

STAR WARS CUSTOMIZABLE CARD GAME™

ADVANCED RULEBOOK

3.27

SWCCG PLAYERS COMMITTEE

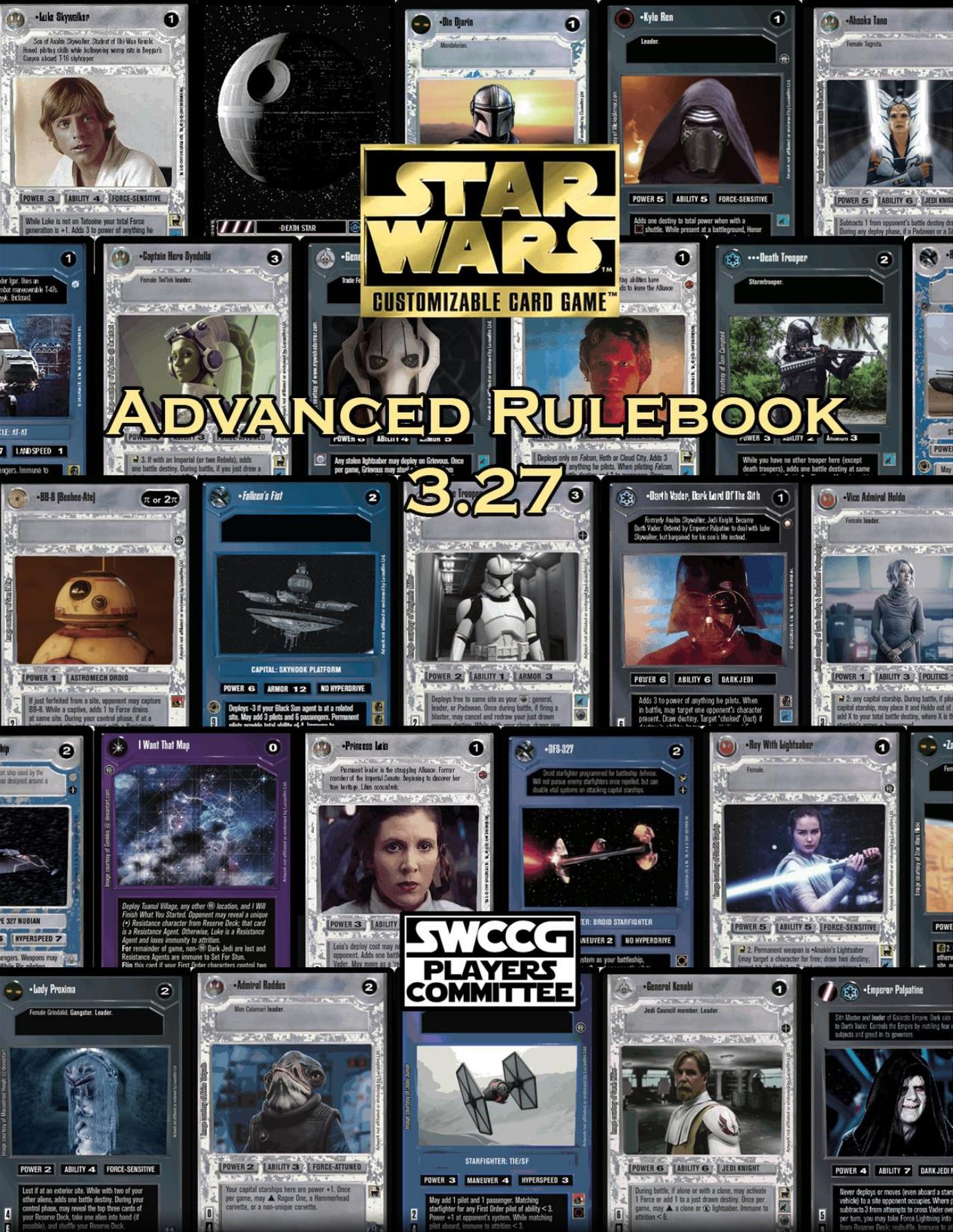


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Introduction

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's 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 occasionally have to break out this great big book.

