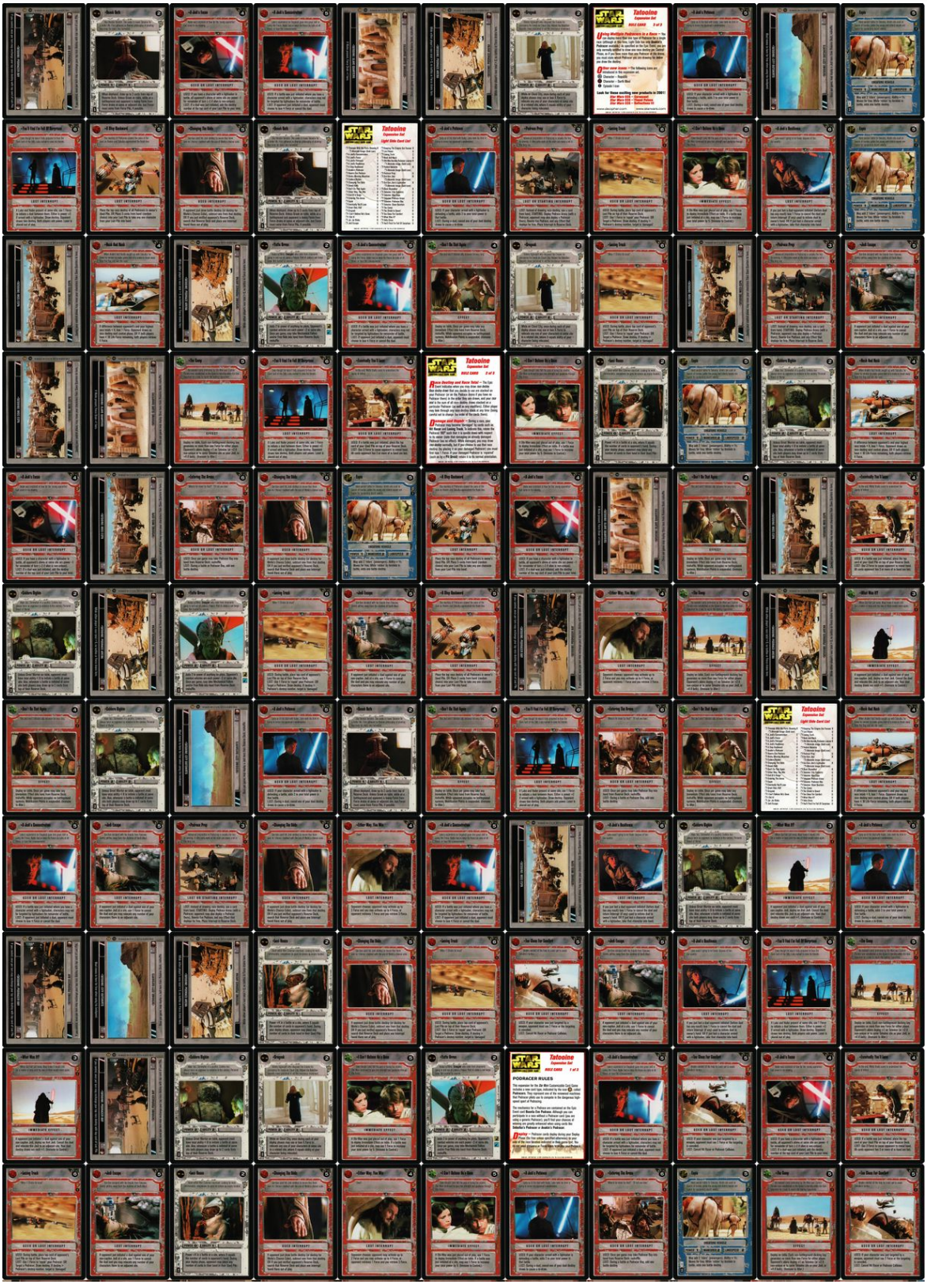


Tatooine Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

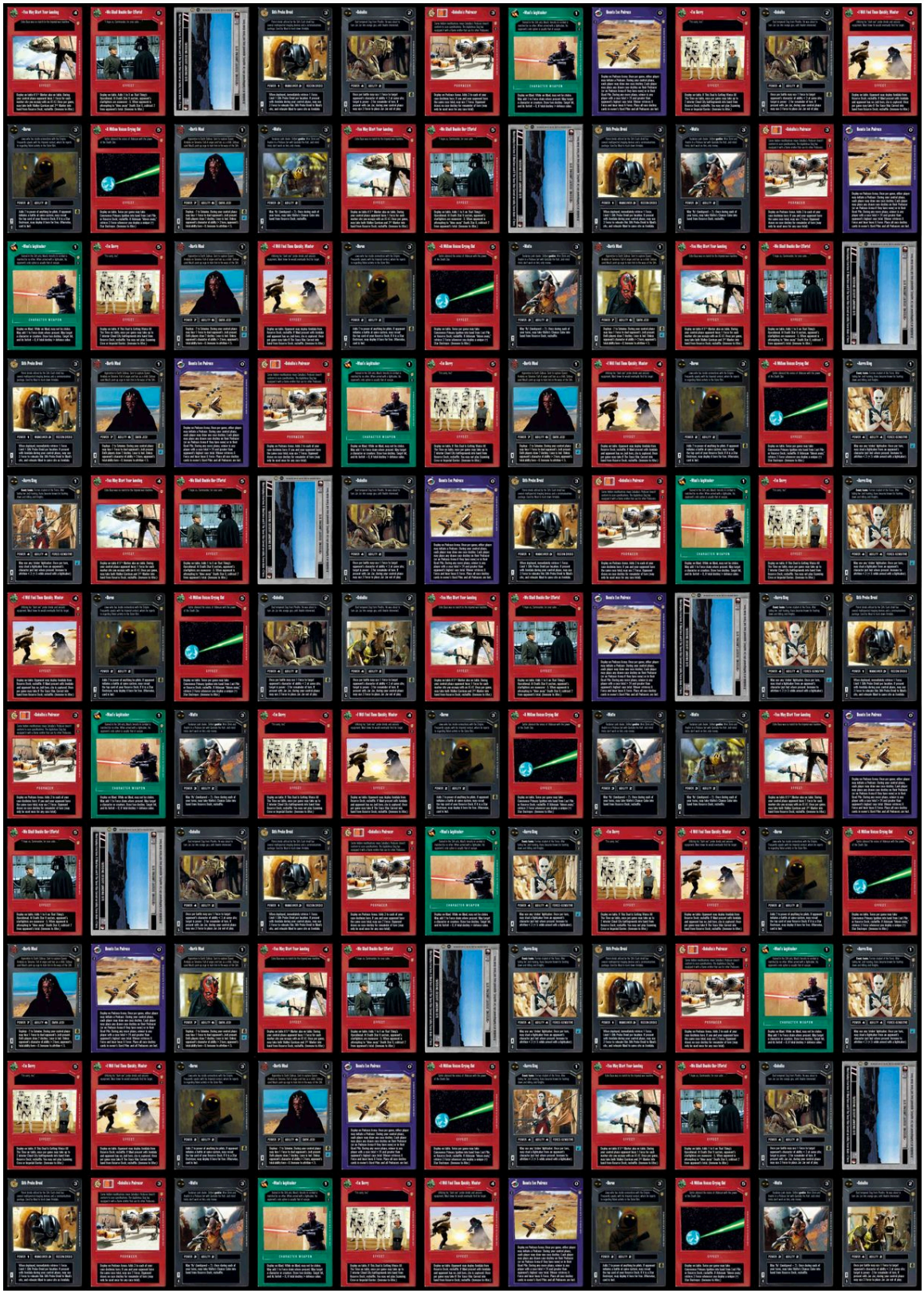


Tatooine Light Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Tatooine Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Tatooine Dark Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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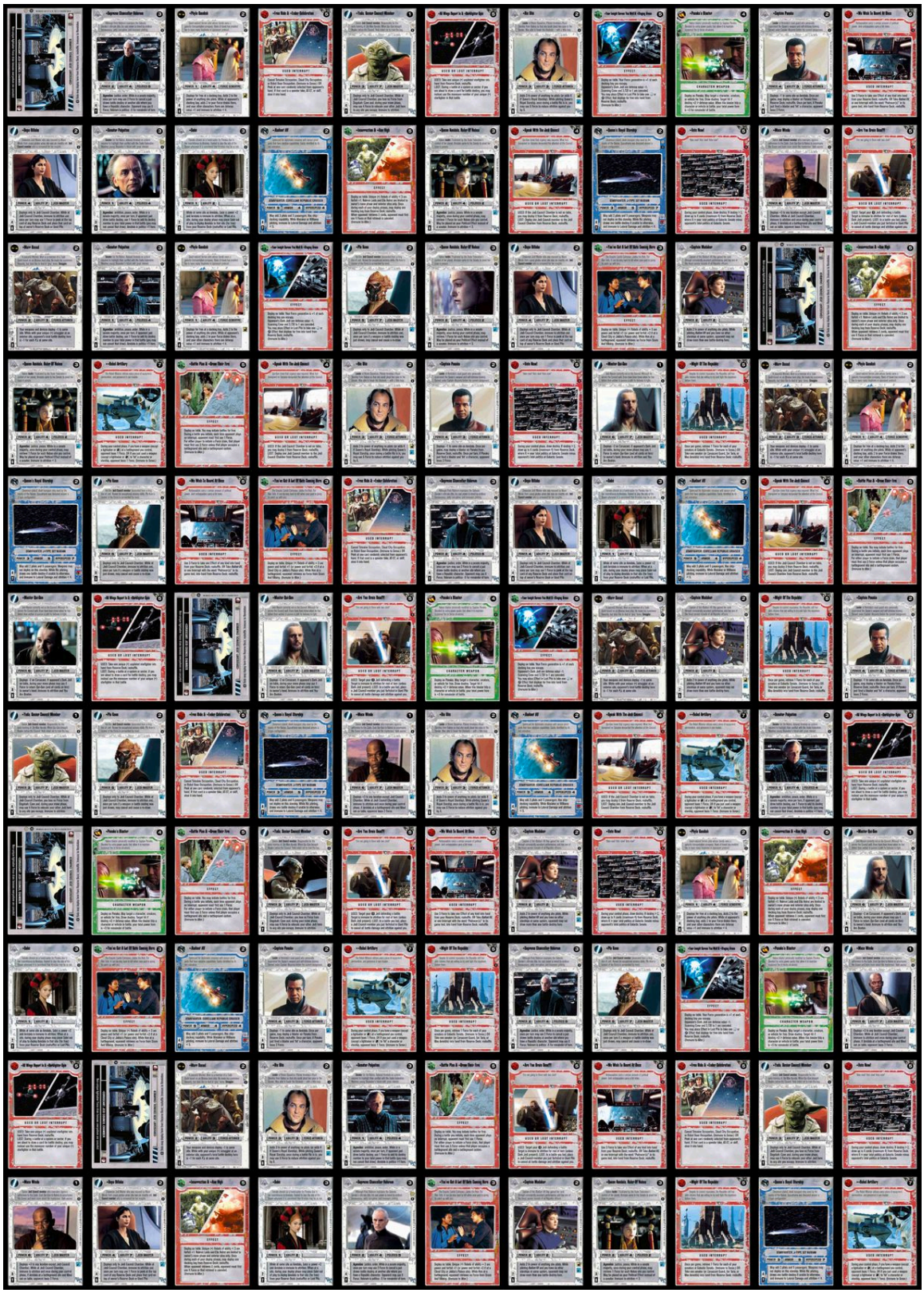
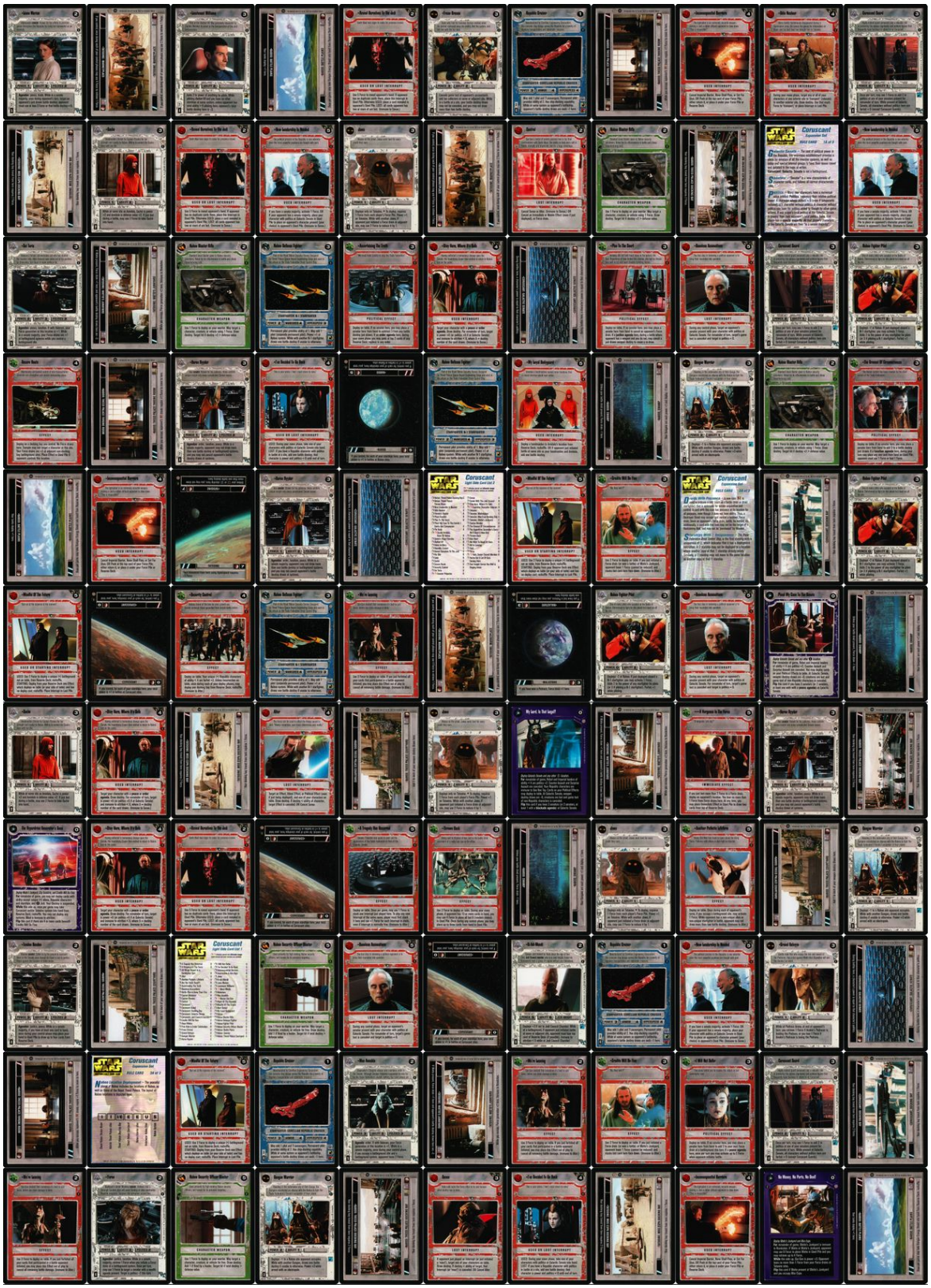


