



# Table of Contents

## Chapter 1 - The Basics - Force, Actions,

### States, etc. .... 1-1

#### Section A. Force, Decks, Piles, & The Table .....1-1

Life Force.....	1-1
Reserve Deck.....	1-1
Force Pile.....	1-1
Used Pile.....	1-1
Lost Pile.....	1-1
Hand.....	1-1
Re-circulating.....	1-1
Stack.....	1-1
Counting A Deck, Pile, Or Stack.....	1-1
Looking At A Deck, Pile, Or Stack.....	1-1
Shuffle & Reshuffle.....	1-1
Empty Hand.....	1-2
Empty Deck Or Pile.....	1-2
Losing Force.....	1-2
Losing Force - From X.....	1-2
Retrieve.....	1-2
Leaves Table.....	1-2
On Table.....	1-2
Exchange.....	1-2

#### Section B. Taking Cards From A Deck/Pile .....1-3

"With X in title/lore/game text".....	1-3
Taking Cards From A Deck Or Pile - Example 1.....	1-3
Deploying/Playing from a Deck or Pile.....	1-3
Taking Cards From A Deck Or Pile - Example 2.....	1-3
Taking Cards From A Deck Or Pile - Example 3.....	1-3

#### Section C. Actions.....1-4

Action Within An Action.....	1-4
Types of Actions.....	1-4
Optional Actions.....	1-4
Just Actions.....	1-5
Automatic Actions.....	1-5
Mandatory Actions.....	1-5
Steps Of An Action - 1: Initiation.....	1-5
Meeting Conditions.....	1-5
Choosing Targets.....	1-5
Paying Costs.....	1-6
Steps Of An Action - 2: Responses.....	1-6
Steps Of An Action - 3: Result.....	1-6
Actions - At Any Time.....	1-6
Actions - Duration.....	1-6
Actions - For Each/For Every.....	1-6
Actions - Immune.....	1-6
Actions - Just Deployed, Just Played.....	1-6
Actions - Just Lost.....	1-7
The Stack.....	1-7
Actions - Example 1 - Deploying A Card.....	1-8
Actions - Example 2 - Triggered Automatic Action.....	1-9
Actions - Time To Respond.....	1-9
Actions - Example 3 - Just Actions And Backing Up.....	1-9
Actions - Example 4 - Competing Just Actions.....	1-9
Actions - Example 5 - Battle, Just Actions And "Sense/Alter War".....	1-10
Actions - Example 6 - Turn Progression.....	1-10
Actions - Example 7 - Automatic vs. Just Actions.....	1-11
Actions - Example 8 - Mandatory Actions.....	1-11
Actions - Example 9 - Simultaneous Actions.....	1-11
Implied Target Rule.....	1-12
Canceling And Suspending.....	1-13
Canceling Game Text.....	1-13
Suspending Cards.....	1-13
Conditions Versus Costs.....	1-13
Never.....	1-13
Never - Location Restrictions.....	1-13
The One Rule.....	1-14
Once Per Game.....	1-14
The One Rule - Examples.....	1-14

#### Section D. Card States - Active, Inactive, Supporting,

### Unit of Force, Out of Play ..... 1-15

One State Only - An Example.....	1-15
Active.....	1-15

Inactive.....	1-15
Active Cards - Example.....	1-15
Inactive Cards - Example 1.....	1-15
Inactive Cards - Example 2.....	1-16
Inactive Cards - Example 3.....	1-16

### Unit of Force ..... 1-16

#### Supporting..... 1-16

Unit of Force - Example 1.....	1-16
Unit of Force - Example 2.....	1-16
Unit of Force - Example 3.....	1-16
Supporting Cards - Example 1.....	1-16
Supporting Cards - Example 2.....	1-17
Supporting Cards - Example 3.....	1-17

### Out of Play ..... 1-17

Out of Play - Example 1.....	1-17
Out of Play - Example 2.....	1-17

### Stacked Cards And Card State..... 1-17

Stacked Cards And Card State - Example.....	1-17
---	------

### Global Effects And Card State..... 1-18

Global Effects And Card State - Example 1.....	1-18
Global Effects And Card State - Example 2.....	1-18
Global Effects And Card State - Example 3.....	1-18
Global Effects And Card State - Example 4.....	1-18

### Section E. Values & Numbers ..... 1-19

#### Modifiers ..... 1-19

Automatic Modifiers.....	1-19
Unmodifiable Values.....	1-19
Reset.....	1-19
Reset - Competing Resets.....	1-19
Reduce.....	1-19
Cumulatively.....	1-19
Duration (How Long a Change Lasts).....	1-19
Modifying/Resetting Totals.....	1-19

#### Free..... 1-20

Free - Examples.....	1-20
----------------------	------

#### Up to ..... 1-20

#### Even Number And Zero ..... 1-20

#### Negative Numbers/Cannot Fall Below Zero/Minimum

#### Zero..... 1-20

#### Values & Numbers - Undefined Values ..... 1-20

No Ability, No Hyperdrive, Etc.....	1-20
Card With Ability.....	1-20
Rounding.....	1-20

### Section F. Drawing Destiny ..... 1-21

#### Failed Destiny Draws ..... 1-21

#### Multiple Destiny Values ..... 1-21

#### Substituted Destinies ..... 1-22

Examples of substituted destinies.....	1-22
Examples of substituted destinies and modifying totals.....	1-22

## Chapter 2 - Starting The Game & Turns ....2-1

### Starting The Game..... 2-1

#### Starting The Game - General Rules ..... 2-1

#### Starting Hand..... 2-2

#### Starting Interrupts/Objectives - Mandatory Actions.. 2-2

#### Starting Location..... 2-2

#### Starting The Game - Example 1..... 2-2

#### Starting The Game - Example 2..... 2-3

#### Starting The Game - Example 3..... 2-3

#### Starting The Game - Example 4..... 2-3

#### Starting The Game - Example 5..... 2-4

### Turn..... 2-5

## Chapter 3 - Activation Phase & Activating 3-1

### Activate Phase..... 3-1

#### Activating Force ..... 3-1

#### Activating Force - Example..... 3-1

#### Force Icons ..... 3-2

#### Force Generation..... 3-2

#### Force Generation Bonus..... 3-2

#### Force Generation Modifier..... 3-2

#### Force drains vs. Force generation..... 3-2

#### Force Drains vs. Force Generation - Example..... 3-2

Force Icons - Example	3-2
<b>Start of Turn</b>	<b>3-3</b>
Start of Turn - Simple Example	3-3
Start of Turn - More Complex Example	3-3
<b>Chapter 4 - Control Phase, Presence, &amp; Force Draining</b>	<b>4-1</b>
<b>Control Phase</b>	<b>4-1</b>
<b>Force Drain</b>	<b>4-1</b>
Instead Of Force Draining	4-1
May Force Drain	4-1
Force Drain Modifier	4-1
Force Drain Bonus	4-1
Force Drains May Not Be Modified Or Canceled By Opponent	4-1
"Opponent's Force drain modifiers"	4-2
Force Drains And Modifiers Example 1	4-2
Force Drains And Modifiers Example 2	4-2
Force Drains And Canceling Example	4-2
<b>Presence</b>	<b>4-3</b>
Present	4-3
Present versus Present With	4-3
Control Of A Location	4-3
Unoccupied	4-3
Occupy	4-3
Here	4-3
System Location	4-3
Prepositions	4-3
Present, Presence And Prepositions	4-3
Alone/Lone	4-4
All Cards/All Characters	4-4
Present, Presence And Prepositions - A Simple Example	4-4
Present, Presence And Prepositions - A More Detailed Example	4-4
Present versus Present With - Example 1	4-5
Present versus Present With - Example 2	4-5
Force Draining And Presence - A Set Of Complex Examples	4-6
<b>Chapter 5 - Deploy Phase, Deploying &amp; Personas</b>	<b>5-1</b>
<b>Deploy Phase</b>	<b>5-1</b>
<b>Deploy</b>	<b>5-1</b>
Deploying Cards On Vehicles And Starships	5-1
Deploys Like A Starfighter	5-1
<b>Deployment Restrictions</b>	<b>5-1</b>
Location Deployment Restrictions	5-1
Rules Deployment Restrictions	5-1
Objective Deployment Restrictions	5-1
Never Deploys Or Moves	5-2
Simultaneous Deployment	5-2
Deployment - Examples	5-2
<b>Persona</b>	<b>5-3</b>
Persona Replacement	5-3
Persona Replacement - Non-unique Persona	5-3
Persona - Converting Characters	5-4
Persona Replacement - Examples	5-4
Persona - Example	5-4
Multiple Personas Example	5-4
Persona And Simultaneous Deployment - Example	5-4
Converting Characters - Examples	5-4
Persona - Crossing Over	5-5
Crossing Over Examples	5-5
<b>Chapter 6 - Battle Phase, Battles, &amp; Attacks</b>	<b>6-1</b>
<b>Battle Phase</b>	<b>6-1</b>
<b>Battle</b>	<b>6-1</b>
Initiate the battle	6-1
<b>Weapons Segment</b>	<b>6-1</b>
Weapons Segment - Firing Weapons	6-1
Weapons Segment - Other Actions	6-2
<b>Power Segment</b>	<b>6-2</b>
Winner And Loser	6-2
<b>Damage Segment</b>	<b>6-3</b>
Damage Segment - Forfeit	6-3
Damage Segment - Weapon 'Hits'	6-3
Damage Segment - Attrition	6-3
Damage Segment - Battle Damage	6-3
End Of A Battle	6-3
Battle In Brief	6-4

Battle - Defender	6-4
Battle - May Be Battled	6-4
Battle - May Initiate Battle	6-4
Battle - May Initiate Battle And Be Battled	6-4
Battles - A Simple Example	6-5
Battles - A More Complex Example	6-5
Battles - A Complex Example	6-5
<b>Battle Destiny</b>	<b>6-6</b>
Battle Destiny - Draws X Battle Destiny If Unable To Otherwise	6-6
Battle Destiny - Conditions On Drawing	6-6
Battle Destiny - Modifying The Number Of Destinies	6-6
Battle Destiny - In Brief	6-6
Battle Destiny - Example	6-6
<b>Participating In Battle</b>	<b>6-7</b>
Participating In Battle - May Not Participate In Battle (Cannot Battle)	6-7
Participating In Battle - Excluded From Battle	6-7
Participating In Battle - In Battle	6-7
Participating In Battle - In A Battle Together/In Battle With/Involved In The Same Battle	6-7
Participating In Battle - During Battle	6-7
Participating In Battle - Examples	6-7
Participating In Battle - Excluded - Example 1	6-7
Participating In Battle - Excluded - Example 2	6-7
Participating In Battle - Excluded - Example 3	6-8
Participating In Battle - During Battle Example	6-8
<b>Immune To Attrition</b>	<b>6-8</b>
Immune To Attrition - Gaining And Losing	6-8
Immune To Attrition - Example 1	6-8
Immune To Attrition - Example 2	6-8
Immune To Attrition - Example 3	6-8
<b>Attacks</b>	<b>6-9</b>
Attacks - Ferocity And Defense Value	6-9
Attacks - Attacking Outside Of Battle Phase	6-9
Attacks - The Steps Of An Attack	6-9
Attacks - Creatures Being Attacked	6-9
Attacks - Ferocious Creatures Attacking	6-10
Attacks - Creatures Attacking Each Other	6-10
Attacks - Example 1	6-10
Attacks - Example 2	6-11
Attacks - Example 3	6-11
<b>Chapter 7 - Move Phase &amp; Movement</b>	<b>7-1</b>
<b>Move Phase</b>	<b>7-1</b>
<b>Movement</b>	<b>7-1</b>
<b>Movement - Regular</b>	<b>7-1</b>
Regular - Attack Runs	7-1
Regular - Bombing Runs	7-1
Regular - Docking Bay Transit	7-1
Regular - Hyperspeed	7-1
Regular - Landing And Taking Off	7-1
Regular - Landspeed	7-2
Regular - Mobile System - Moving Death Stars	7-2
Regular - Mobile System - Moving To Or From A Death Star	7-2
Death Star Movement - Examples	7-2
Regular - Sector Movement	7-2
Regular - Shuttling	7-2
Regular - Starship And Vehicle Sites	7-3
Regular - Using The Movement Text On A Location Card	7-3
Regular Moves - Examples	7-3
<b>Movement - Unlimited</b>	<b>7-4</b>
Unlimited - Embarking And Disembarking	7-4
Unlimited - Escaping Death Star II	7-4
Unlimited - Moving Between Capacity Slots	7-4
Unlimited - Moving Between Docked Starships	7-4
Unlimited - Prisoner Transfers	7-4
Unlimited - Relocating Cards Between Locations	7-4
Regular Moves And Unlimited Moves - Examples	7-5
Movement - but may move elsewhere	7-5
Movement - cannot move	7-5
cannot be moved/may not be moved/may not move	7-5
Movement - carrying cards	7-5
Movement - costs +X to move/moves for free	7-6
Movement - if within range	7-6
Movement - move away	7-6
Movement - moves like a character	7-6
Movement - moves like a starfighter	7-6
Movement - moving through locations	7-6
Movement - never deploys or moves	7-6

## Chapter 8 - Draw Phase & End Of Turn..... 8-1

<b>Draw Phase</b> .....	<b>8-1</b>
Drawing Cards.....	8-1
<b>End Of Turn</b> .....	<b>8-1</b>
Until End Of Turn.....	8-1
Drawing, Draw Phase, And End of Turn - Examples.....	8-2
End of Turn - Examples.....	8-2

## Chapter 9 - The Cards - Attributes, Types &

### Icons ..... 9-1

<b>Card Attributes</b> .....	<b>9-1</b>
Unique, Restricted, & Non-Unique.....	9-1
Game Text.....	9-1
Title.....	9-1
Title - Identical Cards.....	9-1
Lore.....	9-1
Card Type.....	9-1
Subtype.....	9-1
Power.....	9-2
Deploy Cost.....	9-2
Forfeit Value.....	9-2
Hyperspeed.....	9-2
Landspeed.....	9-2
Ability.....	9-2
Armor.....	9-2
Maneuver.....	9-2
Owner.....	9-2
Flavor Text.....	9-2
<b>Issues With Physical Cards</b> .....	<b>9-3</b>
Boldface Type.....	9-3
Capitalization.....	9-3
Italics.....	9-3
Card Backs.....	9-3
Foreign Languages.....	9-3
Alternate Image Cards.....	9-3

### Admiral's Orders ..... 9-3

### Characters..... 9-4

Characters - deployment.....	9-4
Characters - movement.....	9-4
<b>Characters - Card Types</b> .....	<b>9-4</b>
Characters - Alien.....	9-4
Characters - Dark Jedi Master.....	9-4
Characters - Droid.....	9-4
Characters - Imperial.....	9-4
Characters - Jedi Master.....	9-4
Characters - Maul.....	9-4
Characters - Rebel.....	9-4
Characters - Republic.....	9-4
Characters - Dual Character Types.....	9-4
<b>Characters - Force sensitivity</b> .....	<b>9-5</b>
Force-Attuned.....	9-5
Force-Sensitive.....	9-5
Characters - Dark Jedi.....	9-5
Characters - Dark Jedi Master.....	9-5
Characters - Jedi.....	9-5
Characters - Jedi Knight.....	9-5
Characters - Jedi Master.....	9-5
Highest-Ability Character.....	9-5
Characters - Astromech.....	9-5
Characters - Maintenance Droid.....	9-5
Characters - Matching Pilot.....	9-5
Characters - Warrior.....	9-5
Characters - Icons.....	9-6

### Creatures..... 9-6

Creatures - Ferocious Creatures.....	9-6
Creatures - Packhunters.....	9-6
Creatures - Parasites.....	9-6
Creatures - deployment.....	9-6
Creatures - movement.....	9-6
Creatures - relocating defeated cards.....	9-6
Creatures - selective.....	9-6

### Defensive Shields..... 9-7

### Devices..... 9-7

Devices - Deploy, Carrying, And Transferring.....	9-7
Devices - Using Devices.....	9-7
Devices - Tractor Beams.....	9-7

### Effects..... 9-8

Effects - Effects.....	9-8
Effects - Starting Effects.....	9-8
Effects - Political Effects.....	9-8
Effects - Immediate Effects.....	9-8
Effects - Mobile Effects.....	9-8
Effects - Utinni Effects.....	9-8
reaches.....	9-8
Effects - Examples.....	9-9

### Epic Events ..... 9-9

### Interrupts..... 9-9

Interrupts - Lost.....	9-9
Interrupts - Used.....	9-9
Interrupts - Out Of Play.....	9-9
Interrupts - Starting.....	9-9

### Jedi Tests ..... 9-9

### Locations..... 9-10

Converting Locations.....	9-10
Deploying/Arranging Locations.....	9-10

### Sites ..... 9-10

Exterior Site.....	9-10
Interior Sites.....	9-10
Generic sites.....	9-10
Holosites.....	9-10
Marker Sites.....	9-10
Starship Sites.....	9-11
Vehicle Sites.....	9-11

### Sectors ..... 9-12

Asteroid Sectors.....	9-12
Cloud Sectors.....	9-12
Death Star II Sectors.....	9-12

### Systems ..... 9-12

Parsec Numbers.....	9-12
Planet.....	9-12
Space.....	9-12
Mobile.....	9-12

### Battleground..... 9-12

### Location - General ..... 9-13

Adjacent.....	9-13
Characteristics.....	9-13
Jabba's Palace sites.....	9-13
Prisons.....	9-13
Rebel Base.....	9-13
Related locations.....	9-13
same and related sites.....	9-13
same system.....	9-13
Throne Room.....	9-13
Locations - Icons.....	9-13

### Objectives ..... 9-14

### Podracers ..... 9-14

### Starships ..... 9-15

Starships - capital.....	9-15
Starships - starfighter.....	9-15
Starships - squadron class.....	9-15
Starships - squadron class - replacement.....	9-15
Squadron Class Examples.....	9-15
Starships - astromech capacity.....	9-16
Starships - astromech icon.....	9-16
Starships - capacity.....	9-16
Starships - capacity - lost capacity.....	9-16
Starships - cargo hold.....	9-16
Starships - deploying on or aboard.....	9-16
Starships - deployment.....	9-16
Starships - deploys like a starfighter.....	9-16
Starships - Enclosed.....	9-16
Starships - Imperial.....	9-16
Starships - Independent.....	9-16
Starships - Landed.....	9-17
Starships - leaves table.....	9-17
Starships - matching starships.....	9-17
Starships - Movement.....	9-17
Starships - must have pilot aboard to use.....	9-17
Starships - nav computer.....	9-17
Starships - occupants.....	9-17
Starships - passengers.....	9-17
Starships - permanent pilot.....	9-17

Starships - personas.....	9-17
Starships - pilot.....	9-17
Starships - Piloted.....	9-18
Starships - Rebel.....	9-18
Starships - ship-docking capability.....	9-18
Starships - squadron designations.....	9-18
Starships - starship weapons.....	9-18
Starships - stealing.....	9-18
Starships - Unpiloted.....	9-18
Starships - Icons.....	9-18
<b>Vehicles.....</b>	<b>9-19</b>
Vehicles - Combat Vehicle.....	9-19
Vehicles - Creature Vehicles.....	9-19
Vehicles - Shuttle Vehicle.....	9-19
Vehicles - Transport Vehicle.....	9-19
Vehicles - AT-ATs.....	9-19
Vehicles - capacity.....	9-19
Vehicles - crashed.....	9-19
Vehicles - Deployment.....	9-19
Vehicles - Deploying On Or Aboard.....	9-19
Vehicles - Drivers.....	9-19
Vehicles - Enclosed.....	9-19
Vehicles - Landed.....	9-20
Vehicles - Leaves Table.....	9-20
Vehicles - Matching Vehicles.....	9-20
Vehicles - Movement.....	9-20
Vehicles - occupants.....	9-20
Vehicles - open vehicles.....	9-20
Vehicles - passengers.....	9-20
Vehicles - permanent pilot.....	9-20
Vehicles - pilot.....	9-20
Vehicles - Piloted.....	9-20
Vehicles - squadron designations.....	9-20
Vehicles - vehicle weapons.....	9-20
Vehicles - stealing.....	9-20
Vehicles - Unpiloted.....	9-20
Vehicles - Icons.....	9-20
<b>Weapons.....</b>	<b>9-21</b>
Weapons - Using Weapons.....	9-21
Weapons - When Can I Fire?.....	9-21
Using Weapons - Examples.....	9-21
Weapons - Artillery.....	9-22
Weapons - Automated.....	9-22
Weapons - Character Weapon.....	9-22
Weapon - Mobile System Weapons.....	9-22
Weapons - Starship And Vehicle Weapons.....	9-22
Weapons - Starship Weapons - Special Deployment.....	9-22
Weapons - Deploying And Carrying.....	9-22
Weapons - Transferring.....	9-22
Weapons - Destiny.....	9-22
Weapons - Firing For Free.....	9-23
Weapons - hit.....	9-23
Weapons - "hit targets are immediately lost".....	9-23
Weapons - Instead Of Firing.....	9-23
Weapons - Ion Weapons.....	9-23
Weapons - Lightsabers.....	9-23
Weapons - Long-Range Weapons.....	9-23
Weapon - Matching Weapon.....	9-23
Weapons - Permanent Weapons.....	9-23
Weapons - Repeating Weapons (Fire Repeatedly).....	9-23
Weapons - Seekers.....	9-24
Weapons - Stealing.....	9-24
Weapons - Instead Of Firing Example.....	9-24
Weapons - Long-Range Weapons Examples.....	9-24
Weapons - Fire Repeatedly Example.....	9-24
<b>Other Cards.....</b>	<b>9-24</b>
<b>Icons.....</b>	<b>9-25</b>
Icons - Easter Eggs.....	9-25
Icons - Episode I.....	9-25
Icons - Expansion Icons.....	9-25
Icons - Shorthand Icons.....	9-25
Icons - Scomp Link Icon.....	9-25
Icons - Grabbers.....	9-26
Grabbers - An Example.....	9-26
Icons - Maintenance Cards.....	9-26
Icons - Presence Icon.....	9-26
<b>Matching Pairs.....</b>	<b>9-27</b>

Matching Pair Examples:.....	9-27
<b>Virtual Cards.....</b>	<b>9-28</b>
Not Unique/Is Doubled/etc. and Virtual Cards.....	9-28
<b>Appendix A - Errata.....</b>	<b>1</b>
<b>Appendix B - Card Rulings.....</b>	<b>1</b>
<b>Appendix C - Special Rules.....</b>	<b>1</b>
<b>Asteroid Rules.....</b>	<b>1</b>
Asteroid Rules - Asteroid Destiny.....	1
<b>Blown Away.....</b>	<b>1</b>
See Blown Away - Timing for a specific breakdown on the order of events when a card is blown away.....	1
Blown Away - Blockade Flagship.....	1
Blown Away - Bunker.....	1
Blown Away - Death Star.....	1
Blown Away - Death Star II.....	2
Blown Away - Imperial Holotable.....	2
Blown Away - Main Power Generators.....	2
Blown Away - Planet Systems.....	2
<b>Blown Away - Timing.....</b>	<b>2</b>
<b>Bluff Rules.....</b>	<b>2</b>
Blown Away - Example 1 - Hoth.....	3
Blown Away - Example 2 - Bunker.....	3
Blown Away - Example 3 - Death Star II.....	3
<b>Bombing Runs.....</b>	<b>3</b>
Bombing Runs - Moving to the site.....	3
Bombing Runs - At the site.....	3
Bombing Runs - Bombing Run battle.....	3
Bombing Runs - Leaving the site.....	3
<b>Capturing.....</b>	<b>4</b>
<b>Capturing Characters.....</b>	<b>4</b>
Captives.....	4
Captives - Imprisoned.....	4
Captives - Escorting.....	4
Captives - Once Per Captive.....	4
Captives - Releasing.....	4
Captives - Frozen.....	5
Captives - Frozen - Releasing.....	5
Captives - Prisoner Transfers.....	5
Captives - Prisons.....	5
Capturing Characters - Example.....	5
Capturing, Escorting, And Imprisoning - Example.....	5
Releasing Captives - Example 1.....	5
Releasing Captives - Example 2.....	5
<b>Capturing Starships.....</b>	<b>6</b>
Capturing Starships - Besieged Battles.....	6
Capturing Starships - Example 1.....	6
Capturing Starships - Example 2.....	6
Besieged Battle - Example.....	6
<b>Cave Rules.....</b>	<b>7</b>
<b>Collapsed.....</b>	<b>7</b>
<b>Combo Cards.....</b>	<b>7</b>
<b>Dagobah.....</b>	<b>8</b>
<b>Death Star and Death Star II.....</b>	<b>8</b>
<b>Dejarik Rules.....</b>	<b>8</b>
<b>Dueling.....</b>	<b>9</b>
Dueling - Epic Duel.....	9
Dueling - Playing Interrupts In Different Ways.....	9
Dueling - Dueling Captives.....	9
Dueling - Example.....	9
Dueling And Epic Dueling - Example.....	9
<b>Hoth Energy Shield Rules.....</b>	<b>10</b>
<b>Insert Cards.....</b>	<b>10</b>
Insert Cards - Inserting.....	10
Insert Cards - Revealing.....	10
Insert Cards - Effects On Gameplay.....	10
<b>Jedi Testing.....</b>	<b>11</b>
Jedi Testing - Apprentice.....	11
Jedi Testing - Mentor.....	11
Jedi Testing - Mind What You Have Learned.....	11
<b>Lightsaber Combat.....</b>	<b>12</b>
Lightsaber Combat - Combat Cards.....	12
<b>Mining Droid Rules.....</b>	<b>12</b>
Timer Mines.....	12
Infantry And Vehicle Mines.....	12

<b>Missing</b> .....	<b>13</b>
Missing - Search Party .....	13
<b>Podracing</b> .....	<b>13</b>
Podracing - Race Destiny And Race Total .....	13
Podracing - Damage And Repair .....	13
<b>React</b> .....	<b>14</b>
React - Deploy .....	14
React - Move .....	14
Deploying As A React - Example 1 .....	14
Deploying As A React - Example 2 .....	14
Moving As A React - Example .....	14
<b>Sabacc</b> .....	<b>15</b>
Sabacc - Playing sabacc .....	15
Sabacc - Perfect sabacc .....	15
Sabacc - Timing & Mechanics .....	15
<b>Senate/Imperial Council</b> .....	<b>16</b>
Agenda .....	16
Politics .....	16
Influence .....	16
Senate Majority .....	16
<b>Stealing</b> .....	<b>17</b>
Stealing Vehicles And Starships .....	17
Stealing Weapons And Devices .....	17
Stealing - Examples .....	17
<b>Trench Rules</b> .....	<b>17</b>
<b>Undercover Spy Rules</b> .....	<b>18</b>
Undercover Spy Rules - Deploy as Undercover Spy .....	18
Undercover Spy Rules - Movement .....	18
Undercover Spy Rules - Breaking Cover .....	18
Undercover Spy Rules - Dueling .....	18
Undercover Spy Rules - Examples .....	18

<b>Appendix D - Characteristics &amp; Persona Lists</b> .....	<b>1</b>
<b>Characteristics</b> .....	<b>1</b>
Characteristics - The Rule Of Three .....	2
Characteristics - Biker Scouts .....	2
Characteristics - Bomber .....	2
Characteristics - Gender .....	2
Characteristics - Heroic .....	2
Characteristics - Operatives .....	3
Characteristics - Rebel Trooper .....	3
Characteristics - R-Unit Droids .....	3
Characteristics - Sandtrooper / Snowtrooper .....	3
Characteristics - Spy .....	3
Characteristics - Stormtrooper .....	3
Characteristics - Troopers .....	3
Identifying Characteristics - Examples .....	3
<b>Persona Lists</b> .....	<b>4</b>
<b>Card References</b> .....	<b>5</b>
Identifying Cards - In-Game Example .....	5
<b>Appendix E - Location Deployment</b> .....	<b>1</b>
<b>Sector Deployment</b> .....	<b>4</b>
<b>Generic Sites</b> .....	<b>4</b>
Spaceport Sites .....	4
<b>Deploying Locations While There Are Special Conditions</b> .....	<b>4</b>
Example 1 .....	4
Example 2 .....	4
Example 3 .....	4
<b>Appendix F - Current Rulings</b> .....	<b>1</b>

# Introduction

The Star Wars Customizable Card Game remains one of the most successful CCGs in history. First released in 1995, the game has reached amazing levels of both critical acclaim and market success (often second only to Magic: The Gathering itself in sales). While the game has not been published for quite some time, it remains alive and well. This is due in no small part to the way it so accurately captures in card form the many complexities and exciting events of the Star Wars films. From training to be a Jedi to tracking down and capturing fugitives, from launching attacks from your hidden rebel base to blowing up traitorous worlds, from constructing a Death Star to conquering the planet Naboo - as the game's advertisement so often put it, if it's in your head, it's in here. Star Wars CCG is equal parts a card game, miniatures game and role-playing game, except that you need no dice, tape measures, character sheets, life counters, or markers.

You do, however, have this great big book.

As one of the oldest CCG's still running, many things have arisen over the years to shape how the game works. This has led to some frustration about how to even play the game, a definite negative. With this in mind, this rulebook has been created to bring all the different ideas together in one place and try to not only offer the answers, but to help you understand *why* they are the answers we're using. Many things have changed to make this even easier for new players coming in and existing players who've never really looked at the "guts" of how the game works. But we have made two important compromises when it came to simplicity:

No Card Left Behind - Our changes will not prevent you from using a card. It may no longer work the same, it may work better or worse, but it will still do *something*.

Feel The Force - We have the unique honor of getting to play in the Star Wars universe, so we will try to represent its events in card form as often as possible. The game is the most fun when you feel like humming John Williams' music.

Some things have stayed the same and some things have changed. Rest assured that all those matters have been carefully weighed, because these decisions were not made by someone looking how best to get a buck out of your pocket, or finding the easiest way to come in and get their paycheck at the end of the day. This book was collected, written, examined, edited, debated and finally published by people who love this game, and love Star Wars. They are players just like you, and what they want out of this most is to have fun playing it.

Even if they've occasionally got to break out this great big book.

Charles Sonnenburg  
SWCCG Player's Committee Rules Advocate

*The Advanced Rulebook is the official rulebook for the SW:CCG, and replaces all previous rulebooks and rulings – any rulings made in those documents are considered obsolete. While rulings may be issued as needed, they are not official unless specifically noted.*

*Players are advised to familiarize themselves with the first chapter, as the book is written based on a familiarity with those core concepts.*

*The Advanced Rulebook assumes a certain familiarity with the game. Also, a degree of common sense is required in understanding this book. If a word is not being used as a defined game term, it's being used in the normal English meaning of the term. If you do not understand the precise intent of a rule, read the related examples. In short, this is not "SW:CCG For Beginners," nor is it "SW:CCG For Dummies."*

*Returning players should note the following significant revisions:*

- *The way creatures function and attack has been changed.*
- *Destiny draws have been clarified and expanded. Substituted destinies in particular should be examined.*
- *The so-called "bounce" start has been removed.*
- *Dueling and Blowing Away locations now have a step-by-step list of their order of events.*
- *Bluff Rules and Bombing Runs have undergone minor changes.*
- *The duration of values and how competing reset values are handled has been clarified.*
- *The various deployment restrictions have been defined, as well as locations where cards cannot exist.*
- *How weapons are used/fired has been clarified – enhancing a Force drain with a lightsaber is considered using that weapon.*
- *A universal Card States rule has been established to unite the following concepts: captured characters and starships, missing characters, cards stacked on or under other cards, face down cards, out of play cards, suspended cards, undercover spies, Lost In Space, Landing Claw, and cards excluded from battle.*

# Chapter 1 - The Basics - Force, Actions, States, etc.

## Section A. Force, Decks, Piles, & The Table

The Force is an energy field generated by all living things and represented as the basic unit of measurement in the game (1 unit of Life Force = 1 card). Since the game revolves around players offensively and defensively manipulating their Life Force, understanding how the Force is represented and used is extremely important. During play, your Force cards will circulate through your piles as shown in the diagram.

### Life Force

Your Reserve Deck, Force Pile and Used Pile. If these three piles are totally depleted, you lose the game! Cards in your hand, on table or in the Lost Pile are not counted as part of your Life Force. Your Life Force is like a flow of energy. How well you manage this Force is a key strategic factor.

### Reserve Deck

The 60-card deck you use to play the game becomes your Reserve Deck and represents the total Force available to you throughout the game. After deploying your starting card(s), shuffle the remaining cards and place them on table to form your Reserve Deck.

### Force Pile

The first thing you do during your turn is 'activate' Force by counting cards from the top of your Reserve Deck and putting them face down in your Force Pile (see Activating Force, Ch. 3). Cards are only in the Force Pile temporarily. They represent the amount of Force energy that is available for you to use performing various game actions. During your turn, any or all Force cards can be used, drawn into your hand (during the Draw Phase, see Ch. 8) or left to accumulate for future use.

### Used Pile

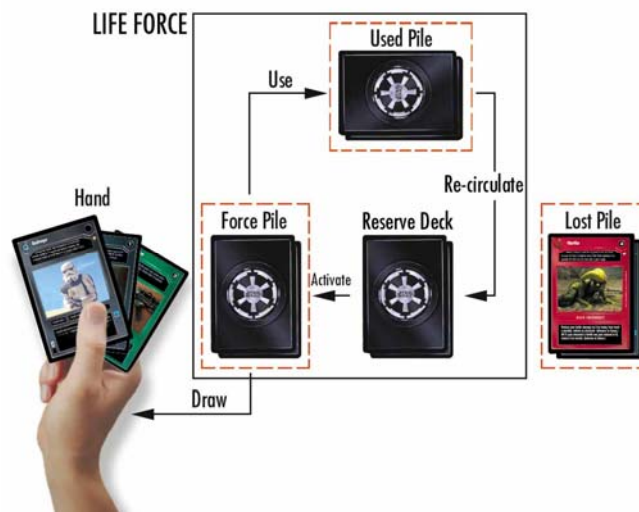
Deploying a card to the table often requires you to use Force; cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards 'used' during a turn. Sometimes cards are placed here from table or in other ways.

### Lost Pile

This is a pile where lost cards are placed face up. Usually cards are discarded to the Lost Pile as the result of battle or at any time the opponent causes you to lose Force. These cards are generally not available for the rest of the game, but you can use certain cards to retrieve them.

### Hand

All cards held in a player's hand. Each player's hand usually starts with 8 cards; thereafter, there are no limits to its size.



### Re-circulating

Act of placing your Used Pile (as a group) beneath your Reserve Deck. You re-circulate at the end of each player's turn. Re-circulated cards will work their way back to the top of the Reserve Deck during subsequent turns to be activated again. Re-circulating both Used Piles at the end of every player's turn is mandatory. If you forget, your opponent can insist that you re-circulate. A player who forgets (and is not reminded by the opponent before the next action has its result) may not re-circulate until the end of the next turn.

### Stack

One or more cards placed on another card.

### Counting A Deck, Pile, Or Stack

A player may count their deck, pile or stack (face down) at any time. Also, a player may request such a count from their opponent.

### Looking At A Deck, Pile, Or Stack

As a general rule, you may not look through any deck, pile, or stack unless permitted to by a rule or card (even if it's face up, such as the Lost Pile). However, if your card is stacked on (or under) another of your cards (or any location), you may examine it at any time (unless a card or rule prohibits it). Thus Dark may examine his Bluff cards, combat cards, and cards under his Starting Effect, but not cards under Insignificant Rebellion (they're not his), or I Feel The Conflict (it's not his Effect).

### Shuffle & Reshuffle

When directed to shuffle (or reshuffle) a deck or pile, you must shuffle it and then allow the opponent an opportunity to 'cut' (take a portion of the deck or pile from the top and place it underneath the remainder). Return the deck or pile to its appropriate place on table. The phrase "Shuffle, cut, and replace" was used on older cards; treat this the same as "reshuffle."



**Empty Hand**

See 1.C. Implied Target Rule

**Empty Deck Or Pile**

When a deck (Reserve Deck) or pile (Used Pile, Force Pile or Lost Pile) is empty, you may not:

- initiate any action that deploys, takes, exchanges or steals a card (or cards) from that deck or pile;
- initiate any action that searches, peeks, glances, examines, reveals, selects or looks at a card (or cards) in that deck or pile; or
- initiate any action that draws a card (or cards) from that deck or pile (this does not apply to destiny draws). For example, you may not play How Did We Get Into This Mess if your Reserve Deck is empty.
- play a card to shuffle that deck or pile;
- use any game text that says "if you are about to draw" when your Reserve Deck is empty. See Drawing Destiny - About To Draw.

Any of these actions (even if they require multiple cards) may be initiated as long as there is at least one card in the targeted deck or pile. If there are an insufficient quantity of cards in the deck or pile to complete the action, simply complete what is possible and then end the action. An empty Reserve Deck does not stop you from drawing destiny, that destiny draw simply fails (see 1.E. Failed Destiny Draws).

An empty Lost Pile does not stop a player from initiating an action that retrieves Force (or retrieves card(s)). An empty Force Pile does not stop a player from moving that pile, such as placing it on an empty or non-empty Used Pile, with I Did It!

**Losing Force**

*Act of discarding cards face up to Lost Pile.* Like activation, you lose Force one at a time. You may choose cards to be lost from your hand or from the top of your Reserve Deck, Force Pile or Used Pile. Whenever you are required to lose Force, you must move the appropriate number of cards from your hand and/or Life Force to your Lost Pile. This is always written in the form of "lose [X] Force". When a card refers generally to "losing Force," this applies to losing "cards as units of Force," not to losing a specific card because of its name or some particular characteristic of that card. Thus, for example, Honor Of The Jedi or It Could Be Worse would not reduce the number of cards you must lose to a Monnok, a loss you suffer due to sabacc, or the loss of unique male Rebels in hand from M'iyyoom Onith.

**Losing Force - From X**

Sometimes a card will require that lost Force come from a specific place. This means that you must first lose Force from there, but if you cannot, lose the remainder from any appropriate place. For example, if you must lose 4 Force from Reserve Deck and have only 3 Force there, you would lose those 3 and the last one from somewhere else (hand, Force Pile, or Used Pile).

**Peeking At Cards**

A game action that allows you to peek at a card (or cards) allows you (and only you) to look at that card and then place it back where it came from (unless stated otherwise). When you peek at (examine, glance at, look at etc.) a card, you are entitled to see the entire card, and the intention is that you limit yourself to a reasonable amount of time to gather information (note: older cards stated that you had [X] seconds to peak; this text is obsolete by this rule and should be disregarded). See empty deck or pile, empty hand.

**Retrieve**

*Act of taking the top card of your Lost Pile and placing it face down on your Used Pile.* To retrieve multiple cards, simply retrieve multiple times (this is all one action). If game text allows you to retrieve 1 Force for each of a specific card on table (or some similar condition), count up all copies of that card as specified and then retrieve that total number (as one action). To randomly retrieve a card, shuffle, cut and replace the Lost Pile and then retrieve normally. To retrieve a specific card (e.g., such as "retrieve Luke" or "retrieve an Imperial"), search the Lost Pile; if a copy of the card is there (it need not be the topmost one unless the retrieving card says so) you then retrieve it (to Used Pile, as usual); do not reshuffle or change the order of the cards in any way unless instructed to do so. A retrieved card is always revealed to both players, even when the Lost Pile is face down (see Eyes In The Dark, Ap. B).

**Leaves Table**

If a card leaves the table by being relocated to a deck or pile, by being placed out of play, or by being returned to hand (for example, due to cards like Master Luke, ASP-707, Revealed or As Good As Gone) then all cards deployed on, carried by, or aboard that card (as well as any inactive or supporting cards on it) must be placed in their owner's Lost Pile unless specified otherwise (*i.e. Captives - Releasing rules*). All the cards (including the card leaving table) leave play simultaneously, and thus can be stacked in any order in the Lost Pile.

**On Table**

*A term used to describe a card in play.* See 1D. Card States for a detailed explanation of how cards are considered "on table" based upon game conditions.

**Exchange**

An action that requires you to Exchange one card with a card in a different location. If you are exchanging cards in a pile, the card(s) going into the pile should be placed in the same order of the pile as the card(s) coming out.

## Section B. Taking Cards From A Deck/Pile

Many cards allow you to directly access your deck, pile, or stack, usually to take a card into hand, or to deploy a card from there directly. Whenever a card or rule allows you to take a card from a deck, pile or stack, and there are any criteria for what kind of card you may take, you must reveal that card after it is obtained (reveal the entire card). In this way, your opponent can check that you took a card matching the criteria specified.

However, when allowed to take **"any card"** you do not have to reveal the card chosen, unless you retrieve that card from your Lost Pile. If the initiating text provides more than one candidate card that may be taken from the same deck, pile or stack, you are permitted to declare the action specifying only the card you are using to search. You may then look through that deck, pile, or stack before choosing which of the cards you wish to take. Once the search has been initiated, a player must take a card if possible.

If your search fails to find any card matching the criteria given, your opponent is permitted to check to see that deck, pile, or stack in order to prove that no candidate could have been taken; this is called "verifying." In addition, when the card or card type you searched for was not found and your opponent has verified this, you may not use that searching card (or any card of the same name) to search or look through the same deck, pile, or stack again this turn.

After searching, you should replace the deck, pile, or stack without shuffling, unless otherwise instructed.

### "With X in title/lore/game text"

Game text that searches for a specific word on a card (usually in title, lore, or game text) cannot be matched if that word is part of another word (though if the word is a plural or possessive, that remains a valid target). If the action depends upon more than one word in the card title then all the search keywords must also be in the same order and without any other words in between. For example, ISB Operations looks for characters with "Rebel" in lore; thus anyone with "Rebel," "Rebel's," or "Rebels" is valid, but "rebellious" isn't, since it's part of another word.

#### Taking Cards From A Deck Or Pile - Example 1

Dark has Bad Feeling Have I (V) ("May use 2 Force to ▲ a card (without ability) with 'duel' in game text.") on table. Dark uses the ability and searches the Reserve Deck for such a card (he doesn't state which one). He finds Epic Duel, reveals it to his opponent, and put it in his hand. He then shuffles his Reserve Deck because the ▲ includes "reshuffle" as part of the action. The next turn he decides to search again; however, this time there is no such card. His opponent is handed the Reserve Deck and allowed to verify; this should be done in a reasonable amount of time. After this the deck is shuffled and returned. Dark cannot do another search with that portion of the Effect's game text this turn.

## Deploying/Playing from a Deck or Pile

When permitted to deploy or play a card from a place other than your hand, you must still obey normal timing rules of the card being played or deployed (unless specifically told otherwise, such as Nal Hutta Operative). Thus you cannot deploy a site except during your deploy phase, nor could you play Elis Helrot during a battle or outside of the move phase while Insurrection is on table. **You cannot deploy or play such cards as a response unless the card allowing it states you may do so "as if from hand."** You do not reshuffle or reorder the cards there unless required to (note that the ▼ includes "reshuffle"). If the played card must be sent to a specific place (e.g., Watch Your Step requires an Interrupt played from Lost Pile be placed out of play) the card must go there, even if canceled. The only exception is if the card must be stacked on a grabber (see Icons - Grabber, Ch. 9).

#### Taking Cards From A Deck Or Pile - Example 2

Light is playing Watch Your Step and has flipped to the back side of the objective ("Once during each turn, may play one interrupt from Lost Pile as if from hand (then place that card out of play)."). Thus, at any time (even in response to another action) he can state that he plans to play an interrupt from his Lost Pile; he doesn't have to state which one yet. Once he has done so he looks for any interrupt he can play at that time and chooses to play it; if none are found that he can play (he must play one if it is possible) the opponent verifies this. In either case the Lost Pile would not be reshuffled because the objective doesn't say to.

In this case, Light has chosen to play Out Of Commission & Transmission Terminated as a top-level action. Dark responds with Unsalvageable, canceling it. Normally canceled cards are placed in the Lost Pile, but because the objective states the card is placed out of play, Out Of Commission must be placed out of play. The next turn Light uses the ability in response to Dark attempting to deploy Visage Of The Emperor (a hologram). Light searches his Lost Pile, but it turns out he only had the one copy of OOC&TT. He looks for any other responses, but there are none, and he cannot initiate a top-level action as a response, so he allows Dark to verify and play continues; he cannot use the ability again this turn, even though it failed.

#### Taking Cards From A Deck Or Pile - Example 3

Dark has Oppressive Enforcement and I've Lost Artoo (V) on table ("Once per game, may use 1 Force to play an Interrupt (except Sense, Alter, or Control) from under your Starting Effect as if from hand (then place that card out of play)."). His opponent plays It Could Be Worse, and Dark uses this Effect to play It's Worse! from under his Starting Effect; this is legal because the card says "as if from hand." The opponent responds with Sense, canceling the Interrupt. Oppressive Enforcement states that cards canceled by Sense are placed on Used Pile, but because the Effect says to place it out of play, it must be placed out of play.

## Section C. Actions

Actions are the individual building blocks of game play. Actions occur quite naturally during the game; in fact, most of the time you don't even need to think about actions (just as you rarely need to think about the individual steps of how you get dressed in the morning). Occasionally, however, situations will arise where it is desirable to understand the intricate details of actions - particularly in tournaments, where players want strict and definitive rules governing the specific timing of game play. Almost everything you do in the game is an action. Examples of commonly occurring actions include:

- playing or deploying one card;
- performing one Force drain;
- performing one regular move, 'react' or unlimited move;
- conducting one battle;
- firing one weapon;
- drawing one destiny;
- activating, using, losing, drawing or retrieving one unit of Force (or any other act of moving a card from one deck, pile or hand to another);
- using optional game text on a card already in play;
- taking one card from a deck or pile;
- re-circulating your Used Pile; and
- choosing to use an optional modifier (e.g., a lightsaber bonus to a Force drain).

Automatic modifiers (e.g., "adds 2 to power of anything he pilots") and checking conditions (e.g., control of a location) are not actions, neither is announcing the beginning or end of a phase or turn. Everything else you do in the game is an action.

**Every action has three steps that must occur in order: Initiation, Responses, Result** (see Steps Of An Action).

### Action Within An Action

Many times, an action causes other actions to occur within itself. For example, a Force drain is an action which typically causes the opponent to lose Force - another action. For a more complex example, consider playing Nabrun Leids; this action includes several other actions:

- targeting (selecting) the characters you wish to transport;
- targeting (selecting) the destination site;
- drawing destiny to determine Nabrun's asking price;
- choosing whether to accept or decline the transport;
- using Force to pay the asking price (a separate action for each Force used);
- transporting the group of characters to the destination site; and
- placing the Nabrun Leids card on your Used Pile or Lost Pile.

Perhaps the ultimate example of actions within an action is battle - a single action comprising many other actions, some of which contain still other actions within themselves.

## Types of Actions

Actions are initiated either as top-level actions or responses. **Top-level actions** are the most common action you'll perform; they're the actions that kick things off, such as deploying a character or activating a Force.

**Responses** are actions that can only happen by responding to something else that has just happened, they can't be used as a top-level action. To understand the difference, think of actions as a tennis game: one player serves the ball, and then the other person may manage to hit it back. The person serving the ball is performing a top-level action, kicking things off, and the one hitting the ball coming to him is performing a response, reacting to what's just happened.

During your turn, you perform the first top-level action in each phase; once all the responses to that action are complete, your opponent may perform the next top-level action. When all responses to that are completed, it's your turn to perform a top-level action, and so on.

Some actions you can choose to have happen, and some actions have to happen. For example, you don't have to Force drain, you can choose to do it or not do it (sometimes it's in your best interest not to), but you do have to have your creatures attack if they can (even when it'd be bad, like attacking your own characters!). So there are top level actions and responses, and there are things that you can choose to happen or that must happen. Thus, there are four types of actions that take place: Optional Actions, Automatic Actions, Mandatory Actions, and Just Actions.

	You Choose To Have It Happen	It Must Happen
Top-level action	<p><b>Optional Actions</b></p> <ul style="list-style-type: none"> <li>Force draining</li> <li>Initiating a battle</li> <li>A group of characters attacking a creature</li> <li>Firing a weapon in a battle</li> <li>Playing Beru Stew</li> </ul>	<p><b>Mandatory Actions</b></p> <ul style="list-style-type: none"> <li>Drawing asteroid destiny</li> <li>Creatures attacking prey</li> <li>Losing Force to Visage of the Emperor</li> <li>Paying maintenance costs</li> <li>Forfeiting a hit character</li> </ul>
Response	<p><b>Just Actions</b></p> <ul style="list-style-type: none"> <li>Putting a just lost character on Bacta Tank</li> <li>Reacting to a Force Drain</li> <li>Canceling Alter with Sense</li> <li>Playing Trooper Assault in response to a battle</li> <li>Deploying Tentacle on a just played Interrupt</li> </ul>	<p><b>Automatic Actions</b></p> <ul style="list-style-type: none"> <li>Completing (reaching) an Utinni Effect</li> <li>Losing a seeker and target when they are together</li> <li>Retrieving 2 Force for Scum And Villainy</li> <li>Creatures attacking each other</li> </ul>

### Optional Actions

*A top-level action you choose to initiate.* Generally speaking, deploying or playing a card is optional, and anything which says "may."



## Just Actions

*A response to another action that you choose to initiate.*

To be a response, the action has to be connected to the action that just took place. For example, playing *Beru Stew* to activate *Force* is not a valid response to someone playing *Sense*; instead, you could play *Control* (which cancels *Sense*) or deploy *There'll Be Hell To Pay* on it (it deploys on a just played *Interrupt*). Like in the tennis match example, when you perform a top-level action, your opponent gets the first optional response to it (you can't return your own serve, your opponent gets to, even if they pass). You can perform the next just action in response to that action, then your opponent, and so on. This will be covered in more detail under *The Stack*.

The word "just" is not needed for something to qualify as a just action.

## Automatic Actions

*A response that must take place.* When the conditions are met for the automatic action to take place, it occurs (this is called triggering). While they are triggered automatically (not by choice), they are still actions like any other that may in turn be responded to.

Sometimes two or more automatic actions are triggered by the same event; for example:

- specifying multiple targets (e.g. losing a seeker and its target, or affecting both players)
- using an unordered sequence (e.g. a bulleted list)
- being mentioned on multiple cards in play and/or rules. (e.g. when the *Dark Side* initiates battle, both *First Strike* and *Scum And Villainy* are triggered)

Automatic actions are resolved one at a time. If it is on a single card, do the events in the order listed on that card (e.g., *Draw Their Fire* says "Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force" thus the retrieval happens first, then the Force loss). In all other circumstances, they are done in an order chosen by the player whose turn it is (in the *First Strike/Scum And Villainy* example, the player whose turn it is can choose to have either one of those card to happen first, and then the other to happen second).

Automatic Actions and Just Actions are both responses (see *The Stack* for details on responses); **however, for timing purposes, all Automatic Actions happen first, then Just Actions can take place.**

## Mandatory Actions

*A top-level action that must be performed.* Mandatory actions are typically indicated (either on a card like *It's On Automatic Pilot* or in a rule such as *Attacks*) by saying they occur during a time frame, and indicate that there's no choice in the matter (such as losing Force to *Search And Destroy* or drawing asteroid destiny). Any time during that time frame (when the player is permitted to perform a top-level action), the player directed to perform the action may choose to initiate it (his opponent cannot compel him to do so at any particular time). If both players are directed to do something by the same action, the player whose turn it

is may choose when to initiate it, at which point those events are treated as competing automatic actions and resolved accordingly.

**Any mandatory actions that have not been performed by the end of the required time frame become automatic actions triggered as a response to the end of the time frame and must be resolved before play can continue.** For this reason, if the time frame is itself an end of something (end of battle, end of turn, etc.) the mandatory actions will always happen first before the optional actions.

## Steps Of An Action - 1: Initiation

Initiation of an action (such as a character's game text or playing an *Interrupt* card) includes any or all of the following requirements, in this order: (1) meeting all conditions; (2) choosing all targets; (3) paying all costs. If all requirements for initiating an action cannot be met, that action may not be initiated. Once it has been successfully initiated, it doesn't matter if something affects one of those, it has still been initiated (in other words, a change doesn't back up and say the action was invalid, the action simply continues). For example, if you target a player with *Monnok* while they have 14 cards in hand, and during the responses they lose 3 cards from hand, *Monnok* will still have its result as normal.

## Meeting Conditions

You can't initiate an action unless all of the applicable conditions of rules and/or game text are satisfied. For example, to deploy a character, location deployment restrictions listed in that character's game text must be satisfied. In addition, presence or a Force icon is required by the rules for all non-spy characters, as is observance of special rule-based deployment restrictions such as shield rules or *Dagobah* rules. Similarly, a response (such as an *interrupt* that plays "if a battle was just initiated") cannot occur unless it is responding to the appropriate situation (in this case, it can't be played once the weapon segment of a battle has commenced). As responses take place those responses may change conditions so that other responses would no longer be valid; for example, if a just lost character is stacked, taken into hand, or placed out of play, they're no longer just lost, and no response that had "just lost" as a condition can be initiated.

## Choosing Targets

An action cannot be initiated unless all of the targets required by its game text are able to be specified. That is, they all have to be able to be targeted by the action. The only exceptions are optional items, and those items that cannot be known as a target (because it requires knowing information about a card you cannot see or the results of a random action). In such cases, targeting occurs once the potential targets are revealed (this is still considered targeting). See *Implied Target Rule*. An action only affects the appropriate targets (e.g., *Lateral Damage* resets the forfeit of a starship to zero, but not any characters aboard).

## Paying Costs

An action cannot be initiated unless all of the stated costs of rules and/or game text are satisfied. Examples include using Force to deploy a character or initiate a battle, or losing 2 Force to deploy Visage Of The Emperor. Nabrun Leids requires you to draw destiny to determine the cost of that transport action. Sometimes costs do not involve Force, but can involve another card, or even foregoing another action. For example, Noble Sacrifice's cost is that you must place one of your character's out of play.

Because initiating an optional action is -by definition- optional, you are not forced to pay for the cost, you are doing so by choice. Thus any action which applies only when you "must lose" Force cannot be used to avoid paying for the cost of an optional action. For example, Blaster Proficiency allows you to cause a just hit character to be immediately lost; the cost is losing 1 Force. You cannot play this unless you choose to lose 1 Force, which means that cards such as It Could Be Worse or We're Doomed may not affect that Force loss. However, Their Fire Has Gone Out Of The Universe allows Visage Of The Emperor to deploy without paying its cost because it simply states that you lose no Force to it, not that you "must lose" no Force to it.

(Note: older cards stated "at normal use of the Force." Since all actions are at normal use of the Force unless otherwise specified this redundant phrase is ignored.)

## Steps Of An Action - 2: Responses

After the action has been initiated and before it has begun its result, responses are allowed. See The Stack for details on how this works.

Once all responses are complete (assuming the action hasn't been canceled) it has its result).

## Steps Of An Action - 3: Result

The result of the action is then carried out. The results of the action are themselves automatic actions, and resolved as described under automatic actions. For example, the result of Beru Stew is that each player must activate 2 Force; since there are multiple targets (you and your opponent) the player whose turn it is decides who activates first and who activates second. Responses may take place to those actions and the steps that make them up (activating each Force is a separate action), but not to Beru Stew itself because the time for responses to that action have passed.

## Actions - At Any Time

This phrase is intended to indicate that an action may be used during any phase of either player's turn.

**Actions that may be initiated "at any time" are not exceptions to the normal timing rules; that is, they may not respond to other unrelated actions.** (To be more precise, "at any time" actions may be initiated only as a top-level action.) For example, if Dark plays Limited Resources, Light cannot respond to that by placing A Vergence In The Force in Used Pile to draw 2 cards, because even though it says "at any time," that is not an actual response to the current action. Light

would have to wait until the stack was empty to perform that top-level action.

## Actions - Duration

Some actions result in an effect that will persist for a certain period of time (e.g., is power +2 until end of turn). Once such an action resolves, that effect will continue -regardless of what happens to the card that caused it- until that duration is complete. For example, if Maul's Sith Infiltrator uses its game text to "cloak," then even if its game text is canceled, it will remain cloaked until the stated duration ends.

## Actions - For Each/For Every

Any time game text permits you to use, lose or retrieve Force "for each" (or "every") of a certain card, characteristic, etc., that action is performed as one action for the full calculated amount. For example, if you occupy 3 Tatooine battleground sites, then Tatooine Celebration will permit you to initiate an action to retrieve 3 Force during your control phase (not three retrieval actions of one Force each).

## Actions - Immune

A card that is immune to an action is not a valid target for that action (and thus is not a legal response). If a card is made immune to another card already targeting (or deployed on) it, the other card is canceled.

The statement "Immune to Control" refers to the card Control, not other uses of that word.

## Actions - Just Deployed, Just Played

For Just Deployed actions, see The Stack. A card is "Just Played" after the action is initiated but before it has had its result (so responses to a just played card occur during the Responses step).

## Actions - Before

In certain rare instances, an action will indicate it is a response to an attempt to initiate an action (often by saying it happens "before" the action takes place). When such a "before" action takes place, it occurs before the other action is even initiated. Once the "before" action is completed, the player who had been attempting to initiate the original action may choose to again initiate it, or not to (unless, of course, the action is mandatory).

If you are using a "before" action to preempt one of your opponent's actions, it may require backing up (because this happens outside the normal order of play). You may not back up when you are preempting one of your own actions; you state that you are about to do something, and then play the "before" action.

For example, Dark's first action of the Damage Segment is to forfeit Vader, but Light wants to play You Do Have Your Moments (it plays "before any cards have been forfeited) to reduce all attrition to zero. Play backs up to before Vader was forfeited (he's still on table and no responses were triggered by it). Once the interrupt resolves, Dark again has the choice of forfeiting Vader or performing some other action; he is not required to forfeit Vader (and since it's no longer

mandatory to forfeit him, Dark chooses not to). Another example: if Light targets an unpiloted Speeder Bike (manuever = 0) with a Blaster Rifle, he may play Lucky Shot just as he was about to draw the weapon destiny; it would resolve before the weapon does. He still must draw the weapon destiny (even though it's not needed for him to hit the target) because all destiny draws except battle destinies are mandatory. Light may not draw the weapon destiny and then back up and play Lucky Shot, because you do not back up from your own actions.

### Actions - Just Lost

Some actions are dependent upon the condition "just lost". Unless stated otherwise, "just lost" actions are applied only to active and inactive cards. A card that has been "just lost" is already in the Lost Pile, and as such all cards aboard, deployed on, or targeting that just lost card have already been placed in the Lost Pile also. Thus **when an action relocates a "just lost" card to a place other than the Lost Pile, only that card is relocated** (no other cards that were connected to that card before becoming lost are relocated unless specifically stated). For example, if Luke wearing Luke's Backpack and armed with Anakin's Lightsaber is lost from table, he can be relocated from the Lost Pile to the Bacta Tank, but his weapons and devices stay lost. **The exception to this rule are the cards All Wrapped Up and We Have A Prisoner.** Refer to their individual entries in Ap. B. If a just lost card is returned to a site, this is not considered deployment or movement. When a just lost card is removed from the Lost Pile, it is no longer considered just lost.

### The Stack

The Stack is a conceptual tool to understand the order things happen in under complex situations. We think of this in terms of an imaginary stack of cards (sometimes with pseudo-cards representing actions that aren't an actual card, like a Force drain); the **current action** (the one on top of the stack) is always currently happening, while all the ones beneath it are considered temporarily suspended. **You can only ever respond to the current action**, not to one of the other actions lower in the stack. Once the current action is completed, it comes off the stack and the one beneath it becomes the new current action.

Let's go back to our tennis match example: Player 1 serves the ball (a top-level action), after which Player 2 hits the ball back (a response). Player 1 can't respond to his original serve, because right now the only thing on his mind is the ball coming back at him; he can only react to that (by performing a response). Also, he's got to hit it back, he's not allowed to catch it and serve it again (by performing a top-level action). That's similar to the way this works: while there's an action taking place, you can't perform any top-level actions, and you can't do anything except respond to the latest action, not to any other action.

### What Is A Response?

To be considered a response, the action must do

Response 4 to Response 3
Response 3 to Response 2
Response 2 to Response 1
Response 1 to Top-Level Action
Top-Level Action

#### Current Action

- Only action that can be responded to
- All automatic actions happen first
- Opponent of player who caused this action gets first just action to respond to this action.

something to the current action or state it can (or must) happen if the current action takes place (their condition is that current action causing those circumstances). Modifying or canceling a just drawn destiny is a response to a destiny draw (it's doing something to the action) as is stacking it on You Want This, Don't You? (V) (it can happen when there's a just drawn destiny on the stack).

### How The Stack Works

While the current action is taking place, automatic actions will be initiated first, and then just actions may be done. The opponent of the player who performed the current action gets the first just action, and then the other player. Any time you can't perform a just action (or just don't want to, since just actions are optional) you can choose to pass. When both players pass consecutively, then all the responses to that action are over and the action has its result. Once the action has all its results it comes off the stack and the one below becomes the current action. Responses to that action take place (first automatic actions, then just actions) until there are two passes and that action comes off, making the one below that the current action. This continues until the stack is empty.

Actions are removed from the stack if:

- They resolve (have their result).
- They are canceled.
- The conditions have changed so they are no longer a legal target for responses.

### Responding To Coming Off The Stack

Sometimes the act of an action coming off the stack will itself be considered an action, and thus can be responded to. For example, when a card is deployed, the action that deployed it comes off the stack (it has had its result); actions that respond to a just deployed card will be responding to that as the current action, before the action that was underneath can begin. Likewise, when a card finishes moving, the movement action is complete and is taken off the stack, but anything that responds to a just moved card can happen before going to the next item in the stack. This only applies to responses to the completion of an action (e.g., you cannot respond to a canceled Alter coming off the stack).

### Simultaneous Actions

Sometimes events will happen simultaneously (this is not the same as when automatic actions are triggered by the same event; those items still happen one at a time). Simultaneous actions are rare; nothing happens simultaneously unless a rule or card specifically says so. In these cases, all the actions are briefly considered

to be on the top of the stack, and any of them may be responded to. However, once one of them is responded to (whether by an automatic action or a just action), that action then is stacked on top of the others, and the response to it is placed on top of that. Once that response and the action it was responding to resolve, the other actions are again on the stack together and responses to any one of them may continue, moving it on top of its fellows, and so on. For just actions timing, alternate who responds to the simultaneous action as if it were a single action.

#### **Actions - Example 1 - Deploying A Card**

It's the start of Light's deploy phase, which means he gets the first top-level action. Light Side deploys an Effect card, Crash Site Memorial (placing it on table to start a 'stack'). This is the current action. Dark responds with an Interrupt card, Alter, stacking it on top of Crash Site Memorial (Alter specifically says it can cancel an Effect). This suspends the deployment of Crash Site Memorial and creates a new current action. Light responds to Alter with Sense, stacking it on top of Alter. Neither player responds to Sense (both players consecutively pass), so it has its result. It successfully cancels Alter and both Interrupt cards are removed from the stack. The deployment of Crash Site Memorial becomes the current action once again, and Light now has the next opportunity to respond to it, since Dark made the previous response (Alter). Neither player has another response to the Crash Site Memorial deployment (both players consecutively pass again), so it has its result and is placed with Light's other Effect cards (as described in game text). The stack is now empty, so Dark gets to perform the next top-level action.



**Actions - Example 2 - Triggered Automatic Action**

There are currently no actions on the stack and Dark plays Set For Stun. Set For Stun is now the current action and begins its three steps of initiation, responses and result.

Initiation - First Dark must target an opponent's character, so this targeting becomes the current action, Set For Stun, is temporarily "covered up" (suspended). Once Dark has selected his target, that action comes off the stack; Set For Stun is the current action again so play continues with its game text. Next Dark must use 2 Force; thus, Set For Stun is again suspended while using the first Force is the current action, then while using the second Force is the current action. After he has finished using Force, that action comes off the stack and Set For Stun is once again the current action, and its initiation is now complete.

Responses - Light responds to Set For Stun by playing Sense. Sense is now the current action, and goes through its own steps of initiation, optional responses and result. The result is that Light fails the destiny draw; the Sense card goes to the Used Pile and Set For Stun is once again the current action.

Result - The first part of Set For Stun's result is its destiny draw. This destiny draw becomes the current action. Since the destiny draw is an action, it has its own initiation, optional responses and result. Light does not respond to the destiny draw, so it has its result (which is actually drawing the destiny card). Dark draws a destiny of 2 and Light has Tauntaun Bones on table. This immediately triggers an automatic action for Light, who must activate 1 Force. This action is the current action until it is completed, at which time Dark's destiny draw becomes the current action again. Dark places his destiny card on his Used Pile, and Set For Stun is now the current action once again. Assuming the character targeted had ability of 2 or more, the destiny draw is not sufficient to return that character to opponent's hand, so Set For Stun is placed on the Lost Pile, conceptually removing itself from the stack, and there is once again no current action -the stack is empty.

**Actions - Time To Respond**

In the spirit of sportsmanship, at any time a player is allowed to request a brief pause to consider options. In actual play, of course, players rarely need to think about timing of actions. Typically the game flows smoothly from action to action, without complication. However, a player may feel that he didn't have enough time to initiate an action or at least to request a brief pause (because things moved too quickly, not because something happened that he doesn't like). In these cases, the player is justified in asking the opponent to "back up" so that he may initiate his action in the proper sequence.

**Actions - Example 3 - Just Actions And Backing Up**

Light plays Nabrun Leids (temporarily placing it on table as the current action); verbally targets Luke, R2-D2 and a destination site (Jabba's Palace: Audience Chamber); draws destiny to determine the cost (3); and uses 3 Force to pay Nabrun's asking price. Nabrun Leids is now initiated. Dark responds with Tentacle, placing it on top of Nabrun Leids and using 1 Force. Neither player responds to the use of 1 Force or to Tentacle itself, so it has its result and is placed on table. Nabrun Leids is now unique (•) and so no more may be initiated this turn. However, the current copy of Nabrun Leids is still played out (it is now the current action again). Neither player wishes to respond further to Nabrun Leids, so it has its result (the Light characters are relocated). The Nabrun Leids card is placed on top of Tentacle. Nabrun is removed from the stack, and the stack is empty (normally meaning that Dark performs the next top-level action). However, Light quickly announces the play of A Gift, which says "If you just moved a droid to Audience Chamber..." Since this is a just action (a response, in this case, to an action coming off the stack), it must come before Dark's top-level action. But Dark, not to be outdone, announces his own just action: Double-Crossing, No-Good Swindler ("If Nabrun Leids just completed a transport..."). Dark's just action happens first (because Dark gets the first response to any of Light's actions), so Light must return A Gift to his hand. (Note that A Gift is not suspended or canceled; rather, it was never really initiated at all. **This is an example of a player having to "back up" so the opponent has time to initiate an action in the proper sequence.**) After Double-Crossing, No-Good Swindler has its result, Light has the next opportunity to initiate a just action and thus may decide whether or not to initiate A Gift.

**Actions - Example 4 - Competing Just Actions**

Dark deploys Blizzard 4, which states "When deployed, you may deploy (for free) an Imperial warrior aboard from your Reserve Deck; reshuffle." The deployment of the Imperial is optional (you may deploy) so it is a just action. Light has the first just action, but passes. Dark uses Blizzard 4's text as a just action to deploy Darth Vader on board from Reserve Deck. Light is allowed the first just action to Vader's deployment (and passes); it then passes to Dark, who also passes. Two passes means that the time for just actions responding to Vader's deployment is over and is removed from the stack, and Blizzard 4's deployment is again the current action. Light is now allowed the next just action to Blizzard 4's deployment, since there have not been two consecutive passes yet for that action. Light plays It Can Wait to send Blizzard 4 back to opponent's hand; no just actions to that occur and the Interrupt resolves, sending the walker back to the Dark hand and Vader to the Lost Pile (per the Leaves Table rule). Had the Dark player not deployed Vader, It Can Wait could not have been played, because two consecutive passes would have taken place. No backing up is permitted because Light voluntarily passed.



**Actions - Example 5 - Battle, Just Actions And "Sense/Alter War"**

Light initiates a battle at a site, using 1 Force. (Since a battle has no card associated with it, picture a "pseudo card" symbolically placed on the stack to represent the action.) Dark responds to the battle by playing You Overestimate Their Chances, placing it on top of the stack. Neither player responds to this Interrupt, so You Overestimate Their Chances has its result (an automatic modifier is scheduled to triple battle damage) and the Interrupt is placed on the Lost Pile. Light has the next opportunity to respond to the battle initiation, but chooses to pass. Dark responds to the battle initiation a second time by 'reacting' with a vehicle (Ubrikkian 9000 Z001) from an adjacent site (a react is a special kind of just action). Neither player responds to the react, so the Ubrikkian is moved, along with three Dark characters aboard, to the site of the battle. Two of the characters then disembark as part of the 'react.' Light has another opportunity to respond to the battle initiation, but again declines to do so. Dark has no more responses, so the battle proceeds to its result step, which begins with the weapons segment. (The weapons segment has the special property of allowing actions to occur even if they do not say they play during battle.) Light may initiate the first action of each segment; since the battle involves Luke and Han, Light initiates Don't Get Cocky. (Don't Get Cocky is not a response to battle, but rather plays during battle, and thus must occur in the weapons segment.) Dark responds to Don't Get Cocky with Sense. Light responds to Sense with Alter. Dark responds to Alter with Control. At this point, the stack of actions looks like this: Control (current action)-Alter-Sense-Don't Get Cocky-battle (in its weapons segment). Neither player responds to Control, so it has its result (canceling Alter). Both cards are placed in the appropriate Lost Piles (Alter is removed from the stack with Control because canceled actions are always removed from the stack) and Sense is again the current action. Neither player responds to Sense, so it has its result. Dark draws destiny but fails to cancel Don't Get Cocky. Light has the next opportunity to respond to Don't Get Cocky, but chooses not to do so. Dark responds to Don't Get Cocky with another Sense. Neither player responds, so Sense has its result. Dark draws destiny, this time successfully canceling Don't Get Cocky. Now the battle is the current action again, and Dark has the next opportunity to initiate a top-level action in the weapons segment. After both players are finished initiating actions in the weapons segment, the battle proceeds to the power segment, to be followed by the damage segment. When the eventual winner is determined, the automatic action scheduled by You Overestimate Their Chances will initiate itself to triple the loser's battle damage.

**Actions - Example 6 - Turn Progression**

It's Dark's turn during the deploy phase, and Light has 1 Force in their Force pile. Dr. Evazan is armed with a Blaster Rifle at same site as Obi-Wan Kenobi and a Talz, meaning that if a battle takes place there this turn, the Dark player would get the first action of the battle phase (and thus be able to initiate a battle) and the first action of the weapon phase of that battle (and thus be able to fire at Obi-Wan and remove him from the battle, resulting in significant battle damage). Light has Depa Bilaba on the table who can be used for 1 Force to help ensure that the destiny card that will be drawn will miss, but once the battle phase starts the Light will have no opportunity to do so before Dr. Evazan fires, because Depa's ability is a top-level action. In order to use her ability first, it must be performed during the deploy phase. However, the Light is also worried that additional characters may be deployed to that site and join in the battle, and has a Rebel Barrier they would like to play to prevent that, which costs 1 Force. Ideally, the Light player would want to have the last action of the phase (and thus ensure no more cards would be deployed that they would need to use the Rebel Barrier on). Unfortunately for the Light player, that can never happen. One of two things will happen:

- Dark player performs an action, the Light player passes, and then the Dark player passes. Two consecutive passes means the deploy phase ends and the battle phase begins, without the opportunity to use Depa Bilaba.
- Light player performs an action, the Dark player passes, and then the Light player uses Depa Bilaba. Since there were not two consecutive passes, the deploy phase continues and the Dark player gets the next current action, which may include deploying a character to the site.

Either way, the Light must choose between using Depa and taking their chances on deployment, or not using Depa to be ready for the Rebel Barrier. They cannot compel the Dark player to allow them to use Depa's ability before the deploy phase ends (such as by asking "tell me when the deploy phase ends" and then initiating the action), nor can they prohibit the Dark player from deploying characters if her ability is used.

**Actions - Example 7 - Automatic vs. Just Actions**

Light deploys Deneb Both to a site. Dark knows Deneb Both will interfere in their activities, and would like to remove him; I'd Just As Soon Kiss A Wookiee can do this, because it targets a just deployed character and sends them back to the opponent's hand. However, Deneb Both's game text states "When deployed, draw up to 2 cards from top of Reserve Deck." Because this is not optional, this is an automatic action that occurs before any kind of responses to the deployment can take place. Light immediately draws 2 cards, one of which is Protector. Dark now gets the first just action to the deployment, and plays their Interrupt. The light side responds to this new current action with Protector, which cancels it. Light has no just action to the deployment, and neither does Dark, so play continues with Deneb still in play and the Dark allowed the next top-level action.

By an amazing coincidence, the scenario happens again the following turn, except this time the character is Arleil Schous ("When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle."). Because it's optional ("you may take") this isn't an automatic action, it's a just action (remember that the word "just" is not required). Because Dark gets the first just action they may play I'd Just As Soon Kiss A Wookiee to send him back to hand. Since the Light no longer has a Protector in hand, the Interrupt resolves, Arleil leaves the table, and the just action in his game text never happens (nor can any other responses to the deployment take place, because he's no longer "just deployed").

**Actions - Example 8 - Mandatory Actions**

It's the start of Dark's battle phase, so they get the first action. That player has a number of characters at the same site an opponent occupies, and at another site, Bubo is present with Han Solo. Dark may choose to battle, attack, or perform some other top-level action appropriate for the situation (such as using Abyssin Ornament to take a Rodian into hand from Reserve Deck). Dark chooses to initiate a battle. Once the battle is over Light has the opportunity for an action; they pass. Dark can choose to initiate an attack with Bubo, but decides not to, thus ending the battle phase. However, Bubo must attack (because creature attacks are a mandatory action during the battle phase). Thus before the phase ends the attack is triggered as an automatic action and takes place as normal. Once the attack is complete the battle phase is over and the move phase begins. Neither side can perform any more actions during the battle phase because two consecutive passes had still taken place. Had Dark instead voluntarily initiated the attack rather than passing, then after the attack was finished Light would have had an opportunity to initiate an action, and so on until two consecutive passes ended the battle phase (with no attack being triggered because all creatures had already attacked).

