

Premiere

December 1995

324 cards

60	rare1	
48	rare2	
60	uncommon1	
48	uncommon2	
20	common1	
86	common2	
2	common3	Stormtrooper and Rebel Trooper

Booster pack

1	rare card
4	uncommon cards
10	common cards

Notable

Main dark characters: Vader, Tarkin, Motti, Tagge
Main light characters: Obi-wan, Luke, Leia, Han, C-3PO
Millennium Falcon
X-wings and Y-wings, TIE Fighters, Scouts and Advanced
Star Destroyers and Corellian Corvettes
First unique Star Destroyer: Devastator
Alter/Sense to cancel effects and interrupts
Reactor Terminal/Traffic Control recirculate hand to used pile
Nabrun Leids and Elis Helrot character movement interrupts



Premiere 2-Player

February 1996

6 premium cards

Package also included:

60	light Premiere Unlimited (white border) cards
60	dark Premiere Unlimited (white border) cards

Notable

Vader's Obsession: initiates a duel between Luke and Vader
Luke and Vader cards; low-power, little to no game text



A New Hope

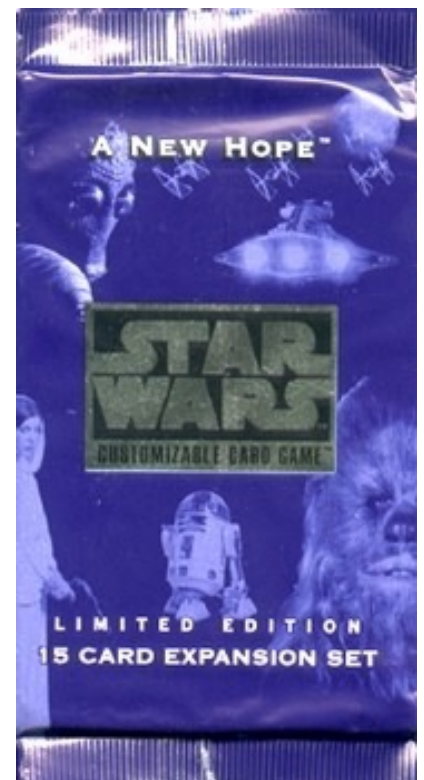
July 1996

162 cards

30	rare1	
24	rare2	
30	uncommon1	
24	uncommon2	
10	common1	
42	common2	
2	common3	Imperial Squad Leader and Rebel Squad Leader

Notable

Chewbacca, Red 5 (Luke's X-wing), R2-D2 (with 2 or 5 destiny)
Death Star mobile system location
New creature card type: Dianoga for Trash Compactor
New Epic Event card type: destroy planets, destroy death star
New card type: Vehicle locations
Undercover spies
Immediate effect card type, cross between interrupt and effect
"Grabbers" - tentacle, grappling hook, hell to pay, tryin' to push
Monnok/Grimtaash to combat many card copies and big hands
Dejarik/Hologram battles



Hoth

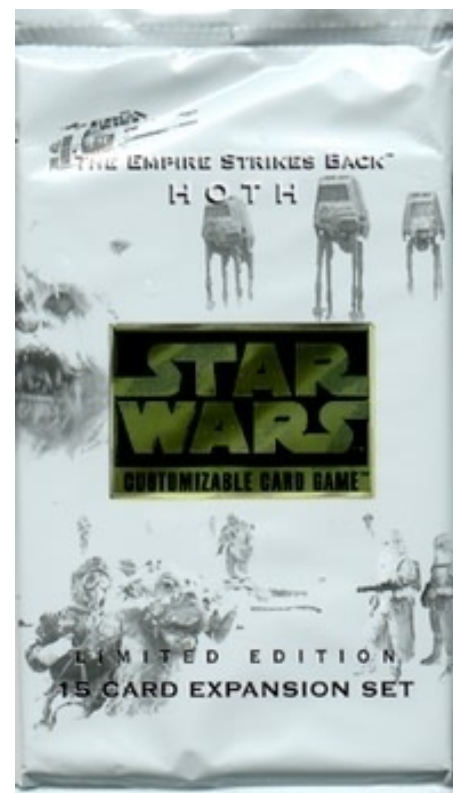
November 1996

162 cards

30	rare1	
24	rare2	
30	uncommon1	
24	uncommon2	
10	common1	
42	common2	
2	common3	Snowtrooper and Echo Base Trooper