Coruscant Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Coruscant Light Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Coruscant Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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Coruscant Dark Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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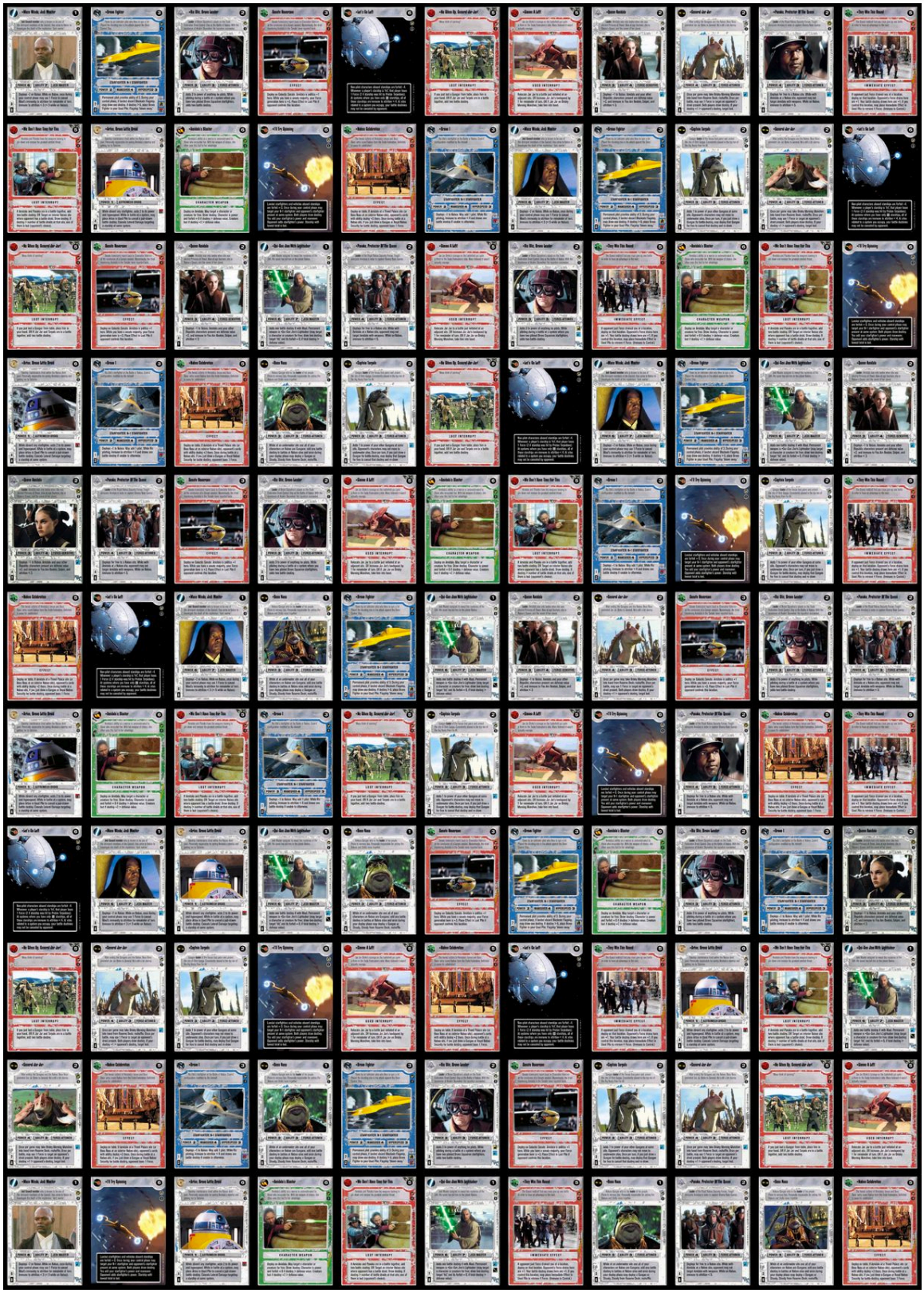
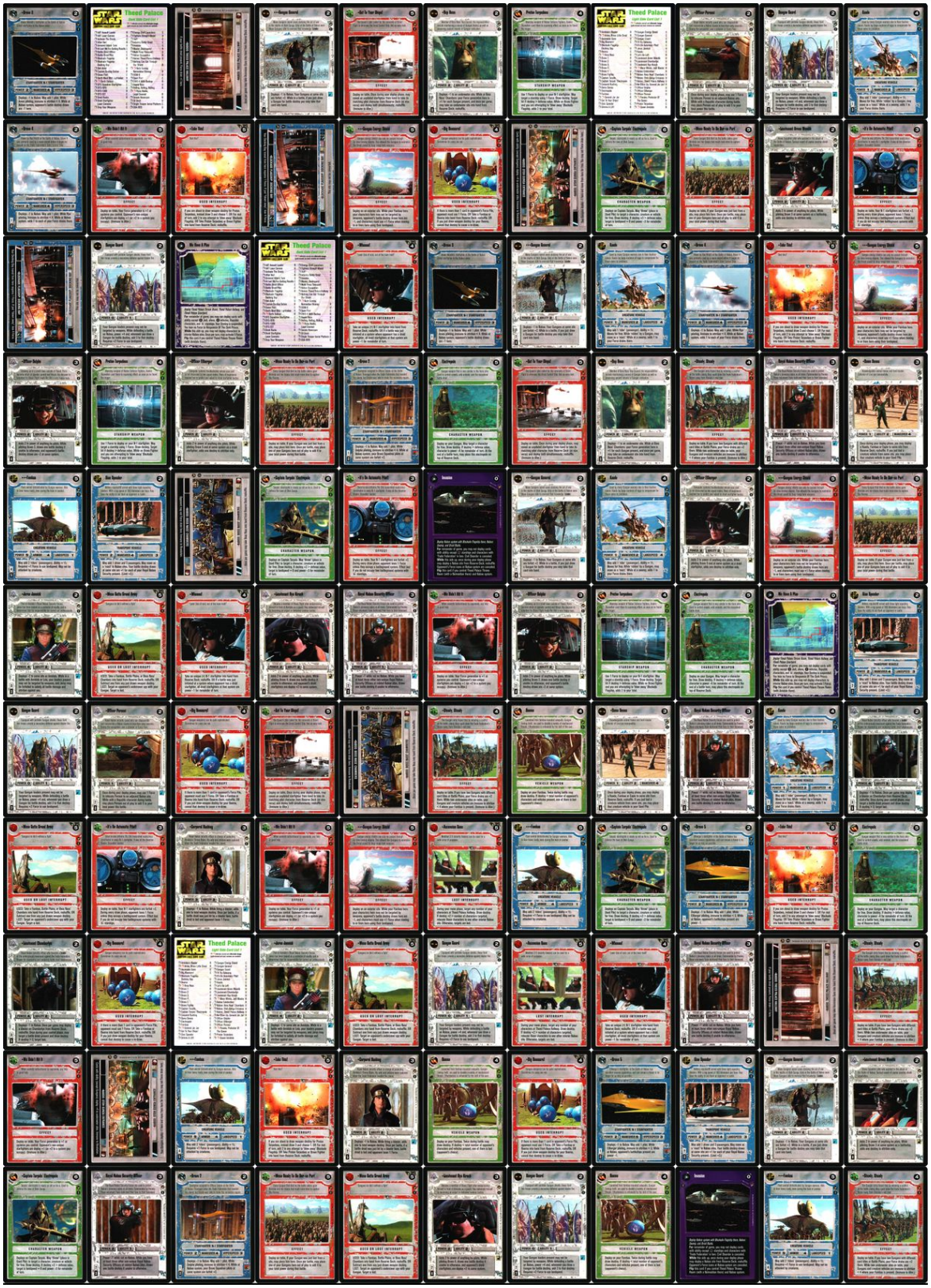


Theed Palace Light Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Theed Palace Light Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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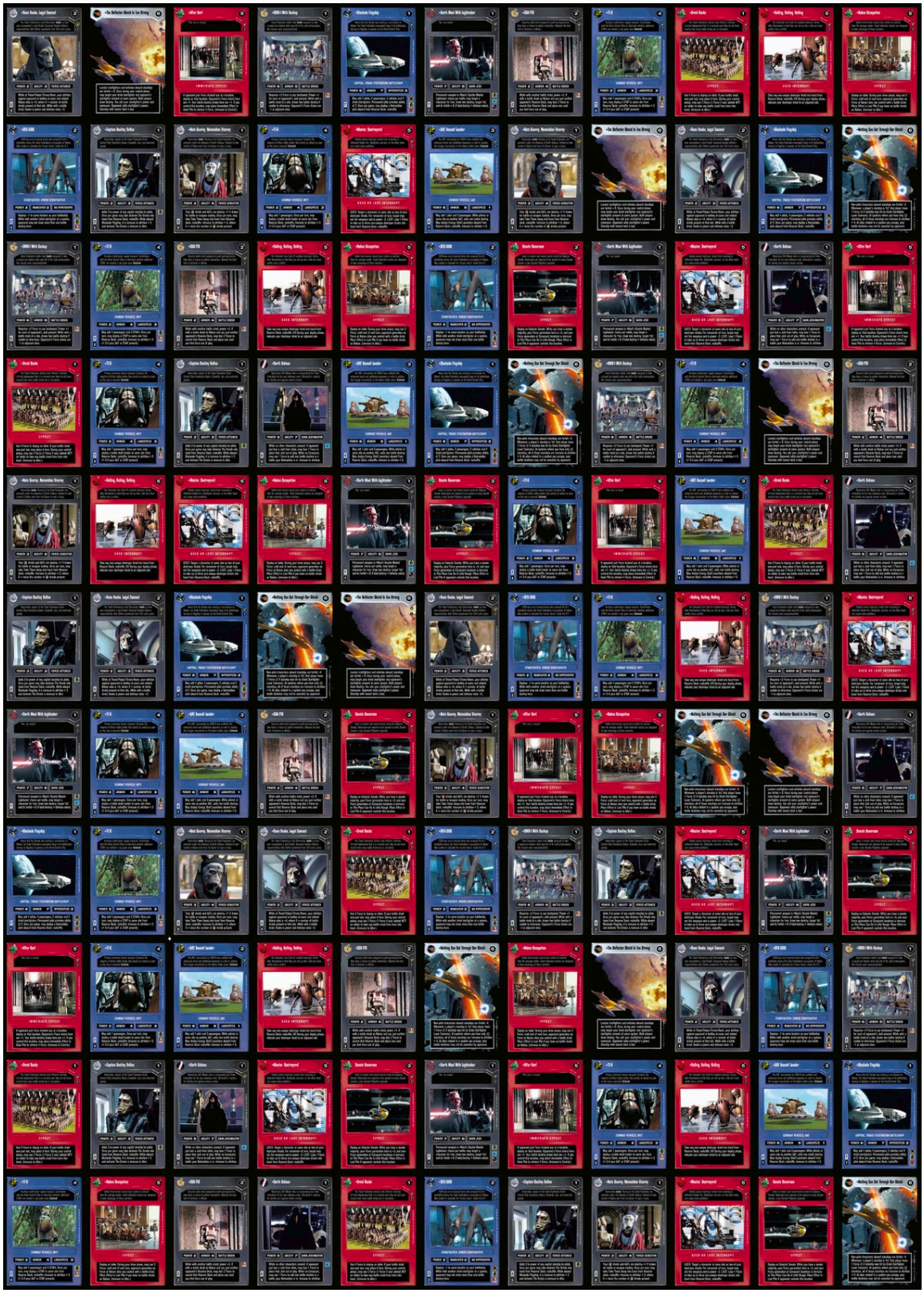