**Actions - Example 9 - Simultaneous Actions**

During battle at the Death Star system, Avenger (with Emperor Palpatine and a Laser Cannon Battery on board) is hit by a Heavy Turbolaser Battery, then made immediately lost by Power Pivot. As a result, Avenger and all cards on board are simultaneously lost. Both are placed in the Lost Pile. No automatic actions are triggered, so just actions may now take place; Dark gets the first just action (it was Light's action that caused them to be lost, so placing them in the Lost Pile is still his action). Dark can choose to respond to the loss of any of those three cards, because all are momentarily on top of the stack. He chooses the Avenger, targeting to place it on Return To Base. The stack is now: Return To Base-Avenger-Emperor/Laser Cannon Battery-hit Avenger -battle (in its weapon segment). Light has no response to Return To Base, so Avenger is stacked on that card. Avenger being just lost is also removed from the stack, because it's no longer just lost (it's left the lost pile). The loss of the two remaining cards are now on the stack, and because Dark had taken the first action, Light may now perform the next response to their loss. He gets to choose which he'll respond to, so he chooses to play End Of A Reign, which targets a just lost Emperor. The stack is now End Of A Reign-Emperor-Laser Cannon Battery-hit Avenger-battle. Dark responds to End Of A Reign by playing Sense, and Light responds with Control to cancel Sense. Both leave the stack and End Of A Reign is again the current action. Light has no response, nor does Dark, so it resolves: Light draws a 4 for destiny, so Dark loses 4 Force. End Of A Reign leaves the stack and Dark gets the next response to the loss of the Emperor (he cannot respond to the loss of the Laser Cannon Battery yet because when Emperor Palpatine was targeted it was moved above it on the stack). Dark responds with Evader, to place the Emperor on his Used Pile. Light has no response to Evader, neither does Dark, so it resolves and the Emperor is placed on the Used Pile. The loss of the Emperor is removed from the stack (he's no longer in the Lost Pile so he's no longer just lost), leaving the loss of the Laser Cannon Batteries as the lone current action. Dark gets the next just action (Light had responded to the loss of both cards by targeting the Emperor), but passes. Light also passes. With no responses, the loss of the weapon resolves and its removed from the stack, leaving the hitting of Avenger as the current action. It is then removed from the stack (because the Avenger isn't on table, there is no legal target for any response), leaving the battle in its weapon segment as the current action. Dark may now perform a top-level action (since Light's top-level action was to shoot the Avenger).

## Implied Target Rule

To target is to select and identify a particular thing such as a card, pile, hand, player, icon, etc. for a purpose specified by a card or rule. (It is also a synonym for the thing that is targeted.) It's important to note that a card does not have to explicitly use the word "target" to target something; this is where the implied target rule comes in.

All the items listed for an action (even the results of the action) are targeted by that action. If you cannot target every item, you cannot initiate an action. Thus:

- You cannot cancel (or lose) something that doesn't exist or that cannot be canceled.
- You cannot modify, reset, or otherwise target a value which does not exist (Droids are a specific exception; they may be targeted to leave table -such as by being lost or sent back to hand- in which case their ability is treated as an unmodifiable 0).
- You cannot move a card that doesn't exist, relocate it to a stack, pile, deck, place it out of play, or take it into hand.
- You cannot move a card to a site, system, or sector that doesn't exist.
- You cannot deploy, take, exchange, or steal a card from an empty deck, pile, or stack, nor can you search it, peek at it (examine, revealing, etc.), shuffle it, or draw a card from it (An empty Reserve Deck does not prevent a player from drawing a destiny; the draw simply fails. An empty Lost Pile does not stop a player from initiating an action that retrieves Force/cards. Empty piles may still be moved.).
- You cannot look at (glance, reveal, etc.) a player's hand if they have no cards in hand, nor can cards be removed from an empty hand.

There are three exceptions to this:

1) Optional targets: Some items do not have to be targeted; their absence will not prevent the action from being initiated (For example, when A Jedi's Resilience says "return Interrupt (if any) used to initiate duel to owner's hand" the Interrupt is an optional target, and thus you can still perform the action -canceling a duel- if it was initiated without using an Interrupt).

2) Gaining aspects: If something is gained by the action, you obviously are not targeting it.

3) Unknown targets: For some items, you cannot know what the target is when the action is initiated, because it cannot be directly observed at the moment or is the result of a random act. (For example, if you play The Signal to take an Effect into hand from your Reserve Deck, you cannot know what cards are in your deck when the card is played. Once you have looked through your Reserve Deck, however, you can identify any potential targets.) Any card in a deck or pile (even if they are somehow face up, e.g., the cards in your Lost Pile), that is currently face down, or that is in your opponent's hand is considered unobserved.

Remember that automatic modifiers are not actions, and thus do not have to follow the implied targeting rule (when R2-D2 is on a starship without hyperspeed, he is not targeting it, he's providing a continuous modifier; in this case he would modify the existing values only).

## Implied Targeting Rule - Examples

Shocking Information ("Target a location. Scomp Links there cannot be used for remainder of turn") targets a location and scomp links at the location. If a location does not have scomp links, it cannot be targeted by this card.

Evader ("Cancel all Revolutions in play") targets the card Revolutions. If there are no Revolutions on table, this card cannot be played.

Focused Attack ("If Vader is present during a battle at a site, for remainder of turn, he loses his immunity to attrition, but adds ability to power (he may not apply ability toward drawing battle destiny).") targets Vader and his immunity to attrition. If Vader has no immunity to attrition, he cannot use this card (you cannot lose something that doesn't exist).

The Bith Shuffle ("Shuffle any player's Reserve Deck or Lost Pile or Used Pile.") targets a deck or pile. It cannot shuffle a Used Pile if there are no cards in that player's Used Pile (you cannot shuffle an empty pile).

Defensive Fire ("Randomly select one card from opponent's hand and place it, unseen, in Used Pile.") targets a card in opponent's hand. If Light has no cards in hand, this card cannot be played (because you cannot remove cards from an empty hand).

Armed And Dangerous ("If a battle or duel was just initiated at a site, search your hand or Reserve Deck for one unique weapon matching one of your participating characters.") targets a unique weapon matching a character in a battle or duel. If Luke was in a battle just initiated, he would be a target; since you cannot know if a unique matching weapon is in your Reserve Deck unless you look, you don't target it yet. Once the action has its results, you then look through the Reserve Deck and attempt to find a valid target; if you cannot, the action merely has no result (the action cannot be undone because it has already successfully resolved) and the Interrupt is placed wherever it normally would be (in this case, the Lost Pile, because it's a Lost Interrupt). If you do find such a weapon (even if you don't want it) it is still targeted and you would have to deploy it.

A Few Maneuvers ("Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn.") Targets a starfighter, its hyperspeed, and its maneuver. Thus, it cannot target a TIE Fighter because a TIE Fighter has no hyperspeed (you cannot modify a value that doesn't exist). Note, however, that if you use S-Foils to reset an X-Wing's hyperspeed to 0 you could target it; the implied targeting rule prevents you from targeting a value that doesn't exist, but you may still target one that cannot be modified (it simply fails to modify that value).



## Canceling And Suspending

When you cancel an action, you prevent that action (such as a card play or a battle) from having its result. You cancel an action after the initiation of that action is complete (during the optional responses step) which means that any costs paid to initiate that action remain paid. When you cancel an action that was limited to once during a particular time period (such as a turn, a control phase or a battle), that action may not be initiated again during that same time period. When a card is canceled, it is placed in the Lost Pile unless otherwise directed. However, if a destiny draw is canceled, the card drawn goes to the Used Pile because only the destiny draw was canceled, not the actual card itself.

Canceling a card will not affect any action that is stated to occur for a specific duration (see Actions - Duration).

### Canceling Game Text

Actions that in any way suspend or stop the use of all game text on a card are considered to be "canceling the game text" (and can be prevented by text that says "game text may not be canceled"). Canceling game text effectively 'clears' the game text from the targeted card for a specific duration (or while the canceling card is in play). No actions or modifiers may be initiated or triggered from the canceled card's game text. Statistics, card title, icons and other card information is unaffected, unless the game text of the card defines those statistics (see Values & Numbers - Undefined Values). A card whose game text is canceled still remains on table - it is not placed in the Lost Pile as a canceled card would be, nor is it considered suspended (see Suspending Cards). When a card's game text "returns", if that card is then found to be performing an illegal operation (for example, Kal'Falnl C'ndros is found to be aboard a starfighter), that card is immediately placed in the owner's Lost Pile (this does not count as being just lost).

If a card's game text triggers an automatic action at the same time that its game text is canceled, the cancellation is considered a competing automatic action, and is resolved accordingly (see Actions -Automatic Actions). For example, if Sith Probe Droid is deployed to the Galactic Senate while Plead My Case To The Senate is on table, the droid's "When deployed, immediately retrieve 1 Force" text is triggered at the same time that the objective cancels its game text. Thus, the active player chooses which would resolve first; if it is the droid, Force is retrieved, then the game text is canceled. If not, the game text is canceled and the retrieval will not happen (because canceled game text cannot be initiated).

### Suspending Cards

Rather than canceling or suspending game text, some actions instead cause cards to become suspended. A suspended card is inactive (see 1D. Card States).

## Conditions Versus Costs

An important distinction must be made between conditions and costs; both are part of the initiation of an action, but both are different parts of that initiation. Some cards or rules will allow you to ignore conditions, others allow you to ignore costs (or occur for free), but those are always independent of each other. For example, Cloud City Occupation has a deployment condition (occupying two sites); even though the rules allow cards deployed at the start of game to deploy for free, that doesn't affect the deployment condition, so the card can't be deployed. Likewise, Malakili (V) allows you to ignore the deployment conditions of the Rancor, but this does not affect its deploy cost.

### Never

The word "never" is used on cards and in rules for anything that cannot be circumvented. For example, since shielded sites are never battlegrounds, then Establish Control (V) cannot make a shielded Hoth: Echo Docking Bay a battleground. Likewise, since inactive cards never provide presence, an undercover Probe Droid (V) cannot provide presence regardless of its game text.

A card with a deployment restriction using the word "never" cannot be circumvented by cards such as Quarren and Cane Adiss.

A character with a movement restriction of "never" cannot use any form of movement if it would violate the stated restriction (though it may be carried, unless this is also prohibited), and cannot be relocated from a pile, card, etc. that would violate that restriction (as if it were moving there).

A 'never' limitation is always applied, even if the card's game text is canceled.

### Never - Location Restrictions

Some cards are, by rule, restricted to certain locations:

- Characters may exist only at sites (unless aboard a vehicle or starship)
- Vehicles may exist only at exterior sites (unless aboard a starship). The exception are Cloud Cars, Patrol Craft, and Shuttle Vehicles, which may also exist at cloud sectors.
- Capital starships (except those that deploy and move like a starfighter) may exist only at systems and asteroid sectors.
- Starfighters (and starships that deploy and move like a starfighter) may exist at exterior sites, systems, and sectors.
- Characters, creatures, devices, starships, vehicles and weapons may not exist at a holosite.

A card cannot deploy or move to a location where it cannot exist. If it is ever in such a situation, it is performing an illegal operation and must be placed in Lost Pile (this does not count as being "just lost").

## The One Rule

When a card that is on table, such as a character or Effect, allows you to perform an action during a particular time frame (e.g., a turn, a phase, or a battle), and the context indicates that the action is singular (typically by use of the word "one," "a" or "an"), then you may perform that action only once during that time frame. If there are multiple copies of that card on table, you may perform it once for each of those cards.

For example, Baragwin says "During your control phase, may exchange one card in hand for one weapon or device in your Lost Pile." Thus, the Baragwin may exchange only one card per control phase (though if you had two Baragwin's on table you could do it once for each). Cards in play that do not specify a particular time frame for an action allow you to perform that action as many times as you like. Also, you may play multiple copies of an Interrupt that allows an action during a particular time frame in order to perform that action multiple times, subject to the limitations on unique and restricted cards.

## Once Per Game

Actions that are limited by their game text to "once per game" may never be initiated more than once per game (even if it fails or is canceled). Once initiated, a card's "once per game" function may not be initiated again by either player, whether with that card or any other card with the same title, regardless of card back (for example, if the Light Side Boonta Eve Podrace begins a podrace, the Dark Side Boonta Eve may not be used to start a podrace because they have the same card title). Actions that allow you to deploy "once per game" are still limited to the owner's deploy phase (unless specifically stated otherwise).

## The One Rule - Examples

Trade Federation Landing Craft ("While at a site, once during your deploy phase may take an MTT into hand from Reserve Deck; reshuffle.")

Here the "once" and the phase (deploy phase) make this a clear application of the one rule. You can only take into hand one MTT per turn.

It Is The Future You See ("Whenever you are about to draw a card for destiny, you may instead use the upside-down card")

The action is singular ("a card") but no time frame is provided ("whenever you are about to draw" is a condition, not a time frame). The one rule does not apply, so you may substitute the destiny any number of time per turn.

There are three Biker Scout Troopers at the Back Door. Biker Scout Trooper ("Once during each of your deploy phases, may deploy a speeder bike to same site from Reserve Deck; reshuffle.")

The one rule applies; the action is singular ("Once") and a time frame is given ("deploy phases"). Each Biker Scout Trooper may deploy one speeder bike (once per turn per copy) for a total of three bikes per turn, though each is a separate action initiated by a different card (in other words, if Scout #1 deploys a bike, and Scout #2 has his game text canceled, Scout #1 can't deploy it for him, because he's already done as much as the one rule allows).

Captain Piett ("May use 1 Force to take one Probe Droid into hand from Reserve Deck; reshuffle.")

In this case, while the action is singular ("one Probe droid"), there is no actual time frame stated on the card. This means the one rule does not apply and you can take into hand any number of Probe Droids so long as you pay the costs (though each counts as a single, separate topmost action).

Droid Racks ("If your battle droid was just lost, may place it here. During your control phase, may use 2 Force (1 Force if your piloted MTT on table) to take any battle droid from here into hand.")

A phase is listed. However, because the action is not singular (note the use of "any battle droid" rather than "one battle droid" or "any one battle droid") the one rule does not apply; you may take any number of battle droids in your hand that you can pay the cost for (though each is a single, separate topmost action).

Interrogation Array ("Also, during your control phase, may use 1 Force to search your Reserve Deck, take one Torture or Aiiii! Aaa! Agggggggggg! into hand.")

A time frame is given, and the action is singular, thus the one rule applies. Note that "one Torture or Aiiii! Aaa! Agggggggggg!" applies the singular to all cards in the list, so you cannot take multiples of the second card into hand, nor can you take one of each.

## Section D. Card States - Active, Inactive, Supporting, Unit of Force, Out of Play

Any card in your deck will be in one of these five states at any time. A card can never be in more than one state at a time; for example, a card that is a Unit of Force cannot be considered Active for any purpose.

### One State Only - An Example

Two cards are stacked beneath Cyborg Construct; they are supporting. As such, they are not units of Force, and thus are not considered a part of your Life Force.

### Active

Active generally describes a card doing what it says it does, whether it's an Interrupt being played or a character at a site or an Effect on the table. Once you successfully initiate an action to play or deploy a card, that card is considered active. If the result is the card being deployed on the table (or played on table, in the case of Defensive Shields), that card is now active as well, and will remain active until it leaves table or is made inactive. When a card's state is not referred to, it applies only to active cards.

### Inactive

An inactive card represents a card that is in some sense on the table, but isn't actually doing anything. Examples of this are a starship that has been captured, a character that has gone missing, a weapon that has been stolen, a battle droid on Droid Racks, or an Effect that has been suspended. **Rules will state when a card becomes inactive. Also, some stacked cards are inactive** (see Stacked Cards And Card State).

When a card is inactive, it is no longer considered to be on the table or at its location (if any) except:

- Rules, actions, or conditions that specifically refer to its inactive state (e.g. Frostbite causes Force loss based on missing characters), target a card in that state (e.g. Take Your Father's Place allows Vader to duel a captive Luke; Besieged deploys on a captured starship), or checking to see if it remains inactive.
- A unique (•) or restricted (••, •••) card still counts towards the restrictions specified by the uniqueness and persona rules
- If at a location, is still affected by cards that target "all cards" or "all characters," etc.
- If aboard a vehicle or starship, counts towards capacity limits.

Inactive cards never provide presence.

When a card goes from active to inactive, it has not left the table, thus it does not follow the Leaves Table rule. Any active cards deployed on or carried by a card that becomes inactive (or Utinni Effect that targets it) are not lost (unless a card or rule indicates they would be in this state); instead they become inactive as well, unless they indicate they may deploy on or otherwise still function while the card is in this state (e.g., Bounty works while a character is a captive; I'm With You Too (V) works if Luke is captured because it may deploy on a captive Luke). If the card becomes active again, those cards return to being active as well.

If a card has an action "scheduled" and it becomes inactive, the action still occurs. For example, Beggar would still be lost at end of turn even if suspended.

### Active Cards - Example

Faithful Service (V) allows you to put troopers on Used Pile. Since it does not refer to a card state, it only places active troopers there; it cannot use troopers in hand (unit of Force), that are captive (inactive), stacked on Entrenchment (supporting), or out of play.

### Inactive Cards - Example 1

After being released from Carbonite (flipping the objective You Can Either Profit By This...), getting his Heavy Blaster Pistol and then having a Death Mark placed on him, the unfortunate Han Solo steps into a Sandwhirl and goes missing. Missing rules state that Han is inactive, thus:

- The objective You Can Either Profit By This... / Or Be Destroyed flips back to its destiny 0 side because Han is no longer on table.
- Death Mark is an Utinni Effect that targeted Han before he went missing; it became inactive when Han did, so no Force is lost from it, nor can it be targeted to be lost.
- No cards can be deployed on the missing Han (he is not on table for such purposes) unless they specifically deploy on missing characters.
- If Leia With Blaster Rifle is in a battle at the same site where Han is missing, she would not get to add a battle destiny because her destiny adding text does not specifically refer to a missing Han. Han will not participate in the battle because he is not on table.
- The Dark Side cannot target Han's Heavy Blaster Pistol with Overload (it became inactive when Han did).
- The Light Side player may not: deploy another version of Han, deploy another copy of Han's Heavy Blaster Pistol, or persona replace the missing Han.
- Han may be captured by Corporal Oberk (he specifically targets missing characters).
- If Exhaustion is played (which counts missing characters on table) it will count Han since it looks for cards that are missing.
- Han may not be targeted by This Is Even Better, which targets captives (even though a captive is also inactive, Han is not a captive, he's missing).



**Inactive Cards - Example 2**

Koensayr Manufacturing states that it is suspended while the opponent controls the Ralltiir system. If the Dark Side does control Ralltiir, then it is no longer considered to be on table and its game text does nothing. You may not deploy another copy of Koensayr Manufacturing (because inactive cards still count towards uniqueness). The opponent cannot deploy Sudden Impact on it (even though the "Immune to Alter" game text is canceled, Sudden Impact does not state that it can deploy on suspended Effects, so Koensayr Manufacturing is not a valid target). Since part of Koensayr Manufacturing's game text is relevant to seeing if the suspension continues, that text is applied whenever appropriate (i.e. when opponent no longer controls that system).

**Inactive Cards - Example 3**

Vader is carrying a stolen Obi-Wan's Lightsaber. Since he cannot use that weapon, it is inactive; no copy of that unique weapon can be played. He is considered to be 'carrying' a stolen weapon, but it isn't on table for any other purpose (he is not "armed", "using" or "with" a weapon; he may not swing it, may not gain a Force drain bonus from it, does not get a bonus during an Epic Duel, and may not receive a power bonus at the Cloud City: Lower Corridor). The lightsaber cannot be targeted, except as a stolen weapon (Weapon Of A Fallen Mentor), or by attempts to steal that weapon back (Weapon Levitation), because the rules state that stolen weapons may be targeted to be stolen.

**Unit of Force**

Any card that is in your hand, Life Force, or Lost Pile is a unit of Force. A unit of Force is never on table, even if revealed or face up (e.g. drawing a destiny; peeking at the top card of a pile; turning the top card of Reserve Deck face up with Flash Of Insight (V); or any card in your Lost Pile). A card does not have any aspects to it while it is a unit of Force, except when a rule, action, or condition specifically looks in the appropriate place for that aspect (e.g. The Signal looking through Reserve Deck for an Effect; Scanning Crew looking through hand for a Rebel; Kintan Strider retrieving a character from your Lost Pile; Forced Servitude reducing Force loss by the forfeit of a droid in Life Force; Mantellian Savrip allowing forfeiting of cards from hand.).

**Supporting**

A supporting card is one which is not on table for game purposes but is nevertheless having some effect on the game. Examples of this are a card stacked on It Is The Future You See, one or more Interrupts stacked on Allegations Of Corruption, a card placed under Hem Dazon, an alien stacked on My Kind Of Scum, a senator on a Political Effect, or a stack of cards under Fear Is My Ally. Any card that is face down is always supporting (except for any deck or pile). Also, some

stacked cards are supporting (see Stacked Cards And Card State).

A card that is supporting is not considered to be on the table or at its location (if any) except for rules, actions, or conditions that specifically refer to its supporting state (e.g. Our Only Hope takes a card off Insignificant Rebellion; There'll Be Hell To Pay counts the cards stacked on it; Tentacle affects the uniqueness of other Interrupts based on the name of the card on it; An Unusual Amount Of Fear will play Defensive Shields from underneath it; The Ebb Of Battle states it may be played when under your Dark Jedi as a combat card).

**Unit of Force - Example 1**

Probe Droid (V) is drawn for destiny. Because its text states that you can look at an opponent's hand when it is drawn for destiny, you may do so (the game text refers to its state as a unit of Force).

**Unit of Force - Example 2**

M'iyyoom Onith looks at opponent's hand to cause all unique male Rebels and aliens to be lost. Each card is then checked to see if it is of the card type Rebel or alien, whether it is unique, and whether it has the characteristic of male. Those cards are then selected and put in the Lost Pile. The Light side player cannot use Bacta Tank to save any of them because they are units of Force being lost, even though the only reason they are being lost is because they had to meet the above criteria. M'iyyoom Onith specifically looks at units of Force, Bacta Tank does not.

**Unit of Force - Example 3**

Abys and the unique Effect card Insurrection are both on table. Another copy of Insurrection is drawn for destiny. Normally this would have no special affect other than the draw (the second Insurrection is a unit of Force, and thus its uniqueness is unimportant). However, Abys looks at the uniqueness of cards drawn for destiny; since the draw is a copy of a unique card in play, it is lost and the destiny is reset to 0.

**Supporting Cards - Example 1**

A podrace is taking place at the Podrace Arena, and the light side draws a card for race destiny. That card is Red Leader In Red 1, and it is stacked on the site. As a supporting card, it is not considered on table. While it is there:

- Red Leader In Red 1 is neither on table nor at that site. You may deploy copies of Red Leader or Red 1 as normal. Red Leader In Red 1 may not be targeted by an E-Web (it is not at the site), is unaffected by an exploding Thermal Detonator (even though it targets all cards there), and cannot have Rectenna deployed on it or be targeted by A Few Maneuvers.
- It may be placed in the Used Pile by A Step Backwards, because that Interrupt specifically targets race destinies.

**Supporting Cards - Example 2**

Let The Wookiee Win disarm a trooper and is stacked on him. As a supporting card (because it's stacked after it resolves) it no longer can be canceled by Sense.

**Supporting Cards - Example 3**

The Political Effect I Will Not Defer is on table, and Queen Amidala, Ruler of the Naboo has been stacked on it.

- Amidala is not considered on table, which means that you can deploy copies of her persona as normal, and you may neither target nor deploy anything on the copy of her stacked on the Political Effect.
- I Will Not Defer looks at agendas of cards stacked on it; thus her peace agenda will trigger its extra abilities.
- I Will Not Defer looks at characters for the senator characteristic; since Amidala does not have that characteristic, it does not affect that aspect of the card.
- Sanity And Compassion may move her to your Used Pile, as it specifically targets cards on Political Effects.

**Out of Play**

Cards which are taken out of the game entirely are placed out of play. An out of play card is not on table and has no effect on game play except:

- Rules, actions, or conditions that specifically refer to its out of play state (e.g. Dannik Jerriko gaining a power bonus from cards he has placed out of play)
- Any unique character, vehicle, or starship that is out of play prevents any additional copies of that card (or other versions of its persona) from being played.

**Out of Play - Example 1**

Noble Sacrifice places Dutch out of play, or Dannik Jerriko "eats his soup." No versions of the Dutch persona may be deployed for the remainder of the game, including Gold Leader In Gold 1 (because it includes the Dutch persona as its permanent pilot).

**Out of Play - Example 2**

Death Star Assault Squadron is randomly placed out of play by Out Of Commission. No versions of the following personas may be deployed for the remainder of the game: Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3.

**Stacked Cards And Card State**

When a card is stacked or placed on another card outside the normal rules of deployment, movement, etc., it is either Inactive or Supporting.

- If the card is being placed there from an active or inactive state, it is inactive.
- If the card is being placed there from a supporting or unit of Force state, it is supporting.
- However, if the card is stacked on a grabber, the card is always supporting (see Icons - Grabbers, Ch. 9).

**Exception - Just Lost**

A card that is "just lost" (or "just forfeited") goes to the Lost Pile before being placed wherever it ends up (for example, if Luke is lost he is placed in the Lost Pile briefly before being stacked on the Bacta Tank; see 1.C. Just Lost). Even though the card is briefly entering the Lost Pile (and thus becoming a unit of Force), treat it as having been active (or inactive) for purposes of determining its state when it is actually stacked (in this example, Luke would be inactive on Bacta Tank rather than supporting).

**Stacked Cards And Card State - Example**

Light side has Senator Palpatine at Cloud City: Chasm Walkway. During a battle he is hit; by that site's game text, he is placed on the Weather Vane. Since he went there from being on the table (active) he is now in an inactive state (meaning among other things that you could not deploy another copy of Senator Palpatine). The Light side uses Desperate Reach to place him at the Cloud City: Platform 327 (Docking Bay) and he later transits to Coruscant and moves to the Galactic Senate, then is taken into hand with I've Decided To Go Back. Now that he's in hand, the Light side places him on I Will Not Defer. Because this time he came from hand (unit of Force), he will be in a supporting state while on that Political Effect.



## Global Effects And Card State

When a card is being affected "globally" (i.e., it is not targeting that specific card), it affects all versions of that card everywhere, regardless of its state. When a rule, action, or condition affects a card directly (such as when Uncontrollable Fury is deployed on Vader, giving him +2 power), it only affects that single card, and no others, regardless of their state.

### Global Effects And Card State - Example 1

Bad Feeling Have I is on table, making Leia deploy +2. This means that Boushh (a persona of Leia) is deploy=8 (printed 6 + 2) in all states.

- Active: If you attempt to deploy her, it will cost 8 Force. Likewise if opponent wants to break her cover with Take Them Away, it will cost them 8 Force.
- Inactive: If on your Bacta Tank, it will cost 8 Force to take her into hand.
- Unit of Force: If opponent targets her with Frustration while she is in your hand, he must identify 8 Force icons.

### Global Effects And Card State - Example 2

Quick Draw (V) makes all Light side lightsabers destiny +2. This means that Luke's Lightsaber is destiny 3 (printed 1 + 2) in all states.

- Unit of Force: If drawn for battle destiny, it is a destiny of 3.
- Supporting: If stacked on It Is The Future You See, it is a destiny of 3.
- Active: If targeted by Overload to be lost, it uses destiny 3.

### Global Effects And Card State - Example 3

The Dark Side deploys Baniss Keeg on Elite Squadron Stormtrooper to make him a pilot. This only affects that single card; other copies of Elite Squadron Stormtrooper will not be able to pilot, nor will the Dark Side player be able to look for him in other states as a pilot, such as with Commander Praji (V).

### Global Effects And Card State - Example 4

An Entire Legion Of My Best Troops gives all non-Biker Scout Stormtroopers Armor = 4.

- Active: Any such stormtrooper targeted in a battle uses an armor of 4 for his defense value.
- Unit of Force: General Tagge (V) may not take any such trooper into hand from Reserve Deck, because he cannot target Imperial troopers with armor.

## Section E. Values & Numbers

Most game actions will depend on values and numbers, and so the manipulation of both will eventually determine the winner. Cards have some values printed on them, such as deploy, ability and destiny, but these numbers are not absolute; they can be changed. There are two ways to change value: modifying and resetting.

### Modifiers

*Anything that adds to, subtracts from, multiplies, or divides a 'base value'.* For example, Anakin's Lightsaber modifies a Force drain ("May add 1 to your Force drain where present") while Jedi Presence modifies a Rebel's power ("battle at double power"). Multiple copies of the same card cannot cumulatively modify the same 'base value' (e.g. deploying two copies of Tatooine Utility Belt on Luke will still only give him +2, not +4) unless they specifically state that they are cumulative.

When any card value is checked by a game action or rule, that targeted value is modified by any game text that is in effect. For example: to take Yoda into hand from the Bacta Tank when Bad Feeling Have I is on the table will require the Light Side player to use 7 Force. If the Dark Side occupies Fondor, then a Corellian Corvette forfeited from hand with Mantellian Savrip will have a forfeit value of 4 etc. (See Global Effects And Card State)

All modifiers are applied in the order that they occur. For example, if a character has his power of 6 reduced by 2 and then doubled, the result will be 8 ( $6-2=4$ ,  $4 \times 2=8$ ) not 10 ( $6 \times 2=12$ ,  $12-2=10$ ) because the subtraction came before the multiplication.

### Automatic Modifiers

*Any modifier which simply states that it occurs (without a word such as "may" to indicate that it is optional).* For example, "if you control, Force drain +1 here" (Alderaan) is an automatic modifier when the condition (controlling that location) is met. "May add 1 to a Force drain at a related site" (Clouds) is optional. As a rule of thumb, any time you choose to apply a modifier, it's not automatic. In addition, interrupts are always played by choice, and as such they usually constitute optional modifiers (dependent upon context). Automatic modifiers are considered to be instantaneous, and are included before any actions or comparisons can be made.

### Unmodifiable Values

*A value that cannot be changed by modifying.* See Reset.

### Reset

*The changing of a value to a specific new value (such as power=0).* When a value is reset (e.g., ion cannons, crashed vehicles, weapons that set forfeit = 0, Lateral Damage), that value is unmodifiable until restored to normal (or until the affected card leaves play).

### Reset - Competing Resets

If a card has its value reset, and another action will reset that value, whichever value is lower is the one that is applied. For example, Insignificant Rebellion (V) resets a trooper's power to 2, but Speeder Bike resets its pilot's power to 0. If you deploy a trooper as a pilot on a Speeder Bike, he'll be power 0, because that is the lower value.

### Reduce

Any time a value is modified or reset to a lower number, that value has been reduced.

### Cumulatively

*Term used in game text to indicate that multiple copies of a card (or multiple applications of the same game text, as for political effects) can increasingly modify the same thing.* For example, Rebel Tech says, 'Cumulatively adds 1 to the total of Attack Run.' Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, 'Each Jawa at same exterior site is forfeit +1.' The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (No modifiers are cumulative unless they specifically say they are.) Similarly, you may not place multiple copies of Queen Amidala, Ruler Of Naboo on I Will Not Defer to add more than 2 to a Force drain (you may place them, but they will have no affect).

### Duration (How Long a Change Lasts)

Most of the time when a value is changed by an Interrupt or some other non-continuous action a duration will be given (e.g., until end of turn). For instances where it is not stated, follow this guideline:

- If it happens during a battle, it lasts until the end of the battle.
- If it happens outside of battle, it lasts until the card leaves play.
- If it was caused by a weapon (even during battle), it lasts until the card leaves play.

For example, if Dark Jedi Presence doubles the power of Imperials, Power Pivot resets a starships power, or Lando Calrissian, Scoundrel increases his power by a card's destiny, those changes will last only until the end of the battle, because no duration is specified and they're performed during a battle. However, if someone is shot with Amidala's Blaster or a starship is hit by an ion cannon, those changes will last until the card leaves play (or something restores it to normal) because weapons always last indefinitely, even when fired during a battle.

### Modifying/Resetting Totals

Anything that modifies or resets the total of something does not affect the individuals that made up that total. For example, Affect Mind will modify the total ability at a site, and Leia, Rebel Princess will reset it, but neither will change the ability of any of the individual cards.

**Free**

Any action that is "free" ignores any cost, regardless of whether or not the value is being modified or reset. Keep in mind that this only affects that action; separate costs related to the action still apply.

**Free - Examples**

Battle Plan (which allows Light to initiate battle for free) is on table. This means that Wars Not Make One Great (which modifies the cost of battles) and Feltipern Trevagg (which resets the cost of battles) are ignored. Stormtroopers deploy free to the same site as Lieutenant Suba; however, if Yavin Sentry (V) on table (which requires you to first pay an additional cost for non-unique cards) you must still pay for its cost (if there's a stormtrooper there) because its cost is separate from the deploy cost of the stormtrooper.

**Up to**

Treat the phrase 'up to X' as '1 to X'. Thus zero is not a valid choice (unless, obviously, X is 0).

**Even Number And Zero**

For game play purposes, zero is defined as an even number.

**Negative Numbers/Cannot Fall Below Zero/Minimum Zero**

Some cards instruct you to subtract numbers, in which case the final result may not fall below zero. If a situation arises and you further modify a value that fell below zero, reapply all the modifiers (in order) to determine the final result (e.g., if a power 2 character has his power reduced by 3, he would be power 0. If he then has his power increased by 2, he would be power 1, not power 2).

**Values & Numbers - Undefined Values**

Treat any undefined numerical value as zero. The only exceptions are those values which literally do not exist. For example,

- "No hyperdrive" is not hyperspeed of zero and so it cannot be increased through the addition of an astromech droid.
- When a destiny draw is required but the player does not have any cards in the Reserve Deck, the destiny does not exist and thus fails (is resolved in the favor of the opponent, often meaning the action that required the destiny draw has no result).

Undefined values are not modifiable.

**No Ability, No Hyperdrive, Etc.**

See Values & Numbers - Undefined Values .

**Card With Ability**

A card with ability is any card that has an ability of greater than zero. See droid, Ch. 9.

**Rounding**

You do not round unless specifically told to. If you are told to round, but not told to round up or round down, you round as normal (to the nearest whole number).

## Section F. Drawing Destiny

Drawing destiny represents the element of fate or chance involved in actions. Although destiny draws sometimes have special labels such as battle destiny, weapon destiny, asteroid destiny and training destiny, all destiny draws are accomplished in the same manner, as described below (For information on the various types of destinies see their appropriate section). Drawing destiny is mandatory, except for battle destiny and draws that indicate they are optional (usually by saying "may draw destiny"). You never draw destiny when your Reserve Deck is empty (even when you don't plan to physically draw the destiny).

### How To Draw Destiny

- 1) Draw the destiny
- 2) Apply automatic draw modifiers
- 3) Automatic actions
- 4) Just actions
- 5) Complete draw
- 6) Return to step one if more draws must be made
- 7) Add up destiny values and modifiers to total destiny
- 8) Complete all draws

#### Step 1: Drawing the destiny

Reveal the top card of your Reserve Deck. The destiny number in the top right corner of that card is the value of the destiny draw (location cards have destiny of zero). This is called the destiny value.

Sometimes you are permitted to use another action in place of drawing a card for destiny value, such as Darklighter Spin using a starfighter's maneuver or It Is The Future You See using a card stacked upon it (these are a substituted destiny). This destiny value cannot be modified, canceled, or reset. In all other aspects, it is no different than any other just drawn destiny. See Substituted Destinies.

An important distinction must be made between the destiny value and the card itself. If something happens to the card, the destiny value remains unless the action specifically refers to it. Likewise, if a destiny is canceled, only the destiny value is being canceled; the card itself is not affected (again, unless it's specifically referred to by the canceling action). Substituted destinies are perhaps the ultimate example of this, as you have a destiny value without a physical card at all.

#### Step 2: Apply automatic draw modifiers

These are modifiers to the destiny value, not to be confused with modifiers to the total destiny.

#### Step 3: Automatic actions

Automatic actions triggered by the draw now take place (per the normal rules of automatic actions). These include actions such as Krayt Dragon Bones, Program Trap, and Abyss. Some cards state an action which takes place whenever they are drawn for destiny (remember that automatic modifiers are not actions, thus the game text on Walker Barrage (V) or Stormtrooper (V) was applied in step 2). If that card is an Interrupt, it is considered to have been played (and thus may be canceled, grabbed, etc, as usual). If it is not an Interrupt (such as EG-4 or Probe Droid (V)) this is simply triggered game text.

#### Step 4) Just actions

Any just actions that respond to the draw take place, following the normal rules of just actions (your opponent having the first response and the two players alternating). When both players consecutively pass, the draw is completed.

#### Step 5) Complete draw

If the destiny value is currently below zero, it is now immediately reset to zero before anything else can happen. Any responses to a completed destiny draw (e.g., We'll Need A New One's retrieval) now take place. After they are done, place the card face down on your Used Pile.

#### Step 6) Return to step one if more draws must be made

Unless additional draws are optional, you must make the additional draws if at all possible. If you cannot, move on to the next step. Draws that you cannot make do not exist, thus they cannot be modified, etc.

#### Step 7) Add up destiny values and modifiers to total destiny

Modifiers to total destiny are different than modifiers to each destiny draw. Anything which stops destinies from being modified does not affect modifiers to your total destiny (for example, if your only destiny was a substituted destiny -which cannot be modified- you are not prevented from modifying your total now).

After all destiny values and modifiers are applied, if the value is below zero, it is now reset to zero. If all your draws failed and/or were canceled, you have no total. Sometimes you may have been told to draw a certain number of destinies, but then to choose among them. Make your choices before the values are added up and the total is modified. You cannot choose a value which doesn't exist.

#### Step 8) Complete all draws

If you have no destiny total, the draw now immediately fails (see Failed Destiny Draws).

If you have a destiny total, continue with the action that required it (usually meaning a comparison and resolution of the action, though sometimes it might mean your opponent drawing destiny first).

## Failed Destiny Draws

Whenever a destiny draw fails (meaning that the player had no destiny total, not that the action itself failed to have its desired result), the result is resolved in favor of the opponent. This does not mean that the opponent may decide how to resolve it; rather, it means that the result is whatever is in the opponent's immediate favor for that action. For example, if the light side has no Reserve Deck, and the dark side has Vader duel Luke using Take Your Father's Place, the light destiny will fail, and be resolved in favor of the dark side. It would be preferable for Dark to lose this duel, because then they can try to convert Luke; however, the immediate resolution in favor of the dark side would have Luke lose, so that must happen.

## Multiple Destiny Values

When a card has multiple printed destiny values (such as R2-D2) its actual destiny is chosen by the owner



whenever that value is being checked by an action (including as a destiny draw, or a supporting card, such as a card stacked on Jedi Test 5 or a race destiny).

## Substituted Destinies

A *destiny you have not physically drawn*. A substituted destiny value is no different than a regular destiny for purposes of the draw (i.e., it counts towards the number of draws you are allowed or required to make, is considered a "destiny draw," has been "just drawn," etc.) with the unique exception that it cannot be modified, canceled, or reset. If you are using a value from a different card (such as a starfighter's maneuver with Darklighter Spin) the destiny value is determined the moment the substituted action takes place (using all existing modifiers). Remember, however, that all you are using is the destiny value, no other aspects.

### About to Draw

Some cards such as Smoke Screen, Artoo I Have A Bad Feeling About This, Count Me In and Watch Your Back! allow a player to 'sacrifice' a destiny draw in order to substitute it with another value. Such game text can only be initiated if:

- the player is capable of making the draw (for example, you cannot use Smoke Screen if you are not capable of drawing battle destiny); and
- the Reserve Deck has at least one card in it (see empty deck or pile).

If such a card is canceled before resolving, then the player is still entitled to draw the destiny normally.

### Modifying Totals

Certain cards instruct you to draw destiny, apply modifiers, and examine a total. In these instances, all those modifiers are considered to modify the destiny total, not the individual destiny draws (unless it states that it is modifying each destiny, in which case the normal rules of no modifying apply).

### Targeting The Card

In unusual circumstances, some actions occur as a response to a just drawn destiny by targeting the card that was drawn. Since you have substituted a destiny, you do not have a physical card, so none of this will apply: it cannot be taken into hand, lost, stacked, or placed in life Force, it will not trigger Abyss/Chasm, it does not have a card type, it does not have game text (meaning that cards such as EG-4 and Probe Droid (V) would not have any affect), etc.

## Examples of substituted destinies

Han's Dice (V) is stacked on It Is The Future You See. When a destiny draw is required, instead of physically drawing a destiny, Light chooses to substitute this for a destiny draw, giving him a destiny value of 3. That 3 cannot be modified, canceled, or reset, because it's a substituted destiny. However, for all other purposes it is considered a just drawn destiny: it can trigger Kratt Dragon Bones, and if Light may draw only one battle destiny, it counts as their only draw they're allowed. Han's Dice (V) itself, however was not drawn, so it cannot be taken into hand by its game text, placed in Lost Pile by Rachalt Hyst, or stacked on You Want This, Don't You? (V).

Fear (V) is stacked on Sando Aqua Monster. When used for a destiny, dark gets a destiny value of 2, but he has not drawn Fear (V) for destiny - thus Dark doesn't get to put an Effect in Used Pile.

Imperial Justice (V) is out, so Light gets only one battle destiny. He uses Darklighter Spin, targeting Artoo In Red 5, which is piloted by Luke Skywalker and affected by A Few Manuevers (total maneuver of 10). Light's destiny value is 10 (the destiny value has not been modified because that was the value when it was substituted). This counts as Light's only battle destiny.

## Examples of substituted destinies and modifying totals

Chewbacca fires a Bowcaster at Vader ("May target a character or creature using X Force. Draw destiny. Add 1 if targeting a character, 2 if targeting a creature. Target hit if total destiny > defense value."). He uses a destiny 6 card stacked on Sando Aqua Monster and adds 1, for a total of 7 that hits Vader (the +1 is to the destiny total, so it may be applied).

Under Attack ("During your control phase, target a vehicle with armor present with your warrior. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle (and grenade) lost if total destiny > armor.") is used with a destiny 4 stacked on Jedi Test 5. That draw cannot be modified; however, Luke has a lightsaber, so the +3 modifier is applied (it applies to total destiny even though it says "destiny draw").

Epic Duel ("If Vader is present with specified target, each player draws two destiny (add 1 to each destiny draw if using a lightsaber") is used to initiate a duel between Vader With Lightsaber and Luke. Dark uses a combat card (destiny 6) for his duel destiny. This value cannot be modified by the +1 because that is modifying each draw rather than the total.

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# Chapter 2 - Starting The Game & Turns

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## Starting The Game

Starting the game consists of two steps:

### Step A - Playing starting cards

There are four types of starting cards:

- Starting Effects: Each player may choose one Starting Effect from his deck.
- Starting location: A single location a player chooses to start the game. You may choose any location so long as it can meet any deployment conditions (see Starting Location).
- Objective: Type of card that represents long-term planning by providing specific starting cards, game play conditions, and short and long term rewards for completing tasks. (See Ch. 9 for detailed information on Objectives). A player who has an Objective card in his deck must start with it (on the 0 side) and may not have more than one. A player has either a starting location or an Objective, never both.
- Starting Interrupt: Each player may choose one Starting Interrupt from his deck.

While these cards (along with any or all of the cards they permit or require) may legally be revealed in any order, either player may insist that both players adhere to the following sequence:

1. Both players simultaneously reveal their Starting Effect, if any, then resolves his Starting Effect now.
2. Both players simultaneously reveal their starting location/Objective. Resolve the starting locations/Objectives as follows:
  - If one player selects an Objective and his opponent selects a starting location, deploy the starting location first, followed by the Objective and other cards it allows or requires (for free). If an Objective requires or allows the player to deploy a location that is already on the table, that player simply converts the copy on the table (converting means to place a copy of a location on top of the opponent's version of that identical location; the one on top is the one considered on table and the only version that applies). If a card or rule states that the location cannot be converted, take the location you would have deployed and place it out of play and continue as if you had deployed it.
  - If both players select an Objective, the player who will go first in the game (usually the Dark Side player) deploys card(s) first, followed by his opponent.
  - If both players select a different starting location, deploy them simultaneously.
  - If both players select the same starting location, the dark side player has the option of allowing his location to be converted. If he declines, the light side player has the option of allowing his own location to be converted. If both decline, each player sets his choice aside and selects a new one: both players reveal their second choice simultaneously, and repeat this process until both locations are deployed or they select different locations (deploy both locations). Reshuffle any failed choices back into the Reserve deck.

3. Both players simultaneously reveal their Starting Interrupt, if any. The player who will go first in the game resolves his Starting Interrupt (if any) followed by his opponent.

*If you intend to insist on this order, it is recommended that you advise your opponent before he begins laying out cards. If, however, your opponent has already begun laying out starting cards, he should simply pick them up and proceed again according to this sequence. He may not voluntarily change any of his selections, however. Also, regardless of the order in which the starting cards are revealed, resolve all starting cards as described.*

### Step B - Shuffle and draw starting hand

Remaining cards must be shuffled, and your opponent may briefly shuffle or cut. The remaining cards are placed face down in front of each player to form that player's Reserve Deck. Each player then draws 8 cards simultaneously. By default, the Dark Side player takes the first turn of the game, although certain cards may allow the Light Side player to go first.

For detailed information on Starting Effects, Objectives, Starting Interrupts and Locations, see Ch. 9.

## Starting The Game - General Rules

Any cards deployed at the start of the game deploy for free (so you may deploy Visage Of The Emperor without losing Force or Obi-Wan using Krayt Dragon Howl (V) without using Force). However, they must still obey all deployment conditions and rules. For example, you cannot deploy Tatooine Occupation if you do not occupy two Tatooine sites (since it has a deployment condition), you cannot deploy Captain Han Solo aboard the Outrider (since Han has a deployment restriction), and you cannot start with Han, Chewie, And The Falcon at the Audience Chamber (since the deployment rules for starships prevent them from deploying to interior sites).

If a condition states that a card must be able to deploy for free (such as Prepared Defenses) it means the card must have no deploy cost listed in its game text.

During the start of game, any card that is not on table or in your hand is considered part of your Reserve Deck.

Any optional or mandatory actions that are responses to a card being deployed are valid (e.g., If Chall Began is deployed using You Can Either Profit By This..., then Dark may ▲ a non-unique alien into hand from his Reserve Deck).

No player can lose Force before the first turn begins.

## Starting Hand

All the cards placed in your hand by start of game actions, and all cards you draw before the start of game. By default you draw 8 cards, but some cards may change that amount. The number of cards you draw is not affected by the number of cards in hand. For example: The Dark Side uses the Starting Interrupt Operational As Planned to take Death Star II, Jerjerrod and an Effect into hand; the Interrupt states that you draw only 6 more cards. Thus the starting hand is 9 cards, the 6 drawn plus the 3 taken into hand. If opponent has deployed Our Most Desperate Hour (V), it has no effect, because it deals with a starting hand of 8.

## Starting Interrupts/Objectives - Mandatory Actions

Starting Interrupts and Objectives will list mandatory actions, optional actions, or both, for when they are played/deployed. Mandatory actions must be performed: if something prevents you from performing any of them, then the Objective or Starting Interrupt is illegal. If you have an illegal Objective, place it out of play and undo whatever that Objective did (usually putting cards back into the Reserve deck); you get no starting location or Objective this game. If you have an illegal Starting Interrupt, place it back into the Reserve deck and undo whatever that Starting Interrupt did; you get no Starting Interrupt this game (even if you have a different Starting Interrupt in your deck).

However, as stated in Step A.2, if your objective requires you to deploy a location, and it would require converting a location that cannot be converted, place your copy of the location out of play and continue as if you had deployed the location. This is a specific exception to the rules.

## Starting Location

*Location revealed by a player during Step A.2 of starting the game. A player with an Objective does not have a starting location (locations deployed by Objectives are not starting locations).*

Locations that cannot be used as a starting location includes any location that could not be deployed to an "empty table." That is, any location that requires another card or location to be on table before it can be deployed. Thus any vehicle site or a location with one or more ◇ in title cannot be chosen as a player's starting location, nor can Death Star: Trench. Likewise, a player cannot use a starting location with a deployment condition they cannot meet. If a player selects an illegal starting location, return it to Reserve Deck; that player begins the game without a starting location.

## Starting The Game - Example 1

It's the start of the game, so Light and Dark both simultaneously reveal their Starting Effects: Thrown Back (V) for Light and Fear Is My Ally for Dark. The cards are now both immediately placed on the table, and the appropriate number placed under them as indicated by their text (12 for Light, 10 for Dark). Both players now reveal their starting location/Objective: Agents Of Black Sun for Dark, Plead My Case To The Senate for Light. Since both are Objectives and the dark player will go first, he deploys the Objective and all the cards it states: the Coruscant system, Coruscant: Imperial City and Prince Xizor there. Because the Objective deploys cards by title, Dark may choose any appropriate card, and so deploys the Coruscant system from the Coruscant expansion, and Prince Xizor (V) rather than the non-virtual card version (remember that virtual cards have identical titles to their non-virtual counterparts). Xizor deploys for 4 normally, but since this is the start of the game, he instead deploys for free. Now that Dark is finished deploying the Objective, Light deploys his. Light deploys Coruscant: Galactic Senate and a location with an Episode I icon. In this case, he has also chosen Coruscant. Since Coruscant is already on the table, it converts the dark Coruscant.

Both players now choose and reveal their Starting Interrupts: Light chooses Heading For The Medical Frigate, Dark chooses Surface Defense. Surface Defense states: "If you have deployed a battleground, deploy Resistance, Secret Plans and/or There Is No Try from Reserve Deck. Place Interrupt in Reserve Deck." Even though the dark side no longer has a battleground location on table, they had actually deployed one (the Coruscant system that was converted), so they are permitted to play this card. Dark chooses not to deploy Resistance (in this case, all three are optional choices), but does deploy Imperial Arrest Order & Secret Plans and There Is No Try & Oppressive Enforcement (like virtual and non-virtual cards, any reference to one of the titles in a combo card is a reference to that card too, so the dark side can play these combo versions). The Interrupt states that it is placed in Reserve deck, so it is mixed in with the remaining cards in the deck (all cards remaining are considered part of the Reserve Deck). Now Light's Interrupt resolves. "Deploy up to three Effects if each of them deploys for free, is always immune to Alter and has 'deploy on table' (or 'deploy on your side of table') in its game text. Place Interrupt in Lost Pile." The first condition means that any Effect with a deploy cost listed cannot be chosen, so Light cannot choose I Feel The Conflict, which deploys for 2. Light also cannot deploy S-Foils (it's only immune to Alter sometimes), or Civil Disorder (it doesn't have the required text in its game text). Light chooses Aim High, Chasm and K'lor'slug (V), then places the Interrupt in the Lost Pile as instructed.

Both players now draw 8 cards simultaneously. When this is done, the game begins, with the start of the dark side player's first turn.



**Starting The Game - Example 2**

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: Light has Agents In The Court, Dark has Jabba's Palace: Audience Chamber. Since Dark has a starting location, that is deployed first, then Light deploys its Objective. The Objective then deploys Tatooine: Hutt Trade Route and a Jabba's Palace site; Light chooses Tatooine: Jabba's Palace, which says (for the dark side): "When deployed, lose 1 Force for each of your Jabba's Palace sites that you do not occupy." Since the dark side doesn't occupy any Jabba's Palace sites, that sounds bad, but since this is the start of the game, nothing happens, because no Force can be lost during the start of game. Light chooses not to deploy Yarna d'al' Gargan (it's optional), but must reveal a Rep (a unique alien with a defined species), which is Jar Jar Binks. Starting Interrupts are now revealed: Light has Krayt Dragon Howl (V), Dark has Combat Readiness (V). Since Dark is going first, Combat Readiness (V) plays out: "If your starting location was a battleground site, ▼ up to two related locations (one must be a system) with < 4 total [Immune to Alter] and up to three Effects that are always [Immune to Alter]. Place this Interrupt in Lost Pile." The dark side deploys Tatooine and Tatooine: Bluffs (this location is not a battleground; however, only the initial site had to be a battleground, not the others deployed). Dark deploys Crossfire (V), Blaster Rack (V) and Insignificant Rebellion (which deploys for free; unlike Heading For The Medical Frigate, Combat Readiness (V) only requires that an Effect be immune to Alter, not that it deploy for free). The Interrupt then goes to the Lost Pile.

The Light Interrupt, Krayt Dragon Howl (V), resolves: "If a Tatooine site on table, deploy Obi-Wan (regardless of Objective Restrictions) and his matching weapon there. When you draw your starting hand, draw three cards instead of eight. Place Interrupt in hand." Light deploys Ben Kenobi and Obi-Wan's Lightsaber to the Audience Chamber (Light merely has to deploy Obi-Wan to Tatooine, it doesn't have to be to a light side site). The card is placed in Light's hand.

Starting hands are drawn simultaneously. Dark draws 8, as usual. Light draws 3 (because of their Starting Interrupt), giving them a starting hand size of 4.

**Starting The Game - Example 3**

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: Light has Agents In The Court, Dark has Carbon Chamber Testing. Since Dark will go first, his Objective is deployed: Dark deploys Cloud City: Carbonite Chamber, Carbonite Chamber Console there, and Cloud City: Security Tower. Also, the light side is required to give a Rebel to Dark to imprison at the Security Tower if there is one in his deck, and there is: Chewbacca (V). Chewbacca (V) is imprisoned there.

Now Agents In The Court is deployed, and Light deploys Tatooine: Hutt Trade Route, Tatooine: Jabba's Palace and Yarna d'al' Gargan (V). However, there's a problem: Light is required to reveal a copy of their Rep (unique alien with defined species). Unfortunately, Chewie was the Rep, and the only copy included in the deck. Because Light cannot reveal his Rep from his deck (Chewie's on table), and he has no other aliens that can work as a Rep, Light cannot satisfy all the conditions of the Objective. As a result, the Objective is placed out of play, and the three cards deployed get put back into the Reserve Deck. The light side player is stuck with neither an Objective nor a starting location. Starting Interrupts are now revealed, The Signal for Light, Any Methods Necessary for Dark. Dark's resolves first: "Take into hand from Reserve Deck one prison and one bounty hunter (may also take a matching weapon and/or starship). When you draw your starting hand, draw six more cards instead of eight. Place Interrupt in Reserve Deck." He takes into hand IG-88 (V) and Jabba's Palace: Dungeon. He has no use for the prison, but it's mandatory so he must take one; if he didn't he would lose his Starting Interrupt and the cards it would take, just like the light side player had. He also takes IG-88's Pulse Cannon, but doesn't take the matching ship (that's optional, and he also has no use for it). The Interrupt is put in Reserve Deck. Light's The Signal now resolves: "Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Lost Pile." He deploys Goo Nee Tay. It isn't immune to Alter, and it doesn't deploy on his side of table, but The Signal doesn't require any of that, just that it deploys for free. The Interrupt is placed in the Lost Pile.

Starting hands are now drawn simultaneously: 8 for Light, 6 for Dark (giving Dark a starting hand total of 9).

**Starting The Game - Example 4**

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: both players reveal Tatooine: Cantina. Dark is given the choice to have his location converted but declines. Light is now given the choice; unfortunately for him, he needs that as his starting location, so he deploys the Cantina and Dark converts it with his own. Starting Interrupts are now revealed; Dark uses Twi'lek Advisor to deploy Bad Feeling Have I. Light uses Careful Planning (V) (the same as Combat Response (V)); even though his location was converted, it was a battleground so he may still play it; he deploys a related site and system and three Effects. After that is done, starting hands are drawn.



**Starting The Game - Example 5**

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: both players reveal Tatooine: Cantina. Dark is given the choice to have his location converted, but declines. Light also declines. The two Cantinas are set aside and they both select a second location; Dark chooses Kessel and light chooses Tatooine: Cantina (he had two in his deck). Since the locations are both different, they are both deployed and the two Cantinas are returned to their owner's deck. Starting interrupts are then revealed and resolve, then starting hands are drawn.

## Turn

*Six consecutive phases of play (activate, control, deploy, battle, move and draw) executed by one player.*

Information on what those phases are and common events that occur during them are listed in Chapters 3-8.

Anything that states that it happens during a turn never happens before the first turn begins or after the last turn ends. For example, Drop (V) triggers card drawing when cards are deployed from Reserve Deck, but because it states "in a turn" this cannot be triggered by cards deployed from Reserve Deck during the start of the game.

### Start Of Turn/Beginning Of Your Turn

See Start of Turn, Ch. 3.

### End Of Turn

See End Of Turn, Ch. 8.

## Order of Events in a Turn

### Mandatory Start of Turn Events

#### Optional Start of Turn Events

Activate Phase

Control Phase

Deploy Phase

Battle Phase

Move Phase

Draw Phase

### Mandatory End of Turn Events

#### Optional End of Turn Events

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# Chapter 3 - Activation Phase & Activating

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## Activate Phase

*The first phase of each of your turns, in which you activate Force for subsequent use.*

- Count the Force icons on your side of each location on table.
- Add 1 to represent the personal Force you generate yourself.
- Add 1 for each of your Jedi Masters (for the Light Side) or Dark Jedi Masters (for the Dark Side).

This total (along with any modifiers to your "total Force generation") represents the full amount of Force you are entitled to activate during your Activate Phase for that turn. You may activate up to that total number of cards by transferring them, one at a time and face down, from the top of your Reserve Deck to the top of your Force Pile (see Ch. 1). Do not look at the cards or put them into your hand.

Note that as your deck gets drained of Force by the opponent, your options diminish. When you have fewer than 10 or so cards remaining, you must be especially careful how you handle your Force. For example, if you activate all the cards in your Reserve Deck, you will not be able to draw destiny if a battle occurs. When you reach this point in the game, consider leaving some cards in your Reserve Deck so you can draw destiny, if necessary. In a close game, when both players have only a few cards left, the way you manage your remaining Life Force will be critical to your success!

## Activating Force

*Moving any number of cards, one at a time, from your Reserve Deck to your Force Pile.*

Activating each unit of Force is a separate action. During your activate phase, presence is not required to generate Force at locations where you have Force icons, and you are not required to activate all the Force to which you are entitled. However, when other cards or rules (e.g., Blue Milk) instruct you to activate Force, you must activate all of it (or as much as possible). Whenever Force activation is allowed by cards or rules, it is taken from the top of the Reserve Deck and placed on top of the Force Pile, one card at a time.

## Activating Force - Example

The light side is playing Watch Your Step/This Place Can Be A Little Rough against the dark side's Bring Him Before Me/Take Your Father's Place. At the moment, Light has Tatooine: Cantina, Tatooine: Docking Bay 94, Tatooine and Kessel on table. Dark has Death Star II: Throne Room (with Emperor Palpatine there), Death Star II: Docking Bay (with Admiral Ozzel there) and Endor: Landing Platform (with Blizzard 2 there), and the Effect card Establish Control (V). Both objectives are on their 0 side.

It's the start of the light side player's turn, so they begin their activate phase. Light counts the number of light Force icons, and gets 7, then adds 1 for the personal Force, for a total of 8. Thus Light may activate up to 8 Force during the activate phase (though he doesn't need to activate any if he doesn't want to). Each activation is a separate action, so the light activates 3 Force by placing the top card of Reserve Deck on his Force Pile one at a time, then uses all three to play The Signal to take an Effect into hand from Reserve Deck. After that, Light activates an addition 5 Force one at a time.

Over the course of Light's turn, they flip their objective. At the start of the dark player's turn, they begin their activate phase. This is slightly complicated because of Light's objective. Watch Your Step says: "For remainder of game, opponent activates no Force at your Cantina." Thus the two dark Force icons are not counted when calculating what Dark can activate. Also, This Place Can Be A Little Rough says: "Opponent's Force generation at non-battlegrounds is limited to 1." Tatooine, Kessel, Docking Bay 94 and the Back Door are battlegrounds, so Dark gets 1, 2 and 1, respectively, at those locations. Throne Room is not a battleground, so even though it has 2 icons, Dark can only activate 1 there. Establish Control (V) says: "Your Force generation is +2 at docking bays you control." The Death Star II: Docking Bay is occupied, so it should allow total generation of 3, but because it's not a battleground, the total there is only 1. However, Landing Pad is a battleground and is occupied, so it is permitted to generate 3. So all these total up to 9. The Dark adds 1 for personal Force, for a total of 10. The Dark also adds 1 for having a Dark Jedi Master (even though the Emperor is at a non-battleground, the 1 he generates is not in any way connected to his location, so the light objective cannot stop it. Thus Dark can activate a total of 11. However, since he has only 10 cards in Reserve, Dark chooses to activate only 9 (in case he needs to draw a destiny). Light realizes this, and so plays Beru Stew ("Each player must immediately activate 2 Force."). Light activates 2 Force. Since it's not optional, Dark must activate 1 Force, since that's all he has.



## Force Icons

Symbols (lightsabers) that identify the amount of Force generated by a location. Force icons also indicate locations where you may deploy characters, vehicles and starships. The existence of Force icons on both sides of a location is the primary requirement for a location to be a battleground (see Locations - Battlegrounds, ch. 9).

The icons on Jedi (or Dark Jedi) Masters are not Force icons.

## Force Generation

The amount of Force you may activate each turn during your activate phase. Your Force is generated by three primary sources:

- The Force icons on your side of the locations deployed on table.
- The personal Force you generate yourself.
- The icon on your Jedi (or Dark Jedi) Master.

A location without Force icons is considered to have 'zero' Force icons; thus, it can be modified to allow Force generation (see Force drains vs. Force generation).

## Force Generation Bonus

This refers to any positive Force generation modifier.

## Force Generation Modifier

This term refers to any game text that adds to or subtracts from Force generated from Force icons.

## Force drains vs. Force generation

The Force drains and Force generation allowed at a particular location may be modified independently or together. Cards that modify "Force drain" (e.g., Obi-Wan's Lightsaber) or "Force generation" (e.g., Dagobah: Bog Clearing) affect one and not the other, whereas cards that modify Force icons (e.g., Sleen, Presence Of The Force) affect both.




## Force Drains vs. Force Generation - Example

As the game continues Light deploys Theron Nett to the Cantina. The following turn, he Force drains for 2 at the Cantina. Even though the generation at that site is canceled for the dark side, there are nevertheless 2 dark icons there, which means he can be drained, and that it's a battleground. Thus there is nothing to prevent Dark deploying Vader With Lightsaber there the next turn and pummeling Nett mercilessly.

Light then deploys Spaceport Docking Bay to Tatooine, and Dark deploys No Escape ("At each opponent's  $\diamond$  site, your characters and vehicles are each deploy -3 and your Force generation is +1."). From now on, Dark is activating 2 Force at that site, the 1 from the icon plus the bonus from No Escape. Light deploys Yotts Orren there to Force drain, but can only drain for 1, because the bonus is solely to generation, not to Force drains. The icons are unaffected by it, thus allowing Darth Maul With Lightsaber to deploy the next turn and pummel him with even less mercy.

## Force Icons - Example

On Tatooine, the following sites are on table: Obi-Wan's Hut, Anchorhead, Desert Landing Site and Bluffs. Also, Endor: Bunker is on table. Only Anchorhead is a battleground, because it is the only location with Force icons on both sides.

The Dark Side deploys Presence Of The Force on Bluffs ("Deploy on any location to add one  Icon and one  Icon."). Because it now has icons on both sides, Bluffs is now a battleground, and both side's Force generation and Force drains there are increased by 1. Light deploys B'omarr Monk ("While at a site, adds Force icons to equalize them for both sides.") to Obi-Wan's Hut, which means there are now 2 light and 2 dark Force icons there. That site is now a battleground, and both players activate (and drain for) 2 there. Dark deploys a Swamp next to Endor: Bunker. Swamp has 1 icon on both sides, so it is a battleground. However, Dark then deploys Sleen there ("Cumulatively absorbs (temporarily cancels) one  icon present."). Thus, Swamp stops being a battleground, because there are no light Force icons there; Light activates 0 Force there and Dark drains for 0.

Yoda is transported to the Bunker using Nabrun Leids. Although he's a Jedi Master, his icon is not a Force icon. Thus Bunker is still not a battleground, there are no light Force icons here. Light's Force generation here is 0 (but Light will receive 1 from Yoda to his total Force generation by virtue of the fact he's on the table, but that's unrelated to the Bunker).

Dark moves the Sleen over to the Bunker the next turn. This brings the icon back at the Swamp, so it is restored to normal. At Bunker it has no effect; it cannot cancel Yoda's Jedi Master icon because it only affects Force icons.

## Start of Turn

Once both players have no end of turn actions to play or resolve, that turn ends. Any mandatory start of turn actions are now initiated, and they resolve normally as automatic actions. Any optional start of turn actions may now be initiated (the player whose turn it is gets the first chance to initiate an optional 'start of turn' action, and players then take turns). Only start of turn actions (or valid responses) may be played at this time - no other actions are legal. Once all start of turn actions are resolved and both players have passed on their right to initiate any other start of turn actions, the player whose turn it is now begins their activate phase.

### Start of Turn - Simple Example

It's the start of the dark side player's turn, and he has Your Destiny on table, with Vader at Endor: Back Door and Imperial Decree (V). Luke is not on table. Your Destiny states: When Vader is present at a battleground site, at start of your turn opponent loses 3 Force unless Luke is captured, out of play, or present at a battleground site. Imperial Decree (V) states: At the beginning of your turn, you may lose 1 Force to activate based on opponent's Force icons rather than your own. Since Your Destiny is mandatory and Imperial Decree (V) is optional, opponent first loses 3 Force, and then Dark may choose to trigger Decree. Both happen before the activate phase even begins.

### Start of Turn - More Complex Example

Vader is at Hoth: Snow Trench while the Main Power Generator is on table. Light is Jedi training both Luke and BoShek. You Must Confront Vader ("...opponent loses 2 Force at start of your turn unless Vader is at a battleground site.") is on table, and Romas 'Lock' Navander (V) is at Echo Command Center. While the Hoth shield is up, all Hoth sites except the outermost exterior marker cease being battlegrounds. However, Romas states: While at Echo Command Center, may use 1 Force to suspend 'Hoth Energy Shield Rules' until the start of your next turn. Romas had done so on the previous turn, thus making all the Hoth locations follow the normal rules of battlegrounds, meaning that at the moment, Vader is at a battleground.

It's the start of the light side's turn, and all automatic actions take place. The only one currently applicable is Romas' text, so the Hoth shield is restored. This now means that Vader is no longer at a battleground, and since it is still the start of turn, You Must Confront Vader is now triggered, and Dark loses 2 Force. Now that all mandatory actions have been taken care of, optional actions may take place. Light deploys At Peace on BoShek to help him with his next Jedi Test. Because playing or deploying cards is optional, mandatory events happen first.

With no further actions, the activate phase begins.



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# Chapter 4 - Control Phase, Presence, & Force Draining

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## Control Phase

*Second phase of each turn, in which you may initiate Force drains.* There are also many other actions permitted by cards that occur during the control phase; you may perform them before, after, or in-between Force drains as any other top level action.

## Force Drain

*Causing opponent to lose Force based on their icons at locations you control.* (See Control Of A Location).

Conceptually, if the Dark Side dominates a portion of a planet or an area of space, the Light Side Force in that area is diminished, and vice versa. Accordingly, at each location you control during your control phase, you may choose to cause your opponent to lose Life Force.

During your control phase, initiate each Force drain one at a time (Force draining costs 0 Force, meaning this value can be modified or reset). You may Force drain an amount equal to the number of Force icons on your opponent's side of the location where you initiated the Force drain. (Some cards require or allow a modifier to be added to or subtracted from a Force drain.) Your opponent must lose that much Force, taking the lost cards from hand, Life Force or both. A location without Force icons is considered to have 'zero' Force icons. Thus, you can actually drain there for zero Force, and you can use modifiers to increase that Force drain (see Force Drains Vs. Force Generation, Ch. 3).

- All of your cards at the location of the Force drain are considered to participate in that Force drain.
- Unless stated otherwise (e.g. Organa's Ceremonial Necklace), each of your cards may participate in only one Force drain per turn.

**Thus, if you have a card that has already participated in a Force drain this turn, you cannot Force drain at that card's location even if you haven't yet drained at that specific location** (for example, if Luke is at Tatooine: Mos Eisley and Force drains there, then uses that site's movement game text to move to the Cantina where he has BoShek, Light cannot Force drain there because Luke has already done so this turn, even though BoShek has not).

## Instead Of Force Draining

Some cards permit you to perform a certain action "instead of Force draining". For example, Corporal Prescott or Cloud City: Security Chamber (Light Side). These texts cannot be used unless you are capable of Force draining. That is, you control the location and Force draining there would be a legal action in that phase (remember that it is legal to Force drain for 0, so the absence of icons does not make drains at such sites illegal). Using such text means you may not Force drain at that location this turn.

## May Force Drain

A droid with this phrase in its game text (e.g., EV-9D9, Probe Droid) can control its location only for the purpose of initiating and enhancing Force drains (unless that droid is Undercover).

## Force Drain Modifier

*Any game text that directly adds to, subtracts from, or multiplies the amount of a Force drain.* For example, Projection Of A Skywalker and Ralltir Operations / In The Hands Of The Empire have game text that is considered a Force drain modifier. Harc Seff and It Could Be Worse do not provide Force drain modifiers as they affect the way the Force loss is satisfied, but not the amount itself. Similarly, Resistance and We're Doomed also do not provide Force drain modifiers, as they simply limit the maximum loss to a Force drain, but do not modify the amount of the Force drain. See Force Drains May Not Be Modified Or Canceled By Opponent.

## Force Drain Bonus

*Any positive Force drain modifier.*

## Force Drains May Not Be Modified Or Canceled By Opponent

"May not be modified by opponent" prevents your opponent from utilizing any game text (whether declared or automatic) that would directly modify (add, subtract, multiply) your Force drain. See Force Drain Modifier for examples.

"May not be canceled by opponent" prevents your opponent from initiating any action (in response to your initiated Force drain) that would directly cancel that drain without also providing presence. For example playing Control, placing a non-unique alien on the Den Of Thieves, or using the 'canceling' text on Hidden Base / Systems Will Slip Through Your Fingers. **This text does not stop a player from canceling a Force drain using a 'react'.**

This text does not prevent your opponent from canceling or modifying your Force drain modifiers. Thus it will not prevent Great Warrior, Imperial Decree, The Planet It's Farthest From or A Bright Center To The Universe from working normally.



In addition, it has no effect on game text that "limits" the amount of a Force drain. Thus Ultimatum and Resistance would also work normally. It should also be noted that 'preventing a drain' from being initiated (for example, location text that says "You may not Force drain here") is not the same as 'canceling a drain.' Thus an undercover spy, or the game text on You Can Either Profit By This... (which prevents the Dark Side from Force draining at the Audience Chamber) is unaffected.

**"Opponent's Force drain modifiers"**

Any text that refers to "opponent's Force drain modifiers" is referring to an opponent's modifiers (coming from their cards) to the opponent's Force drains.

**Force Drains And Modifiers Example 1**

The dark side has deployed Naboo: Swamp, whose light text states "If your Gungan present, Force drain +1 here." Light deploys Jar Jar Binks (a Gungan) to that site, and the next turn initiates a Force drain at the swamp (which is free). The dark side gets the first response, and does nothing; Light also does nothing. The drain resolves, and the dark side loses a total of 2 Force, one from the single dark icon and +1 from the game text.

That same turn, Light deploys an Ithorian to the swamp ("While at any jungle, swamp, forest or exterior Endor site, adds one  icon and one  icon."). The following turn, the light side initiates a Force drain there; there are no responses, so the drain is for 3, 2 from the two Dark icons and +1 from the site. The following turn Light initiates a drain there again, but this time Dark has a response with Control, which cancels a Force drain. Thus the dark side loses no Force that turn.

During the dark side's turn they deploy and satisfy Imperial Decree ("Whenever you control any two Rebel Base locations, or any one planet site and two systems, the effects of Revolution and all opponent's Force drain bonuses are canceled."). For good measure, they deploy Dark Waters on the swamp as well ("Opponent's Force drains are -1 here."). The following turn the light side Force drains there, and there are no responses. Thus the dark side is drained of 1 Force:

- the +1 from the site is canceled by Imperial Decree
  - the icon added by the Ithorian is still added, because it does not modify Force drains, but instead modifies the number of Force icons there
  - 1 is then subtracted from the total by Dark Waters
- Thus, 2 icons, -1, for a total drain of 1.

**Force Drains And Modifiers Example 2**

Light controls the Endor system and the Light Endor sites Bunker and Landing Platform (where Luke is armed with a lightsaber), as well as the Dark Endor sites Dark Forest and Ewok Village (both with Ewoks). Dark targets that system using A Bright Center To The Universe ("At locations related to target system, opponent's Force drain modifiers are canceled."). Thus all the light side's modifiers to his Force drains are canceled. This means that the drains will be:

- 2 at Endor (the system's -1 modifier is canceled)
- 1 at Bunker (the site's +1 modifier is canceled)
- 1 at Landing Platform (the lightsaber's +1 modifier is canceled)
- 3 at Dark Forest (the +1 modifier comes from a dark side card and is thus applied)
- 2 at Ewok Village (the +1 modifier comes from a dark side card and is thus applied)

**Force Drains And Canceling Example**

The light side has Sergeant Doallyn at the Endor: Bunker, which has a +1 Force drain modifier. When the light side Force drains there, and there is no response, the dark side loses 2 (one for the icon, one for the bonus). The following turn, when Light drains again, Dark responds with Control, which cancels the Force drain, thus no Force will be lost. For good measure, Dark plays the defensive shield Come Here You Big Coward ("While you occupy a battleground and opponent occupies less than two battlegrounds, cancel: Asteroid Sanctuary, opponent's Force drains at non-battleground locations, and opponent's Force retrieval."). Because the dark side has a Biker Scout Trooper on a Speeder Bike at the Endor: Landing Platform (thus occupying a battleground), and the light side occupies no battlegrounds (the Bunker has icons on only one side, so is not a battleground), Light cannot successfully drain the following turn (as soon as it is successfully initiated, it will be canceled).

At Endor: Hidden Forest Trail, Light plays Tawss Khaa (V) ("While at a battleground planet site, your Force drains and Force drain bonuses here and at same site as Sergeant Doallyn may not be canceled."). Thus, when Light initiates the drain at the Bunker where Doallyn is, Come Here You Big Coward cannot cancel it, nor can the dark side use any other means of canceling it, like another Control. Thus, they must lose 2 Force.

