

MINOR SECTORS

Star Wars Customizable Card Game

PLAYERS GUIDE

Hutt Space, a standalone expansion for the Star Wars Customizable Card Game contains 324 new cards.

It is *mostly* free of Disney and Lucasfilm copyrighted stills. The creators have no relationship with the Player's Committee, nevertheless we offer all our designs, ideas, and art for free to be remixed or reused.



Minor Sectors attempts to flesh out and reinvigorate the Decipher (and PC) card pool by adding content from the comics, novels, and video games that would otherwise be ignored, but that play very important roles.

In particular, we draw heavily from the classic X-wing novels, the Alphabet Squadron and Twilight Company novels, Uprising (the mobile game written by the same author as the prior novels), Doctor Aphra, Battlefront II, and the new Marvel comics bridging ANH and ESB.

We cover major events in sectors across the Star Wars galaxy that are sometimes overlooked such as:

- Vader's destruction of the Rebel Shipyards at Mako-ta.
- The retreat of Rebel groups across the midrim after Hoth.
- Leia's battle against the Emperor's contingency to scour Naboo.

- Rogue Squadron's seizure of Coruscant.
- The Emperor's Superweapon plan at Jakku.
- Moff Adelhard's Iron Blockade around the Anoat sector.
- The uprising of small smugglers and thieves in the Anoat sector.

Additionally many decks and objectives are left open-ended, enabling your games to tell entirely new stories that could easily take place amid the vastness of the galaxy. Some projects breath new life and relevance in rarely used cards (Race T-16s with the otherwise unusable "Luke", manage reserves of the Premier "Stormtrooper" in your deck to create new sneaky strategies). Or they flesh out the galaxy, allowing Luke and Aphra to travel on their individual journeys to explore Force artifacts.