Theed Palace Dark Side Rare

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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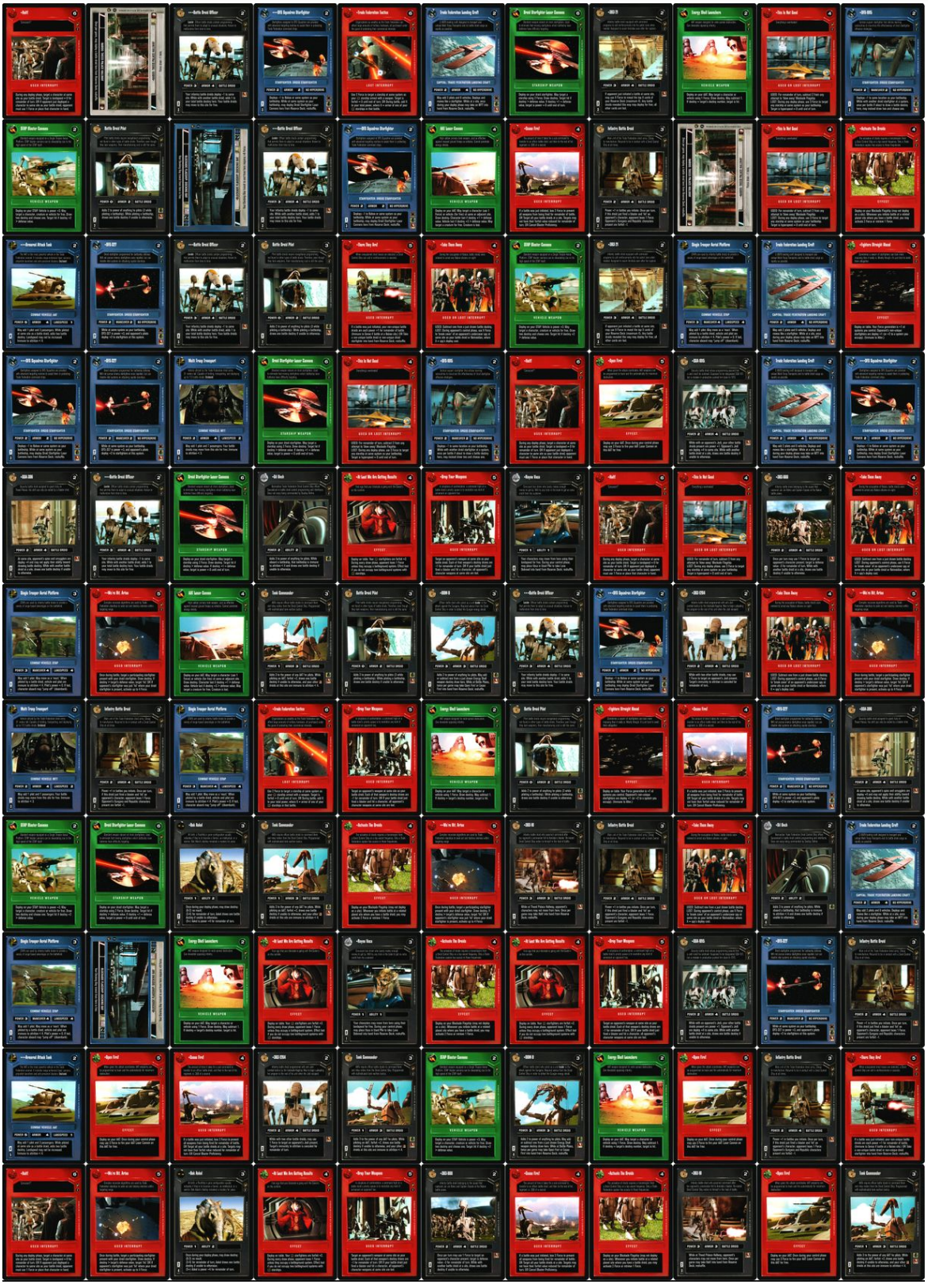