Light then initiates a drain at the Hidden Forest Trail. Likewise, Dark cannot cancel that drain, at least not normally. However, the Speeder Biker may move as a react, and things which prevent a drain from being canceled cannot stop reacts, so the dark side pays 1 Force to use the Speeder Bike's landspeed to move to the Hidden Forest Trail and cancel the drain.

During the dark side's turn he deploys Arica, an undercover spy, to the Bunker. The light side now cannot initiate a Force drain at either site. At the Hidden Forest Trail, both players have presence, meaning both occupy the site, and you may only initiate Force drains at locations you control. The Bunker is slightly different, as Arica the undercover spy has no presence, meaning Light controls the site. However, undercover spies prevent drains from being initiated wherever they are; Arica isn't canceling the drain, she's preventing it from being done in the first place (presumably through her mastery of lambda, the forbidden dance).

## Presence

Think of presence in the spiritual or mystical sense, as the Force emanating from an individual. Remember Vader saying, "I sense something. A presence I've not felt since..." In game terms, each of your characters with ability creates a 'presence' at one location that your opponent's characters can sense (even when they are at the bridge, cockpit or cargo bay of an enclosed vehicle or starship). **Having presence at a location is defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher at its bridge, cockpit or cargo bay.** No card may create presence at more than one location. For example, if the Executor is at Dantooine with Ozzel on the bridge and Vader at the Executor: Main Corridor site, then Ozzel (and the permanent pilots) create presence only at the Dantooine system, whereas Vader creates presence only at the corridor site. See Prepositions.

## Present

Think of the term present as applying to something that is physically at a certain place (e.g., a starship can be in physical contact with the 'space' at a system location, but a character cannot). No card is considered to be present at more than one place at the same time. There are four places where a card can be present in the game:

- at a site location;
- at a sector location;
- at a system location; or
- on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay) or enclosed in a prison.

For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5 (although Luke is at the Hoth system, he is not present at the system).

An inactive card is not considered present, except for situations where it is considered "on table" (e.g., a captive is present when targeted by Ice Storm).

## Present versus Present With

When a card refers to another card being "present," that applies only to the card being present at a location (even if the other card is not actually present itself).

"Present with" is used to describe to cards that are both present together (e.g., two character on the same enclosed vehicle are present with each other, but one on and one off are not present with each other).

## Control Of A Location

You control a location if you have presence there and your opponent does not. Control of a location is checked whenever required, not just during the control phase. The condition is continuous, not an action.

## Unoccupied

*A location where no player has presence.* However, an Undercover spy at a location prevents that location from being unoccupied.

## Occupy

*A location where you have presence (regardless of whether the opponent has presence there).*

## Here

The word 'here' in game text means "at this location," unless context indicates otherwise. (For example, Bacta Tank, Commence Recharging and Cyborg Construct use the word 'here' to mean "on this card.")

## System Location

When a card or rule refers to a "system location" it means the location itself. For example, Great Shot, Kid! ("Whenever you deploy a unique (\*) starship to a system location, retrieve 3 Force") will not allow you to retrieve if you deploy a starship aboard a capital starship, because it has not been deployed to the system location.

## Prepositions

Prepositions (at, on, aboard, to, with, from, in etc.) are used to express simple relationships between cards, and have their normal English language connotations. A character, starship, vehicle weapon or device is "on" a planet if it is: (1) Present at any site, cloud or Death Star II sector related to that planet name. (2) At the bridge, cockpit or cargo bay of a starship or vehicle that is present at any site, cloud or Death Star II sector related to that planet name. Thus, for example, Luke is "on Hoth" if he is present at the Echo Command Center, inside the Wampa Cave, or piloting Rogue 1 at the Ice Plains.

A character, starship, vehicle, weapon or device is "at" a planet if (1) it is on that planet (2) At the bridge, cockpit or cargo bay of a starship that is present at (orbiting) that system. For example, Luke is "at Hoth" if he is piloting Red 5 and Red 5 is present at the Hoth system. A card that deploys so that it is "at" a location has deployed "to" said location.

A character, starship, vehicle, weapon or device is "aboard" (or "on") a starship or vehicle if it is:

- (1) Present at any site related to that starship or vehicle.
- (2) At the bridge, cockpit or cargo bay of that starship or vehicle. This means that Luke would not be at Hoth if he was at the Home One: Docking Bay while the Star Cruiser Home One was present at the Hoth system. In this case, Luke is at the Home One Docking Bay, and aboard Home One. Similarly, Tarkin at the Death Star: War Room while the Death Star orbits Alderaan is not "at Alderaan", but the Death Star is. See Presence and Present.

## Present, Presence And Prepositions

These three concepts, though closely related, have very important differences in the game. As explained under the corresponding entries, think of prepositions as relational, presence as spiritual and present as physical. These terms overlap somewhat, and are often used together to make a card operate in a specific manner. The three concepts are easy to understand if you take them one at a time, as seen in the examples on the following page.



**Alone/Lone**

Your character or permanent pilot is alone at a location if you have no other active characters and no other active cards with ability at that location. Combo Cards (such as Artoo & Threepio or Tonnika Sisters), and a permanent pilot of a starship or vehicle that has multiple permanent pilots (such as Executor or a TIE Squadron), are not considered to be alone.

Your starship or vehicle is alone at a location if the only active characters, vehicles and starships you have at that location are aboard that starship or vehicle.

**All Cards/All Characters**

Any game text or rule that causes "all cards" (or "all characters") to be lost (or missing) will affect cards on both sides (unless specifically told otherwise), including inactive characters. Cards with such game text includes Cantina Brawl, Thermal Detonator, Proton Bombs, Program Trap and Debris Zone. Rules include those for "blown away" as well as "collapsed." It should be noted that an imprisoned character and a frozen captive are treated a little differently. See captives - imprisoned, Ap. C; captives - frozen, Ap. C.

Any weapon or interrupt that causes "all cards" to be lost at a location only affects characters, vehicles, starships, weapons and devices. Also, the effect on any target of an "all cards" situation cannot be prevented (such as Force Field trying to stop Concussion Grenade, a heroic character at same site as a Thermal Detonator, or Droid Shutdown to protect a droid from a seeker; none of the above can be used) unless it is specifically permitted (such as I Thought They Smelled Bad On The Outside protecting a character from Ice Storm). Note that this applies solely to the effect, you may still cancel weapon destinies as normal.

**Present, Presence And Prepositions - A Simple Example**

If Bossk is aboard the Bespin Motors Void Spider at Tatooine: Lars' Moisture Farm, the following are true:

Prepositions

- Bossk is at the farm, at Tatooine, on Tatooine and on (or aboard) the Void Spider.
- The Void Spider is at the farm, at Tatooine and on Tatooine.

Presence

- Bossk creates presence at the farm.
- The Void Spider does not create presence at the farm, but its permanent pilot does.

Present

- Bossk is present aboard the Void Spider.
- The Void Spider is present at the farm.

An important distinction in this example is that Bossk is at the farm but, because the Void Spider is enclosed, he is not present at the farm.

**Present, Presence And Prepositions - A More Detailed Example**

This example describes a complex game situation, and is provided primarily for reference. It is not necessary for most players to concern themselves with this level of detail. Assume that the Death Star is orbiting Yavin 4 and the following starships are at the Death Star system: Millennium Falcon (with Han and C-3PO in the cockpit), Red 6 (with Jek Porkins piloting) and the Executor (with Piett on the bridge; also, Vader and Luke are at the Comm Station site, Tarkin is aboard a Lift Tube at the Comm Station and Leia is at the Main Corridor site). This example results in the following:

Prepositions

- The characters are all on (also aboard) their respective starships.
- The Death Star is at Yavin 4, and the starships are all at the Death Star.
- Han, C-3PO, Jek and Piett are all at the Death Star.
- Han is at same location as C-3PO, Jek and Piett.
- Vader, Tarkin, the Lift Tube and Luke are at the Comm Station site, at same location and at same site.
- Tarkin is on (also aboard) the Lift Tube, and Leia is at the Main Corridor site.

**Battle:** A battle is initiated at the Death Star system, which means that Han, C-3PO and Jek (aboard Falcon and Red 6) are in a battle together, against Piett and the Executor. If a battle is occurring at the Comm Station site, Vader and Tarkin are in a battle together (this may also be expressed as "Tarkin is with Vader in a battle").

Presence

- Han, Jek, Piett and the Executor's permanent pilots each create presence at the Death Star system. (The other characters do not.)
- Vader, Tarkin and Luke each create presence at the Comm Station site.
- Leia creates presence at the Main Corridor site.
- C-3PO, the starships and the Lift Tube do not create presence anywhere.
- None of these cards create presence at Yavin 4.

Present

- Han is present with C-3PO and both are present aboard the Falcon.
- Piett is present aboard the Executor.
- Vader is present with Luke and both are present at the Comm Station site.
- The Lift Tube is present at the Comm Station site.
- Tarkin is present aboard the Lift Tube. Leia is present at the Main Corridor site.

**Present versus Present With - Example 1**

Leia, Rebel Princess ("Unless opponent's non-alien character present, opponent's total ability at same site = 0. ") and C-3PO (with Hindsight ("Once during each draw phase, unless C-3PO is present with a Wookiee, you may examine the cards in your Used Pile. ")) are aboard a Sandcrawler (which is enclosed), along with Chewbacca who is not on board. Dark has Boba Fett, DS-61-2 on Blizzard 2, and E-3PO present at the same site.

At the moment, Dark does not have 0 ability, because he has a non-alien character (E-3PO) present at the site (Leia just says the card must be present, not present with her).

Light may use C-3PO's ability during his draw phase, because he is not present with a Wookiee.

Light may target E-3PO with Wookiee Strange (V) ("During your move phase, target your Wookiee and opponent's character present with it. Both players draw destiny. Add targets' defense value and power. Subtract targets' destiny numbers. Opponent's character lost if your total destiny +2 > opponent's total destiny."). The two are both present at the site, so they are present with each other.

If the Wookiee Strange (V) kills E-3PO, Dark's ability there will be 0, because the only non-alien character there isn't present (he's aboard the vehicle).

**Present versus Present With - Example 2**

Master Luke, Chewie With Blaster Rifle, Grand Moff Tarkin and Blizzard 4 (with Darth Vader, Dark Lord Of The Sith aboard with Emperor Palpatine and Emperor's Power (V)) are at the same site, and Molator is on the table. Light initiates battle, and targets Tarkin with Chewie's Blaster Rifle. The draw succeeds, so Dark chooses to cancel it using Tarkin's game text ("When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn."). This works because Tarkin needs to be with Vader, but he doesn't have to be present with Vader.

Dark gets the next action. He'd like to play the Force Lightning ("Target any character (even a captive) present with Emperor.") in his hand, but the Emperor isn't present with anyone but Vader, so he can't do anything useful with it. Also, he'd like to play his Dark Jedi Presence ("If one of your Dark Jedi is present during any battle, use 1 Force to cause all other Imperials there to battle at double power.").

Unfortunately, none of his Dark Jedi are present at the site, so he can't play that either. However, Vader's game text ("When in battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability.") can be used, because it targets a character present, even when Vader himself is not present (recall that in Episode V Vader choked Admiral Ozzel even when the two weren't in the same room together). Vader targets Chewie, draws successfully, and Chewie is lost.

(Could Chewie have targeted someone on the walker with his weapon; "may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny > defense value"? It doesn't state the target has to be present; however, that's because it doesn't need to. The rules of weapons state that all weapons can only target a card they are present with, so Chewie's weapon could only target someone present with him.)

Light plays Courage Of A Skywalker ("One of your Skywalkers present during a battle at a site, for remainder of turn, loses immunity to attrition but adds ability to power (he or she may not apply ability toward drawing battle destiny).") Luke is present, thus he can be targeted, and he is now Power 11 (he does not use the -2 in his game text because he is not present with Vader; Vader is present on the walker while Luke is present at the site).

Dark now uses Molator ("For each unit of ability you have present during a battle, you may use 1 Force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny."). Dark uses 3 Force to raise his power by 3; he can't do any more than that, because he only has 3 ability present (Tarkin); the rest of his ability is on board the walker.

After the battle is over Light's move phase occurs. Emperor's Power (V) ("During opponent's move phase, if Emperor present with Vader (or with two Imperial Council Members at Conference Room or any Throne Room), opponent loses 1 Force.") is now applied, because the Emperor is present with Vader, even though neither of them is present at the site.

### Force Draining And Presence - A Set Of Complex Examples

Tatooine: Watto's Junkyard (with a Sandspeeder), Tatooine: Jabba's Palace (with a dark side Skiff and Sy Snootles), Jabba's Palace: Droid Workshop (with EV-9D9 and R2-Q2), Jabba's Palace: Dungeon (with Bossk), and Jabba's Palace: Audience Chamber (with Jabba The Hutt) are on table in that order. Also, Credits Will Do Fine ("If you just initiated a Force drain (or won a battle) at Watto's Junkyard, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down."). It's the light side player's turn, so he initiates a Force drain at Watto's Junkyard. As an automatic action, the opponent must now immediately stack a card on Credits Will Do Fine, before anything else can happen. Once this is completed the opponent gets the first response, and plays Control to cancel the Force drain. Even though they canceled the drain, the card stacked on Credits is still left there, though they do not have to lose any Force to the drain itself. During the dark side's turn, he Force drains at the Audience Chamber for one Force because Jabba controls the site. At the Droid Workshop, the dark side player has no presence. However, EV-9D9 states that she may Force drain there, thus she can control the location for the purpose of draining there, and does so; there are no icons on the light side, but EV-9D9 provides a bonus of 1, for a total drain of 1. Dark now initiates a drain at the Dungeon with Bossk, who controls that site. There are no light icons or drain bonuses here, so the total drain is 0. However, because Jabba The Hutt says "While at Audience Chamber... allows you to activate 1 Force whenever you Force drain with an alien," Dark may now activate 1 Force, as he did Force drain with an alien (even though no Force was lost). Dark chooses not to Force drain at Jabba's Palace (Force draining is always optional). During Light's turn, he initiates a Force drain at Watto's Junkyard, and Dark must immediately stack a card on Credits. Dark now responds by having Sy Snootles and the Skiff move over as a react (for 1 Force) to cancel the drain, but again, the card on Credits remains lost. During Light's turn, he deploys Leia Organa (a spy, but not an undercover spy) to the Droid Workshop. Light also battles at Watto's Junkyard and Sy Snootles is lost. During Dark's control phase, he drains for 1 at the Audience Chamber with Jabba, and activates 1 Force (Jabba is an alien, after all). Dark also drains at the Dungeon, but Light plays Control to cancel it; the dark side doesn't get to activate a Force because a Force drain didn't actually take place (unlike Credits, which is triggered by initiating a drain, Jabba's ability is triggered by actually draining). Because Leia has presence at the Workshop, EV-9D9 cannot drain there. Dark then plays the defensive shield Battle Order ("...for either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site and a battleground system.").

Neither player occupies a battleground system, so Battle Order will affect both players from now on until they occupy a battleground site and system. Dark also deploys Desilijic Tattoo ("While at Audience Chamber, no battles or Force drains may take place here unless a Rebel present.") on Jabba.

Light wants to drain at Watto's Junkyard, and he can do so because while the dark side has cards there, there's no actual ability, thus Dark has no presence there and Light controls the site. In order to drain, however, Light must use 3 Force for Battle Order; if he didn't, then the drain wouldn't be initiated and Dark wouldn't have to stack a card on Credits. So Light uses 3 Force, initiating the drain; Dark places a card on Credits, then loses 1 to the drain itself. Over at the Droid Workshop, Leia also controls the site, because although Dark has two characters there, neither of them have ability, and thus provide no presence. Light uses 3 Force and drains for 1 there.

It's now Dark's control phase. Desilijic Tattoo stops Jabba from draining; he cannot even initiate it. EV-9D9 still cannot drain because Leia has presence there; it too cannot even be initiated. Bossk could drain if he wished, but it would cost 3 Force to do so, and since it would only allow him to activate 1 Force with Jabba's ability it's not worth the bother. So Dark performs no Force drains this turn. He deploys Arica (an undercover spy) to Watto's Junkyard. He also moves Bossk over to Leia's site.

It's the light side's turn, and he finds himself in the same boat. Leia and Bossk both occupy the Droid Workshop, so neither may Force drain there. At Watto's Junkyard, the Sandspeeder controls it, but Arica as an undercover spy prevents the drain from being initiated; thus, the dark side need not stack a card on Credits. Instead Light deploys Undercover on Leia, causing her to also become an undercover spy, and moves the Sandspeeder over to Jabba's Palace.

It's the dark side's turn, and he still cannot drain at the Audience Chamber. Also, he may not drain at the Droid Workshop because even though Leia has no presence, she's an undercover spy, and that prevents drains from being initiated (EV-9D9's game text only allows her to drain as if she has presence, it does not allow her to drain when she's not otherwise allowed to). Arica is now all alone over at Watto's Junkyard, but because undercover spies have no presence, she cannot control the site, and thus cannot Force drain either. Dark decides to move Bossk back to the Dungeon.

Light is rather annoyed at this sudden move; he had a Motti Seeker in hand ("Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase (like a character) at normal use of the Force. When present with Motti or a pilot of ability < 3, choose one to be lost. Seeker also lost.") which could be used to kill Bossk. However, there is no place to deploy it, because there are no unoccupied sites; even though Arica and Leia provide no presence, their sites are still not considered unoccupied.

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# Chapter 5 - Deploy Phase, Deploying & Personas

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## Deploy Phase

*Third phase of each turn, in which you may deploy cards from your hand to the table.*

In addition to deployment, this is also when you are permitted to persona replace characters.

## Deploy

*To bring a card into play by placing it on table.* Cards are usually deployed during your deploy phase. You can deploy characters, vehicles and starships where you have presence or a Force icon on your side of a location. Weapons, devices, Effects, creatures and similar cards may be deployed wherever appropriate, with or without presence or Force icons. The specific rules of how each card type deploys is covered in Ch. 9. Card deployment usually requires the expenditure of Force; if it doesn't the card may deploy for free. Paying the deploy cost is part of the initiation, so if the deploy is canceled the Force has still been used. If the deploy is successful, place the card on the location, table, etc. where it is supposed to go.

See Never - Location Restrictions, Ch. 1 for restrictions on where cards can deploy.

Actions that allow a card (or cards) to be deployed may only be initiated in the owner's deploy phase, unless the action lists a specific phase during which it can be deployed, or specifies an action that the deployment can be made as a valid response to. Cards that contain deployment conditions or modifiers may not necessarily specify when the card may be deployed. For example, "Deploys -1 to same site as..." adds a condition ("same site as") and a modifier ("-1") to deployment but does not add a specific timing and as such is limited to the owner's deploy phase. Similarly, "once per game" details how often the action may be performed, but specifies no timing for that action, and may therefore only be initiated within the owner's deploy phase. Thus, for example, Mara Jade may only deploy a weapon on her from Reserve Deck during her owner's deploy phase. Similarly, We'll Find Han and Jabba's Palace: Audience Chamber (DS) may only be used during the owner's deploy phase. However, Bargaining Table says "If Effect canceled ... may immediately deploy" which has a specific timing (when the Effect is canceled) and as such can be performed outside of the deploy phase. Interrupts, Defensive Shields and some Epic Events play rather than deploy, and thus are unaffected by cards which deploy or affect deployment (e.g. Set Your Course For Alderaan may not deploy Death Star Sentry (V)).

## Deploying Cards On Vehicles And Starships

See Starships - deploying on or aboard, Ch. 9

## Deploys Like A Starfighter

See Starships - deploys like a starfighter, Ch. 9.

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## Deployment Restrictions

Some cards may deploy only to certain places or under specific circumstances.

### Location Deployment Restrictions

Presence or Force Icons: Characters, vehicles and starships cannot deploy to a location unless they have presence there or at least one Force icon. However, see spy, Ap. D, and Undercover Spy Rules, Ap. C.

Dagobah: Characters, vehicles, starships, Utinni Effects and some weapons and devices may not deploy to Dagobah locations. See Dagobah, Ap. C.

Shielded Sites: Dark Side characters, vehicles and starships may not deploy to a site where Hoth Energy Shield rules are in effect. See Hoth Energy Shield Rules, Ap. C.

Game Text: Some cards state in their game text they must deploy (or cannot deploy) to certain locations.

### Rules Deployment Restrictions

General Rules: Certain card types and subtypes are restricted to certain locations (e.g., the Executor cannot deploy to a site, Rogue 1 cannot deploy to the Kessel system location, Blizzard 2 cannot deploy to Cantina, Red 1 cannot deploy to Bluffs).

Special Rules: Trench Rules (Ap. C), Dejarik Rules (Ap. C) and Death Star II Sector rules (Ch. 9) restrict deployment to Death Star: Trench, holosites and Death Star II sectors, respectively.

### Objective Deployment Restrictions

Restricted by Objective: Anything listed on an objective that you cannot deploy (or that limits where you may deploy it).

Restricted to Objective: Anything on a card that states it can only deploy if a certain objective (or side of an objective) is on table.

Thus a card that ignores location deployment restrictions can deploy to Dagobah, to a shielded site, to a site where you have neither presence nor Force icons, and may ignore location requirements in their game text. However, that would only apply to that category; you could not, for instance, deploy Home One to the Endor: Back Door because as a rule capital starships cannot deploy to sites. Likewise you cannot deploy Prisoner 2187 without Rescue The Princess on the table or deploy Darth Vader if Invasion is on table, because those are objective deployment restrictions. See Jedi Testing - Mind What You Have Learned, Ap. C for a specific exception to this rule.

As always, there may be cards that overrule these rules (e.g., a card that lets you deploy without presence or Force icons, a card that specifically permits you to deploy to Dagobah, etc.). Deployment modifiers are not deployment restrictions (e.g., if deploying Ki-Adi-Mundi to a place besides the Jedi Council Chamber, the extra cost is not a deployment restriction; the same applies to non-smugglers modified by Watch Your Step).



**Never Deploys Or Moves**

See Never, Ch. 1.

**React**

See React, Ap. C

**Simultaneous Deployment**

Whenever you are instructed to deploy two cards simultaneously, and one of those cards can deploy on the other card, that card must deploy on it. For example, if deploying Luke and Red 5 simultaneously, Luke must deploy on board Red 5.

If two cards are deployed simultaneously, and one is "bounced" (placed somewhere else as a response, such as It Can Wait returning a card to hand) or targeted by Imperial Barrier/Rebel Barrier, apply the results to both (e.g., if Aratech Corporation (V) deploys a Biker Scout Trooper and Speeder Bike simultaneously, and the trooper is targeted by Rebel Barrier, neither of them may move or battle this turn).

**Deployment - Examples**

Light has Yavin 4: Jungle in hand; locations do not have a deploy cost, thus deploy for free. Light places it on the table between the Yavin 4 system and Massassi Throne Room. Light wants to deploy a Rebel Trooper there; his deploy cost (found in the white box on the left) is 1, so Light uses 1 Force (taking the top card of Force Pile and placing it on the Used Pile) and deploys the trooper there. Light also has the Effect card Encampment; it doesn't have a deploy cost box, but it does state that it costs 2 Force to deploy it, so 2 Force is used and it's played on the Jungle. Son Of Skywalker is now played there (5 Force); his game text states that he can only deploy to Dagobah or Cloud City, so normally he couldn't do this (it is a location deployment restriction). However, Encampment allows Light's cards to deploy despite location deployment restrictions, so this is legal. Light has Squadron Assignments on table ("...may reveal one unpiloted starfighter from hand to take its matching pilot character from Reserve Deck (or vice versa) and deploy both simultaneously...") and so reveals Tycho Celchu to get Green Squadron 3; because they are deployed simultaneously, Tycho must deploy on the A-Wing. The A-Wing deploys for 2 Force; Tycho deploys for 1 (his deploy cost says 3, but his game text states that he deploys -2 to Green Squadron 3). The two cards are deployed to the Yavin 4 system. On the dark side player's turn, he would like to deploy to the Jungle also, but there are no dark icons there. However, he does have a Probe Droid which is a spy; thus it can deploy to the Jungle (2 Force is used). Dark still does not have presence there, however, so he still can't deploy much else. However, he can deploy the weapon Probe Droid Laser and device Probe Antennae on the Probe Droid because only characters, vehicles and starships are restricted from deploying under these circumstances. Neither of those cards has a deploy cost listed anywhere, and so deploy for free.

Dark now deploys the Effect card Undercover on the Probe Droid (no cost, so it's free). Dark can now deploy there because you may deploy to locations where you have no presence or Force icons if you have an Undercover spy there. Dark deploys Blizzard 1 there (6 Force), then General Veers (3 Force). They were not deployed simultaneously, so Veers can deploy to the site or to the AT-AT; Dark chooses the AT-AT. Dark then deploys the creature Bubo to Massassi Throne Room for 3 Force (Dark has no presence or Force icons there, but it doesn't matter because Bubo's a creature).

Over on Hoth, the Hoth: Main Power Generator, Defensive Perimeter and Ice Plains, are all on table. Because Hoth Energy Shield Rules are in effect, all those but the Ice Plains are shielded; this means that even though there are dark Force icons at the Defensive Perimeter, Dark still cannot deploy characters, vehicles and starships there, nor can they deploy a spy to any of the other sites (spies only ignore the presence/icon restriction). Dark had moved Blizzard 2 to the Defensive Perimeter, and now deploys AT-AT Cannon and Electro-Rangefinder on it and deploys a Wampa there; even though the site is shielded, it doesn't stop other card types from deploying there. Dark then deploys J'Quille (V) to the Main Power Generator; normally this wouldn't be possible, but J'Quille meets two important criteria: he's a spy, which allows him to deploy where there is no presence or Force icons, and his game text states "May deploy to a shielded site." If he didn't have both of those, that deployment wouldn't have been allowed.

On Endor, the Rebel Landing Site, Spaceport Docking Bay and Bunker are all on table. Light deploys Daughter Of Skywalker to the Rebel Landing Site for 3 Force (she has a deploy cost of 7, but deploys -3 to Endor by her game text, and -1 to that site by its game text). Light can't deploy characters to the Bunker (it has no light Force icons), but Light can deploy the Epic Event card Deactivate The Shield Generator, the device Remote, the Effect card Entrenchment (V) and the weapon Medium Repeating Blaster Cannon. Dark has Establish Secret Base (V) on Endor, which allows him to ▼ Aratech Corporation (V). However, Dark has to wait until his deploy phase, because that's when deployment actions happen. He does so, deploying it onto the table (no cost is listed so it's free). It works similar to Squadron Assignments, getting an Imperial pilot and speeder or AT-ST, then saying to "deploy both simultaneously." Dark then uses this to deploy a Lieutenant Arnet and Blizzard Scout 1 to Spaceport Docking Bay; because they're deployed simultaneously, he must deploy on the AT-ST (normally vehicles and pilots do not deploy simultaneously, but Aratech Corporation specifically requires it). The AT-ST deploys for 3 Force, Arnet deploys for free (even though the site's text says that pilots deploys +1 there, Arnet's text states he deploys for free; free cannot be modified).

## Persona

Different versions of a single character, starship, or weapon are all considered to be part of the same 'persona (even if they are on different sides of the Force).' No more than one version of the same unique persona may be on table at the same time. **For a complete list of personas, see Ap. D.**

Any card or action that targets or manipulates a persona may target or manipulate any card that contains that persona. For example: Lando In Millennium Falcon is considered a wild card for Cloud City Sabacc because it contains the persona of •Lando. The Dark Side may deploy Boba Fett In Slave 1 for free to a Docking Bay where Lyn Me is present, because it contains the persona of •Boba Fett. The exceptions to this rule are:

- Cards that deploy upon a specific persona may only deploy upon a card of that type (i.e. character weapons must deploy on a character persona, Effects targeting weapon personas must deploy on weapons cards, etc.). For example, neither Vader's Lightsaber nor Uncontrollable Fury may deploy upon the Death Star Assault Squadron because even though it contains the persona of Vader, that card is nevertheless a starship, and not a legal target. See Ap. D for persona types.
- The persona replacement rule applies only to character cards. That is, only a character card can be replaced, and only by another applicable character card of that persona.

Even though different versions of a single persona conceptually represent the same person or thing, they are still different cards. For example, the Interrupt card Grimtaash affects "all cards opponent has two or more of" in hand. If you play Monnok on an opponent who is holding one Luke Skywalker and one Commander Luke Skywalker, those characters are unaffected by the Interrupt because it targets duplicate card titles. If two characters (or permanent pilots), starships, or weapons have the exact same title, they are the same persona. Thus Laudica and Laudica (V) are the same persona; the Reflections III Obi-Wan's Lightsaber, Premier Obi-Wan's Lightsaber and the permanent weapon on Obi-Wan With Lightsaber are all the same weapon; and the character Dutch and the permanent pilot of Gold Leader In Gold 1 are the same persona.

### Persona Replacement

During your deploy phase, you may replace any of your unique character cards on table with a different version of that persona. Two cards are "different versions" if:

- Their titles are different, or
  - One has an expansion icon the other does not have
- Thus you could persona replace Commander Luke Skywalker with Son Of Skywalker (different title) or Commander Luke Skywalker (V) (has an expansion icon the other doesn't have).

You may only persona replace your own characters (some cards, such as Lobot, allow the opponent to "replace" them; this is actually converting; see Converting Characters).

To persona replace, during your deploy phase take a character card version of that persona from your hand and place it at the same location as the version you're replacing. The new version:

- 1) must have both power and ability at least equal to those of the replaced character,
  - 2) must not contain a unique permanent weapon persona already on table,
  - 3) must obey deployment restrictions listed on its card.
- For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker can only deploy on Hoth). Any cards deployed on or targeting the character transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the owner's Lost Pile, along with the replaced version of the character (at which point the new version of the character is now on table). Any 'residual' game play effects (such as being the target of Imperial Barrier) will likewise apply to the new version on table. For example, if Boba Fett was targeted by Clash Of Sabers and then persona replaced, the new version would still be under the effect of Clash Of Sabers. When replacing a persona, remember that any direct modifiers affect only the card they are deployed upon, not all versions. Thus when Darth Vader, Dark Lord Of The Sith has Uncontrollable Fury (which provides power +2) deployed upon him (giving him total power of 8), he cannot be replaced by Lord Vader who is only power 7. Persona replacement is not deployment, and as such has no cost, nor is it permitted or restricted by other deployment rules or game text. For example, you do not need presence or Force icons on your side of a location to replace a persona there. Similarly, you do not need to observe Dagobah deployment rules for replacement purposes (unless the newer version has a Dagobah related deployment restriction in its game text), you may not replace a persona because a card allows you to deploy (including deploying from a deck or pile), persona replacement is unaffected by the out of play rule, and replacing a persona does not allow any "just deployed" actions to be initiated.

You may persona replace an Undercover spy with a non-spy character or vice versa, as long as you follow the replacement rules given above. For example, TK-422 may replace Han Solo as long as TK-422's deployment restrictions are observed (that there is an Imperial there, that it's a site, and he must go Undercover). Similarly, an Undercover Leia Organa may be replaced by Princess Leia, although the Undercover card would not be applicable to Princess Leia (she is not a spy) and would be lost (and she would cease being undercover).

### Persona Replacement - Non-unique Persona

"Skywalker" is a non-unique persona name. Because persona replacement only applies to unique personas, you may not persona replace a Skywalker with another one who is not the same unique persona (e.g. Son of Skywalker may not persona replace Princess Leia).

### Persona - Converting Characters

Conceptually, some characters have no real loyalty to a side of the Force they are on and can be brought to work on the opposing side, such as when Lando ended his alliance with Vader and freed Leia and Chewie. This is called converting characters, and can be achieved in two ways. The card Double Agent will cause Tonnika Sisters to convert via its "crosses over to your side" text. In this case, the card (and all cards on it) moves to your side of the location and becomes yours; it fights on your side, obeys your orders, goes to your Lost Pile, etc. The other way to convert is with a character's game text; if it states "can be replaced by opponent" it can be converted. To do this, the opposing side puts their version of that character at the location during their deploy phase, transfers over any legal card to deploy on them, and places the original version in opponent's Lost Pile (along with any cards not transferred). No matter how it happens, a converted character operates the same. The character retains their identity, and cards deployed on or targeting the character continue to function normally. The opponent is not prevented from re-deploying that character, barring the uniqueness rules (e.g. if Light Lando is lost, Dark Lando can be deployed.). **Converting is not deployment, persona replacement, or crossing over.**

### Persona Replacement - Examples

Han Solo (V) is on table and targets Cloud City Boba Fett (who is armed with Boba Fett's Blaster Rifle (V) and carrying Binders) at Mos Eisley (which adds 1 to the power of bounty hunters there), canceling Fett's game text for remainder of turn. Dark has Special Edition Boba Fett, Boba Fett With Blaster Rifle, Boba Fett (V), Boba Fett In Slave I and Boba Fett, Bounty Hunter in hand. Of those, only the last can persona replace the one on table. The first lacks sufficient power (3 versus 5). The second can't because the weapon on him is already on table. The third also lacks sufficient power (the bonus from the site only affects the version there, not the one in hand). The fourth is a starship, and only character cards may persona replace. So, during Dark's deploy phase he places the last Boba Fett on Mos Eisley and transfers Binders to him. The blaster rifle can't deploy on him because he has a maintenance cost (he hasn't entered play yet, so his game text is not canceled), so it and the Cloud City Boba Fett card are placed in the Lost Pile. Starting at that moment, the new Fett's game text is canceled by 'residual' effect of Han's earlier cancellation and it will continue until end of turn.

Lando Calrissian (V) (a power 5 dark side character) is at the Audience Chamber. Light has Lando Calrissian, Scoundrel (a power 6 light side character) in hand. They are both versions of the persona of Lando, thus the light side card cannot be deployed. Also, he may not persona replace the version that is on the table; even though all the other persona requirements are satisfied, it's not the light side's card, and thus cannot be persona replace by Light.

### Persona - Example

Qui-Gon Jinn With Lightsaber and Obi-Wan Kenobi, Padawan Leaver are both at the Back Door. Light has Qui-Gon's Lightsaber, Ben Kenobi and Master Qui-Gon in hand. None of those cards may be deployed: Both Qui-Gons are the same persona. Likewise, both Kenobis are the same (even though they are from different eras). Qui-Gon also contains a version of the weapon Qui-Gon's Lightsaber, so no additional versions of that weapon persona may be deployed.

### Multiple Personas Example

Light has Wookiee Roar, which may take Chewie into hand from Reserve Deck. Han, Chewie, And The Falcon is found, which contains Chewie as a permanent pilot; it is taken and deployed. Quad Laser Cannon (which deploys on Falcon) is deployed on the ship, but not Chewie's Bowcaster or That's One (they have to deploy on a character version of Chewie). When Dark attacks, Light plays Punch It! to add 2 destiny (Han is piloting Falcon) and Life Debt to add 2 more (Han and Chewie are in battle together). Dengar happens to be present at the system (thanks to Lost In Space) and can reduce Han's forfeit to 0, thus the Falcon is forfeit=0.

### Persona And Simultaneous Deployment - Example

Squadron Assignments, which permits Light to reveal a unique starfighter to find the matching pilot and deploy both simultaneously, is on table. Light reveals Red 5, whose matching pilot is Luke. Thus any version of the Luke persona may be found in Reserve: Luke Skywalker, Son Of Skywalker, Master Luke, etc. Luke Skywalker is selected, and both he and Red 5 are deployed. Because they must be deployed simultaneously, Luke must deploy on board Red 5, regardless of where they are deployed.

### Converting Characters - Examples

Tonnika Sisters with Mandalorian Armor and a Scout Pistol are present at the Cantina. Light plays Double Agent, converting them to his side. The Tonnika Sisters are placed on the light side of the Cantina. They keep the armor and the pistol. Nothing has changed about them except the side they're on; they can still fire the pistol for free (as a spy), are still aliens, thieves, female, etc. When lost, they - along with the armor and pistol - go to the light side's Lost Pile.

Dark Side Lando Calrissian ("If present at a site, can be replaced by opponent with any Light Side Lando.") is at the Security Tower. He too has Mandalorian Armor and a Scout Pistol. During Light's deploy phase, Light chooses to replace him with General Calrissian (that he couldn't normally deploy there doesn't matter; it's not deployment). General Calrissian has only 4 power compared to the 5 of the one on the table, but that doesn't matter because converting is not the same as persona replacement. The pistol is placed on General Calrissian (he is a warrior) but not the armor because he is neither an alien nor an Imperial. The armor and Lando Calrissian are both placed in Dark's Lost Pile.



## Persona - Crossing Over

Crossing over occurs when a character conceptually "gives in" to the opposite side of the Force (this is not the same as converting, which represents a change of loyalties, but rather a change between good and evil, a change of self). When game text causes a character to cross over, that character moves to your side of the table and is used as your own (changing from Rebel to Imperial, or vice versa). A character who crosses to your side conceptually takes on a new identity, just as Anakin Skywalker gave in to the Dark Side and became Darth Vader. Your opponent may not deploy any more copies of that persona for the rest of the game. Also, any cards which affect that character by name, card type, etc. do not apply (lose any such cards deployed on or targeting the character at the moment of crossing over; place them in the original player's lost pile), except Jedi Tests. When a character crosses over to the Dark Side, the benefits of any Jedi Tests that character has completed apply to the Dark Side player (and are not lost). Table 5-1 shows how the names change for characters as they cross over.

**Table 5-1**

<u>Light</u>	<u>Dark</u>
Anakin	Vader
Leia	Lady Vader
Luke	Son Of Vader
Mara Skywalker	Mara Jade

Any of these four that is on the light side is considered a Skywalker; any on the dark side is not. The change to the persona name changes all instances of the persona name on that card appropriately, so that if Leia (V) were crossed over, she would take on the persona name of Lady Vader and her text which states "may lose 1 Force to place Leia" now states "may lose 1 Force to place Lady Vader". Likewise if Luke With Lightsaber crosses over, his permanent weapon changes from "Luke's Lightsaber" to "Son Of Vader's Lightsaber." Note that this change is only for the crossed over character card, not for any other cards, so Uncontrollable Fury could not deploy on Anakin because that card deploys on Vader. A card that references a persona that could be on either side of the Force will use both persona names, such as "Vader or Anakin;" otherwise it is always a reference to only one side (so that "any Luke" would never refer to Son Of Vader). The exception is Mara Jade/Mara Skywalker, which for simplicity and brevity will be referred to as "any Mara."

## Crossing Over Examples

The Light has used the objective Mind What You Have Learned to have Son of Skywalker complete all six Jedi Tests, and he is currently armed with Luke's Lightsaber and Luke's Blaster Pistol. The Dark then defeats Luke using Epic Duel and Luke crosses over. At this moment:

- Luke ceases being Luke and becomes Son Of Vader
- Luke ceases being a Skywalker
- Luke ceases being a Rebel and becomes an Imperial
- Luke ceases being a Jedi and becomes a Dark Jedi
- Any cards on him that target him as being Luke (such as Luke's Lightsaber) are lost, except for You Must Confront Vader, since it's a Jedi Test. Luke's Blaster Pistol remains because it deploys on a warrior, which he is (but it does not gain any of the benefits of being "targeted by Luke" because he is no longer Luke).
- The dark side gets the benefits of all Luke's Jedi tests.
- Son of Skywalker's game text now states "a lightsaber may deploy on Son Of Vader (for free)," meaning that if the once per game text has not been used to play a lightsaber on him, it may do so.
- Save You It Can does not affect the Jedi Tests, because they affect Luke's tests, not Son Of Vader's (they are not suspended now that Luke is no longer on table, but if Son Of Vader leaves table they'll be lost). Likewise it no longer allows the character to ignore location deployment restrictions.

The dark side has Mara Jade, The Emperor's Hand (V) on table, with a Caller and Stormtrooper Utility Belt. She is crossed over to the light side using Deep Hatred (V). At this moment:

- Mara Jade becomes Mara Skywalker
- Mara Jade becomes a Skywalker
- Mara ceases being an Imperial and becomes a Rebel (but remains an alien as well, since that type is unaffected by crossing over)
- Since she is no longer Mara Jade or an Imperial, she loses those applicable cards (Caller). She does not lose Stormtrooper Utility Belt, since it may also deploy on an alien.
- The permanent lightsaber in her game text becomes "Mara Skywalker's Lightsaber."



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# Chapter 6 - Battle Phase, Battles, & Attacks

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## Battle Phase

Fourth phase of each turn, in which you may initiate one or more battles against your opponent's characters, vehicles and starships. Also the phase when your characters may attack creatures and when your creatures attack.

## Battle

A conflict you initiate during your battle phase in an effort to deplete your opponent's Life Force. Battles can occur at a location only if both players occupy that location - i.e., they both have presence there. (But note that if all presence is completely removed from either side before the battle's power segment, the battle ends.) Although weapon cards are useful during battle, weapons are not required for a battle to take place. Weapons simply allow you to target specific characters, vehicles, starships etc. (Conceptually, weapons represent a character, vehicle, or starship's skill with a weapon.) You may battle more than once during a turn, but not at the same location. Each of your characters, vehicles and starships may battle only once per turn, and those cards are considered to have participated in a battle from the moment it is initiated; even if they are somehow moved away from the battle or the battle is canceled, those cards may not participate in another battle that turn. Other cards such as devices, artillery weapons, automated weapons, Interrupts and Effects may be used in more than one battle per turn (if applicable and subject to the rules on unique and restricted cards).

Battle is an action, and follows the normal timing rules for actions. A battle is divided into three segments, which occur similarly to the phases of a turn: when both players consecutively pass on a top level action, it proceeds to the next segment (except the Damage Segment, which ends when all hit cards have been forfeited and all attrition and battle damage has been satisfied). The only top level actions that may take place during the Power or Damage Segment are those specifically permitted to do so. The Weapon Segment is unique in that you may perform certain top level actions even if they don't specifically involve the battle (see Weapons Segment).

### Steps of a Battle

**Initiate The Battle**  
**Weapons Segment**  
**Power Segment**  
**Damage Segment**  
**End of Battle**

## Initiate the battle

Because a battle is an action, it follows the normal rules of actions: meeting conditions, choosing targets, paying costs. The condition is both you and your opponent having presence at a location, and the target is that location. The cost of initiating battle is 1 Force, though this may be modified (Wars Not Make One Great), reset (Feltipern Trevagg), or allowed to occur for free (Battle Plan). If all three of these have happened, then a battle has been initiated at that location for all purposes. Once the initiation is complete any automatic actions triggered by the initiation of a battle occur (Scum And Villainy retrieves 2 Force because it's not optional). After all automatic actions are complete, just actions now occur. Since you initiated the battle, the opponent is allowed the first just action. Responses that take place "if a battle was just initiated" or "at the start of a battle" may be initiated now. Also, the opponent may deploy or move cards as a react (see React, Ap. C). (Other actions that may occur during a battle may not be initiated yet, because the battle has not begun its result). You are then permitted the next just action, and so on until both players have passed. At that point, the weapons segment begins.

The three segments of a battle that must occur (in order) are the weapons segment, power segment and damage segment. The following entries on these three segments are comprehensive; for a more concise description, see Battle In Brief.

## Weapons Segment

During the weapons segment you may do two things: fire weapons and perform top level actions permitted during battle. Both are actions and follow the normal rules of actions. You (as the initiator of the battle) perform the first action of the weapons segment. Once players 'pass' consecutively, the weapons segment ends.

### Weapons Segment - Firing Weapons

It is a special rule of battle that any weapons in the battle may be used once (and only once, unless specifically permitted otherwise - this applies even if the weapon is somehow on a different card during the battle than the one who fired), and that it must target a card participating in the battle. (see Weapons - When Can I Fire?, Ch. 9).

Any weapons involved in the battle may be fired one at a time; each use of a weapon is one action within the battle. Each weapon describes how it works, including the kinds of cards it may target, the Force required to fire it, the destiny draw required for success and, if successful, the consequences for the target. Most weapons specify that they 'hit' their target when successful. (Some weapons, instead of causing a 'hit,' specify some other kind of outcome.) Any 'hit' cards are

turned sideways, but they still participate in the battle. For example, a card that is 'hit' can still fire its own weapon, if it has one. (Conceptually, the entire battle is happening simultaneously, although for game purposes the individual steps are carried out sequentially.) Later on during the damage segment, all 'hit' cards will have to be forfeited to their owners' Lost Piles, regardless of who wins the battle. (If the battle ends prematurely, 'hit' cards must still be lost.)

For detailed information on weapons, their use, being 'hit,' etc. See Weapons, Ch. 9.

### Weapons Segment - Other Actions

During the weapons segment, other actions may also be initiated in place of firing a weapon, taking turns initiating actions as normal. Such an action may be specifically related to weapons and/or the battle (e.g., playing Combined Attack), or it may be unrelated to both (e.g., playing Beru Stew or Gravel Storm, or peeking at your Reserve Deck with Electrobinoculars). In fact, it is a special rule of the weapons segment that players may initiate actions even if they do not specify that they apply during a battle. More precisely, during the weapons segment, if the battle itself is the topmost action, the player who has the next opportunity to initiate an action may initiate any action that is allowable during the battle phase.

It's important to note that this is unique to the weapons segment. During the power and damage segment each action initiated during the battle must be either specifically required or allowed to occur during the power segment or damage segment, or must be a response to another action in one of those segments. Thus, if you think you'll need to activate extra Force with Blue Milk, you should do that during the weapons segment, otherwise you will not be allowed to do so.

### Power Segment

To determine who wins the battle, add up the total power you have participating in the battle (plus any positive or negative modifiers to total power); your opponent does likewise. If the battle is taking place at a system or sector, add the power of each of your starship and vehicle cards; if at a site, add the power of each of your vehicle cards, and of each of your character cards except those aboard enclosed vehicles and starships. Don't forget modifiers to power from the game text of the battling cards themselves, the location card, other related location cards or even cards elsewhere on table, if applicable. (And don't forget that your 'hit' cards still get to add to total power.)

### Draw Battle Destiny

Often you can increase your total power in a battle by drawing battle destiny. As a general rule, each player who has a combined ability of 4 or more participating in the battle may make one destiny draw. (Having 8 ability present does not entitle you to draw two battle destiny.) To meet the 4 ability requirement, you count the ability of:

- Cards that are present during the battle

- Characters/permanent pilots that are piloting during the battle

During your battle, you draw all your destinies first, then opponent does the same.

Some cards may change the number of battle destinies you are allowed to draw, or even prevent you from drawing altogether. For a detailed explanation, see the detailed section on Battle Destiny later in this chapter. At the start of the Power Segment, battle destinies are drawn. The player whose turn it is draws all theirs first, and then the other player does the same. Where precise timing is required, follow this sequence of actions:

When the power segment begins, the player whose turn it is may choose to draw battle destiny (if able); if so, he draws all his battle destinies. After his draws are complete, his opponent has the same choice, and may now draw all of his battle destinies. No actions (except responses or actions that indicate they take place "just before" battle destinies are drawn) may take place until after both players have chosen whether or not to draw, and made their draws.

### Totaling Power

Each player increases their total power by the amount of their total battle destiny (if they drew any), then places their battle destiny card(s) on their Used Pile. (Battle destiny draws also create attrition in the damage segment, so make a mental note of the battle destiny totals.) Occasionally a card will specify that you "add one destiny to power only." Although you draw such a destiny at this time (before drawing any battle destiny), this is not considered a battle destiny and does not add to attrition. Add all that up with your power from before to get your total power in the battle.

### Calculating Attrition

If you draw battle destiny, that total is your attrition (determined immediately upon the completion of all your battle destinies). Sometimes an action may modify or reset attrition; perform that action after battle destiny is drawn but before the winner is decided (unless the timing is specifically stated to be different). For information on attrition, see Damage Segment - Attrition.

### Winner And Loser

The player with the higher overall total power (including battle destiny) wins the battle (the other player loses). At this time, initiate and/or complete all actions depending on this determination. (If there is a tie, there is no winner and no loser of the battle.)

## Damage Segment

In this segment, players typically lose and/or forfeit cards because of three factors: weapon 'hits,' attrition and battle damage.

Actions taken to satisfy weapon 'hits,' attrition and battle damage alternate between the players, beginning with the player who initiated the battle. You may forfeit your cards and/or lose Force in any sequence, but the order you choose sometimes has strategic importance. Once you have forfeited all of your cards that were hit and satisfied all your attrition and battle damage, you may not voluntarily forfeit any additional cards. After both players have forfeited all hit cards and have satisfied all attrition and battle damage, the battle ends.

### Damage Segment - Forfeit

*Act of losing cards from a battle to satisfy attrition, battle damage and weapon hits.* You may forfeit cards only during the damage segment of a battle. Other actions might cause a card to be lost, but this is not the same as forfeiting. (A forfeited card is always 'lost,' but a lost card is not always 'forfeited.')

You may forfeit a card only if it has a forfeit value, and only if it was hit by a weapon or if it is being forfeited from the location of a battle that it participated in to satisfy attrition or battle damage affecting you. Any card which is still participating in battle during the damage segment is eligible to be forfeited, and is subject to attrition, even cards which have had their forfeit set to zero (see unmodifiable values).

Since a forfeited card leaves the table, it causes everything on that card to be lost as well. It's usually best to forfeit the cards aboard a vehicle or starship before forfeiting the vehicle or starship itself.

### Damage Segment - Weapon 'Hits'

Cards hit during the weapons segment must be forfeited (lost) during the damage segment. However, this only means that their forfeiture is mandatory, not that they must be forfeited first. For example, if Luke Skywalker is piloting Red 5 and Red 5 is hit, you may forfeit Luke first and then Red 5 second.

### Damage Segment - Attrition

*Gameplay mechanism that simulates battle casualties (mandatory forfeitures) determined by battle destiny, regardless of which player wins or loses the battle.*

Attrition represents inevitable losses in battle that occur regardless of who wins the battle. (For example, in Episode V, the Dark Side clearly won the Battle of Hoth, yet they still lost some Imperial walkers to attrition.)

**Attrition against you equals the total battle destiny drawn by your opponent.** This attrition against you requires a mandatory forfeiture of your cards from that battle location. For example, if your opponent's total battle destiny was 3, the attrition against you will be 3 and you will be required to forfeit (if possible) one or more cards whose forfeit values total at least 3. Since hit cards are forfeited, you may apply their forfeit values toward satisfying attrition. If forfeiting all your hit cards does not satisfy all of the attrition against you, then you

must forfeit additional cards until your attrition has been satisfied. (If you have no cards left to forfeit, or if all your remaining cards are immune to attrition, any remaining attrition against you is ignored.) Sometimes you have to forfeit cards with a total forfeit value in excess of your attrition; for example, if your attrition is 5 and your cards that participated in the battle each have a forfeit value of 3, to satisfy your attrition you will have to forfeit two of those cards for a total of 6 forfeit.

If your opponent does not draw battle destiny, then there is no attrition against you (meaning that this amount cannot be modified, such as cards that "add 1 to attrition").

### Damage Segment - Battle Damage

Unlike weapon 'hits' and attrition, battle damage applies only to the player who lost the battle. The loser's battle damage is equal to the difference between the winner's total power (including battle destiny) and the loser's total power (including battle destiny). For example, if your opponent's total was 11 and yours was 7, you suffer battle damage of 4. You may satisfy battle damage by forfeiting cards from the battle. Each card you forfeit — including those forfeited because of weapon 'hits' or attrition — satisfies battle damage up to its forfeit value. Unlike weapon 'hits' and attrition, battle damage may also be satisfied by losing Force from your hand and/or Life Force. Each card lost satisfies 1 unit of battle damage. You may select which cards to lose from your hand, but if you wish to lose cards from your Life Force they must come from the top of your Force Pile, Used Pile and/or Reserve Deck. To satisfy your battle damage, you may use any combination of forfeiture and losing Force. As with attrition, sometimes you will forfeit cards with a total forfeit value in excess of your battle damage. For example, if your battle damage is 4 but your only card that participated in the battle has a forfeit value of 6, to satisfy your battle damage you will have to either forfeit that card or lose 4 Force. For this reason it's generally a good idea to perform all your forfeiting before you lose Force. **Remember that all cards that you forfeit — including your cards that were 'hit' — automatically count toward your attrition and your battle damage.** For example, if you forfeit a 'hit' card whose forfeit value is 5, this simultaneously satisfies attrition of up to 5 and battle damage of up to 5.

### End Of A Battle

Any action that occurs at the "end of a battle" (for example, Tractor Beams) happens after all damage segment actions are completed by both players. The cards are still considered to be "in a battle", and any modifiers etc. that last for "remainder of battle" are still in effect.

Remember that values that were changed during battle (except those caused by weapons or with a specific time frame stated) return to normal at the end of battle.

## Battle In Brief

What follows is a checklist of the steps to follow when you battle during your own turn.

### Initiate the battle

- Use 1 Force. Both players must have presence at the location; each character, vehicle, starship and location is limited to one battle per turn.
- Responses such as 'reacts' and "start of battle" actions may occur now. First all automatic actions take place (you choose the order). Optional responses then take place (opponent takes the first response).

### Weapons segment

- You initiate the first action, then alternate actions with your opponent.
- Fire weapons and/or initiate other actions such as Electrobinoculars and Beru Stew during this segment. Even actions not specifically related to battle may be initiated during the weapons segment.
- 'Hit' cards are turned sideways but continue to participate in the battle. If all presence is removed from either side of the battle (e.g., because of tauntauns 'reacting' away from the battle, or a card play such as Hit And Run) prior to the power segment, the battle ends. (Any hit cards must still be lost.)

### Power segment

- Each player adds up the total power of their cards participating in the battle (plus any positive or negative modifiers to total power). Do not include power of characters aboard enclosed vehicles and starships.
- Each player with total ability of 4 or more in the battle (not counting ability of passengers aboard enclosed vehicles and starships) may draw one battle destiny — assuming no other factors are involved — and add that total battle destiny to total power. Make all your draws first, then your opponent does likewise.
- The player with the higher overall total power (including battle destiny) wins the battle.

### Damage segment

- All actions taken to satisfy weapon hits, attrition and battle damage alternate between players, beginning with you. Although each player may take such actions in any order, it is recommended that new players follow the sequence below.
- All cards hit by weapons must be forfeited.
- Each player's total battle destiny causes attrition for the opposite player. Each player who is affected by attrition must forfeit enough cards (including any hit cards) to satisfy attrition. If you have no cards left to forfeit, or if all your cards remaining are immune to attrition, any remaining attrition is ignored.
- The loser of the battle suffers battle damage equal to the difference between the overall power totals (including battle destiny). The loser must forfeit cards and/or lose Force, one at a time in any sequence, to satisfy battle damage. Each card forfeited (including cards forfeited because of weapon 'hits' and attrition) satisfies battle damage up to its forfeit value; each card lost (from hand or Life Force) satisfies 1 unit of battle damage. The loser may not leave any battle damage unsatisfied.

## Besieged Battles

See Capturing Starships, Besieged Battles, Ap. C

## Bombing Run Battles

See Bombing Runs, Ap. C

### Battle - Defender

The defender of a battle is the player who did not initiate the battle and any of his or her cards participating in that battle.

### Battle - May Be Battled

A card without ability that has this phrase in its game text (such as Artoo & Threepio) occupies its location only for the purposes of: • the opponent of the player controlling the card initiating a battle at that card's location • participating in battles that are initiated by the opponent of the player controlling the card. That card continues to occupy the location for purposes of that battle until removed from that battle, or until that battle ends.

### Battle - May Initiate Battle

A card without ability that has this phrase in its game text (IG-88 With Riot Gun, IG-88 in IG-2000) occupies its location only for the purposes of: • the player controlling the card initiating a battle • participating in battles that are initiated by the player controlling the card (unless that card is excluded from the battle by other game actions such as being targeted by Clash Of Sabers, being Undercover and so on). That card continues to occupy the location for purposes of that battle until removed from that battle, or until that battle ends.

### Battle - May Initiate Battle And Be Battled

A droid with this phrase in its game text (e.g., K-3PO, 4-LOM, IG-88, Probe Droid) occupies its location only for the purpose of battle (unless that droid is Undercover).



**Battles - A Simple Example**

Princess Leia is piloting Rogue 1 at same site as Snoova. During his battle phase, Light uses 1 Force to initiate battle there. There are no responses or reacts, so the weapon segment begins. Neither player has an action, so after both have passed the power segment begins. Light has 4 ability there and so gets a battle destiny, which is 1. Light totals up his power, which is 4 (the speeder is power 3 plus the 1 Leia adds; Leia's personal power isn't applied because she's inside the speeder), and with the battle destiny gets a total of 5. Dark gets no battle destiny, so only Snoova's power is applied, which is 6. Thus Dark wins the battle. The damage segment now begins. The difference between the two totals is 1, so Light must satisfy 1 battle damage; this can be done by forfeiting or losing cards from hand or Life Force. Light chooses to lose a card from hand. Now Dark must satisfy the 1 attrition from the battle destiny (even though Dark won he must still satisfy attrition). Attrition requires forfeiting cards, so Snoova must be forfeited. With all attrition and battle damage satisfied, the battle ends.

**Battles - A More Complex Example**

Insignificant Rebellion is on table. At Kessel, Baron Soontir Fel is piloting Saber 1 armed with SFS L-s9.3 Laser Cannons, and Light has Red Leader piloting Red 1. Dark uses 1 Force to initiate battle. Light gets the first response and chooses to deploy Spiral as a react to the battle (Dark can't react because you cannot react to your own battles). Dark does have a response to the battle and plays All Power To Weapons, which among other things makes his TIE power +2. Neither player has any further responses and so the weapon segment begins. Dark gets the first action since its his battle and he chooses to fire his cannon at Red 1. His draw succeeds, so Red 1 is hit and thus turned sideways to indicate it. Light gets the next action; he chooses to play The Signal to ▲ Kessel Run (even though it has nothing to do with the battle, you may perform top level actions during a battle that may occur at any time). Dark gets the next action and plays Relentless Pursuit targeting the Spiral, resetting its power to 0. Light has no action, Dark has no action, so the power segment begins. Both players have 4 ability so both draw battle destiny: 2 for Dark (including the +1 from Fel's game text), 0 for Light. Dark's total power (including battle destiny) is 10 (Saber 1's 3 + 3 from Fel + 2 from All Power To Weapons + 2 from the battle destiny). Light's total power is 5 (Red 1's 3 + 2 from Red Leader + 0 from Spiral + 0 from the battle destiny). Dark has won the battle; Light must now lose 1 Force to Insignificant Rebellion. The damage segment begins, and Light must forfeit Red 1 at some point because it is hit. However, he first chooses to forfeit Red Leader (Forfeit of 5) reducing battle damage and attrition to 0. Dark has 0 attrition against him and thus forfeits nothing. Light also has 0 for both, but Red 1 must still be forfeited because it was hit. The battle then ends.

**Battles - A Complex Example**

Battle Plan, Draw Their Fire and Civil Disorder (V) are on table. Han With Heavy Blaster Pistol, Lando Calrissian, Darth Vader With Lightsaber and Commander Igar are at the ◇ Forest. At the next site over is Luke Skywalker, Jedi Knight armed with a lightsaber. The next site over has a Biker Scout Trooper with a Comlink riding a Speeder Bike. Light initiates battle for free (because of Battle Plan). As an automatic action, he retrieves 1 Force (because of Draw Their Fire) and Dark loses 1 Force. Dark then gets the first response to the initiation and moves the Speeder Bike to the Back Door as a react. Light retrieves Princess Leia using Civil Disorder (V). Dark has a Comlink at the site of the battle now and chooses to deploy Blizzard 1 as a react (this is still the time when responses -including reacts- take place, so even though the Comlink didn't show up until later it still can be used). Light plays Run Luke, Run! to move Luke over (Light cannot react to his own battles, but this interrupt isn't a react so that's legal). Dark deploys Grand Moff Tarkin as a react aboard Bizzard 1. Light passes, Dark passes, and so the weapon segment begins. Light initiated the battle and so gets the first action. Han fires his blaster at Igar and hits; Igar is turned sideways. Dark's action is for Vader to swing at Han, and misses. Light gets the next action and plays You'll Find I'm Full Of Surprises to initiate a duel between Luke and Vader (an action that can occur at any time may occur even during battle, so the duel takes place). During the duel, Tarkin cancels one of Luke's duel destiny draws (he may cancel any destiny during battle, and this is still occurring during a battle) and Luke loses and is placed out of play. Dark gets the next action and plays Trample, targeting Han. He succeeds, and Han is immediately lost. Light has no action. Dark plays Focused Attack (the Forest gives Vader immunity to attrition), adding Vader's ability to his power. Both players then pass and the power segment begins. Light has power of 3 and cannot draw battle destiny. Dark has total power of 24 plus a battle destiny draw of 3 for a total of 27, clearly winning. Dark plays Physical Choke as a response to having won and attempts to choke Lando, succeeding and causing Lando to be lost. With no more responses the damage segment begins. Light goes first and must satisfy 24 battle damage. Light chooses to play Houjix to cancel all the remaining battle damage since he lost the battle and has no cards left to forfeit. Since Light didn't draw a battle destiny there is no attrition so dark doesn't have to forfeit for battle damage or attrition. However, Igar was still hit, and thus is required to be forfeited, so he is. With no further actions the battle ends.

## Battle Destiny

Under most circumstances, battle destiny is fairly straightforward. However, sometimes there will be actions or conditions that can complicate this normally simple process. This section will address all issues related to the drawing of battle destiny. By default, the number of battle destinies you draw is 0; thus the number of draws may be modified. **Drawing battle destiny is always optional.**

### Battle Destiny - Draws X Battle Destiny If Unable To Otherwise

This game text is only applicable during the power segment of the battle, and only when fewer than X battle destinies are eligible to be drawn by any other means. Thus, this text may never be used in combination with any other destiny drawing text to gain more than X destiny draws. However, if other destiny drawing text provides fewer than X destiny draws, this text may be used to provide X destiny draws. The use of this text is always optional, because drawing battle destiny is always optional. This game text will override any battle destiny conditions such as "Ability of 6 or more required to draw battle destiny" or "opponent draws no more than Y battle destiny" (where Y is less than X). Any of these draws may still be cancelled or reduced normally.

### Battle Destiny - Conditions On Drawing

If game text imposes conditions for drawing battle destiny (for example, "Ability of 6 or more required to draw battle destiny here"), then those conditions affect all battle destiny draws except those granted by the game text "if not able to otherwise." **Ability used to satisfy such a requirement must itself be eligible to be used to draw battle destiny.**

### Battle Destiny - Modifying The Number Of Destinies

Like all modifiers, any modifiers to the number of battle destinies you draw will be either automatic or optional. They are handled in different ways. Automatic destiny modifiers do not use the word "may," thus they are constantly applied while their conditions are met. For example, Leia With Blaster Rifle says "Adds one battle destiny if with Han." This is an automatic modifier, because there's no option to use it. Automatic modifiers to the number of destinies are checked immediately before you draw destiny in the power segment. In this case, Leia and Han must still be participating in the battle to use this modifier. Other actions add destinies as an option. All interrupts, for example, apply optional modifiers. Also, text such as "May add one battle destiny" is optional, because the choice to initiate this is up to the player. Any optional actions that are "top level" actions, that is, they are not responses to another action, which means they can only be initiated during the weapons segment of battle. The required initiation conditions for any optional actions are checked when that action is initiated. For example, if playing Skywalkers, the condition of Luke and Leia being in a battle together is checked at the

time the interrupt is played. If the action successfully resolves, the additional draw(s) is scheduled as an automatic modifier that will occur when battle destiny is drawn. At that time, the conditions for initiating that action are not checked again. Using the Skywalkers example, if Leia was lost or captured after playing Skywalkers, the two additional destinies from Skywalkers would still be drawn.

The cumulative rule applies to any modifiers to the number of destinies you draw, whether automatic or optional. Thus two Armored Attack Tanks will add 2 battle destiny, not 4.

### Battle Destiny - In Brief

Follow this for a simplified breakdown for how many battle destiny draws you are allowed.

#### Step 1: Counting

Start with 0.

Add 1 if you have 4 or more ability in the battle (except passengers)

Add any optional modifiers that you played during the weapon segment (such as Skywalkers)

Add any automatic modifiers that are currently satisfied (such as Leia With Blaster Rifle)

That number is your total: X

#### Step 2: Prohibiting Conditions

Check for any conditions such as "ability of 6 or more required to draw battle destiny" or "draws no more than 1 battle destiny" that prevent or limit your draws. If there are none, or if you meet those conditions, go to the next step. If there is at least one, and you do not meet those conditions, then X is reduced to whatever the condition states.

#### Step 3: Unable To Otherwise Conditions

Check to see if you have any cards participating that say "Draws Y Battle Destiny If Unable To Otherwise."

#### Step 4: Total Destinies

You may draw X or Y destinies, whichever is larger.

### Battle Destiny - Example

For example: Light Side has Han With Heavy Blaster Pistol and Commander Luke Skywalker (V) (who is piloting Rogue 1) at Jundland Wastes. The Dark Side initiates a battle there; during the weapons segment Light Side plays Don't Get Cocky to add 2 battle destinies (Han and Luke are together). The Dark Side shoots Han with a Disruptor Pistol, a weapon which makes its target immediately lost, so Han goes to the Lost Pile. During the power segment, the Light Side starts with 0, adds 1 for four ability (Luke), adds 0 for automatic modifiers (Han's game text would have added a destiny with Luke if he were here now, but because he left the table he can't), adds 2 for Don't Get Cocky (because conditions were met when it was played, and are not rechecked) for a total of 3. However, the location states "Total ability of 6 or more required for you to draw battle destiny here." Luke does not have enough ability alone, so the 3 is reduced to 0. Now, Luke states that when he's piloting Rogue 1 he draws 2 battle destiny if not able to otherwise. Two is the larger number, thus you may draw 2 battle destiny.

## Participating In Battle

**All cards at the location where a battle takes place (whether present or not) is participating in that battle** (unless they are excluded). A card is considered to be participating in a battle as soon as the battle has been initiated, or as soon as that card is introduced to the battle location as long as that card is introduced before the power segment begins. Any card introduced after the power segment has begun is not participating. Even if the battle ends prematurely (or is canceled) the cards have still participated in a battle. Cards which participate in one battle may not normally participate in another battle during the same turn.

A card that fires a long-range weapon into a battle from another location is not participating in that battle for game purposes.

Any card which leaves the location of a battle immediately ceases participating in that battle.

## Participating In Battle -May Not Participate In Battle (Cannot Battle)

Some game actions may restrict a card, from participating in battle. A card that may not participate cannot contribute presence towards the initiation of a battle (nor can any cards on board it). If a battle is initiated at that card's location (because there are other cards that allow battle to be initiated), or a card is subject to a may not participate effect while participating in a battle, then that card is immediately excluded from that battle. See Excluded From Battle.

A card that may not participate in battle can still attack and be attacked by creatures.

## Participating In Battle - Excluded From Battle

Excluding a card from battle removes a card from participating in the current battle in progress. Cards that are excluded from battle are considered inactive for the duration of the battle (remember that when a card is inactive, then all cards deployed on and aboard it are inactive as well); however, being inactive will not cause objectives to flip (this is a specific exception to the rules). Inactive pilots and passengers will still occupy pilot/passenger capacity slots.

Only a card currently participating in a battle is a suitable target for an exclusion action (except for cards subjected to a "may not participate" condition). Inactive cards do not participate in battle (since they are not on table for such purposes); however, simply making a card inactive does not count as excluding it for the purposes of actions that prevent or are triggered by exclusion. Likewise, leaving table does not count as exclusion. Thus, while Obi-Wan's Cape (V) prevents him from being excluded, he can still be captured, missing, lost, taken into hand, or sent to the Used Pile.

## Participating In Battle - In Battle

This phrase is equivalent to participating in battle.

## Participating In Battle - In A Battle Together/In Battle With/Involved In The Same Battle

Two or more characters are "in a battle together" if they are participating in the same battle.

## Participating In Battle - During Battle

Abilities and actions that occur "during battle" can only be used if that card is participating in battle.

## Participating In Battle - Examples

Sergeant Wallen deploys as a react to a battle; he is participating in battle.

Panic deploys a starship to the system where a battle is taking place; the starship is participating in battle.

A battle destiny draw triggers Tauntaun Bones, allowing Light to deploy a character immediately for free. Since the power segment has begun, the character is not participating in the battle.

A captive is released during the damage segment of a battle after his escort is forfeited, moving to the Light side of the location. He is not participating in battle.

Luke is forfeited during battle; he immediately ceases participating in that battle. Old Ben is used to return him to the site; he is still not participating in the battle (because he returned after the power segment began).

## Participating In Battle - Excluded - Example 1

Leia With Blaster Rifle ("Adds one battle destiny if with Han.") and Han (V) are at the Battle Plains. Dark deploys Blizzard 1, and then General Veers aboard it. Light responds to the playing of Veers with Rebel Barrier ("Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn."). Dark now deploys Snoova and a Vibro-ax on him ("Target immediately excluded from battle if...").

Dark initiates battle; Veers is excluded as an automatic action (he is now inactive). Because there are no other pilots aboard Blizzard 1 is unpiloted for this battle. Dark takes the first action and targets Han with the ax, and wins the draw. Han is now excluded and thus inactive. Leia fires at Snoova and misses. With no further actions the power segment begins. Light gets 1 battle destiny for having four ability there, but does not add 1 for Leia being with Han (because Han is inactive and thus not there); his draw is 2 and total power is 5. Dark gets no destiny (Veers' ability is not applied because he's inactive) so his total is 7. Light loses 2 Force from hand to cover the battle damage. Dark loses Snoova to cover the attrition (he could have chosen Blizzard 1, which even unpiloted was still participating, which would have caused Veers to be lost as well. Veers couldn't be forfeited because he was inactive). With the damage segment completed the battle ends and Han and Veers are no longer inactive.

## Participating In Battle - Excluded - Example 2

Light has Weapons Display (V) on table ("Whenever opponent excludes any character(s) from battle, they lose 2 Force."). Dark plays Imperial Barrier on Luke, and Light battles. Luke will be excluded as an automatic action when the battle begins, and thus Dark loses 2 Force (his card excluded Luke).



**Participating In Battle - Excluded - Example 3**

Light has Weapons Display (V) on table. Dark has Maul piloting Maul's Sith Infiltrator at Kessel, and 'cloaks' (it doesn't participate in battles). A battle occurs there (Dark has other ships present); the ship is immediately excluded, becoming inactive. Maul also becomes inactive (because cards on an inactive card are also inactive), but no Force is lost to Weapons Display (V) because Maul is not excluded, just inactive.

**Participating In Battle - During Battle Example**

4-LOM ("Once during each battle, if present with Zuckuss, may use 1 Force to search any Used Pile and relocate one character there to the lost pile.") is present with Zuckuss at the Cantina. A battle occurs at Kessel. Dark cannot use 4-LOM's ability because he isn't participating in the battle at Kessel.

**Immune To Attrition**

Some characters, vehicles and starships are protected from varying levels of attrition (written as "immune to attrition < 5"). When forfeiting cards to satisfy attrition, you are not required to forfeit any card that has this immunity (unless the total attrition is greater than the card's immunity level).

At the start of the damage segment, check all cards that list immunity to attrition, and compare that to the current attrition against you. Any cards with an immunity number greater than that are unaffected by attrition this battle (you do not have to forfeit them); all others are affected. After this is done it cannot be changed for this battle (i.e., you can't recheck it again later if immunity or forfeit had changed, such as Luke Skywalker, Jedi Knight having his immunity increased when he's alone). An enclosed vehicle or starship with immunity to attrition protects itself and all cards aboard.

Immunity is not cumulative; thus, **if a card is granted immunity to attrition from more than one source, it benefits only from the highest such immunity.** Any card which is immune to attrition may still be voluntarily forfeited to satisfy attrition or battle damage.

**Immune To Attrition - Gaining And Losing**

Whenever an action or game text that grants immunity to attrition is in conflict with an action or game text that removes immunity to attrition, the removing action overrides the gaining action. For example, the Light Side player has Sometimes I Amaze Even Myself on table, causing all Imperials to lose their immunity to attrition. Thus a Stormtrooper alone at the (Dark Side) Yavin 4: Jungle still has no immunity. In a battle there, if the dark side plays Trooper Assault it will provide a power bonus to the Stormtrooper, but will not provide that trooper with any attrition immunity.

Remember that you cannot lose something that does not exist (see Implied Target Rule, Ch. 1), so you may not initiate an action that results in losing immunity to attrition if you do not have immunity.

**Immune To Attrition - Example 1**

Your Lord Vader and one Stormtrooper (forfeit = 2) are in a battle and the attrition against you is 4. You do not have to forfeit Vader because of his immunity to attrition < 6, but you must still satisfy as much attrition as possible; thus you must forfeit the Stormtrooper. (Because you forfeited all cards which were vulnerable to attrition, you may ignore the remaining attrition.) On the other hand, if the attrition against you is 6 or more, your Vader is no longer protected. In this instance, he would have to be forfeited — even if you forfeit the Stormtrooper first — because you do not have enough other cards available to satisfy all attrition against you. (You cannot forfeit the Stormtrooper and then compare Vader's immunity to the remaining unsatisfied attrition, because immunity is only applicable against total attrition as compared at the start of the damage segment.)

**Immune To Attrition - Example 2**

Daughter of Skywalker is Jedi Testing. She completes Size Matters Not, which grants her immunity to attrition < 3. However, her game text already provides her with immunity to attrition < 4, so it does nothing; the 4 is the value used. She completes It Is The Future You See, which provides immunity to attrition < 4; that too does nothing. She completes You Must Confront Vader, which provides immunity to attrition < 5. This is higher than the 4 of her game text, so she is now immune to attrition < 5.

**Immune To Attrition - Example 3**

The Emperor (V) is involved in a battle. Dark would like to play Force Lightning ("Emperor loses immunity to attrition and is defense value -2 for remainder of turn. Draw destiny. Target lost if destiny +1 > defense value.") but can't because this version of the Emperor has no immunity to attrition; losing immunity is part of the cost of this Interrupt. However, the next turn Dark deploys Vader's Cape on him ("Immune to attrition < 5. When in battle, adds 1 to each of your battle destiny draws."). Now he may use Force Lightning, because he has immunity that can be lost.

A few turns later, Light flips his objective to Sometimes I Amaze Even Myself. Since all Imperials now lose their immunity to attrition, the Emperor can no longer use Force Lightning; the canceling action supersedes the adding action.



