

This file will focus on the light side AND the dark side now in my file the only REALLY expensive card is Luke and Vader now, be aware I didn't say Luke Skywalker. In the Star Wars: Customisable Card game you get 3 Lukes and 3 Vaders for \$15.00. Also in the Customisable Card game You'll need the card DS: Level 6 Core shaft Corridor [only 1]. Unfortunately my file doesn't have any of the HOTH cards in it I'll work on it though.

I'll divide my file into four sections, Light cards, Light substitution, Light Strategy, Light Combo, and the same for the Dark side. Enough with the Yackin' let's go!

LIGHT CARDS

- 2 X-Wings [P:3 M:4 H:5]
- 2 Y-wings [P:2 M:3 H:4]
- 4 Tatooine Utility belts [plus 2 power and forfeit]
- 2 Shistavanen Wolfmen [P:2 A:1 warrior]
- 2 Talz [P:1 A:1 forfeit instead of someone hit, P plus 2 under nighttime]
- 2 Old Bens [revive last forfeited character]
- 2 Run Luke Run! [move Luke free, P plus 2 unless Vader's there, V obsession]
- 3 Blasters [fire gun]
- 3 timer mines [explodes at end of turn, time mine blows too]
- 1 Rebel trooper [P:1 A:1 may move to site free if ability bigger than 2]
- 1 Rebel guard [P:0 A:1 power 4 when defending a battle, Can't move]
- 1 Breu Lars [P:1 A:1, Luke P plus 3 if lost on opponent's turn]
- 2 Pilots [Pops, Jek Porkins, ect.] Power plus 2 to starship]
- 1 Luke or Luke Skywalker [P:2 A:3 all warriors plus 1 forfeit]
- 1 Jedi lightsaber [7-ability to deploy, plus 1 force drain, blaster plus 1 card]
- 1 Blaster Rifle [Blaster x2]
- 1 Lin-V8k [mining droid] [P:0 lays mines, 1 force diffuse mine]
- 1 R2-X2 [Astromech droid] [P:1 plus 1 to power, speed, maneuver]
- 1 Wioslea [P:2 A:1 1 force buy vehicle, droid]
- 1 Kabe [P:1 A:1 steal 1 weapon or device]
- 1 Momaw Nadon [P1 A3 steal creature vehicles]
- 1 Sense [Cancel 1 interrupt, Alter]
- 1 Disarmed [OK it's not cheap but get it if possible.] [P -1, no weapons]
- 1 Plastoid Armor [P, forfeit plus 2, become spy, immune to weapon destiny up 6]
- 1 Sai'torr Kal Fas [Makes a warrior, warrior P plus 1]
- 1 Luke's Back [bring back Luke if lost, or find Luke in reserve deck]
- 1 We're Doomed [less than 15 life, for turn, loss cut in half]
- 1 Rebel Barrier [Prevent character, starship, from battling, moving]
- 1 I've Got a Bad Feeling About This [win battle opponent's losses doubled]
- 1 Hyper escape [Cancel a battle in any system, move starships away]
- 1 Han's Dice [draw different battle destiny]
- 1 Don't Underestimate Our chances [triple battle damage for loser]
- 1 Surprise Assault [cancel force drain continue playing]

1 Freindly Fire [if wepon fired,1 enemy dies,oppenets choice]
1 Rebel Reinforcements [1 force,draw destiny,that much Y-wing,troopers
1 Collision [1 force,Have 2 ships collide]
1Beru Stew [each player activated 2 force plus1 for Breu,Owen,hypo station

LOCATIONS

1 Yavin 4 [2 force,persaic 4,total power plus 1]
1 Tatoonie [1 force,persaic 7,total power plus 1]
1 DS:Level 6 core shaft corridor [1 force,Luke,Obi power plus 2]
1 Yavin 4 Docking bay [1 force,docking bay transit 1 force]
1 Yavin 4 Jungle [1 force,Rebel alone battels power plus 2]
1 Tatoonie Catina [All Aleins power plus 1]
1 Tatoonie Lar's Moistior Farm [Owen,Breu,and Luke deploy -1]
1 Tatoonie Docking bay 94

LIGHT SUBTITUTION

For all you people that don't have those cards or just have better cards

Any Starships [Gold 1,Red 3]

Muccian Falcon

Rebel Gaurds

As much Luke's as possible

Owen Lars [P:1 A:2]

Han solo [? ?]