Notable

First mainstream alternate persona: Commander Luke Skywalker
AT-ATs
Snowspeeders
Artillery Weapons
Ice Storm/Frostbite



Empire Strikes Back 2-Player

March 1997

7 premium cards

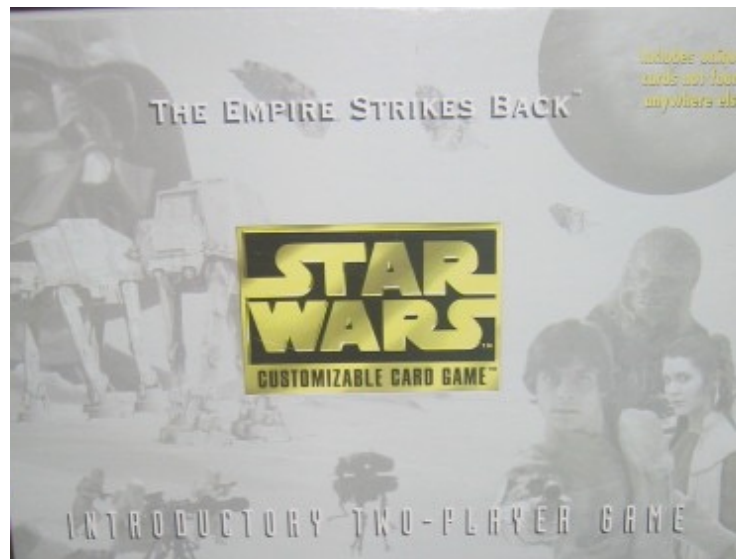
4	light
3	dark

Package also included:

60	light Hoth Unlimited (white border) cards
60	dark Hoth Unlimited (white border) cards
1	Premiere Unlimited (white border) booster pack (15 cards)

Notable

Cheaply-deployed Imperial Walker AT-ATs
Walker Garrison for enhanced force drains
Chewie and Veers cards; low-power, little to no game text



Dagobah

April 1997

180 cards

80	rare
50	uncommon
50	common

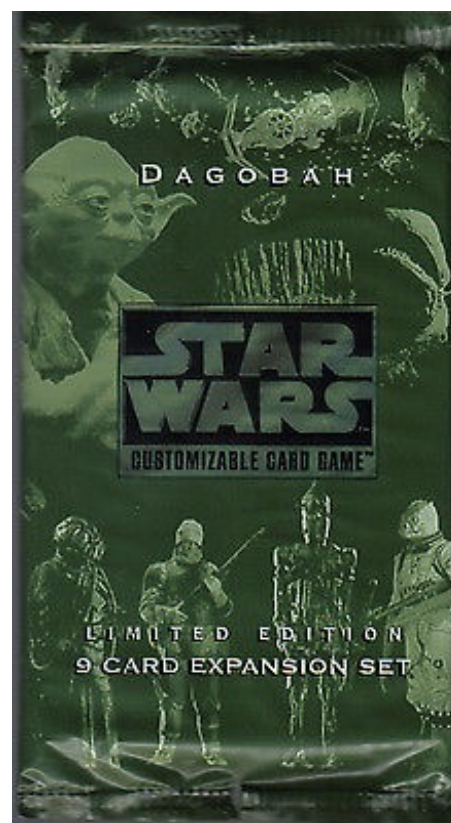
Booster pack

1	rare card
3	uncommon cards
5	common cards

Note: This was the first of the new expansion structure, with more cards, no more 1/2/3 rarity subdivisions, and smaller booster pack sizes.