## Attacks

Creatures do not participate in battles (and thus weapons cannot normally target a creature during a battle); instead, they participate in attacks. Attacks are like battles in some ways:

- You attack only during your battle phase
- You follow the steps of a battle (weapon segment, power segment, damage segment)
- Participating cards may fire weapons at the participating creature as if the attack were a battle
- Hit cards are lost during the damage segment
- No action that is forbidden during a battle may occur during an attack (e.g., no Elis Helrot)

There are some important differences:

- It is not a battle, so any action or condition related to battles does not apply
- Attacks do not create battle damage or attrition, and there is no forfeiting
- Attacks are free and do not require presence
- You may attack your own cards (in fact, you might be required to)

If during an attack all cards on one side of the attack are removed, the attack immediately ends.

Attacks are mandatory actions, optional actions, or automatic actions, depending on the type of attack.

- Whenever a creature is present with another creature (and they are not selective creatures that are members of the same species) they immediately attack each other as an automatic action.
- During your battle phase, your creature present with a potential target (these vary depending on the type of creature) must attack a potential target as a mandatory action - even if it's your own card that would be attacked. Each creature may participate in only one such attack per turn.
- During your battle phase, your characters, vehicles, and starships present with a creature (even your own) may attack that creature; this is an optional action (meaning you don't have to do it if you don't want to). You may initiate only one such attack per location during your battle phase.

### Attacks - Ferocity And Defense Value

Creatures do not have power, they have ferocity. If a creature has a variable ferocity, such as "3 + destiny," draw such destiny each time the creature participates in an attack, or when its ferocity is required by a card (e.g., Yaggle Gackle). Each creature also has its own defense value, such as "SLITHER 5" or "VICIOUS HOWL 3."

### Attacks - Attacking Outside Of Battle Phase

Occasionally, a card will permit a creature to initiate an attack (or be attacked) outside of the battle phase. When this happens, it still is treated as a normal attack, but it does not count towards the number of attacks that are performed by the attacker that turn (e.g., a Sarlaac attacking a captive using Great Pit Of Carkoon's text must still make its mandatory attack that turn).

## Attacks - The Steps Of An Attack

An Attack is an action, so it follows the normal rules of actions: meeting conditions, choosing targets, paying costs. Conditions are something that can attack being with something that can be attacked (obviously). Choosing target means first selecting a side of the Force (you or your opponent) that has a potential target, then randomly selecting one of their potential targets to attack; any other cards are excluded from the attack. The cost is free.

Once this is complete any automatic actions triggered by the attack occur, then any just actions may be initiated (with the opponent getting the first response, even if they're not actually participating in the attack). When there are no more responses, the **weapon segment** begins. This is handled just like the weapon segment of a battle, with the important differences kept in mind from the list on the left. A creature may be targeted by weapons during an attack (the normal rule that you cannot target your own cards with weapons does not apply in this instance; you may fire your weapon at your own creature). You may only fire a weapon at a creature if it states it targets creatures (many weapons have been errata'ed to reflect this; see. Ap. A). Only cards participating in an attack may fire weapons (no one else may use weapons, even long-range weapons, unless specifically permitted to, such as with Disarming Creature (V)) and may only fire at participating creatures. Even if the creature is hit by a weapon, the attack still continues.

When both players consecutively pass, the weapon segment ends, and the **power segment** occurs: compare the attackers total against the defenders total (including all applicable modifiers). If the attacker's total is greater, the attacker wins and the defender is defeated.

The **damage segment** then begins. If the defender is defeated, the appropriate action takes place (eaten, lost, relocated, etc.). Hit creatures are then lost. After that, the attack then ends.

The details of how attacks work will vary depending on who does the attacking; see the following entries for specific points.

### Attacks - Creatues Being Attacked

**Attackers:** All your characters, vehicles and starships there.

**Potential Targets:** Any creature.

Your cards with long-range weapons may fire into this type of attack (this is a specific exception to the rules).

**Attacker Total:** Total of all your power participating + all modifiers + a destiny draw (if they have four or more ability total)

**Defender Total:** Creature's Ferocity + Defense Value + all modifiers

If the creature was defeated, it will be lost unless another action intervenes.

**Attacks - Creatures Attacking**

There are three types of creatures: Parasites, Packhunters, and Ferocious Creatures (See Creatures, Ch. 9 for details on these types). While they attack differently, they are all still attacks for all purposes.

**Attacks - Ferocious Creatures Attacking**

**Attackers:** Your ferocious creature

**Potential Targets:** Creature Vehicles, Non-Droid characters who aren't on starships or vehicles (even open ones, such as Skiffs).

Ferocious creatures will attack inactive cards, such as captives or missing characters (inactive cards are active during the attack, then return to their inactive state afterwards, if they're still on the table). Each ferocious creature attacks separately.

**Attacker Total:** Creature's Ferocity + all modifiers

**Defender Total:** Defender's Power + a destiny draw (if they have four or more ability) + all modifiers.

Defeated targets are normally 'eaten' (lost), but they may have other things happen instead, depending on the attacker or other factors.

**Attacks - Packhunters Attacking**

**Attackers:** Your pack

**Potential Targets:** Creature Vehicles, Non-Droid characters who aren't on starships or vehicles (even open ones, such as Skiffs)

The pack will attack inactive cards; this functions the same as it does for ferocious creatures. Each member of the pack is a part of the attack, so all have performed their mandatory attack for the turn (and cannot attack like this again this turn).

**Attacker Total:** Lead creature's ferocity (including +1 for each member of the pack) + all modifiers

**Defenders Total:** Defender's Power + a destiny draw (if they have four or more ability) + all modifiers.

Defeated targets are 'eaten' (lost).

**Attacks - Parasites Attacking**

**Attackers:** Your parasite creature

**Potential Targets:** Stated on the creatures card, in the form of Parasite: X.

If the attack reaches the power segment, the parasite automatically wins. At the beginning of the damage segment, it attaches to the target (now called the "host") with whatever result is listed in its game text. If the creature was hit, it will be lost after it has attached.

**Attacks - Creatures Attacking Each Other**

This is a special kind of attack that does not follow these rules. If at any time at least two creatures are present together (and not the same kind of selective creature), they immediately attack each other; this is an automatic action.

Randomly select two creatures that can attack each other. Compare the total ferocity between the two creatures. The creature with the lower ferocity is 'eaten' (lost). If there is a tie, both creatures are lost. If after the attack, there are still more than two creatures present that can attack each other, repeat the process of creatures attacking each other until there are no longer creatures present that will attack each other.

**Attacks - Example 1**

Rebel Trooper (V) (with Blaster Rifle), Stormtrooper and One-Arm are together at the Echo Docking Bay. It is the dark side player's battle phase, so he is required to have One-Arm attack. This can occur any time during his battle phase (he can also choose not to initiate it, in which case when the battle phase ends it will happen as an automatic action; either way, One-Arm's attacking someone). Given this, he decides not to battle there, but let the Wampa try to eat the Rebel Trooper. To do this he declares that he's going to attack, which is free. He then chooses a side, light or dark (if he chose dark One-Arm would attack the Stormtrooper). He chooses light, so the target is randomly chosen from one of the potential targets light has (since there's only the Rebel Trooper, he's chosen).

After the attack begins and enters the weapon segment, Dark gets first action; he has nothing. Light gets the next action; he fires at One-Arm with the Blaster Rifle (he cannot fire at the Stormtrooper, because he is not participating in the attack). His total weapon destiny of 5 exceeds One-Arm's defense value (Roar 4). One-Arm is hit, and thus turned sideways (as hit cards always are during battle). Dark has no action, nor does Light, so the weapon segment ends and the power segment begins.

Dark's attack total is 3 (One-Arm's ferocity). Light's total is 1 (the power of his Rebel Trooper). He doesn't add a destiny to this because he doesn't have 4 ability in the attack. The Rebel Trooper's game text ("While present at a site and armed with a blaster rifle, forfeit +2 and draws one battle destiny if unable to otherwise.") doesn't apply either because this is not a battle destiny. The totals are thus compared, and Dark exceeds Light, so One-Arm wins and the Rebel Trooper is defeated. The damage segment now begins. Because the Rebel Trooper was defeated, he is now "eaten" (placed in the Lost Pile). One-Arm is then lost because he was hit. With no further actions necessary, the damage segment (and the attack) ends.

**Attacks - Example 2**

Han With Heavy Blaster Pistol, Princess Leia (V), Darth Vader and Bubo are all at the Yavin 4: Jungle. It is the Dark Side player's turn, so he is required to have Bubo perform an attack. He chooses to initiate an attack at the Jungle; he cannot choose for Bubo to attack the dark side because Bubo says he won't attack his characters, and without any creature vehicles he has no legal targets. Thus Dark selects the light side. The target is randomly selected between Leia and Han, with Leia being the result. The attack is free so no Force is played. The attack triggers no automatic actions, and neither player has a just action to perform, so the weapon segment begins. The Dark Side goes first, and passes. Han is there with a weapon, but because he is not participating in the attack he can't fire it. The Light Side has Nabrun Leids in hand, but can't use it to transport Leia away because Nabrun cannot be played during a battle (even though this is not a battle, cards forbidden during battles are forbidden during attacks too). Thus the Light Side also has nothing they can do and must pass. Two consecutive passes means the weapon segment ends and the power segment begins. Bubo has ferocity of 4. Leia has power of 3, but she also has ability of 4, which means she may add a destiny (note that her game text allows her to add a battle destiny with Han or Vader, but since this is an attack, this does nothing, because there is no battle destiny). The Light Side draws a 3, giving Leia a total power of 6. She is not defeated, so the damage segment begins and then immediately ends; both she and Bubo stay where they are.

The next turn the Light Side chooses to battle Vader there (note that Vader gets the benefit of the Jungle's text because Bubo is a creature and thus doesn't stop Vader from being alone). After the battle ends (no one has been lost), the Light Side chooses to initiate an attack against Bubo (characters, vehicles and starships may make one battle and one attack during their turn). Both Leia and Han are there, so both must participate. This is free. No automatic actions or just actions take place, so the weapon segment begins. The Light Side gets the first action, and Han fires at Bubo. Han draws a 3 and Bubo has a defense value of 5, so Bubo is not hit (though even if he had been, Bubo would remain until the damage segment). The Dark Side gets the next action and passes. The Light Side passes (Han cannot fire again because -like a battle- you can only fire weapons once during an attack unless specifically told otherwise). Thus the weapon segment ends and the power segment begins. The results are now checked: Han and Leia have a power of 7 between them, and get a destiny because of their 4 or more ability, so they draw a destiny of 3, for a total of 10. Bubo's ferocity and defense value total 9, so Bubo is defeated. The damage segment begins and Bubo is then lost.

**Attacks - Example 3**

The Light Side has Uutkik riding a Rogue Bantha at Tatooine: Docking Bay 327, and Senator Palpatine is present with them. The Dark Side has a Rancor there. The Dark Side must attack, so he chooses a side (Light, since it is the only one with legal targets available) and the targets are randomly chosen. The legal targets are Palpatine and the Bantha (Uutkik is on a vehicle and thus is safe from creature attacks). The result is Palpatine, and the attack is initiated for free. No automatic actions or just actions occur, and the weapon segment begins. The Dark Side passes. The Light Side plays Stay Here, Where It's Safe (it adds a destiny to power, which turns out to be a 4), leaving Palpatine with a power of 5. The Dark Side passes, as does the Light, and the weapon segment ends, beginning the power segment. The Rancor text indicates it has ferocity of 8+a destiny, which unfortunately is a 0, leaving Rancor with a total of 8. Palpatine has 4 ability, and so draws a destiny, getting a 3, leaving him also with a total of 8. Because the ferocity wasn't greater than the power (ties aren't good enough), Palpatine is safe for the moment. During his own battle phase, Light has the option of attacking the Rancor and chooses to do so (unlike a battle, there are no negative consequences if they fail, even though the odds are against them). The attack is initiated for free, and all the Light Side cards there are participating. There are no automatic actions or just actions, so the weapon segment begins. The Light Side gets the first action and plays another Stay Here, Where It's Safe on Palpatine (this time it's a 5) giving him a power of 6. The Dark Side player plays Yaggle Gakkle. The Bantha's landspeed + maneuver =3, and the Rancor's destiny added to 8 is more than that, so the Bantha is eaten and the Rancor's ferocity is increased by 2 (this is a separate act from the attack itself; it's caused by the Interrupt only). Neither side has another action; the weapon segment ends, beginning the power segment. Ferocity is again calculated (ferocity is always rechecked when it is needed). The destiny draw is a 4, so 8+4=12, plus the permanent +2 from Yaggle Gakkle makes a 14. The Light Side draws destiny and gets a 2, giving them a total of 9, not enough, the Rancor lives.

The Light Side draws during their draw phase, and during the Dark Side player's turn he uses Scanning Crew to look at Light's hand and sees Fallen Portal, which could spell trouble for his Rancor. Nevertheless, the Rancor must attack, so during the battle phase it does so; again Palpatine is chosen (Uutkik is no longer on a vehicle and thus was a potential target). It is initiated for free. There are no automatic actions, but there is a just action: Fallen Portal. The total destinies exceed the Rancor's defense value and it is lost, ending the attack before the weapon segment even starts.

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# Chapter 7 - Move Phase & Movement

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## Move Phase

*Fifth phase of each turn, in which you may move your characters, vehicles, starships, and other cards that are permitted to move.*

## Movement

There are three distinct types of movement defined for characters, creatures, starships, vehicles and mobile Death Star systems. They are regular moves; unlimited moves; and 'reacts'. Any form of relocation of cards during the game that is not a react, a regular move or an unlimited move is not considered movement, and therefore is not restricted by game conditions that restrict, modify, cancel or suspend movement.

Remember that a vehicle or starship that is unpiloted cannot move (see Starships - Unpiloted, Ch. 9). **Also remember that an astromech/nav computer is only required for a starship to use hyperspeed; all other forms of movement may be performed without one.** See Never - Location Restrictions, Ch. 1 for restrictions on where cards can move.

## React

See React, Ap. C.

## Movement - Regular

The following moves are regular moves for the card making the move action as long as the movement is not part of a 'react': using landspeed, using hyperspeed, moving between sectors (or sectors and the related system), using the movement text on a location, Docking Bay Transit, landing, taking off, shuttling, moving between a starship/vehicle card and the related starship/vehicle site, a Light side starfighter moving into the Death Star: Trench to start an Attack Run, moving a Death Star, moving starships to or from an orbiting Death Star, moving to start (or finish) a TIE Bombing Run. **A card is only permitted one regular move per turn. All regular moves occur during your move phase unless a card or rule says otherwise.** Some regular moves are permitted by rules, while others are allowed due to game text.

## Regular - Attack Runs

See Blown Away - Death Star, Ap. C.

## Regular - Bombing Runs

See Bombing Runs, Ap. C.

## Regular - Docking Bay Transit

Docking Bay Transit allows you to relocate any or all of your characters, vehicles, and any weapons that can be carried (such as Medium Repeating Blaster Cannon) as a group from one docking bay to any other docking bay on table (by the symbolic use of starships for hire) for an expenditure of Force as listed on the docking bay card(s). If a vehicle that has characters aboard moves using Docking Bay Transit, this is not considered a move for those characters aboard. See movement – carrying cards.

If a docking bay has no cost listed, docking bay transit is still possible, and the cost is considered zero (although the docking bay at the other end may modify this cost).

## Regular - Hyperspeed

A starship with an astromech or nav computer aboard may utilize its hyperspeed; additionally, Death Stars have (or may gain) hyperspeed. Using hyperspeed costs 1 Force and involves moving from the orbit of one system card to the orbit of another system card (you are not permitted to end your hyperspeed movement anywhere but at a system card). The limit is equal to the hyperspeed value for that card (so that a card with hyperspeed of 2 may move 0, 1, or 2 parsecs in either direction). **Moving 0 parsecs requires a hyperspeed > 0 and still requires an astromech or nav computer** (the exception is when moving between a Death Star and the system it is orbiting; see Regular - Mobile Systems - moving to or from a Death Star). See Regular - Mobile Systems - Moving Death Stars

## Regular - Landing And Taking Off

Your starfighter may "land" or "take off" by

- moving between a system location and a related exterior site
- moving between a sector and a related site (see Regular - Sector Movement)
- moving between a starship docking bay site and the system that starship is present at.

Landing and taking off costs 1 Force, unless landing or taking off at a Docking Bay, which is free. TIEs require docking bay facilities and may land only at docking bay sites. Landed starships are considered unpiloted (see Starship - Landed, Ch. 9). **If cloud sectors are deployed at that system, applicable starships may not land or take off directly between the system and its related sites** - they must "fly through" the cloud sectors first and may only land from or take off to the lowest-altitude cloud sector to/from a related exterior site. See Regular – Sector Movement - Clouds.



**Regular - Landspeed**

A character, creature or vehicle may use its landspeed to traverse adjacent site locations (vehicles may only traverse exterior sites) as a regular move for an expenditure of 1 Force. While vehicles have their landspeed indicated on their card, characters and creatures have a landspeed of 1, unless stated otherwise. A card's landspeed indicates how many adjacent sites that card may move (at most as a single move). Thus a vehicle with a landspeed of two may move up to two exterior sites in one move.

It should be noted that some locations require extra landspeed to move to or from (for example, the Tatooine: Desert) and this will reduce the landspeed "range" of cards moving from/to/through it by that amount. When using landspeed, a character, creature or vehicle may not reverse direction, and once stopped, that regular move is considered completed. See also Movement - moving through locations.

**Regular - Mobile System - Moving Death Stars**

Death Stars (Death Star and Death Star II) are permitted only one form of movement: using hyperspeed. The hyperspeed of the original Death Star is defined in its game text (or by other cards), while that of Death Star II is defined by That Thing's Operational. Death Stars follow the normal rules of hyperspeed (see Regular - Hyperspeed), except they do not need a nav computer or astromech. In addition, Death Stars are also permitted to move into "deep space;" that is, they do not have to finish in orbit around a system. Whenever a Death Star moves, state at what parsec it will be and whether it is in deep space or in orbit around one of the system locations at that parsec. When a Death Star moves, it carries with it all cards that are at the Death Star's location. Death Stars are not starships, they're mobile systems, and thus are unaffected by cards that cancel, modify, or otherwise affect hyperspeed (unless they specifically indicate otherwise).

**Regular - Mobile System - Moving To Or From A Death Star**

Because the Death Stars are systems, a starship may move to or from a Death Star using the normal hyperspeed rules (even when the Death Star is in deep space). In addition, a starship may move from a Death Star to a planet the Death Star is orbiting (or vice versa) for 1 Force without using hyperspeed (meaning that if it in some way is prevented from using its hyperspeed, or has no hyperspeed at all, it may still make this move).

**Death Star Movement - Examples**

The Death Star is in deep space at parsec 4 and has hyperspeed=1. There is an X-Wing at Yavin 4 (parsec 4) and a TIE fighter at Hoth (parsec 5). The dark side uses hyperspeed to move the Death Star to parsec 5 (which costs 1 Force, per the hyperspeed rules); the player may choose deep space again or to orbit Hoth. He chooses to orbit Hoth. Even though the TIE fighter has no hyperspeed, it may move to the Death Star because the Death Star is in orbit around the same system. The next turn the dark side player uses the hyperspeed to move the Death Star 0 parsecs and chooses deep space (the Death Star is no longer orbiting Hoth but is still at parsec 5); the TIE must go with it. The TIE may no longer move back to Hoth because they're no longer in orbit there and it has no hyperspeed. However, the X-Wing may move to the Death Star because even though it's in deep space, it is within the X-Wing's hyperspeed of 4. On a later turn, the X-Wing may move from the Death Star to Hoth using its hyperspeed as normal.

**Regular - Sector Movement**

Starships may move to and from asteroid sectors. Starfighters and certain vehicles (patrol craft, shuttle vehicles, and cloud cars) with landspeed > 0 may move to cloud sectors. Such movement costs 1 Force. You may perform any of the following moves:

- from the system to the nearest related sector or vice versa.
- from a sector to any adjacent sector (starfighters -and cards that move like starfighters - may move up to two sectors per move).
- Take off or land (either by moving between the Big One site and Big One sector or the lowest-altitude cloud sector and a related exterior site). (see Regular - Landing And Taking Off)

**It should be noted that Death Star II sectors work differently. For movement at those sectors, see Blown Away - Death Star II, Ap. C.**

**Regular - Shuttling**

Your character or vehicle may shuttle from an exterior site to your capital starship at the related system (or vice versa) for 1 Force. Characters may also be carried aboard a vehicle as it shuttles (see Movement - carrying cards). The cost of shuttling is cumulatively increased by 1 for each cloud sector between the planet system and its related sites.

A shuttle vehicle like the Bespin Motors Void Spider or the T-16 Skyhopper can shuttle characters to or from any starship (even a starfighter, they are specially equipped to deal with smaller starships) at the related system. In this case, this is considered to be a regular move for the character and the shuttle vehicle. This movement is free (and unaffected by intervening cloud sectors). The vehicle conceptually makes a round trip, and thus remains at the site. See Vehicles - shuttle vehicle, Ch. 9.

**Regular - Starship And Vehicle Sites**

You may move your cards to or from a starship or vehicle card (or its location) and a related starship/vehicle site. This movement is free for you. You may perform any of the following moves:

- Moving between the starship/vehicle site and the related starship/vehicle card (capacity permitting)
- Moving between a vehicle site and the starship card that vehicle is aboard.
- Moving between the vehicle site and the location the related vehicle is present at (This is the only one of these moves your opponent may use. Follow the cost listed on the vehicle site).

**Regular - Using The Movement Text On A Location Card**

Many locations allow one or more cards to utilize special movement between specific sites. For example: Light Side Tatooine: Mos Eisley, the Cloud City: Upper Plaza Walkway or the Endor: Back Door. These are all considered regular moves (unless they are listed as a 'react'), and the cost, timing and conditions of these moves are specified on the location cards in question (for example, Mos Eisley allows the movement to occur for free and during your control phase).

**Regular Moves - Examples**

The Executor is on table (at Hoth), along with the Excutor sites Comm Station, Main Corridor, Control Room, Holothatre, Meditation Chamber, and Docking Bay (in that order). Stormtrooper, Chief Bast, TIE Fighter, Corporal Drazin, Admiral Ozzel, and a Lift Tube (with Captain Piett on board) are all at the Docking Bay. Black 2 (with DS-61-2 as pilot) is at Hoth. It is the dark side player's move phase, and he does the following:

- The Stormtrooper moves to the Meditation Chamber using his landspeed of 1, which costs 1 Force.
- Chief Bast moves to Yavin 4: Docking Bay using Docking Bay transit, which is free (by the docking bay's game text), though he still cannot make another regular move this turn (the free means there's no cost for the movement, not that it doesn't count as a regular move).
- The TIE Fighter takes off from the Docking Bay to Hoth. This is free (normally it would be 1 Force, but taking off from a docking bay is always free). Like Bast, it cannot make another regular move this turn.
- Admiral Ozzel moves to the "bridge" of the Executor (meaning that he moves to the Executor starship card). This is moving from a starship site, so it's free (but still counts as a regular move for Ozzel).
- Corporal Drazin uses the movement text of Main Corridor ("During your move phase, you may move free between here and Executor or any Executor site."). It's free (by the site's text) but again still counts as a regular move for Drazin.
- The Lift Tube uses its landspeed to move; it can move 1, 2, or 3 sites away, so it moves to the Control Room. This costs 1 Force. Piett is automatically moved with it (for free), and because he was carried, he hasn't actually moved as far as the rules are concerned. He can still make a regular move, but the Lift Tube can't.
- Black 2 lands at the Executor: Docking Bay. This is free (because it's a docking bay, otherwise it would cost 1 Force), though Black 2 cannot perform another regular move. However, DS-61-2 was carried like Piett had been, so he hasn't performed a move. He disembarks from his ship and performs his own regular move, moving to the bridge of the Executor as Ozzel had done (for free, as a regular move).

## Movement - Unlimited

The following moves are unlimited moves: embarking, disembarking, moving between docked starships, moving between pilot/passenger capacity slots, relocating cards between locations, prisoner transfers. Cards may perform any number of unlimited moves. If a card or rule specifically states that what is normally an unlimited move is a regular move, it is conducted as normal, except that it counts towards the number of regular moves a card may make per turn.

### Unlimited - Embarking And Disembarking

Certain cards may embark (move onto) or disembark (move off of) other non-location cards. This movement is free. A card that has embarked on another card is being carried (see carrying). The following forms of embarking and disembarking are allowed (capacity permitting):

- moving your character or vehicle between your vehicle (or landed starship) and the site it is present at.
- moving your starship between a carrying starship's cargo hold and the system that carrying starship is present at.
- moving a character between Luke's Backpack and the site Luke's Backpack is present at.
- moving a character between a starship or vehicle in the cargo hold of a carrying starship to the "bridge" of the carrying starship.

See React, Ap. C.

### Unlimited - Escaping Death Star II

See Blown Away - Death Star II, Ap. C.

### Unlimited - Moving Between Capacity Slots

During your deploy phase and your move phase, you may 'move' any character aboard your starship, combat vehicle or shuttle vehicle from a pilot capacity slot to a passenger capacity slot or vice versa (capacity permitting). See Starships - pilot, Ch. 9. Similarly, anytime during your deploy or move phase you may designate any character aboard your transport vehicle as the driver or as a passenger. If a slot may be used for multiple purposes, you may also change it at this time (such as designating a filled pilot/passenger slot in a Y-Wing as a pilot or a passenger). This movement is free.

### Unlimited - Moving Between Docked Starships

During your move phase, you may "dock" two of your starships present at the same system or sector with the intention of moving cargo or personnel back and forth between the two. This movement can only be performed if at least one of the starships has "ship-docking capability" and at least one of the starships is being piloted. For 1 Force your two starships dock, relocate any number of characters, vehicles or starships between the two docked starships (capacity permitting), and then undock. Characters moved must be pilots or passengers moving from (or to) the 'bridge'. Starships or vehicles moved can only move between the starships

"cargo" capacity. No characters, vehicles or starships can be moved to or from starship sites in this way. This is considered movement for the starships only, not the cards that are transferred.

### Unlimited - Prisoner Transfers

During the Dark Side's move phase, that player may perform any of the following "prisoner transfers." These are unlimited moves for both the escort and the captive (See Capturing Characters, Ap. C) and are free:

- An escort present at a prison may transfer (deliver) its captive to that prison. Place that captive face-up below the prison. That captive is 'delivered' and is 'imprisoned'.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.
- An escort present at any site may leave a frozen captive he is escorting at that site. That frozen character is now "unattended" and is no longer considered to be escorted.
- An unattended frozen captive may be taken into custody by any Dark Side bounty hunter or Dark Side warrior present.

Remember that since prisoner transfers are movement, a captive that cannot move may not undergo any type of prisoner transfer

### Unlimited - Relocating Cards Between Locations

Some cards initiate actions that will allow (or force) a character to relocate from one location to another location. For example, Nabrun Leids moves a group of characters from one location to another, Trap Door will relocate a character from the Audience Chamber to the Rancor Pit, and Path Of Least Resistance allows a character to move between interior mobile sites when played. All of these relocations are considered to be unlimited moves, meaning that the card is considered to be moving, thus a card which cannot move is not permitted to perform this type of relocation. If a card is relocated but does not change actual locations, then it is not considered to have performed any move. For example, sending your spy undercover relocates your card from your side of the table to the opponent's side of the table, but this is not changing locations so is not considered to be movement. Similarly, forfeiting a character from a battle to the Lost Pile does not move that card from one location to another, nor does putting a character on Bacta Tank or Weather Vane; none of these are considered to be any type of movement. It should be noted that a card being carried aboard another card is not considered to be moving. See movement – carrying cards.

The timing of relocation is stated on the card allowing the movement (such as the control phase for Lando System). If no timing is given, it can be performed at any time as a top level action (Elis Helrot). If the relocation does not specify the destination (or what kind of destination it must be) it may be to any location (barring restrictions on movement or relocation, such as the Trench or Dagobah). If a card gives no cost for the movement, that movement is considered free.

**Regular Moves And Unlimited Moves - Examples**

Home One (with Luke Skywalker, Jedi Knight, Red 5, and Millennium Falcon on board) and a Red Squadron X-Wing are at Yavin 4, Red Leader In Red 1 is at the uppermost cloud sector at Yavin, the Death Star is at Parsec 4 (in deep space) with Bright Hope piloted by Pops, and the Trench is there with Attack Run. Han Solo is at the Death Star: Docking Bay 327. Gold 1 and Gold 5 are both at the Home One: Docking Bay, and Dutch is at Home One: War Room. During Light's control phase he uses S-Foils ("...until beginning of your next turn, each of your X-wings and B-wings is power +2 and hyperspeed = 0...").

Light performs the following moves:

- Red Leader In Red 1 uses cloud sector movement to move from the upper cloud sector to Yavin 4 (for 1 Force). Having performed a regular move, he cannot perform any more, though he can still perform any number of unlimited moves. He embarks (for free) onto Home One (to the cargo bay).
- Red Squadron X-Wing needs to get to the Death Star for the Attack Run, but it has hyperspeed=0 from S-Foils. Because of this it cannot use its hyperspeed to move to the Death Star, because even though the difference between Yavin 4 and the Death Star's parsec is 0, you need hyperspeed greater than 0 to use hyperspeed. Instead the X-Wing embarks on Home One as well.
- Home One uses its hyperspeed to move to the Death Star (it has a nav computer and sufficient hyperspeed) for 1 Force. All the cards on it are carried with it.
- Luke embarks on Red 5 by moving from the bridge to the cargo hold (this is free). Red 5 then disembarks (for free) to the system (the Death Star).
- Han shuttles from his docking bay to Home One (for 1 Force), which is a regular move. He's now at the bridge. Han then embarks on the Falcon (moving to the cargo bay), and the Falcon disembarks (both moves are unlimited and free).
- Dutch uses his landspeed (1 Force) to move from the War Room to the docking bay (regular move). He embarks on Gold 1 (unlimited move). Gold 1 then takes off to the Death Star (a regular move for the fighter; Dutch is carried by it) for free.
- For 1 Force, Bright Hope and Home One dock and Pops moves over to Home One (unlimited move for the ships and Pops). Pops then moves to the Home One: Docking Bay for 1 Force (regular move). He embarks on Gold 5, and the ship then takes off to the Death Star for free.
- Red Leader In Red 1 and Red Squadron X-Wing both disembark from Home One (unlimited moves).
- Light makes an Attack Run (Red 5 has Proton Torpedoes) which is a regular move. Red 5, Red Squadron X-Wing, and Millennium Falcon move into the Trench (for free). No other ships may do so; Gold 1, Gold 5, and Red 1 have all made regular moves already, Home One is not a starfighter, nor is Bright

Hope (even though it may move like a starfighter, it still cannot be targeted as if one, even by Attack Run).

- The three starfighters return to the Death Star system after the destiny draws (this is free and unlimited). The destiny draws failed so the Death Star is still there.
- Red 5 embarks on Home One. Luke disembarks from Red 5 and heads to the bridge (both unlimited moves).
- Luke moves to the War Room for 1 Force (he himself hasn't made a regular move yet).

Light plays Nabrun Leids targeting Luke at the War Room; the cost listed on the card is paid and Luke is relocated to Endor: Back Door. This is an unlimited move (relocating a card between locations).

**Movement - but may move elsewhere**

Cards with deployment restrictions such as "deploys only on Hoth" are generally allowed to move elsewhere unless otherwise specified; thus, this redundant phrase is no longer used on cards and can be ignored.

**Movement - cannot move**

The phrase "cannot move" means that a card cannot make any regular move, unlimited move, or 'react'. See Movement. This does not stop a card from being "carried." See Movement – carrying cards. When an action attempts to move a group of cards, and one or some of those cards cannot move, the action is not canceled; simply move all cards in the group that are able to move.

**cannot be moved/may not be moved/may not move**  
These phrases are all synonymous with "cannot move."

**Movement - carrying cards**

Many cards can "carry" other cards, such as starships and vehicles, a bounty hunter escorting a captive or even Luke carrying Yoda in Luke's Backpack. When the carrying card performs a permitted move, all carried cards are relocated with it. This is not considered to be movement for the carried card. Thus a card that cannot move is not restricted from being carried. Note that a character "carrying" another character (such as escorting a captive) cannot move aboard a vehicle or starship unless there is sufficient capacity for the carrying character and the carried character. See Starships - Capacity, Ch. 9.

Whenever one card is carrying another, indicate this by placing the carried card underneath the carrying card.



**Movement - costs +X to move/moves for free**

Anything that modifies the cost of movement or allows movement for free (and does not specify what type of movement it is modifying) affects all forms of movement. Modifiers that apply to movement to or away does not count movement where the location doesn't change, such as moving cargo between docked starships. Any change to movement cost applies only to the applicable cards; all other cards travel normally. Keep in mind that "free" cannot be modified, thus movement that is free is always free. When moving cards as a group (such as with Nabrun Leids) with differing movement costs, apply the highest movement cost of that group.

For example, Lirin Car'n adds to the cost of characters to move to his location, thus using landspeed, shuttling, docking bay transit, and using the movement text of a location. However, if the docking bay transit were free, or if a shuttle vehicle was performing the shuttling, the movement would remain free; likewise, anyone who is moving away moves as normal, and a character being carried to the site has nothing to worry about (carrying isn't movement).

**Movement - if within range**

When a card uses landspeed or hyperspeed, it must always move within its own range unless specifically stated otherwise; thus this redundant phrase is no longer used on cards and can be ignored.

**Movement - move away**

For a character to "move away" (by cards such as Obi-Wan Kenobi, Move Along..., Neb Dulo, Dodge), that character must use personal landspeed (although that character must disembark from a vehicle or landed starship first).

For a vehicle to move away (Keep Your Eyes Open, Hyper Escape), that vehicle must move using landspeed, or any regular sector movement.

For a starship to move away (Keep Your Eyes Open, Hit And Run, Hyper Escape), that starship must move away using hyperspeed, or any regular sector movement.

**A card cannot be targeted by any action that includes moving away (or relocating to an adjacent site) if there is no legal location to move to.** For example, if a duel is initiated against a Jedi, What Was It? cannot be deployed to cancel the duel if there are no adjacent sites. If such an action is performed and a card is not able to move for some reason, follow the stated results on the card (if none are provided, the movement text is simply ignored).

**Movement - moves like a character**

Cards which move like a character are not characters, but may move like characters utilizing a landspeed of 1, docking bay transit, embarking, disembarking, moving between docked starships and shuttling where appropriate. These cards do not take up passenger capacity. These cards may not be moved or affected by other cards which work on characters (e.g., they cannot be transported with Nabrun Leids).

**Movement - moves like a starfighter**

Cards that move like a starfighter, whether by rule (squadrons) or game text (Hound's Tooth, Mynock) obey all movement rules for a starfighter. Nevertheless, they are not starfighters and may not be targeted as such (e.g., Mynock may move at cloud sectors like a starfighter, but may not embark on Home One because it does not have capacity for creatures).

**Movement - moving through locations**

A character, vehicle etc. moving 'through' (or across) a location (a landspeed > 1) is considered to be at that location as it passes through it. This can trigger automatic actions (for example, an Utinni Effect) and can satisfy conditions (for example, control of a location). If any of these triggered actions or conditions force the vehicle to stop (for example, a Sandwhirl makes the skiff driver go missing), the movement ends at that location. It should be noted that new (non-automatic) actions may not be initiated until the movement action is finished. For example, a Dark Side player can only play The Circle Is Now Complete if Vader ends his movement at Obi-Wan's location, not if Vader simply "passes" Obi-Wan.

**Movement - never deploys or moves**

See Never, Ch. 1.

**Movement At A Glance**

Attack Run (Dk Starships)	Unlimited	Free
Attack Run (Lt Starships)	Regular	Free
Between Capacity Slots	Unlimited	Free
Bombing Run (from site)	Regular	Free
Bombing Run (to site)	Regular	1 Force*
Dock Starships	Unlimited	1 Force
Docking Bay Transit	Regular	See Card
DS II Sectors (Entering)	Regular	1 Force
DS II Sectors (Escaping)	Unlimited	Free
Embarking/Disembarking	Unlimited	Free
Hyperspeed	Regular	1 Force
Landing/Taking Off	Regular	1 Force†
Landspeed	Regular	1 Force
Location Text	Regular	See Card
Moving to Death Star	Regular	1 Force
Prisoner Transfer	Unlimited	Free
Relocation	Unlimited	See Card
Sector Movement	Regular	1 Force
Shuttling	Regular	1 Force‡
Starship/Vehicle Sites	Regular	Free (for you)

\* +1 for each cloud sector

† free to a docking bay

‡ free with a shuttle vehicle

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# Chapter 8 - Draw Phase & End Of Turn

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## Draw Phase

*Sixth and final phase of your turn, in which you may draw cards off your Force Pile and then complete your turn.*

You may draw cards and perform other draw phase actions at this time. When you have finished drawing, re-circulate your Used Pile under your Reserve Deck (your opponent must do the same). Then inform your opponent that your turn is over (such as by saying "The Force is with you!").

### Drawing Cards

*Taking any number of cards, one at a time, from your Force Pile into your hand.*

Drawing each card during your draw phase is a separate action, which means that you may draw, perform another action, and then continue drawing if you wish. There is no limit to the size of your hand. (You also may want to leave some cards in your Force Pile; these can be expended to do such things as reacting and playing Interrupts during your opponent's turn.) Drawing is optional, unless required by a card, in which case you must draw that amount (or as much as possible). By default you draw from your Force Pile, though you may be instructed to draw from another deck or pile.

## End Of Turn

The "end of the turn" is after both players have re-circulated their Used Piles (during the draw phase, not after re-circulation due to any game text or card). For issues of timing, assume that it is still the turn of the player's whose turn just ended (so if it is the end of the light side player's turn, treat it as if it were the light side player's turn for any relevant point).

Any mandatory and automatic actions are now initiated and resolve normally as automatic actions. Any optional end of turn actions may then be initiated (the player whose turn it just was gets the first chance to initiate an optional "end of turn" action, and players then take turns). For example, losing Force to Frostbite must occur before a player can perform an optional action like using 2 Force to remove cards from their Political Effects, as shown on My Lord, Is That Legal? / I Will Make It Legal. See also Start Of Turn, Ch. 3. Only end of turn actions (or valid responses) may be played at this time - no other actions are legal. **Once players have no end of turn actions to play or resolve, that turn ends.** The next player's turn immediately begins with their start of turn; there is no time between turns for things to happen.

## Until End Of Turn

Actions which last "until end of turn" cease during the end of turn. This is treated as automatic actions and thus are resolved accordingly. For example, if Trooper Assault has made Stormtrooper power +2 until end of turn, then one of the automatic actions taking place at the end of that turn is his power restoring to normal. As they are automatic actions, they can happen in any order the player whose turn just ended chooses, but they must occur before any optional actions take place. Remember that these actions may cause changes relevant to this end of turn period. For example, if a maintenance card has its game text canceled until end of turn, then its game text will be restored during this time. Since its maintenance cost hasn't been paid yet, it must still be paid before any optional end of turn actions occur (see Icons - Maintenance Costs, Ch. 9).

**Drawing, Draw Phase, And End of Turn - Examples**

It's the dark side's draw phase and he has six cards in his Force Pile. He draws the first -Darth Vader- into hand. He then draws the second -Imperial Command- into hand. He draws the third, which is another Imperial Command. Because Imperial Command is a unique card he can only play one per turn, so he stops drawing for the moment to play one of them to take an admiral into hand from his Reserve Deck; this way he can take a second admiral into hand during his opponent's turn. Having done this, he chooses to draw the fourth card -Avenger- into hand. He decides to stop at this point, saving those two Force in case he needs to use it during his opponent's turn. He re-circulates his Used Pile by placing it under his Reserve Deck; Light does the same. He then announces it's the end of his turn. It's now the light side player's turn, and he activates, goes through his control phase, and reaches his deploy phase. He deploys Deneb Both ("When deployed, draw up to 2 cards from top of Reserve Deck."). By its phrasing, this draw is mandatory, so Light must draw up to 2 cards (remember that "up to X" means at least 1, so he cannot say he will draw 0 cards). It also comes from the Reserve Deck rather than the Force Pile; he draws 2 cards. One is an Ishi Tib, the other is Chewie, Enraged; both are deployed to Deneb's site.

When Light's draw phase arrives he has five cards in his Force Pile. He draws the first, another Deneb, which he has no use for. However, Ishi Tib ("During your draw phase, may place one card from your hand on bottom of Used Pile to draw a card from Reserve Deck.") lets him use it to draw another card, although from Reserve Deck rather than Force Pile. It's a card he doesn't need, but he can't use Ishi Tib again because of the One Rule (the action was singular and a timeframe was mentioned). Grudgingly he goes back to drawing off his Force Pile and takes one more card. After this he re-circulates by placing his Used Pile under his Reserve Deck; Dark does the same. Light announces it's the end of his turn, and now the end of turn events happen, which includes Chewie's maintenance cost. Paying maintenance costs is mandatory and thus is resolved as an automatic action; Light chooses to use 2 Force to keep Chewie in play. Dark had forgotten to use his Imperial Command until now, and unfortunately he still can't play it; only end of turn actions or responses may take place at this time, so he'll have to use it during his own turn. With no more end of turn actions it proceeds immediately to the dark side player's turn - note that there are two cards on Light's Used Pile; he does not re-circulate again even though there are cards there; they will be re-circulated at the end of the dark side player's turn.

**End of Turn - Examples**

Dark is playing Hunt Down And Destroy The Jedi versus Light's Plead My Case To The Senate. Both have flipped their objectives. Light has placed Senator Palpatine on the Political Effect card I Will Not Defer, and both Darth Vader and Blizzard 4 are at the Yavin 4: Docking Bay. It's the dark side player's turn, during which he had played Sense, which Light had grabbed using Grappling Hook (making Sense unique). Dark still has Visage Of The Emperor ("At the end of each player's turn, each player must lose 1 Force.") on table. It is now the end of Dark's turn, and both players re-circulate. There are two mandatory end of turn actions: the Force loss from Visage Of The Emperor, and the maintenance cost of Blizzard 4, which are then treated as competing automatic actions. Since it's the end of the dark side player's turn it is treated as if it were his turn for all purposes, so he may choose which order for these events to occur in. He chooses to pay for Blizzard 4 first, using 1 Force and placing it on his empty Used Pile. Now the Force loss from Visage happens; Dark loses nothing because his objective protects him, so only Light loses Force.

Light has three cards in hand: It's A Hit!, It Could Be Worse, and Transmission Terminated. Transmission Terminated can cancel holograms, but that cannot occur at this time because it's not a valid end of turn action. However, Light is about to lose Force, and thus can play It Could Be Worse now, because responses may still be played. He does so, using 1 Force (which goes on his empty Used Pile. Dark plays It's Worse to cancel it; responses don't have to be to end of turn actions, they may play out normally. Light plays It's A Hit! to cancel It's Worse. Dark has a Sense in hand, but unfortunately he can't play it because Sense is now unique and he played a copy during his turn (it is still treated as if it were his turn for all purposes, including card uniqueness). Dark has no more responses, so It's Worse is canceled, It Could Be Worse goes through, and the loss from Visage Of The Emperor is thus canceled.

With no more mandatory actions, optional end of turn actions may now be initiated. Since it was the dark side player's turn, he may take the first action; he passes (he has no legal end of turn actions he can perform). Light uses 2 Force to take Senator Palpatine off his Political Effect and place him on the Used Pile. Dark passes, Light passes, so now that start of the light side player's turn begins. Dark has 1 card in his Used Pile, Light has 5 (the 1 used to pay for It Could Be Worse, It Could Be Worse, the 2 used to pay for moving Palpatine, and Palpatine himself). Those cards will continue to remain there until they are re-circulated at the end of Light's turn.

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# Chapter 9 - The Cards - Attributes, Types & Icons

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## Card Attributes

### Unique, Restricted, & Non-Unique

A card may have dots (•) or diamond symbols (◇) next to their title. This is a reflection of a card's uniqueness. If a card is unique (•) or restricted (e.g., ••), the number of dots restricts: (a) the number of cards of that title that are allowed on table at any given time, and (b) the number of cards of that title that may be played or deployed each turn (even if one is canceled, returned to hand, if it has already resolved and been placed in the Used Pile or Lost Pile, etc). Some unique or restricted cards are available to both sides of the Force (such as •Ice Storm), but this restriction is still applicable, regardless of the fact that it is being played by a different player.

Some cards have one or more diamond (◇) symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on table at any given system (whether on the system itself or at a related location). There is no limitation on the number of systems where such a card may be used. For example, the ◇◇◇Asteroid Field card has three diamonds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system. A starship with ◇ uniqueness may not be deployed to a location where another copy of that ◇ starship already exists, and may not move to the same location as another copy of that ◇ starship.

If a condition that allows a unique or restricted card to legally be on table in excess of its normal on table limit is later removed, then all extra copies of that card are placed in the owner's Used Pile (owner's choice as to which copies are removed). For example, the character card Kalit allows multiple copies of Jawa Siestas to be on table at once. If Kalit is lost (or has his game text canceled, or is missing, etc.), with three Jawa Siestas on table, they are returned to being unique (as Kalit's game text is continuous only while he is on table). The owner of the Jawa Siestas then decides which two copies of Jawa Siestas to place in the owner's Used Pile. It should be noted that this rule does not affect the jurisdiction of Tournament Directors in the handling of illegal misplays.

Any card with no dots or with two or more dots (••) is non-unique.

### Game Text

*Game play information in the large text block located at the bottom of each card (or on each side of a location card).*

### Icons

See the section titled Icons later in this chapter.

### Title

*Name identifying a card.*

### Title - Identical Cards

Some cards look for identical cards, such as Monnok ("All cards opponent has two or more of in hand are lost.") or Abyss ("If a unique (•) card is drawn for destiny and a duplicate is on table, destiny card is lost (destiny = 0). If duplicated card is a character, it loses immunity to attrition for rest of turn and player must lose 2 Force or lose that character."). Any such card looks solely at the titles of cards; anything else is ignored. Thus Boba Fett from Cloud City and Boba Fett from Special Edition are the same, even though they have different pictures, expansion icons, game text, etc. They do not even have to be on the same side (Dark Side Ice Storm is considered the same as Light Side Ice Storm).

However, if two cards do not have identical titles, then they are not considered the same card.

For example, if you draw Lando Calrissian as destiny and your opponent has Lando Calrissian on table, your destiny is zero and your Lando is lost. Your opponent's Lando has no immunity to attrition for the remainder of the turn, and your opponent must either lose 2 Force or lose his own Lando. However, if General Calrissian is drawn in the same situation, the Lando Calrissian on table is fine because they are two different cards (even though they're both personas of Lando).

### Lore

This text, appearing on many card types, presents background information about the characters, starships, weapons etc. in the Star Wars universe. Lore sometimes contains terms that are relevant to game play.

### Card Type

Card type is always defined by the icon in the upper left hand corner of a card. See the following pages for detailed information on the various card types.

### Subtype

In addition to a card type, many cards have a subtype, whether it is a common game type (Mobile Effect, Used Interrupt) or one specific or even unique to a particular model of some object (TIE, protocol droid, cruiser). Subtypes are located under the image on vehicles, starships, weapons, Effects, and Interrupts and is located in the right box under the picture on droids. Some subtypes contain more than one item (e.g., Blizzard 2 has the subtype Combat Vehicle and AT-AT). If a reference is made to any part of the subtype, then it is applying to that card (e.g., Hound's Tooth [Modified Corellian Freighter] and Millennium Falcon [Modified Light Freighter] can both be targeted by cards that target freighters).



**Power**

*An attribute of characters, vehicles and starships that represents their overall 'strength' (conceptually representing experience, training, tactical skill, built-in weaponry etc.).*

**Deploy Cost**

*The amount of Force required to be used in order to deploy a card. If a card that deploys does not have a deploy cost box, does not list a deploy cost in its game text and has not been given a cost by some other game function, that card is 'free' to deploy. (It may have other requirements, however.).*

**Forfeit Value**

*Number on a card representing the amount of attrition and/or battle damage that may be satisfied by losing that card during a battle.*

**Hyperspeed**

*Maximum number of parsecs a piloted starship with hyperdrive and a nav computer can move each turn.*

**Landspeed**

*Maximum number of adjacent sites a character, creature or vehicle can travel each turn. Characters and creatures by default have a landspeed of 1.*

**Politics/Influence**

See Senate/Imperial Council, Ap. C

**Ability**

*An attribute of characters, creature vehicles and cards with permanent pilots that represents their capability to use the Force.*

**Armor**

*An attribute generally used on capital starships, large vehicles and a few special characters as an indicator of resistance to weapon fire and other potential threats. Game text which specifically targets "armor" does not also affect maneuver; however, game text which targets "armor or maneuver" refers to whichever of those attributes occurs on the affected card.*

**Maneuver**

*An attribute generally used on starfighters, small vehicles and a few special characters as an indicator of how well it can evade weapon fire and other potential threats. Game text which specifically targets "maneuver" does not also affect armor; however, game text which targets "maneuver or armor" refers to whichever of those attributes occurs on the affected card.*

**Defense Value**

*A collective term which refers to the various attributes often used when cards are targeted by weapons. A character's defense value is its ability, armor, or maneuver - whichever is higher. (Unarmored droids without maneuver have a defense value of zero.) A vehicle or starship's defense value is its armor or maneuver. A creature's defense value is indicated by a term that is unique to that creature, such as scales, slither, vicious howl etc. Occasionally, a weapon will be able to target some other kind of card (such as a seeker or artillery weapon). In that case, the card itself will provide a defense value to be used.*

Defense value is always dependent upon the armor, maneuver, or ability of the card it is based on, but the reverse is not true. For example, if a card increases the maneuver of Red 5, the defense value will reflect that change. However, if a card increased Red 5's defense value, it does not increase Red 5's maneuver.

**Characteristics**

See Ap. D

**Owner**

The owner of a card, when referenced in game text, is the player who played the card. Stolen cards, sold cards (by Treva Horne) or cards won in sabacc change ownership until the end of the game, or until they change owners again. (See Stealing, Ap. C)

**Flavor Text**

In some instances, game text will refer to a term or phrase in quotes that is not a game term, but is used as if it were a game term (not to be confused with "hit," "react," "blown away," etc. which are game terms). This is termed flavor text, because unlike other game terms they're not in the rules, because they have no effect on overall play besides what is listed for their explanation. Examples are: "nighttime conditions," "fly," "choke," "salt," "jump off," "defuse," "cloak," "throw," "rider," and "eat the soup." While these are not rules of the game, these terms may be referenced by other cards or rules; for example, "purchase" on Wioslea is mentioned in Guri's game text and in the rules for Presence Droids.

## Issues With Physical Cards

### Boldface Type

Type style used on some cards that was to emphasize important terms. However, boldface type has no effect on game play (e.g. Momaw Nadon is a leader even though the characteristic is not in boldface in his lore, because boldface type is not relevant).

### Capitalization

The specific capitalization of card names, characteristics and other game terms is not relevant for game play purposes. For example, the words “Stormtrooper” and “stormtrooper” are interchangeable; both refer to any character with the characteristic of stormtrooper. (See Ap. D.)

### Italics

Type style used on cards for text such as the names of unique capital starships. Italics are not relevant for game play purposes.

### Card Backs

When playing with clear sleeves (or no sleeves), all cards in any deck or pile must be oriented in the same direction (i.e. the logos facing all the same way).

### Foreign Languages

To ensure consistent tournament play worldwide, one language (English) is used as the standard for all game play. Cards and rules printed in other languages are played and interpreted exactly the same as their English-language counterparts (and according to all current rulings, errata and clarifications). For example, different language versions of the same card, such as Vader’s Lightsaber (English) and Sable De Luz De Vader (Spanish), are considered to have the same title for all game play purposes.

### Alternate Image Cards

An alternate image card set is two or more cards with identical title, game text, lore, statistics etc., but with differing pictures. Since card identity is determined by title, they are considered the same.

Also, these cards are marked by a gold ring around the expansion icon. This does not change the expansion icon in any way (thus you may not persona replace Queen Amidala, Ruler Of Naboo with an alternate image Queen Amidala, Ruler Of Naboo).

## Admiral's Orders



Type of card which represents tactical and strategic planning. Admiral's Orders deploy on table for free, but only during your deploy phase and only if you occupy a battleground system. There can be only one Admiral's Order on table at any time; when a new one is deployed, the previous one (no matter which player it belongs to) is placed in its owner's Used Pile. Note that you may not deploy an Admiral's Order if a unique (•) one of the same name is already on table. Many functions listed in the game text of Admiral's Order cards apply to both players, instead of just to you or your opponent; if a particular sentence does not specifically apply to one player, then it applies to both.

## Characters

A type of card that represents the individuals who participated in the events of Star Wars (Rebel, Imperial, alien, droid, etc.). A few characters represent more than one of these things; for example, Chewbacca (in the A New Hope expansion set) is both a Rebel and an alien. Characters have landspeed of 1 unless otherwise specified. 'Character' is a game term that refers only to cards of the character category. Although cards of other types (e.g., starships, creature vehicles) sometimes provide ability, these are not characters. (See permanent pilot.)

### Characters - deployment

During your deploy phase, you may deploy a character card from your hand to a location if there are Force icons on your side of that location, or if you already have presence at that location. A character can deploy to a site, or aboard a vehicle or starship (with sufficient capacity) at a site following these rules. A character may only deploy to a system (or cloud or asteroid sector) if it deploys aboard a starship or vehicle at that location (see starship - deploying on or aboard). Some card texts or characteristics (e.g., a spy) allow you to deploy characters to a place where you do not have presence and do not have Force icons on your side of the location.

### Characters - movement

See Movement, Ch. 7.

## Characters - Card Types

Character is actually a card category, and can be divided into different card types of its own (in addition to sub-types, etc.). Card type is always indicated by the icon shown in the upper left hand corner of the card.



### Characters - Alien

*A type of Light Side or Dark Side character, representing individuals not directly aligned to any side.*

### Characters - Dark Jedi Master

See the entry on the following page.



### Characters - Droid

*A type of Light Side or Dark Side character, representing mechanical beings. Droids have no ability, thus they do not create presence. Droids without armor or maneuver have a defense value of zero.*

Droids may be targeted by cards that compare against ability if the result will be removing the droid from table (such as returning to hand, placing in Lost Pile, placing in Used Pile, etc.). In these instances, treat the droid's ability as an unmodifiable zero.

See highest-ability character, defense value, Ability, Ability, Ability.



### Characters - Imperial

*A type of Dark Side character, representing individuals that directly support the Empire.*

### Characters - Jedi Master

See the entry on the following page.



### Characters - Maul

The Maul icon is used only for the character of Darth Maul, and it indicates that he does not qualify as any other type of character.



### Characters - Rebel

*A type of Light Side character, representing individuals that directly support the Rebellion.*



### Characters - Republic

*A type of Light Side or Dark Side character, representing individuals that are directly involved with the Republic.*

## Characters - Dual Character Types

Some characters have more than one character type icon. For example, Chewbacca from the A New Hope expansion set is both an alien and a Rebel. Also, Mara Jade, The Emperor's Hand from the Enhanced Jabba's Palace product is both an alien and an Imperial. When any action checks for the specific character type of such cards, simply check the necessary card for the required character icon only. For example, the Dark Side Effect Scum And Villainy says "While all your ability on table is provided by aliens." If Mara Jade is on table she is a card with ability. The check then simply becomes "is Mara an alien?" She is, so Scum and Villainy can work normally while Mara is on the table. None Shall Pass, on the other hand, says "and you have no Imperials at a Jabba's Palace site." With Mara Jade at a Jabba's Palace site in this case, the check would be "is Mara Jade an Imperial?" She is, so None Shall Pass cannot be played. Note that a dual-icon character does not count as two characters. Thus, for example, the Dark Side player cannot play Main Course (which says "If opponent's alien and Rebel are in battle together") against a lone Chewbacca.

A character can only be considered a non-**<character type>** if they lack that character type icon. Thus Arica, who has both an Imperial icon and an Alien icon cannot be targeted as either a non-Alien or a non-Imperial.

## Characters - Force sensitivity

Describes a character's level of ability to use the Force. Although it is sometimes written in the third box below the character's picture, it is not a requirement to have a degree of Force sensitivity. Force sensitivity is defined by a character's ability and overrides any printed sensitivity.

### Force-Attuned

*A level of Force sensitivity that indicates minimal awareness of and strength in the Force, but no training (represented in the game by an ability level of 3).*

### Force-Sensitive

*Level of Force sensitivity that indicates an awareness of and some training in the use of the Force (represented in the game by an ability level of 4 or 5).*

### Characters - Dark Jedi

*A subtype used to represent Dark Side characters of ability 6 or greater. This collective term thus includes all cards of type "Dark Jedi" as well as all "Dark Jedi Masters". It should be noted that a Dark Jedi is not a "Jedi", and cannot be targeted by text that targets only Jedi. (such as a revolved Tatooine: City Outskirts). If your Dark Jedi is crossed to the Light Side (such as with Anakin Skywalker), it will then be a Jedi.*



### Characters - Dark Jedi Master

A type of Dark Side character, as indicated by the icon in the top left hand corner of the character card (meaning it is a card type in addition to a level of Force sensitivity), representing those who have mastered the dark side of the Force. Such individuals are represented in the game by an ability level of 7. The distinctive round icon indicates that a Dark Jedi Master can channel the flow of the Force, and is a valuable ally for the Dark Side. Such an icon means that when you activate Force during the Activation Phase, each Dark Jedi Master you have in play adds 1 to the Force you normally generate for yourself. This icon is not connected to any location in any way, and as such is not affected by a Nudj's ability to cancel Force icons, cannot be 'equaled' by B'omarr Monks, and does not affect a locations "battleground" status.

### Characters - Jedi

*A subtype used to represent Light Side characters of ability 6 or greater. This collective term thus includes all cards of type "Jedi Knight" as well as all "Jedi Masters". If your Jedi is crossed to the Dark Side (such as with Join Me!), it will then be a Dark Jedi.*

### Characters - Jedi Knight

*A subtype used to represent Light Side characters of ability 6. It should be noted that a Jedi Knight is not a "Dark Jedi", and cannot be targeted by text that targets only Dark Jedi. If your Jedi Knight is crossed to the Dark Side (such as with Epic Duel, or Join Me!), they are now a Dark Jedi.*



### Characters - Jedi Master

A type of Light Side character, as indicated by the icon in the top left hand corner of the character card (meaning it is a card type in addition to a level of Force sensitivity) representing those who have mastered the light side of the Force.. Such individuals are represented in the game by an ability level of 7. The distinctive icon indicates that a Jedi Master can channel the flow of the Force, and is a valuable ally for your side. Such an icon means that when you activate Force during the Activation Phase, each Jedi Master you have in play adds 1 to the Force you normally generate for yourself (that is, modifies the 1 'extra' Force you get above and beyond all location based Force icons) . This icon is not connected to any location in any way, and as such is not affected by a Sleen's ability to cancel Force icons, cannot be 'equaled' by B'omarr Monks, and does not affect a locations "battleground" status.

### Highest-Ability Character

Your "highest-ability character" must be a character card with an ability of greater than zero. Thus, droids (who do not have ability) and permanent pilots (who are not character cards) can never be your highest-ability character. If two or more of your characters are tied for highest ability, you may choose which one to target. See Droid.

### Characters - Astromech

Astromech is a subtype of droid, as shown next to the power box. Astromechs are programmed to function as nav computers and allow your ships to travel through hyperspace. Astromech droids count as passengers (and thus take up passenger capacity) unless astromech capacity is available.

### Characters - Maintenance Droid

Maintenance droid is a subtype of droid, as shown next to the power box. It is not a characteristic, and as such droids such as 2X-7KPR that refer to "maintenance" in their lore are not maintenance droids.

### Characters - Matching Pilot

See Matching Pairs.

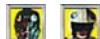




### Characters - Warrior

The warrior icon has no special rules, nor is it a requirement to carry or use a weapon; simply follow the instructions on the weapon card.

One important note, however, is that if a character has two printed warrior icons, that character is permitted to use two different weapons per turn; this supersedes all other weapon use rules. However, this only applies to using two weapons; you may not use the same weapon twice. Also, this rule applies only to printed warrior icons, not icons added in other ways. A character with two warrior icons is not considered to be two warriors.



**Characters - Icons**

-  Pilot
-  Warrior
-  Astromech
-  Permanent Weapon
-  Presence Icon

**Creatures**

Type of card that represent the threats that wild animals can pose to an unwary traveler. Instead of participating in battles, creatures participate in attacks (see Attacks, Ch. 6). All creatures are considered excluded from battle by rule.

**Creatures - Ferocious Creatures**

*Any creature that is neither a parasite nor a packhunter.*

**Creatures - Packhunters**

*A selective creature with landspeed > 1 (except a parasite).* Unlike some of the larger, fiercer creatures found in the Star Wars universe, some creatures can only manage to survive by banding together. Such a group is called a pack (a single packhunter at a site is still considered a pack). When you have a pack of more than one creature, your creature with the highest ferocity is the lead creature (if they're all the same, pick one). During any attack, all the creatures in the pack participate (meaning that any may be targeted by weapons), but all creatures except the lead creature have no ferocity (regardless of which creature was randomly selected to be attacked, the lead creature is always chosen instead). The lead creature is ferocity +X, and each other creature is defense value +X, (X is the number of creatures in the pack). If the pack is defeated, only the lead creature is lost (if another attack occurs, a new lead creature would be selected). When a pack moves, the members may move simultaneously (if they're moving from the same location to the same other location).

**Creatures - Parasites**

*A creature with the parasite characteristic.* Parasites do not function the way normal creatures do - they will often attach to prey rather than trying to devour it. While attached, a creature will not attempt to attach to another target, and it may not voluntarily detach. An attached creature moves with its host (as a carried card) wherever they go and does not take up any capacity. Attached creatures are lost if they are defeated or detach outside of their habitat. If the host is lost, the attaching creature is lost (unless the host is eaten, in which case all attaching creatures simply detach first). All normal rules still apply to parasites, thus a Mynock cannot board a starship, multiple Vine Snakes are not cumulative (you apply only the largest value for X), a

Bog-Wing that relocates a character can still perform a regular move, and they will attack creatures of a different species.

**Creatures - deployment**

Creatures deploy only within their 'habitat' (habitat is defined on each creature's card). Neither presence nor Force icons are required for deployment, and they may deploy to Dagobah or shielded sites.

**Creatures - movement**

Creatures move only within their 'habitat'. Creatures (even Mynocks) have a landspeed of 1 (unless they say otherwise), and may move once during each of their owner's move phases (for free).

**Creatures - relocating defeated cards**

Some creatures are able to relocate a defeated card to another location, either specific or general. This choice can only be performed if such a location is on table and the defeated card can be moved; if not, the defeated card is eaten. For example, if Dragonsnake defeats R2-D2, and there are no adjacent sites to relocate him, R2-D2 is eaten.

Some situations (e.g. Dagobah Rules) prohibit cards from being relocated. Such rules do not apply to any card that would relocate a defeated character, such as Wampa, Bog-Wing, or WHAAAAAAAAAOOOOW!.

**Creatures - selective**

Many creatures in the Star Wars universe refuse to consume each other. Selective creatures of the same species never attack each other (being the same species is determined by card title or, in the case of One-Arm, a defined characteristic).

## Defensive Shields



Type of card that represents strong counter-measures against some of an opponent's strategies. These cards, combined with the Starting Effects for each side, provide the player with a suite of defensive options to assist their deck. You may play one Defensive Shield card at any time that you are permitted to take an action, as long as no other action is currently resolving (and as limited by the Starting Effect game text). For example, a Defensive Shield could be played during your deploy phase, during the opponent's turn, or even during the weapons segment of a battle (following the above rules). You could not play Do, Or Do Not in response to an opponent initiating a Sense card though, because playing a Defensive Shield is not a valid response to any other action.

Many Defensive Shield cards replicate the name of a previously printed card. For example, Your Insight Serves You Well is an Effect from the Death Star II expansion, and is replicated as a Defensive Shield. Despite this similarity, these cards are in no way interchangeable. They are different card types, and often have an altered or reduced game function compared to the original card. The only rule that ties two such cards together is the "unique and restricted cards" rule, since many Defensive Shield cards often share the same card title as an existing Effect card. Defensive Shields play rather than deploy, and therefore are not a valid target for actions that deploy cards, even if the card is mentioned by name. For this reason, you cannot use This Deal Is Getting Worse All The Time to deploy the Secret Plans shield, nor can you use Don't Tread On Me to deploy Ultimatum and/or Do, Or Do Not shields.

## Devices



Type of card that represents useful tools and other equipment.

### Devices - Deploy, Carrying, And Transferring

See Weapons - Deploying And Carrying; Weapons - Transferring.

### Devices - Using Devices

Unless specified otherwise, each character, vehicle or starfighter may use only one device per turn. Squadron-class starships may use three different devices per turn. Capital starships may use any number of devices per turn. Using a device means to initiate an optional action, mandatory action, or just action using its game text. A device may be used any number of times per turn (subject to the One Rule). However, see Portable Fusion Generator, Ap. B for explanations on this device.

### Devices - Tractor Beams

Tractor beams may be used any number of times per turn, though only once per battle. It may only be used when a card allows it (e.g., Captain Lennox or its own game text).

## Effects



Type of card that represents long-term alterations to other cards or aspects of the game. There are six different kinds, or subtypes, of Effects: Effects, Immediate Effects, Mobile Effects, Utinni Effects, Political Effects and Starting Effects. A card that targets 'Effects' (or an Effect) targets only the first subtype of Effect (it is not targeting the card type Effect), not the other three, unless it specifically mentions one or more of the others. Game text that targets or cancels an "Effect of any kind." can target any subtype of Effect.

### Effects - Effects

Effects (sometimes called "normal Effects" for clarification) are identified by their Effect icon in the upper-left corner of their card, and the single keyword "Effect" in their subtype box (just below the picture). These Effects are deployed during your deploy phase. Where they deploy is specified within their game text.

### Effects - Starting Effects

Starting Effects are identified by their Effect icon in the upper-left corner of their card, and "Starting Effect" in their subtype box. Starting Effects provide players a way to start their game with a "reserve" of cards, typically Defensive Shields. This provides valuable additional defense against an opponent's nastier strategies while only sacrificing one "card slot" of your regular 60-card deck. Starting Effects deploy before any starting location or objectives are revealed. They never deploy at any other time, but if they are found in a deck, hand, or pile, they may be used normally like any other card or unit of Force. Cards placed under your Starting Effect must be of the same allegiance as the deck you are playing, and do not count against your "deck limit". That is, they are considered permissible extra cards above the normal 60 cards of a standard game deck. The Starting Effect itself does count as one card of your game deck, and therefore is calculated against your deck limit.

For tournament play, when offering your shuffled deck for an opponent to count and cut, provide your opponent with two piles. One pile will be your Starting Effect (face-up) on top of the cards (face-down) that will go beneath it. The other pile is the rest of your game deck (face-down). Your opponent can then verify that you have the correct number of cards under your Starting Effect (your opponent will see your Starting Effect, but will see only the card backs under that Starting Effect), and that your deck contains exactly 59 cards (the Starting Effect is the 60th card). Once counted, the cards under your Starting Effect may only be removed from there or manipulated using texts that specifically allow it, such as the text on the Starting Effect itself.

Cards under your Starting Effect are supporting (see Card States, Ch. 1).

### Effects - Political Effects

Political Effects are identified by their Effect icon in the upper-left corner of their card, and "Political Effect" in their subtype box. A Political Effect is deployed just like a normal Effect, and can be canceled by game text that cancels Political Effects (see the Coruscant card "Alter").

### Effects - Immediate Effects

Immediate Effects are identified by their Effect icon in the upper-left corner of their card, and "Immediate Effect" in their subtype box. Unlike other types of Effects, Immediate Effects are not limited to the deploy phase. They will deploy as a response, or during a specific time (or any time, if no time is stated) as indicated by their game text.

### Effects - Mobile Effects

Mobile Effects are identified by their Effect icon in the upper-left corner of their card, and "Mobile Effect" in their subtype box. Mobile Effects are deployed during your deploy phase like normal Effect cards, but have a built-in movement function. Where they deploy and how they move is specified within their game text.

### Effects - Utinni Effects

Utinni Effects are identified by their Effect icon in the upper-left corner of their card, and "Utinni Effect" in their subtype box. Utinni Effects are deployed during your deploy phase (unless indicated otherwise) like normal Effect cards, but deploy upon a location and usually require you to choose a specific on table card that the Utinni Effect is targeting. They have text that generally compels a targeted character, vehicle or starship to move to a specific location (usually the one where the Utinni Effect is deployed) in order to cancel a negative condition or initiate a positive one. Where they deploy and how they act is specified within their game text. If the target of an Utinni Effect is lost (or inactive), the Utinni Effect is also lost (or inactive). See inactive, Ch. 1

#### reaches

A target "reaches" an Utinni Effect that is deployed on a location when:

- the target is present at the location; or
- the target is in a pilot, passenger or astromech slot of a starship that is present at that location or
- the target is in a pilot, driver or passenger slot of a vehicle that is present at that location.

For example: Our Most Desperate Hour is deployed on the Alderaan system targeting Leia on Tatooine. Leia moves from Docking Bay 94 to the Home One: Docking Bay (the starship Home One is present at the Alderaan system). Leia has not yet "reached" the Utinni Effect, as she is not in a pilot or passenger slot. To trigger the Utinni Effect, she would need to use her regular move next turn to move from the Docking Bay to the "bridge" of Home One. (see movement - regular - starship and vehicle sites).

**Effects - Examples**

Dark has Carbonite Chamber Console on table and Special Delivery (V) ("During your deploy phase, if Carbonite Chamber Console on table, may use 1 Force to ▼an Effect."). Dark may ▼an Effect, but not a Starting Effect, Political Effect, or Immediate Effect. Dark then plays Twi'lek Advisor ("Use 3 Force to search your Reserve Deck and take one Effect of any kind into hand; reshuffle"). He may ▲any Effect, including those mentioned, because it says "of any kind." He could take into hand a Starting Effect (though he couldn't deploy it because Starting Effects only deploy at the start of game). He takes into hand Frozen Dinner, an Immediate Effect. Because of this -and because its game text does not indicate it must respond to another action- it can be deployed at any time.

**Epic Events**

A card type which represents a major storyline occurrence (the destruction of the Death Star, the turning of Luke Skywalker etc.). Epic Events are unique in that they are the only card type which can either play or deploy, depending on their game text: Attack Run and Epic Duel deploy on table (like Effects) and thus may be utilized more than once, whereas Commence Primary Ignition and Target The Main Generators play (like Interrupts) and are placed in the Used Pile or Lost Pile after use, according to their result. It Is The Future You See (V) both plays and deploys, first playing like an Interrupt and then deploying like an Effect.

**Interrupts**

Type of card representing a sudden short term change (such as the surprise attack by the Ewok army or Luke blinding Vader with carbonite gas). Interrupts may be played during any player's turn, and once it has its effect is then discarded. An Interrupt may play at any time between other actions, or as a response to an action that the Interrupt specifically cancels or modifies. The exact conditions required are listed in the interrupt's game text. If no condition is stated, then the interrupt is a legal card play whenever a "top level" action is possible for that player (i.e. no other actions are resolving). To play one, say, "Interrupt!" and bring out the card. Interrupt cards play, have their result and then go to the Used Pile or the Lost Pile; they are not considered to be "on table" while they are executing. Interrupts play, they do not deploy.

The following subtypes or Interrupts exist, and may even exist on the same interrupt card (this will be noted in their game text and their description box): Used, Lost Out Of Play, and Starting. If an interrupt has multiple functions, the owner playing it chooses which function is being used at the time the interrupt is played.

**Interrupts - Lost**

Lost Interrupts are identified by their interrupt icon in the upper-left corner of their card, and "Lost Interrupt" in their subtype box. Lost interrupts (or interrupts with a Lost function) are played under standard interrupt rules. Once resolved they are placed in their owner's Lost Pile.

**Interrupts - Used**

Used Interrupts are identified by their interrupt icon in the upper-left corner of their card, and "Used Interrupt" in their subtype box. Used interrupts (or interrupts with a Used function) are played under standard interrupt rules. Once resolved they are placed in their owner's Used Pile, and in this way the chance often arises to play them more than once. It should be noted that if canceled, a Used interrupt is still placed in it's owner's Lost Pile, not the Used pile.

**Interrupts - Out Of Play**

Out Of Play Interrupts are identified by their interrupt icon in the upper-left corner of their card, and "Out Of Play Interrupt" in their subtype box. Out Of Play interrupts (or interrupts with an Out Of Play function) are played under normal interrupt rules. Once resolved, they are placed out of play. Once played, an Out Of Play Interrupt may not be played again for the remainder of the game (even if cancelled before it resolves), although the original card may still be played normally.

**Interrupts - Starting**

Starting Interrupts are identified by their interrupt icon in the upper-left corner of their card, and "Starting Interrupt" in their subtype box. Starting interrupts (or interrupts with a Starting function) are played after both players' starting locations (or objective and objective starting cards) have been deployed, and before Reserve Decks have been shuffled to draw opening hands, each player may play one starting Interrupt. See Starting the game, Ch. 2. Both players reveal their starting interrupt simultaneously. If both players choose to use a starting interrupt, the player who goes first in the game must resolve his starting interrupt first, then the opponent must resolve his starting interrupt. The player going second thus has an opportunity to view the cards his opponent has chosen before searching for her own. Where the Starting interrupt is placed after it resolves is stated on the actual interrupt card.

**Jedi Tests**

A card type that represents the ability to learn the ways of the Force. Completing Jedi Tests gives you new capabilities that can have far-reaching consequences, and can also raise your character's ability. To learn how to use Jedi Tests, see Jedi Testing, Ap. C.



## Locations

Types of cards that represent the many exotic places shown in the Star Wars universe. Locations are where Force is generated and where characters, starships, vehicles etc., are deployed. All location cards have a destiny value of zero. Location cards are placed on table in a horizontal line between the two players. Related locations are played next to each other to form a group. Locations belonging to different systems are separated by a gap. The cards are oriented so that, when deployed, the Light Side player is facing the side with the blue lightsaber icons and the Dark Side player is facing the side with the red lightsaber icons. Unless otherwise specified, game text on your side of a location card applies only to you, and you are not required to occupy or control the location to utilize its game text.

Locations have no deploy cost. You may deploy any number of location cards from your hand, for free, during any of your deploy phases. There are three kinds of location: site, system and sector.