Theed Palace Dark Side Uncommon / Common

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

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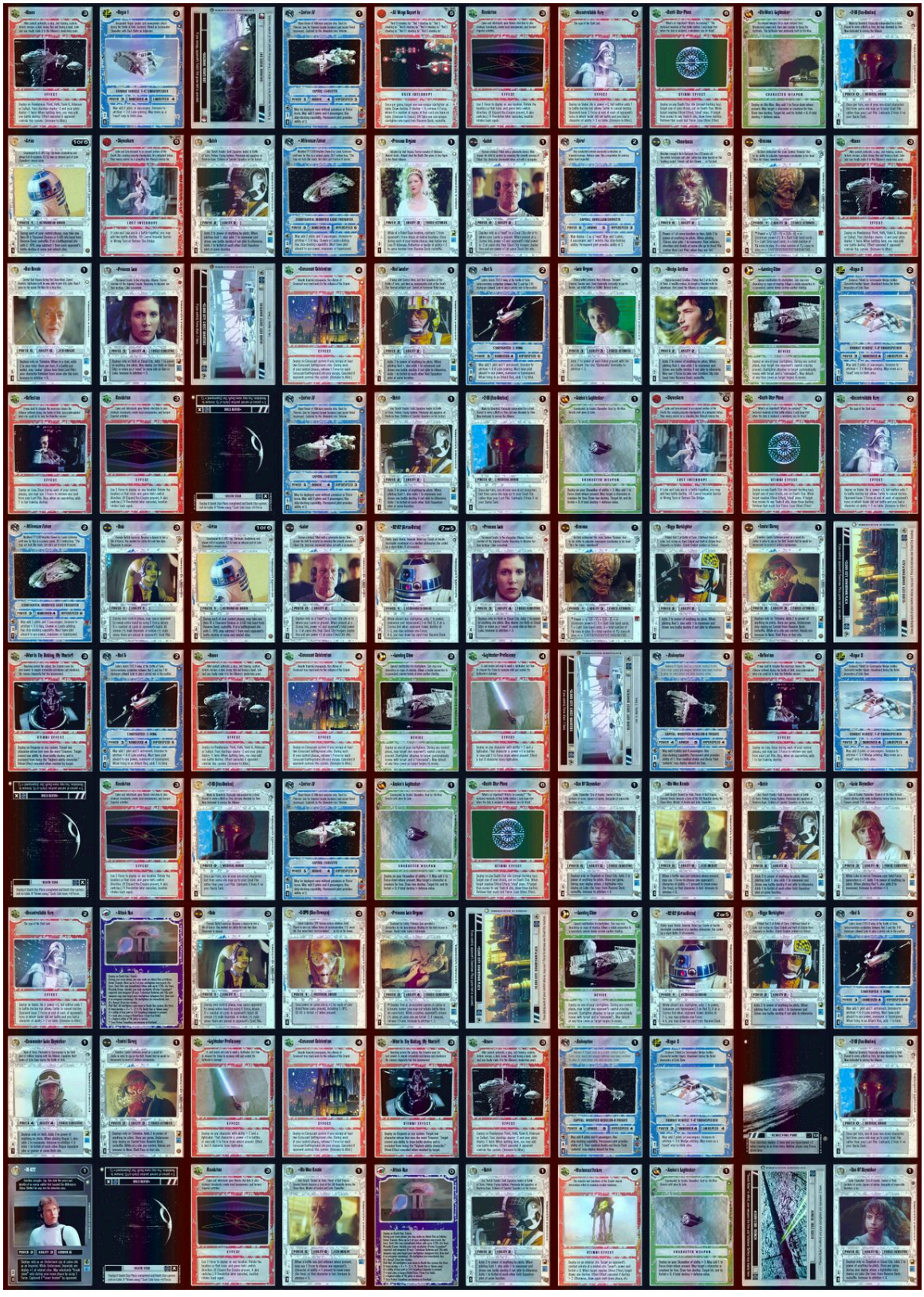
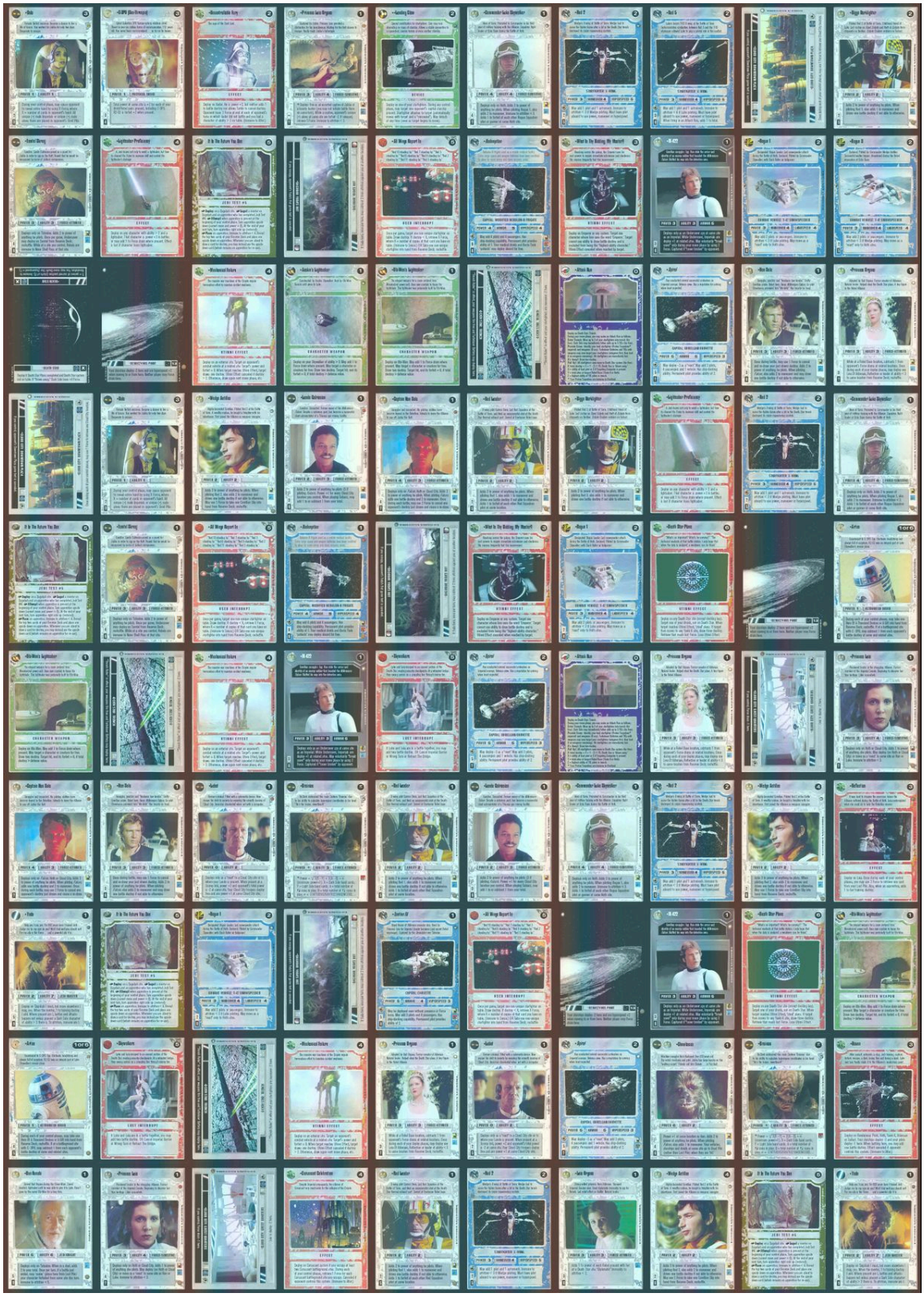


Reflections I Light Side Foil 1 of 2

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Reflections I Light Side Foil 2 of 2

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Reflections I Dark Side Foil 1 of 2

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

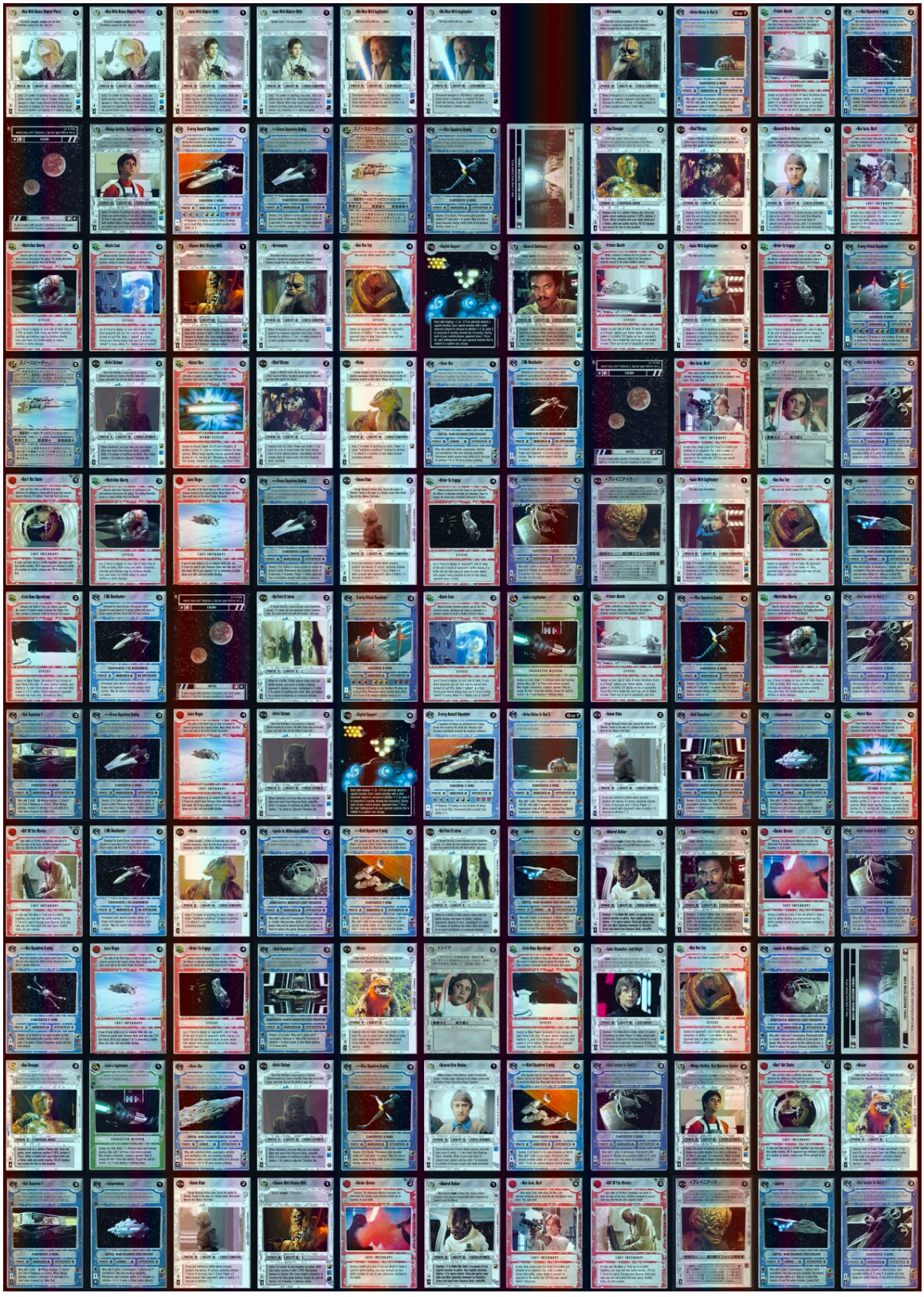


Reflections I Dark Side Foil 2 of 2

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Reflections II Light Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