Leia Organa [? ?]

Obi-wan [P:5 A6]

BoSheck {? ?}

C3-PO [? ?]

Alter

You Overestimate your chances

Ellorrs Madak [makes piolet]

Sandcrawler [P2 A7 L3]

R4-E1 [P:1 plus 1 to power maneuver landspeed]

It could be worse

Hear Me Baby Hold Together

Restraining bolt

Souro-sub land speeder

X-wing

CZ-3

Shistavanen Wolfman

Sense

Talz

Fusion Generator tanks

LIGHT STRATGY

Alrighty Then! Just to let you people know this is NOT A tournament quality deck because of all of the 1 dot cards.and even if it was,theres alot of new stuff: now to use **DS:Level 6 Core shaft corridor** you have to get a **Death star** card.With **Bounty hunters,R2-D2**,lasers and a whole bunch of other stuff It's impossible to know.I made this file for all the people who only bought 2 two starter decks and a customisable game box.Believe It that's all the star wars cards I've bought but I read the articals,price guides,and downloaded the files and,if I do say so myself made a pretty good deck.I made this file because I remember in InQuest #20 they had a killer Decks on Star wars.Now I like the mag but come on! 2 Lukes,Obi wans,Chewie,Muccileen Falcons it was outrageous! So in case you don't have \$280.00 it was impossible to make!THat's why I made this. Now if Some card description was wrong or something e-mail me but please don't send me your list of Cuss words.Que Pasa?

Ok now to work. The theme to this deck is to sort of flank [if you play magic you should know what that means] with the 2 **x-wings** or spacecrafts what ever.Anyway try to start on **Tatoonie** the idea is to put the two piolets in the **Y-wings** or any other spacecraft and send them ahead first to **Yavin 4** with **fusion generator tanks** if possible,to clear the way of **TIE fighters and Scouts** [if you have a "**Falcon**" that would help get rid of Star destroyers] then send in the **X-wings** [1 with **R2-X2** to match up to a star destroyer],and even if you can't destroy the **Star destroyer** with a "**falcon**" or the **X-wing** use **Collision**. If you run into troble like multupal Star destroyers and you're going down use **Hyper Escape** to get outta there.also use **Hear Me Baby,Hold Together** to fend off them for awhile. Okay that's what happens above.<heven music>

On good old earth is where you consenstrate your forces <army music>
Oh boy, this is going to be a lonnnnnnng night.Awright.If you happen to win the battel in the air and have **Y-wings** you can have some characters board to get to other planets or just deploy them there.Anyways start at **Tattonie: Cantina** there[If you follow my rules ahead] deploy;

Momaw Nadon: Tatoonie Utility belt

Wioslea: Nothing

Shistavanen Wolfman: Blaster

Talz: Tatoonie Utility Belt

Luke: Tatoonie Utility Belt,Jedi Lightsaber

Ok. in total power if you don't come close to winning I'll kill you. You should have a total power of **17** now in the battel plan you shouldn't worry much,unless there's **Vadar** there.Then things get a little hairy.That's were **Disarmed** comes in.If you can deploy it onto **Vadar** he can't use no wepons that'll take care of **light sabers** for grouchy old **Vadar**.the thing is if he loses he still has to "choke" one of his buds if he loses.whoopie!If you don't have **Disarmed**,well,you better have a couple of **timer mines** around to blow up **Vadar** and his freinds.Use **Han's Dice** if you get unlucky.**Plastiod Armor** can help to if you can get to it to stand up to big bad **Vadar**. If you still can't get ride of **Vadar** get wait for him to get in the air and blow him there or use **Rebel Barrier**. I hope you have **Wiolsia** 'cause he has a important job.Go steal **Vaders** sorry butt off. **Stormtrooper backpacks** ,**Droids**,and extera **blasters** can REALLY help turn the tide in the battel.