Site locations represent different areas on a planet (or within the Death Star or Cloud City) where characters and vehicles may deploy, battle and move. Site locations related to a system may be deployed regardless of whether that system card is already on table (and vice versa).

System locations represent different planets (or Death Stars) in the galaxy. They are deployed on the end of a row of 'related' site locations (if already in play).

Otherwise a system may be deployed alone. A system card is related to all sites in the same system (e.g., the Tatooine system is related to all Tatooine sites).

Sector locations represent different altitudes of airspace over a planet (for cloud sectors) or areas within an asteroid belt (for asteroid sectors). They are deployed on either side of a system location, and thus the system location card must already be on table or you to deploy sectors in that system. Bespin: Cloud City, is the only sector that may deploy without the system on table.

### Converting Locations

Many locations have both a Light Side and a Dark Side version. (Be aware that the game text and Force icons will vary!) Only one of each unique (•) location may be in play at a time. A location in play can be converted by deploying the opposing side's version on top (you may not convert your own locations). It is possible for a location to change back and forth (Light to Dark, Dark to Light) several times during a game. Any action that permits you to deploy a location may be used to convert an opponent's location; in fact, if you attempt to deploy a location from a deck or pile, and the only legal location would convert your opponent's location, you must deploy it.

### Deploying/Arranging Locations

Locations should be arranged and deployed as laid out in Appendix E.

## Sites

*Horizontally oriented location where characters and other cards can deploy, battle and move.* There are planet, space, mobile, vehicle and starship sites (as indicated by their icons).

### Exterior Site

*A site location which is conceptually 'outside' (or partially outside); identified by an exterior icon.*

### Interior Sites

*A site location which is conceptually 'inside' (or partially inside), identified by an interior icon.* At sites that are interior-only (i.e., those without an exterior icon),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card.

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

### Generic sites

These locations represent environments found on a variety of different planets. They may be deployed as part of any planet system (except those excluded by their game text) that is already represented on table by a system location or a non-generic site. Once deployed to a planet system, a generic site takes on the name of that planet and is thus related to the system, its other sites and its cloud sectors. (This relationship begins after the site is deployed; thus, for example, the game text of the Dagobah system does not allow you to take a generic Swamp from your Reserve Deck.) Each generic site has a single diamond (◇) symbol in its card title, indicating that only one copy of that site may be on table for each planet. All generic sites are exterior-only, and thus are grouped with the other exterior sites on the planet.

See Blown Away, Ap. C and Jedi Testing, Ap. C for the interaction of generic sites with those events.

### Holosites

The Dejarik Hologameboard and Imperial Holotable are both holosites, with their own special rules. See Dejarik Rules, Ap. C.

### Marker Sites

Any exterior Hoth site (except Echo Docking Bay) and the Wampa Cave. The lowest numbered site is the "innermost" and the highest is the "outermost."

**Starship Sites** 

Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move. For convenience, each group of starship sites is placed on table separately from other sites. However, the group is related to one particular starship. Starship sites are normally related to a unique starship; the exception to this is Star Destroyer: Launch Bay. That site may only deploy if there is a star destroyer on table; identify which star destroyer it is related to and deploy the site by itself on table.

Any other starship site may deploy even if the starship is not on table. These sites inherit the characteristics of the actual starship card if (and only if) the starship is also on table. For example, Home One: Docking Bay is only established as a Star Cruiser site (for game text such as General Walex Blissex) if the starship card Home One is also on table. It would, however, still be Home One regardless of whether or not the starship was on table; thus Luke Skywalker, Jedi Knight, would deploy at -3 to that site.

Characters at a starship site are “aboard the starship” but not ‘present’ at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they do not participate in starship battles.

A starship site is related to other starship sites on that same starship. A starship site is not related to the system that starship is orbiting. See related locations. If a starship is lost, all related sites (and all cards located at those sites) are also lost.

For moving to and from a starship site, see movement - regular - starship and vehicle sites, Ch. 7.

**Vehicle Sites** 

A vehicle site is played by itself on table; however, it is related to one particular vehicle (which must be specified at the time of deployment) and is considered to be adjacent to the planet site wherever the related vehicle is located at any given time. The vehicle site is nevertheless a separate site, and it does not take on the name of the planet the vehicle is on (thus, if Jabba's Sail Barge: Passenger Deck is on table, it counts as a non-Tatooine location even while Jabba's Sail Barge is on Tatooine).

To move the vehicle, a driver is required to be actually aboard the vehicle card, not at the interior site.

Movement between a vehicle site and the outer site where the vehicle is present is free for the owner. The opponent, however, has a movement cost as stated on the card. Cards at a vehicle site do not count against the capacity of the vehicle. Characters at a vehicle site are aboard the vehicle and present at the vehicle site (but are not present at the vehicle's bridge or the surrounding site).

If a vehicle leaves the table, its vehicle site and all cards located there are lost.

For moving to and from a vehicle site, see movement - regular - starship and vehicle sites, Ch. 7.

## Sectors

Vertically oriented location where starfighters and other cards can deploy, battle and move. All sectors share the following features:

- Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.

Cards which affect a starship at a system may not necessarily affect a starship at a sector. Refer to the latest game text of the card in question and check if it mentions sectors.

Asteroid sectors and cloud sectors (except Bespin: Cloud City) deploy next to any planet system or another sector of the same type that is already on the table. Sectors may be inserted in any order, as long as you maintain the legal pattern (see Location Deployment, Ap. E).

At sector locations, you may make any applicable 'reacts' and any applicable unlimited moves. In addition, certain regular moves are allowed at sectors, depending on the kind of sector (see asteroid sectors and cloud sectors).

### Asteroid Sectors

Asteroid sectors deploy to any planet system. They are related to the system location, but not to the planet's sites. They are not part of the planet and thus do not take on its name (e.g., asteroid sectors at Dagobah are not "Dagobah locations" and thus are not affected by Dagobah's deployment restrictions). If the planet is "blown away," asteroid sectors there are not destroyed. Starships may deploy, battle and move at asteroid sectors.

### Cloud Sectors

Cloud sectors deploy to any planet system. They are placed between the system location and its related sites, and represent various "altitudes" of airspace above the planet's surface. Cloud sectors are related to the planet system where they are deployed and to that planet's sites. They are part of the planet and thus take on its name (i.e., cloud sectors at Tatooine are Tatooine locations, effectively becoming "Tatooine: Clouds"). If the planet is "blown away," cloud sectors there are destroyed (lost).

Shuttle vehicles, cloud cars, patrol craft, and starfighters (or any starship that moves like a starfighter) may deploy, battle and move at cloud sectors.

## Death Star II Sectors

Neither player may deploy, battle or initiate Force drains at a Death Star II sector.

## Systems

Vertically oriented location where starships and other cards can deploy, battle and move. Systems use the same card template as sectors but also have a parsec number. There are planet, space and mobile systems.

### Parsec Numbers

Number on system locations symbolizing the relative hyper-route distance between systems. (See Movement - regular - using hyperspeed, Ch. 7.)

### Planet

The term 'planet' includes a planet system location and all of its sites and cloud sectors. Phrases such as "at that planet" and "on that planet" have their normal English meanings (see Prepositions, Ch. 4). Asteroid sectors grouped next to a planet are 'related' to the planet, but are not part of it (e.g., a starship in the asteroids is not 'at' the planet).

### Space

Sites and sectors cannot be deployed to space systems.

### Mobile

Cloud and asteroid sectors (and generic sites) cannot be deployed to mobile systems. Mobile systems can move; see Movement - Regular - Mobile Systems, Ch. 7.

## Battleground

Any system, sector or site location where both players have Force icons. It does not matter if these Force icons are provided by other cards such as Daughter Of Skywalker or Presence Of The Force, as long as they are active at that location (not canceled by a Sleen, for example). Remember that the icon on Jedi Masters and Dark Jedi Masters are not Force icons, and therefore do not affect battleground status.

However, the following locations are never battlegrounds:

- holosites,
- Dagobah locations,
- Coruscant: Galactic Senate,
- shielded Hoth or Death Star II locations,
- Jabba's Palace: Audience Chamber when Bo Shuda is deployed there,
- Tatooine: Podrace Arena while either player has a race total > 0. While Expand The Empire is deployed on the Tatooine: Podrace Arena, the adjacent sites are also prohibited from being battlegrounds while either player has a race total > 0.

## Location - General

### Adjacent

Some cards refer to adjacent sites or sectors (systems cannot be adjacent). These are related sites or sectors that have been played next to each other. Cards may move from location to adjacent location like a sequence of connected spaces on a game board. Two location cards are adjacent only if they are

- (1) the same kind of location (site or sector),
- (2) physically next to each other and
- (3) part of the same system, starship etc.

(Vehicle sites are also adjacent to the planet site where the vehicle is located.) Locations can be physically next to each other on table without being adjacent (e.g., a system next to a sector).

### Characteristics

Locations do not have characteristics; instead they will be referred to by an element of their title or a defined attribute about them (e.g., prison, subjugated planet, etc.). Thus, for example, any card with "desert" in title or is provided that attribute somehow is considered a desert. However, see Throne Room.

### Jabba's Palace sites

All Jabba's Palace (including Tatooine: Jabba's Palace) locations are considered to be Tatooine locations as well as Jabba's Palace locations. Thus they are related to any Tatooine site, sector, or system location.

### Prisons

Prisons will state "Prison" in their game text. Also, three sites are defined as prisons:

- Death Star: Detention Block Corridor
- Cloud City: Security Tower
- Jabba's Palace: Dungeon

### Rebel Base

Any Yavin 4 or Hoth location is a Rebel Base location. This includes related cloud sectors but not asteroid sectors in the same system. For the purpose of Commence Primary Ignition, cloud sectors increase the potential damage but do not decrease the chance for success. The planet indicated by the Hidden Base card is conceptually unknown to the Empire and thus is not considered a Rebel Base for game play purposes.

### Related locations

Sites and cloud sectors that are deployed to the same system are

- related to that system;
- related to other sites and cloud sectors deployed to that system; and
- part of that system.

Asteroid sectors that are deployed to the same system are

- related to that system;
- related to each other; but
- not part of that system (e.g., an asteroid sector at the Dagobah system is not a Dagobah location) and not related to normal sites or cloud sectors in that system.

The Big One Cave is related only to the Big One. A location is not related to itself.

The exception to these rules is that a starship site or a Death Star or Death Star II site is not a related site to the system that the starship (or Death Star) is orbiting, and similarly the system is not a related system to that starship (or Death Star) site.

For a vehicle at a site with its own vehicle site, the vehicle site is related to the sites of the planet where that vehicle is located. A starship, Death Star, Death Star II or vehicle site is related to its other starship, Death Star, Death Star II or vehicle sites.

### same and related sites

Cards using this phrase must be at a site to utilize the associated game text. See Related locations.

### same system

Unless specifically noted otherwise, "same system" refers directly to the system location and does not extend to the related sites or sectors of that system.

### System location

See Ch. 4, System location.

### Throne Room

Death Star II: Throne Room, Naboo: Theed Palace Throne Room, and Yavin 4: Massassi Throne Room are all throne rooms. However, to avoid confusion, a reference to "Throne Room" is to Death Star II: Throne Room, and the other two sites will be referred to by their title. For a card targeting all three, it will state "any throne room."

### Locations - Icons



Mobile



Space



Planet



Exterior site



Interior site



Underground



Underwater



Starship site



Vehicle site



Creature site



Scomp Link



## Objectives

Type of card that represents long-term planning by providing specific starting cards, game play conditions, and short and long term rewards for completing tasks. A player may only include one Objective card in a deck, and if you choose to include one, you must deploy it instead of a starting location. Objectives have game text on both sides of the card. An Objective card always deploys with its front side (as indicated by the destiny value of zero) face up (and thus "on table"). See Starting the game, Ch. 1. Your opponent may, at any time, examine both sides of your Objective card. Italicized text on the front side of an Objective (beginning with the term "Deploy") specifies actions and deployment taken at the start of the game. All such actions or deployment ignore deployment costs (but must obey deployment conditions). Whenever you are prevented from (or fail to) deploy or execute any mandatory actions stated in this section, then that Objective is placed out of play leaving you with no starting location and no Objective. The deployment occurs before anything else on the objective is applied (for example, if an objective instructed you to deploy an alien, and the "For remainder of game" or "While this side up" text prohibited deploying Rebels, you could still deploy Chewbacca because that game text is not applied until the deployment is complete). The bold-faced terms "For", "While" and "Flip" on Objective cards contain game actions that apply to that entire clause, until the next bold-faced term. Thus a "For remainder of game" section condition will apply to all game text (including more than one sentence) until the "While this side up" or "Flip" keyword is found. When an Objective card flips is stated in that section of its game text. Unless stated as an optional action ("flips anytime after..."), Objective flip actions are automatic and mandatory actions. The face up side of an Objective is the only side that is currently on table (and thus currently 'active'). Many objective cards can also flip back to their destiny 0 side, while some cannot be flipped back. This is shown within the actual game text on each side of the Objective.

If a card is deployed on (or stacked on) an Objective, and the Objective flips, those cards simply transfer to the new side of the objective. For example, Your Destiny would now be on Take Your Father's Place and remain active. Likewise, Mosep on Fearless And Inventive would remain supporting if the Objective flipped back to My Kind Of Scum, and may deploy from it to the table.

References to an objective's title solely affect's that side of the objective, not both sides (e.g., Strike Planning will cancel Dark's generation at Endor if Endor Operations flips to Imperial Outpost). However, if it refers to "that card" or "that objective" it is referring to the entire card (both sides). Thus, when Daughter of Skywalker is targeted by "that card" for remainder of game, it means that both Mind What You Have Learned and Save You It Can will target her.

## Podracers

Type of card that represents one of the renowned machines that Podracer pilots use to compete in the dangerous high-speed sport of Podracing. The mechanics for a Podrace are contained on the Epic Event card Boonta Eve Podrace. Although you can participate in a race without a Podracer card (the Epic Event permits you to place race destiny on the Podrace Arena), you'll find your chances of winning are greatly enhanced when using cards like Sebulba's Podracer or Anakin's Podracer. All references to Podracer target a card of type Podracer. This means that cards such as A Step Backwards cannot be played against race destiny that is stacked on the Podrace Arena. Podracer cards deploy during your Deploy Phase (for free unless specified otherwise) to your side of the race location indicated in their game text. You do not need presence or Force icons to deploy your Podracer. Your podracer is considered to be present, and "at" that location.

For the rules of pod racing, see Podracing, Ap. C.

## Starships



Type of card representing the many machines used to travel and battle throughout the galaxy in space. Starships are divided into three distinct subtypes - capital starships, starfighters and squadrons. Starships also come in different types based on the presence (or absence) or certain icons.

### Starships - capital

Capital starships represent the larger fleet style starships of the Star Wars galaxy, such as Imperial Star Destroyers or Mon Calamari Cruisers. Capital starships are identified by their starship icon in the upper-left corner of their card, and the keyword "Capital" in their description box (just below the picture).

### Starships - starfighter

Starfighters represent the smaller snub-class of starships, often manned by only a single pilot, or a small number of crew. Examples include the TIE Fighter and the Alliance's X-wing Fighter. Starfighters are identified by their starship icon in the upper-left corner of their card, and the keyword "Starfighter" in their description box (just below the picture).

### Starships - squadron class

A squadron is a class of starship card, separate from starfighter and capital starship, that represents more than one starship (usually of the same class) on one card. Squadron class starships are identified by their starship icon in the upper-left corner of their card, and the keyword "Squadron" in their description box (just below the picture). It should be noted that not all starships with Squadron in their title are squadron class starships. Some titles, such as Gold Squadron 1, simply represents their flight squadron designations, and does not make them a squadron class starship (see squadron designations). A squadron is treated as

- one card
- one starship
- multiples of its starship class(es).

For example, a B-Wing Squadron is considered to be 3 B-Wings, while the Death Star Assault Squadron counts as three TIEs (one TIE Advanced x1, 2 TIE/Ins). A squadron is NOT targeted or treated as a starfighter in any way. Any game action that takes or places a squadron component (X-wings, Y-wings, TIEs etc.) to or from a deck or pile (retrieve, deploy from Reserve, place in Used Pile etc.) can only work with a squadron if it affects all three of the starfighters depicted on the squadron card. Similarly, an action that moves a component of a squadron (such as You're All Clear Kid, which moves a TIE) can only move the squadron if it can move all of it's components. The only exception to this rule is that any game action that causes one of the squadron's components to be lost, captured, or placed out of play affects the entire card.

If a squadron does not have at least as many pilots as it does starships, it is considered unpiloted (see Unpiloted).

### Starships - squadron class - replacement

Some squadrons do not have a deploy cost, but instead replace three starfighters of a certain class (or classes) present at the same location (thus you may not replace at a "cargo hold"). A squadron cannot replace another squadron. The three 'replaced' starfighters and all cards deployed on them go to their owner's Used Pile. However, the owner may choose to transfer any characters, weapons and devices to the squadron if there is capacity (and the card may legally deploy on squadrons); this transfer is free. Any cards targeting a replaced starship transfer that targeting to the squadron, unless they are not applicable (for example, they only target starfighters) in which case they are lost. Replacement is not deployment, and may be performed irrespective of deployment rules or restrictions. See squadron class.

### Squadron Class Examples

The following examples illustrate the squadron class starship rules, often demonstrating the difference between a squadron class starship and a starfighter.

- An X-wing Squadron cannot board a Mon Calamari Cruiser (it has capacity only for starfighters) but a Star Destroyer may carry a TIE Squadron (which takes up the capacity of 3 TIEs).
- Imperial Reinforcements may retrieve a TIE Squadron if the destiny draw is 3 or more (or 2 TIE squadrons if it is a 6 or more), while Seinar Fleet Systems cannot place a just-lost TIE Squadron in the Used Pile (it can only relocate one TIE).
- Don't Get Cocky can destroy an entire TIE squadron.
- A squadron at Clouds is power and maneuver -2, because it modifies starships.
- Proton Torpedoes and SW-4 Ion Cannon may deploy on a Y-wing; thus a Y-wing squadron may fire up to three of these weapon cards per turn.
- The Death Star Assault Squadron, each turn, may fire one weapon that is applicable to a TIE advanced x1 as well as up to two weapons that are applicable to TIE/Ins.
- All Power To Weapons adds 2 to the power of each TIE, so a TIE Assault Squadron is power +6.
- Surface Defense Cannon, Landing Claw and Astromech Translator work only on a starfighter and thus are not usable by squadrons.
- Fusion Generator Supply Tanks and Targeting Computer deploy on a starship and thus enhance the squadron by 1 (not by 3).
- Commander Brandei can take only one TIE, not a squadron, from Reserve Deck.
- Attack Run specifies "up to 3 TIEs" and thus allows a single TIE squadron to Enter Trench; however, X-wing and Y-wing squadrons may not make an Attack Run because the Epic Event requires 'starfighters'.

**Starships - astromech capacity**

Some starfighters have passenger capacity specifically reserved for an "astromech." Astromech capacity on a starship is a type of passenger capacity that can only be filled by an astromech droid (not Brainiac!). Of course, any character that provides astromech capabilities can still work normally from any regular passenger capacity slot.

**Starships - astromech icon**

This obsolete term has been superseded by the term nav computer icon.

**Starships - capacity**

*The limit that a vehicle or starship can carry, as defined on the vehicle or starship card.* When a vehicle or starfighter's capacity includes pilots, drivers and/or passengers, this capacity conceptually represents the bridge or cockpit. When its capacity includes vehicles and starfighters, this capacity conceptually represents the cargo hold. Only characters which are conceptually "on the bridge" (or cockpit) take up capacity; those at a related starship or vehicle site do not occupy capacity on the "outer" starship or vehicle, and may not pilot, drive or otherwise enhance that vehicle or starship. Characters which remain aboard something in the cargo hold (such as a character aboard an AT-AT which is aboard a Star Destroyer), occupy capacity only on the "inner" starship or vehicle (in our example, the AT-AT) and are considered only to be passengers - that is they are not piloting or driving that "inner" starship or vehicle.

**Starships - capacity - lost capacity**

Occasionally capacity will be altered while cards are occupying the slots (such as an astromech when I've Lost Artoo has been canceled or a non-pilot character with Ellorrs Madak who has the Effect canceled while piloting). In those instances, the character automatically moves into a passenger capacity slot. If there is no passenger capacity slot available, that character is placed on top of the Used Pile.

**Starships - cargo hold**

Some starships may carry vehicles or starships on board. This area is conceptually considered the "cargo hold" of that starship. All vehicles and starships in the cargo hold are considered landed. (see Landed)

**Starships - deploying on or aboard**

You may deploy characters, vehicles and starfighters directly aboard your starships at any location where you have presence or at least one Force icon, and the starship has sufficient capacity. Weapons, devices, Effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

**Starships - deployment**

Starships deploy only to locations where you have presence or Force icons.

Capital starships that have permanent pilots may deploy to system locations and asteroid sectors. A capital starship that does not have a permanent pilot may deploy to either of the above places if deployed simultaneously with a pilot (which counts as a single action), at normal use of the Force. Capital starships may not deploy 'empty.' The exception is capital starships that "deploy like a starfighter". These more maneuverable starships follow all the deployment rules for starfighters instead.

Starfighters and squadrons that have permanent pilots aboard may deploy to (1) docking bays, (2) "cargo hold" of your capital starship with sufficient capacity and (3) system and sector locations. A starfighter that does not have a permanent pilot aboard may deploy

- to any of the three places listed above if it is deployed simultaneously with a pilot (which counts as a single action), at normal use of the Force; or
- 'empty' to a docking bay or "cargo hold" of a starship – not to a system location.

When deploying an unpiloted starship from anywhere (including a deck or pile) you may deploy it to a system or sector with a pilot from hand.

**Starships - deploys like a starfighter**

Cards that "deploy like a starfighter" must follow all rules and game text that apply to the deployment of starfighters; this is never optional. For example, Bright Hope can deploy to the clouds, but will only be able to deploy -1 to Light Side Dantooine (it does not get the choice to use the capital starship deployment reduction at that location). See also Movement - moves like a starfighter, Ch. 7.

**Starships - Enclosed**

'Enclosed' is a characteristic of starships and some vehicles. All starships are defined as being enclosed, while vehicles follow the normal rules of characteristics. Characters aboard an enclosed vehicle or starship are sheltered from the environment and thus are not present at the location, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but only pilots and drivers –not passengers– may apply their ability toward drawing battle destiny. See Landed; Vehicles - open vehicles.

**Starships - Imperial**

*A Dark Side starship without an Independent icon, Republic icon, or Trade Federation icon.*

**Starships - Independent**

*A Light or Dark Side starship with the Independent icon.*

**Starships - Landed**

A starship at a site location (or a starship or vehicle in a capital starship's "cargo hold") is "landed". Landed starships and vehicles are considered unpiloted, thus all rules applying to unpiloted starships also apply here (see Unpiloted). There are a few additions and exceptions to this; for one, the game text of the starship also includes identity and ability of any permanent pilots. Also, while a pilot (or permanent pilot) is aboard:

- Landed starships may take off from a site or disembark from a starship.
- Landed starships and vehicles may use any weapons and devices that indicate they may be used while landed (such as Surface Defense Cannon).
- Game text also includes any text that indicates it functions when the starship or vehicle is landed (such as Bravo Fighter or Trade Federation Landing Craft).

Pilot characters and permanent pilots function as passengers aboard landed starships and vehicles (though they still occupy the pilot capacity rather than passenger capacity), but return to functioning as pilots once they are no longer landed.

**Starships - leaves table**

If a starship is lost or otherwise leaves the table, any cards aboard it are lost. See Leaves Table, Ch. 1.

**Starships - matching starships**

See Matching Pairs.

**Starships - Movement**

See Movement, Ch. 7.

**Starships - must have pilot aboard to use...**

This and similar game text on some early cards is incorporated into the Unpiloted rule, and thus does not appear on new cards. This text is considered stricken.

**Starships - nav computer** 

This icon indicates the navigation computer necessary for a starship to move through hyperspace (remember that all other forms of movement can be done without a nav computer). Most capital starships and some starfighters have a permanent nav computer, and nav computers are also provided by astromech droids. A permanent nav computer is not a character ('character' is a game term referring to a card type) and does not incorporate any features of characters (such as droid, astromech, game text etc.).

"Astromech-nav computer icon" is an older term which has been superseded by "nav computer icon."

**Starships - occupants**

*Characters aboard a vehicle or starship (but not when at a related vehicle site or starship site).* Occupants fall into two categories: pilots/drivers, and passengers. See astromech capacity, capacity, passenger, pilot, Vehicles - Drivers.

**Starships - passengers**

*Any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.* Passengers aboard an enclosed vehicle or starship (except characters "below decks" at vehicle or starship sites or in a vehicle or starship in the cargo hold) participate in battles at the location of that vehicle or starship normally, except that they may not apply their ability toward drawing battle destiny. Astromech is a specific type of passenger. See astromech capacity.

**Starships - permanent pilot**  

A "built-in" pilot aboard a starship, indicated by a pilot icon on the starship card. Permanent pilots are not characters ('character' is a game term referring to a card type) and do not incorporate any features of characters (such as Rebel, spy, ability, game text etc.) other than those specified. For example, the unique permanent pilot •Red Leader In Red 1 starship card does not incorporate features of the Red Leader character card (and is not a leader), nor can Vader on Death Star Assault Squadron be targeted by Sense or I Have You Now. See Personas, Ch. 5.

A permanent pilot sometimes may provide ability; if so this is stated in the game text of the card. If unstated, the pilot provides no ability. If a starship or vehicle has multiple non-unique permanent pilots, and a value is required for one specific permanent pilot, take the total ability of the permanent pilots divided by the number of permanent pilots aboard (rounded up if necessary). Thus, one of the permanent pilots of Executor is ability 1. If there are unique permanent pilots, see the card's entry in Appendix B to find the value for each permanent pilot.

**Starships - personas**

See Personas - Starships And Weapons, Ap. D.

**Starships - pilot**

*Aspect of characters that allows them to control and move a starship, combat vehicle or shuttle vehicle (indicated by a pilot icon on the character card).* In addition, many starships, combat vehicles and shuttle vehicles have built-in permanent pilots as indicated by the pilot icon on their card. See permanent pilot. When a pilot character is deployed or moved aboard a vehicle or starship, that character is considered to be acting as a pilot if sufficient pilot capacity is available. You may designate which characters are acting as pilots (that is, you may relocate them between pilot and passenger capacity) at any time during your deploy or your move phase (if the capacity offers a choice, you may also change it between pilot and passenger as well). Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle. Any modifiers to a pilot's personal power do not increase the bonus that pilot grants to a starship or vehicle. While all characters aboard a starship or vehicle apply ability normally, on enclosed vehicles and starships only the pilot (or driver) applies their ability towards drawing battle destiny.



**Starships - Piloted**

*Any starship or vehicle with a permanent pilot (or driver) or a character who is currently performing that function. A starship must have a pilot aboard to perform most of its game related functions; any starship without a pilot is considered unpiloted (see Unpiloted).*

**Starships - Rebel**

*A Light Side starship without an Independent icon, Republic icon, or Trade Federation icon.*

**Starships - Republic** 

*A starship with the Republic icon.*

**Starships - ship-docking capability**

Also indicated by "[Ship-docking]" in game text. Feature of some starships that allows two starships to dock in order to move pilots, passengers and cargo between them, capacity permitting. See movement – unlimited – moving between docked starships, Ch 7.

**Starships - squadron designations**

Squadron designations (for example, Red, Rogue or Black) are contained in title, lore or game text. Game text conditions based upon a squadron designation require a particular squadron designation as well as some secondary requirement (such as being a pilot, gunner or TIE). For example, Black 4 is a Black Squadron TIE and Red Leader is a Red Squadron pilot (both due to title). Commander Luke Skywalker is a Rogue Squadron pilot due to his game text. In addition, a character piloting a starship that belongs to a squadron is a pilot for that squadron (a permanent pilot never counts as a squadron designation pilot). For example, Officer Evax is a Black Squadron pilot while piloting Black 2. A similar definition exists for a gunner and a starship that belongs to a squadron.

**Starships - starship weapons**

See Weapons.

**Starships - stealing**

See Stealing - vehicles and starships, Ap. C.

**Starships - Trade Federation** 

*A starship with the Trade Federation icon.*

**Starships - Unpiloted**

*A starship or vehicle that is not piloted. Conceptually, any starship or vehicle that isn't actively being piloted (or driven) has been "powered down," and is useful for little more than something to hide in or behind. An unpiloted starship or vehicle:*

- has no landspeed, hyperspeed, power or maneuver (if it has armor, armor = 2).
- may not move
- may not utilize weapons or devices
- may not utilize any card that would logically require the vehicle or starship to be powered or operational (e.g., Dark Maneuvers, All Power To Weapons, Attack Pattern Delta, Trample).

Also, the starship or vehicle's game text is considered suspended, except game text related to:

- deployment (either its own or to deploy cards on board it);
- capacity (e.g., "May add 2 pilots or passengers, and 1 astromech");
- identity of permanent astromech;
- ship-docking capability;
- maintenance costs.

An unpiloted starship or vehicle may still be forfeited, targeted by weapons, targeted to be stolen or destroyed, etc. Passengers still function normally aboard unpiloted starships and vehicles (see passengers).

An unpiloted starship at the same system as a capital starship may embark on board that starship if possible, or may have cards move between it and a docked starship (these are specific exceptions to the "may not move" rule). Conceptually starships have tractor beams to manipulate unpiloted starships.

An unpiloted vehicle at a site may be shuttled to a starship at the related system. Likewise an unpiloted vehicle in the "cargo hold" of a starship may be shuttled to a related site, may be transferred between docked starships, and may use docking bay transit (these are specific exception to the "may not move" rule). Lift Tube and creature vehicles are never unpiloted.

**Starships - Icons**

Nav Computer



Permanent Pilot



Independent Starship



Republic Starship



Trade Federation Starship



Presence Icon



Scomp Link

## Vehicles



Type of card that represents the machines that allow movement across the ground or through the clouds. Vehicles are divided into the following distinct subtypes - combat vehicles, creature vehicles, shuttle vehicles and transport vehicles. A vehicle must have a pilot (or driver) aboard to perform most of its game related functions; any vehicle without a pilot or driver is considered unpiloted, except Lift Tube and creature vehicles (see Starships - Unpiloted).

### Vehicles - Combat Vehicle

*Class of vehicle which is specialized for battle.* Combat vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Combat" in their description box (just below the picture).

### Vehicles - Creature Vehicles

*Class of vehicles which are actually domesticated animals used as transport of people and goods.* Creature vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Creature" in their description box (just below the picture). Creature vehicles have ability, and thus do not require drivers or pilots. For this reason, a creature vehicle is never considered "unpiloted". If a creature vehicle is lost, any characters aboard it may "jump off" — disembark — at the same site and survive.

### Vehicles - Shuttle Vehicle

*Class of vehicles specialized for short hops from a planet site to an orbiting capital starship.* Shuttle vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Shuttle" in their description box (just below the picture). A piloted shuttle vehicle may use its regular move to either make any normal vehicle move (including being shuttled) or to shuttle characters to or from any starship. See movement – regular – shuttling.

### Vehicles - Transport Vehicle

*Class of vehicles used for ground transportation, such as the landspeeder.* Transport vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Transport" in their description box (just below the picture). Transport vehicles have drivers rather than pilots (see Drivers).

### Vehicles - AT-ATs

Because of its bulk and mechanical limitations, an AT-AT may not increase its landspeed above 1.

### Vehicles - capacity

See Starships - capacity.

### Vehicles - crashed

Some cards can cause a vehicle to crash. A crashed vehicle is considered unpiloted (see Starships - Unpiloted); thus any permanent pilots (or drivers) aboard the vehicle provide no ability.

If the 'crashed' vehicle is enclosed:

- embarking or disembarking from the vehicle requires 1 Force per character
- any character aboard may not use game text related to battle or apply ability towards drawing battle destiny (although they still provide presence normally).

### Vehicles - Deployment

Vehicles deploy only to locations where you have presence or at least one Force icon on your side of that location. Vehicles may deploy to exterior sites, or to the "cargo hold" of a starship if sufficient capacity exists.

In addition, shuttle vehicles, vehicles with the subtype "Cloud Car", and Patrol Craft may also deploy to a cloud sector where you have presence or at least one Force icon on your side of the location. If the vehicle does not have a permanent pilot (or driver), it must be deployed simultaneously with a pilot/driver character (as one action) or it may not deploy to the sector. This follows the same rules as deploying an unpiloted starship.

### Vehicles - Deploying On Or Aboard

You may deploy characters directly aboard vehicles with sufficient character capacity at any location where you have presence or Force icons. Weapons, devices, Effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

### Vehicles - Drivers

Unlike most vehicles, transport vehicles require drivers rather than pilots. Non-droid characters (and droids of the subtypes Vehicle Droid, Battle Droid, or Protocol Droid) may drive a transport vehicle, even if not a pilot. If more than one character is aboard a transport vehicle with driver capacity, you must designate which one is driving (you may do so at any time during your deploy or move phase). A pilot who is serving as a driver is not 'piloting' and thus does not add a power bonus to the vehicle. Any transport vehicle (except Lift Tube) without a driver is considered unpiloted (see Starships - Unpiloted).

### Vehicles - Enclosed

See Starships - Enclosed.

**Vehicles - Landed**

Vehicles in the "cargo hold" of a starship are considered landed (See Starships - Landed).

**Vehicles - Leaves Table**

If a vehicle is lost or otherwise leaves the table, any cards aboard it are lost. The rule exception to this is creature vehicles, whereby any passengers may immediately disembark before the creature vehicle is lost. Likewise some vehicles may allow characters on board to disembark when it is lost (such as Speeder Bike) via their game text. See Leaves Table, Ch. 1.

**Vehicles - Matching Vehicles**

See Matching.

**Vehicles - Movement**

See Movement, Ch. 7.

**Vehicles - occupants**

See Starships - occupants.

**Vehicles - open vehicles**

Any vehicle without the Enclosed characteristic is considered 'open.' Characters aboard an open vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an open vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire character weapons and may likewise be targeted by weapons.

**Vehicles - passengers**

See Starships - passengers

**Vehicles - permanent pilot**

See Starships - permanent pilot

**Vehicles - pilot**

See Starships - pilot

**Vehicles - Piloted**

See Starships - Piloted

**Vehicles - squadron designations**

See Starships - squadron designations.

**Vehicles - vehicle weapons**

See Weapons - Starship And Vehicle Weapons.

**Vehicles - stealing**

See Stealing - vehicles and starships, Ap. C.

**Vehicles - Unpiloted**

See Starships - Unpiloted

**Vehicles - Icons**

Permanent Pilot/Driver



Scomp Link



Presence Icon

## Weapons

Type of card that represents the hardware utilized by characters, starships, vehicles or even Death Stars during battle in order to inflict damage against opposing forces. You do not need a weapon to initiate a battle, but they can provide advantages. (Conceptually, most participants have weapons, but are using them with less precision, such as the stormtrooper-Rebel fight on the Tantive IV at the beginning of Episode IV). A weapon card conceptually represents skill with a weapon (such as Han specifically blasting the trooper that shot Leia on Endor.)

Weapons are divided into distinct subtypes that describe where they deploy and in some cases, how they operate. Subtypes include - artillery weapons, automated weapons, character weapons, Death Star weapon, Death Star II weapon, starship weapons and vehicle weapons.

### Weapons - Using Weapons

Unless specified otherwise, each character, vehicle or starfighter may use (as in using its game text) only one weapon per turn (but see Characters - Warrior for a specific exception). Squadron-class starships may use three different weapons per turn. Capital starships may use any number of weapons per turn. A weapon providing a continuous modifier (such as the power bonus on Vibro-ax) is not considered using the weapon; all other uses of its game text is (so if you choose to use the optional Force drain modifier of Vader's Lightsaber or the power resetting text of Aurra Sing's Blaster Rifle, your character can only use that weapon that turn).

**A weapon may be used any number of times per turn, but weapons may be used only when permitted by a rule or action.** See When Can I Fire?.

### Weapons - Firing

*The act of targeting with any weapon, including swinging a lightsaber, ax or Gaffi Stick.* The exception to this is automated weapons (see Automated); Laser Projector is the only automated weapon which fires, all others are performing whatever act is stated in their game text (such as when Timer Mine "explodes"). A weapon may only fire at targets mentioned in its text (some weapons have received errata for this reason; see Ap. A).

Weapons fire is an action, and thus follows the rules of actions. Choose your weapon to fire:

- (1) Meet Conditions - you must be permitted to fire by rule or card.
- (2) Choosing Target - you may only target an opponent's card that is present with the weapon.
- (3) Paying Costs - pay the cost of firing the weapon (if no cost listed, it is free).

Once all responses are completed, if the firing hasn't been canceled, resolve the weapon fire, usually by drawing destiny and then apply any appropriate effects.

### Weapons - When Can I Fire?

You may fire a weapon only when a card or rule permits you to fire. Simply follow the rules of firing listed under Firing (and anything the card or rule might add).

For example, you are permitted by rule to use a weapon during battle. When you do this, you must obey the normal rules of firing; in addition, there are two special rules for firing during battle: **you must also only target a card that is participating in the battle and each weapon may be used only once per battle.**

### Using Weapons - Examples

#### Firing During Battle:

Dutch piloting Rogue 1 and Luke are in a battle with Boba Fett With Blaster Rifle, who has captured Leia With Blaster Rifle. Han With Heavy Blaster Pistol has been excluded from battle, Chewie With Blaster Rifle is missing, and Lando With Blaster Pistol and Mercenary Armor (V) is undercover. During the battle Boba Fett wants to fire his weapon; he meets conditions (he's in a battle). He chooses his target, which must be Luke (because Han, Leia, Chewie, and Lando are not participating in the battle, and Dutch is not present with the weapon). He pays his cost (free). He draws and gets a 5, which is more than enough to hit. Luke is turned sideways (he'll be lost during the damage segment). None of Light's cards may fire because all the cards with weapons are inactive (Han and Lando are excluded, Chewie's missing, and Leia's a captive).

#### Firing Using A Card:

Han armed with Han's Heavy Blaster Pistol (V) uses its text to fire during Light's control phase. He meets conditions (the weapon's game text). He targets an undercover spy there (he is present with the target). He pays the cost (1 Force). He draws destiny, and hits; the spy is immediately lost (resolve weapon fire).

#### Using Weapons Several Times Per Turn:

Obi-Wan armed with his lightsaber ("Deploy on Obi-Wan. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.") is present at the Cantina with Vader. Light plays Sorry About The Mess and Obi-Wan targets Vader. He has met conditions (the interrupt permits firing), has chosen his target (who is present with the weapon) and he pays the cost (it's free): thus he draws 2 destiny, which totals 8. Vader is hit, and thus immediately lost. Obi-Wan now controls the site, so Light Force drains there. Obi-Wan may use that lightsaber to modify the Force drain (because it isn't a continuous modifier, but an optional one, it counts as using the weapon, so had Obi-Wan fired a different weapon, he couldn't modify the Force drain with his lightsaber). Light then uses the movement text of Mos Eisley to move Obi-Wan there where Dengar is present. During his battle phase Light starts a battle there. Obi-Wan may swing his lightsaber at Dengar as well, but may do so only once (because weapons can only be fired once per battle).



**Weapons - Artillery**

A kind of weapon which is deployed on a site. Unlike most other weapons, artillery weapons usually have deploy and forfeit boxes. **To fire your artillery weapon, you must have your own power source** (a power droid or any fusion generator) present. The Hoth: Main Power Generators site and General Carlist Rieekan (V) also say that they can power Light Side artillery weapons. An artillery weapon may not be moved unless it so specifies. If an artillery weapon that can be carried is destroyed (such as, by Overload) while being carried, cards carrying that weapon will be lost also.

When an artillery weapon is fired by a character (even if using an Artillery Remote) it counts towards the number of weapons that character may use in a turn. Thus a character using an E-web Blaster may not use a Blaster Rifle.

**Weapons - Automated**

A kind of weapon which activate themselves. Since they are automatic, you do not need a character, vehicle, etc. to fire them. Most automated weapons specify when they are used within their game text. Unlike other weapons, automated weapons are not fired. The lone exception to this is Laser Projector, which may be fired during battle like any other weapon. Cards that allow you to fire a weapon outside of the battle phase (for example Sniper, Sorry About The Mess, Blasted Droid or Suppressive Fire) may only be used to fire a Laser Projector.

The destiny draw for automated weapons is still considered a weapon destiny, except for Timer Mine. Seekers are a special type of automated weapon (see Seekers).

For information on mines, see Mining Droid Rules, Ap. C.

**Weapons - Character Weapon**

A kind of weapon that deploys on a character.

**Weapon - Mobile System Weapons**

A weapon deployed on a mobile system (or Trench) is considered present at its location, and may fire according to the normal rules of firing.

**Weapons - Starship And Vehicle Weapons**

A kind of weapon that deploys on a starship or vehicle. Your starships and vehicles may fire weapons so long as they are piloted (or driven). This counts as the starship or vehicle firing, not the characters on board (thus, a Biker Scout Trooper on a Speeder Bike may use his Imperial Blaster the same turn the Speeder Bike fires its weapon).

**Weapons - Starship Weapons - Special Deployment**

Some starships have game text allowing weapons with certain characteristics to deploy on them. Such weapons can only be deployed if they can deploy (by the weapon's own game text) on another starship of the same type (capital or starfighter). For example, you may deploy Quad Laser Cannons on Nebulon-B Frigate because the cannon may deploy on Corellian Corvettes; but not X-Wing Laser Cannons because those only deploy on starfighters. Likewise you may deploy Boosted TIE Cannon on a TIE Defender because it deploys on a type of starfighter, but not Laser Cannon Batteries because that weapon only deploys on capital starships.

Note that if a card is mentioned by name as being permitted to deploy, the card may deploy regardless of its game text (e.g., Ion Cannon on IG-2000).

**Weapons - Deploying And Carrying**

Each weapon (and device) specifies who or what it may be deployed on and what the deploy cost is (if any). Although many character weapons specify that they deploy only on warriors, other character weapons deploy on bounty hunters, Jawas, Han etc. and thus do not require a warrior. You may not deploy weapons or devices on your opponent's characters (unless specifically allowed to by the card itself).

Although you are restricted in the number of weapons and devices you may use in a turn, you may still deploy as many on an appropriate card as you like. Some characters, such as Kabe and RA-7, have game text that allows them to carry weapons that they cannot use. While a card is carrying a weapon or device they cannot use, that weapon or device is inactive.

**Weapons - Transferring**

During your deploy phase, you may transfer your weapon (or device) from one of your characters, vehicles or starships to another such card present by using Force equal to the deploy cost of the weapon (or device) and obeying all relevant deployment restrictions. (e.g. you cannot transfer Vader's Lightsaber to Obi-wan, or a Cloud City blaster if you are not on Cloud City).

**Weapons - Destiny**

Any destiny drawn when firing a weapon (different from battle destiny). Drawing weapon destiny is mandatory once you fire the weapon (meaning you may not fire the weapon if you do not have at least one card in your Reserve Deck). If the weapon specifies more than one destiny draw, you must draw the required number. See 1.F. Destiny, Ch. 1.

A weapon destiny draw is considered to be "at" the location of the weapon. Thus for any location text that says "Your weapon destinies here are +1", it refers to any weapons at that site (even if the target is at another location).

**Weapons - Firing For Free**

Sometimes a weapon is permitted to fire for free, such as with the card Stay Sharp. In those cases, if any variables depend on the cost of firing, the value for that variable is 0. For example, if Stay Sharp! was used to fire X-Wing Laser Cannons, X would be 0 and thus provide no bonus to hitting the target. See Repeating Weapons.

**Weapons - hit**

*The act or state of having been successfully shot by any weapon that specifies "target hit" in its game text.* Hit cards are marked by turning the card sideways until the damage segment of the battle, at which time the target must be forfeited. If the battle ends before the damage segment, then "hit" cards are immediately lost. Any card "hit" but not participating in a battle (e.g., a weapon is fired using an Interrupt such as Sniper, or the character is excluded) is immediately lost. It should be noted that any other weapon effect besides "hit" (e.g., captured, forfeit = 0, lost) is applied immediately upon resolution of the weapon destiny draw.

**Weapons - "hit targets are immediately lost"**

The phrase "Any 'hit' targets are immediately lost" applies only to weapons which actually 'hit' targets. Other weapons have their normal result.

**Weapons - Instead Of Firing**

Some cards permit you to use a certain modifier or action "instead of firing" a weapon (such as End This Destructive Conflict or Precise Hit). To perform such actions, you must target your weapon that would be capable of being fired during that timeframe and has an applicable target (you do not have to have the Force to fire it, merely the ability). That weapon is now treated as having been used (not fired), so that it counts towards the number of times that weapon may be fired, and counts towards the number of weapons the character, vehicle, or starship may use per turn (X-Wing Assault Squadron may fire only 2 more, B-Wing Bomber may fire only one more, and A-Wing may not fire any).

**Weapons - Ion Weapons**

An ion weapon conceptually disables electronic circuitry and mechanical systems of starships and droids, but does not cause a target to be 'hit.' The results of an ion weapon are immediate. Most ion weapons are ion cannons, which can reset power, armor, maneuver and/or hyperspeed to zero (see unmodifiable values). This reset lasts until the target is repaired by a card specifically able to do so (e.g., R5-D4, R5-A2, Fire Extinguisher), or the target leaves play. The phrase "all weapons aboard target are lost" refers only to weapons the targeted starship can use (i.e., starship weapons deployed on the starship, not weapons deployed on other cards inside the starship).

**Weapons - Lightsabers**

Because a lightsaber is not present at a system or sector location, it cannot enhance Force drains at such locations.

**Weapons - Long-Range Weapons**

*A weapon capable of targeting at locations other than where the weapon is present.* Such weapons are indicated by game text that permits them to fire at targets at different locations, such as the Superlaser. When firing a long-range weapon, the normal rule of the target being present with the weapon doesn't apply; instead, the weapon and the target must both be present at their location. Otherwise the normal rules of firing weapons apply: you fire according to the rules stated under When Can I Fire?.

**Weapon - Matching Weapon**

See Matching Pairs.

**Weapons - Permanent Weapons** 

*A character weapon "built-into" the character card.* Permanent weapons may not be separated from the character (lost, stolen, transferred, retrieved etc.) except by cards that disarm. If a character is no longer disarmed, the weapon is restored. Game text that relocates weapons (e.g., to or from a pile) may not be used to relocate this character card, unless that action also relocates the character.

If the game text of a character with a permanent weapon is canceled or suspended, that character is still considered to be in possession of the weapon that is specified within the character's game text; the uniqueness of that weapon still applies, but that character is incapable of utilizing the weapon's text. 'Scanning' or copying the game text of a character with a permanent weapon does not enable the scanning character to use that weapon, and the scanning character is not considered to possess that weapon.

**Weapons - Repeating Weapons (Fire Repeatedly)**

*A weapon that states it may "fire repeatedly"* (e.g., Antipersonnel Laser Cannon, Boba Fett's Blaster Rifle, etc.). A weapon that does not state this is not a repeating weapon (e.g., Maul's Double-Bladed Lightsaber is not a repeating weapon).

After each firing of your repeating weapon, you may choose to fire it again. If so, you fire it again immediately (before any other top level actions occur). You may keep doing this so long as you like (and can pay for it); once you are finished state that you are not firing again. Once that is done you cannot choose to begin firing again (In other words, you may not fire that weapon, then fire a different weapon, then come back to the first weapon again). Each individual firing is a separate action within the main action of firing repeatedly.

Repeating weapons may fire repeatedly whenever they are permitted to fire, whether during a battle or outside of it.

If a weapon that fires repeatedly has its firing cost modified, reset, or just permitted to fire for free (for example, a character wearing Mercenary Armor may fire blasters for free), that will only apply to the first shot fired; all subsequent shots fired by the repeating weapon are at normal cost.

**Weapons - Seekers**

A special type of automated weapon -indicated by "Seeker" in the title- that seeks out and eliminates targets. Seekers follow the rules of deployment and movement of undercover spies, though they are not characters and do not function in any other way like undercover spies. (See Undercover, Ap. C). "Treat as an all cards situation" means that the targeting of this weapon is handled use the "all cards" rules (see All Cards, Ch. 4). Targeting a character with one of these automated weapons is an automatic action which will affect any one applicable character regardless of which side it is on. If multiple potential targets are present, the player controlling the seeker may choose which character to target.

All seekers have received errata; check Ap. A for the correct text.

**Weapons - Stealing**

See Stealing - weapons and devices, Ap. C.

**Weapons - Instead Of Firing Example**

Dark has a TIE Interceptor with SFS L-s9.3 Laser Cannons at same system as Home One. He would like to play Coordinated Attack, but can't since the weapon only targets starfighters. The TIE embarks on the Avenger, and an X-Wing is moved to the same system. The card still can't be played because the weapon isn't present with the target. Once the TIE disembarks and there's a battle, the card can be played, because all the conditions for firing the weapon are met. After the card has its result, and Light takes his action, the TIE may fire the Laser Cannon if they like, but just once (because the TIE specifically is permitted to fire twice, so this counted towards its firing limit. If it had no special permission, it couldn't fire at all.)

**Weapons - Long-Range Weapons Examples**

TK-422, Bo Shek, and Veers (V) are at the Forest. A Stormtrooper with Assault Rifle is at an adjacent site, and Luke is at the next site over. A battle takes place at the Forest. The Stormtrooper can fire at Bo Shek, but not at Luke or TK-422 (neither are participating in battle) and may fire only once. The following turn he plays Blasted Droid, which allows him to fire the Assault Rifle during his control phase. Now he may target any of the three light side characters (participating in battle limitations only apply if the weapon is fired during a battle).

**Weapons - Fire Repeatedly Example**


Jodo Kast (who may fire blasters for free) is armed with Boba Fett's Blaster Rifle ("Use 1 Force to deploy on Boba Fett, or 3 on your other bounty hunter. May deploy as a 'react.' May target a character, creature or vehicle using 2 Force. Draw destiny. Add 1 if targeting a vehicle. Target hit if total destiny > defense value. May fire repeatedly for 1 Force each time.") is at the Cantina along with IG-88 With Riot Gun. Light has Han, Chewie, Luke, and Leia there as well. A battle takes place, and Jodo fires at Han. The first shot is free and hits. He fires again at Leia; this one is fired for 1 Force because only the first shot is free. Jodo misses. He fires for 1 Force at Chewie and hit. Pleased, he fires again at Leia and hits. Now he stops; Light gets the next action and passes. Now IG-88 shoots at Luke, but misses. Jodo would like to fire at Luke to finish him off, but because he stopped firing he can't start again.

**Other Cards**























No other cards besides those types listed here are legal in your deck (e.g., Hyperoute Navigation Chart, Rules Cards, Checklists, etc.).

## Icons

Icons are small symbols used on a card to indicate attributes a card has that are referenced by other cards or rules. Except for shorthand icons and the icons of maintenance cards, all icons must be found outside the game text of a card to be valid. For example, Nute Gunray, Neimoidian Viceroy has the Presence Icon in his game text, but that does not mean he has that icon for any purpose (except if it specifically looks in the game text for the icon).

When an icon symbol is used in game text, it is simply a picture, not shorthand for the word or words that make it up. For example, this is the Hoth expansion icon: 

This icon is found in the game text of some cards, such as Echo Base Garrison. General Riekken (V) can deploy a card with "Hoth" in its game text from Reserve Deck, but since Echo Base Garrison doesn't have the word "Hoth" in its game text, it's not a valid target. Listed below are the non-shorthand icons, what they stand for, and where the rules regarding them may be found. If there are no special rules, this is blank.

	Force Icons	Ch. 3
	Pilot/Permanent Pilot	Starships
	Warrior	
	Nav Computer	Starships
	Permanent Weapon	Weapons
	Selective Creature	Creatures
	Independent Starship	Starships
	Trade Federation St.	Starships
	Republic Starship	Starships
	Presence Icon	See next page
	Grabber	See next page
	Scomp Link	See this page
	Mobile	Systems
	Space	Systems
	Planet	Systems
	Exterior site	Sites
	Interior site	Sites
	Underground	
	Underwater	
	Starship site	Sites
	Vehicle site	Sites
	Creature site	

## Icons - Easter Eggs

Over the years, Decipher placed the occasional "Easter egg" on their cards for players to spot, such as the snowflake appearance of the Imperial icon on Snowtrooper or the Vader picture in the piloting icon on Death Star Assault Squadron. These icons were meant to be fun, not serious game play changes. Treat any Easter eggs as if they were the normal icon (e.g. Tzizvvt is an alien).

## Icons - Episode I







Cards depicting things and events from the film *The Phantom Menace* have the Episode I icon. There are no specific rules associated with this icon, but like all icons it may be referenced by others. (Note: the Interrupt Desperate Times erroneously bears this icon; it is considered stricken.)

## Icons - Expansion Icons

Not listed here are another type of icon called an expansion icon. These icons were put on cards as a way to indicate what set the card came from. Generally these will not have an impact on play, but there are occasionally references to an expansion icon version of a card (for example, Echo Base Garrison refers to the Special Edition version of Wedge and the Hoth version of Luke). These icons will not be listed here because of the infrequency of reference, the sheer number of them, and that they are always referred to by the icon symbol regardless - when in doubt, look outside the game text box and see if you can find the round expansion symbol being referenced; if you can, it applies to that card.

## Icons - Shorthand Icons

These icons are found in the game text of cards and are used to present a great deal of information while only taking up a small amount of space. While the symbols represent these phrases, the phrases themselves are not in the game text (e.g. a card with ▼ in game text does not have the word "reshuffle" in its text).

		Adds X to the power of anything they pilot
▲		Take X into hand from Reserve Deck, reshuffle
▼		Deploy X from Reserve Deck, reshuffle
		A card with a maintenance cost
		Immune to Alter
		Immune to Control
		Immune to Sense

## Icons - Scomp Link Icon

Represents a computer connection on a site or starship; referenced by various Interrupts and other cards. A scomp link on an enclosed vehicle or starship is present only to characters aboard that vehicle or starship (although it is still a scomp link at that location). Similarly, a scomp link on a location card is not present to a character aboard an enclosed vehicle or starship at that location. While canceled, a scomp link cannot be the subject of any other action or condition.



## Icons - Grabbers

A card with the grabber icon is so named because it "grabs" cards and places them on itself (a card must have the grabber icon to be considered a grabber). A card stacked on a grabber is always supporting, even if it comes from on table. Once a card has been stacked on a grabber, that exact card may not be targeted by another grabber (though other copies of that card can be if they are not being stacked). A card cannot be removed from a grabber unless a card specifically says it can (e.g. A Jedi's Resilience cannot return an Interrupt that initiated a duel into hand). Also, if an Interrupt has already been placed elsewhere, and a grabber is a valid response to the action, the grabber may still be used to stack that Interrupt (e.g. Watch Your Step placing an Interrupt out of play when played, or The Ebb Of Battle being placed in the Lost Pile when played as a combat card - both are stacked instead). In certain extremely rare instances, a card will require that it be stacked on two different grabbers when it is played (e.g. Sense is already stacked on Allegations of Corruption and Uncertain Is The Future is already stacked on What're You Trying To Push On Us? and the dark side plays the combo card Sense & Uncertain Is The Future). In this case, resolve this as competing automatic actions, meaning that the player whose turn it is may decide which one to stack it on.

### Grabbers - An Example




The Light Side plays Desperate Reach, the Dark Side responds with the Immediate Effect Tentacle (remember your opponent always gets the first just action to your actions), which stacks the Interrupt on that card. Once Tentacle resolves and the card is stacked on it, the Light Side cannot target that Desperate Reach with their own grabber because it's already been stacked. Later on, however, if Desperate Reach is played again, it may be grabbed because that version isn't stacked. The following turn, when the Light Side plays Desperate Reach, the Dark Side uses the Defensive Shield Allegations Of Corruption to grab it, so the card is stacked on it. Again, the Light Side cannot grab the card because it's already stacked on a grabber. The next turn when Desperate Reach is played, the card must be stacked on Allegations Of Corruption as part of the initiation; since it's already stacked the card cannot be grabbed again.

### The following cards have been errata'ed to have the grabber icon:

A Tragedy Has Occurred  
 Allegations Of Corruption  
 Do They Have A Code Clearance?  
 Grappling Hook  
 Tentacle  
 There'll Be Hell To Pay  
 What're You Tryin' To Push On Us?

## Icons - Maintenance Cards

Some cards use symbols in their game text to indicate a "maintenance" cost that must be satisfied at the end of their owner's turn (remember that end of turn actions happen after Used Piles are re-circulated). Not all cards with maintenance costs will show all symbols, but the "sacrifice" (☠) option will always be offered. **If a card does not have the sacrifice icon, it is not a maintenance card.** Next to the symbol will be "Use X" or "Lose X" which indicates that a player must use X Force or lose X Force to pay the cost of this option. There is no cost associated with sacrificing the card, and as such it is the default option if no costs can be paid. The player may choose any provided option, but must choose one of them.

	Maintain	Pay this cost and the card remains on table until the next maintenance is due.
	Recycle	Pay this cost to place that card (and any cards on it) in their owner's Used Pile.
	Sacrifice	Place the card out of play. Any cards on that card are lost.

If a maintenance card that leaves the table was escorting a captive, the captive is released. Maintenance costs are part of a card's game text; thus if the game text is canceled, it need not be paid (for vehicles and starships, however, see Starships - Unpiloted). If a card's game text is canceled until end of turn, the cost will need to be paid once the end of the turn arrives (you cannot "skip" the maintenance cost while its text is still canceled, it is a mandatory part of the end of your turn). A maintenance card with its game text canceled is still a maintenance card. Because of the high standard of sportsmanship associated with SW:CCG, it is assumed that both players will make every effort to remember to choose a maintenance cost option. As such, if a player fails to declare a choice and is not reminded by his opponent in a timely manner (that is, prior to the opponent's first action in his Activate phase), there is no default option. In this case, his opponent is advised to be more vigilant during the next turn.

## Icons - Presence Icon

This icon is used to indicate a unit (such as a battle droid or droid starfighter) that is optimized for terrain acquisition and control. A card with this icon has presence at its location for all purposes, even though it does not have ability. Thus, a Destroyer Droid may occupy and control a location, Force drain, block an opponent's Force drain, battle, be battled, etc. Additionally, a card with this icon may not be the target of a Restraining Bolt, and may not be 'purchased' by Wioslea.

## Matching Pairs

Three types of matching pairs can be formed: matching pilot/starship, matching pilot/vehicle, and matching weapon/character (only character weapons may be a matching weapon). A matching pair can never be formed between two cards that cannot interact in this way (e.g., if a character cannot pilot the vehicle or starship, or cannot use the weapon). There are no special rules related to the interaction of a matching pair, but it may be referenced by cards. Being part of a matching pair does not change who someone is; for example, while BoShek (V) is a matching pilot for any starship, he does not provide Han's immunity to attrition on Falcon (he's not Han).

Matching pairs are formed in two ways, by rule, and by game text.

### Matching By Rule

A matching pair is formed if:

- Both cards are unique, and
- One refers to the other in its title or game text (by card title or persona).

[Note: the cards Jedi Lightsaber (V) and Dark Jedi Lightsaber (V) were created to serve as unique weapons for certain characters. For this reason, these two cards should be treated as unique for the purpose of determining matching weapon status. These are the only exceptions to the rule.]

### Matching By Game Text

Also, a matching pair can be formed if a card specifically states it is part of such a pair (even if one or both of the cards are non-unique).

Some characters (such as Bron Burs (V)) state that Blaster Rifle is a matching weapon. This is referring only to the Premiere card Blaster Rifle, and not any weapon with the blaster rifle characteristic.

A unique permanent pilot is considered a matching pilot for that starship, and a unique permanent weapon is considered a matching weapon for that character.

**Note: For matching operatives, see operatives rules, Ap. D. For matching agendas, see Senate & Imperial Council, Ap. C.**

## Matching Pair Examples:

Han Solo is a matching pilot for Gold Squadron 1, as his game text mentions the Falcon (its persona name).

Han with Heavy Blaster Pistol is a matching pilot for Millennium Falcon, as its game text mentions Han (his persona name).

Han with Heavy Blaster Pistol is not a matching pilot for Gold Squadron 1, because neither card's title or game text mentions the other.

Han Solo is not a matching pilot for Lando In Millennium Falcon, because he cannot pilot it (unless he wins a game of Sabacc, in which case he would become a matching pilot).

TK-422 is not a matching pilot for Millennium Falcon, because undercover spies cannot deploy or move aboard starships, and thus can't pilot it (though if he breaks cover he would become a matching pilot).

Luke Skywalker is a matching pilot for the starship Red 5 (V), the combat vehicle Rogue 1, and the shuttle vehicle Luke's T-16 Skyhopper. He is not a matching pilot for Luke's X-34 Landspeeder, because transport vehicles are driven, not piloted.

URoRRuR'R'R is not a matching pilot for URoRRuR'R'R's Bantha, because creature vehicles are not piloted.

Luke (from the 2-Player game) is not a matching pilot for Rogue 1 because he's not a pilot, and thus cannot pilot it.

BoShek (V) is not a matching pilot for Red 5 (V), Green Squadron 1 (V), or Red Leader In Red 1 (because he cannot deploy aboard those starships).

Princess Leia with a Rebel Flight Suit is a matching pilot for any starfighter, combat vehicle, or shuttle vehicle she can pilot, even if it's non-unique.

Queen's Royal Starship is not a matching starship for Padme Naberrie (V), because neither mentions the other in title or game text ("Queen" is not her card title or persona name).

Luke's Lightsaber is a matching weapon for Luke, as its game text mentions Luke (his persona name).

Anakin's Lightsaber is a matching weapon for Luke, as its game text mentions Skywalkers (Luke is part of the Skywalker persona).

If Luke crosses over, neither is a matching weapon for him (because he is no longer a persona of Luke or Skywalker).

Anakin's Lightsaber is not a matching weapon for Leia Organa (because even though she is a Skywalker, it cannot deploy on her, so she cannot use it).

Anakin's Lightsaber (V) is not a matching weapon for Anakin (because it cannot deploy on him).

Mara Jade's Lightsaber is a matching weapon for Mara Jade (it mentions her in its game text); however, if she is disarmed, it will not be her matching weapon (because disarmed characters cannot use weapons).

A280 Sharpshooter Rifle is not a matching weapon for Lieutenant Greeve because the rifle is not unique.

Blaster Rifle is a matching weapon for Djas Puhr (V) because even though it's non-unique, his game text specifically states it's a matching weapon.

## Virtual Cards

A virtual card (indicated by adding "(V)" after the card title of the altered card) is a card that is created by placing a print off of a modified card over the corresponding area of the original physical card it is changing. When this happens, the print off replaces whatever was printed on the physical card; anything that is changed is no longer applicable for any purposes and only the overriding information is considered. For example, Mara Jade, The Emperor's Hand (V) has the slip covering up the pilot icon; thus, even though the original Mara was a pilot, the virtual card is not a pilot for any purpose.





You cannot use a virtual card if you do not have a physical version of that card to use with it (and a physical card for each copy of the virtual card in your deck). Also, a virtual card must precisely match the entire title of the card it is used with, and it must be used with the same card type (however, there is an exception; see Virtual Cards - Defensive Shields and Epic Events).

You may use both virtual and non-virtual cards in the same deck. Virtual cards, regardless of version, are considered to have the same title as the original card (thus meaning they are identical cards for game purposes). Thus, if your opponent plays Monnok and you have a copy of Luke Skywalker and Luke Skywalker (V) in your hand, both cards will be lost. Also, all Virtual cards retain the same degree of restriction or uniqueness as the original card.

The virtual sets released by the Player's Committee added several icons; see Icons for a list of what they are and how they work. In addition, the pilot icon is also found in the game text of some characters, followed by a number. This means that the indicated character adds that amount to the power of anything he/she pilots. In some cases, the piloting bonus is not applied to all cards equally; in such cases the types of cards to which the bonus applies will be indicated as well.

## Defensive Shields and Epic Events

A virtual card version of a Defensive Shield is always combined with a physical Effect card, not the Defensive Shield version.

When a virtual card has a different card type than the physical card (as indicated by the box above the card's game text), the card's icon is considered to be changed appropriately. Thus a virtual Defensive Shield will replace  with  and Epic Event will replace  with . This means that card cannot be targeted as if it were the original card type (e.g., Affect Mind (V) cannot be targeted by Alter).

## Errata of Non-Virtual Version

Any errata to title, lore, destiny, or uniqueness of a card will carry over to its virtual counterpart, as well as any rulings regarding characteristics. Thus, a virtual Captain Han Solo would be Corellian, a virtual Ghhhk would not be a hologram, and a virtual Legendary Starfighter would be unique.

## Dual Icon Cards

If a virtual card has a character icon located in the upper left corner of the print off, that icon has been added to the upper left corner of that card in addition to the card type icon the character already had there. For example, Mon Mothma (V) has a Republic icon in the upper left hand corner of the print off, thus she is considered a Republic character and a Rebel character for all purposes. See Characters - Dual Character Types.

## Not Unique/Is Doubled/etc. and Virtual Cards

There are a number of characters with game text that were intended to make less useful Premiere Effects (and Utinni Effects) more playable. These cards have been virtualized, and so there is some question of how they interact. This works as follows:

"Is not unique": you may have multiple copies of the card on the table (see unique and restricted). Each copy may be used (subject to the cumulative rule).

"Is doubled": double all values listed in its game text, even if that value is a variable such as X (this does not double the number of times the ability may be used per card).

Altered deploy cost: The deploy cost listed on the character overrides that of the virtual card.

"Immune to Alter": the card is now immune to Alter for all purposes.

All other interactions are disregarded.

## Examples

While Kalit is on table, you may have any number of Jawa Siesta (V) on table (which deploys either for free or for 6 Force from each player). It's doubled, so your Jawas are defense value +2 and you add two destiny to your total power at exterior Tatooine sites where you have a unique Jawa. Because Jawa Siesta (V) does not modify forfeit, the text "cumulatively affects your Jawas' forfeit" is ignored.

Sergeant Doalyn interacts with Tusken Breath Mask (V) by making it immune to Alter and permitting multiple copies to be on table. When there are multiple copies, each copy may be used without influencing how the other works (subject to the cumulative rule). This means that multiple additions of X will not increase your total ability beyond what the first X was (because it's modifying). However, "Ignore up to X in battle damage" is not a modifier, and thus is not subject to the cumulative rule; you may apply that game text whenever you wish, even to affect the same value.

Targeting your characters on Tatooine, doubling power and forfeit bonuses, and protection from Gravel Storm and Sandwhirl are ignored because they are not related to the text of the virtual card.



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# Appendix A - Errata

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To check to see if a card has been errata'ed to have the Grabber icon, see Icons - Grabber, Ch. 9

## 4-LOM's Concussion Rifle

Use 4 Force to deploy on your warrior, free on 4-LOM. May target a character or creature for free at same site or exterior site up to 2 sites away. Draw destiny. Add 1 if Blaster Scope attached. If total destiny - distance to target > defense value, target hit.

## 8D8

May cancel Torture, Aiiii! Aaa! Agggggggggggg! or Sonic Bombardment targeting a character at same site. Once during each of your turns, if with any imprisoned captive, may draw destiny: if destiny > 3, randomly select one captive there to be released.

## A Disturbance In The Force

Once per game, during your deploy phase, 'insert' (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

## A Jedi's Resilience

If you just lost a duel opponent initiated (before duel has any result) lose 1 Force to cancel the duel and return Interrupt (if any) used to initiate duel to owner's hand. OR If you just lost a character armed with a lightsaber, take that character into hand.

## A Tremor In The Force

Once per game, during your deploy phase, 'insert' (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

## Access Denied

Insert face up in your Reserve Deck. When Effect reaches top it is lost, along with all opponent's 'insert' cards there. Reshuffle. (Immune to Alter.) OR Deploy between two mobile sites. Opponent's characters may pass only if aboard a Lift Tube or opponent uses +1 Force each.

## Admiral Motti

Deploys -2 if at least two Imperial starships on table. Adds 2 to power of anything he pilots. Subtracts 1 from forfeit of Rebel pilots at same system.

## Admiral Ozzel

Adds 2 to the power of anything he pilots. Subtracts 1 from deploy cost of each of your capital starships at same system. Lost if Vader on table and opponent 'reacts' to same location as Ozzel.

## Advosze

Adds 2 to power of anything he pilots. Whenever you deploy a weapon or device from hand at same location, activate 1 Force as a 'kickback.' Limit of one Advosze per location.

## Alternatives To Fighting

Use 3 Force to cancel a battle just initiated at a system or sector. OR Cancel Besieged. OR Release (move for free) all your characters from a captured starship to your side of any docking bay site.

## Anakin's Lightsaber

Deploy on your Skywalker of ability > 3. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

## Antipersonnel Laser Cannon

Use 3 Force to deploy on your transport vehicle. Your warrior present, if aboard, may target a character or creature using 3 Force. Draw destiny. Target hit if destiny +2 > defense value. May fire repeatedly for 2 Force each time.

## Arleil Schous

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.

## Armed And Dangerous

If a battle or duel was just initiated at a site, deploy (for free) a unique matching weapon on one of your participating characters from hand or Reserve Deck; reshuffle (if from Reserve Deck).

## Artoo

During each of your control phases, may take one Hero Of A Thousand Devices or A Gift into hand from Reserve Deck; reshuffle. If at a battleground site with C-3PO, may subtract 1 from each opponent's battle destiny at same and related sites.


## Assault Rifle

Use 3 Force to deploy on your warrior. May target a character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

## Asteroid Sanctuary

Deploy on any asteroid sector you control. During each of your control phases, opponent loses X Force, where X = total number of asteroid sectors at same system that are not occupied by opponent. Effect canceled if opponent controls this location.

## Astromech Shortage

Use 3 Force to deploy on opponent's side of table. All opponent's starships with a  icon are deploy +1.

## AT-AT Cannon

Use 2 Force to deploy on your AT-AT. May target a starfighter (use 3 as defense value), character, creature or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 1 if targeting a character or creature, 2 if a vehicle. Target hit if total destiny > defense value.



**Atgar Laser Cannon**

Deploy on an exterior planet site. Your warrior present may target a vehicle at same or adjacent site using 2 Force. Draw destiny. Target crashes if destiny +2 > armor. Target hit if destiny +1 > maneuver.


**Atmospheric Assault**

If you just initiated a battle at a Cloud City sector, add one battle destiny. OR During your deploy phase, deploy one TIE Assault Squadron for free (no replacement is necessary).

**Attack Run**

*The last line of this Epic Event's card text reads: \* Your Proton Torpedoes are immune to Overload.*

**Baniss Keeg**

Deploy on your non-pilot character (except droids) to give that character pilot  skill. Adds 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

**Beedo**

\* Replaces any other male Rodian for free (Rodian goes to the Used Pile) or deploys for 3 Force. While at Audience Chamber, all your Rodians are power +2, and whenever Greedo threatens a smuggler, may add 2 to destiny draw.

**Ben Kenobi**

Deploys only on Tatooine. When in a duel, adds 2 to your total. Once per turn, if a battle just ended, may 'revive' (place here from Lost Pile) your character forfeited from same site this turn. Immune to attrition <5.

**Beru Lars**

Forfeit +2 when at same site as Owen Lars or a Hydroponics Station. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.

**Beru Stew**

*This interrupt is now unique (•) and should read as "•Beru Stew".*

**Besieged**

Deploy on a captured starship. Your characters present with captured starship may battle opponent's characters aboard it (as if present together at a site). Effect canceled if starship escapes or is stolen.

**Bespin Motors Void Spider THX 1138**

May add 3 passengers. Permanent pilot provides ability of 1. May move as a 'react.' \* Landspeed = 3. OR Up to 3 characters may shuttle to or from same site for free.

**Biggs Darklighter**

Adds 2 to power of anything he pilots. When piloting Red 3, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

**Black Squadron TIE**

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.

**Blast The Door, Kid!**

If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

**Blasted Droid**

During your control phase, fire (for free) one of your blasters carried by a trooper or one of your automated weapons. Any 'hit' targets are immediately lost.

**Blaster**

Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

**Blaster Rack**

Deploy on your side of table. At any time, you may transfer one of your character weapons from any site to the Blaster Rack. During your deploy phase, weapon may be transferred to your character on table for an expenditure of Force equal to the weapon's deploy cost.

**Blaster Rifle**

Use 2 Force to deploy on your warrior. May target a character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

**Blaster Scope**

Deploy on your blaster. Scope allows that weapon to target at an adjacent site.

**Blizzard 1**

May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. When using AT-AT cannon to Target The Main Generator, adds 1 to total.

**Blizzard 2**

May add 1 pilot and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. Permanent pilot provides ability of 2.

**Blizzard Scout 1**

May add 1 pilot or passenger. May move as a 'react.' Power +1 at any Hoth site. Permanent pilot provides ability of 1.

**Blizzard Walker**

May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased.

**Boba Fett (Cloud City)**

Adds 3 to power of anything he pilots. When piloting Slave I, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise. When escorting a captive, captive is forfeit +5. May 'fly' (landspeed = 3). Immune to attrition < 3.

**Boba Fett (Special Edition)**

Adds 2 to power and 1 to maneuver of anything he pilots. May deploy -1 as a 'react' to same site as a gangster or smuggler. When firing weapons, any 'hit' characters are forfeit = 0. May 'fly' (landspeed = 3). Immune to attrition <3.

**Boba Fett's Blaster Rifle**

Use 1 Force to deploy on Boba Fett, or 3 on your other bounty hunter. May deploy as a 'react.' May target a character, creature or vehicle using 2 Force. Draw destiny. Add 1 if targeting a vehicle. Target hit if total destiny > defense value. May fire repeatedly for 1 Force each time.

**Bog-wing**

\*Ferocity = destiny -1. Habitat: Dagobah. Parasite: Character (that can move). Relocate Bog-wing and host up to two sites away (opponent of victim chooses). Bog-wing then detaches.

**Boosted TIE Cannon**

Use 1 Force to deploy on your TIE Advanced x1. May target a starship using 1 Force. Draw destiny. Subtract 1 if targeting a capital starship. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.

**BoShek**

Adds 3 to power of anything he pilots. May make a Kessel Run in place of a smuggler. Immune to attrition < 3.

**Bossk**

Adds 2 to power of anything he pilots. When piloting Hound's Tooth, draws one battle destiny if not able to otherwise. Adds 1 to attrition against opponent in battles at same site. May reduce Chewie's forfeit to zero while present.

