

# OFFICIAL TOURNAMENT SEALED DECK SPOILER LIST

## LIGHT SIDE

**•Arleif Schous** *Clarification* **2**  
 Lore: One of the Rebellion's main contacts on Tatooine. Widely regarded as a leader in the Mos Eisley alien community. Aging male Defel. Has lost the ability to warp light.  
 CHARACTER-ALIEN [OTSD] [PM]  
 POWER: 1 ABILITY: 3 FORCE-ATTUNED  
 Text: When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle. Adds 2 to power of anything he pilots. Your aliens deploy -1 to same or adjacent Tatooine site.  
 DEPLOY: 4 FORFEIT: 5  
 Icons: Pilot, Warrior

**•CORULAG** [OTSD] [PM]  
 LOCATION-SYSTEM [OTSD] [PM]  
 LIGHT (2): If you control, all non-unique Rebels are power and forfeit +1 and Rebel guards may move.  
 DARK (1): If you control, Force drain -1 here.  
 Icons: Planet, Parsec: 4

**•Faithful Service** **4**  
 Lore: Unlike the Empire, the Alliance treats their droids with respect. Many droids volunteered to share the risk of battle and aid the Rebellion's assault on the Death Star.  
 EFFECT [OTSD] [PM]  
 Text: Deploy on an opponent's location. Whenever you lose a droid from hand or Life Force, it satisfies Force loss up to its forfeit value. Once per turn, you may play Scomp Link Access to cancel a Force drain where you have a droid. Effect canceled if opponent controls this location.

**•••Gold Squadron Y-wing** **3**  
 Lore: Gold Squadron had the best Y-wing pilots in the Alliance. Lead by Jon 'Dutch' Vander. First wave of starfighters to assault the Death Star. Many were lost in the Battle of Yavin.  
 STARFIGHTER: Y-WING [OTSD] [PM]  
 POWER: 2 MANEUVER: 3 HYPERSPEED: 4  
 Text: Deploy -2 at Yavin 4 or to same location as Dutch. May add 1 pilot or passenger. Permanent pilot aboard provides ability of 2 and adds 2 to power. Adds 1 to its ion cannon weapon destiny draws.  
 DEPLOY: 4 FORFEIT: 3  
 Icons: Pilot, Nav Computer, Scomp Link

**•It's a Hit!** **3**  
 Lore: Red Leader fired the first shot in the Death Star trench, causing massive internal damage. The spectacular near-miss inspired Red Squadron to double their efforts.  
 USED OR LOST INTERRUPT [OTSD] [PM]  
 Text: USED: Cancel a Force drain at a site related to a system you control.  
 LOST: Cancel Counter Assault, It's Worse, Elis Helrot, Tallon Roll, Limited Resources or Scanning Crew. OR Use 3 Force to search your Lost Pile and take one non-unique starfighter into hand.

**Rebel Trooper Recruit** **3**  
 Lore: New Rebel troopers gain invaluable experience while acting as support for seasoned troops. The Alliance prefers to assign rookies to soldiers on a one-to-one basis.  
 CHARACTER-REBEL [OTSD] [PM]  
 POWER: 1 ABILITY: 1  
 Text: Deploys free to same site as an Rebel leader. Adds 1 to power of one non-unique Rebel warrior present. When forfeited at same site as a Rebel 'veteran' (a leader or non-cadet trooper), also satisfies all remaining attrition against you.  
 DEPLOY: 1 FORFEIT: 1

**•••Red Squadron X-wing** *Clarification* **2**  
 Lore: Most Red Squadron pilots trained under Garven Dreis. Flew top cover during the Battle of Yavin. Became famous for Red 5's historic attack run.  
 STARFIGHTER: X-WING [OTSD] [PM]  
 POWER: 3 MANEUVER: 4 HYPERSPEED: 5  
 Text: Deploy -2 at Yavin 4 or to same location as Red Leader. Permanent pilot provides ability of 2 and adds 2 to power. Proton Torpedoes deploy and fire free aboard.  
 DEPLOY: 5 FORFEIT: 4  
 Icons: Pilot, Nav Computer, Scomp Link