Also save your **Old Bens** for your big guns like **Luke, Momaw, Talz** and **Wiosla**. Be careful with your **Talz** trust me you'll need them if you're going to need them against **Mr. Motti** or a whole pack of **Stormtroopers**. Good greif told ya it'd take awhile. Now onto the Moisture Farm!

Lar's moisture farm

Breu Lars: Nothing

Eh... not much stuff hear to talk about, um, Deploy **Beru** and try to get her killed so **Luke** can kick **Vader's** butt. plus, Use **blaster rifles** hear to for 2 reasons. 1. you have more personal **force**, 2. you save up on deployment costs. Um, I have nothing else to say but if possible use **Breu Stew** here.

Yavin 4: Jungle

Rebel Gaurd: Tatoonie Utility belt

allright somewhere in the game deploy the **rebel gard** here, Unless your opponent is really smart or really dumb it should work. Anyways deploy the **rebel gaurd**, Make sure you don't outnumber them in people. so he has a power of 4 plus two because it's the **jungle**, plus two more from the "**belt**" a total power of 8! just pop on a **Sai'torr Kal fass** and **blaster** and Wahoo Wet Willy! Si a nora suckers!

Alright in MY rules you have NO thing like force piles. It kind of takes alot out the Strategy in the game but it makes games go faster. Also you can choose how many cards. also just Have all your cards in your hand much quicker oh, and I forgot preferably have 100 cards and try to mix Dark and Light , It makes it more interesting. Ok heres the list of my deck but don't worry there's much more combos out there!

LIGHT/DARK

2 Luke's	1 Jedi lightsaber
3 Vaders	1 Dark Jedi lightsaber
1 Labria	2 LIN-V8M
1 Adermial Motti	7 Timer Mines
1 Momaw Nadon	13 Blasters
1 Jek Porkins	3 Tusken Raiders
1 Lukes Back	1 Ubrikkian 9000 Z001
1 Pops	2 Blaster rifles
1 Kabe	3 Gaderffii Stick
1 Wioslea	1 Kintan Strider
2 M'iiyoom Onith	2 Stormtroppers
1 EG-6	1 Jawa
2 Shistavanen Wolfmen	2 Deathstar troopers
1 Disarmed	1 R4-M9
1 Tactical Re-call	1 Imperial trooper gaurd
1 Plastoid Armor	2 Overloads
4 Stormtrooper Utility Belts	4 Tatoonie Utility Belts
1 I've got a problem here	1 Takeel

2 Dark Manuvers	1 You Overestimate your chances
2 Baniss Keeg	1 Trooper charge
3 Vader's obsession	1 Ket Maliss
1 Tusken scavengers	1 Collateral Damage
2 Stormtrooper Backpacks	1 Gravel storm
1 Tallen Roll	1 Collision
1 Droid Shutdown	2 Hear me baby,hold together
2 it could be worse	2 Hyper Escape
1 Han's Dice	1 Restraining bolt
1 vaporator	1 caller
2 Rebel gaurd	4 Talz
2 Frendily Fire	2 Old ben
3 Timer Mines	5 Ellorrs Madak
4 Sai'torr Kal Fas	1 Breu Lars
2 Blaster rifle	1 Sense [many as possifle]
1 We're Doomed	1 Breu stew
2 R2-X2[R2-D2]	2 Rebel Troopers
1i've got a bad feeling about this	1 Rebel Barrier
2 Star destroyers	6 TIE's
1 Gold 1	1 Red 1
2 X-wings	1 Black 3
2 Y-wings	1 Suro-sub landspeeder
1 Cheif Blast	

1 Cantina
 1 Lvl.6 Core shaft corridor
 1 Mos Eisley
 1 DS:Docking bay 327
 1 Yavin 4 Docking bay
 1 Revolution

In conclusion if you have an Obi-Wan or Mucclian Falcon,Or magic cards [Visions,Mirage,Alliances,Ice age preferable] send me a list!!!!!!

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