**Bowcaster**

Use X Force to deploy on your warrior, where X = (7 - warrior's power). X cannot fall below 1. May target a character or creature using X Force. Draw destiny. Add 1 if targeting a character, 2 if targeting a creature. Target hit if total destiny > defense value.

**Cane Adiss**

If opponent just initiated a Force drain at a non-shielded planet location, deploy on that location. Your characters, vehicles and starships may deploy here regardless of presence and location deployment restrictions. (Immune to Control.)

**Captain Han Solo**

Deploys only on Falcon, Hoth or Cloud City. Adds 3 to power of anything he pilots. When piloting Falcon, adds one battle destiny and 2 to maneuver. Once during each battle, may use 2 Force to cancel one opponent's destiny just drawn and cause a re-draw.

**Captain Khurgee**

Once during each of your control phases, you may use 2 Force to take one Scanning Crew into hand from Reserve Deck; reshuffle.

**Captain Lennox**

Adds 2 to power of anything he pilots (3 if starship is Tyrant). When on a Star Destroyer, may use its tractor beam once during each of your control phases.

**Captain Needa**

Adds 2 to power of anything he pilots. When piloting Avenger, that starship is also immune to attrition <4. You may re-target applicable Utinni Effects to Needa. If in a battle where you choose to forfeit characters, you must forfeit Needa first.

**Captain Piett**

Power +1 when at same site as Vader. Adds 2 to power of anything he pilots (3 if starship is Executor). May use 1 Force to take one Probe Droid into hand from Reserve Deck; reshuffle.

**Carbonite Chamber Console**

Deploy on Carbonite Chamber. Adds 3 to Carbon- Freezing destiny. Also, once during each of your turns, you may use 1 Force to take one Ugnaught, Prepare The Chamber or Carbon-Freezing into hand from Reserve Deck; reshuffle.

**Chall Bekan**

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.

**Chewbacca**

Power +1 at same location as Han. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 1 to maneuver. Your vehicles, starships and droids at same site go to Used Pile (rather than Lost Pile) when they are 'hit.'

**Chief Bast**

Adds 2 to power of anything he pilots. Power +1 if at same site as Tarkin. If a battle was just initiated where Bast is present with a non-droid character aboard a starship, may 'evacuate' (relocate) both to a related site.

**Chief Retwin**

May use 3 Force to 'hide' (be excluded) from a battle. May use 2 Force to target one device or weapon present which deploys on a site. Draw destiny. If destiny > target's deploy cost, target is lost.

**Clak'dor VII**

LIGHT: If you occupy, each Bith character is destiny +2.

DARK: If you control, each Bith character is destiny -1 and Ghhhk is power +2 in battles at a holosite.

**Cloud City Blaster**

Use 2 Force to deploy on your warrior at a Cloud City site. May target a character or creature using 2 Force. Draw destiny. Target hit (and may not be used to satisfy attrition) if destiny > defense value.

**Collision!**

Use 1 Force if opponent has at least two starships present at same system or sector. Draw destiny. If destiny < number of those starships, opponent must lose one of them.

**Combined Attack**

During a battle, target opponent's starship present with two (or more) of your starship weapons. Add all weapon destiny draws together. Apply that total separately for each weapon.

**Come With Me**

Use 1 Force to target a starfighter having one or more permanent pilots. Draw destiny. If destiny > 2, deploy on starfighter to remove all permanent pilots (otherwise, effect is lost). May add one pilot for each permanent pilot removed. (Immune to Alter.)

**Comm Chief**

Adds 2 to power of anything he pilots, and that starship or vehicle moves for free.

**Commander Brandei**

Adds 2 to power of anything he pilots. Once during each of your control phases, when aboard a Star Destroyer or at any docking bay, may use 1 Force to take one TIE into hand from Reserve Deck; reshuffle.

**Commander Desanne**

Adds 2 to power of anything he pilots. Your shuttling, landing and taking off to or from same location is free. During your control phase, may take one Lambda shuttle or Landing Craft into hand from Reserve Deck; reshuffle.

**Commander Luke Skywalker**

Deploys only on Hoth. Adds 3 to power of anything he pilots. When piloting Rogue 1, also adds 2 to maneuver. Immune to attrition < 3. Adds 1 to forfeit of each other Rogue Squadron pilot or gunner at same Hoth site.

**Commander Nemet**

Adds 1 to power and maneuver of anything he pilots. Opponent may not 'react' to or from same location.

**Commander Praji**

Adds 2 to power of anything he pilots. When piloting Devastator, also adds 1 to hyperspeed. Where present, cancels game text of C-3PO or R2-D2.

**Commander Vanden Willard**

When at a war room you control, adds 1 to power of each Rebel starship at the related system. May use 1 Force to cancel Astromech Shortage.

**Commence Recharging**

Deploy on a superlaser. May not fire at a planet until 'recharged.' Opponent may use Force (stacking it here); accumulating 8 Force recharges superlaser. When fired at a planet, Effect is canceled. If Effect canceled, accumulated Force is placed in Used Pile.

**Concussion Grenade**

Use 2 Force to deploy on your warrior. May 'throw' at same or adjacent site. Draw destiny. All characters, weapons and devices with that destiny number present at that site are lost. (Only your warrior is lost if destiny = 0.) Concussion Grenade also lost.

**Conduct Your Search**

Deploy on table. Once during your deploy phase, you may deploy a non-Interrupt card with "door" in title from your Reserve Deck; reshuffle. At Endor sites where you have a scout, Rebel scouts are power -1 and forfeit -3. (Immune to Alter.)

**Conquest**

May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Just after initiating battle against Falcon, may peek at opponent's hand.

**Coreellia**

LIGHT: Your Falcon (with one pilot) and your Coreellian corvettes may deploy here as a 'react.'

DARK: Each of your starships are hyperspeed +1 when moving from here.

**Coruscant: Imperial Square**

DARK: Emperor deploys free here. If your moff here, all Imperials are deploy -1 at sites.

LIGHT: Force drain +1 here. If you control, Emperor may not deploy to Coruscant.

**Crash Landing**

If you have a piloted AT-AT present at a site, target opponent's noncreature vehicle present at same or adjacent exterior site. Draw destiny. If AT-AT has a vehicle weapon, add 1 to destiny draw. Target 'crashes' if total destiny > 3.

**Crash Site Memorial**

Deploy on your side of table. If you just lost a vehicle, droid, weapon, or device, may stack it here. Once during your deploy phase, you may exchange any one card in hand with one card stacked here.

**Dack Ralter**

Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 1 or with Luke).

**Dagobah (Dark Side)**

DARK: If you occupy, opponent may not Force drain at related locations.

LIGHT: Neither player may Force drain here.

**Dagobah (Light Side)**

DARK: Neither player may Force drain here.

**Dannik Jerriko**

Once per battle, may use 1 Force to "eat the soup" of (place out of play) one opposing non-droid character just lost or forfeited at same site. \* Power = 1 + total ability of all victims whose soup was eaten.

**Dantooine (Dark Side)**

DARK: Your starships may move here as a 'react'.

**Danz Borin**

Adds 3 to power of anything he pilots. Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

**Dark Jedi Lightsaber**

Use X Force to deploy on your warrior where X = (7 - warrior's ability). May add 1 to Force drain where present. May target a character or creature using X Force. Draw two destiny. Target hit if total destiny > defense value.

**Darth Vader**

When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of anything he pilots (or 4 to power and 3 to maneuver if Vader's Custom TIE). Immune to attrition <5.

**Death Squadron**

Deploy on any system. Adds X to total power of your starships at that system, where X = number of your starships present. Your troopers and combat vehicles may shuttle to related sites for free.


**Death Star Tractor Beam**

Use 2 Force to deploy on Docking Bay 327. At the end of a battle at Death Star system, may target an opponent's starship present (except a Mon Calamari star cruiser) using 2 Force. Draw two destiny. Target captured if total destiny > defense value.

**Death Star: Detention Block Control Room (Light Side)**

LIGHT: If you control, Force Drain +1 here and all imprisoned characters on Death Star are released.

### Death Star: Docking Control Room 327

Both sides of this site gain 

### Death Star: Level 6 Core Shaft Corridor

LIGHT: If the Light Side controls this site, Luke and Obi-Wan are each power +2.

### Demotion

Use 2 force to deploy on any Imperial except Vader, Emperor or a stormtrooper. That Imperial is power -2 and its game text is canceled.

### Dengar

Adds 2 to power of anything he pilots. Power +1 for each opponent's character present. May reduce Han's forfeit to zero while present.

### Dengar With Blaster Carbine

Adds 2 to power of anything he pilots. Permanent weapon is •Dengar's Blaster Carbine (may target a character, creature or vehicle for free; draw destiny; target hit, and its forfeit = 0, if destiny +1 > defense value; may be fired twice per battle).

### Dengar's Blaster Carbine

Use 1 Force to deploy on Dengar, 3 on your other warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Dengar, target's forfeit = 0.

### Dengar's Modified Riot Gun

Use 2 Force to deploy on Dengar, or 5 on your other bounty hunter. May target a non-droid character using 3 Force. Draw destiny. Character immediately captured if destiny +3 > defense value.


### Derek 'Hobbie' Klivian

Power +2 when at same site as Biggs. Adds 2 to power of anything he pilots (3 if a Star Destroyer is at same location). When piloting Rogue 4, also adds 2 to maneuver.

### Descent Into The Dark

During your turn, if either player just placed a card in a Used Pile, deploy on table. All Used Piles are immediately re-circulated. When any player places one or more cards in a Used Pile, Immediate Effect canceled.

### Desperate Times

The  icon has been stricken.

### Devaronian

Power +2 at Mos Eisley, any mobile site or any docking bay. Adds 2 to power of anything he pilots. When playing sabacc, may use clone cards to 'clone' his own destiny number.

### DFS Squadron Starfighter

Deploys -1 to Naboo or same system as your battleship. While at same system as your battleship, during your deploy phase, may deploy one Droid Starfighter Laser Cannons aboard from Reserve Deck; reshuffle.

### Disarmed

If both players have a character with a weapon present at same site, deploy on that opponent's character during any control phase. Character loses all weapons, is power -1 and may no longer carry weapons. (Immune to Alter.)

### Dodge

*Some versions of this Interrupt were misprinted. The misprints play the same as the correct copies, which end with "... move that character away as a 'react' (for free)."*

### Don't Get Cocky

If Luke and Han are in a battle together, you may add two battle destiny. OR If opponent just initiated a battle at a system or sector, choose one TIE/In present to be lost.

### Double Agent

If both players have a spy at same site, draw destiny. Add 2 if opponent's spy is Undercover. Opponent's spy is lost if destiny > 2. OR Opponent's Tonnika Sisters present at a site cross to your side.

### Double Laser Cannon

Use 4 Force to deploy on Jabba's Sail Barge or your sandcrawler; it is power +3 and immune to attrition < 5. Your warrior present, if aboard, may target a vehicle using 2 Force. Draw destiny. Target hit if destiny +2 > defense value.

### Dr. Evazan

Adds 2 to power of anything he pilots. The not-so-good doctor may 'operate' on any other character present that was just 'hit' or just Disarmed; 'patient' is lost.

### Dreadnaught-Class Heavy Cruiser

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.

### Droid Detector

Deploy at any interior site. Cannot be moved. Droids may not deploy to same site. Following the turn this device is deployed, all droids present are lost at end of any turn.

### Droid Merchant

Spaceport Speeders may be played at same site. Once per game, may do one of the following: activate 1 Force when you deploy a droid OR retrieve 1 Force when you deploy an astromech to a starfighter.

### Droid Shutdown

Cancel an attempt by opponent to target your droid to be stolen, 'hit,' lost or captured. Droid is protected from all such attempts for remainder of turn.

### DS-61-2

Adds 3 to power of anything he pilots. When piloting Black 2, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.

### DS-61-3

Adds 3 to power of anything he pilots. When piloting Black 3, also adds 1 to maneuver and may draw one battle destiny if not able to otherwise.

### DS-61-4

Adds 3 to power of anything he pilots. When piloting Black 4, also may draw one battle destiny if not able to otherwise. May use 1 Force to take one Lone Pilot into hand from Reserve Deck; reshuffle.



**Dual Laser Cannon**

Use 2 Force to deploy on your T-47. May target a character, creature or vehicle using 1 Force. Draw destiny. Subtract 1 if targeting a character or creature. Add 2 if targeting a vehicle. Target hit if total destiny > defense value.

**Dutch**

Adds 2 to power of anything he pilots. When piloting Gold 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Gold Squadron pilot at same location.

**Echo Trooper Backpack**

Deploy on your trooper. May use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.

**Effective Repairs**

USED: Cancel Limited Resources. LOST: Use 3 Force to retrieve into hand one Effect of any kind.

**Egregious Pilot Error**

During opponent's control phase, if opponent has two or more capital starships at a system or sector together, draw destiny. If destiny -1 < number of those starships, they may not move or participate in battle until end of your next turn.

**Eject, Eject!**

Use 1 Force to target a starfighter having one or more permanent pilots. Draw destiny. If destiny > 2, deploy on starfighter to remove all permanent pilots (otherwise, effect is lost). May add one pilot for each permanent pilot removed. (Immune to Alter.)


**Electrobinoculars**

Use 1 Force to deploy on any warrior. At any time, you may peek at the top card of your Reserve Deck by using 2 Force. You may choose to move that card to the top of your Force Pile.

**Elis Helrot**

At any time (except during battle), target any or all of your characters at one site to 'transport' (relocate) to any one other site. Draw destiny. Use that much Force to 'transport,' or place Interrupt in Lost Pile.

**Ellorrs Madak**

Deploy on your non-pilot character (except droids) to give that character pilot  skill. Adds 2 to power of anything that character pilots. OR Deploy on your pilot. Adds 1 to power of anything that character pilots. (Immune to Alter.)

**End This Destructive Conflict**

USED: During a battle at a site, instead of firing one character weapon, cause one opponent's character present to be power -4 until end of turn. LOST: During a battle at a site, use 3 Force to cancel one battle destiny just drawn.

**Enhanced TIE Laser Cannon**

Use 1 Force to deploy on your TIE. May target a starship using 1 Force. Draw destiny. Subtract 2 if targeting a capital starship. Target hit if destiny > defense value.

**Evacuation Control**

Deploy on your war room. Once during each of your move phases, your Planet Defender Ion Cannon at same planet may fire. Also, each of your medium transports at same planet is hyperspeed +2, is immune to attrition < 3 and may move for free.

**Evader**

USED: Cancel all Revolutions in play (owner loses 1 Force for each). LOST: If Vader or Vader's Custom TIE was just lost, relocate that card to Used Pile. OR Relocate to Used Pile one Imperial just lost from any Death Star location.

**E-web Blaster**

Deploy on any site. May be moved with two warriors for 1 additional Force. Your warrior present may target a starfighter (use 5 as defense value), character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value.

**Executor: Holotheatre**

DARK: If Vader or Emperor on table, your Force generation is +1 here (+2 if both).

**Exposure**

Use X Force during your control phase, where X = the total number of characters present or missing at exterior marker sites under "nighttime conditions." Those characters are lost.

**Failure At The Cave**

Deploy on Dagobah: Cave. Target an apprentice on Dagobah. All Jedi Test game text is suspended. If target present during any battle phase, opponent draws destiny. If destiny < 4, you retrieve 2 Force (also, if destiny = 0, target is lost). Otherwise, Utinni Effect canceled.

**Fall Back!**

If opponent just initiated a battle at an exterior site with more than double your total power, use 1 Force to cancel the battle and move all your characters there to an adjacent site (for free) where the opponent has no presence.



**Fallen Portal**

Target one creature or up to two characters present that just initiated an attack or battle against you at Back Door, Rancor Pit, Tatooine: Jabba's Palace or any docking bay. Draw destiny. Target(s) immediately lost if destiny +2 > total defense value.

**Fear Will Keep Them In Line**

Deploy on any capital starship. When that starship is at a system or sector you control, your total power is +1 in battles at related sites.

**Feltpern Trevagg**

While no droid present with Trevagg, to initiate battles at same location as Trevagg, player must use X Force, where X = total number of  and  present.

**Field Promotion**

Deploy on an Imperial of ability < 5 present with Vader, Emperor or one of your admirals, generals, or moffs. Imperial gains **leader** skill, is power +1, and is immune to Demotion, Report to Lord Vader, and What is Thy Bidding, My Master?. (Immune to Alter).

**Fire Extinguisher**

Deploy on your astromech droid. Cancels an 'exploding' Program Trap here. Any starship it is aboard is immune to Lateral Damage and ion cannons. If deployed on R2-D2, may lose Fire Extinguisher to cancel a battle just initiated where present at a site.

**Flagship**

Use 2 Force to deploy on your Star Destroyer. Your other starships may move as a 'react' to same system or sector (for free). If starship lost, you lose X Force, where X = starship's armor. (Immune to your Alter.)

**Floating Refinery**

*This device is now restricted (\*\*) and should read as "\*\*Floating Refinery".*

Deploy on a cloud sector (limit one per sector). Force you activate may be drawn into hand (one per turn for each of your Floating Refineries on table). Each cloud sector or gas miner drawn in this way may be revealed to retrieve 1 Force.

**For Luck**

Deploy on table. If Counter Assault is played, may use 1 Force to add one destiny to your total. If Sense or Alter just played, may use X Force to exclude X Dark Jedi from being the "highest-ability character."

**Force Field**

USED: Cancel an attempt to target a Dark Jedi with a character weapon. LOST: If one of your characters was just targeted by a weapon during a battle, use 3 Force to cancel the targeting.


**Fozec**

Adds 2 to power of anything he pilots. While at a site you control, Imperials are immune to Ke Chu Ke Kukuta? at that site.

**Frozen Dinner**

Deploy on opponent's character alone at Wampa Cave. Character is power = 0 and may not move. May be canceled if opponent has a lightsaber or total ability > 4 present. If character eaten by a creature, cumulatively adds 2 to ferocity.

**Frustration**

During your control phase, peek at opponent's hand and target one non-Interrupt card you find there that has a deploy cost < total number of  icons on table. Opponent must deploy target by the end of your next turn, or it is lost (if still in hand).

**Full Throttle**

If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Luke is defending a battle alone at a system or sector, add 1 to power and add one battle destiny.

**Fusion Generator Supply Tanks**

Deploy on your starship at a system or sector where a related docking bay is on table. Adds 1 to hyperspeed, power and maneuver.

**Gaderffii Stick**

Use 2 Force to deploy on any Tusken Raider. If a battle has just been initiated where present, target a character for free; draw two destiny. If total destiny > 5, target's weapons are 'knocked away' (may not be used this battle).

**Gailid**

Deploys free to same site as Mosep. Adds 2 to power of anything he pilots. While at Audience Chamber, adds 1 to your Force drains at Jabba's Palace sites.

**Gamorrean Ax**

Use 1 Force to deploy on your Gamorrean. Adds 1 to power. When present at a site, Gamorrean draws one battle destiny if not able to otherwise. May target a character or creature for free. Draw destiny. Target hit if destiny > defense value.

**Garouf Lafoe**

Adds 1 to power of anything he pilots. Adds 1 to forfeit of each of your characters at same Tatooine site. Subtracts 1 from forfeit of each of opponent's characters at same Hoth site. Game text suspended if at same site as a tax collector.

**General Veers**

Power +1 when at same site as Admiral Ozzel. Adds 1 to power of each Imperial at same Hoth site. Adds 3 to power of any combat vehicle he pilots. On Blizzard 1, also adds 1 to armor and draws one battle destiny if not able to otherwise.

**Ghhhk**

Lore: Dejarik of creature from Clak'dor VII. Ghhhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.

During the damage segment of a battle you lost, if you have no cards left that can be forfeited, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

**Golan Laser Battery**

Deploy on any exterior planet site. Your warrior present may target a creature, character or vehicle at same or adjacent site using 2 Force. Draw destiny. Add 2 if targeting a creature or character. Target hit if destiny > defense value.

**Gold 2**

May add 2 pilots or passengers. May forfeit in place of your other starfighter 'hit' in Death Star: Trench, restoring that starfighter to normal.

**Grand Moff Tarkin**

Adds 2 to power of anything he pilots. When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn.

**Gravel Storm**

Strikes at Dune Sea, Jundland Wastes, Beggar's Canyon, Lars' Moisture Farm, Jawa Camp, or Mos Eisley. Target opponent's character present at that site. Draw destiny. Target lost if destiny > ability.

**Great Shot, Kid!**

Deploy on table. If Death Star "blown away": Whenever you deploy a unique (\*) starship to a system location, retrieve 3 Force; Once during each of your turns you may deploy (for free) a starship from hand or Reserve Deck and reshuffle. (Immune to Alter.)

**Great Warrior**

*The last line of this Jedi test reads:*  
"Place on apprentice. All opponent's Force drain bonuses are canceled."

**Grimtaash**

USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile.  
LOST: Cancel Molator (even at a holosite). OR Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**Grondorn Muse**

While Grondorn is on Yavin 4, your Yavin Sentry is not unique (\*), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Yavin 4.

**H'nemthe**

Adds 2 to power of anything she pilots. Adds 2 to deploy cost of each opponent's male Imperial when that Imperial is deploying to same or adjacent site.

**Han Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Han (or alien) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Han Solo**

Once during battle, may use 1 Force to cancel and re-draw your just drawn destiny. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 2 to maneuver and may draw one battle destiny if not able to otherwise.

**Han's Heavy Blaster Pistol**

Use 1 Force to deploy on Han, or 3 on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny +1 > defense value. If hit by Han, target's forfeit = 0.

**Han's Toolkit**

Use 1 force to deploy on one of your characters, vehicles or starships (free on Falcon or Han). While aboard a vehicle or starship, you may use 1 force to cancel any Interrupt or Effect of any kind which targets that vehicle or starship.

**Hear Me Baby, Hold Together**

If opponent just targeted your starship with a starship weapon, subtract 2 from each of that weapon's destiny draws.

**Het Nkik**

\* Deploys only on Tatooine for 2 Force from each player's Force Pile. Het is power +1 for each stormtrooper at same site, unless Reegesk is present.

**Hidden Base / Systems Will Slip Through Your Fingers**

(front) Deploy Rendezvous Point. Place a planet system (with a parsec number from 1 to 8) from Reserve Deck face down on your side of table (not in play); that card indicates the planet where your "Hidden Base" is located. While this side up, once during each of your deploy phases, may deploy one system from Reserve Deck; reshuffle. Opponent loses no more than 1 Force from each of your Force drains at systems and sectors. Flip this card any time after you have deployed five battleground systems and your "Hidden Base" system.

(back) While this side up, to draw a card from Force Pile, opponent must first use 1 Force. For each battleground system you control, you may cancel one opponent's Force drain (limit twice per turn). You may not deploy any systems. At each system opponent occupies during any deploy phase, opponent may 'probe' there by placing one card from hand face down beneath that system. Place out of play if "Hidden Base" system is 'probed;' Dark Side places 'probe' cards in Used Pile (and may retrieve 1 Force for each Probe Droid used to 'probe').

**High Anxiety**

If an opponent's character with ability > 2 has just become missing, deploy on a Rebel with ability > 2 on same planet. Rebel may not participate in battle. Immediate Effect canceled if missing character is found or lost.

**Higher Ground**

USED: During a battle at a site, instead of firing one character weapon, cause one opponent's character present to be power -4 until end of turn. LOST: During a battle at a site, use 3 Force to cancel one battle destiny just drawn.

**Hindsight**

Deploy on C-3PO. Eyes In The Dark, The Professor, Mantellian Savrip and Hopping Mad are immune to Alter. Once during each draw phase, unless C-3PO is present with a Wookiee, you may examine the cards in your Used Pile. (Immune to Alter.)

**Holonet Transmission**

USED: Cancel Transmission Terminated. LOST: Take one Imperial or Visage Of The Emperor into hand from Used Pile; reshuffle.

**Houjix**

Lore: Dejarik creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kinyen, the Gran homeworld.

During the damage segment of a battle you lost, if you have no cards left that can be forfeited, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Sundown.

**Hydroponics Station**

Use 1 Force to deploy on any exterior Tatooine site. Cannot be moved. The first Force you activate during your activate phase may be drawn into hand instead. If a Vaporator on table, the second Force you activate may also be drawn into hand.

**Hyper Escape**

Cancel a battle just initiated at any system or sector by moving all your starships and vehicles there away.

**Hypo**

Deploy on your IT-O. Once during your control phases, if present with a captive (or with an imprisoned captive): You may ask one yes-or-no question about cards in opponent's hand. Opponent must answer truthfully or lose 1 Force. OR May add 1 to Force drain where present.

**I Had No Choice**

Deploy on an opponent's gambler. Cancels gambler's game text. If a battle was just initiated, you may use X Force to exclude gambler from that battle, where X = gambler's ability.

**I Thought They Smelled Bad On The Outside**

Sacrifice (lose) your creature vehicle to protect one character present from Exposure, Ice Storm, Frostbite and Gravel Storm for remainder of turn. (Two characters may be protected if sacrificing a ronto.) OR Double Tzizvvt's power until he moves.

**I'd Just As Soon Kiss A Wookiee**

Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

**I'm Here To Rescue You**

If you have a spy present at the Detention Block Corridor, target a captive there. Draw destiny. If destiny + ability of spy > ability of captive, target is released. Otherwise, spy is captured. OR Cancel Spice Mines Of Kessel (releasing targeted captive).

**I'm On The Leader**

Target opponent's starfighter making an Attack Run. Draw destiny. Add 1 for each of your TIEs in Death Star: Trench. If total destiny > maneuver, starfighter is lost. OR Add 1 to weapon destiny draws of any starfighter for remainder of this turn.




**I've Got A Bad Feeling About This**

If you just initiated a battle at a location where you have less power than the opponent, double opponent's battle damage if you win the battle (if Han is present at the battle location, triple opponent's battle damage).

**I've Got A Problem Here**

Use 1 Force to target opponent's starfighter with maneuver at a system or sector where a battle just finished. Draw destiny. Starfighter lost if destiny > maneuver.

**I've Lost Artoo!**

Use 1 Force to deploy on a starship with a  or astromech aboard. Target  or astromech and draw destiny. If destiny > 1, astromech lost (lose Effect) or  is canceled (may add 1 astromech); otherwise, Effect lost.

**IG-2000**

May add 1 pilot (must be a smuggler or bounty hunter) and 2 passengers. Maneuver +3 and immune to attrition < 3 if IG-88 piloting. Ion Cannon may deploy aboard.

**IG-88**

Adds 2 to power of anything he pilots. May 'assassinate' any character at same site hit by IG-88 (victim is immediately lost). May use two different weapons. May initiate battle and be battled. Immune to Restraining Bolt and purchase.

**IG-88's Pulse Cannon**

Use 1 Force to deploy on IG-88, 4 on your other warrior. Adds 2 to power. May target X non-droid characters or creatures using X Force. Draw destiny for each. If destiny = 0, character is power -1 and forfeit -1 until end of turn. If destiny -1 > defense value, target hit.

**Imperial Blaster**

Use 1 Force to deploy on your warrior. May target a character, creature or vehicle using 1 Force. Draw destiny. Target hit if destiny > defense value.

**Imperial Decree**

Deploy on your side of table. Whenever you control any two Rebel Base locations, or any one planet site and two systems, the effects of Revolution and all opponent's Force drain bonuses are canceled. (Immune to Alter.)

**Imperial Gunner**

Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

**Imperial Helmsman**

Adds 2 to power of anything he pilots. When piloting a Star Destroyer, also draws one battle destiny if not able to otherwise.

**Imperial Pilot****POWER 0**

Adds 2 to power of anything he pilots. Two or more copies of this non-unique Imperial do not cumulatively add more than 2 to power of the same starship they pilot.

**Imperial Reinforcements**

If opponent has more total characters and starships on table than you have, use 1 Force to draw destiny. Retrieve that number of Stormtroopers and/or TIE/Ins.

**Imperial Squad Leader**

Adds 1 to forfeit of your other troopers at same site. When moving with a 'squad' of exactly three other troopers, all four move for 1 Force. Imperial Trooper Guards at same site may move.

**Imperial Trooper Guard****POWER 0**

Power +4 when defending a battle. Cannot move.

**Infantry Mine**

Deploy at same exterior site as your mining droid. 'Explodes' if a character deploys or moves (without using a vehicle or starfighter) to or across same site. Draw destiny. Character lost if destiny +2 > defense value. Infantry Mine is also lost.



**Informant**

If a battle was just initiated at same site as your Undercover spy, your characters at adjacent sites may move there as a 'react' (for free). OR Cancel Sabotage.

**Innocent Scoundrel**

*This interrupt is now unique (•) and should read as "Innocent Scoundrel".*

USED: If your gambler was just targeted by a weapon, opponent must choose to select a new target or lose 2 Force. LOST: Cancel any Effect (except those immune to Alter) deployed on Han or your Lando.

**Ion Cannon**

Use 2 Force to deploy on your Star Destroyer. May target a starship using 1 Force. Draw destiny. If destiny +2 > defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

**It Can Wait**

Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

**Jabba's Sail Barge**

Deploys only on Tatooine; you may immediately deploy Passenger Deck from your Reserve Deck and reshuffle. May add 1 driver and 7 passengers. Your aliens deploy -1 aboard.

**Jawa Blaster**

Deploy on your Jawa. May target a character or creature for free. Draw destiny. If destiny -1 > defense value, target hit. If destiny = 0, Jawa Blaster 'explodes' (weapon and character firing it are lost).

**Jawa Ion Gun**

Use 1 Force to deploy on your Jawa, 3 on your warrior. May target a character using 1 Force. Draw destiny. Targeted droid stolen if destiny +1 > forfeit. Targeted non-droid character excluded from battle if destiny = defense value.

**Jedi Lightsaber**

Use X Force to deploy on your warrior where X = (7 - warrior's ability). May add 1 to Force drain where present. May target a character or creature by using X Force. Draw two destiny. Target hit if total destiny > defense value.

**Jek Porkins**

Adds 2 to power of anything he pilots. When piloting Red 6, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

**Jeroen Webb**

Adds 2 to power of anything he pilots. When in battle with a Rebel leader, subtracts 1 from opponent's total battle destiny.

**K-3PO (Kay-Threepio)**

May initiate battle and be battled. K-3PO is power +1 for each of your other droids at same Hoth or Yavin 4 site. Functions as a leader if present with another of your droids.

**Kal'Fa'lni C'ndros**

When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's destiny to zero. Landspeed = 3. Adds 2 to power of anything she pilots. May not deploy to or board starfighters or enclosed vehicles.

**Kessel (Dark Side)**

DARK: Your starships deploy -1 here, -2 if Tarkin is aboard a starship here. If you control, Kessel Run is canceled.

**Kintan Strider**

Lore: A dejarik of a ferocious creature with incredible healing abilities. Extinct on their homeworld of Kintan, but used as guard beasts by many Hutt gangsters.

**Kithaba**

Deploys only on Tatooine. Adds 1 to power of anything he pilots. \* Power = 1 + ability of opponent's highest-ability character present.

**Knowledge And Defense**

Insert in opponent's Reserve Deck. When Effect reaches top it is lost and opponent may not initiate any battles for remainder of turn. (Immune to Alter.)


**Lando Calrissian (Dark Side)**

Deploys only on Cloud City. Adds 2 to power of anything he pilots. When playing Sabacc, may subtract 1 from or add 1 to your total. If present at a site, can be replaced by opponent with any Light Side Lando.

**Lando Calrissian (Light Side)**

Adds 2 to power of anything he pilots (3 if piloting Falcon). Power +1 for every Cloud City location you control. When playing Sabacc, may add 1 to or subtract 1 from your total.

**Lando with Vibro-Ax**

This card gains .

**Laser Gate**

Deploy between any two interior mobile sites. To pass, a character must have (power + ability) > 4 or use a Lift Tube (all other vehicles are blocked). Laser Gate defense value = 3; may be targeted by a character weapon from either site.

**Laser Projector**

Use 2 Force to deploy on an interior site. May target a seeker (use defense value = 1), character or creature for free. Draw destiny. Target hit if destiny -1 > defense value. Laser Projector may be targeted by any weapon (use defense value = 1).

**Legendary Starfighter**

*This Immediate Effect is now unique (•) and should read as "Legendary Starfighter "*

If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is Falcon or Red 5). Also, that starfighter is power +2 (Immune to Control.)

**Leia Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Leia (or warrior) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Leia's Sporting Blaster**

Use 1 Force to deploy on Leia, or 2 on your warrior. May target a character, creature or vehicle for free. Draw destiny. Target hit if destiny -1 > defense value. If hit by Leia, target's forfeit = 0.

**Leslomy Tacema**

Adds 3 to power of anything she pilots. While at Audience Chamber, adds 2 to the power bonus provided by Ellorrs Madak.

**Let The Wookiee Win**

During a battle at a holosite, add one battle destiny. OR Target an opponent's character of ability < 5 present with your Wookiee that just participated in a battle you lost; character is Disarmed (power -1 and may no longer carry weapons). Stack on that character.

**Lieutenant Cabbel**

Adds 2 to power of anything he pilots. On Tyrant, also adds 1 to armor. When in battle with an Imperial leader, subtracts 1 from opponent's total battle destiny.

**Lieutenant Sheckil**

*The name "Sumner" in this card's game text is a misprint and should read "Sheckil."*

**Lieutenant Tanbris**

Deploy -1 for starship weapons of any starship he pilots. Adds 2 to power of anything he pilots. Subtracts 1 from maneuver of any starfighter he pilots.

**Light Repeating Blaster Rifle**

Use 2 Force to deploy on your warrior. If your power droid or fusion generator present, may target a character, creature or vehicle using 2 Force. Draw destiny. Target hit if destiny +1 > defense value. May fire repeatedly for 2 Force each time.

**Limited Resources**

*This interrupt is now unique (•) and should read as "•Limited Resources".*

**LIN-V8K (Elleyein-Veeatekay)**

At any time during your turn, may use 1 Force to 'defuse' (lose) any one mine at same site.

**LIN-V8M (Elleyein-Veeateemm)**

At any time during your turn, may use 1 Force to 'defuse' (lose) any one mine at same site.

**Lirin Car'n**

For each other musician present, adds a "cover charge" of 1 to the Force required to move or deploy each character to same site.

**Lone Pilot**

If your pilot (or permanent pilot) is defending a battle alone at a system or sector, add one battle destiny. OR If Motti is defending a battle alone at a system or sector, add two battle destiny.

**Lone Rogue**

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.

**Lost In Space**

If a pilot was just lost from a system or sector, deploy on that location and stack pilot here. Pilot may be rescued or captured by any capital starship present here during any move phase, and may be targeted by weapons (except during battle) as if present (treat as a starfighter with defense value = 0). Lost if no pilot here.

**Lt. Pol Treidum**

While at Docking Control Room 327, adds 2 to your total power at Docking Bay 327. Once during each of your control phases, if at same site as an Undercover spy, may draw destiny. Spy's "cover is broken" if destiny = spy's ability.

**Luke Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Luke of ability < 4 or pilot of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Luke Skywalker**

While Luke is not on Tatooine your total Force generation is +1. Adds 3 to power of anything he pilots. When piloting Red 5, also adds 2 to maneuver. Immune to attrition < 3.

**Luke's Blaster Pistol**

Use 1 Force to deploy on Luke, 3 on your other warrior. May target a character, creature or vehicle using 2 Force. (If targeted by Luke, target loses immunity to attrition for remainder of turn.) Draw destiny. Add 1 if targeting a character or creature. Target hit if total destiny > defense value.

**Luke's Cape**

Use 2 Force to deploy on a Rebel or alien. If Luke's Cape is not at a Tatooine location, your total Force generation is +1. That character is immune to attrition < 3.

**Luke's Hunting Rifle**

Use 1 Force to deploy on Luke or Owen Lars, 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

**Luke's X-34 Landspeeder**

May add 1 driver and 2 passengers. Moves free if Luke aboard. May move as a 'react.'

**M'iiyoom Onith**

Once during each of your control phases, may reveal opponent's hand by using X Force, where X = number of cards in opponent's hand. All unique(•) male Rebels and unique (•) male aliens there are lost.

**Magnetic Suction Tube**

Deploy on your sandcrawler. Once during each of your control phases, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related interior Sandcrawler site or owner's Used Pile).

**Major Bren Derlin**

While on Hoth, opponent may not 'react' to any Echo site, and Derlin may use 1 Force to cancel Breached Defenses. While at Cantina, power +1 and may use 1 Force to cancel Local Trouble.

**Medium Repeating Blaster Cannon**

Deploy on a site. May be moved by two warriors for 1 additional Force. Your warrior present may target up to two characters or creatures at same or adjacent site using 2 Force. Draw two destiny. Target(s) hit if total destiny > total defense value.

**Merc Sunlet**

Deploy on your non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**M-HYD 'Binary' Droid**

Adds 2 to forfeit of each non-droid character at same and adjacent sites. At any time, any player may use 1 Force to turn M-HYD off (face down) or on again (face up).

**Mind Tricks Don't Work On Me**

Use 3 Force to deploy on table. During the damage segment of a battle your opponent initiated, if you have no cards left that can be forfeited, you may place this Effect out of play to cancel all remaining battle damage. (Immune to Alter.)

**Mirax Terrik**

*The foil version of this character has an incorrectly printed deploy number. Mirax's printed deploy cost should be 2.*

**Mobquet A-1 Deluxe Floater**

May add 1 driver and 1 passenger. Moves free if Jabba or any bounty hunter aboard. May move for free as a 'react' to a battle where your thief, smuggler or bounty hunter is participating.

**Monnok**

USED: If opponent has 13 or more cards in hand, place all but 8 (random selection) in Used Pile. LOST: Use 4 Force to reveal opponent's hand. All cards opponent has two or more of in hand are lost.

**Mos Eisley Blaster**

Use 1 Force to deploy on your alien warrior (free if on Tatooine). May target a character for free. Draw destiny. Target is forfeit -2 for remainder of turn if destiny +2 > defense value.

**Mosep**

When opponent is losing Force from Force drains at the same or an adjacent site, lost Force must come from Reserve Deck if possible.

**Motti Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Motti (or pilot) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Mournful Roar**

Deploy on Chewie if Han was just lost or just became missing. Opponent cannot play Let The Wookiee Win or Wookiee Roar. Opponent must also lose 1 Force at end of every player's turn. If Han on table, Effect canceled.

**Mynock**

Habitat: unlimited. Parasite: Starfighter. Host's power and hyperspeed are cumulatively -2; while both < 1, Mynocks randomly detach one at a time (cannot attach for remainder of turn). Moves like a starfighter.

**Naboo: Theed Palace Generator Core**

Any characters of ability < 5 'hit' here (and all cards on them) are instead placed in owner's Used Pile.

**Nabrun Leids**

At any time (except during battle), target any or all of your characters at one site to 'transport' (relocate) to any one other site. Draw destiny. Use that much Force to 'transport,' or place Interrupt in Lost Pile.


**Narrow Escape**

If opponent just initiated battle at a site where you have a Rebel of ability > 2 present, move all of your cards with ability there away (using their landspeed at normal use of Force) and cancel battle.

**Ng'ok**

Lore: Dejarik of a Ng'ok war beast. Foul temper gives rise to bad feelings. Has razor-sharp retractable claws. Used in many systems to frighten off potential attackers.

**Nudj**

\*Ferocity = destiny -4. Habitat: planet sites (except Hoth and Tatooine) and Dark Waters. Cumulatively absorbs (temporarily cancels) one  icon present. Parasite: None.

**Obi-Wan Kenobi**

When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost. Immune to attrition < 5.

**Obi-Wan's Cape**

Use 2 Force to deploy on your Rebel or alien. Character is immune to attrition < 5. Also, When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost.

**Obi-Wan's Lightsaber**

Deploy on Obi-Wan. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

**Obsidian Squadron TIE**

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.

**Officer Evax**

Adds 2 to power of anything he pilots. When at a Death Star site, Imperial starships may move to the Death Star system as a 'react.'

**Oh, Switch Off**

Cancel an attempt by opponent to target your droid to be stolen, 'hit' or lost. Droid is protected from all such attempts for remainder of turn. OR Switch OFF any binary droid for remainder of turn.

**Old Ben**

Use 1 Force if any of your characters (except Obi-Wan) was just forfeited from a Tatooine site. Mysterious "crazy wizard" steps in and revives (returns from Lost Pile) that character back to same site.

**One More Pass**

If you are about to draw power harpoon weapon destiny, add ability of one pilot aboard same vehicle.

**Ord Mantell (Light Side)**

LIGHT: If you control, each of opponent's bounty hunters is forfeit - 2.

DARK: Each of your bounty hunter pilots add an additional 1 to power of starships they pilot here.

**Out Of Nowhere**

If opponent just initiated a battle at a system or sector where you have a starship with maneuver > 3, use 1 Force to add one battle destiny.

**Owen Lars**

Deploys free at Lars' Moisture Farm. Power +2 if at same site as Beru Lars or a Vaporator. If lost from table during opponent's turn, Luke is power +3 until the end of your next turn.

**Palejo Reshad**

Adds 2 to power of anything he pilots. While at Audience Chamber, all your Corellians are power and forfeit +1 (+2 if non-unique) and your Force generation at the Corellia system is +2.

**Planet Defender Ion Cannon**

Deploy on an exterior Rebel Base site. During a battle at related system, may target a capital starship there using 2 Force. Draw destiny. If destiny +3 > armor, all starship weapons aboard target are lost, power = 0 and hyperspeed = 0.

**Ponda Baba**

Power +3 when battling at same site as Dr. Evazan, unless opponent has a lightsaber present. Adds 2 to power of anything he pilots.

**Pops**

Adds 2 to power of anything he pilots. When piloting Gold 5, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

**Power Harpoon**

Use 2 Force to deploy on your combat or shuttle vehicle. May target an AT-AT or AT-ST for 1 Force. Draw destiny. Target crashes if destiny + your vehicle's maneuver > 8. Your vehicle crashes if destiny = 0.

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**Precise Attack**

During a battle, target opponent's character or vehicle present with two (or more) of your weapons. Add all weapon destiny draws together. Apply that total separately for each weapon.

**Pride Of The Empire**

*This Immediate Effect is now unique (•) and should read as "•Pride Of The Empire".*

If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is a TIE/In). Also, that starfighter is power +2 (Immune to Control.)


**Princess Leia**

Deploys only on Hoth or Cloud City. Adds 1 to power of anything she pilots. May deploy (on Hoth or Cloud City) or move as a 'react' to same site as Han or Luke. Immune to attrition < 3.

**Probe Antennae**

Deploy on your Probe Droid. Adds 2 to X for that droid. OR Use 1 Force to deploy on one of your other droids. When at a site you control, once during each of your control phases, you may peek at one card randomly selected from opponent's hand.

**Probe Droid**

Deploys only if a Star Destroyer on table. Once during each of your control phases, may peek at X cards randomly selected from opponent's hand, where X = number of  icons at same site. May Force drain, initiate battle and be battled.

**Probe Droid Laser**

Deploy on your probe droid. May target an artillery weapon (use 5 as defense value), character or creature for free. Draw destiny. Artillery weapon lost if destiny > defense value. Character or creature hit if destiny > defense value.

**Program Trap**

Use 2 Force to deploy on an opponent's droid (except R2-D2 and C-3PO), 1 on your droid. When either player draws a destiny matching the number of characters at same site, droid 'explodes' (all characters present with Effect are lost).

**Projective Telepathy**

Cancel Anger, Fear, Aggression when it is inserted or revealed. OR If your opponent just initiated a battle or Force drain, opponent must choose to use 2 Force, or cancel that battle or Force drain.

**Proton Torpedoes**

Use 1 Force to deploy on your X-wing, Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. Target hit if destiny > defense value.

**Pucumir Thryss**

While on Cloud City, adds 1 to your Force drains at Cloud City sites and adds 4 to destiny of each of your miners drawn for battle destiny. During your deploy phase, may deploy one non-unique Rebel to same Cloud City site from Reserve Deck; reshuffle.

**Punch It!**

If Han or your Lando is piloting a starfighter which is defending a battle at a system, add one battle destiny (add two if starfighter is Falcon). Also, starfighter is immune to attrition for remainder of turn.

**Punishing One**

May add 1 pilot (must be a smuggler or bounty hunter) and 1 passenger. Immune to attrition < 3 if Dengar piloting. Deploy -3 when deploying with Dengar. Boosted TIE Cannon may deploy aboard.

**Put That Down**

If one of your characters was just targeted by a weapon during battle, use 3 Force to cancel that targeting. OR Cancel Double Back or Res Luk Ra'auf.

**Quad Laser Cannon**

Use 2 Force to deploy on your Corellian corvette or Falcon. May target a starship using 1 Force. Draw destiny. Add 1 if targeting a starfighter. Target hit if total destiny > defense value.



**R2-Q2 (Artoo-Kyotoo)**

While aboard any starfighter, adds 1 to power, maneuver and hyperspeed. When at a Scomp link during your draw phase, may use 1 Force to peek at top three cards of your Reserve Deck.

**R3-T6 (Arthree-Teesix)**

While aboard a capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. While at Death Star: Central Core, hyperspeed of Death Star system=2.

**R4-E1 (Arfour-Eeone)**

While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.

**R4-M9 (Arfour-Emnine)**

While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.

**R5-A2 (Arfive-Ayto)**

While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.

**R5-D4 (Arfive-Defour)**

While aboard any starship, adds 1 to power and maneuver. During your control phase, if aboard your starship damaged by an ion cannon, restores armor/maneuver and hyperspeed.

**RA-7 (Aray-Seven)**

May transfer character weapons (for free) to or from your other characters present. May carry up to four such weapons at one time.

**Rayc Ryjerd**

Adds 2 to power of anything he pilots (or 4 if trained by Rycar Ryjerd). Any starfighter Rayc pilots is immune to Tallon Roll and is not lost if an asteroid sector is drawn for asteroid destiny.

**Rebel Flight Suit**

Deploy on your pilot character. While piloting any starfighter, combat vehicle or shuttle vehicle, that character is considered to be the matching pilot (pilot adds at least 2 to maneuver and draws one battle destiny if not able to otherwise).

**Rebel Guard****POWER 0**

Power +4 when defending a battle. Cannot move.

**Rebel Pilot****POWER 0**

Adds 2 to power of anything he pilots.

**Rebel Planners**

Use 1 Force to deploy at Massassi War Room or any docking bay. Adds X to total power of your starships at the related system and related sectors, where X = the number of your starships present.

**Rebel Scout**

May move as a 'react' (for free) to a battle where you have a Rebel of ability > 2 or a leader.

**Rebel Squad Leader**

Adds 1 to forfeit of your other troopers and Rebel Guards at same site. When moving with a 'squad' of exactly three other troopers and/or Rebel Guards, all four move for 1 Force. Rebel Guards at same site may move.

**Rebel Strike Team / Garrison Destroyed**

*The third line on Side 0 of this Objective card is clarified to read:* "Once during each of your deploy phases, may use 2 Force to take one Bunker or Deactivate The Shield Generator into hand from Reserve Deck; reshuffle."

**Rebel Tech**

When at your war room: Cumulatively adds 1 to total of Attack Run. OR Once during each of your control phases, may send this tech to your Used Pile and take Death Star: Trench into hand from Reserve Deck; reshuffle.

**Rectenna**

Use 1 Force to deploy on your starship. You may deploy cards as a 'react' to a battle at same system or sector.

**Red Leader**

Adds 2 to power of anything he pilots. When piloting Red 1, also adds 1 to maneuver and draws one battle destiny if not able to otherwise. Adds 1 to forfeit of each other Red Squadron pilot at same location.

**Red Squadron X-wing**

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.

**Redemption**

May add 4 pilots and 4 passengers. Has ship-docking capability. Permanent pilot provides ability of 1. Your medical droids and Bacta Tank 'patients' may deploy aboard for free.

**Remote**

Use 1 Force to deploy at any site. Moves like a character at normal use of the Force. Once during each of your control phases, may: Select one character present to be power or forfeit +1 for remainder of turn. OR Use 2 Force to cancel any seeker present.

**Rendezvous Point**

LIGHT: Your starships deploy -2 here and are hyperspeed +2 when moving to or from here. Neither player may Force drain here.

**Reserve Pilot**

Adds 1 to power of anything he pilots. When piloting Black 2, Black 3 or Black 4, also adds 1 to maneuver and draws one battle destiny if not able to otherwise.

**Responsibility Of Command**

Use 2 Force to deploy on any war room at a Rebel Base. Target a Rebel with forfeit > 4 or an opponent's leader. Opponent may not initiate a battle or a Force drain at same location as target. Utinni Effect canceled when reached by target.

**Restricted Access**

Insert face up in your Reserve Deck. When Effect reaches top it is lost, along with all opponent's 'insert' cards there. Reshuffle. (Immune to Alter.) OR Deploy between two mobile sites. Opponent's characters may pass only if aboard a Lift Tube or opponent uses +1 Force each.

**Rodian**

Adds 1 to power of each of your bounty hunters and smugglers (but subtracts 1 from Greedo's power) at same site. Adds 1 to power of anything he pilots.

**Rogue 2**

May add 2 pilots or passengers. Immune to attrition < 3 if Zev piloting. May add 2 to search party destiny draw if all pilots aboard are part of that search party.

**Rogue Bantha**

May add 2 'riders' (passengers). Bantha ability = 1/2. May move as a 'react.' Whenever a battle was just initiated at same site, one Tusken Raider present (your choice) is 'trampled' (immediately lost).

**Rogue Gunner**

Adds 1 to weapon destiny draws of anything he is aboard as a passenger.

**Romas "Lock" Navander**

Adds 1 to power and maneuver of anything he pilots. Opponent may not 'react' to or from same location.

**Sandcrawler**

Deploys only to a Tatooine site. May add 1 driver and 7 passengers. Cannot move to mobile sites. Adds 1 to forfeit of each Jawa at same exterior site.

**Sandcrawler: Droid Junkheap**

LIGHT: Your characters may enter/exit here for 1 Force each. "Nighttime conditions" here.

DARK: Deploy on your sandcrawler. Each Jawa is forfeit +2 here. "Nighttime conditions" here.

**Sandcrawler: Loading Bay**

LIGHT: Deploy on your sandcrawler. Each Jawa is forfeit +2 here. "Nighttime conditions" here.

DARK: Your characters may enter/exit here for 1 Force each. "Nighttime conditions" here.

**Sandspeeder**

May add 1 pilot or passenger. Permanent pilot provides ability of 1. May move as a 'react' to Tatooine or desert sites.

**Self-Destruct Mechanism**

Lose a droid to cancel all attrition against you at same site this turn. OR Retarget an opponent's weapon to one of your droids at same site as target. If droid is 'hit', use original target's forfeit number.

**Shattered Hope**

If a battle you won just ended at an interior site and you have a character of ability > 3 present there, relocate one opponent's character present to an adjacent site. (If on Cloud City, may relocate that character to Weather Vane instead.)

**Shawn Valdez**

Whenever you just initiated a battle at same site as Shawn, your troopers at adjacent sites who have not already battled this turn may immediately move to same site.


**Shot In The Dark**

Deploy on your side of table. Once per turn, you may lose 1 Force to draw the top card of your Reserve Deck into your hand. If that card is a space creature, you may immediately deploy it for free.

**Skiff**

Deploy -1 to a Tatooine site. May add 1 driver and 5 passengers. May move as a 'react.' If lost, any characters aboard may "jump off" (disembark).

**Sleen**

\*Ferocity = destiny - 3. Habitat: planet sites (except Hoth and Tatooine) and Dark Waters. Cumulatively absorbs (temporarily cancels) one  icon present. Parasite: None.

**Sniper**

During your control phase, fire one of your weapons. If URoRRuR'R'R firing, may add 2 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

**Snowspeeder**

May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1. May move as a 'react' to Hoth sites.

**Snowtrooper**

Deploys only on Hoth. Power -1 when not at a Hoth site.

**Solomahal**

Deploy on your warrior to give that warrior scout skill. That warrior may move as a 'react.' OR Deploy on your scout. When that scout 'reacts,' it is power +2 for remainder of turn. (Immune to Alter.)

**Son Of Skywalker**

Deploys only on Dagobah or Cloud City. Adds 2 to power of anything he pilots. Once per game, during your deploy phase, a lightsaber may deploy on Luke (for free) from Reserve Deck; reshuffle. Immune to attrition < 4.

**SoroSuub V-35 Landspeeder**

May add 1 driver and 3 passengers. Moves free if Owen Lars, Beru Lars or Luke aboard. May move as a 'react'.

**Sorry About The Mess**

During your control phase, fire one of your weapons. If Han firing, may add 1 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

**Space Slug**

\*Ferocity = two destiny. Habitat: Big One (Cave is now Belly). Attacks starfighters (defeated cards are eaten or relocated to Belly, opponent of victim chooses). Once per turn, may open or close mouth.

**Spaceport Speeders**

*This interrupt is now restricted (•••) and should read as "•••Spaceport Speeders".*

**Special Delivery**

Deploy on a prison. When one of your troopers 'delivers' (imprisons) a captive here, you may search your Lost Pile, take any one card into hand and then lose this Effect (each captive may be 'delivered' only once until they are released or leave table).

**Special Modifications**

Use 1 Force to deploy on any starship to add 2 to its armor or maneuver. If on Falcon with Han, Lando or Chewie piloting, also adds 2 to power and forfeit.

**Stalker**

May add 6 pilots, 8 passengers, 2 vehicles and 4 TIEs. Has ship-docking capability. Permanent pilot provides ability of 1. Probe droids deploy free to sites related to same system.

**Stone Pile**

Use 2 Force to deploy on any Dagobah site. Randomly select two cards from opponent's hand and place them, unseen, face down beneath Stone Pile. Cards return to opponent's hand if Effect leaves table. Canceled if opponent occupies this site.

**Stormtrooper Backpack**

Deploy on your trooper. May use any number of weapons and devices. Trooper is immune to attrition < 3 when at a planet site.

**Stunning Leader**

If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides).

**Superlaser**

Deploy on Death Star system at parsec 0. May target a capital starship at Death Star system, or at a system it orbits, using 4 Force. Draw two destiny. Target hit if total destiny > defense value.

**Surface Defense Cannon**

Use 1 Force to deploy on your starfighter, free on Falcon. May target a character or creature at same site using 1 Force. Draw destiny. Target hit if destiny +1 > defense value.

**SW-4 Ion Cannon**

Use 1 Force to deploy on your Y-wing or B-wing. May target a starship using 1 Force. Draw destiny. If destiny > target's defense value, all starship weapons deployed on target are lost, armor or maneuver = 0 and hyperspeed = 0.

**Swilla Corey**

Deploy on any non-thief to give that character thief skill. Once during each of your control phases, may target one device at same site. Draw destiny. If destiny < target's destiny number, it is stolen. OR Deploy on a weapon to prevent theft. (Immune to Alter.)

**Tagge Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Tagge (or warrior) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Tallon Roll**

Target two starfighters (your TIE/In and any Rebel starfighter) present at same system or sector. Each player draws destiny. Opponent totals destiny and starship's power. You total destiny, TIE's power and TIE's maneuver. Lowest total loses starfighter.

**Tamizander Rey**

Adds 2 to power of anything he pilots. Your starships may move from same exterior site for free. While at Echo Docking Bay, once every turn, may allow one character on Hoth to be immune to The Shield Doors Must Be Closed.

**Tamtel Skreej**

Deploys only on Tatooine. Adds 2 to power of anything he pilots. Once per game, Undercover may deploy on Tamtel from Reserve Deck; reshuffle. While at a site you control, Rebels are immune to None Shall Pass at that site.

**Tantive IV****CAPITAL: CORELLIAN CORVETTE**

May be deployed even without presence or Force icons. May add 3 pilots and 4 passengers. Has ship-docking capability. Permanent pilot provides ability of 2.

**Tarkin Seeker**

Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Tarkin (or alien) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.

**Tatooine: Lars' Moisture Farm (Light Side)**

LIGHT: Beru Lars and Luke deploy -1 here.

**Tauntaun**

May add 1 'rider' (passenger). Deploy only on Hoth. Ability = 1/4. May move as a 'react' from a battle. May be 'sacrificed' (lost) to make rider immune to Exposure this turn.

**Tauntaun Handler**

Adds 2 to power of any creature vehicle he rides. When riding a tauntaun, also draws one battle destiny if not able to otherwise.

**Taym Dren-garen**

When on Tatooine, may cancel any result of Krayt Dragon Bones. While at Audience Chamber, all your Tusken Raiders are power = 3 and forfeit +2.

**That's It, The Rebels Are There!**

If you have a probe droid at a site during your control phase, move one of your starships to the related system. That starship cannot move again this turn.

**The Circle Is Now Complete**

If Vader and Obi-Wan are present at same site, use 1 Force to initiate a duel between them. Compare their power, and add 2 if that character is armed with a lightsaber. Loser (lowest total) of duel is placed out of play.

**The Emperor's Prize**

If Luke was just 'frozen,' deploy on Emperor or Detention Block Corridor. Target Luke and Vader. When reached by targets, place Utinni Effect on Luke and opponent must lose half of Life Force (round down). If Luke released, lose Utinni Effect. (Immune to Alter.)

**The Hyperdrive Generator's Gone/We'll Need A New One**

(back) While this side up, your unique (•) Republic characters are power +1 and forfeit +2. Aliens may not have their deploy cost modified and Imperials deploy +1 to Tatooine sites. Whenever you draw a card for battle destiny (unless canceled), may retrieve 1 Force (Force retrieved in this way may be taken into hand.) While Queen's Royal Starship at a planet system, once during each of opponent's control phases may activate up to 2 Force. Once during each of your control phases, loses 1 Force for each battleground site you occupy with a senator.

**There Is No Conflict**

USED: If your Imperial of ability > 2 just won a battle, randomly take into hand one card stacked on I Feel The Conflict. (Immune to Sense.) LOST: If Vader in battle, subtract 2 from each of opponent's battle destiny draws.

**This Is All Your Fault**

Lose a droid to cancel all attrition against you at same site this turn. OR Retarget an opponent's weapon to one of your droids at same site as target. If droid is 'hit', use original target's forfeit number.

**Thok & Thug**

Deploys -2 to a Jabba's Palace site. If opponent just initiated battle at same site, may use X force (limit 2) to add twice X to total power. Your alien leaders present may not be targeted by weapons. End of your turn: ★ Use 2 or ⚔ Lose 1 or ☠.

**Thul Fain**

Deploys free to your 🛩️ starship. Adds 2 to power of anything he pilots. When with Lieutenant Tanbris in a battle at a system, adds 2 to each of your battle destiny draws.

**TIE Avenger**

Deploy -1 to same system as any Imperial capital starship. May add 1 pilot. Boosted TIE Cannon may deploy aboard.

**TIE Vanguard**

Permanent pilot provides ability of 1. You may deploy cards to same system or sector as a 'react.'

**Tiree**

Adds 2 to power of anything he pilots. When piloting Gold 2, also adds 1 to maneuver and (when in Death Star: Trench) adds 1 to total of Attack Run.

**Tonnika Sisters**

Twice during each of your control phases, may use 2 Force to draw 2 destiny for 2 chances at a destiny = 2. If successful, may steal or destroy up to 2 weapons or 2 devices present.

**Toryn Farr**

Adds 2 to power of anything she pilots. When at any war room, adds 1 to weapon destiny draws of your Planet Defender Ion Cannon on same planet.

**Tractor Beam**

Use 2 Force to deploy on your Star Destroyer. At the end of a battle at same system or sector, may target an opponent's starship present (except a Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Target captured if destiny > defense value.

**Trample**

If you have a piloted AT-AT or AT-ST present at a site, target opponent's character, 'crashed' vehicle or unpiloted vehicle without armor present. Draw destiny. Character lost if destiny > ability. Vehicle lost if destiny < 7.

**Treva Horne**

During your control phase, may 'sell' one Interrupt card from hand. Opponent must use X Force, where X = destiny of that card or entire Force Pile (opponent's choice). Place sold card on opponent's Used Pile and activate X Force.

**Trooper Jerrol Blendin**

Deploys only on Cloud City, but may move elsewhere. Power +2 when participating in a battle you initiate. Opponent may use 2 Force to 'bribe' (exclude) Blendin from battle.

**Turbolaser Battery**

Use 3 Force to deploy on your Star Destroyer or any mobile system. May target a starship using 2 Force. Draw two destiny. Subtract 2 if targeting a capital starship. Otherwise, subtract 5. Target hit if total destiny > defense value.

**Tusken Raider**

Power 1  
Deploys only on Tatooine. Power +1 if another non-unique Tusken Raider present. If you have four or more non-unique Tusken Raiders present, your total power here is +2.

**Ubrikkian 9000 Z001**

May add 1 driver and 2 passengers. May move as a 'react.'

**Under Attack**

During your control phase, target a vehicle with armor present with your warrior. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle (and grenade) lost if total destiny > armor.

**Undercover**

Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.)

**URoRRuR'R'R's Hunting Rifle**

Use 1 Force to deploy on URoRRuR'R'R or Chief Bast, 3 on your non-droid character. May target a character or creature using 1 Force. Draw destiny. Subtract 1 if targeting a character. Add 2 if targeting a creature. Target hit if total destiny > defense value.

**Vader's Lightsaber**

Deploy on Vader. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

**Vehicle Mine**

Deploy at same exterior site as your mining droid. 'Explodes' if starfighter (use 5 as defense value) or non-creature vehicle deploys or moves to or across same site. Draw destiny. Target lost if destiny +2 > defense value. Vehicle Mine is also lost.



**Vine Snake**

Habitat: planet sites (except Hoth).  
Parasite: Non-droid Character. Each move phase, draw destiny; each time destiny > ability, add 1 to X (X starts at 0). Host is power -X (eaten if power = 0).

**Vul Tazaene**

Adds 2 to power of anything he pilots. Twice during battle at same system, may use 2 Force to add 2 to any destiny of 2. If present with Tonnika Sisters, Vul and Tonnika Sisters are lost.

**Walker Barrage**

If you have a piloted AT-AT present at a site, target opponent's artillery weapon at same or adjacent exterior site. Draw destiny. Target lost if destiny +1 > forfeit. Also, one opponent's character at same site as target (random selection) lost if destiny +1 > 6.

**Wall Of Fire**

If you have a piloted AT-AT present at a site, target any number of opponent's troopers present at same or adjacent exterior site. Draw destiny. If destiny > number of troopers targeted, they are lost.

**Warrant Officer M'Kae**

Adds 2 to power of anything he pilots. May use 1 Force to take one tractor beam, Our First Catch Of The Day or Besieged into hand from Reserve Deck; reshuffle.

**Watch Your Step/This Place Can Be A Little Rough**

(back) While this side up, your Force generation is +1 at each system you control with a smuggler. Opponent's Force generation at non-battlegrounds is limited to 1. When you have two or more smugglers in a battle, add one battle destiny. Each of your smugglers is forfeit +2. Once during each turn, may play one interrupt from Lost Pile as if from hand (then place that card out of play). Sense, Alter, and Keep Your Eyes Open may not be played. Flip this card if you do not occupy two battlegrounds (unless you have completed two Kessel Runs).

**We're Leaving**

Use 3 Force to deploy on table. During the damage segment of a battle your opponent initiated, if you have no cards left that can be forfeited, you may place this Effect out of play to cancel all remaining battle damage. (Immune to Alter.)

**WED-1016 'Techie' Droid**

While at an exterior planet site or docking bay, once per turn may lose 1 Force to place a 'hit' starship or vehicle at same site, adjacent site, related system or related cloud sector in Used Pile instead of Lost Pile.

**WED15-I662 'Treadwell' Droid**

Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if 'treadwell' droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors.

**WED-9-M1 'Bantha' Droid**

Adds immunity to attrition < 2 to all your vehicles and droids at same location. Also, if 'bantha' droid is at a docking bay, adds immunity to attrition < 3 to all your starfighters at the related system and related sectors and may cancel Lateral Damage.

**Wedge Antilles**

Adds 3 to power of anything he pilots. When piloting Red 2, also adds 2 to maneuver and draws one battle destiny if not able to otherwise. May use 1 Force to take one Corellian Slip into hand from Reserve Deck; reshuffle.

**Weequay Marksman**

Deploys only on Tatooine. May fire one weapon during your control phase (at double use of Force). May use 2 Force to 'assassinate' any character just 'hit' by Weequay Marksman (victim is immediately lost).

**Wes Janson**

Adds 1 to weapon destiny draws of anything he is aboard as a passenger (adds 3 if aboard Rogue 3 or with Wedge or Jek).


**What Is Thy Bidding, My Master?**

Deploy on Emperor or any system. Target one character whose lore uses the word 'Emperor.' Target cannot use ability to draw battle destiny and is excluded from being the "highest-ability character." Utinni Effect canceled when reached by target.


**Wioslea**

During your control phase, may use 1 Force to target an opponent's unoccupied transport vehicle or droid present. Draw destiny. If destiny > target's destiny number, use Force equal to target's deploy cost to 'purchase' target (use as if stolen).

**Woof**

Deploys only at Tatooine. Power +2 when defending a battle at a Jabba's Palace site. Adds 2 to power of anything he pilots (3 if piloting an  starship or if Jabba is aboard).

**Wyron Serper**

Once during each of your control phases, may peek at X cards randomly selected from opponent's hand, where X = number of  icons at same site. Also, when you are drawing destiny, adds 2 to the destiny of any card with 'scan' in the title.

**Zev Senesca**

Adds 2 to power of anything he pilots. When piloting Rogue 2, also adds 3 to maneuver and may draw one battle destiny if not able to otherwise.

**Zuckuss**

Adds 2 to power of anything he pilots. May move for free as a 'react.' Once during each battle, may use 1 Force to cause one alien of ability < 3 at same site to be forfeit = 0 for remainder of turn. Immune to attrition < 3.

**Zuckuss' Snare Rifle**

Deploy on Zuckuss, or use 1 Force to deploy on any other bounty hunter. May target a character or creature using 2 Force. Draw destiny. Character captured if destiny -1 > defense value. Creature lost if destiny +1 > defense value.

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# Appendix B - Card Rulings

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If an entry begins with "(Errata)," see Appendix A for the errata on that card.  
For all clarifications of characteristics, see Characteristics - Specific Rulings, Ap. D

## 4-LOM

This droid adds 1 to total power for each pairing of one alien and one droid, neither of which may be used as part of another pair. See may initiate battle and be battled.

## A New Secret Base

This Light Side Effect allows you to take the following cards into hand from your Reserve Deck, once during each of owner's turns:

- one site with "Echo" in it's title
- two sites, both with "Echo" in their titles
- one Effect with "Echo" in it's title
- one Effect and one site, both with "Echo" in their titles
- one planet system with two Light Side Force icons.

## A Jedi's Resilience

This Interrupt is played as a response to the completion of a duel, and is played before any result actually takes place.

## A Step Backward

The first function of this card may be played as long as at least one podracer has at least one race destiny stacked upon it. This card targets "Podracers", which is a card type (See Podracing, Ap. C). It cannot remove a race destiny stacked upon the Podrace Arena.

## A Vergence In The Force

You may only draw 2 cards by placing in Used Pile a copy of this card that is on table. This last sentence of this Immediate Effect does not permit you to perform that function using a copy in hand.

## Advosze

(Errata) You may not voluntarily deploy or move an Advosze to the same location as another Advosze. (If this somehow occurs involuntarily, you must choose one to be lost.)

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

A character whose species is defined in the Glossary or Glossary Supplement may be revealed normally as a Rep as if that species was defined in that card's lore.

## Agents Of Black Sun / Vengeance Of The Dark Prince

When this Objective card is (or has been) in play, the following all have the characteristic Black Sun agent: all cards with 'Black Sun agent' in lore. (such as Guri); all aliens with 'Black Sun' in lore. (such as Makurth); all information brokers (such as Labria); all bounty hunters (such as Boba Fett).

## Aim High

The amount of Force used (X) must be equal to the full amount of the initiated retrieval, even if the retrieving player's Lost Pile does not contain that many cards.

## All Too Easy

This Immediate Effect creates an unattended frozen captive if there is no available escort.

## All Wrapped Up

When capturing a just forfeited character using this Dark Side Effect, that character is captured after applying forfeit value but before being placed on the Lost Pile. When captured, the character's values that would normally be restored upon leaving table (e.g., forfeit being reduced by 2, power being reduced to 0) has those values reset. In this way, cards deployed on that character (for example, Bounty or a weapon) are not placed in the Lost Pile. Additionally, if the card was 'hit', it is no longer 'hit'. This is a specific exception to the just lost ruling.

This card merely requires that the bounty hunter be present at the location. He need not be present with the forfeited character.

## Alter

This Interrupt can only cancel the cards stated in its game text (thus it cannot cancel a Starting Effect). To use Alter to cancel any card other than Sense, you must have a character with ability on table. Alter is a response to the deployment of an Effect or Utinni Effect, but it is not a response to a subsequent use of that Effect's or Utinni Effect's game text. A card that is "immune to Alter" is not a valid target for Alter (see immune).

## Alter & Collateral Damage

If you draw successfully for the Lost function of this card, you would still have to lose 2 Force to Do, Or Do Not or There Is No Try.

## Alter & Friendly Fire

See Alter & Collateral Damage.

## Ambush

This Interrupt is an all cards situation, so it will affect inactive cards as well (missing, undercover, etc.). However, inactive cards do not count towards either player's power total because they are not on table for such purposes. This card can be played at a location where opponent has 0 power, but not one where he has no power.

## Anakin Skywalker

A card about to be placed out of play does not qualify as a card "about to be lost from table".

**Anakin's Podracer**

When drawing 2 race destiny instead of 1, the Light Side player is permitted to stack (use) both of them on Anakin's Podracer. The decision to use a race destiny is made immediately after one is drawn. (See Podracing, Ap. C) This Podracer will automatically "schedule" three race destiny draws if Anakin's Podracer is behind at any time during the Light Side player's draw phase. Next turn, the Light Side player must draw three and must choose (use) two of them to stack on the Podracer. These scheduled race destiny draws can still be restricted by subsequent actions, for example, the Dark Side playing Hit Racer.

**Anoat (Dark Side)**

Starships using this system location's game text to 'react' may move only

- from Anoat to the nearest related asteroid sector; or
- from the nearest related asteroid sector to Anoat.

**Are You Brain Dead?!**

This Interrupt card's Used function requires only a Light Side Episode I Jedi to be defending a battle. The absence of a Dark Jedi is not part of the initiation conditions.

**Arica**

If Arica breaks cover at Luke's site using her gametext while There Is Good In Him is on table, Luke will be captured before she can complete the firing of her weapon.

**Artoo & Threepio**

Allowing all droids to be battled means that, for the purposes of initiating and continuing a battle only, all droids are considered to occupy their location. Thus a droid piloting a starship may also be battled.

**Aurra Sing**

Being able to "use" a stolen lightsaber does not allow you to transfer a stolen lightsaber to Aurra Sing outside the normal rules of transfer (it must be capable of deploying on her).

**Bacta Tank**

When removing a character from the Bacta Tank whose deploy cost is defined by an asterisk (\*), treat that deploy cost as zero.

**Beggar**

This Light Side Effect remains on table and allows you to use any amount of your opponent's Dark Side Force during each of your turns. At the end of each of your turns, if you chose to use zero or 1 Dark Side Force that turn, the Beggar remains on table; if you chose to use 2 or more Dark Side Force, Beggar is lost (even if inactive).

Force used by your opponent never counts against your Beggar. For example, some Jawas require the use of Force by both players when deploying. The portion of the Jawa's deploy cost that your Dark Side opponent is required to pay does not count against the Beggar; however, if you choose to use Dark Side Force to pay for your portion of the deploy cost, this does count against the Beggar.

**Beru Stew**

(Errata) Activating Force is the result of this Interrupt, not a condition of initiation (see actions).

**Bionic Hand**

When this device is used with a character weapon and more than one card is drawn for weapon destiny, the character adds 1 to total weapon destiny.

**Blast The Door, Kid!**

(Errata) Characters of ability > 2 or leaders introduced to the battle after this Interrupt has been played are also immediately excluded from the battle.

**Blaster Proficiency**

The first function of this Interrupt adds 3 to total weapon destiny, not each destiny draw.

**Blaster Rack**

(Errata) Weapons on Blaster Rack are inactive. Placing weapons on the Blaster Rack is a top-level action, thus, you may not place cards in the Rack as a response to a character leaving the table.

**Boba Fett (Cloud City)**

(Errata) When transferring a captive to a prison, Fett modifies that captive's forfeit value for the purposes of resolving any Bounty effects.

**B'omarr Monk**

The Monk equalizes Force icons after all other automatic Force icon modifiers have been applied (for example, Sleens, Presence Of The Force etc.).

**Boonta Eve Podrace**

While you are free to use your opponent's copy of this card to initiate a podrace (even if both are in play), you must specifically note this at the time you initiate the podrace. If you do not, you are assumed to be using your own copy. The winner of a podracer is determined automatically when either player has a race total > 24 at any time during any move phase.

**Bossk With Mortar Gun**

This is not an "all cards" situation, so this may not target inactive cards or your own cards. Unlike most weapons, the Mortar Gun targets after the weapon destiny draw, but this is still to be considered "targeting with a weapon."

**Bossk's Mortar Gun**

See Bossk With Mortar Gun.

**Bounty**

This Effect allows you to retrieve Force only if the bounty hunter who delivers the captive to a prison is the same bounty hunter who seized that character when it was captured.

**Brainiac**

Brainiac counts as a card in hand when computing Y to determine his own deployment cost. He may provide nav computer capability on a starship as a passenger, but Brainiac is not an astromech and thus cannot occupy astromech capacity.

Imaginary numbers (which have a negative number within the square root) result in a minimum power of 1. Also, players must use the positive root (thus, the square root of 4 is 2, not -2).

Brainiac's destiny and power should not be rounded. If you're comparing this number to a certain value, examine it to see if it meets the requirements. For example, if Alter targets Luke Skywalker and Brainiac is drawn, Alter succeeds (because  $\pi$  is less than 4), and if All Wings Report In targets your three Y-Wings, it also succeeds ( $\pi$  is greater than 3). If Brainiac is drawn for battle destiny and a player must satisfy  $\pi$  attrition, that player must forfeit at least  $\pi$  points of forfeit value (usually meaning 4 must be forfeited). However, you must round whenever you are required to do something which is impossible in partial amounts (e.g., you cannot retrieve, activate, or lose an irrational amount of Force, you cannot cause an irrational number of characters to be lost, etc.). For example, Vader initiates a duel against Luke using Vader's Obsession ("Each adds two destiny to power. Winner retrieves lost Force equal to the difference. Loser loses same amount of Force, plus the character."), and one of Luke's destinies is Brainiac. Vader's total is 14 and Luke's is 14.14159..., which means that Luke wins and retrieves Force equal to the difference (0.14159...). Because that's impossible, Light retrieves 0. Dark loses the same amount, also rounding to 0, and Vader, because even though no Force was lost or retrieved, Luke's total was still higher.

