

## Star Wars™ Customizable Card Game™

# PREMIERE 2-PLAYER SPOILER LIST

## LIGHT SIDE

### •DEATH STAR: LEVEL 6 CORE SHAFT CORRIDOR

LOCATION-SITE [Premiere 2P] [PM]  
 LIGHT (1): If you control, Luke and Obi-Wan are power +2 on Death Star.  
 DARK (1): If you control, opponent needs 2 ability to control each Death Star site.  
 Icons: Interior, Mobile

### •Luke 1

Lore: Raised by guardians Owen and Beru Lars on a moisture farm on Tatooine, where Owen wanted him to stay. Nicknamed "Wormie" by childhood friends Camie and Fixer.  
 CHARACTER-REBEL [Premiere 2P] [PM]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: Must deploy on Tatooine, but may move elsewhere. May not be deployed if two or more of opponent's unique (+) characters on table. Your warriors at same site as Luke, or adjacent sites are forfeit +1.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Warrior

### •Run Luke, Run! 6

Lore: After seeing Vader strike down Obi-Wan, Luke attacked recklessly until he heard the old Jedi Master's voice warn, "Run Luke, Run!"  
 LOST INTERRUPT [Premiere 2P] [PM]  
 Text: At any time, move Luke (for free) to a battle just initiated at an adjacent site. Luke is power +2 during that battle, unless Vader is present or adjacent to the battle site. OR You may cancel Vader's Obsession.

## DARK SIDE

### •DEATH STAR: DOCKING CONTROL ROOM 327 Errata

LOCATION-SITE [Premiere 2P] [PM]  
 DARK (1): If you control, may deploy a docking bay directly from your Reserve Deck. Reshuffle deck.  
 LIGHT (0): If you control, with a Rebel with ability > 2 present, Force drain +2 here.  
 Icons: Interior, Mobile, Scomp Link

### •Vader 1

Lore: Sought to extinguish all Jedi. Former student of Obi-Wan Kenobi. Seduced by the dark side of the Force.  
 CHARACTER-IMPERIAL [Premiere 2P] [PM]  
 POWER: 4 ABILITY: 6 DARK JEDI

Text: Must deploy on Death Star, but may move elsewhere. May not be deployed if two or more of opponent's unique (+) characters on table. If in a losing battle, draw destiny. If destiny > 4, 'choke' (lose) one Imperial present (your choice).  
 DEPLOY: 7 FORFEIT: 5  
 Icons: Warrior

### •Vader's Obsession 6

Lore: Vader sought to hunt down and destroy all Jedi. After completing the circle with Obi-Wan, he turned his attention to the young Skywalker.  
 LOST INTERRUPT [Premiere 2P] [PM]  
 Text: During your move phase, if Vader moves to Luke's site from an adjacent site, begin a duel between them. Each adds two destiny to power. Winner retrieves lost Force equal to the difference. Loser loses same amount of Force, plus the character.

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# HOTH 2-PLAYER SPOILER LIST

## LIGHT SIDE

### •Chewie 1

Lore: Loyal Wookiee companion of Captain Han Solo. Co-pilot of the Millennium Falcon. Leia referred to him as a "walking carpet."  
 CHARACTER-REBEL [Hoth 2P] [PM]  
 POWER: 4 ABILITY: 2  
 Text: Must deploy on Hoth, but may move elsewhere. May not be deployed if three or more of opponent's unique (+) characters on table.  
 DEPLOY: 5 FORFEIT: 3  
 Icons: Pilot

### Lone Rogue Clarification 4

Lore: The pilots at the Rebel Base on Hoth are trained to respond quickly to the Empire's forces. Many Rebels feel that they could take on the whole Empire themselves.  
 LOST INTERRUPT [[Hoth 2P] [PM]  
 Text: If one of your pilots is at an exterior Hoth site, use 2 Force to search your Reserve Deck and take one T-47 into hand. OR If your piloted T-47 is defending a battle alone at a site, add one battle destiny.

### Rebel Snowspeeder 3

Lore: Technicians at the Rebel Base on Hoth modified T-47 airspeeders to fly in the frigid atmosphere of the ice planet. **Enclosed.**  
 COMBAT VEHICLE: T-47 SNOWSPEEDER [Hoth 2P] [PM]  
 POWER: 2 MANEUVER: 3 LANDSPEED: 4

Text: May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1.  
 DEPLOY: 1 FORFEIT: 2  
 Icons: Pilot

## DARK SIDE

### •HOTH: MOUNTAINS

LOCATION-SITE [Hoth 2P] [PM]  
 DARK (1): Your Imperials and combat vehicles deploy -1 here.  
 LIGHT (0): Force drain +1 if you control.  
 Icons: 6th Marker, Exterior, Planet

### Imperial Walker 2

Lore: Four-legged, **enclosed** combat vehicle. The monstrous, plodding AT-AT (All Terrain Armored Transport) can carry an entire squadron of armed troops.  
 COMBAT VEHICLE: AT-AT [Hoth 2P] [PM]  
 POWER: 4 ARMOR: 6 LANDSPEED: 1  
 Text: May add 1 pilot and 8 passengers. Permanent pilot aboard provides ability of 1.  
 DEPLOY: 4 FORFEIT: 4  
 Icons: Pilot, Scomp Link

### •Veers 1

Lore: General of the AT-AT assault armor division sent by Darth Vader to crush the **Rebellion** on Hoth. Cold and ruthless.  
 CHARACTER-IMPERIAL [Hoth 2P] [PM]  
 POWER: 2 ABILITY: 3 FORCE-ATTUNED  
 Text: Must deploy on Hoth, but may move elsewhere. May not be deployed if three or more of opponent's unique (+) characters on table. Snowtroopers at same site are forfeit +1.  
 DEPLOY: 4 FORFEIT: 3  
 Icons: Warrior

### Walker Garrison 4

Lore: When efficiently deployed, a squadron of AT-ATs can quickly take control of a wide area, making it easy for imperial forces to dominate a planet.  
 LOST INTERRUPT [Hoth 2P] [PM]  
 Text: If Veers is at an exterior Hoth site, use 2 force to search your Reserve Deck and take one AT-AT into your hand. OR If you have 3 AT-ATs at three different Hoth sites, your force drains are +2 at Hoth locations this turn.

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