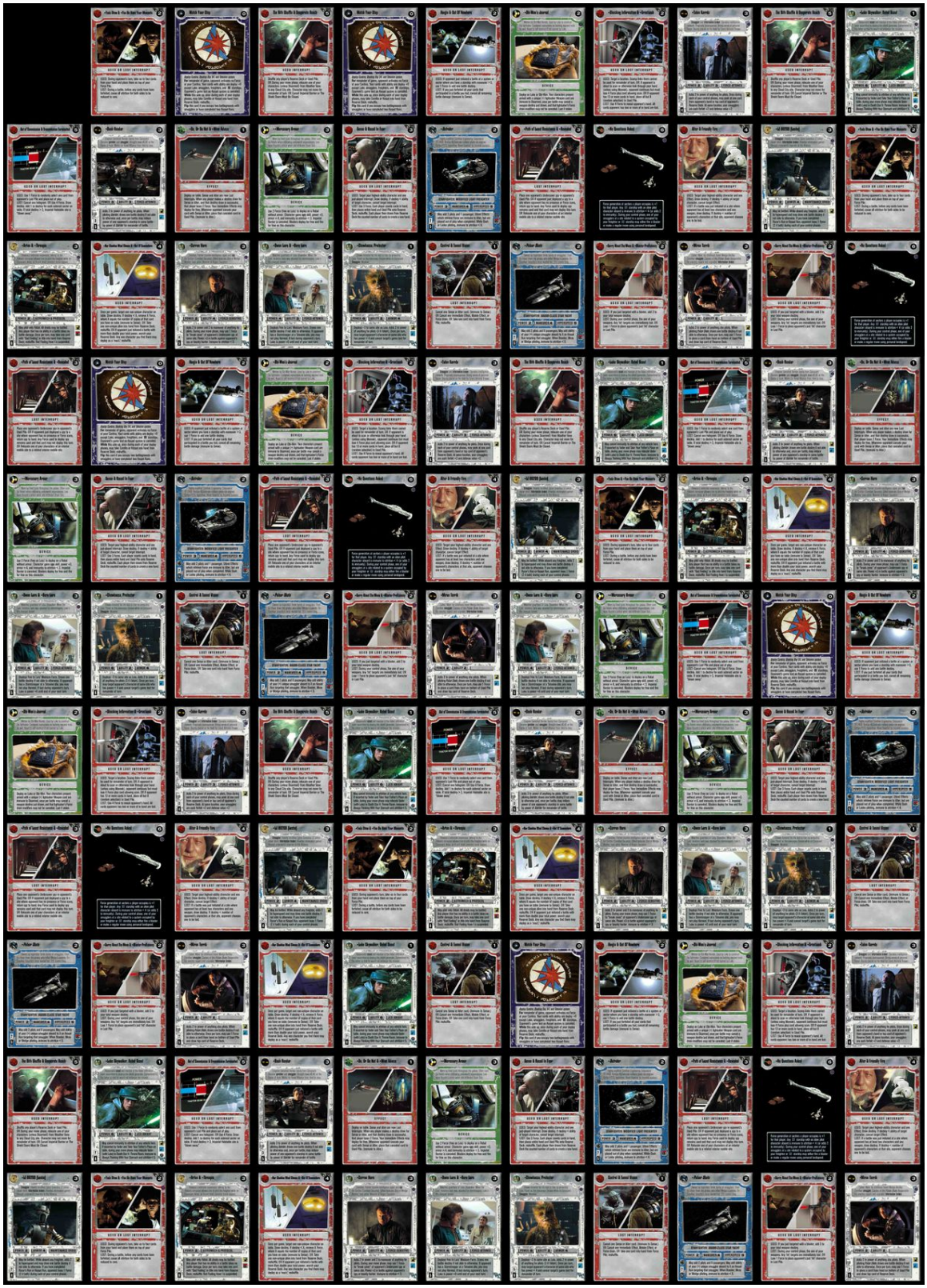


Reflections II Dark Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often



Reflections II Light Side Premium

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often



Reflections II Dark Side Premium

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)





Please reach out to the Players Committee if you have a photo or information on this uncut sheet available. This partial recreation is based on the best information currently available.

advocate@starwarsccg.org

Reflections III Light Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)





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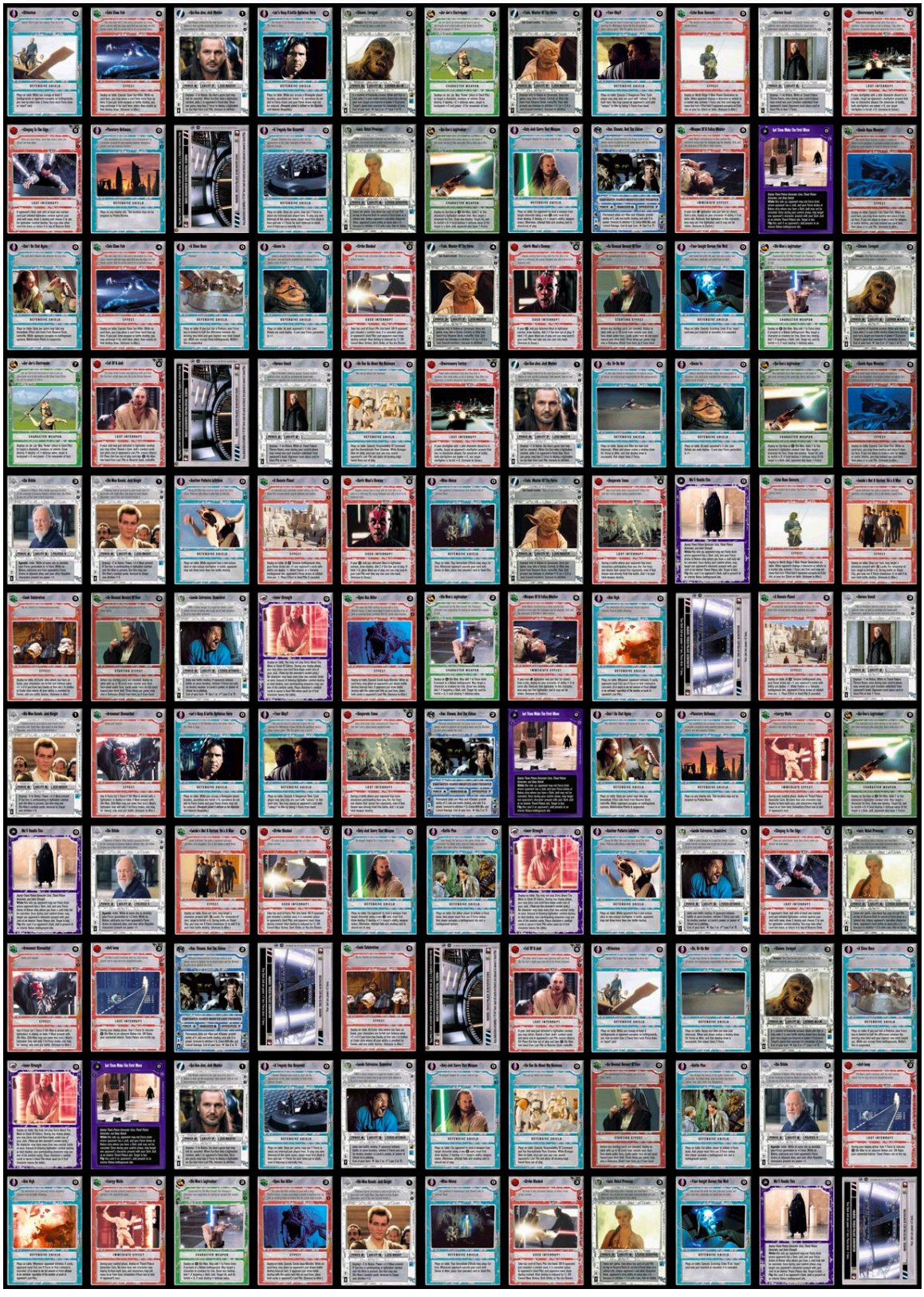
Reflections III Dark Side Foil

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Reflections III Light Side Premium

