

Star Wars™ Customizable Card Game™

ENHANCED PREMIERE SPOILER LIST

LIGHT SIDE

•Han With Heavy Blaster Pistol 1
 Lore: Scoundrel, **smuggler**, **gambler** and risk taker. "Everything's going to be fine. Trust me."
 CHARACTER-REBEL [EPP] [PM]
 POWER: 4 ABILITY: 3 FORCE-ATTUNED
 Text: Adds 3 to power of anything he pilots. Adds one battle destiny if with Luke or Chewie. Permanent weapon is •Han's Heavy Blaster Pistol (may target a character or creature for free) draw destiny) target hit, and its forfeit = 0, if destiny +1 > defense value).
 DEPLOY: 4 FORFEIT: 6
 Icons: Pilot, Warrior, Permanent Weapon

•Leia With Blaster Rifle 1
 Lore: Spirited **leader**. "I am not a committee!"
 CHARACTER-REBEL [EPP] [PM]
 POWER: 3 ABILITY: 4 FORCE-SENSITIVE
 Text: Adds 1 to power of anything she pilots. Adds one battle destiny if with Han. Permanent weapon is •Leia's Blaster Rifle (may target a character or creature for free) draw destiny) target hit, and its forfeit = 0, if destiny +1 > defense value).
 DEPLOY: 4 FORFEIT: 6
 Icons: Pilot, Warrior, Permanent Weapon

•Luke With Lightsaber 1
 Lore: "I've taken care of everything."
 CHARACTER-REBEL [EPP] [PM]
 POWER: 5 ABILITY: 5 FORCE-SENSITIVE
 Text: Adds 2 to power of anything he pilots. Permanent weapon is •Luke's Lightsaber (may target a character or creature for free) draw two destiny) target hit, and its forfeit = 0, if total destiny > defense value).
 DEPLOY: 5 FORFEIT: 7
 Icons: Pilot, Warrior, Permanent Weapon

•Obi-Wan With Lightsaber 1
 Lore: "The Force will be with you... always."
 CHARACTER-REBEL [EPP] [PM]
 POWER: 5 ABILITY: 6 JEDI KNIGHT
 Text: Permanent weapon is •Obi-Wan's Lightsaber (may target a character or creature for free) draw two destiny) target hit, and its forfeit = 0, if total destiny > defense value).
 DEPLOY: 5 FORFEIT: 8
 Icons: Warrior, Permanent Weapon

POWER: 4 ABILITY: 3 ARMOR: 5
 Text: Adds 3 to power of anything he pilots. Adds one battle destiny if with Han or Jabba. Permanent weapon is •Boba Fett's Blaster Rifle (may target a character or creature for free) draw destiny) target hit, and its forfeit = 0, if destiny +1 > defense value).
 DEPLOY: 5 FORFEIT: 5
 Icons: Pilot, Warrior, Permanent Weapon

•Darth Vader With Lightsaber 1
 Lore: "If you only knew the power of the dark side."
 CHARACTER-IMPERIAL [EPP] [PM]
 POWER: 6 ABILITY: 6 DARK JEDI
 Text: Adds 3 to power of anything he pilots. Permanent weapon is •Vader's Lightsaber (may target a character or creature for free) draw two destiny) target hit, and its forfeit = 0, if total destiny > defense value).
 DEPLOY: 6 FORFEIT: 7
 Icons: Pilot, Warrior, Permanent Weapon

DARK SIDE

•Boba Fett With Blaster Rifle 1
 Lore: Notorious **bounty hunter**. "As you wish."
 CHARACTER-ALIEN [EPP] [PM]

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Star Wars™ Customizable Card Game™

ENHANCED CLOUD CITY SPOILER LIST

LIGHT SIDE

•Chewie With Blaster Rifle 1
 Lore: Wookiee **smuggler**. "Wraaaaaanw!"
 CHARACTER-REBEL [ECC] [PM]
 POWER: 6 ABILITY: 2
 Text: Adds 3 to power of any freighter he pilots. Adds one battle destiny if with C-3PO. Permanent weapon is blaster rifle (may target a character or creature for free) draw destiny) target hit, and its forfeit = 0, if destiny > defense value).
 DEPLOY: 5 FORFEIT: 5
 Icons: Pilot, Warrior, Permanent Weapon