**C-3PO (See-Threepio)**

This droid adds 2 to total power for each pairing of one Rebel and one droid, neither of which may be used as part of another pair.

**Captain Needa**

(Errata) You 'choose' to forfeit characters because of battle damage or attrition; those forfeited because of weapon 'hits' are not by choice.

**Captive Fury**

When using this Light Side interrupt, the captive is temporarily placed on the Light Side of the site (even if enclosed) to participate normally in this battle. This relocation does not count as being 'released'. If you have other characters at the same site they also participate in this battle (where applicable). All normal battling conditions must be observed. For example, characters can participate in only one battle per turn and presence is required on both sides of the location. For this reason, if the captive is a droid (or the escort is a droid, for example IG-88 With Riot Gun) and no other ability is being provided, then the battle would end immediately. If the original escorting character and the captive (who was not captured or sent missing during the battle) survive, then the captive is returned to being escorted by that character at the end of the battle.

**Carbon Chamber Testing / My Favorite Decoration**

When deploying a Rebel (as a prisoner) to the Security Tower at the start of the game, ignore any deployment restrictions listed in that character's game text (this is a specific exception to the start of game rules).

If you're not using Jabba's Prize, note the following: If the light side revealed Rescue The Princess, and the only Rebel in their deck is Leia, then that character is not imprisoned, and this objective plays (for remainder of game) as if there were no Rebels in the Light Side player's deck. The same applies if Light is playing There Is Good In Him and only has Luke or You Can Either Profit By This... and only has Han.

**Careful Planning**

The starting text of this card is intended to mean "deploy from Reserve Deck one battleground site or deploy from Reserve Deck two  $\diamond$  battleground sites." The location (or locations) deployed must be battlegrounds immediately after its (their) deployment.

**Careful Planning (V)**

Non-unique sectors and sites may not be deployed using this interrupt because such locations are not related until they are deployed to the table.

**Charming To The Last**

This Interrupt must target a Rebel of ability > 2 and thus may not target the •Leia card from the Jedi Pack.

**Chewbacca, Protector (V)**

This character deploys to Coruscant for free, and once deployed gains the spy characteristic.

**Chief Retwin**

(Errata) This Imperial may target any weapon or device deployed on a site (including "movable" weapons and devices such as seekers), but may not target cards deployed on a character, vehicle or starship at a site. (See Stealing, Ap. C)



**Close Air Support**

"[Y]our Z-95 occupies a system or cloud sector" means that you must occupy the location, and the Z-95 there must itself have presence (such as a permanent pilot), or have presence aboard it (such as a character card).

**Colo Claw Fish**

This card allows you to exchange a card drawn for destiny with a card stacked on this effect. When this happens, any modifiers to your destiny are now transferred over to the new card, regardless of when they were played. Because this card was exchanged, it is considered to have been "just drawn" for all purposes (except, obviously, for modifiers that you have already applied to the card) and is not considered a substituted destiny (meaning it can be modified, canceled, or reset as normal).

**Colonel Salm**

Salm may only cancel and redraw a battle destiny of a battle he is participating in.

**Colonel Wulf Yularen**

This Imperial is power +1 with any or all of the three cards mentioned in its game text (not power +1 for each).

**Combat Readiness**

See Careful Planning.

**Combat Readiness (V)**

See Careful Planning (V).

**Combat Response**

Once an unpiloted starfighter (or pilot) is revealed, if no matching pilot (or unpiloted starfighter) is found, the opponent is permitted to verify. If a match has been found but the player does not have enough Force to deploy the cards (or there is no location where they can be legally deployed), then the card revealed from hand is returned to hand, and the card taken from the Reserve Deck is placed back in the Reserve Deck; reshuffle.

**Combined Attack**

(Errata) This Interrupt combines the firing of two or more weapons into a single action. You may choose to fire any or all of your applicable weapons, at normal use of the Force.

**Commence Recharging**

(Errata) The 8 Force specified by this Effect must be stacked on the Effect itself and are separate from the X Force required by Commence Primary Ignition.

**Control (and Control (Ep I))**

The parenthetical text "(even if just deployed)" means that this card may be played to cancel a Mobile Effect or an Immediate Effect as a response even after the deployment has successfully resolved (triggering any automatic actions of deployment before the cancellation). You may still play Control (either version) as a top level action to cancel a previously deployed Mobile or Immediate Effect, or as a response to the declaration of the deploy action (in which case the Mobile or Immediate Effect is cancelled before it has its effect).

**Corporal Beezer**

Beezer's text that allows a device to deploy to same location does not require that device to deploy 'on' that location. Thus you may deploy a device on cards at the same location as Beezer.

**Counter Assault**

The total power and number of destinies to be drawn is determined immediately when this Interrupt card begins resolving, and neither changes during the resolution. Thus if a character, starship or vehicle is introduced to the location during resolution of the Assault (such as via Tauntaun Bones) it does not add power and does not permit an additional destiny draw. Similarly, if cards are removed from the location during the resolution (such as by a Program Trap), they will still contribute power and still add a destiny draw for purposes of resolving the Counter Assault. This Interrupt does not cause a battle and thus cards may not be forfeited to reduce Force loss. Remember that, at a system location, characters and vehicles aboard starships are not present at the system. Therefore, for Counter Assault there will ordinarily only be one destiny draw per starship at the system but none for any cards aboard.

Counter Assault may technically be played at a holosite but, since there are no characters present (only dejariks and holograms), no destiny will be drawn and zero will be compared to the opponent's total power.

**Counterattack**

This card explicitly allows characters, vehicles and starships at the targeted location to battle again this turn (and since this is a battle, they may fire any applicable weapons). It does not allow any characters, vehicles or starships to 'react' a second time this turn. When determining the order of actions for this second battle, treat it as though it were the turn of the player who played this Interrupt. If a card was excluded from the previous battle, it may participate in this battle unless it is still prevented from participating (e.g., was targeted by Imperial Barrier).

**Court Of The Vile Gangster / I Shall Enjoy Watching You Die**

The frozen Han character deployed by the Light Side Objective Card You Can Either Profit By This... / Or Be Destroyed will count as a captive towards the flip condition of this Objective card, but because a frozen character has ability of zero, frozen Han will not flip this Dark Side objective by himself.

**Covert Landing (V)**

When deploying a Rebel scout using the Lost portion of this Interrupt, the text "an Endor site opponent does not occupy" is intended to limit the sites to which the Rebel may deploy. It does not supercede normal rules about presence or Force icons.

**Credits Will Do Fine**

Both players get to see any card that is lost from hand before it is placed under this Effect. Other cards are not viewed.

**Cyborg Construct**

If your opponent takes control of your Cyborg Construct, any cards underneath it are placed on top of your Used Pile.

**Dagobah: Bog Clearing**

This site's game text supersedes the Dagobah rules and the general rules of deploying starfighters. Starfighters with permanent pilots may deploy here.

**Dannik Jerriko**

(Errata) The power bonus applies only to characters placed out of play using Dannik's game text, not all out of play characters. This bonus will continue to apply even if Dannik leaves table. Note that this bonus is based on "eating the soup" of a character, and thus is unaffected by cards placed out of play by the virtual card version of Dannik.

**Dantooine Base Operations/More Dangerous Than You Realize**

This card establishes a deploy cost for squadrons based on their current power. The squadron's power may be modified (e.g. S-Foils), but because the deploy cost is equal to this power, the cost may not be modified (e.g. Haven, Rendezvous Point).

The reference to squadron on this objective card refers only to the starship class: squadron. It does not include starships such as Red Squadron X-wing and Gold Squadron Y-wing.

**Dark Forces**

When this Effect is deployed, and Alter is played as a response to cancel it, Dark Forces has not had its result yet and thus will not affect that Alter. (See actions.)

**Dark Hours**

The person who plays this card decides in what order to target the available characters. When targeting a character, if the player who played this card has no cards left in their Reserve Deck, then their opponent may choose what happens to that character: either put to 'sleep' or left 'awake.' A 'sleeping' character cannot move, drive or pilot.

**Dark Strike**

This Interrupt adds 3 to the total weapon destiny for a lightsaber, not 3 to each destiny draw.

**Darth Maul**

The loser of a duel initiated by Maul's game text is the character with the lowest total destiny. If tied, there is no winner or loser.

**Darth Vader**

(Errata) This Imperial's addition to battle destiny is an automatic modifier.

**Dash Rendar (V)**

This character's game text allows him to draw one battle destiny while piloting alone, or while piloting at the same location as an opponent's combat vehicle or Imperial, regardless of whether he is alone.

**Daughter Of Skywalker**

This Rebel is permitted to deploy to Dagobah. Daughter Of Skywalker may only be targeted "as Luke" by Mind What You Have Learned, if she was deployed from Reserve Deck using that Objective card's game text, and only if Luke has not already been deployed by the objective.

**Death Star Assault Squadron**

For purposes of cards that require you to use a pilot's ability, Vader provides 6 ability, and DS-61-2 and DS-61-3 both provide 2 ability. This card utilizes persona rules as well as squadron rules. If these rules conflict, the persona rules take precedence. Thus the Death Star Assault Squadron may be taken into hand from the table for 4 Force with Hunt Down And Destroy The Jedi as that card may target any version of the •Vader persona. Death Star Assault Squadron is deploy -6 at a Star Destroyer: Launch Bay.

**Death Star Sentry (V)**

See Ch. 1F. Free.

**Defel**

Each Defel on table can cause the loss of only 1 Force per turn.

**Desperate Counter**

Both Combat Response and Imperial Arrest Order can be deployed in the same deploy phase using this card, although each deployment is a separate action.

**Direct Hit**

This Interrupt works with any weapon that can target a combat vehicle, including a Vehicle Mine.

**Disarmed**

(Errata) This Effect causes the targeted character to lose all weapons being carried (including those represented by a permanent character weapon icon).

**Do They Have A Code Clearance?**

The reduction this Effect applies to Force retrieval is an automatic modifier, and as such applies before any other comparisons or actions are made. This means that the value of X on Secret Plans is reduced by the number of cards stacked on this Effect. Note that a retrieving card is stacked on this Effect after the retrieval is completed, and is optional (thus automatic actions may occur first, such as placing the card out of play). A card that "retrieves" a specific card by name is still retrieval, and can be reduced. For example, Baragwin says "Once per turn, if the top card of your Lost Pile is a weapon, device or transport vehicle, may use 1 Force to retrieve it." If there is at least one Interrupt or Utinni Effect stacked upon Do They Have A Code Clearance?, that will reduce the Baragwin retrieval from 1 card to no cards.

**Docking And Repair Facilities**

When removing a squadron for which a deploy cost has been defined, use this deploy cost to determine the cost of the action.

**Don't Tread On Me**

If your starting location (or a location you have deployed with an objective) was a battleground when deployed, but is converted into a non-battleground, you may still use the starting text of this interrupt.

**Don't Underestimate Our Chances**

This Interrupt does not triple attrition.

**E Chu Ta**

When using the second function of this Interrupt, if your opponent 'reacts' by bringing ability or a spy to the battle, this does not cancel the battle.

**Echo Trooper Backpack**

(Errata) This device does not allow a character to use weapons that the character cannot normally use. It also does not override other restrictions (such as those for artillery weapons).

**EG-4 (Egeee-Four)**

When this droid is drawn as battle destiny, it doubles total power (but not attrition) present at the location of the battle before adding any other battle destiny draws.

**EG-6 (Egeee-Six)**

This droid works just like EG-4, adding 1 to power of each of your droids present. See EG-4.

**Elis Helrot**

(Errata) The following actions are part of the initiation of this Interrupt:

- targeting the characters to be moved;
- targeting the site to move them to;
- drawing destiny; and
- paying the cost (using the Force required to transport the targeted characters).

**Ellors Madak (V)**

The phrase "While you have 5 alien species" can only be satisfied by the card type Alien.

**Emergency Deployment**

Although this card allows you to deploy 'anywhere,' it does not give you permission to ignore deployment restrictions. For example, the Hoth energy shield will still prevent Dark Side deployment to most Hoth sites.

**Enter The Bureaucrat**

See A Vergence In The Force.

**Escape Pod**

This Interrupt does not save devices or starship weapons currently deployed on the starship (or on a vehicle or starfighter aboard that starship). You may not relocate your opponent's cards.

**Evacuate?**

This Interrupt does not save devices or starship weapons currently deployed on the starship (or on a vehicle or starfighter aboard that starship). Saved cards may not be relocated to one of your capital starship cards unless that starship has sufficient capacity to hold all of them and they are all allowed to exist there. (Saved cards may not be relocated to starship sites.) You may not relocate your opponent's cards.

**Expand The Empire**

This Effect 'expands' game text to the adjacent sites, but it does not expand card titles, marker numbers etc. Thus, for example, it does not allow docking bay transit to or from a non-docking bay site. If Expand The Empire causes a site to have two copies of the same modifier, this does not violate the cumulative rule. For example, if a site has "Force drain +1 here" in its game text and adds another copy of the same game text ('expanded' from an adjacent site), then Force drains are +2 at that site. If game text expanded to an adjacent location contradicts the existing location game text, then the existing game text takes precedence.

**Explosive Charge**

If the Explosive Charge goes off and removes all participating presence from either side of the battle, the battle will end. This is an exception to the normal removing presence rules because the battle ends during the power segment.

**Eyes In The Dark**

This Effect causes cards lost from Life Force to be concealed during the process of relocating them to the affected Lost Pile. However, cards lost from hand (or from table) should still be shown to both players before being placed face down on that Lost Pile. Eyes In The Dark does not affect taking or retrieving cards from the Lost Pile in any way (e.g., whenever you wish to retrieve a card using a Baragwin's game text, you may look at the top card to see if it is appropriate).

**Failure At The Cave**

(Errata) When attempted, Jedi Test #5, It Is The Future You See, schedules an automatic action to turn the apprentice right side up at end of the Light Side player's next turn (completing the Jedi Test). Thus targeting an upside-down apprentice with Failure At The Cave will suspend the benefits of completed tests, but will not stop the apprentice completing the test as scheduled (although it will stop it having any effect once completed).

**Fear Will Keep Them In Line (V)**

If your Death Star becomes a battleground, it does not count as being within 2 parsecs of itself (thus it does not contribute to Force loss).

**Feltipern Trevagg**

(Errata) This alien resets the cost of initiating battle according to the number of Force icons present with him; thus, if no Force icons are present with Trevagg (e.g., at the Death Star: Trash Compactor or whenever Trevagg is in an enclosed vehicle or starship), battles may be initiated for zero Force. Since reset values are unmodifiable it cannot be affected by cards such as Wars Not Make One Great (though actions that are "free" remain free).

**For Luck**

(Errata) See Dark Forces.

**Force Lightning**

This Dark Side interrupt may not target a frozen captive.

**Force Push**

If the revealed combat card is destiny 4 or less, you lose 1 Force, and the combat card is returned to underneath the opponent's Jedi.

**Forced Landing**

A starfighter targeted by this card may not move from the related system to any other system or asteroid sector, may not move from any cloud sector to the system (or to any cloud sector of higher-altitude); and may not move to any site other than the docking bay where Forced Landing is deployed.

**Frozen Assets**

Although this Effect can prevent cards from being drawn or used from the Force Pile, it does not prevent them from being lost from the Force Pile or from being reordered by Shasa Tiel. (However, Shasa may not reorder a card from below Frozen Assets to above it, or vice versa.)

**Full Scale Alert**

Cards that have their movement 'blocked' by this card cannot move.

**General Dodonna**

When this Rebel "increases Rebel Planners by 1," he adds 1 to X; when he "doubles" it, he doubles X instead. General Dodonna does not affect the deploy cost of Rebel Planners.

**General Walex Blissex**

If deploying to a Home One site when Home One is not on table, Blissex does not deploy at -2 because you cannot establish that this site is aboard a "star cruiser". See starship sites.

**Ghhhk**

(Errata) You may use the damage canceling ability of this card if you have no cards left capable of being forfeited. Thus, cards that are not participating in the battle or that do not have a forfeit value (e.g., a Vaporator) are ignored.

**Gold 1 (V)**

This card provides you with a choice between two actions; you may choose to take the top card of your Force pile into hand, or you may choose to take the bottom card of your Force pile into hand. You do not get to peek at either card before deciding.

**Gold Leader In Gold 1 (V)**

If the Dark Side player has Force available, they may not avoid paying Force by invoking "Draws X battle destiny if unable to otherwise" text. If they do not have Force available, then they may invoke "Draws X battle destiny if unable to otherwise" text.

**Grand Moff Tarkin**

(Errata) This Imperial may cancel any one destiny draw that occurs after a battle is initiated but before it is over, including (but not limited to) battle destiny, weapon destiny, destiny drawn for Sense etc.

**Grappling Hook**

Once this Immediate Effect has its result, it causes new copies of the targeted Interrupt to be unique (•) for both players. Because that Interrupt is now limited to one per turn, no additional cards with the same name may be played this turn.

**Gravity Shadow**

Gravity Shadow may target a starship whenever it attempts to move through hyperspace, even during a battle (for example, using a card such as Hit And Run or Hyper Escape). This Interrupt targets a starship and its highest-ability pilot (whether a permanent pilot or a character acting as a pilot). See Starships - Permanent Pilots, Ch. 9.



**Great Warrior**

(Errata) Targeting a mentor, as well as targeting (or deploying) an apprentice is considered part of the initiation of this Jedi Test. Thus If a Dark Side player uses I'd Just As Soon As Kiss A Wookiee to return either the just-deployed Great Warrior (or the apprentice just deployed with Great Warrior) to hand, both cards return to the Light Side player's hand.

**Grimtaash**

(Errata) When this Interrupt targets your opponent's hand containing 13 or more cards, this is a condition of initiation (see actions). Thus, if you initiate Grimtaash, your opponent plays one or more cards as responses and those card plays reduce opponent's hand size below 13, your Grimtaash still has its result.

**Han Solo**

(Errata) Han may cancel and redraw any one of your destiny draws performed during a battle involving him (not just battle destiny). He cannot cancel and redraw an already canceled destiny.

**Han, Chewie And The Falcon**

For purposes of cards that require you to use a pilot's ability, Han provides 3 ability and Chewie provides 2 ability.

**He Hasn't Come Back Yet**

This Interrupt targets one of "your" exterior planet sites, and thus may play at a site only if you deployed that site card.

**He Is Not Ready**

The second function of this card cannot be used to target a permanent pilot.

**Heading For The Medical Frigate**

See Prepared Defenses

**Hear Me Baby, Hold Together**

(Errata) When targeting a weapon that may fire repeatedly, this Interrupt reduces all of that weapon's destiny draws during the same battle, attack or whenever the weapon was fired.

**Here We Go Again**

See the Dark Side counterpart, Counterattack.

**Hidden Base / Systems Will Slip Through Your Fingers**

(Errata) If your Hidden Base is a battleground system, deploying it counts as one of the 5 battleground systems you must deploy to meet the flip condition.

**Hidden Weapons**

Mandalorian Armor refers to the device card, because it is not a characteristic (Jodo Kast may be targeted by Hidden Weapons only because his game text allows it, not because of his lore; if his game text is canceled, he can no longer be targeted).

**Hiding In The Garbage**

This Effect does not allow you to take cards from your opponent's Force Pile, even with Beggar (because Beggar does not allow you to reveal your opponent's cards).

**High Anxiety**

(Errata) This Immediate Effect is canceled if the missing character is no longer missing for any reason (found, lost, captured, placed in Used Pile, placed out of play etc.).

**Hoth: Main Power Generators**

See Hoth energy shield rules  
Whenever you deploy this location (even as a starting location or using an objective), you must check to see if the 4th, 5th or 6th marker site is also on the table. If not, you must immediately deploy the 4th marker from your reserve deck. If you are unable to fulfill this requirement when using the Main Power Generators as your starting location, you must temporarily set this card aside and choose a different starting location.

**Houjix**

(Errata) See Ghhhk.

**Human Shield**

This Interrupt allows you to take advantage of the full forfeit value of characters you have captured to satisfy attrition and battle damage, including forfeit modifiers from cards such as Lieutenant Sheckil.

**Hutt Bounty (V)**

Once the total activation for the current turn has been computed, canceling this Effect does not alter the total for the current turn.

**I Did It!**

An empty Force Pile does not stop a player from 'placing' that pile on his (empty or non-empty) Used Pile. The Light Side player may only place his on table Boonta Eve Podrace out of play, not his opponent's copy.

**I Feel The Conflict**

See Credits Will Do Fine.

**I Have A Bad Feeling About This**

This Interrupt's first function may re-target only one of the targets of an Interrupt or Utinni Effect. For example, Elis Helrot specifies two targets: a group of characters and a destination site. Thus, you may select either a different destination of the same side of the Force as the original, or a different group of Dark Side characters together at any site (which may not include any of those originally targeted), but not both. An "appropriate" target or location is one which meets the targeting or deployment requirements of the card being retargeted or relocated. The second function of this Interrupt does not relocate Utinni Effects, Mobile Effects or Immediate Effects.

**I Have A Very Bad Feeling About This**

This Interrupt's first function may be played just after your opponent deploys a fourth character, a fifth character etc. (See actions - 'just.')

When the second function of this Interrupt cancels a battle, it does not cancel any 'reacts' to that battle, even though it is a response to such a 'react.'

**I'd Just As Soon Kiss A Wookiee**  
(Errata) No matter where the targeted card is being deployed from (from hand, from Reserve Deck, from Bargaining Table etc.), that card is "bounced" to its owner's hand. The card that is "bounced" has been deployed (immediately before being bounced) for any triggers or automatic actions dependent upon that event. For example, an objective may flip when the character is deployed if dependent upon controlling or occupy. Similarly, if Daughter of Skywalker is being deployed from Reserve Deck (using Mind What You Have Learned), Leia will be targeted by that objective for remainder of game, even if subsequently "bounced". See Simultaneous Deployment, Ch. 5.

**I've Lost Artoo!**  
(Errata) If this Effect is later canceled, and a permanent nav computer had been conceptually removed by that Effect, the permanent nav computer is restored and astromech capacity returns to normal. (see Starships - Capacity - Lost Capacity, Ch. 9).

**Ice Storm**  
This Mobile Effect deploys at the outermost marker, even if the outermost marker is the Wampa Cave. However, characters inside the cave (a non-exterior site) are protected from the Ice Storm.

**Imperial Justice**  
At the time of its deployment, the player deploying this Dark Side effect must choose whether the function before or after the "OR" is being used. That function is then the only one that operates until that card leaves play.

**Imperial Occupation(V)/Imperial Control(V)**  
This objective provides a specific exception to the rule that your game deck must contain 60 cards, all from the same side of the Force. When playing this objective, your game deck must contain 59 dark side cards (including the objective) and the light side location Hoth: Main Power Generators. When you deploy the Main Power Generators, you must still orient the card such that the blue lightsaber icon is facing the light side player. For this game, that site card is considered to be that of the dark side player.

**Imperial Squad Leader**  
(Errata) This character suspends the "cannot move" restriction in the game text of all Imperial trooper guards present, allowing them to move normally.

**Inconsequential Losses**  
The game text "may forfeit one of its weapons" means that a character, starship or vehicle may only forfeit a weapon deployed on that character, starship or vehicle. Thus a character cannot use this Effect to forfeit an artillery weapon at the same location, a starship cannot forfeit an Orbital Mine at the same system and so on. The game text that allows your forfeited weapons go to your Used Pile applies to any weapon you forfeit (including artillery weapons that already have a forfeit value).

**Insertion Planning**  
This card may target an open vehicle moving 'through' your scout's site. If the driver is removed from that vehicle, then its movement will be halted at that site.

**Insignificant Rebellion**  
See Credits Will Do Fine.

**It Can Wait**  
(Errata) See I'd Just As Soon Kiss A Wookiee.

**It Is The Future You See**  
Game text that requires you to "shuffle and draw destiny", such as Anakin Skywalker, can still have that destiny draw substituted by the card on Jedi Test #5 (although you must still shuffle your Reserve Deck).

**It Is The Future You See (V)**  
The phrase "Instead of using X Force, may turn X cards here face down" means that whenever you need to use Force, rather than placing a card from your Force Pile onto your Used Pile, you may instead turn one of this Epic Event's cards face down. You may pay some or all of the Force cost in this manner. You may use this ability even if your Force pile is empty. This Epic Event cannot be used if you've deployed more than one location, even a location that says it does not count towards calculating Epic Events.

**It's Worse**  
When this Interrupt increases your opponent's Force loss, this is simply a modifier; it does not create a new, separate instance of Force loss. It Could Be Worse is played during the result step of a Force loss action, and therefore the chance for optional responses to that Force loss action has already passed. For example: the Dark Side player Force drains for 2. The Light Side player has no response to the Force drain (neither does the Dark Side player) and the Force drain now has its result. The Light Side player now plays It Could Be Worse and uses 2 Force. The Dark Side player responds to It Could Be Worse by playing It's Worse and using 5 Force. Neither player has any responses to the It's Worse (the Light Side player doesn't have his Sense in hand) and thus it has its result. The Force drain loss is now 7 Force and Light Side cannot play his Control because the optional response step to the Force drain is already over.

**IT-O (Eyeteer-Oh)**

In rare cases, as the Light Side player, you may be able to take (e.g., win, steal or purchase) this droid from the Dark Side, with or without a Hypo device. When this happens, you may not use any of IT-O's or the Hypo's game text that requires the presence of captives (because the Light Side cannot have captives).

**Jabba The Hutt**

The phrase "to move requires +2 Force" on this alien applies only when Jabba is using his own landspeed.

**Jabba's Prize**

Since this character is only ever on table as a captive, all the character's game text is considered applicable to his status as a captive (in other words, all his game text is applied whenever appropriate).

**Jawas**

Unless you are deploying to your own Jawa Camp, when you deploy a non-unique Jawa you must use 1 Force and your opponent must use 1 Force (each player uses 2 or more Force when Dathcha or Het Nkik is deployed). Your opponent's use of Force is mandatory. If both players do not have sufficient Force available, the Jawa may not be deployed. Any modifier to such a Jawa's deploy cost affects both players. If a Jawa's game text gets canceled, the asterisk (\*) in its deploy box becomes undefined and is treated as an "unmodifiable zero" (see undefined values).

**Jedi Presence**

(Errata) The Jedi targeted does not have to be a Rebel.

**Jodo Kast**

This Dark Side character allows its owner to cancel an opponent's just drawn battle destiny (as long as it is not the first one drawn in this battle). If Kast is using a repeating blaster, only the first shot is free and at +2 to weapon destiny. See Hidden Weapons

**Joh Yowza**

When this alien 'jams' a card drawn for destiny, that destiny draw is not canceled. While Joh has a 'jammed' card, he may not 'jam' another.

**Juri Juice**

This Utinni Effect can be canceled by moving to a Jabba's Sail Barge site.

**K'lor'slug**

Using multiple Force to raise total power may be performed only once per battle.

**Kal'Falni C'ndros**

(Errata) This alien reduces your opponent's total battle destiny as an automatic action that occurs just after both players have finished drawing their one battle destiny. Modifiers to battle destiny are applied before the comparison, and modifiers to total battle destiny are applied before the reduction to zero takes place.

**Kashyyyk (Light Side)**

The deployment benefit from this system location affects each applicable character, not each characteristic. Thus, a Wookiee who is also a smuggler (e.g. Chewbacca) is deploy -2 here, not deploy -4.

**Kessel Run**

This Utinni Effect must be deployed upon the Kessel system location. This Utinni Effect defines X at the time the smuggler is targeted, and X remains the same even if the parsec distance between the two systems subsequently changes. If moving your smuggler from Kessel to complete the Kessel Run also returns control of the Kessel system (Dark side location) to Dark Side (thus the Dark Side location game text comes into effect) then the completion of the Kessel Run and the canceling of the Kessel Run are two automatic actions triggered at the same time, and are resolved as such.

**Kiffex**

While this system's game text "doubles" a character, it means that:

- Every printed number on that card is doubled (thus a 1 becomes a 2, a 2 becomes a 4, etc.)
- Every printed indication of number of uses is doubled (thus "once" becomes "twice," "twice" becomes "four times" etc.)

Apply any additional modifiers and other effects to the new values (e.g., a doubled Tonnika Sisters with Mandalorian Armor is power = 6, and a Vul Tazaene that has competed Jedi Test 3 will be ability 4, not ability 6).

**Lana Dobreed**

See Elis Helrot.

**Landing Claw**

This device allows your starfighter to attach itself to an opponent's capital starship. To indicate that your starfighter is attached, place it across the table on the targeted capital starship card.

While 'concealed':

- Starship is inactive, thus all cards aboard it are inactive (except for cards that indicate they still function, such as Homing Beacon and Landing Claw itself).
- Your opponent may not Force drain at same location.

When you 'detach,' the starfighter returns to normal.

While attached, if the capital starship is lost, the attached starfighter is also lost.

A starfighter attached to a starship that lands is still considered attached. If detached (or if the Landing Claw is canceled) the starfighter becomes landed at that location (if this is not possible, then starfighter is lost).

**Lando with Vibro-Ax**

(Errata) See Vibro-ax.

**Lift Tube**

This vehicle is a specific exception to the rules of vehicle deployment and movement: it may exist at interior mobile sites, and may never exist elsewhere. Lift Tubes are never considered unpiloted.

**Lightsaber Proficiency**

A character with this Effect, whenever appropriate, may add 1 to a Force drain and may battle with power +3 (possibly both in the same turn). This Effect is lost if, for any reason, the character is no longer carrying at least one lightsaber.

**LIN-V8K (Elleyein-Veeatekay)**

(Errata) This mining droid may defuse any number of mines per turn, whether 'laid' or 'buried.'

**LIN-V8M (Elleyein-Veeateemm)**

(Errata) See the Light Side counterpart, LIN-V8K.

**Lobot (Light Side)**

This alien has two deployment restrictions, and both must be met simultaneously: (1) he deploys only as a 'react,' and (2) he deploys only to a Cloud City site or to where your Lando is present.

**Location, Location, Location (V)**

Once a generic location has been deployed, it is related to the system to which it has been deployed, taking that system name as part of its title. Therefore, this effect may deploy additional copies of that location to other systems.

**Lone Warrior**

This Interrupt must be played on your own lone character to add to your battle destiny.

**Lucky Shot**

See Direct Hit.

**Luke Skywalker, Jedi Knight**

This Rebel's game text will subtract from the Dark Side's total destiny for an Epic Duel.

**Luke Skywalker, Rebel Scout**

When Always Thinking With Your Stomach targets Luke's site, Luke still counts as a character at the site for determining the Dark Side destiny draw required, he just cannot be "chosen" if the draw is successful.

**Luke's Backpack**

Luke's Backpack permits a character to carry another character around. This means that whenever the character wearing the backpack moves, the character in the backpack automatically moves with him or her per the carry cards rules (see Movement - Carrying Cards, Ch. 7). The character in the backpack is not enclosed within it and will still occupy capacity slots on vehicles and starships. Whenever either character is targeted by an action that will make them inactive (e.g., being captured, missing) the other will also suffer the same fate. When that happens, the character in the backpack automatically disembarks.

**Magnetic Suction Tube**

(Errata) Some situations (e.g. Dagobah Rules) prohibit cards from being relocated. Such rules do not apply to this device (though you still cannot use this to move a card that cannot move).

**Major Haash'n**

If deploying to a Home One site when Home One is not on table, Haash'n does not deploy at -2 because you cannot establish that this site is aboard a "star cruiser".

**Major Marquand**

The game text "piloting a combat vehicle with Watts" means that both Watts and Marquand must be piloting the same combat vehicle.

**Mantellian Savrip**

This Effect allows you to forfeit cards that have a forfeit value directly from your hand during the damage segment of a battle you have lost. This is treated the same as normal forfeiture, satisfying battle damage and/or attrition (simultaneously if both need to be satisfied). Cards forfeited from hand with Mantellian Savrip must be placed in the Lost Pile regardless of any other game text. For example, a character may not be forfeited from hand to the Bacta Tank, and the Star Cruiser Liberty may not be forfeited from hand to the Used Pile.

**Mara Jade, The Emperor's Hand**

Mara's game text permits her to use Vader's Obsession as if she were Vader for both its text and the text on Epic Duel, but not The Circle Is Now Complete.

**Massassi Base Operations / One In A Million**

The "For remainder of game" text on the front side of this Objective card prevents the Light Side player from deploying Revolution anywhere.

**Medium Repeating Blaster Cannon**

(Errata) This card permits you to move two warriors using only their landspeed as a single movement action (this weapon must move with them). If performed as a normal move, then both warriors are performing a regular move (see movement - regular - using landspeed) and you must use 1 Force for each (plus 1 additional Force for the weapon).

**Meteor Impact?**

A character targeted by this Utinni Effect may not move to any other system; may not move to any site of greater distance (number of adjacent sites) from the Utinni Effect than the current site; and may not move to the related system or cloud sector.

**Mind Tricks Don't Work On Me**

(Errata) See Ghhhk.

**Mind What You Have Learned / Save You It Can**

See Jedi Testing, Ap. C.

**Moment Of Triumph**

See Lone Warrior.

**Monnok**

(Errata) See Grimtaash.

**My Kind of Scum/Fearless and Inventive**

See Agents In The Court/No Love For The Empire

**Nabrun Leids**

(Errata) See Elis Helrot.

**Ng'ok**

(Errata) See I Have A Very Bad Feeling About This.



**No Disintegrations**

The Force loss from this Effect is triggered once per battle, not once per Rebel.

**No Escape**

If this Effect is deployed at the start of the game, it will not allow you to take your starting interrupt into hand because that interrupt will still be resolving, and thus not yet in the Lost Pile when this Effect is deployed.

**Noble Sacrifice**

Even if this Interrupt is canceled, the sacrificed character is still placed out of play as the sacrifice is part of the initiation.

**NOOOOOOOOOOOO!**

When you use this Interrupt during an Epic Duel to lose Luke instead of crossing him to the Dark Side, you must still lose X Force (but not triple X) as specified on Epic Duel.

**Observation Holocam**

A character at an adjacent site using this device to add power to a battle does not otherwise participate in the battle, and is not eligible to be forfeited. Thus, if the character is Imperial Trooper Guard it would not be defending in the battle and would add zero to power.

**Odin Nesloor**

Refer to rulings on Elis Helrot.

**Old Ben**

(Errata) Old Ben allows you to return the exact same card only, not another copy of that card or persona.

**Oo-ta Goo-ta, Solo?**

When this Interrupt captures Rebels, if you want to seize or imprison them you must have one or more potential escorts at the site opponent is moving to, or that site must be a prison. Any of the captured Rebels that you are unable to seize or imprison simply escape to your opponent's Used Pile.

**Organa's Ceremonial Necklace**

The term 'steal' on this Utinni Effect simply means to place the Necklace on the target Imperial. In order to pass Organa's Ceremonial Necklace to an adjacent site you control, you must immediately re-target (place it on) another one of your Imperials there.

**Ounee Ta**

See No Escape.

**Our Most Desperate Hour**

This Utinni Effect must be deployed upon the Alderaan system location.

**Overload**

This Interrupt may destroy artillery weapons. However, only the artillery weapon itself is lost, because there is no character or starship "carrying" it. This interrupt may also target a character with a permanent weapon icon; however, it only has an effect if the destiny draw = 0 (character with weapon is lost).

**Overwhelmed**

This Interrupt is an all cards situation, so it will affect inactive cards as well (e.g., those using Landing Claw). However, inactive cards do not count towards either player's power total because they are not on table for such purposes. This card can be played at a location where opponent has 0 power, but not one where he has no power.

**Panic**

See Emergency Deployment.

**Perimeter Patrol**

The Light Side must lose 1 Force when deploying to an Endor: Bunker controlled by Dark Side.

**Podrace Prep**

Using the Lost function of this Interrupt card replaces a single race destiny draw. Additional race destiny draws may still be drawn normally.

**Polarized Negative Power Coupling (V)**

This card does not stack Used or Lost Interrupts, nor Used or Starting Interrupts

**Portable Fusion Generator**

Adding 1 to the power of one droid lasts until the droid is no longer present or you choose to turn off the enhancement. It may only modify one droid at a time (if you modify one, you may not modify another until you turn it off for the first one).

**Precise Attack**

See Combined Attack.

**Prepared Defenses**

Effects that are "always immune to Alter" means any Effect which is unconditionally immune to Alter according to its own game text, as these conditions must be met before such an Effect is on table. Therefore cards that are immune to Alter based on a condition in their game text (such as Come Here You Big Coward) cannot be deployed with this starting interrupt. Cards which are immune to Alter in their game text but can have that immunity canceled by other cards may be deployed using this Interrupt. For example, Prepared Defenses could still be used to deploy Mobilization Points even if Don't Do That Again was on table. When deploying Effects using this Starting Interrupt, each Effect deploys separately, and all automatic actions resolve normally. Thus if this starting interrupt is used to deploy Naboo Occupation, No Escape, and Imperial Arrest Order, Naboo Occupation may be deployed first (and will be immediately lost), followed by No Escape (which allows the dark side player to take the top card of the lost pile into hand) followed by Imperial Arrest Order.

**Presence Of The Force**

This Effect is not cumulative; if you play two at the same location, the second one has no result (see cumulative).

**Princess Leia Organa (virtual and non-virtual)**

This version of the Leia persona enters play either by deploying as a captive or, on rare occasion, by replacing a different Leia using the persona replacement rule (only if that other Leia is a captive of Jabba or a bounty hunter). Leia must still obey all normal deployment rules (e.g., she cannot deploy without presence or Force icons or to an opponent's starship or vehicle). All of this character card's game text should be applied whenever appropriate, even when she's a captive (this is a specific exception to the rules).

**Program Trap**

Although this Effect is triggered according to the number of characters at same site, only those characters present with it are lost when it explodes. For example, Program Trap is deployed on a droid with Lando aboard an enclosed vehicle at a site. Veers and Chewie are standing outside the vehicle; thus, there are four characters at that site. If either player draws a destiny of 4 (anywhere), the droid explodes, causing itself and Lando (the only other character present with it) to be lost. Although Program Trap may be deployed on a droid anywhere, it may explode only when that droid is at a site.

**Proton Bombs**

Proton Bombs deploy on your bomber. They can be used repeatedly in one of two different "bombing modes" depending on the kind of site being targeted:

- Interior sites — You may perform "orbital bombardment" in an attempt to 'collapse' a related interior site (as long as it is not protected by shields). This form of bombardment can only be performed from the system (or a cloud sector), and the bomber does not move from that location. The related site may be collapsed as a response to the initiation of the Force drain, but the Light player has first chance to respond. Therefore the Light player may cancel the drain (such as with Control) before the Dark Side gets a chance to collapse a site.

- Non-interior sites — You may perform "carpet bombing" during a Bombing Run in an attempt to destroy characters, vehicles and starships at a related non-interior site. See Bombing Runs, Ap. C.

**Queen Amidala, Ruler of Naboo**

The game text that allows Queen Amidala to be treated as a senator applies only when placing her onto a Political Effect. That text does not give her the senator characteristic, and so when checking to see if Political Effect is occupied by a senator, Queen Amidala does not count as a senator.

**Rebel Flight Suit**

(Errata) See Matching Pairs, Ch. 9.

**Rebel Squad Leader**

(Errata) This character suspends the "cannot move" restriction in the game text of all Rebel Guards, allowing them to move normally while present.

**Redemption**

(Errata) Characters must obey deployment restrictions when deploying from the Bacta Tank to the Redemption.

**Report To Lord Vader**

The target "Imperial involved in that battle" specified on this card may not be Vader.

**Res Luk Ra'auf**

See Lone Warrior.

**Rescue The Princess / Sometimes I Amaze Even Myself**

The commands "Place out of play" and "you may not deploy Death Star Plans for remainder of game" are both linked to a single condition: "if Leia is lost from table". Thus, even though the objective is not placed out of play if you are using Prisoner 2187 and Leia is lost from table, Death Star Plans may still no longer be played.

On the destiny 7 side of this Objective, only the opponent's just lost unique (\*) characters, vehicles and starships are placed out of play.

**Resistance**

See Ultimatum

**Restricted Access**

See Access Denied.

**Retract The Bridge**

This Interrupt allows you to rearrange Death Star sites in any order. However, the sites must still conform to the pattern specified in the location deployment rules (i.e., Docking Bay 327 must remain at the end). Each Laser Gate on the Death Star may be relocated between any two interior Death Star sites.

**Revolution**

This Effect causes Force icons on the revolved location to switch color as well as side. Although the game text switches sides, the individual words are not transposed (e.g., you should not substitute 'Imperial' for 'Rebel' or vice versa).

**Rogue Asteroid**

When targeted by starship weapons, this card may be targeted as if it was any starship - starfighter, squadron or capital. If a choice exists, the firing player chooses which.

**Rycar's Run**

This Utinni Effect defines a value for X at the time the Utinni Effect is initiated, not when it is resolved.

**Sabotage**

This Interrupt allows the destruction of any kind of weapon, device or vehicle. However, it does not give you permission to steal cards that cannot normally be stolen.

**Scum and Villainy**

You may not receive any of the benefits of this Effect if you do not already have ability on table either provided by an alien or a pilot of an independent starship.

**Secret Plans**

See Aim High.

**Self-Destruct Mechanism**

(Errata) When this Interrupt retargets a weapon to a droid, that droid must be a valid target for the weapon (e.g., a Power Harpoon may not target droids). If 'hit' by the retargeted weapon, the droid inherits the target's forfeit value before any further weapon effects are applied (such as forfeit reduction text).

**Sense**

When you use this Interrupt to attempt to cancel another Interrupt (except Alter) or a 'react,' you must target your highest-ability character on table. Thus, if you do not have a character with ability on table, you may not initiate Sense (unless canceling Alter). When multiple cards are moving or deploying as a 'react,' each Sense played may cancel only one of those deployments or movements. For more general rules on using Sense, see Alter.

**Sergeant Brooks Carlson**

This Rebel modifies the movement cost and landspeed of other scouts. He does not actually permit other scouts to perform a movement action (regular, unlimited, or 'react') if they are not entitled to one.

**Sergeant Irol**

Irol adds 2 to the destiny draw for either function of High-speed Tactics.

**Set Your Course For Alderaan / The Ultimate Power In The Universe**

When the Yavin 4 system is blown away, the destiny 7 side of this Dark Side Objective adds to the damage inflicted by the "blown away" rules. Therefore, generic sites are not considered when calculating the requirements or the results of the blown away action.

**Shocking Information**

This card may only be played if a scomp link is on table (and able to be targeted). This card may target (or affect) a Scomp link aboard a starship or vehicle at a location. The second function of this Interrupt affects cards that peek at one, some or all of the cards in your hand.

**Shocking Revelation**

See Shocking Information.

**Sith Probe Droid**

The "limit 1 per location" text on this droid works as per the operative rules (see Characteristics - Operatives, Ap. D). A player may not voluntarily deploy or move a Sith Probe Droid to or across a location where another Sith Probe Droid is located. If this should ever happen accidentally, the owner must choose one to be lost. If they belong to different owners, the droid lost is determined randomly.

**Slip Sliding Away**

This card may be used to move Frozen Assets from the top of your Force pile to the bottom.

**Sneak Attack**

The Used function of this Interrupt card adds to total battle destiny for each spy and/or scout participating in that battle, including droids.

**Solo Han**

See Lone Warrior.

**Squadron Assignments**

See Combat Response.

**Staging Areas**

The "may deploy" text on this Light Side Effect overrides the deployment restrictions listed on a non-unique Star Cruiser card only. It does not, for example, permit the deployment of a non-unique Star Cruiser to Dagobah, or 'behind' the Endor Shield.

**Star Destroyer: Launch Bay**

Although this site is not a docking bay, starfighters may deploy here as if it were a docking bay. The site's game text is clarified as follows:

*Shuttle* - Your cards that may shuttle to this site's star destroyer may instead shuttle here; likewise, your cards here may shuttle to a site related to that star destroyer.

*Transfer* - You may dock another starship with this site's related star destroyer (following the normal rules of moving between docked starships) and transfer cards between that starship and this site (when doing so, the cost of docking is free).

*Embark* - Your starships may land at this site as if it were a docking bay.

*Disembark* - Your starships may take off from this site as if it were a docking bay.

These actions cannot be combined with similar actions involving this site's star destroyer; for example, you may shuttle a group of characters to this site and a group of characters to the star destroyer itself, but these are both separate actions and are handled accordingly (the ones shuttled to the star destroyer would not be free).

**Stormtrooper Backpack**

(Errata) See Echo Trooper Backpack.

**Stunning Leader**

(Errata) See Blast The Door, Kid!

**Superficial Damage**

See Inconsequential Losses.

**Surface Defense**

See Don't Tread On Me.

**Surprise**

See I Have A Bad Feeling About This.

**Surprise Assault**

See Counter Assault.

**Take The Initiative**

See Sneak Attack.

**Takeel**

This Interrupt may be initiated only after all destiny draws are performed by both players. Thus, this action requires that both players draw exactly one battle destiny each. For all intents and purposes, the two destiny numbers trade places. Any further actions or modifiers which affect a player's destiny (e.g., Han's Dice) will affect that player's new number.

**Tallon Roll**

(Errata) You may use this Interrupt to target an unpiloted Rebel starfighter.

If both players have the same total, neither starfighter is lost.

**Talz**

During the damage segment of a battle, you may forfeit this alien in place of a 'hit' character. This capability may be used even if Talz has been 'hit' (the forfeiture of Talz satisfies both 'hits'). Neither the Talz nor the original target is affected by any other results of the weapon, such as "forfeit = 0" or "may not be used to satisfy attrition."

**Targeting Computer**

Using this device to fire a weapon twice requires normal use of the Force for both firings. When firing separately, you may fire at the same target twice or at two different targets. When combined, add both destiny totals together against a single target.

**Tatooine: Desert**

This non-unique location's game text prevents characters with landspeed less than 2 from moving away; however, it does not affect the movement of vehicles or other kinds of movement such as shuttling, landing and taking off. Characters with landspeed greater than 1 (e.g., Kal'FaInI C'ndros, Boba Fett) can move away from the desert, but the average character needs some kind of assistance. (For example, a vehicle could be deployed to rescue characters trapped in the desert, and some Interrupt cards temporarily add landspeed.)

**Tatooine: Great Pit Of Carkoon**

When performing an attack using this site's game text, the Sarlaac may attack any captive present with it (even on board an open vehicle); thus Expand The Empire will not allow it to attack characters at adjacent sites, because they are not present with the Sarlaac.

**Tentacle**

See Grappling Hook.

**Thank The Maker**

The phrase "drained of at least 5 Force" on this Interrupt means that you lost a total of 5 or more Force during the same control phase as a result of one or more Force drains.

**That's One**

This Effect adds to Chewie's weapon destiny draws (not Han's).

**The Camp**

The deploy modifiers listed within brackets all apply to your opponent's aliens when they are deploying to Tatooine only.

**The Empire's Back**

See Double Back.

**The First Transport Is Away!**

Once this Utinni Effect has been used to retrieve Force, it remains in play only as a marker for the Hoth site power bonus. It may not be used to retrieve Force again.

**The Shield Doors Must Be Closed**

This Effect stops movement from a non-Echo site to the Echo Docking Bay, or from Echo Docking Bay to a non-Echo site.

**There Is Good In Him / I Can Save Him**

The capture action targeting Luke on the destiny 0 side of this Objective card may only be initiated if Luke can be seized by an Imperial. This is a specific exception to the normal capturing rules.

**They Will Be No Match For You**

Any Dark Side card that initiates a duel that Maul participates in is considered to be "Maul initiating a duel". Thus Maul Strikes will not cancel Hunt Down And Destroy The Jedi while this Effect is in play.

**They're On Dantooine (V)**

See Dantooine Base Operations.

**They're Still Coming Through!**

When retargeting Fallen Portal, this Interrupt need not follow the original targeting restrictions; characters inside enclosed vehicles are valid targets.

**This Deal Is Getting Worse All The Time / Pray I Don't Alter It Any Further**

"Plays All Too Easy" means when All Too Easy is initiated. The Light Side player loses Force even if All Too Easy is subsequently canceled.

**This Is All Your Fault**

(Errata) See Self-Destruct Mechanism.

**Timer Mine**

See Mining Droid Rules, Ap. C.

**Tonnika Sisters**

(Errata) While the Tonnika Sisters are often referred to as "they," nevertheless, they are a single character card and are treated as such for all purposes. The Tonnika Sisters may destroy any weapon or device, but may steal only something they can carry (such as a character weapon). The Tonnika Sisters may steal or destroy up to two weapons present or up to two devices present — not one of each. (See Kiffex.)



**Transmission Terminated**

This Interrupt cancels any card either on table or just played with the hologram characteristic.

**Tzizvvt**

This alien may use his landspeed only during your deploy phase. However, he may make other kinds of regular moves and unlimited moves normally.

**U-3PO (Yoo-Threepio)**

U-3PO's game text that adds his power to the light side is applied even though he is not participating in the battle and is inactive. This is a singular exception to the normal rules of undercover spies and participating in battle.

If stolen while Undercover (e.g., by a Caller), U-3PO moves to your side of the location and becomes an Undercover spy for your opponent. The Light Side player may choose to not accept this Dark side droid when its cover is broken, in which case it becomes a Dark Side non-Undercover droid.

**Ultimatum**

The text of this card comes into effect as an automatic action when you lose your second Force (and meet all other requirements of the card). For example, if you are being drained for 5 Force and you satisfy the battleground requirements of Ultimatum as well as having It Could Be Worse in hand and 2 Force saved. If you choose to play It Could Be Worse to reduce the Force loss by 2, you have not lost any Force to the drain, and must still lose 2 Force before Ultimatum will take effect (and you then will not have to lose any more Force).

**Vibro-Ax**

The destiny drawn by the player whose character is being targeted by the Vibro-Ax is not a weapon destiny.

**Vul Tazaene**

See Kiffex

**Warrior's Courage**

See Lone Warrior.

**We Have A Prisoner**

When capturing a just forfeited character using this Dark Side Effect, that character is captured after applying forfeit value but before being placed on the Lost Pile. When captured, the character's values that would normally be restored upon leaving table (e.g., forfeit being reduced by 2, power being reduced to 0) has those values reset. In this way, cards deployed on that character (for example, Bounty or a weapon) are not placed in the Lost Pile. Additionally, if the card was 'hit', it is no longer 'hit'. This is a specific exception to the just lost ruling.

This Interrupt's first function may capture a character lost or forfeited from a system or sector, if you have a potential escort available aboard a vehicle or starship at that location.

**We're Doomed**

This Interrupt is not a response to a Force drain.

**Weapon Levitation**

You may not initiate a Weapon Levitation (Lost function) if the stealing character is incapable of "carrying" a weapon. For example, a B'omarr Monk, or a Disarmed character.

**Weather Vane**

If an escort is about to be relocated to a Weather Vane, any captives that character is escorting are released.

**We're Leaving**

(Errata) See Ghhhk.

**We're The Bait**

This Utinni Effect may target Luke even if he is on Dagobah (as implied by the Jedi Test restriction). We're The Bait is canceled if the captive or frozen character it is deployed on is released.

**WHAAAAAAAAAOOOOW!**

This Interrupt card relocates a character after being defeated but before being eaten.

**Wokling (V)**

The "once per game" function of this Effect may not be used to take into hand an Effect that lists any deploy cost in its game text (such as Beggar).

**Wuher**

This alien's capability to cause weapons and droids to be lost is an automatic action.

**Yade M'rak**

Yade may only take your (Dark side's) just-drawn race destiny into hand, not your opponent's.

**Yavin IV Sentry (V)**

See Ch. 1F. Free.

**Yerka Mig**

This Utinni Effect is not a character and may not be targeted as a character. Yerka Mig deploys and moves like a character, but does not require presence or Force icons and does not count toward vehicle or starship capacity. While at a system or sector location, Yerka Mig does not affect the opponent's power.

**Yoda**

A Dark Side character of ability > 3 is only required to initiate battle (or attack) at Yoda's location. Thus even if that character is later excluded, the battle will continue (assuming other Dark Side presence is still participating).

**Yoda, Senior Council Member**

Yoda may relocate only one other Jedi each Light Side move phase.

**Yoda's Gimer Stick**

The text permitting battles on this card supersedes only (Dagobah set) Yoda's text that prevents initiation of battles at Yoda's location. It does not overcome any other rule or card-based battle initiation restrictions (such as the requirement of presence, or the restrictive text on Duel Of Fates).

**You Can Either Profit By This... / Or Be Destroyed**

Since frozen Han cannot be moved, he cannot be targeted by Trap Door or prisoner transferred.

**You May Start Your Landing**

"Occupy with an AT-AT" means that you must occupy the location, and the AT-AT cannot be unpiloted.

**You Must Confront Vader**

Unlike the other Jedi Tests, this one does not require its target to be on Dagobah. Note that the destiny draw required when attempting the test is part of a duel, and thus is not "training destiny" (it is not subject to training destiny modifiers).

**You Overestimate Their Chances**

See Don't Underestimate Our Chances.

**You Want This, Don't You?**

If the Luke With Lightsaber character card is on table, this card cancels only the text on that card that is within parentheses.

**Your Eyes Can Deceive You**

See Eyes In The Dark.

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# Appendix C - Special Rules

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## Asteroid Rules

Wherever 'Asteroid Rules' are in effect, your starships present there continuously risk being hit by asteroids. During each of your control phases, for each ship you have at an asteroid sector:

- 1) Opponent draws one asteroid destiny. If this card is itself an asteroid sector, the starship is immediately lost, no matter how high its armor or maneuver.
- 2) Add 1 for each additional sector at that system that has 'Asteroid Rules' in effect.
- 3) If total asteroid destiny > armor or maneuver, the starship is lost.

### Asteroid Rules - Asteroid Destiny

Drawing asteroid destiny against your ship is a mandatory action for your opponent. As such, your opponent chooses the target for each draw (before the draw is actually made).

## Blown Away

Certain cards will cause locations to be 'blown away.' Being blown away is a major event that will have repercussions for the rest of the game. Whenever a location is blown away, it is turned face down (Note that a blown away location is a special kind of supporting card, since it is functioning as a location; the rules in this section supersede the rules regarding card states). From this point on, the location cannot be deployed or converted again. It is considered an unnamed location (i.e. a blown away Alderaan cannot have Haven deployed on it) with 0 Force icons, and no game text or other attributes except those specified below. Cards may still deploy and move to the location as normal (obeying all standard rules, e.g. having presence).

If the blown away location is a site:

- Any cards at the site are lost.
- It is considered exterior, is a part of that system, and retains its marker number (if applicable).

If the blown away location is a system:

- All related sites, Cloud sectors, and Death Star II sectors (and any cards on them) are lost.
- No named sites or sectors of that system may be deployed again this game.
- Any cards deployed on the system are lost (though starships and mobile systems -and the cards on them- in orbit are not affected).
- It is considered a space system (☐) and retains its parsec number.

Generic sites are not counted in calculating totals, costs, or Force loss for blown away events.

If a location deploys as a blown away location, its name, game text, and icons still apply as normal (this overrides the general rules of being blown away). You are not considered to have blown away that location, but it does satisfy conditions that check to see if that location has been blown away.

**See Blown Away - Timing for a specific breakdown on the order of events when a card is blown away.**

### Blown Away - Blockade Flagship

Bravo Fighter describes how to blow away the Blockade Flagship (this is a starship destiny draw). The general rules regarding blown away do not apply here; instead take the Blockade Flagship and place it out of play. Its sites and all cards on the ship and at the sites are lost. No Blockade Flagship sites may be deployed for remainder of game.

### Blown Away - Bunker

Deactivate The Shield Generator describes how to blow away the Bunker (this is an Epic Event destiny draw). If the Landing Platform is on table, it is also blown away. If the Landing Platform not on table, then it is not considered destroyed and may still be deployed at the end of the row of exterior sites (at the opposite end from Chief Chirpa's Hut).

### Blown Away - Death Star

Attack Run describes how to blow away the Death Star (this is an Epic Event destiny draw). Note that this Epic Event has been errata'ed so that proton torpedoes are immune to Overload while Attack Run is on table. Also note that proton torpedoes is a characteristic, so you may use any starship weapon with that characteristic. Starships may move into the Death Star: Trench only from the Death Star system location itself. Only starfighters and TIE squadrons may move into the Trench; light side squadrons and cards that move like a starfighter may not. **Moving light side starships into the Trench is free and a regular move; moving dark side starships is free and an unlimited move.**

Your lead starfighter must have proton torpedoes to perform an Attack Run. If your lead starfighter is somehow lost while you still have wingmates, you may select one of the wingmates to become the lead starfighter if that starfighter has Proton Torpedoes. The Attack Run will immediately end if at any time there are no light side starfighters with proton torpedoes.

During the run the dark side's Turbolaser Batteries in the Trench itself may fire, and the TIEs may fire their weapons, if they are able to (each weapon may be fired only once per run). If you need to determine the ability of a pilot when there are multiple permanent pilots on a starship, see Starships - Permanent Pilots, Ch. 9. When the Attack Run ends for whatever reason, move all starships in the Trench back to the Death Star system location as an unlimited move for free.

Generic sites do not count towards Epic Event totals, and so are not a factor in determining Y on Attack Run. If blown away, the dark side player loses 2 Force for each dark side Force icon at all Death Star locations (regardless of who deployed it) including all modifiers to the number of icons (such as Presence of the Force).

### Blown Away - Death Star II

That Thing's Operational describes how to blow away the Death Star II (this is an Epic Event destiny draw). To do so, Light must fly their starfighters through the Death Star II sectors to the Reactor Core. Only starfighters may move to Death Star II sectors, squadrons and capital starships may not (even those that move like starfighters).

Starfighters may move between the Death Star II system and the Coolant Shaft, or move from one Death Star sector to an adjacent sector. Both of these are regular moves that cost 1 Force.

Dark Side starfighters may move to a Death Star II sector only if there is a Light Side starfighter at one of those sectors. Whenever there are no Light Side starfighters at any Death Star II sectors during the Dark Side's move phase, any Dark Side starfighters at those sectors must move back toward the Death Star II System (for free, one sector per turn) until they have returned to the system.

If the Death Star II is blown away, starships at the Reactor Core may attempt to 'escape' (as defined on the Epic Event, not in the sense of captured starships). The light side selects their starships and, one at a time, moves one sector closer to the Death Star II system (this is free and considered an unlimited move). With each movement, draw movement destiny as indicated by the sector (you draw for your own ships). Once the light side's starships are finished, the dark side follows the exact same process (including drawing movement destiny using the light side game text).

If blown away, the damage is doubled per the Epic Event: the dark side player thus loses 4 Force for each dark side Force icon at all Death Star II locations (including all modifiers to the number of icons).

### Blown Away - Imperial Holotable

Transmission Terminated describes how to blow away the Imperial Holotable (this is an Interrupt destiny draw). The general rules regarding blown away do not apply here; instead place the holotable – and all card that were at the holotable – in the Lost Pile. Because the Imperial Holotable does not represent a physical location, either player may deploy another holosite as normal.

### Blown Away - Main Power Generators

Target The Main Generator describes how to blow away the Main Power Generators (this is an Epic Event AND a weapon destiny draw).

The light side loses 8 Force only when the site is "blown away" directly, not when it is lost in another way (such as when the Hoth system location is "blown away" by Commence Primary Ignition).

### Blown Away - Planet Systems

Commence Primary Ignition describes how to blow away planet systems (this is an Epic Event AND a weapon destiny draw). A system that is blown away becomes a space system, thus no sites or sectors may deploy to that system (if there were asteroid sectors

previously, they remain, but further sectors may not be deployed).

Generic sites do not count towards Epic Event totals, and so are not a factor in determining X or Z on Commence Primary Ignition.

If the system blown away was a Rebel Base, the light side player loses 2 Force for each light side Force icon at the system and all its related locations (regardless of who deployed it) including all modifiers to the number of icons (such as Presence Of The Force and Sleen). Again, generic sites are ignored for these purposes. When Systems Will Slip Through Your Fingers is face up on table, any "blown away" system is considered to have been 'probed.' Any 'probe' cards under a system when it is "blown away" are lost.

### Blown Away - Timing

To simplify the timing of the events which blow away a location, follow the events on the card in question until it reaches the point where the card says that the location is blown away. At this point, do the following in order:

- 1) Any card deployed on that location that specifically states it is relocated when the location is blown away is now relocated (e.g. Down With The Emperor).
- 2) If at a site, all cards at that site are lost (except cards which are causing the blowing away event).
- 3) Any Force loss caused by any cards or rules is now checked and applied.
- 4) If the location is a system, all related sites, Cloud sectors, and Death Star II sectors (and all cards at them) are lost, as well as any cards at the system besides starships and mobile systems.
- 5) Flip the location over.
- 6) Continue with events on the card (if still on table)
- 7) Any automatic actions to the blowing away of that location are now triggered
- 8) Any just actions to the blowing away of that location are now initiated

See the following page for timing examples.

### Bluff Rules

Bluff rules means that the Dark Side may place "bluff cards" (a card from hand) at the Tatooine: Bluffs site. Thus, Revolution, Expand The Empire, or canceling the game text of only one side of this site has no effect; the Light Side cannot bluff, and the Dark Side may not bluff at other sites.

Once during each of your turns (at any time) you may place a bluff card face down under the Bluffs site. Each bluff card cumulatively adds 1 to your total Force drain at that site. During your deploy phase, your opponent can choose to flip over any of your bluff cards:

- If it is a character or vehicle, you may attempt to deploy it (deploy cost = 0) to the Bluffs using normal rules of deployment (obeying uniqueness, deployment restrictions [including having presence or Force icons], etc.).
- If it is not one of those cards, or you could not legally deploy it there, you lose 2 Force and the bluff card.



**Blown Away - Example 1 - Hoth**

The Death Star, with a Superlaser on it, is in orbit around the Hoth system. Currently Frostbite (V) and A Day Long Remembered are deployed on that system and there are two X-Wings there; there is also a Clouds deployed to Hoth. The Main Power Generators, Ice Plains, and Echo Med Lab are all on table, with a Snowspeeder at the Ice Plains. The Dark Side plays Commence Primary Ignition, following the instructions on the card. After the calculations are done the results indicate that Hoth is blown away, so we begin the steps: 1) A Day Long Remembered indicates it's relocated, so we relocate it to opponent's side of table; 2) it is not a site, so we move on; 3) Force loss is 12, because there are six blue icons at Hoth locations (the 8 loss of the Main Power Generators is not applied because we aren't blowing away that site, we're blowing away the system), note that this loss is only because Hoth is a Rebel Base, that if it were Bespin or Sullust there would be no Force loss; 4) All the Hoth sites (and the sector) and cards on them are lost, as is Frostbite (V); 5) flip the Hoth system; 6) we continue with the card, which says it is now lost; 7) no automatic actions are triggered; 8) no just actions are initiated.

**Blown Away - Example 2 - Bunker**

The Bunker is on table, with 3 Rebels, 2 Explosive Charges, and Deactivate the Shield generator there. Blizzard 1 and General Veers are both at the Landing Platform. The Back Door is unoccupied. The Shield Is Down! is on table. The Light Side has just completed its destiny draw, so we continue following the order of events on the card by relocating the Rebels to the Back Door. The next event states that the Bunker and Landing Platform are blown away, so we begin following the steps: 1) No cards state they're relocated; 2) All the cards at the Bunker and Landing Platform are now lost, except for Deactivate the Shield Generator because it is causing the blowing away action; 3) The Force loss on the Epic Event is now applied (we're not resuming the card yet, that is merely where the damage is listed, and we check all sources); 4) it's not a system, so we move on; 5) flip the Bunker and Landing Platform; 6) Continue with the card, which states it's lost (we already applied the damage, so we do not do it again); 7) The Shield Is Down! is an automatic action triggered by the blowing away, so we retrieve 8 Force and the opponent places their hand on Used Pile; 8) no just actions are initiated.

**Blown Away - Example 3 - Death Star II**

Death Star II, the three Death Star II sectors, and That Thing's Operational are on table. Tantive IV (V) is at the Death Star II system, as is the Superlaser Mark II. The Millennium Falcon armed with Concussion Missiles is at the Reactor Core, and makes its destiny draw. It succeeds, so following the order of the card the Falcon attempts to escape, moving sector by sector for free, drawing movement destiny each time until it reaches the system.

Once that is complete (fortunately the Falcon escapes safely) the card continues and it says that Death Star II is blown away, so we begin the steps: 1) No cards state they're relocated; 2) it is not a site, so we move on; 3) Force loss is 24 (there are 6 red Force icons including the one provided by the starship, which makes 12, and the Epic Event states that the damage is doubled); 4) The Superlaser, all the Death Star II sectors, and That Thing's Operational are all lost, the ships at the system are safe; 5) flip the system; 6) the card is no longer on table, so we move on; 7) no automatic actions are triggered; 8) no just actions are initiated.

**Bombing Runs**

The Mobile Effect card Bombing Run allows your bombers to move and battle at a site. Such bombers are not landed, but rather are conceptually flying in the atmosphere (much like a snowspeeder).

**Bombing Runs - Moving to the site**

During your move phase, you may move your bomber from a system location to a related site that has Bombing Run deployed on it. This is not landing; instead it's a special regular move that costs 1 Force (+1 for each cloud sector that the bomber must pass through). While cloud sectors affect the cost of movement, they are disregarded for the purposes of moving there (i.e., you don't stop after a certain number of sectors but move straight to the site).

**Bombing Runs - At the site**

Once the bomber has reached the site, it is performing the bombing run and will continue to do so until it returns to the system, even if the Bombing Run card is canceled.

Bombers performing a bombing run follow the normal rules of occupying locations, thus if their pilots provide ability they may initiate battle and be battled, Force drain and prevent Force drains, etc. Nevertheless, they are still starfighters and remain as such for all purposes (e.g., they cannot be targeted by weapons that do not target starships). You may deploy cards on your bombers, but you may not deploy bombers themselves or move cards aboard them.

**Bombing Runs - Bombing Run battle**

*A Bombing Run battle is a battle with at least one bomber that is performing a bombing run participating.* Proton Bombs are not required to initiate a Bombing Run battle, but they can be very useful in "carpet bombing" the site. There is nothing special about the way the battle is conducted; the starship may be targeted as appropriate (e.g., a stolen Thermal Detonator or E-Web, All Power To Weapons).

**Bombing Runs - Leaving the site**

At the end of your next battle phase, your bombers must return to the related system (if this is not possible, such as the bomber being unpiloted, it is lost).

Returning to the related system is free (and also a regular move, even though this happens during the battle phase), and unaffected by cloud sectors or similar costs. Once it has returned to the system it is no longer performing a bombing run.

## Capturing

In a battle, not everyone who doesn't come back dies - some are wounded and cannot continue, some are forced to hide, some are caught by enemy forces, and some may even desert. In the SWCCG, all these events are covered by being lost. However, under certain circumstances, taking beings alive for torture or exploitation furthers someone's goals. This is almost always for evil reasons, thus capturing in SWCCG does not represent taking someone alive, but treating beings as disposable property.

For this reason, only the Dark Side may capture; if the Light Side somehow controls a card which allows capturing, the Light Side may not use the capturing portion of that card. (Thus, Light cannot use a stolen weapon that captures its target, nor can he capture characters using Weather Vane or Lost In Space). The Dark Side may capture only Light Side cards. (However, both players can steal the opponent's cards, which is different from capturing. See Stealing.) Special cards are required to capture, such as Tractor Beam or All Wrapped Up.

The Dark Side may capture either characters or starships, which are handled in different ways.

## Capturing Characters

Whenever a rule or card says that a character is captured, the Dark Side player must immediately choose one of these three options:

- **Seizure** — Your bounty hunters, warriors, and battle droids at the same location may seize (take into custody) one of the captured characters each; that character is now a captive and is placed face up beneath the character who is now its escort. See Captives – Escorting.
- **Imprisonment** — If the capture takes place at any prison, you may imprison any number of the captured characters there; those characters become a imprisoned captives and are placed face up beneath that prison. See Captives – Imprisoned.
- **Escape** — be placed in the Light Side player's Used Pile.

## Captives

A captive (captured character) is inactive. It should be noted that an imprisoned character is treated a little differently than normal inactive cards. See Captives - Imprisoned.

### Captives - Imprisoned

An imprisoned captive should be treated as if 'enclosed' within that prison, and is not present with any other characters, vehicles, weapons or devices at that prison location. In addition, an imprisoned character is unaffected by "area affect" cards such as a Thermal Detonator or Program Trap, but can be lost to cards that 'destroy' the entire prison location such as by blowing away the planet or collapsing the prison. For releasing imprisoned captives, see Captives - Releasing.

## Captives - Escorting

When your bounty hunter, warrior, or battle droid takes a captive into custody (including by prisoner transfer) the bounty hunter, warrior, or battle droid becomes that captive's escort. Each character may escort only one captive at a time. Unless specifically allowed by a card, an escort may not give its captive to another bounty hunter, warrior, or battle droid. A captive moves with its escort automatically (at no additional use of the Force). An escort may use landspeed, shuttling, docking bay transit, embarks, disembarks, transfers between docked starships or uses the special movement text of a site location (for example, Cloud City: Upper Plaza Corridor); no other forms of movement are allowed unless a card specifically allows it (such as Rise, My Friend). The captive occupies passenger capacity aboard vehicles and starships (regardless of whether the escort is a passenger or a pilot). See Movement - Unlimited - Prisoner Transfers, Ch. 7.

### Captives - Once Per Captive

The phrase "once per captive" means once for each captive during that period of captivity. In other words, if a captive is released, a once per captive action that targeted them before can do so again, once.

## Captives - Releasing

When your characters are captives, you may release them using cards such as 8D8, Arc Welder, Captive Pursuit, Cell 2187, Detention Block Control Room, I'm Here To Rescue You, Jedi Mind Trick and Someone Who Loves You, as well as the Light Side game text of your opponent's Cloud City: Security Tower or Jabba's Palace: Dungeon. Besides special cards, an escorted captive can also be released by removing the escort. Causing the escort to be forfeited, lost, missing, or Leaves Table will all release the captive. An exception to this is when an escort and a captive are both to be lost by the same action, that is, any action or rule that affects "all cards" or "all characters" such as blowing away the system, setting off a Thermal Detonator or Program Trap etc. In this case, the escort and the captive both suffer the effects of the action (both of them are lost). Whenever a non-frozen captive is released from an escort, the Light Side player may choose whether the released character:

- **Escape** — be placed in the Light Side player's Used Pile or
- **Rally** — if released at a site, be moved to the Light Side of the site location (even aboard a vehicle or starship there)

Imprisoned characters are not escorted, and can only be released using a card that allows you to free a captive, such as I'm Here To Rescue You or the light side game text on Jabba's Palace: Dungeon (simply controlling the location of the prison is not sufficient to release a captive). A captive released from a prison must Rally.

For information on a captive released during a battle, see Participating In Battle, Ch. 6. See Captives – Frozen – Releasing.

### Captives - Frozen

This term refers to a captive who is encased in carbonite (via a Dark Side card such as Carbon-Freezing or All Too Easy, or the Light Side Objective card You Can Either Profit By This... / Or Be Destroyed). A frozen captive is considered to be power, ability, and landspeed = 0 for any action or condition that targets these statistics of a captive. A frozen captive:

- cannot be attacked by creatures (not even with the game text on Great Pit of Carkoon)
- cannot be tortured or interrogated in any way (using IT-O, Hypo, EV-9D9, Aiii! Aaa! Agggggggggg!, Interrogation Array, Sonic Bombardment and Cloud City: Interrogation Room, along with cards that in some way mimic this ability, such as Expand The Empire).
- cannot be "hit", and cannot battle or fight their escort, so they cannot be used with Captive Fury, Human Shield, or Strangle.
- cannot be escorted with Binders.
- cannot be targeted by any card that freezes a character.
- cannot be targeted by a Seeker.

Otherwise, a frozen captive functions the same as a normal captive. See Captives.

### Captives - Frozen - Releasing

Frozen captives may be released by special cards or game actions that release captives (see Captives – Releasing). In addition, if the Light Side controls a location where an unescorted frozen captive is (and that captive is not imprisoned), then that captive may be released. A frozen captive released at a site must Rally (if not at a site, then captive Escapes to the Light Side player's Used Pile).

### Captives - Prisoner Transfers

See Movement - Unlimited - Prisoner Transfers, Ch. 7, Captives – Escorting.

### Captives - Prisons

See Locations - Prisons, Ch. 9

### Capturing Characters - Example

Boba Fett (V) ("During battle, may target an opponent's character present with Boba Fett. Draw destiny. Target captured if destiny +2 > ability.") and Mara Jade are at same site as Leia. During battle, he targets Leia and succeeds in his draw, capturing her. He chooses Seizure, and takes her as a captive; he is now her escort.

During the next turn another battle takes place and Boba Fett uses his ability against Luke. It succeeds, so Luke is captured. Because he's already escorting a captive, he can't escort another. Instead, he chooses Seizure and has Mara Jade take Luke as a captive (as a warrior, she can escort captives). Note that Mara Jade could have taken Leia captive before instead of Boba Fett, it was up to Dark to decide.

During yet another battle, Boba Fett uses his ability on Han and succeeds. Dark cannot choose Seizure because there is no one who can escort Han (and Fett and Mara can't let their captives go), nor can he choose Imprisonment (they're not at a prison), so he's left only with Escape, and Han is placed in the Light side player's Used Pile.

### Capturing, Escorting, And Imprisoning - Example

Captain Han Solo is piloting the Millennium Falcon at Tatooine, where Captain Needa is piloting the Avenger. A battle takes place and Han is forfeited. Dark responds with We Have A Prisoner ("Use 1 Force if opponent just lost or forfeited a character from battle. Character is captured instead."), capturing Han. Needa chooses Seizure and serves as Han's escort (neither the rules or capture nor this capturing card require Han or Needa to be present). Han is inactive and occupies passenger capacity of the Avenger.