Charles Sonnenburg
Former SWCCG Player's Committee Rules Advocate

Advanced Rulebook 3.27 – January 2021

This Advanced Rulebook is the official rulebook for Star Wars: CCG, and replaces all previous rulebooks, glossaries, and rulings. Newer rulings are temporarily placed online (see Appendix F) until they are eventually compiled into the next edition of the Advanced Rulebook.

Some of the most important current rulings, errata, and updates in this revision of the Advanced Rulebook include:

- **Comprehensive Battle Action Timing** – The first five pages of Chapter 6 (“Battle Phase, Battles, & Attacks”) has been heavily revamped. That section now walks readers through every step of a battle in as much detail as we could muster, and example cards are listed all along the way. If you’ve ever wondered about the precise timing of a card like Sergeant Barich or Takeel, we hope you find this update helpful!
- **Double-Sided Cards** – SWCCG has recently seen exciting new types of double-sided cards such as a “Luke Skywalker, The Emperor’s Prize” character card, and a “The *Falcon*, Junkyard Garbage” starship/vehicle card. The AR now includes a general set of rules that applies to all double-sided cards, as well as additional specific rules for Objectives in particular and for Starship & Vehicle cards in particular.
- **Notable Rulings** – Highlights include updates to Hoth Energy Shield Rules (it never extends beyond the 3rd marker now), Embarking And Disembarking (it usually can’t be combined with other movement such as Nabrun Leids), Retargeting rules (to help with cards like Surprise), and clarifications to Multiple Destiny Value rules (for cards like R2-D2). A new “Era Icons” heading now encompasses both the  and  icons.

May the Force be with you!
Star Wars CCG Rules Team

Chapter 1 - 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! Note that Unresolved Destiny Draws (see entry, Ch. 1) are also considered to be a part of your Life Force, as well as your sabacc hand (see Appendix C). 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, one at a time, 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

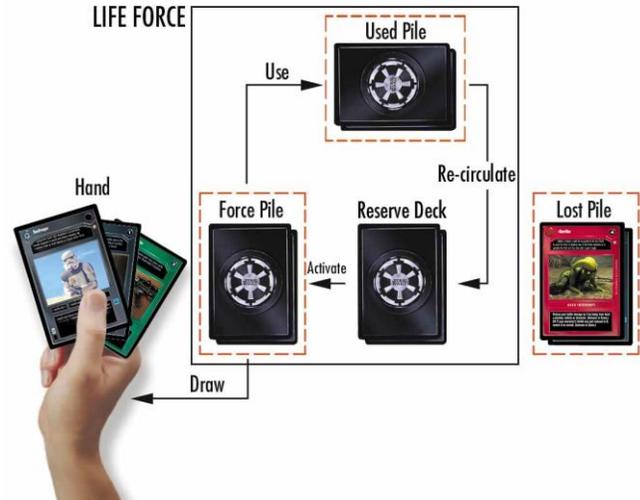
Deploying a card to the table often requires you to use Force; cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards 'used' during a turn. Sometimes cards are placed here from table or in other 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, hand, 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 Force Pile does not prevent a player from using "0 Force" or his "entire Force Pile."

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! An empty deck or pile does not stop a player from placing a card or cards under that deck or pile.

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, from the top of your Reserve Deck, Force Pile, or Used Pile, as well as from your sabacc hand or your most recent Unresolved Destiny Draw. 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'iiyoom 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). If you're peeking at any cards in your opponent's hand, however, they are revealed to both players. 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 peek; this text is obsolete by this rule and should be disregarded). See Empty Deck Or Pile, Empty Hand, Ch.1.