•Lando In Millennium Falcon 2
 Lore: Heavily modified Corellian YT-1300 freighter. "She's the fastest hunk of junk in the galaxy."
 STARFIGHTER: MODIFIED LIGHT FREIGHTER [ECC] [PM]
 POWER: 3 MANEUVER: 3 HYPERSPEED: 5
 Text: May add 1 pilot and 2 passengers. Permanent pilot is •Lando, who provides ability of 3 and adds 3 to power. May not be piloted by Han unless he won a hand of sabacc this game. Immune to attrition < 5.
 DEPLOY: 5 FORFEIT: 6
 Icons: Independent, Pilot, Nav Computer, Scomp Link

•Lando With Blaster Pistol 1
 Lore: **Smuggler**, **gambler** and **leader**. "Yeah, I'm responsible these days. It's the price you pay for being successful."
 CHARACTER-ALIEN [ECC] [PM]
 POWER: 3 ABILITY: 3 FORCE-ATTUNED
 Text: Adds 2 to power of anything he pilots. Adds one battle destiny if with your other alien on Cloud City. Permanent weapon is blaster pistol (may target a character for free) draw destiny) target hit, and its forfeit = 0, if destiny +1 > defense value).
 DEPLOY: 4 FORFEIT: 5
 Icons: Pilot, Warrior, Permanent Weapon

Flip this card if opponent controls Bespin system (or three Cloud City sites and/or Bespin cloud sectors).
Place out of play if Bespin is "blown away".

•••Z-95 Bespin Defense Fighter 2
 Lore: Used to combat pirate activity in and around Cloud City. Top speed in atmosphere 1,150 kph. Hyperdrive installed by Bespin Motors.
 STARFIGHTER: MODIFIED Z-95 HEADHUNTER [ECC] [PM]
 POWER: 2 MANEUVER: 4 HYPERSPEED: 2
 Text: Permanent pilot provides ability of 1 and adds 1 to power. May add one alien pilot (suspends permanent pilot). Power +2 at Bespin locations. May be carried aboard starships like a vehicle.
 DEPLOY: 2 FORFEIT: 3
 Icons: Independent, Pilot, Nav Computer, Scomp Link

Text: Deploy on table. Once per turn, may take I Have You Now or Evader into hand from Reserve Deck) reshuffle. At mobile sites, opponent draws no more than two battle destiny per battle. Evader is immune to Sense. May lose 1 Force to cancel Clash of Sabers. (Immune to Alter.)

•Dengar In Punishing One 1
 Lore: Corellian starfighter. Dengar replaced its passenger capacity and TIE cannons with enhanced targeting systems. Allows Dengar to track and engage multiple enemies at once.
 STARFIGHTER: CORELLIAN JM 5000 [ECC] [PM]
 POWER: 2 MANEUVER: 5 HYPERSPEED: 3
 Text: Permanent pilot is •Dengar, who provides ability of 2 and adds 2 to power. When in battle, adds 1 to total battle destiny for each opponent's starship present. Cancels opponent's immunity to attrition here.
 DEPLOY: 5 FORFEIT: 5
 Icons: Independent, Pilot, Nav Computer, Scomp Link

DARK SIDE

•4-LOM With Concussion Rifle 3
 Lore: Accomplished **thief** and **information broker**. Modified by Jabba to be an effective **bounty hunter**. The Hutt often teams 4-LOM with other hired killers.
 CHARACTER-DROID [ECC] [PM]
 POWER: 2 ARMOR: 3 PROTOCOL DROID
 Text: Adds one battle destiny if with Jabba or Zuckuss. Permanent weapon is •4-LOM's Concussion Rifle (may target a character for free) target may not use its game text for remainder of turn).
 DEPLOY: 3 ORFEIT: 3
 Icons: Warrior, Permanent Weapon