The Avenger then flies to the Death Star system. Needa boards a Sentinel-class Landing Craft that is in the cargo hold of Avenger; Han automatically moves on board with him. The Landing Craft lands at the Docking Bay 327, and Needa disembarks (along with Han). Needa moves to the Docking Control Room 327 using his personal landspeed (for 1 Force); Han is still brought along (at no cost). Needa embarks on a Lift Tube there (along with Han) which moves to Detention Block Corridor, where he disembarks (along with Han). He then prisoner transfers Han into the prison, where Han will remain until either another escort (even Needa himself) comes along or someone frees him.

### Releasing Captives - Example 1

Han is now imprisoned at Detention Block Corridor. Leia Organa deploys there, so now Light controls the site. However, control is not enough to release an imprisoned captive, Light needs a card that will specifically do that. Light plays Someone Who Loves You ("If Leia is present at a site where Han is a captive, release Han."). Since Leia is present at the site and Han is a captive there, he is now released. Since he was released from a prison, he must Rally (move to the Light side of the location).

### Releasing Captives - Example 2

Leia is a captive being escorted by IG-88. A battle occurs there. Leia is not participating in the battle (she's inactive). However, Luke swings his lightsaber and hits IG-88, and then plays Blaster Proficiency to make him immediately lost. With her escort removed, Leia is now released and may Escape or Rally; Light chooses Rally. She moves to the light side of the location; she's active and participating in the battle for all purposes.



## Capturing Starships

Dark Side players can use tractor beams to capture Light Side starships (except starships of the subtype Mon Calamari Star Cruiser). When a tractor beam captures a starship:

- If there are no characters aboard (permanent pilots are not characters), it is now stolen (see Stealing).
- If there are characters aboard, place it face-up beneath the card on which the tractor beam is deployed.

If the captured starship is placed under a site (even if it is a capital starship), it is considered present at that site. No characters (of either player) may embark on the captured starship. However, any characters trapped on the captured starship can disembark there as normal if the Dark Side does not occupy that site.

If the captured starship is placed under a starship, the captured starship is considered aboard it (meaning that any Dark Side characters also aboard are present with the captured starship) except that it does not in any way affect capacity (this is a specific exception to the inactive rules). If the starship it is aboard is lost, the captured starship would be lost as well.

A captured starship is inactive; thus any Light Side characters on board are also inactive (though they are not captives). The Dark Side may use cards such as We Have A Prisoner or Besieged (see Besieged, Ap. B) to attempt to capture or eliminate Light Side characters aboard a captured starship.

Whenever a captured starship has no Light Side characters aboard, the Dark Side immediately steals it (place on the Dark Side of the appropriate system or sector; this is not considered movement).

If a tractor beam card is canceled, any cards which are being held underneath the related Star Destroyer or site are released and the Light Side player may choose whether the released starship (and cards on board):

- Launch — place on the Light Side of the system or sector (this is not considered movement) or
- Escape — be placed in the Light Side player's Used Pile.

### Capturing Starships - Besieged Battles

By deploying Besieged on a captured starship, your characters aboard the Star Destroyer, at Death Star: Docking Bay 327 or at Star Destroyer: Launch Bay where the starship now is can battle your opponent's characters 'trapped' aboard that starship. This works like a battle at a site (although the dark side may select some or all of their characters to participate); the characters on the captured starship are considered active during a Besieged Battle. Starships and vehicles cannot participate in a besieged battle. If the Light Side has one group of characters in the docking bay or launch bay and another group trapped on the starship, these two groups may not combine when Besieged is played. You may initiate a battle against one group or the other, but not both on the same turn. The characters on board the captured starship may not initiate battle, and do not participate in any battles other than those you initiate against them using Besieged (because they

are inactive). If the trapped characters are eliminated (which might take several turns), you steal the starship (see Stealing Vehicles And Starships).

Regardless of which side controls the starship, the Besieged card remains on the starship (and thus is not available to be retrieved from the Lost Pile) until that starship is no longer on table.

### Capturing Starships - Example 1

X-Wing and a Star Destroyer with a Tractor Beam are in a battle together. At the end of the battle the Tractor Beam is used ("At the end of a battle at same system or sector, may target an opponent's starship present (except a Mon Calamari Star Cruiser) using 2 Force. Draw destiny. Target captured if destiny > defense value."). Dark draws destiny of 6, greater than the X-Wing's defense value, so the X-Wing is captured. Since it has no characters on board (just a permanent pilot), the X-Wing is stolen, and returned to the system as a dark side starship with a dark side permanent pilot.

### Capturing Starships - Example 2

Captain Han Solo is piloting the Millennium Falcon at the same system as the Avenger with its Tractor Beam. At the end of the battle, it targets the Falcon and draws higher than its defense value. The Falcon is now captured. Because there's a character on board, it's placed under the Tractor Beam card; both it and Han are now inactive. Dark plays We Have A Prisoner ("Use X Force to capture all characters aboard a captured starship, where X = twice the number of characters.") and targets the Falcon. He uses 2 Force (twice the number of characters), and Han is captured. Since there's no escort available, Han Escapes to the Used Pile. Now with no pilot characters on board, the Falcon is stolen; it is placed on the dark side of the system, and Dark may now use it as their own starship.

### Besieged Battle - Example

Han With Heavy Blaster Pistol is on the Falcon, which has been captured by the Executor; Piett, Ozzel, and Stormtrooper Garrison are deployed on the Executor card, along with Blizzard 4 and a TIE Fighter. Vader is at Executor: Meditation Chamber. Dark has Besieged deployed on the Falcon, so Ozzel and the troopers attack Han (Vader isn't present with the Falcon because he's "below decks;" the TIE and AT-AT cannot participate in Besieged Battles. Dark has chosen not to include Piett.). The battle costs 1 to initiate and is a normal battle as if at a site; Han shoots the Garrison and uses Blaster Proficiency to make him lost, then plays Solo Han to add 2 battle destiny, creaming Ozzel. After it's finished, Han is still on board. The following turn, Light plays Out Of Commission ("During your control phase, use 2 Force to release a starship held by any Tractor Beam"). Light chooses to Launch (placing it on his side of the system) and Han flies away, the Besieged card still on it in case of future capturing.



## Cave Rules

The Big One: Asteroid Cave or Space Slug Belly site is a special location which must deploy next to a Big One sector, as shown below.



Normally this location is an asteroid cave (planet site). However, when a Space Slug creature is present at the related Big One sector, the location slides next to the Space Slug and becomes a space slug belly (creature site).



When this site is a belly, starfighters may not land or take off if the Space Slug's mouth is 'closed' (as defined by the Space Slug's game text). If the Space Slug is lost, all cards in the belly are also lost and the site then slides next to the Big One, reverting to a cave. Whether the site is a cave or a belly, it is always 'related' to the Big One, and characters, vehicles and creatures may deploy there normally.

## Collapsed

When an interior site is 'collapsed' (e.g., by Collapsing Corridor), all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to or from that site requires 1 additional Force. A collapsed site is 'rebuilt' if either player deploys a new copy of that site.

Docking bay transit is permitted to and from a 'collapsed' docking bay. The cost is 0 (docking bay's text is canceled) +1 Force (as defined above) + any other modifiers (such as the text on the other docking bay). See movement - regular - docking bay transit.

## Combo Cards

A "combo card" is one that combines the functions of two cards of the same card type (such as two Interrupts, two Effects, or two Characters). Combo card is not the card type, as these cards still have a card type icon in their upper left hand corner (such as Effect or Rebel). Combo card describes a category of cards that are identified by the ampersand ("&") in the card title that separates the two individual card titles (the exception is Slayn & Korpil Facilities, which is not a combo card). Each separate card title also includes its own uniqueness icon (if applicable). You do not need to own or remember any of the game text of the previous "single card" versions of a combo card. Just play the combo card exactly as it reads (which may be different from the way the individual card plays). The following rules apply to combo cards:

- A combo card counts as both cards in its title for all purposes, including uniqueness.
- When any portion of a combo card is targeted or referenced by another card, game text, or a rule, it targets or references the entire combo card.

### Character Combo Cards

Some combo cards combine well-known pairs of characters into a one-card team. Each of these combo card characters follows all the combo card rules, and is treated as one card, one character, one Rebel, one droid, or one alien — it costs 1 Force to use its landspeed, it takes up one capacity 'slot' on a starship or vehicle, and so on. These cards may not be included in any persona replacement.

### Starship Combo Cards

Starship combo cards combine multiple unique permanent pilots with a unique starship card. **Unlike other combo cards, these cards do not have an ampersand in the title;** instead the game text will state that it has two or more unique permanent pilots (e.g., Han, Chewie, And The Falcon or Death Star Assault Squadron).

Character and Starship combo cards have two additional special rules:

- The two personas are considered "with" each other for all purposes (e.g., being together in battle). This is a specific exception to the rules (normally a card cannot be with itself).
- The character or starship can only have its values modified once by any single card, regardless of the number of personas it affects.

Thus, Artoo & Threepio may be targeted by Artoo, I Have A Bad Feeling About This, and Han, Chewie, And The Falcon is deploy +2 (not +4) when Bad Feeling Have I is on table.

## Dagobah

The sparse population, extreme remoteness, and thick atmosphere of the planet Dagobah make deployment to and movement at this system and its swampy landscape unusually difficult. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- Characters, vehicles and starships may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Dagobah: Bog Clearing), or if they may deploy "regardless of location deployment restrictions" (e.g., Encampment).
- Devices and weapons may not deploy directly to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- Utinni Effects may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- Shuttling rules and abilities that relocate cards (e.g., Elis Helrot, Yoda, Senior Council Member, What Was It?) may not be used to move to or from a Dagobah location, unless specifically allowed to (You Will Go To The Dagobah System).

Creatures, Effects of any kind (except Utinni Effects), and any other card types may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

"So, how do I get my characters and vehicles to Dagobah?" Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

See Locations - Battlegrounds, Ch. 9.

## Death Star and Death Star II

The two Death Stars seen in *A New Hope* and *Return of the Jedi* are completely separate from each other in terms of gameplay; each has its own sites, its own superlaser and its own enhancement cards. Thus, in game text, the term "Death Star" refers only to the first Death Star and the term "Death Star II" refers only to the second one. (For example, the cards Put All Sections On Alert and Set Your Course For Alderaan, which refer to any card with "Death Star" in its title, work only with the first Death Star, and could not target Death Star II: Throne Room.)

Although Death Star and Death Star II may be on table at the same time, each player may deploy locations only from one of them. In other words, once you deploy a Death Star location, you may not deploy a Death Star II location in that game, and vice versa, though your opponent is free to deploy locations from the other Death Star.

## Dejarik Rules

'Dejariks' are small holographic gamepieces representing lifeforms from various planets in the galaxy. Dejariks and holograms may battle each other at a holosite (Dejarik Hologameboard or Imperial Holotable). A holosite is placed by itself on table and is never adjacent or related to any other site. Holosites allow dejariks and holograms to deploy and battle there as if they were characters. Dejariks and holograms at a holosite are not considered to be characters, Interrupts and Effects, they are simply dejariks and holograms (e.g., Alter may not cancel Molator at the holosite). However, any card which specifically names a dejarik or hologram card may still affect that card (e.g., Grimtaash specifically cancels Molator). Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite. Only dejarik and hologram cards can exist at a holosite.

When you deploy a dejarik or hologram card to a holosite, use its destiny number as its deploy, forfeit, power and ability numbers. A dejarik deployed to the holotable counts as deploying a card (not a character!) with ability. Thus it will suspend the effects of Scum And Villainy, satisfy the requirements of Ability, Ability, Ability, etc..

While at the holosite, the card's normal game text is suspended. Dejariks and holograms must obey uniqueness restrictions regardless of where they are on table. Battles at holosites are similar to battles at other sites (including drawing battle destiny if you have 4 or more ability present). If you control the holosite, you may Force drain there and you may also return any of your dejarik/hologram cards there to your hand at any time between other actions, except during battle. You may not deploy a card to the holosite from any place other than your hand (unless action specifically allows you to deploy a dejarik/hologram).

## Dueling

Duels represent a one-on-one lightsaber battle between Force users. Lightsabers are not required for duels (conceptually the lightsaber represents finely-honed skill rather than the physical object). Once a duel has been initiated follow this order:

- 1) Responses to the initiating: actions to cancel the duel (Jedi Escape, Sense) or that are played as a response to the initiation (Sith Fury)
- 2) If the duel is not canceled, both players may play any cards that add duel destinies (Focused Attack) or modify duel destinies ('throwing' Darth Vader's Lightsaber). No other actions are permitted. The player initiating the duel performs the first action.
- 3) Follow duel cards directions (usually drawing destiny) to determine winner. No other actions may be performed at this time (except responses to destiny draws, e.g. Luke's Back (V), The Ebb Of Battle)
- 4) Duel has its result, as stated on the duel card
- 5) Any automatic actions to the duel are triggered
- 6) Any optional just actions to the duel (including responses to the winning/losing of a character) may be initiated

### Dueling - Epic Duel

An "epic duel" is a type of duel that represents one with long-ranging consequences. The duel between Darth Maul and Qui-Gon on Tatooine was obviously not important, while their fateful match on Naboo possibly changed the course of galactic history. There are many cards which initiate an epic duel including the card titled "Epic Duel." These other cards do not require that Epic Duel be on table in order to initiate an epic duel. Because of this confusion, any reference to "Epic Duel" is a reference to the card title, and "epic duel" to a duel which is an epic duel (this is a singular, specific exception to the rules; capitalization never matters in any other circumstance). The objective Hunt Down And Destroy The Jedi/Their Fire Has Gone Out Of The Universe will not be placed out of play if you initiate an epic duel without using the Epic Duel card.

### Dueling - Playing Interrupts In Different Ways

Epic Duel and Deep Hatred (V) state that an interrupt "may be played to initiate an epic duel as follows." This indicates that when you are about to play an Interrupt in this manner, you must state what text you intend to use before you begin the initiation. That is the only applicable text, and others are disregarded.

### Dueling - Dueling Captives

In some instances a card (such as Take Your Father's Place) may allow a character to duel a captive. The captive is considered active until the results of the duel card are completed (step 4 above). After this, no responses that target the captive by name or persona may be initiated (except by the duel card). Thus in a Vader/Luke duel initiated by Take Your Father's Place, Dark may not deploy I Am Your Father and Light may not play NOOOOOOOOOOOO!, but the results on the objective will still occur.

### Dueling - Example

Vader is present with Obi-Wan and Dark plays The Circle Is Now Complete ("If Vader and Obi-Wan are present at same site, use 1 Force to initiate a duel between them. Compare their power, and add 2 if that character is armed with a lightsaber. Loser (lowest total) of duel is placed out of play."). Light gets first response and attempts to cancel it with Sense; Dark cancels Sense with Alter. Dark gets the next response and passes, then Light passes. Step 1 is complete and the duel has now begun; it cannot be canceled at this point. Dark has no action. Light plays Courage Of A Skywalker to add a destiny. Both pass again and Step 3 begins. Light draws his destiny, and Dark cancels it; both players total up according to the duel card, leaving Vader as the winner. Step 4, and Obi-Wan is placed out of play. Step 5, no automatic actions are triggered. Step 6, Light responds to Obi-Wan being placed out of play by deploying I Can't Believe He's Gone.

### Dueling And Epic Dueling - Example

Epic Duel and Deep Hatred (V) are both on table. Vader moves to Obi-Wan's site and Dark plays The Circle Is Now Complete. At this point, Dark must declare if they're initiating a regular duel or an epic duel, as that determines how the card is being played. If it was a regular duel, Dark would then pay 1 Force and follow the Interrupt's game text. However, he wishes to have an epic duel, so Epic Duel's game text is examined. It says Vader must be with the specified target (Obi-Wan, according to our interrupt), and the duel is then carried out using the Epic Event's game text only; aside of stating who is doing the dueling, the Interrupt's game text is now ignored (though it may still be canceled, grabbed, etc.).

After this is over, Dark moves Mara Jade, The Emperor's Hand over to Luke's site from an adjacent site. Mara's game text allows her to use Vader's Obsession and Epic Duel as if Vader, and the card Deep Hatred (V) specifically mentions her, so Dark may choose to play Vader's Obsession using its game text, Epic Duel's, or Deep Hatred (V)'s. In this case, the Interrupt's game text is used, and Luke is defeated. The next turn Luke comes back again and deploys directly to Mara's site. However, Dark has another copy of Vader's Obsession. Because Mara cannot move to his site from an adjacent site (per the wording of Vader's Obsession) she can't have another regular duel, but she can have an epic one. Dark may play the Interrupt using the text of either Epic Duel or Deep Hatred (V), but must state which at the moment the card is played. The condition of moving over no longer applies. However, fearful that Luke's got something planned, Dark waits, then persona replaces Mara with her virtual version, which has a permanent lightsaber. However, she loses the original Mara's game text permitting her to use those Epic Duel cards, so the only duel that can now be initiated is with Deep Hatred (V), since it specifically mentions Mara. It is played as the Epic Event states, and the text of the Interrupt is ignored.



## Hoth Energy Shield Rules

See Hoth: Main Power Generators, Ap. B.

The Hoth: Main Power Generators site produces an energy shield which is “strong enough to withstand any bombardment.” This shield protects much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side may deploy or land beyond the shield and “march in” to Echo Base. When the Main Power Generators site is face up on table, the energy shield covers all Echo Base sites and the first three marker sites. If the 5<sup>th</sup> marker is on table, the shield will reach the 4<sup>th</sup> marker, and if the 6<sup>th</sup> is on table it will reach the 5<sup>th</sup> marker. The shield will never extend beyond the 5<sup>th</sup> marker. At shielded sites, the Dark Side may not:

- deploy vehicles, starships or characters (not even spies) unless specifically allowed to deploy to shielded sites;
- take off, land, shuttle, docking bay transit, perform a Bombing Run, or use abilities that relocate cards (e.g., Elis Helrot, Chief Bast); or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a Victory-Class Star Destroyer or Fear Will Keep Them In Line).

The energy shield does not protect the Light Side from a ground assault “underneath the shield.” At shielded sites, the Dark Side may

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, Effects, and other cards normally; and
- perform any actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can activate and deactivate the shield to allow their own forces to pass).

When the energy shield is not active, both sides can deploy and move to Hoth normally.

See Locations - Battlegrounds, Ch. 9.

## Insert Cards

An ‘insert’ card is any card which instructs you to insert it into a Reserve Deck. “Insert” is defined as: the act of sliding a card face down into your opponent’s Reserve Deck (or face up into your own), then reshuffling. To be a valid target for an ‘insert’ card, a Reserve Deck must contain a minimum of two cards (otherwise there’s nothing to insert between). Inserting is a form of deployment, thus any action that allows you to deploy an Effect will allow you to deploy an insert card, and must obey uniqueness rules.

### Insert Cards - Inserting

When inserting a card in your opponent’s Reserve Deck, you must insert it face down. (Cards that insert into your own Reserve Deck, such as Access Denied and Restricted Access, specify that they are inserted face up.) The Reserve Deck is shuffled and cut (repeating the shuffle and cut as needed until no ‘insert’ card is on top of the deck), then replaced.

## Insert Cards - Revealing

When an ‘insert’ card reaches the top of the Reserve Deck, it is considered revealed. When an ‘insert’ is revealed it immediately becomes the topmost action, suspending all further game play. Responses, whether automatic actions (Your Insight Serves You Well) or optional (Don't Forget The Droids) may now be initiated. If the ‘insert’ card is not canceled, it then resolves, then is placed in the Lost Pile. Game play continues.

## Insert Cards - Effects On Gameplay

- Whenever the deck is shuffled, ‘insert’ cards are shuffled along with it. If at the completion the top card is an ‘insert’ card, reshuffle until that’s no longer the case.
- A Reserve Deck with an ‘insert’ card in it cannot be counted.
- ‘Insert’ cards are not considered to be a part of the opponent’s Reserve Deck (but instead are considered to be on table). ‘Insert’ cards can never be activated, lost to satisfy Force damage, used as a destiny draw etc.
- Whenever one of your opponent’s cards comes to the top of your Reserve Deck, you must reveal it so that both players can see whether it is an ‘insert’ card. If it is not, return it to the top of your Reserve Deck, otherwise it is revealed.
- While an opponent's insert is in your Reserve Deck, you must declare to your opponent how much total Force you intend to activate for your normal activation of Force (during your Activate phase), or whenever any action allows you to activate a variable amount of Force. You are then required to activate exactly that amount (although other actions and valid responses may be played during that activation, as normally permitted). If all of the opponent's insert cards in your Reserve Deck are revealed during your activation action, after resolving all of them, you have the choice of then activating more than the amount you declared, up to the maximum you are permitted by that activation action.
- If an insert card is revealed during a “peek” at your Reserve Deck, it is not considered to have reached the top of your deck yet, and as such does not resolve. In addition, since an insert is not a card in your Reserve Deck, it does not count as a card when peeking, and thus can be ignored. All “peeked at” cards that are returned are replaced such that they are on top of the insert card. For example, Dark Side player uses The Dark Path. He peeks at the top two cards, but the third card down in his Reserve Deck has a Light Side back, and when revealed is shown to be Never Tell Me The Odds. He replaces it on the deck, and peeks at the card below it. He then places two of the three cards peeked at in his Lost Pile, and returns one card such that it is on top of the insert card.



## Jedi Testing

The Light Side can train non-droid characters in the use of the Force using Jedi Test cards. Completing Jedi Tests gives you new capabilities that can have far-reaching consequences, and can also raise your character's ability. Attempting Jedi Tests involves bringing an apprentice to a mentor on Dagobah and drawing training destiny (any time the mentor or the apprentice leaves the table, uncompleted Jedi Tests are lost). Each Jedi Test card describes how to begin, attempt and complete the test. The following rules apply to Jedi Tests:

- For every Dagobah site on table (except generic sites), you may add 1 to each training destiny draw.
- Each time an apprentice completes a Jedi Test numbered higher than that character's ability, the ability number increases to match the Jedi Test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi Tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.
- An apprentice may be targeted by only one uncompleted Jedi Test at a time (targeting is part of the deployment of a Jedi Test, so you cannot deploy a Jedi Test that cannot target an apprentice). Once a character becomes an apprentice, that character's persona remains an apprentice until becoming a Jedi.
- A character may not be an apprentice and a mentor at the same time.

If a character is replaced by a different version of the same persona, all benefits he or she earned from Jedi training apply to the new version. This is also true if that character converts or crosses over to the other side of the Force.

If an apprentice (or mentor) becomes inactive (e.g., becomes captured or missing) any completed or uncompleted Jedi Tests targeting that apprentice (or mentor) will "remember" such that -when the character is no longer inactive- the apprentice (or mentor) may resume Jedi Training from where he or she left off.

Completed Jedi Tests are deployed on an apprentice, so if the apprentice leaves table their completed Jedi Tests are lost.

Only apprentices may attempt Jedi Tests. If an uncompleted Jedi Test is targeting a character (as the apprentice) that then loses "apprentice status" (e.g. replaced with a Jedi version of that persona), then that Jedi Test is lost.

### Jedi Testing - Apprentice

A non-droid, non-Jedi character of lesser ability than its mentor.

### Jedi Testing - Mentor

A character of ability > 2 who is targeted to train an apprentice.

## Jedi Testing - Mind What You Have Learned

This objective has numerous effects on the way Jedi Testing works. These changes supersede the normal Jedi Testing rules.

Even though the apprentice's Jedi Tests are deployed onto the table, the tests should be treated as if they were still deployed on him or her. Thus, if the apprentice leaves table, they would be lost, if he/she becomes inactive, so will they, etc. You still obviously follow the text on the Side 7 of the objective that states that while it's up the tests are suspended rather than lost. Completed Jedi Tests cannot be taken into hand from the table.

### Deployment Restrictions

The Side 0 text on this card permits you to ignore Dagobah deployment rules and location deployment restrictions listed in the game text of any version of the Luke or Yoda persona when deploying them to Dagobah using the objective. It also permits you to deploy At Peace during your deploy phase (overriding its printed requirement to deploy at the beginning of your turn.

The Side 7 text does not permit Luke to deploy without presence or Force icons; this is a specific exception to the location deployment restrictions rule.

### Retrieval

An action whose result may be retrieval using cards on Dagobah can still be initiated, but if the result is a retrieval action, no retrieval occurs. For example, the Light Side may still initiate a battle on Dagobah against the Dark Side player even though Draw Their Fire is in play, but the Light player will not retrieve a Force. Similarly, Failure At The Cave will work normally, except that if the destiny draw is < 4, the Dark Side does not retrieve 2 Force.

## Lightsaber Combat

Lightsaber combat depicts the type of extended battles where a lightsaber-wielding Jedi attempts to wear down his foe through a series of thrusts and parries. Only the strongest of attacks will be enough to defeat your opponent. Lightsaber combat is not a "duel," and as such is not affected by any cards or rules that affect duels (and vice-versa). The objective cards We'll Handle This / Duel Of The Fates and Let Them Make The First Move / At Last We Will Have Revenge detail the conditions, targets, resolution and effects of a lightsaber combat. Other cards can affect your lightsaber combat total, Force loss from lightsaber combat, or even how you draw lightsaber combat destiny. A lightsaber is not required to initiate lightsaber combat (conceptually the lightsaber represents finely honed skill rather than the physical object). If a player cannot draw any destiny for lightsaber combat, treat their combat total as an unmodifiable 0.

### Lightsaber Combat - Combat Cards

The Epic Event cards Inner Strength and Deep Hatred permit you to place combat cards under your Jedi (or Dark Jedi). These cards provide you with extra options for lightsaber combat or even duels, and represent the reserves of strength, combat training and use of the Force that a Jedi can call upon during combat. The cards you may place under your character must come from your hand. Combat cards can be used to replace a single lightsaber combat or duel destiny draw. Additional lightsaber combat or duel destiny draws may still be drawn normally (or substituted with another combat card, at the player's discretion).

## Mining Droid Rules

Timer Mines, Infantry Mines, and Vehicle Mines may be deployed by mining droids in two different ways, as indicated below (remember that because weapons only target characters present with them, characters enclosed on vehicles or starships are immune to them).

### Laying Mines

When your mining droid is present at any site, it may 'lay' (deploy face up) mines there (based upon the mine's game text).

### Burying Mines

If your mining droid is present at an exterior planet site, it may 'bury' (place face down) mines there to simulate creation of a minefield. You may bury any number of cards from your hand face down underneath that site during your deploy phase. You may choose to bury 'real' mines, 'duds' (non-mine cards buried to try and trick your opponent) or a mixture of the two. When any character, vehicle or starship deploys or moves to or across that site, all buried cards there are 'tripped' (revealed). Any duds are simply lost. Any mines 'explode,' targeting the card that tripped them if applicable. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

### Timer Mines

The destiny draw for Timer Mines is not considered a weapon destiny (thus it can't be modified, substituted, etc., as if it were one). The phrase "owner's choice" on this automated weapon refers to the owner of the affected characters, not the owner of the Timer Mine. Timer Mines do not affect your characters. If you trip your own buried Timer Mine, it is simply discarded.

### Infantry And Vehicle Mines

Infantry and Vehicle Mines are treated as "all card" situations (thus they may target inactive cards or your own cards). If two or more potential targets trigger one of your mines simultaneously, you may choose which one for the mine to target. See All Cards, Ch. 4.

## Missing

Several cards cause characters to become disoriented or uncertain where they are, such as when Luke was in the wastes of Hoth after escaping the wampa's cave. This condition is defined in game terms as 'missing,' and is caused by cards such as Ice Storm, He Hasn't Come Back Yet, Always Thinking With Your Stomach, and Sandwhirl. Missing characters can be rescued using specific cards such as Found Someone You Have, or by forming a search party. A missing character is inactive.

### Missing - Search Party

During your control phase, you may attempt to find missing characters (even if they went missing that same turn) by forming and using a search party as follows:

- 1) Designate one or more of your characters at the same site as the missing character(s) to be members of the search party.
- 2) Draw destiny.
- 3) Add 1 to the destiny draw for each member of the search party (2 if that search party character is a scout).
- 4) If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

## Podracing

The mechanics for a Podrace are contained on the Epic Event card Boonta Eve Podrace. Although you can participate in a race without a Podracer card (the Epic Event permits you to place race destiny on the Podrace Arena), you'll find your chances of winning are greatly enhanced when using cards like Sebulba's Podracer or Anakin's Podracer.

You can deploy more than one type of Podracer for a single race (although at this time, Light Side has only Anakin's Podracer available.) As specified on the Epic Event, you are only normally entitled to draw one race destiny per Control Phase, so if you have more than one Podracer at the Arena, you must state which Podracer you are drawing for before you draw the destiny.

### Podracing - Race Destiny And Race Total

The Epic Event indicates when you may draw race destiny. Race destiny draws that you decide to use are stacked face-up on your Podracer (or on the Podrace Arena if you have no Podracer there) in the order they are drawn, and your race total is the sum of all race destiny stacked on a particular Podracer (as well as any modifiers). Either player may look through any race destiny stack at any time (being careful not to change the order of the cards there). Once used (or "stacked"), a race destiny is no longer considered to be a destiny draw, and as such is unaffected by anything that would cancel, modify or replace a destiny draw. If you draw a card with multiple possible destiny values (such as R2-D2) you must declare the value you are using for that card if you decide to use that card as part of your race total (stacking it). This value cannot change while this card is stacked on your podracer (or on the Arena). Since race destinies are stacked from Life Force, they are in a Supporting state.

### Podracing - Damage And Repair

During a race, your Podracer may become 'damaged' by cards such as Hit Racer and Losing Track. To indicate this, rotate the Podracer 180° such that it is upside down with respect to its owner (note that damaging an already damaged Podracer has no effect). While damaged, you may draw race destiny normally, but if you choose to use a race destiny (by placing it on your damaged Podracer) you must first lose 1 Force. This Force loss is considered to be Force loss from your card (where your card is your damaged Podracer), and cannot be reduced. If your damaged Podracer is 'repaired' (such as by a Pit Droid) return it to its normal orientation.

## React

This is a special form of deployment or movement (granted by cards that say 'react') that may occur during your opponent's turn. A react occurs just after your opponent initiates a battle or Force drain, and allows you to deploy or move one or more cards to the location of the battle or Force drain (at normal use of the Force). All Force costs required to move or deploy as a react are considered to be part of the initiation of the react action, and thus cannot be recovered even if the react is canceled. Cards such as CZ-3 are not intended to imply that all of the movements or deployments are one big 'react.' Thus, each opponent's Sense card may cancel only one card's deployment or movement. Reacting to a Force drain cancels the Force drain if you bring presence to the location (even if a card states that the Force drain "cannot be canceled). All cards involved in a react (including cards deployed as a react, or that embarked on or disembarked from a card moving as a react) are prevented from being involved in another react during the same turn (even if it was canceled).

### React - Deploy

To deploy as a 'react,' a card must comply with all deployment rules. Only characters, vehicles, starships, weapons, and devices may deploy as a react. If a card is deployed from the Reserve deck as a react, and that react is cancelled, the reacting card is returned to the Reserve deck; reshuffle. If an unpiloted starship or vehicle is being deployed as a react to a location that requires simultaneous deployment of a pilot, you may also deploy a pilot from hand (even if the pilot is not specifically allowed to react).

### React - Move

Cards that move as a react are permitted to move to the location of an opponent's just-initiated battle or Force drain. Unless specifically stated otherwise, moving as a react must always be to the location of the opponent's battle or Force drain. Arcona and Tauntaun are examples of cards whose game text specifically allows them to move away from the opponent's battle or Force drain location (if reacting away removes all your presence there, the battle will end).

When moving as a react, the reacting cards must observe all normal movement rules or game text, such as being within range, obeying the Unpiloted rule, having a nav computer if moving through hyperspace, paying normal costs (unless stated otherwise), and so on. A card that may move as a react to a battle or Force drain may not react if it is already at that location.

The following forms of movement are legal moves for the reacting card (not other cards):

- using its landspeed or hyperspeed;
- landing or taking off;
- embarking on or disembarking from a vehicle or starship;
- performing any regular sector move.

Other cards may embark on the 'reacting' card just before it leaves, and disembark just after it arrives.

### Deploying As A React - Example 1

Datcha has a Comlink ("If opponent has just initiated a battle or Force drain at Comlink's location or an adjacent site, you may 'react' by deploying cards (at normal use of the Force) to that battle or Force drain location.") at  $\diamond$ Desert. Light battles him there, so Dark begins deploying cards as a react. He deploys Ronto (for 2 Force), his opponent takes no action, he deploys Blizzard 2 (V) (for 5 Force), his opponent takes no action, Dark deploys AT-AT Driver on the walker (for 2 Force), his opponent takes no action, and Dark takes no action. He could not react with the Sandwhirl he had because it's a Mobile Effect. Datcha cannot embark on the Ronto because unless a card or rule specifically says otherwise, you only embark during your move phase.

### Deploying As A React - Example 2

Light Force drains at Bespin: Cloud City. Dark deploys Patrol Craft ("May deploy or move as a 'react.'") there as a react, simultaneously with Mercenary Pilot from his hand (for 3 Force total). This is legal because, even though the Mercenary Pilot cannot deploy as a react, a Patrol Craft cannot deploy unpiloted to a cloud sector, so any legal pilot in hand can be deployed with it. Later that turn, Light battles a lone Mercenary Pilot at the East Platform. Dark reacts with another Patrol Craft to that site. However, he cannot deploy it simultaneously with pilot, because Patrol Craft may deploy unpiloted to sites. He also cannot have his Mercenary Pilot embark on board (for the same reason Datcha couldn't climb on his Ronto). The Patrol Craft would remain unpiloted this battle. However, Dark deploys Boba Fett ("May deploy -1 as a 'react' to same site as a gangster or smuggler.") aboard it, because Boba Fett's game text allows him to deploy as a react; it is in no way related to the react of Patrol Craft.

### Moving As A React - Example

Dark initiates a battle at Echo Docking Bay against Wedge. A Snowspeeder at the first marker moves there as a react (for 1 Force). At the second marker, Luke With Lightsaber embarks on Rogue 3 (piloted by Dash Rendar) and Rogue 3 moves to the docking bay as a react (for 1 Force), at which time Luke disembarks (when Rogue 3 reacts, characters can react when it starts and disembark when it ends). Wedge cannot embark on Rogue 3, however, because you can only embark on a card that begins a react, not when it ends it. Also, Light's cards at the Yavin 4: Docking Bay cannot using docking bay transit to react to the battle, because that is not a form of movement allowed by the react movement rules.



## Sabacc

In the Star Wars universe, sabacc is a high-stakes card game commonly played by gamblers, cutthroats and other rough characters. Many variants exist throughout the galaxy. You and your opponent can play sabacc as a “side game” by using special sabacc Interrupt cards.

The following rules apply to all sabacc variants.

The object of the game is to draw two to six sabacc cards which have a total value as close to 11 as possible (without going over). To initiate sabacc, you must target one of your characters that meets the requirements on the sabacc Interrupt (it is not necessary for an opposing character to be present; conceptually, your character can play against an unseen adversary). Your opponent may also target one of his characters if he has one who meets the requirements. For example, in Cloud City Sabacc, targeting a gambler can be helpful to either player. Both players temporarily set aside their regular hands while playing sabacc.

### Sabacc - Playing sabacc

Each player draws the top two cards from his Reserve Deck (sabacc cannot be initiated unless this is possible). Players may then choose to draw additional cards. Beginning with your opponent, each player in turn may either draw a card or “pass.” (A player must pass if he has no cards remaining in his Reserve Deck or if he already has six cards in his sabacc hand.) After a player passes, that player may not draw any more sabacc cards. Each card’s value is equal to its destiny number, except for wild cards and clone cards (which are defined on the sabacc Interrupt):

- Each wild card must be assigned a value within the range shown on the sabacc Interrupt. (You may choose a different value for each of your wild cards.)
- Each clone card must “clone” (duplicate) the value of any other card in that hand (even a value assigned to a wild card). A hand containing nothing but clone cards has a total value of zero. Players choose the values of their wild cards and clone cards (if any), then reveal their entire sabacc hands to determine the winner.
- The player who is closest to 11 (without going over) wins.
- If both players go over, the player who is closest to 11 wins.
- In the case of a tie, the player with the fewest sabacc cards wins. (If players also tie for number of sabacc cards, the game is a draw; there is no winner or loser)

The loser must give up one sabacc card as follows:

- If any cards in the loser’s sabacc hand are listed among the stakes, the winner chooses one such card and places it in his Used Pile as if stolen (see Stealing).
- Otherwise, the winner chooses any card there to be lost. All remaining sabacc cards are then placed in their owners’ Used Piles and regular gameplay resumes.

### Sabacc - Perfect sabacc

If a player’s first two sabacc cards total exactly 11 (with no wild cards or clone cards), that player announces “sabacc!” and immediately wins double: the loser must give up each of his two sabacc cards (stakes to the winner’s Used Pile; others to the loser’s Lost Pile). If both players have a perfect sabacc, the game is a draw. If you use any game text (such as Lando) to modify your total, you cannot have a perfect sabacc.

### Sabacc - Timing & Mechanics

Each hand of sabacc is a single action initiated by the play of the appropriate Interrupt card. Sabacc may not be initiated during battle. Sabacc draws are not destiny draws, and thus do not trigger the game text of cards such as R2-D2 or Tauntaun Bones. Apply all continuous modifiers to the destiny numbers of cards drawn during sabacc. For example, conditions at Kiffex could cause the Tonnika Sisters card to have a sabacc value of four.

Your sabacc hand is considered part of your Life Force. As such, cards from your sabacc hand may be lost to satisfy required Force losses that might occur during sabacc (such as from an ‘insert’ card). When the Light Side player wins an Imperial starship as a stake in sabacc, that starship becomes a Rebel starship (and vice versa).

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## Senate/Imperial Council

The Galactic Senate was the center of government in the Old Republic, where conflicts were resolved with words rather than weapons. Battles may still take place there, but as is indicated by the site itself, a character's politics is treated as that character's power (for anything that checks power). Any card which modifies or resets a character's power at the Galactic Senate is ignored (though you may still modify total power as normal). The Imperial Council were those who sought to dissolve the senate and seize central control. While the two forces were opposed to one another, there are many similarities as far as game mechanics are concerned.

### Agenda

A character's agenda(s) is listed in a sentence of their game text, immediately following the keyword "Agenda(s)." For example, Queen Amidala, Ruler Of Naboo has the agendas of 'justice' and 'peace.' Other game text can then provide a benefit or disadvantage based on a condition relating to that agenda. When referring to two characters, a matching agenda exists if either of them has one agenda that the other character also possesses.

### Politics

Some characters have a numerical value entitled Politics, whether it is printed (such as on Aks Moe) or provided by another card (such as the Objective My Lord, Is That Legal). This indicates their relative political power when 'voting' (battling) at the Galactic Senate. Politics functions differently than the normal rules of values. A character whose politics is 0 (even if temporarily reduced) is a character without politics. Also, a character without politics can have his politics added to by other game actions (though if a value is reset the normal reset rules will still apply).

### Influence

Rather than politics, member of the Imperial Council have Influence. Like politics, Influence functions differently than normal rules in that it can be modified even when the character has no influence, and a character with 0 influence has no influence.

### Senate Majority

A player has a "senate majority" when his or her total politics at the Galactic Senate is greater than the opponent's total politics there (in the case of a tie, neither side has senate majority). All that player's characters at the Galactic Senate are then "in a senate majority".

## Stealing

A card is stolen when one player is able to take the card from the other player and use it as his own (from that point out, the new player is considered the "owner"). The opponent may not take ownership of one of your cards unless a card or rule allows it to be stolen (or 'won' in the case of sabacc). For example, an empty landed starfighter cannot be stolen simply by having an opponent's pilot walk up to it. Stolen cards that are placed in the new owner's Life Force can be activated, used, lost, deployed, etc. as if it was that player's card. At the end of the game, stolen cards count towards their owner's Life Force total. This is different from a card your opponent inserts in your Reserve Deck, which is not considered stolen (and is still your opponent's card). See Insert Cards. Stolen cards are returned to their rightful owners at the end of the game.

## Stealing Vehicles And Starships

Even when a card allows stealing, an opponent's starship or vehicle may not be stolen if the opponent has characters aboard (permanent pilots/nav computers are not characters). When you steal a vehicle or starship, any cargo aboard it is stolen as well (as long as there are no characters aboard that cargo). If the vehicle or starship has a permanent pilot, it is conceptually replaced by a permanent pilot of the opposite side of the Force possessing the same ability number and listed abilities. Any unique personas identified as permanent pilot/astromech are no longer those unique personas while the opposing player controls them. If returned to the original owner, it is restored to its original game text. If this would cause two versions of the unique persona to be on table, place one of them (and all cards on them) in owner's Used Pile.

## Stealing Weapons And Devices

Characters may only steal weapons or devices that say they can be deployed on (or moved by) characters. For example, a character may steal a lightsaber or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydroponics Station or the Planet Defender Ion Cannon. The thief does not have to actually be able to use the weapon or device, just carry it. A stolen weapon or device follows the normal rules of transfer (See weapons - transferring). Remember that when a character is carrying a weapon or device they cannot use, that card is inactive.

A weapon that has been stolen may be targeted to be stolen back (even if inactive).

## Stealing - Examples

Reegesck (V) steals Red Leader In Red 1. The Red Leader persona is removed from the card and replaced with a generic dark side permanent pilot who provides ability of 2, adds 2 to power, and may draw one battle destiny if not able to otherwise. Light is not prevented from deploying Red Leader, since he's no longer on board Red 1.

Reegesck (V) attempts to steal a weapon from Light's Lost Pile: X-Wing Laser Cannon, Obi-Wan's Lightsaber, Medium Repeating Blaster Cannon. Since the Medium Repeating Blaster Cannon and Obi-Wan's Lightsaber can both be carried by a character, he may steal them. He cannot steal the X-Wing Laser Cannon because they can't be carried by characters.

## Trench Rules

The Death Star: Trench is an exterior mobile site with some special properties. It must deploy next to the Death Star system (it cannot deploy if the system is not on the table) as shown below.



Players may not deploy or move any cards to the Trench unless a specific card allows them to do so (e.g., Attack Run, Maneuver Check and the Death Star: Trench itself).

## Undercover Spy Rules

Certain cards can make your character into an "undercover spy", such as the Effect card Undercover or the Immediate Effect A Gift. When your spy goes undercover, place it on your opponent's side of the site (even if spy was on an enclosed vehicle).

Your undercover spy is considered inactive. However, the following exceptions apply:

- You may still use their game text.
- You may still deploy Effects, weapons, and devices on them (they are not inactive).
- They may still be targeted by Interrupts, cards that target spies (or ISB Agents), and anything that would cause them to be dueled, hit, or lost.

Note that these exceptions apply only towards the spy's state as an undercover spy, anything else (such as going missing or being excluded from battle) overrides these exceptions (thus an excluded undercover spy cannot be choked by Vader).

Wherever you have an undercover spy:

- Your opponent cannot Force drain.
- You may deploy without presence or Force icons.

### Undercover Spy Rules - Deploy as Undercover Spy

Some characters may (or must) deploy as an undercover spy. In such cases, the character can only deploy to a site location, never aboard a vehicle or starship card. The character deploys to the opponent side of that location. Canceling the game text of such characters will not stop them from being undercover. Deploying a card as an undercover spy still counts as deploying a character, a card with ability (if applicable), a card of that card type, etc. before going undercover.

### Undercover Spy Rules - Movement

Undercover spies may still move. This movement occurs during the opponent's move phase. They may use any movement a character can normally make (they are still your character, thus they use the docking bay text on your side of a location and cannot "tag along" when opponent plays Elis Helrot or Nabrun Leids, which relocates only "your" cards). However, they cannot move onto a vehicle or starship card (this does not restrict undercover spies from moving to a vehicle site or starship site)

### Undercover Spy Rules - Breaking Cover

Certain cards will cause an undercover spy to "break cover" (cease being undercover). You may also have your undercover spy voluntarily break cover during your deploy phase. If your undercover spy ceases to be a spy (for example, loses the Plastoid Armor) they will also immediately break cover. If your spy's cover is broken, (either voluntarily, or by opponent's card) it loses all undercover-related cards and returns to your side of the table.

### Undercover Spy Rules - Dueling

When your undercover spy is dueled, they are active for the duration of the duel, and return to being inactive once it's complete (if still on table).

### Undercover Spy Rules - Examples

Undercover is deployed on Leia Organa at the Death Star: Conference Room where The Emperor (V) and Lord Vader (armed with a lightsaber) are present. Stormtrooper Garrison is at the Cantina. Leia is inactive and thus not on table for most purposes. However, Light deploys Leia's Blaster Rifle on her (because Effects, weapons, and devices can deploy on Undercover spies). Light deploys Obi-Wan With Lightsaber there (because you may deploy to a site where you have an Undercover Spy) and Bron Burs. Dark then plays The Circle Is Now Complete to initiate a duel between Vader and Obi-Wan. During the duel, Obi-Wan is power +1 because of Leia's game text (undercover spies may still use their game text). That bonus is not enough, however, and Obi-Wan loses and is placed out of play.

Light now plays Let's Keep A Little Optimism (V) to deal with Stormtrooper Garrison. He has to deploy it on Bron, because that's an Utinni Effect, and Utinni Effects cannot deploy on undercover spies. He then initiates a battle there (Bron will get to draw a battle destiny from his game text because he's alone.). Because inactive cards as a rule cannot participate in battle, Leia is excluded - for the duration of the battle the exceptions to the inactive rules do not apply to her, so she cannot use her game text to help Bron, she can't fire her weapon (or be fired at herself), etc.

Somehow Bron still loses and the battle ends (Leia now returns to her standard undercover state). The next turn comes and during his control phase Dark cannot Force drain at her site because even though he controls the site undercover spies prevent Force drains at their site. Instead he plays Sniper to swing at Leia (undercover spies may be targeted by Interrupts and to be hit, so both Sniper and the lightsaber may target her). Luckily for Leia he misses. Annoyed, The Emperor (V) attempts to use his game text to fry her (he may do so because he's targeting her to be lost); he misses. During his deploy phase Dark deploys Vader's Cape on Emperor (giving him Immunity to attrition) and targets Leia with Force Lightning (an Interrupt, so it may target her). He again misses. Dark, frustrated, moves Emperor and Vader to the War Room. Leia follows, because undercover spies move during the opponent's move phase. At the start of his control phase Light uses Sorry About The Mess for Leia to fire at Vader (she can also be targeted by Light's Interrupts), and hits. During his deploy phase Leia breaks cover (no cost is listed so it's free) and Undercover is lost. Light then deploys Luke, Han, and Chewie and avenges Bron's defeat.

### Being Inactive

Because undercover spies are inactive, they are not considered on table for most purposes. Thus, if Arica is at the Landing Platform, she will have no effect on Luke and There Is Good In Him. Likewise, an undercover Han will cause Or Be Destroyed to flip back. Corran Horn would still be able to break the cover of undercover spies, because he specifically targets them.



# Appendix D - Characteristics & Persona Lists

## Characteristics

In addition to common attributes (e.g., deploy cost, ability, icons), many cards have additional game-relevant features called characteristics (e.g., leader, trooper, Wookiee, female, dejarik). Characteristics are printed on the cards, either in card title, game text or lore. Various other cards or rules will then refer to that characteristic (and sometimes, may even define it). For example, the rules regarding search parties refers to the characteristic scout, while the Objective card "ISB Operations" defines the characteristic ISB Agent.

Below is the complete list of all characteristics and the card category they are related to. Note that the "non-" of any characteristic may also be referenced. It must be on the list to qualify ("If it is not in our databank... it does not exist!"). Thus, Thul Fain is not an Imperial despite his lore (Imperial is a card type, not a characteristic). Characteristics may apply to permanent weapons (e.g., Luke's Lightsaber on Luke With Lightsaber has the characteristic lightsaber, though this applies only to the weapon, not Luke himself). To determine if a card has a characteristic, see The Rule Of Three on the following page.

admiral	Character
accountant	Character
bantha	Vehicle
biker scout	Character
Black Sun agent	Character
blaster rifle	Weapon
blaster	Weapon
bomber	Starship
bounty hunter	Character
cannon	Weapon
Cloud City trooper	Character
commander	Character
Coruscant guard	Character
cruiser	Starship
Death Star trooper	Character
dejarik	Interrupt or Effect
DH-17	Weapon
Droid Control Ship	Starship
Echo Base trooper	Character
enclosed (all starships are considered to be enclosed)	Starship or Vehicle
female (see "Gender")	Character
fusion generator	Device
gambler	Character
gangster	Character
general	Character
gunner	Character
handmaiden	Character
heroic	Character, Vehicle, starship
hologram	Interrupt or Effect
Imperial Council member	Character
information broker	Character
ion cannon	Weapon
ISB agent	Character
Jedi Council member	Character
laser cannon	Weapon

laser cannon battery	Weapon
leader	Character
lightsaber	Weapon
male (see "Gender")	Character
miner	Character
missile	Weapon
moff	Character
musician	Character
operative	Character
Parasite	Creature
probe droid	Character
proton torpedoes	Weapon
rebel trooper	Character
rifle	Weapon
Royal Naboo Security	Character
r-unit	Character
sandtrooper	Character
seeker	Weapon
senator	Character
scout	Character
ship-docking capability	Starship
smuggler	Character
snowtrooper	Character
species (Jawa, Tusken Raider, Wookiee, Corellian, Ewok, Ugnaught, Abyssin, etc.)	Character
spy	Character
squadron designations (see Ch. 9)	Character, Starship, Vehicle
stormtrooper	Character
swoop	Vehicle
tax collector	Character
thief	Character
Trade Federation	Character
trooper guard	Character
trooper	Character
turbolaser battery	Weapon

**Characteristics - The Rule Of Three**

In order to have a characteristic, a card must meet three criteria:

- It must have the word appear in title, lore, or game text. It must appear in its entirety, by itself (or as a plural or possessive) as printed in the list of characteristics;
- the context must indicate that it is referring to that card;
- It must also fit the listed card category.

For example, the phrase "Wingman of Gold Leader" in Pops' lore is a reference to a different character and does not make Pops a leader, nor does the starship card Red Leader In Red 1 serve as a leader, as that is a characteristic specific to characters.

It is important to emphasize that it must be the exact term, not a variation of it. For example, cards such as Lieutenant Arent ("Commanded a prototype...") and Nute Gunray ("Commanding Viceroy of the Trade Federation...") are not commanders, because the word "commander" is missing. Likewise, Tech Mo'r ("...while gambling") is not a gambler and Corellia Operative is not a Corellian.

If a card has a characteristic by virtue of its game text, and that game text is canceled, they still have the characteristic (unless they have it conditionally, such as "Spy while on Coruscant."); for example, Rebel Squad Leader will remain a trooper.

**Characteristics - Biker Scouts**

All Biker Scouts are also stormtroopers and scouts.

**Characteristics - Bomber**

All starships of the subtypes B-wing or TIE/sa are bombers.

**Characteristics - Gender**

To determine the gender of a character, examine title, lore, and game text for words which will indicate the gender (he, she, him, her, male, female, princess, etc.). If there are none, check the picture and see if a reasonable person would conclude that the character is female (if you are not a reasonable person, find one). If it is unclear, the character is considered male.

**Characteristics - Specific Rulings**

These specific rulings override the normal rules of characteristics:

- Captain Han Solo is a Corellian.
- Chewie, Enraged is a Wookiee.
- Chief Chirpa is an Ewok.
- Commander Wedge Antilles is a Corellian.
- Dash Rendar is a Corellian.
- General Jar Jar is a Gungan.
- General Solo is a Corellian.
- Han Solo With Heavy Blaster Pistol is a Corellian.
- Jabba Desilijic Tiure is a Hutt.
- Lieutenant Grond is a scout and Corellian.
- Mon Mothma is a senator.
- One-Arm is a wampa.
- Owen & Beru Lars are both male and female.
- Princess Leia is a senator.
- Rebel Commander is not a Corellian.
- Rep Been is a Gungan.
- Sergeant Major Bursk is a snowtrooper.
- Sergeant Major Enfield is a Death Star trooper.
- Sergeant Narthax is a snowtrooper.
- Sergeant Tarl is a Corellian.
- Sergeant Torent is a Death Star trooper.
- Thok & Thug is a Gamorrean.
- Trooper Davin Felth is a sandtrooper.
- Trooper Jerrol Blendin is a Cloud City trooper.
- URoRRuR'R'R is a Tusken Raider.
- Well-earned Command is not a hologram.

**Characteristics - Heroic**

Whenever a heroic card is targeted by a weapon, add 1 to the total weapon destiny. Also, in a battle where there's a heroic card, non-heroic cards cannot be targeted by weapons unless all heroic cards are hit, not participating in battle, or cannot be targeted by that weapon.

For example, if light has a heroic character (R2-D2) in a battle, then any dark side weapons that can target him can only be fired at him, but if they don't (such as targeting only a vehicle, or a non-droid character, or a Jedi, etc.) they wouldn't have to, if he was excluded from battle they wouldn't have to, if he left the table they wouldn't have to, if he was inside an enclosed vehicle (where he can't be targeted) they wouldn't have to, or if he was finally hit they wouldn't have to. Light would be able to target whomever they wanted because you can't target your own cards with weapons.

### Characteristics - Operatives

Operatives are a unique kind of characteristic; only cards with "operative" in their title qualify (thus Arcona is not an operative). The other word in the operative's title will be a system; the operative is considered a 'matching operative' for that system (e.g. Kiffex Operative is a matching operative for Kiffex).

Operatives are restricted by special rules as follows:

- You may not voluntarily deploy or move your operative to (or through) a location on its matching planet where you already have an operative (even if missing or captured) of the same card title.
- If, at any time, two of your Operatives (even if inactive) of the same card title are at the same location on their matching planet, you must choose one to be lost (you may choose an inactive operative to be lost).
- Your operative character on its matching planet may not apply its ability toward drawing battle destiny.

Your operative may not control a location on its matching planet for any reason unless you have other cards with total ability of 1 or higher at that location. Your operatives still occupy that location (and may battle or be battled), but may not Force drain or flip an objective alone.

### Characteristics - Rebel Trooper

Any character who is both a Rebel and a trooper is a rebel trooper. Thus, Echo Base Trooper Officer is an Echo Base trooper, rebel trooper, and trooper.

### Characteristics - R-Unit Droids

All astromechs and vehicle droids have the characteristic "r-unit." Simply having a name starting with "R" won't make a droid r-unit, thus R-3PO (protocol droid) and RA-7 (servant droid) are not r-unit droids.

### Characteristics - Sandtrooper / Snowtrooper

See stormtrooper.

### Characteristics - Spy

Spies may deploy to locations even where you do not have presence or Force icons. Also, if you are permitted by rule or card to deploy a spy simultaneously with another card, they may both deploy to a location where you do not have presence or Force icons.

### Characteristics - Stormtrooper

The term "stormtrooper" includes regular stormtroopers, as well as specialized troops: sandtroopers, snowtroopers, and biker scouts. Thus, Snowtrooper Officer is a snowtrooper, stormtrooper, and trooper.

### Characteristics - Troopers

Anyone with a characteristic containing the word "trooper" (even within another word) has that characteristic and the trooper characteristic. Thus Rebel troopers, stormtroopers, Cloud City troopers, etc. all are considered troopers in addition to those characteristics.

### Identifying Characteristics - Examples

Characteristics can be found in title, lore, or game text, which means that Jawa, Daroe, and Thedit all have the characteristic "Jawa." Jawa has the word in its title (even though it occupies the entire title); Daroe in lore ("Jawa who has inside connections with the Empire."); and Thedit in game text ("When in a battle with at least two of your other Jawas, adds one battle destiny.").

The presence of the word in the text is not enough by itself; it must by context also be clear that it's referring to the card in question. Het Nkik, Corporal Avarik, and Corporal Misik all have the word "stormtrooper" in their lore. However, Het Nkik ("Wants to avenge deaths of relatives killed in stormtrooper assault on sandcrawler.") doesn't refer to Het himself, so he is not a stormtrooper. Avarik ("Stormtrooper assigned to biker scout unit.") clearly refers to himself, so he is a stormtrooper. Misik simply has "Stormtrooper." as a single sentence; this always means the card has that characteristic. The same is also true for every other place you might check. Lieutenant Suba ("While at a Death Star or Executor site, your troopers deploy free there and are power and forfeit +1 there...") is not a trooper, because the context does not indicate it is referring to himself. Rebel Squad Leader ("Adds 1 to forfeit of your other troopers and Rebel Guards at same site.") is a trooper because the context refers to itself as a trooper (they cannot be "other troopers" if he himself isn't one). If Rebel Squad Leader's game text is canceled, he'll remain a trooper (but he still won't be able to use his game text abilities).



A characteristic must apply the appropriate card category if a card can have it. For example, Stormtrooper Backpack would seem to have the stormtrooper characteristic; it is present in the title and is referencing itself. However, only characters can be stormtroopers, and Stormtrooper Backpack is a device, thus it's not a stormtrooper. Likewise, WED-9-M1 'Bantha' Droid is not considered a bantha because that characteristic applies to vehicles, not droids.

A term must be on the list to be a characteristic; if it isn't, then the characteristic rules cannot be applied. Artoo, Brave Little Droid ("Starship maintenance droid within the Naboo droid pool.") might seem a legal target for anything looking for a maintenance droid. However, "maintenance droid" doesn't appear on the list of characteristics; it is, in fact, a droid subtype. Thus Artoo isn't a maintenance droid, nor is 2X-3KPR (Tooex) or R5-A2 (Arfive-Ayto).

## Persona Lists

Most of the time, a shorthand reference to a particular Star Wars character or item is obvious, usually utilizing only the first name or the last name (e.g. Xizor). Any reference to Vader is obviously referring to all cards representing the persona of Darth Vader. Piett is the persona name for either Captain Piett or Admiral Piett, and, Boba Fett is represented by Boba Fett, Boba Fett With Blaster Rifle, and Boba Fett in Slave I. Starships with an "in" preceding the name are also of the same persona, so that Hound's Tooth and Bossk In Hound's Tooth represent the same ship.

The following lists show the standard names for various "personas" of the Star Wars universe wherever that card may be known by more than one name (a name does not have to be on this list to be referred to by a shorthand version, such as Biggs). Whenever any card or rule text refers to the standard persona name, it is referring to ANY card that represents that persona. For example, a reference to 'Lando' would affect all cards that 'contain' a persona of Lando Calrissian, such as the Dark or Light side character card Lando Calrissian, Lando With Blaster Pistol, Tamtel Skreej, and Lando In Millennium Falcon.

In the event that a card title matches the persona name (e.g Boba Fett, Emperor or Vader), references to that name are considered to refer to the persona, not the individual card. If the specific card is the intended target, a set reference will be included (e.g.  Boba Fett,  Emperor).

When a character crosses over, their persona name changes (see Crossing Over, Ch. 5).

If the persona name of a permanent pilot and a character are identical, it is considered a character persona, even if not on the list (e.g. Zuckuss and Zuckuss In Mist Hunter are both the Zuckuss persona; thus Zuckuss is a character persona, and Dark cannot deploy Zuckuss' Snare Rifle on the starship).

## Starship Personas

Black 2 (also part of Death Star Assault Squadron)  
 Black 3 (also part of Death Star Assault Squadron)  
 Executor (also called Flagship Executor)  
 Falcon (the Millennium Falcon, also Gold Squadron 1)  
 Gold 1  
 Hound's Tooth  
 IG-2000  
 Mist Hunter  
 Punishing One  
 Red 1  
 Red 2 (Wedge's starship, also called Red Squadron 1)  
 Red 5  
 Slave I  
 Vader's Custom TIE (also part of Death Star Assault Squadron)

## Weapon Personas

Maul's Lightsaber (also depicted as Maul's Double-Bladed Lightsaber)  
 Qui-Gon's Lightsaber (also depicted as Qui-Gon Jinn's Lightsaber)  
 Vader's Lightsaber (also depicted as Darth Vader's Lightsaber)

## Character Personas

4-LOM (the bounty hunter)  
 Amidala (also depicted as Padmé)  
 Boba Fett (see entry)  
 Bossk (the bounty hunter)  
 C-3PO (also depicted as Threepio, See-Threepio etc.).  
 Chewie (the Wookiee, Chewbacca)  
 Dengar (the bounty hunter)  
 Dofine (the Neimoidian, Daultay Dofine)  
 Emperor (the Imperial, Emperor Palpatine; see below).  
 Gunray (the Neimoidian, Nute Gunray)  
 Haako (the Neimoidian, Rune Haako)  
 Han (also seen disguised as stormtrooper TK-422)  
 How (the Neimoidian, Tey How)  
 IG-88 (the bounty hunter)  
 Lando (also seen disguised as Tamtel Skreej)  
 Leia (also seen disguised as Boushh, and referred to as Daughter Of Skywalker)  
 Luke (also referred to as Son Of Skywalker)  
 Mace (the Jedi Master, Mace Windu)  
 Maul (the Sith, Darth Maul)  
 Mara Jade (also depicted as Arica)  
 Obi-Wan (also depicted as Ben Kenobi)  
 Panaka (the Queen's guard, Captain Panaka)  
 Piett (see entry)  
 Qui-Gon (the Jedi Master, Qui-Gon Jinn)  
 R2-D2 (also referred to as Artoo, Artoo-Detoo etc.)  
 Ric (the Naboo pilot, Ric Olie)  
 Skywalker (refers to any version of Shmi and the light side versions of Leia, Luke, Anakin, and Mara Skywalker; see Crossing Over, Ch. 5).  
 Vader (see entry)  
 Wedge (the Rebel pilot, Wedge Antilles)  
 Yoda (the Jedi Master, Yoda)

## Personas - Palpatine, Sidious, And The Emperor

While in the saga of Star Wars we learn that the Emperor, Senator Palpatine, and Darth Sidious are one in the same, for game purposes they are treated as three distinct people. They will be referred to as Emperor, Palpatine, and Sidious, respectively.



## Card References

The following card attributes may also be referenced.

- card back (Light Side, Dark Side)
- card category (character, weapon, starship, Admiral's Order, location etc.)
- card type (same as card category, except for characters which are alien, Imperial, Rebel, and droid and locations which are system, sites and sectors)
- card subtype (astromech, artillery, TIE, TIE/In, X-wing, AT-ST, starfighter, freighter, lambda-class shuttle, maintenance droid, asteroid sector, etc.)
- Force sensitivity (Force-attuned, Dark Jedi)
- icons (pilot, permanent weapon, Force icons, scomp link, exterior, expansion set, etc. )
- unique or restricted (found in card title)
- statistics (destiny, deploy, power, ability, forfeit, parsec number etc.)
- card state (missing, undercover, captured, just lost, just forfeited etc.).
- card owner (light side player, dark side player, you, opponent, etc)

## Identifying Cards - In-Game Example

Aurra Sing, a TIE Bomber, and Scimitar 1 with Major Rhymer on board (there is Bombing Run on the site) are all at the Dark Side Mos Eisley. It's Light's turn; he plays Were You Looking For Me, which takes into hand a protocol droid. This isn't on the characteristics or persona lists, nor is it a card type or category or a defined icon, so it must be a card subtype. The droid TC-14 (which was stolen earlier this game) is found with that term in the subtype box, and so is taken and then deployed to the site. Light also plays Luke's Back (V) which lets him deploy Luke to a site. Luke is a persona name, so any version of him can be chosen; Son Of Skywalker (V) is selected. Luke's Blaster Pistol is deployed on him.

Light starts a battle there. As a response Dark plays All Power To Weapons, which makes all TIEs power +2 and immune to attrition. TIE (like protocol droid) isn't on any of those lists, so it's a subtype found below the picture on starship cards; TIE Bomber and Scimitar 1 both have it, and so both gain those benefits.

Luke's Blaster Pistol can target characters, creatures, and vehicles; since TIE Bomber and Scimitar 1 are both starships, they cannot be targeted. Luke chooses Aurra then, and misses.

Dark now wants to play Imperial Code Cylinder ("If any Imperial leader is present with a Scomp link, you may: Glance at the cards in any Reserve Deck for 20 seconds. Shuffle, cut and replace.") so Dark needs to find an Imperial who is also a leader. Imperial is a card type, so that icon is found on Major Rhymer. Leader is a characteristic, and we find he also has that by his lore. A scomp link is an icon, and we find it on Scimitar 1 where he is. Thus, with all those conditions met, the card can be successfully played, allowing Dark to look through his opponent's Reserve Deck.

With no more actions the battle enters the power phase; Light has 6 plus a battle destiny. The TIE Bomber is power 5 (printed 1 + All Power To Weapons + being in a Bombing Run battle). Scimitar 1 is power 8 (same plus Rhymer's bonus). Aurra is power 5, because she has the bounty hunter characteristic, and Mos Eisley says that bounty hunters there are power +1. Light draws a 2, Dark draws a 0, and Light is forced to forfeit Luke. When this happens, Luke is considered just lost (card state), and Aurra can steal lightsabers off just lost characters. However, Luke's Blaster Pistol isn't a lightsaber (even though the word is a characteristic and in its lore, context doesn't refer to that weapon as a lightsaber) so it can't be stolen.

Having been humiliated, TC-14 would like to move away; however, Major Rhymer presents opponent's characters from moving from a Bombing Run site while he's piloting a bomber. Bomber is a characteristic and it does apply to Scimitar 1 so TC-14 is stuck there.

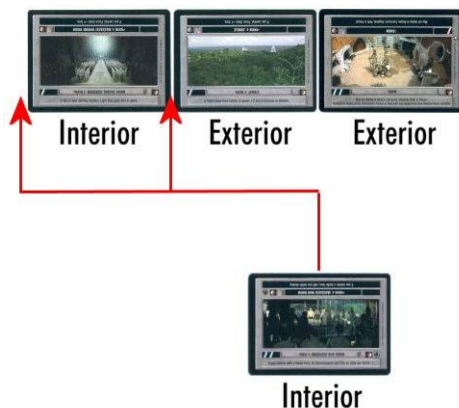
During Dark's turn he wants to move Aurra away. TC-14 states that opponent's Jedi must use +2 Force to move away, but Aurra isn't a Jedi by her lore, because it's not a characteristic; she may move normally.

# Appendix E - Location Deployment

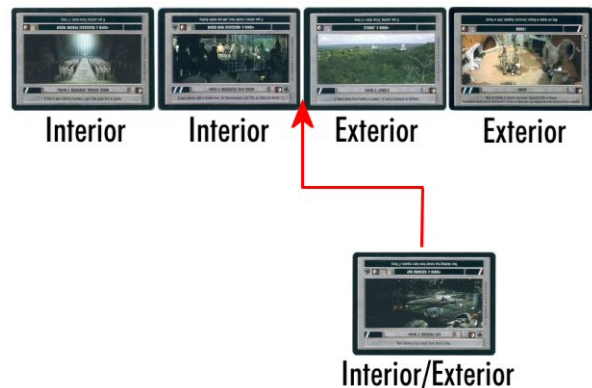
There are numerous major planets, two mobile systems, and several starships that have their own distinct locations; those locations may deploy even when their system (or starship) isn't on table (obeying their own deployment conditions, of course). In addition, there are numerous "minor" systems (Eriadu, Kiffex, Malastare, etc.) that do not have their own distinct sites or sectors, but which may still have generic sites (◇Forest, ◇Farm, etc.) and cloud or asteroid sectors deployed to them.

Each different planetary system is separated on the table from the others, to make a visual separation between them and to leave room for site and sector location cards. Sites are deployed in a manner which emulates natural planet topographies while allowing the players to actually create the layout of the planet as they play. In general, the sites for a given system are placed in a pattern where interior and exterior sites are separated from each other by a site which is both interior and exterior (often a docking bay, though there are exceptions). As long as you maintain this pattern, when a new site is deployed to an existing system, it may be inserted between (or placed at the end of) the related sites. Once deployed, locations may not be rearranged. If any of these groups are not yet on table, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place.

For example, in the picture below there are two places to deploy the interior site: on the end, or between the interior site and the exterior site.

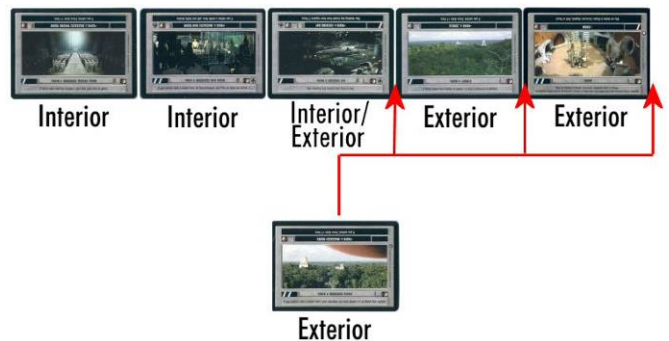


Certain sites serve as a buffer between interior and exterior sites. "Buffer Sites" (defined as Entrance Cavern, Ewok Village, and all interior/exterior docking bays) may not deploy elsewhere (as seen in the following image). If there were no interior (or no exterior) sites, the buffers site would be placed on either end, and when the first interior (or exterior) site was finally deployed, it would go on the end with the buffer site in-between.



(Note: This applies solely to these buffer sites. Any other interior/exterior site deploys -for layout purposes only- as if it were an exterior site. For example, ◇Dungeon could deploy to any of the three locations in the example below.)

A new exterior site would have three places it could deploy to: the end, between the exterior site and the interior/exterior site, and in between any exterior sites.



This section provides example layouts for all the major planets, mobile systems, and starships that can come up during a game. This is just a guide; the general rules still apply, except when a location is referred to specifically. For example, here is the Yavin 4 system layout:



The interior sites listed don't have to be those specific ones pictured, or be in that order, nor do the exterior sites have to be as shown. However, it does mention the Docking Bay and the Massassi Headquarters by name, so those two sites must be next to each other if they're on table; no exterior site can separate them.

## Bespin/Cloud City



1<sup>st</sup> Docking Bay is the first docking bay to be deployed, light or dark. The second docking bay (if deployed) must be placed at the far end as indicated.

## Blockade Flagship



## Coruscant



## Dagobah



## Death Star



## Death Star II



## Endor



It's important to note that the Back Door need not be placed next to the Bunker; as an exterior site, it may deploy anywhere exterior sites are permitted.



### Executor



Docking Bay Interior Interior

### Home One



Docking Bay Interior

### Hoth



Hoth Interior Interior Docking Bay 1st Marker 2nd Marker 3rd Marker 4th Marker 5th Marker 6th Marker 7th Marker

The marker sites may be deployed in any order, but when deployed they must be arranged by their numerical order, as indicated above. If an exterior site without a printed marker number is permitted to deploy to Hoth, it becomes a marker site and should be placed between the sixth and seventh marker.

### Naboo



Naboo Throne Room Interior Interior Docking Bay Courtyard Exterior Exterior Underwater Underwater

### Tatooine



Tatooine Cantina Docking Bay 94 Mos Eisley Exterior Exterior Jabba's Palace Entrance Cavern Interior Interior Rancor Pit

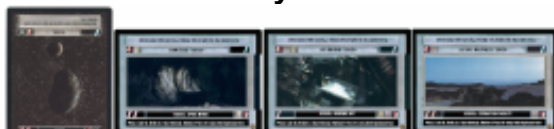
As you can see, the Cantina, Docking Bay 94, and Mos Eisley must be grouped together. No site may be deployed to separate them.

### Yavin 4



Yavin 4 Interior Interior Docking Bay Massassi Headquarters Exterior Exterior

### Generic Planet Layout



Planet Interior Docking Bay Exterior

All other planets should follow this layout.



## Sector Deployment

Asteroid and Cloud sectors deploy as shown below. For Death Star II sectors, see the Death Star II entry.



### Generic Sites

All generic sites are exterior sites, and thus follow the normal rules for deploying an exterior site to the planet in question. Generic sites must deploy to a planet site or system already on table.

### Spaceport Sites

Some generic sites include the word 'spaceport' in their title (e.g., ♦Spaceport Docking Bay). Whenever you deploy a generic spaceport site to a planet, you must place it adjacent to another of that planet's spaceport sites (if any). Spaceport sites on the same planet may not be separated by any other non-Spaceport sites.

### Deploying Locations While There Are Special Conditions

When deploying locations -regardless of how it is done- the deployment action can only be performed if the end result will be that the card will obey all deployment rules, meet any conditions for any other cards on table, meet its own deployment conditions, and -if deployed by another card- meets that card's deployment condition.

#### Example 1

Local Uprising (V) states: For remainder of game, you may not deploy Hoth Sentry or non-Hoth locations (except Rendezvous Point). Light is playing this objective and has General Carlist Riecken (V) at the Echo Command Center. Light uses his ability to attempt to deploy a card with "Hoth" in game text from his Reserve Deck. The only such card is ♦Farm ("May not deploy to Bespin, Coruscant, Dagobah, Hoth or Kessel."); however, Light cannot deploy it to Hoth (by its game text) or to any other system (because of his objective; it'd be a non-Hoth location if he deployed it there). Because it can't be deployed, it isn't a valid target for Riecken, so Light announces that he found no such card, and Dark may verify his deck.

#### Example 2

Local Uprising (V) is being played. The Hoth Energy Shield is up, making all cards of marker number three or less shielded (and thus non-battleground locations). Light plays Visored Vision (V) ("▼ a battleground location.") and begins looking through his Reserve Deck. He finds Hoth: Snow Trench and Clouds both in there, and would rather play the Trench. However, because it would be a non-battleground when deployed, it's not a legal target (because the Interrupt deploying it only targets battlegrounds). The Clouds is a battleground, and it is possible to deploy it to Hoth (it becomes a Hoth location upon deployment, so it would not violate the no non-Hoth location restriction of the objective). As there are no other valid targets, Light must deploy the Clouds, and must deploy it to Hoth.

#### Example 3

Dark is playing a Dagobah Clouds deck. He has I'm Sorry (V) on table ("During your deploy phase, may ▼ one Floating Refinery, a non-unique cloud sector, or an Obsidian squadron TIE."). Dark deploys Clouds from Reserve to Dagobah using this; this is fine because I'm Sorry only requires it be a non-unique cloud sector. Dark then plays Voyeur (V) ("▼ a battleground location.") and finds only another Clouds. If there are no other planet systems on table besides Dagobah, he cannot deploy it (because it would not be a battleground when deployed). If there is, he must deploy it, and he must deploy it to a planet system besides Dagobah (unless, for some reason, there are already the maximum number of his Clouds at that system already; if there are ones of his opponent he must convert one of them).

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# Appendix F - Current Rulings

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