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

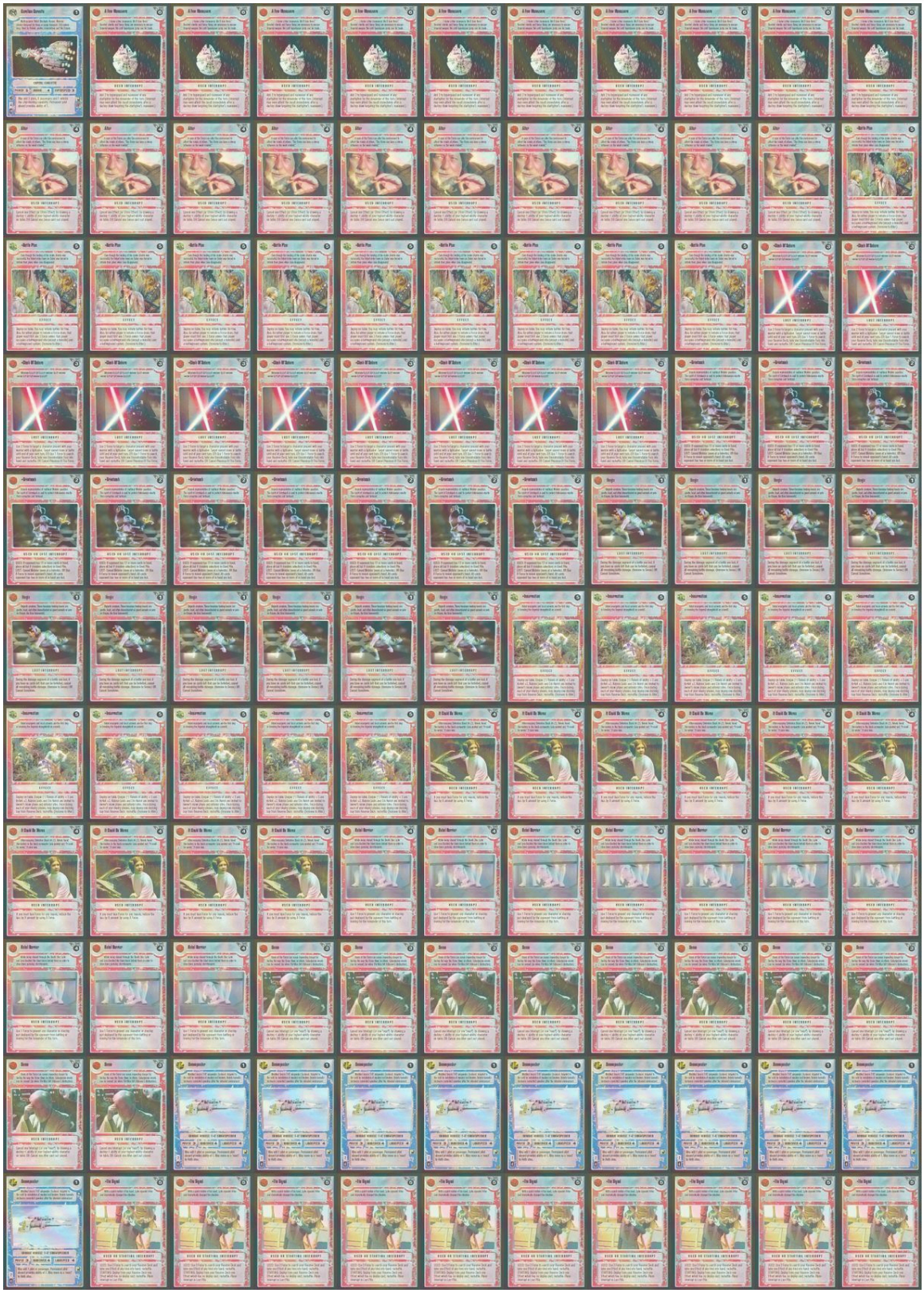


Reflections III Dark Side Premium

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Tournament Foil Light Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Tournament Foil Dark Side



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Enhanced Premiere Light Side



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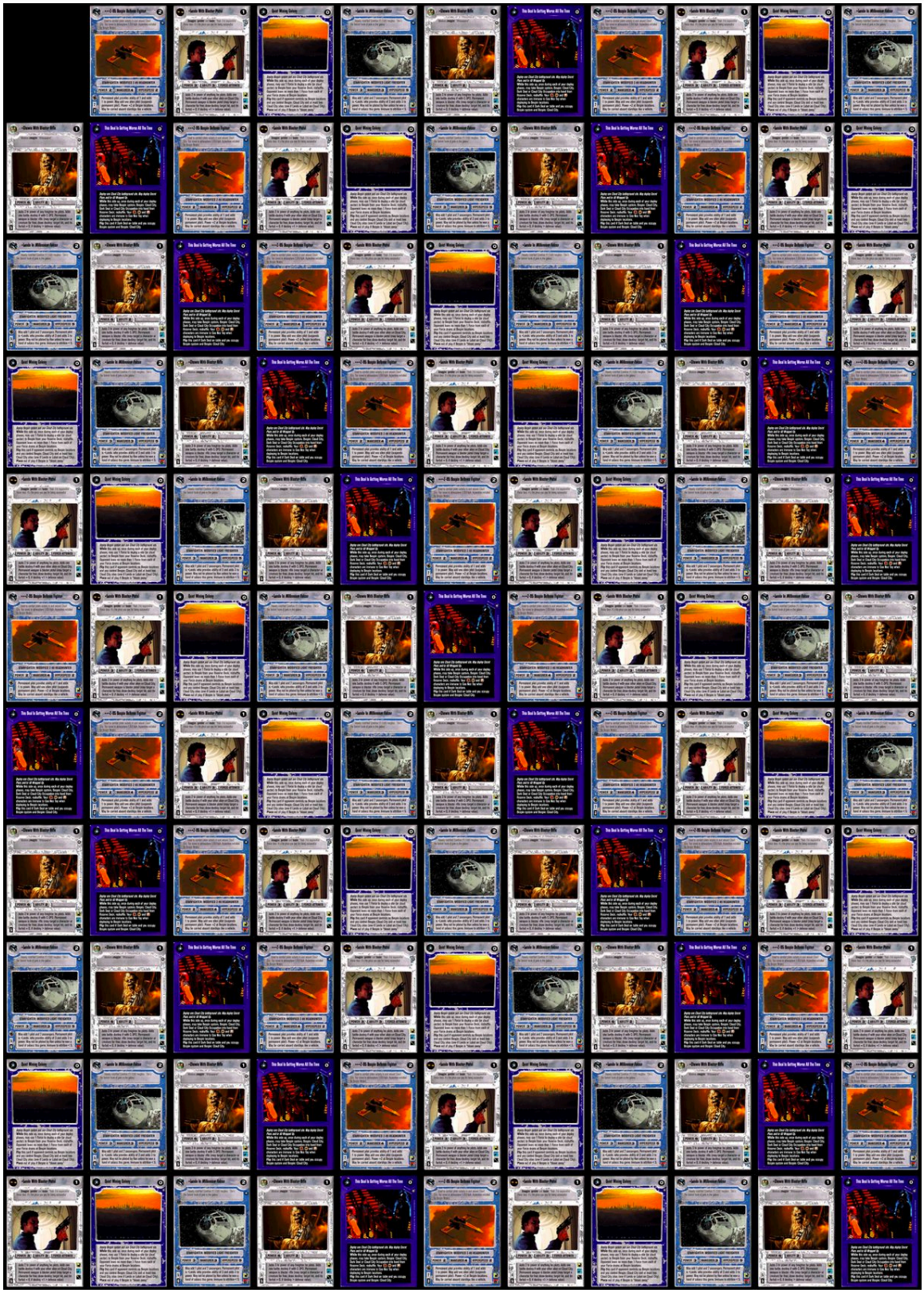
advocate@starwarsccg.org

Enhanced Premiere Dark Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Enhanced Cloud City Light Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Enhanced Cloud City Dark Side



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Enhanced Jabba's Palace Light Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Enhanced Jabba's Palace Dark Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