•IG-88 With Riot Gun 1
 Lore: Bounty hunter droid equipped with proprietary stealth technology. Archived several of its enhancement subroutines in favor of sophisticated tracking and capture programming.
 CHARACTER-DROID [ECC] [PM]
 POWER: 4 ARMOR: 5 ASSASSIN DROID
 Text: May initiate battle. Permanent weapon is riot gun (may target a character for free) draw destiny) target captured if destiny +1 > defense value). Adds one battle destiny if alone or with your other bounty hunter. Immune to Restraining Bolt and purchase.
 DEPLOY: 5 FORFEIT: 3
 Icons: Pilot, Warrior, Permanent Weapon

This Deal Is Getting Worse All The Time / Pray I Don't Alter It Any Further [ECC] [PM]
[Front Side] 0
 Text: *Deploy one Cloud City battleground site. May deploy Secret Plans and/or All Wrapped Up.*

While this side up, once during each of your deploy phases, may take Bespin system, Bespin: Cloud City, Dark Deal or Cloud City Occupation into hand from Reserve Deck) reshuffle. Your [Cloud City], [Jabba's Palace] and [Special Edition] characters are immune to Goo Nee Tay when deploying to Bespin Locations.

Flip this card if Dark Deal on table and you occupy Bespin System and Bespin: Cloud City.

[Back Side] 7
While this side up, Surreptitious Glance may not cancel Dark Deal, The Planet That It's Farthest From is suspended if targeting Bespin. Opponent loses 8 Force when you play All Too Easy. At each Bespin location you control with an Imperial, your Force drains may not be modified by opponent. If you have an alien/imperial pair in battle, your total battle destiny is +2 (+4 if alien is an Ugnought).
Flip this card if Dark Deal is cancelled, if opponent controls Bespin or if Bespin is "blown away".

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•Any Methods Necessary 4
 Lore: Darth Vader authorized the bounty hunters to use any means at their disposal to find and capture the Millennium Falcon - not that they need any encouragement.
 USED OR STARTING INTERRUPT [ECC] [PM]
 Text: USED: Activate 1 Force. STARTING: Take into hand from Reserve Deck one prison and one bounty hunter (may also take a matching weapon and/or starship). When you draw your starting hand, draw six more cards instead of eight. Place Interrupt in Reserve Deck.

•Boba Fett In Slave I 1
 Lore: Dangerous and deadly starfighter piloted by its notorious owner. Uses combat-grade shields and sensors. Hidden weapons provide lethal surprises for Fett's victims.
 STARFIGHTER: FIRESPRAY-CLASS ATTACK SHIP
 POWER: 4 MANEUVER: 4 HYPERSPEED: 4
 Text: May add 3 passengers. Permanent pilot is •Boba Fett, who provides ability of 3, adds 3 to power, adds 2 to maneuver and draws one battle destiny if not able to otherwise. Immune to attrition < 5.
 DEPLOY: 7 ORFEIT: 4 [ECC] [PM]
 Icons: Independent, Pilot, Nav Computer, Scomp Link

•Crush The Rebellion 4
 Lore: After dueling his son and seizing control of a city in the clouds, Vader resumed his quest to destroy the Alliance.
 EFFECT [ECC] [PM]

Quiet Mining Colony / Independent Operation [ECC] [PM]
[Front Side] 0

Text: *Deploy Bespin system and one Cloud City battleground site.*

While this side up, once during each of your deploy phases, may use 1 Force to deploy a site (or cloud sector) to Bespin from Reserve Deck) reshuffle. Opponent loses no more than 1 Force from each of your Force drains at Bespin locations.

Flip this card if opponent controls no Bespin locations and you control Bespin: Cloud City and at least two Cloud City sites (one if Lando or Lobot on Cloud City).

Place out of play if Bespin is "blown away"

[Back Side] 7
While this side up, your aliens, cloud cars and [independent] starships are immune to attrition < 4. At each Bespin location you control with an alien, your Force drains may not be modified or canceled by opponent. Your [independent] starships are deploy -1. Once during each of your deploy phases, you may deploy one docking bay from Reserve Deck; reshuffle.

