



The SWCCG Player's Committee presents *Enhanced Jedi Testing Pack*



STAR WARS
CUSTOMIZABLE CARD GAME™

Dagobah
Expansion Set
RULE CARD F (Front)

Jedi Testing — Attempting Jedi Tests involves having an apprentice and 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.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi Tests.
- An apprentice may not attempt a test that is already on them.
- 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 is an apprentice until becoming a Jedi.
- A character cannot be an apprentice and a mentor at the same time.

Game Aid - Not For Play 1.0

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RULE CARD F (Back)

Jedi Testing (Cont'd) — 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.

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.

Apprentice — A non-droid, non-Jedi character of lesser ability than its mentor.

Mentor — A character of ability > 2 who is targeted to train an apprentice.

Game Aid - Not For Play 1.0

Great Warrior

JEDI TEST #1

• **Deploy** on a Dagobah site. • **Target** a mentor here. Also, target or deploy (regardless of location deployment restrictions) an apprentice here. • **Attempt** when targets are present at the beginning of your control phase. Draw training destiny. If destiny + apprentice's ability > 12, test completed: • **Place** on apprentice. All opponent's Force drain bonuses are canceled.

Mentor: Your character of ability > 2. Apprentice: Your non-droid, non-Jedi character of lesser ability than mentor. Each time you complete any Jedi Test, you may exchange one card in hand for one Jedi Test in your Lost Pile.

Great Warrior

•Son Of Skywalker

POWER 5 ABILITY 5 FORCE-SENSITIVE

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.

5 8

•Son Of Skywalker

•Son Of Skywalker (V)

POWER 5 ABILITY 5 FORCE-SENSITIVE

2. Deploys -3 to Dagobah. You must first lose 1 Force to substitute a destiny draw using Jedi Test #5. His training destiny draws are +1. During your deploy phase, may ▼ a card with "training destiny" in its game text. Immune to attrition < 4.

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•Son Of Skywalker (V) 21

•Yoda (V)

POWER 3 ABILITY 7 JEDI MASTER

May deploy to Dagobah. Retrieve 3 Force (ignore objective game text that prevents retrieval) when a Jedi Test is completed (may not be canceled except by Secret Plans). Retrieve no Force from Save You It Can. May ▼ one Yoda's Gimer Stick.

4 9

•Yoda (V) 25

STAR WARS
CUSTOMIZABLE CARD GAME™

Special Edition
Base Set
RULE CARD A (Front)

Mind What You Have Learned — This objective has numerous effects on Jedi Testing. 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.

Retrieval — An action whose result may be retrieval using cards on Dagobah can still be initiated, but no retrieval actually 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.

Game Aid - Not For Play 1.0

STAR WARS
CUSTOMIZABLE CARD GAME™

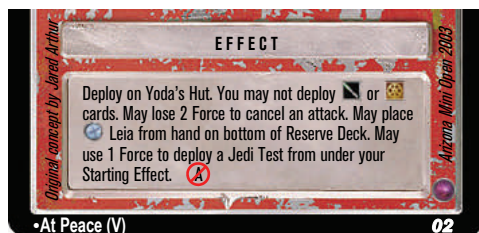
Special Edition
Base Set
RULE CARD A (Back)

Mind What You Have Learned -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.

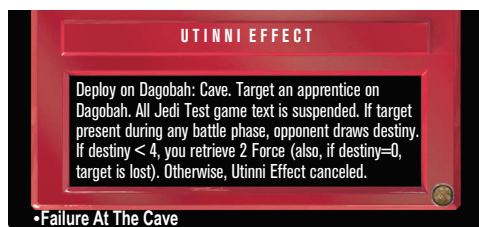
Game Aid - Not For Play 1.0

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card using tape or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticeably increase the thickness of the card. If it does, the tournament director may interpret it as cheating and may penalize you appropriately. **DISCLAIMER:** For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side.

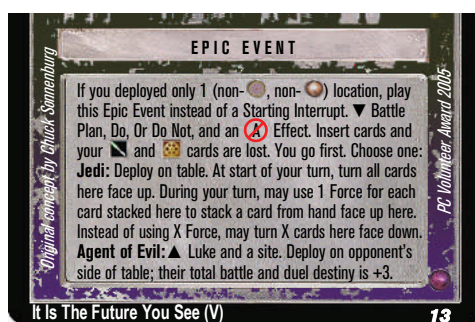
•At Peace (V)



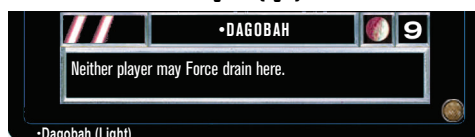
•Failure At The Cave



It Is The Future You See (V)



•Dagobah (light)



Levitation (V)



•Dagobah (dark)