Notable

Included Yoda is, yes!
Dagobah locations, with many deploy restrictions
Immediate Effect Control cancels Alter/Sense
Lots of creatures
Jedi Tests
Asteroid fields, Big One and Space Slug
Executor, very powerful super star destroyer with locations
TIE Bombers and Bombing Run
Bounty hunters and their ships (not including Boba Fett)



Cloud City

November 1997

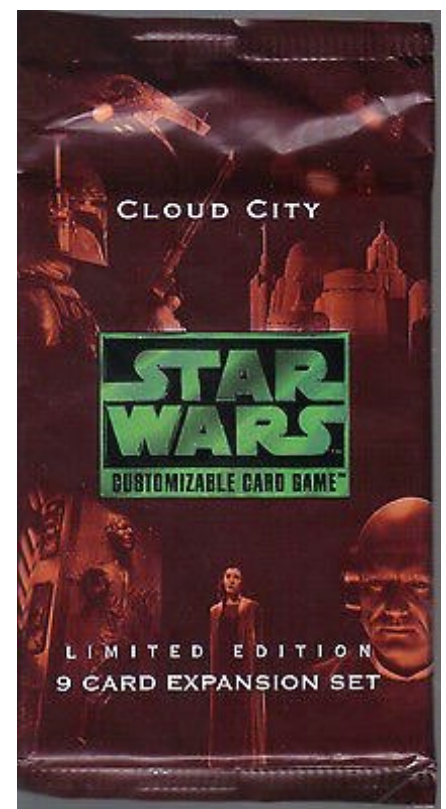
180 cards

80	rare
50	uncommon
50	common

Note: This was the first expansion that had no counterpart unlimited (white border) set.

Notable

Both dark and light versions of Lando Calrissian
Boba Fett and his ship Slave I
Cloud sectors
Sabacc, a gambling subgame
Carbon-freezing
Capturing
Luke/Vader dueling, potential light/dark conversions



Jabba's Palace

April 1998

180 cards

80	rare
50	uncommon
50	common

Notable

New card type: Starting Interrupt

Twi'lek Advisor/The Signal play an effect along with starting location

New version of R2-D2 (Artoo) with better destiny (1 or 6)

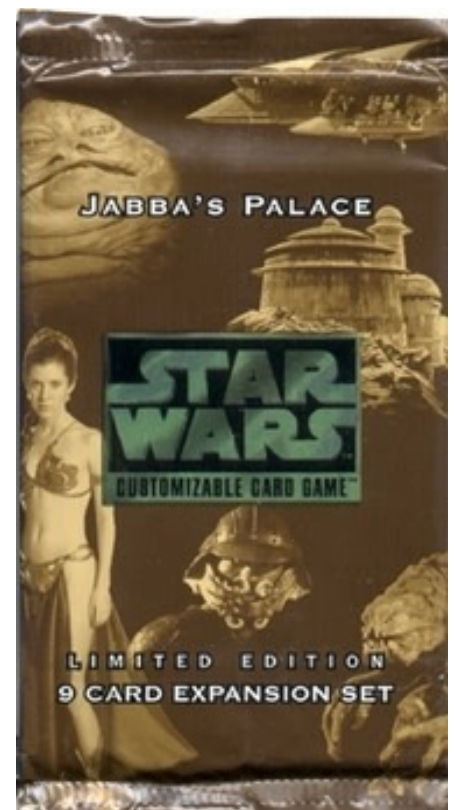
Princess Leia Organa

Undercover version of Lando: Tamtel Skreej

Jabba The Hutt and his palace

Many new aliens, cards rewarding alien-only play

Dark: Salacious Crumb, Bib Fortuna, the Rancor



Special Edition

November 1998

324 cards

120	rare	
80	uncommon	
80	common	
44	fixed	only available in 60-card starter decks