ENHANCED JABBA'S PALACE SPOILER LIST

LIGHT SIDE

•Boushh 1
 Lore: Leia obtained the armor of a notorious mercenary to sneak onto Coruscant. She later assumed the same role to **spy** on Jabba. Fearless and inventive. Jabba's kind of scum.
 CHARACTER-REBEL [EJP] [PM]
 POWER: 3 ABILITY: 4 ARMOR: 4
 Text: Deploys only to a site (-2 on Tatooine or Coruscant) as an Undercover Spy. While undercover at an opponents site, prevents opponent from modifying or cancelling your Force Drains at opponent's related sites. Immune to Attrition < 3.
 DEPLOY: 6 FORFEIT: 7
 Icons: Pilot, Warrior

•Master Luke 1
 Lore: Until being reunited with Yoda, Luke suspected that he had completed his training. Has a strong influence on the weak minded.
 CHARACTER-REBEL [EJP] [PM]
 POWER: 6 ABILITY: 5 FORCE-SENSITIVE
 Text: Deploys -2 on Tatooine. Power -2 when present with Vader. Adds 2 to power of anything he pilots. When in battle, may target one opponent's alien present. Draw destiny. Target returns to opponent's hand if destiny > ability. Immune to attrition < 4.
 DEPLOY: 7 FORFEIT: 7
 Icons: Pilot, Warrior

•See-Threepio 2
 Lore: C-3PO was Jabba's "khan chita," or translator. Survived more battles than most members of the Alliance. Wasn't informed of R2-D2's role in the rescue of Han.
 CHARACTER-DROID [EJP] [PM]
 POWER: 1 PROTOCOL DROID
 Text: Deploys only to a Jabba's Palace site. Once per game, when replacing another C-3PO, retrieve 3 Force. When in battle with your other droid and a Rebel, adds one battle destiny. R2-D2 deploys and moves for free to same location.
 DEPLOY: 3 FORFEIT: 4

You Can Either Profit By This... / Or Be Destroyed
 OBJECTIVE [EJP] [PM]
 [Front Side] 0
Deploy Tatooine: Jabba's Palace and Audience Chamber (with Han frozen there, he may not be moved when frozen). Opponent may deploy up to 2 aliens at Audience Chamber.
While this side up, opponent may not Force Drain at Audience Chamber and you may not force drain at Tatooine locations. You may not play Frozen Assets. Luke, C-3PO and R2-D2 are deploy -2 at Jabba's Palace sites. Master Luke deploys for free.
Flip this card if Han is on Tatooine and not a captive.
Place out of play if Tatooine is blown away.
 [Back Side] 7
Immediately retrieve 5 Force (or 10 if Han has power < 4) once per game.
While this side up, cancels the text of Bad Feeling Have I. Your unpiloted starfighters may deploy to exterior Tatooine locations. During your control phase, opponent loses 1 Force for each battleground location occupied by Han, Luke, Leia, Chewie, or Lando.
Flip this card if Han is captured or not on table.
Place out of play if Tatooine is blown away.

DARK SIDE

•Bossk With Mortar Gun 1
 Lore: Trandoshan **bounty hunter**. Modified his mortar gun to fire stun cartridges for live captures. Uses non-fragmentary capture rounds to minimize collateral damage.
 CHARACTER-ALIEN [EJP] [PM]
 POWER: 4 ABILITY: 2
 Text: Adds 2 to power of anything he pilots. Permanent weapon is •Bossk's Mortar Gun (may fire for free) draw destiny| may subtract or add 1 if at same site as a bounty| choose one character with that destiny number present to be captured.)
 DEPLOY: 5 FORFEIT: 3
 Icons: Pilot, Warrior, Permanent Weapon

Court Of The Vile Gangster / I Shall Enjoy Watching You Die
 OBJECTIVE [EJP] [PM]
 [Front Side] 0
Deploy Audience Chamber, Great Pit Of Carcoon and Dungeon.
While this side up, once during each of your deploy phases, may deploy one docking bay or [independent] starship from Reserve Deck| reshuffle. Bounty Hunters are forfeit +2 and immune to Goo Nee Tay. You may not play Scanning Crew. Each player loses 1 Force at end of each of their deploy phases unless that player has a non-droid character at a Tatooine battleground site.
Flip this card if you have two captives (or a captive of ability > 2) at any Jabba's Palace site(s).
 [Back Side] 7
While this side up, once during each of your deploy phases, may deploy Sarlacc, Rancor or Rancor Pit from Reserve Deck; reshuffle. Captives targeted by trap door are immediately relocated to Rancor Pit (do not draw destiny) and Trap Door may not be canceled. Opponent loses Force equal to forfeit value of each opponent's character eaten by a Rancor or Sarlacc (place that character out of play).
Flip this card if you have no captives at Tatooine sites and opponent has no character at same site as Rancor.