**•TATOOINE: JUNDLAND WASTES** [OTSD] [PM]  
 LOCATION-SITE [OTSD] [PM]  
 LIGHT (1): If you control, Force drain +1 here (+2 if a Vaporator present).  
 DARK (1): If you control with a Tusken Raider present, Force drain +1 here.  
 Icons: Exterior, Planet

**Z-95 Headhunter** **3**  
 Lore: Developed by Incom/Subpro. Atmospheric fighter adapted for space travel. AF-4 version refitted with Incom 2a fission engines and two Taim & Bak KX5 laser cannons.  
 STARFIGHTER: Z-95 HEADHUNTER [OTSD] [PM]  
 POWER: 2 MANEUVER: 4 NO HYPERDRIVE  
 Text: Permanent pilot aboard provides ability of 1. Power and Maneuver +2 at non-unique cloud sectors. May be carried aboard starships like a vehicle.  
 DEPLOY: 2 FORFEIT: 2  
 Icons: Pilot, Independent

## DARK SIDE

**•••Black Squadron TIE** *Clarification* **2**  
 Lore: Part of Vader's hand-picked squadron stationed at the Death Star. Boasts the latest in Imperial weaponry. Each pilot and starfighter is at the peak of readiness.  
 STARFIGHTER: TIE/LN [OTSD] [PM]  
 POWER: 1 MANEUVER: 3 NO HYPERDRIVE  
 Text: Deploy -2 to Death Star or same location as Vader. Permanent pilot aboard provides ability of 2 and adds 2 to power. Adds 1 to its weapon destiny draws.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Pilot

**•Chall Bekan** *Clarification* **2**  
 Lore: Male Morseerian leader. Methane breather. Has ties to Tatooine's Imperial government. Uses alien agents to maintain surveillance on Jabba and the Rebellion.  
 CHARACTER-ALIEN [OTSD] [PM]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle. Adds 2 to power of anything he pilots. Your aliens deploy -1 to same or adjacent Tatooine site.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Pilot, Warrior

**•CORULAG** [OTSD] [PM]  
 LOCATION-SYSTEM [OTSD] [PM]  
 LIGHT (1): If you control, Force drain -1 here.  
 DARK (2): If you control, all non-unique Imperials are power and forfeit +1 and Imperial trooper guards may move.  
 Icons: Planet, Parsec: 4

**Dreadnaught-Class Heavy Cruiser** *Clarification* **3**  
 Lore: Introduced during the Clone Wars. 600 meters long. Some have cargo space converted to TIE hanger bays. Still used to maintain an Imperial presence in the Outer Rim.  
 CAPITAL: DRADNAUGHT-CLASS HEAVY CRUISER  
 POWER: 5 ARMOR: 4 HYPERSPEED: 3  
 Text: May add 3 pilots, 6 passengers and 4 TIEs. Has ship-docking capability. Permanent pilots provide total ability of 2. Turbolaser Battery may deploy aboard. Your TIEs present are each power +1.  
 DEPLOY: 5 FORFEIT: 5 [OTSD] [PM]  
 Icons: Pilot x2, Nav Computer, Scomp Link

**•Forced Servitude** **4**  
 Lore: The Empire often uses droids for nefarious purposes. Imperials compel droids to do jobs that are repugnant to humans. An automaton has no ethical conscience.  
 EFFECT [OTSD] [PM]  
 Text: Deploy on an opponent's location. Whenever you lose a droid from hand or Life Force, it satisfies Force loss up to its forfeit value. Once per turn, you may play Imperial Code Cylinder to cancel a Force drain where you have a droid. Effect canceled if opponent controls this location.