Notable

Objective cards: multiple starting locations, big advantages

New cards for Darth Vader and Obi-Wan Kenobi

Non-system-specific sites: Jungle, Farm, Desert, Spaceport

Operatives to enhance force drains

TIE Defender and B-wing Fighter

Starship effects: manufacturers and shipyards

Key light card: S-Foils



Endor

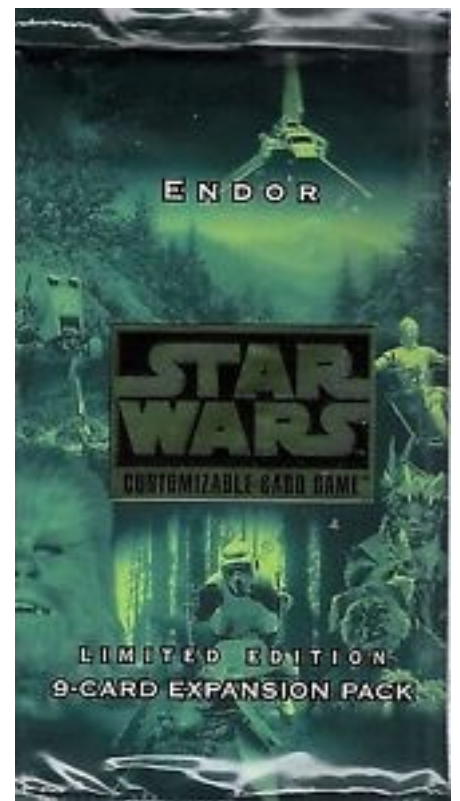
June 1999

180 cards

80	rare
50	uncommon
50	common

Notable

New versions of Han, Leia and Chewbacca
Warrior Scouts
Ewoks and their weapons
Speeder Bikes
AT-STs



Death Star II

July 2000

182 cards

2	ultra rare	Luke Skywalker, Jedi Knight and Emperor Palpatine
2	exclusive rare	Admiral Ackbar and Admiral Piett; only available in starter decks
78	rare	
50	uncommon	
50	common	

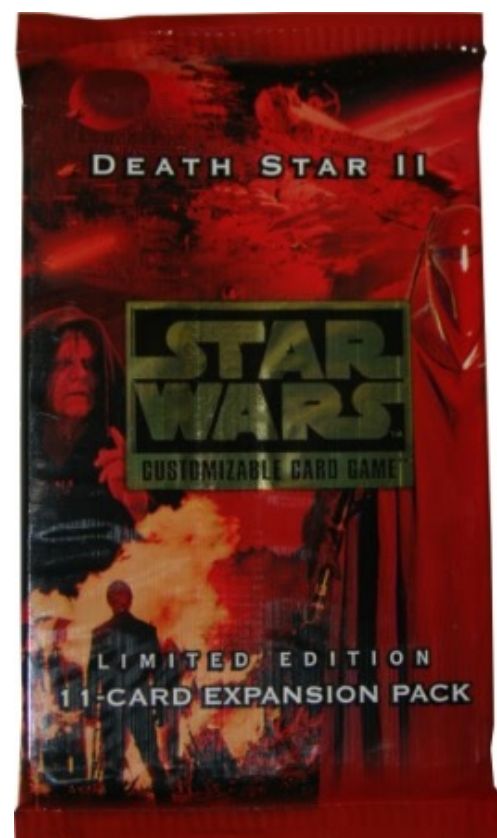
Booster pack

1	rare card
3	uncommon cards
7	common cards

Note: This expansion once more changed the size of booster packs, and slightly changed its rarity breakdown.

Notable

Emperor Palpatine and Force Lightning
Powerful versions of Luke and Vader
Admiral's Orders cards, which affect both sides' starships
A-wings, B-wings and TIE Interceptors
Mon Calamari star cruisers, light's first true capital ships
Home One, the light side counterpart to the Executor
Heavy turbolaser batteries (both light and dark)
Death Star II and Superlaser Mark II



Reflections II

January 2001

54 premium cards

Booster pack

2	Premium cards (1 “combo” and 1 “Expanded Universe”)
1	Foil card
15	Random cards, Premiere through Endor, all Rarity levels. General breakdown: <ul style="list-style-type: none">• 5 WB Premiere• 3 Cloud City• 3 Jabba’s Palace• 3 Special Edition• 1 Japanese card

Notable

The Emperor and Luke Skywalker, Rebel Scout with DSII icons to enable DSII objective play. Luke/Emperor were too rare in DSII!

Arica, undercover version of Mara Jade

Talon Karrde, Grand Admiral Thrawn and other characters from the Heir to the Empire Trilogy

Prince Xizor, Guri, Dash Rendar and other characters from Shadows of the Empire

New card type: Combo Cards, combining two effects or interrupts from previous sets, with no lore.