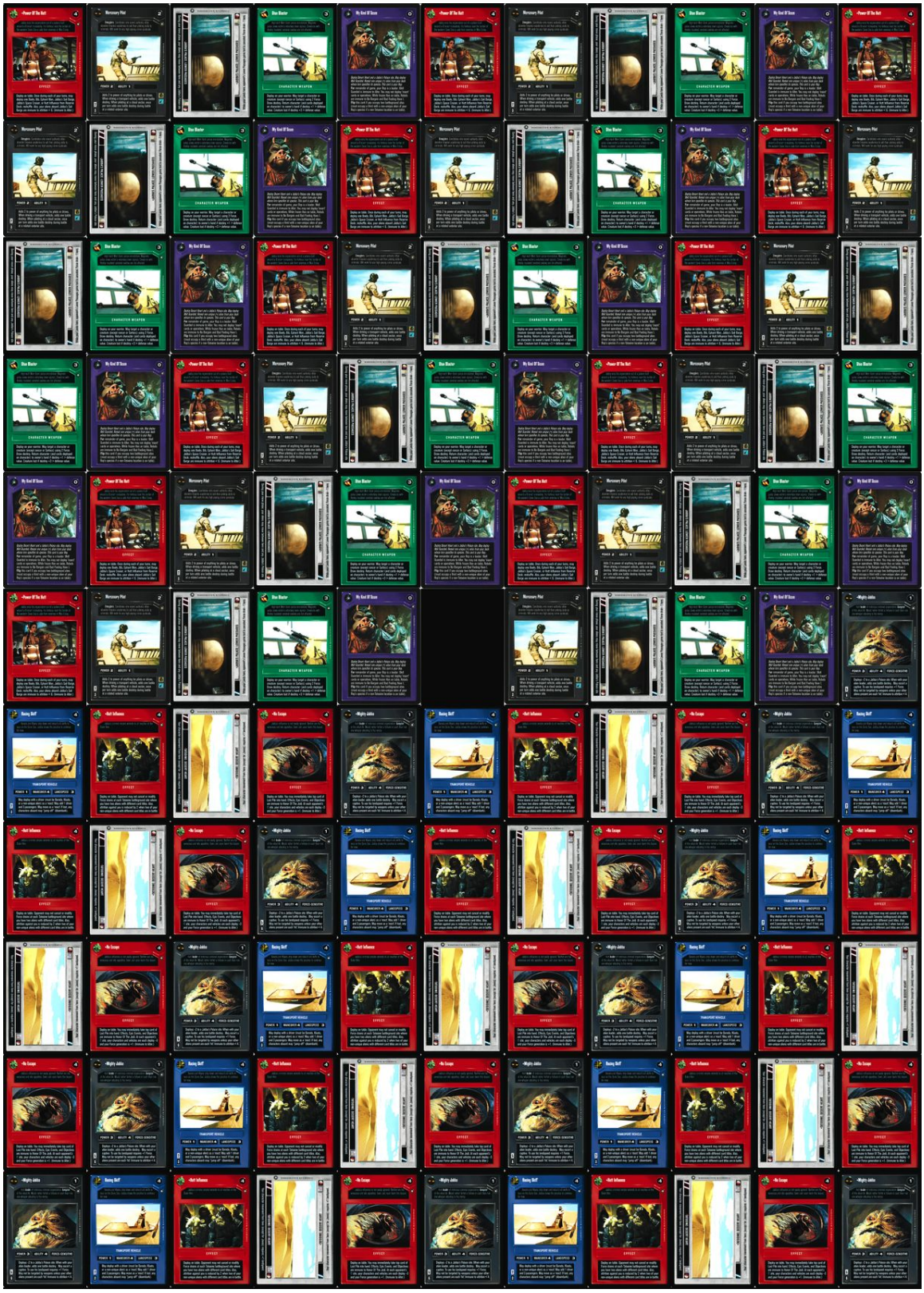


Jabba's Palace Sealed Deck Light Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Jabba's Palace Sealed Deck Dark Side

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)

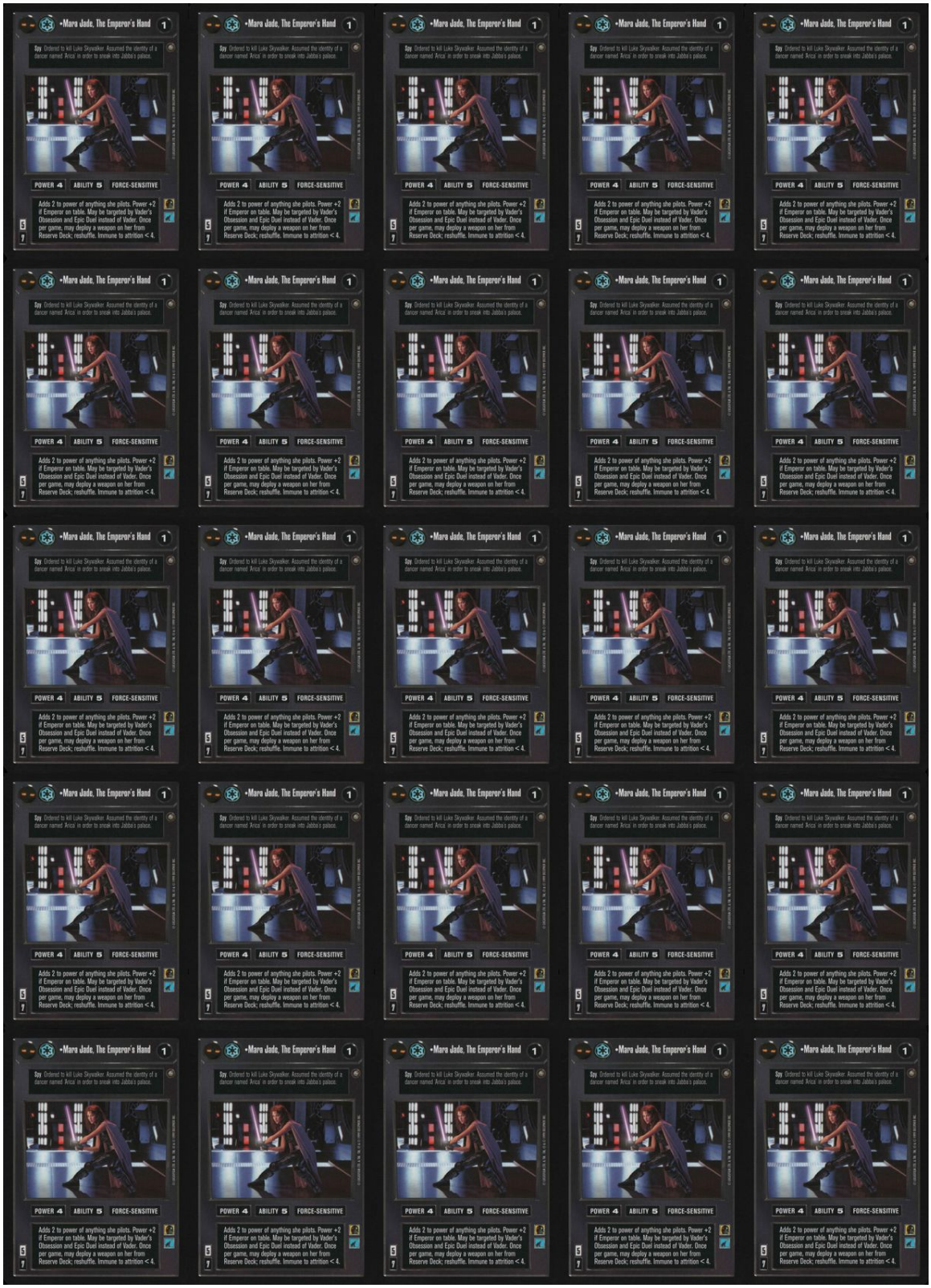


Oversized Princess Leia Organa

UNCUT SHEETS *continued*

Print Run Uncut Sheets (further illustrate rarity distribution)

Often Given Away as Prizes / Promotions (these layouts are recreations for clarity)



Oversized Mara Jade

ACKNOWLEDGEMENTS

This guide is intended to provide both current and former players and collectors of Decipher's Star Wars Customizable Card Game with an accurate history of each set release and promotional item produced for the game. It will be subject to revision for accuracy and completeness. As more products are re-discovered and information is obtained, they will be added to subsequent revisions of the guide. If in the process of compiling the material for the document, some inaccurate information made its way into this guide, or you have additional information you think should be included, please contact advocate@starwarsccg.org so that it may be amended and included in a future release. We are especially interested in filling in any of the "Image Needed" placeholders.

Additionally, while many pictures came from private collections, a few of the images used in this document were obtained via "Google" searches or even contained within posts to the Players Committee website forums (www.starwarsccg.org). Although the images were borrowed with the intent of sharing the information with fellow players and collectors, if you believe you are the owner of such image and/or are unwilling to share it despite putting it on the internet or to the forums, you may also contact advocate@starwarsccg.org or a member of the Advocate Council to have it removed or credited to you.

Finally, while much of the information in the guide was obtained either through personal knowledge or experience in collecting the cards, portions of it have been obtained through message board posts or emails with other players of the game. As this guide is more about providing information about the collecting aspect of the game in one centralized document than it is to be a résumé of "who knows what," by design, no one was "credited" with an image or information unless they specifically asked to be or if the information they provided was so essential that it would be tantamount to not citing them as a source.

However, it would be a mistake to not give a special thank you to all of the various posts in the PC Collecting Thread (especially from ShadowLeader), and pictures provided by a number of very helpful players, including Hayes, which were beyond instrumental. Kevin Wilson's complete overhaul and expansion of the document at Revision 3.0 forward helped bring this document to its current state. Jack Greene has been instrumental with extensive proofing efforts ahead of each release since 3.0. A small sub group has also since collaborated since Revision 3.0 to expand and verify the content, including Luke Fritz, Andytalaga, Gergall, Ronnie Aluzan, chriskelly, and Scott. So a special thanks and show of gratitude to them, as well as all others.

REVISION HISTORY

Version 1.0 - October 2014

Initial release.

Version 2.0 - July 2015

Additions for user submissions following the success of the initial release.

Version 3.0 - November 2020

Reformatted from the ground up.
Many pictures updated / replaced / added.
Additional information added throughout.
Checklist and total card count added for each set.

Version 3.1 - October 2022

Extensive edits for typographical errors and additions submitted by the community.

Version 3.2 - May 2026

Corrections submitted since 3.1.
Separated uncut sheets to individual pages for readability and added additional sheets and info
Separated sell sheets to individual pages for readability
Rebuilt card list for subsets / error correction
Added additional misprints submitted from the community
Additional Easter Eggs added
Additional Magazine Coverage info added
Additional Poster added
Additional Print Campaign info added
Japanese DS Hoth detail added
Pack layouts updated to reflect card order on most North American sets
Table of Contents Navigation link added to bottom of each page



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