**•••Obsidian Squadron TIE** *Clarification* **2**  
 Lore: Modified TIE fighter. Specifically adapted for atmospheric engagement. Some are fitted with high-output solar panels to support improved weaponry.  
 STARFIGHTER: TIE/LN [OTSD] [PM]  
 POWER: 1 MANEUVER: 3 NO HYPERDRIVE  
 Text: Deploy -1 at any cloud sector. Permanent pilot provides ability of 2 and adds 2 to power. Power +2 at non-unique cloud sectors. Boosted TIE Cannon may deploy aboard and fires free aboard.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Pilot

**Stormtrooper Cadet** **3**  
 Lore: After months of intense training, a trooper is paired with a veteran soldier. While providing support during field operations, the new trooper masters Imperial military tactics.  
 CHARACTER-IMPERIAL [OTSD] [PM]  
 POWER: 1 ABILITY: 1  
 Text: Deploys free to same site as an Imperial leader. Adds 1 to power of one non-unique Imperial warrior present. When forfeited at same site as an Imperial 'veteran' (a leader or non-cadet trooper), also satisfies all remaining attrition against you.  
 DEPLOY: 1 FORFEIT: 1

**•TATOOINE: TUSKEN CANYON** [OTSD] [PM]  
 LOCATION-SITE [OTSD] [PM]  
 DARK (1): If you control, Force drain +1 here (+2 if a Gaderiffi Stick is present).  
 LIGHT (1): -  
 Icons: Exterior, Planet

**•Tarkin's Orders** **4**  
 Lore: "Put all sections on alert!"  
 USED OR LOST INTERRUPT [OTSD] [PM]  
 Text: USED: Cancel a Force drain at a site related to a system you control. LOST: Cancel Surprise Assault, It Could Be Worse, Nabrun Leids, Collision! or Hyper Escape. OR Lose 1 Force to search your Lost Pile and take one non-unique starfighter into hand.

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# JABBA'S PALACE SEALED DECK SPOILER LIST

## LIGHT SIDE

### Agents In The Court / No Love For The Empire

OBJECTIVE [JPSD] [PM] 7  
**[Front Side]** 0

Deploy Hutt Trade Route and a Jabba's Palace site. May deploy Yarna d'al Gargan. Reveal one unique (¥) alien from your deck whose lore specifies its species. This card is your Rep.

For remainder of game, your Rep is a leader. Yarna d'al Gargan is immune to Alter. You may not deploy 'insert' cards or operatives. While a rancor is at Rancor Pit, Trap Door is immune to Bo Shuda.

Flip this card if you occupy two battleground sites (must occupy a third with a non-unique alien of your Rep's species if a non-Tatooine location is on table).

[Back Side] 7

While this side up, once per turn you may cancel a Force drain or a just-drawn battle destiny by placing here from hand a copy of your Rep. Once during each of your control phases, you may retrieve a non-unique alien of your Rep's species. When two of your aliens are battling at any Tatooine location, add one destiny to total power. For remainder of game, your Rep may deploy from here as if from hand.

Flip this card if you do not occupy 2 battleground sites.

### JABBA'S PALACE: ANTECHAMBER

LOCATION-SITE [JPSD] [PM]

LIGHT (2): Creatures cannot attack here. While no Rebels present, your total power here is +2.

DARK (1): Creatures cannot attack here. Force drain -1 here.

Icons: Interior, Planet

### Lando With Vibro-Ax Errata 1

Lore: Gambler. Spy in Jabba's Court. Has walked the palace's passageways and overheard many details of Jabba's operations on Tatooine.

CHARACTER-ALIEN [JPSD] [PM]

POWER: 4 ABILITY: 3 FORCE-ATTUNED

Text: Deploys -2 on Tatooine. When at a Tatooine site, adds one battle destiny. Permanent weapon is vibro-ax (may target character for free; both players draw destiny; target excluded from battle if your destiny +4 > target's power + opponent's destiny).

DEPLOY: 6 FORFEIT: 6

Icons: Pilot, Warrior, Permanent Weapon

### •Ounee Ta 4

Lore: Jabba's decadent behavior makes him susceptible to deception. Leia and Lando exploited this weakness, posing as Jabba's kind of scum.

EFFECT [JPSD] [PM]

Text: Deploy on table. You may immediately take top card of Lost Pile into hand. None Shall Pass is unique (¥) and a Lost Interrupt. At each opponent's × site, your characters and vehicles are each deploy -3 and your Force generation is +1. (Immune to Alter.)