•Dengar With Blaster Carbine 2
 Lore: Corellian **bounty hunter**. Skilled athlete. Expert shot. Has worked many times for Jabba the Hutt. Carries a long-standing grudge against Han Solo.
 CHARACTER-ALIEN [EJP] [PM]
 POWER: 3 ABILITY: 2
 Text: Adds 2 to the power of anything he pilots. Permanent weapon is •Dengar's Blaster Carbine (may target a character, creature or vehicle for free) target hit, and its forfeit = 0, if destiny +1 > defense value| may be fired twice per battle).
 DEPLOY: 5 FORFEIT: 3
 Icons: Pilot, Warrior, Permanent Weapon

•IG-88 In IG-2000 1
 Lore: Starship adapted to the assassin droid's specifications. Flight controls linked directly to processing unit. Real-time relays minimize response time.
 STARFIGHTER: TRILON AGGRESSOR [EJP] [PM]
 POWER: 3 MANEUVER: 3 HYPERSPEED: 3

Text: May add 2 passengers. Permanent pilot is •IG-88, who adds 2 to power and 3 to maneuver. May initiate battle. When in a battle you initiate, adds one battle destiny. Ion Cannon may deploy aboard.
 DEPLOY: 5 FORFEIT: 4
 Icons: Independent, Pilot, Nav Computer, Scomp Link

•Jodo Kast 2
 Lore: **Bounty Hunter** and **scout**. Perfectionist. Equipped with mandalorian armor and a jet pack. He doesn't mind being mistaken for Boba Fett. Occasionally works for Black Sun.
 CHARACTER-ALIEN [EJP] [PM]
 POWER: 3 ABILITY: 3 ARMOR: 5
 Text: When in battle, if opponent draws more than one battle destiny, may cancel one. Once per turn, when firing a rifle or blaster, may target for free and add 2 to total weapon destiny. May be targeted by Hidden Weapons. May fly (landspeed = 3).
 DEPLOY: 4 FORFEIT: 3
 Icons: Warrior

•Mara Jade, The Emperor's Hand 1
 Lore: **Spy**. Ordered to kill Luke Skywalker. Assumed the identity of a dancer named 'Arica' in order to sneak into Jabba's palace.
 CHARACTER-IMPERIAL-ALIEN [EJP] [PM]
 POWER: 4 ABILITY: 5 FORCE-SENSITIVE
 Text: Adds 2 to power of anything she pilots. Power +2 if Emperor on table. May be targeted by Vader's Obsession and Epic Duel instead of Vader. Once per game, may deploy a weapon on her from Reserve Deck| reshuffle. Immune to attrition < 4.
 DEPLOY: 5 FORFEIT: 7
 Icons: Pilot, Warrior

•Mara Jade's Lightsaber 1
 Lore: As part of her training to become the Emperor's hand, Mara Jade learned from Palpatine himself how to effectively fight with a lightsaber.
 CHARACTER WEAPON [EJP] [PM]
 Text: Use 1 Force to deploy on Mara Jade. May add 1 to Force Drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

•Zuckuss In Mist Hunter 1
 Lore: Zuckuss is a dangerous adversary, especially when aboard his own starship. Mystical omens enable the Gand to predict enemy maneuvers in starship combat.
 STARFIGHTER: BYBLOS G-1A TRANSPORT [EJP] [PM]
 POWER: 2 MANEUVER: 3 HYPERSPEED: 5
 Text: May add 1 pilot and 3 passengers. Permanent pilot is •Zuckuss, who provides ability of 4 and adds 2 to power. Unless opponent has total ability > 6 piloting here, opponent's total battle destiny here = zero.
 DEPLOY: 6 FORFEIT: 5
 Icons: Independent, Pilot, Nav Computer, Scomp Link