### Palace Raider 2

Lore: Smugglers from many worlds are hunted by the Empire for providing arms and supplies to the Alliance. The Outer Rim is their refuge.

CHARACTER-ALIEN [JPSD] [PM]

POWER: 1 ABILITY: 2

Text: Adds 2 to power of anything he pilots (or 3 to power of anything he drives). When driving a transport vehicle, it moves for free and he adds one battle destiny.

DEPLOY: 2 FORFEIT: 3

Icons: Pilot, Warrior

### Racing Skiff 4

Lore: Repulsor lift skiffs are used by traders and merchants to safely cross the deserts of Tatooine. Young thrill seekers sometimes upgrade them with high-powered engines.

TRANSPORT VEHICLE [JPSD] [PM]

POWER: 1 MANEUVER: 4 LANDSPEED: 3

Text: May deploy with a non-unique alien driver as a 'react'. May add 1 driver and 3 passengers. May move as a 'react'. If lost, any characters aboard may "jump off" (disembark).

DEPLOY: 2 FORFEIT: 3

### Stun Blaster 3

Lore: Stolen Merr-Sonn blaster. Causes no permanent damage, though efficiently immobilizes its target. Effects are more severe on animals without a thick hide.

CHARACTER WEAPON [JPSD] [PM]

Text: Deploy on your warrior. May target a character or creature (except rancor or Sarlacc) using 2 Force. Draw destiny. Return character (and cards deployed on character) to owner's hand if destiny +1 > defense value. Creature lost if destiny +3 > defense value.

### •Seeking An Audience 4

Lore: "With your wisdom, I'm sure that we can work out an arrangement which will be mutually beneficial and enable us to avoid any unpleasant confrontation."

EFFECT [JPSD] [PM]

Text: Deploy on table. Once during each of your turns, may deploy one Underworld Contacts, [JP] Lando, [JP] Leia, R2-D2, or C-3PO from Reserve Deck; reshuffle. Also, while Luke is at a Jabba's Palace site, opponent's aliens there must use +1 Force to use their landspeed.

### •Underworld Contacts 4

Lore: Influence, like any commodity, has a price in the Outer Rim territories.

EFFECT [JPSD] [PM]

Text: Deploy on a Tatooine site. Your Force generation here is +1. Opponent may not cancel or modify Force drains at each Tatooine battleground site where you have two aliens with different card titles. At any time, you may use 2 Force to raise your converted Tatooine site to top.

### •TATOOINE: HUTT TRADE ROUTE (DESERT)

LOCATION-SITE [JPSD] [PM]

LIGHT (2): Your characters aboard vehicles here are each power +1.

DARK (1): Unless you control Hutt Trade Route, your game text on

Tatooine: Jabba's Palace is canceled.

Icons: Exterior, Planet

## DARK SIDE

### •Hutt Influence 4

Lore: Jabba's criminal empire extends to all reaches of the Outer Rim.

EFFECT [JPSD] [PM]

Text: Deploy on table. Opponent may not cancel or modify Force drains at each Tatooine battleground site where you have two aliens with different card titles. Also, attrition against you is reduced by 2 when two of your non-unique aliens with different card titles are in battle.

### •JABBA'S PALACE: LOWER PASSAGES

LOCATION-SITE [JPSD] [PM]

DARK (2): During your move phase, your aliens may move between here and any Jabba's Palace site.

LIGHT (1): While your Lando here, opponent's Lower Passages game text is canceled. Force drain -1 here.

Icons: Interior, Planet

### •Mighty Jabba 1

Lore: Hutt leader of notorious criminal organization. Gangster of the vilest ilk. Would rather forfeit a fortune in cash than risk one whisper attesting to his mercy.

CHARACTER-ALIEN [JPSD] [PM]

POWER: 3 ABILITIES: 4 FORCE-SENSITIVE

Text: Deploys -2 to a Jabba's Palace site. When with your alien leader, adds one battle destiny. May escort a captive. To use his landspeed requires +1 Force. May not be targeted by weapons unless your other aliens present are each 'hit'. Immune to attrition < 4.

DEPLOY: 5 FORFEIT: 6

### Mercenary Pilot 2

Lore: Smugglers. Candidates who resent authority often abandon Imperial academies to sell their piloting skills to criminals. Will work for any high paying crime syndicate.

CHARACTER-ALIEN [JPSD] [PM]

POWER: 2 ABILITY: 1

Text: Adds 2 to power of anything he pilots or drives. When driving a transport vehicle, adds one battle destiny. When piloting at a cloud sector, once per turn adds one battle destiny during battle at a related exterior site.

DEPLOY: 2 FORFEIT: 3

Icons: Pilot, Warrior

### My Kind Of Scum / Fearless And Inventive

OBJECTIVE [JPSD] [PM]

**[Front Side]** 0

Deploy Desert Heart and a Jabba's Palace site. May deploy Well Guarded. Reveal one unique (¥) alien from your deck whose lore specifies its species. This card is your Rep.

For remainder of game, your Rep is a leader. Well Guarded is immune to Alter. You may not deploy 'insert' cards or operatives. While frozen Han on table, Rebels are immune to No Bargain and Bad Feeling Have I.

Flip this card if you occupy two battleground sites (must occupy a third with a non-unique alien of your Rep's species if a non-Tatooine location is on table).

[Back Side] 7

While this side up, once per turn you may cancel a Force drain or a just-drawn battle destiny by placing here from hand a copy of your Rep. Once during each of your control phases, you may retrieve a non-unique alien of your Rep's species. While Jabba and Bib on table, your battle destiny draws are each +2. Wounded Wookiee is destiny +3. Unless a non-Tatooine location is on table, your aliens are forfeit +2. For remainder of game, your Rep may deploy from here as if from hand.

Flip this card if you do not occupy 2 battleground sites.

### •No Escape 4

Lore: Jabba's influence is not easily ignored. Neither are his voracious and vile appetites. Even Jedi soon learn this lesson.

EFFECT [JPSD] [PM]

Text: Deploy on table. You may immediately take top card of Lost Pile into hand. Effects, Epic Events, and Objectives are immune to Honor Of The Jedi. At each opponent's × site, your characters and vehicles are each deploy -3 and your Force generation is +1. (Immune to Alter.)

### •Power Of The Hutt 4

Lore: Jabba runs his organization out of a palace built around a B'omarr monastery. His fortress near the border of the western Dune Sea is safe from enemies in Mos Eisley.

EFFECT [JPSD] [PM]

Text: Deploy on table. Once during each of your turns, may deploy one Boelo, Bib, Ephant Mon, Jabba's Sail Barge, Jabba's Space Cruiser, or Hutt Influence from Reserve Deck; reshuffle. Also, your aliens aboard Jabba's Sail Barge are immune to attrition < 6. (Immune to Alter.)

### Racing Skiff 4

Lore: Barada and Klaatu strip down and rebuild old skiffs to race on the Dune Sea. Jabba allows the practice to continue for now.

TRANSPORT VEHICLE [JPSD] [PM]

POWER: 1 MANEUVER: 4 LANDSPEED: 3

Text: May deploy with a driver (must be Barada, Klaatu, or a non-unique alien) as a 'react'. May add 1 driver and 3 passengers. May move as a 'react'. If lost, any characters aboard may "jump off" (disembark).

DEPLOY: 2 FORFEIT: 3

### Stun Blaster 3

Lore: High-tech Merr-Sonn police immobilizer. Magnetic pulse slows victim's voluntary brain signals. Creatures with thickly insulated cerebral cavities are not affected.

CHARACTER WEAPON [JPSD] [PM]

Text: Deploy on your warrior. May target a character or creature (except rancor or Sarlacc) using 2 Force. Draw destiny. Return character (and cards deployed on character) to owner's hand if destiny +1 > defense value. Creature lost if destiny +3 > defense value.

### •TATOOINE: DESERT HEART

LOCATION-SITE [JPSD] [PM]

DARK (2): Your character movement from here (except for Jawas) requires +1 landspeed.

LIGHT (1): Your character movement from here (except for Jawas) requires +1 landspeed.

Icons: Exterior, Planet

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