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 turn your Lost Pile face down, shuffle, cut and replace the Lost Pile face up 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. Retrieving a specific card still counts as "retrieving Force." If retrieving "up to X" of a certain card, you may search your Lost Pile before choosing a number between 1 and X to initiate the retrieval. 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's bridge, cockpit, or cargo bay, as well as any inactive or supporting cards on it must be placed in their owner's Lost Pile unless specified otherwise. All the cards (including the card leaving table) leave play simultaneously. Any owner of cards being lost simultaneously chooses the order to place their cards in their Lost Pile. When a card leaves table, any game text that was canceled (even prior to an assigned duration) is restored as an automatic action. (See Unit of Force). For complex timing interactions, consider the phrase "leaving the table" to be functionally equivalent to "about to leave the table." See Actions - Before, Ch. 1.

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 or more card(s) with one or more card(s) in a different location. When a card instructs you to exchange one or more cards with a card (or cards) from another location, perform that exchange during the result step of the action. During the result step, select the appropriate number of cards from one of the decks, piles, or stacks targeted and set them aside, then select the appropriate number of cards from the other deck, pile, or stack targeted and set them aside. Once all target cards have been identified, perform the exchange and replace each deck, pile, or stack without shuffling, unless otherwise instructed. If you are exchanging cards in a deck, pile, or stack, the card(s) going into the deck, pile, or stack should be placed in the same order of the deck, pile, or stack as the card(s) coming out.

When exchanging cards, the cards placed into or removed from a deck, pile, or stack shall be revealed to player when appropriate. See Removing Cards from a Hand, Deck, Pile, or Stack and Placing Cards Into A Hand, Deck, Or Pile.

Placing Cards Into A Hand, Deck, Or Pile

When a rule or game text allows or requires a card to be placed into (or on, on top of, on bottom of, etc.) a player's deck, pile, stack or hand, (either individually or as part of an exchange) and that text does not specify which player's hand, deck, or pile it should be placed in, the card is placed into (or on, on top of, on bottom of, etc.) the hand, deck, or pile belonging to its owner. Also, when an action places multiple cards into a player's hand, deck, or pile, and the card's game text does not state which player may decide the order of those cards, placing each card is considered a competing automatic action, and the order is decided by the player whose turn it is. When a card is placed into (or on, on top of, on bottom of, exchanged with a card within, etc.) a hand, deck, pile, or stack, do not reveal the card(s) unless instructed to do so, or in the following situations:

- If the card(s) is being placed into a face up condition, either by itself, or as part of a face up deck, pile, or stack (but not a hand) it may be seen by both players.
- If there are any criteria for what kind of card you may place into a deck, pile, stack, or hand, you must reveal that card regardless of initial face-down or face-up orientation

However, if the action placing a card in a deck, pile, stack, or hand uses the word "unseen," then neither player may view the card(s) being placed (although the player of the card will likely have this knowledge if it came from hand).

Note that if a card was revealed when removing it from a stack, it need not be revealed a second time (if appropriate) when moving into another deck, pile, stack, or hand.

Removing Cards From A Hand, Deck, Pile, Or Stack

When a card removes (takes, plays, relocates, exchanges, retrieves, replaces, draws, etc.) any card(s) from a hand, deck, pile, or stack, do not reveal the card(s) unless instructed to do so, or in the following situations:

- If the card(s) being removed was face up, either by itself, or as part of a face up deck, pile, or stack, it may be seen by both players.
- If the card was face down or hidden (e.g. a card in hand), it may be seen by its owner if they were allowed to look at the card(s) normally.
- If the card will be played or deployed directly, it must be revealed to both players.

However, if the removing card uses the word "unseen," then neither player may view the card(s) being removed.

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, play a card, or to deploy a card from there directly. Whenever a card or rule allows you to take, play, deploy, exchange, relocate, retrieve, etc. 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) regardless of initial face-down or face-up orientation. 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 obtained that card from a face-up condition (see Removing Cards From A Hand, Deck, Pile, Or Stack). 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 (if the card has multiple search functions, the player must declare which function he is utilizing). 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 look through that deck, pile, or stack in order to prove that no candidate could have been taken; this is called "verifying." An exception to this is that an opponent may not verify your hand; however, they may call a judge to verify your hand for them. 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 search function (even if on a card with 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 Moff Jerjerrod ("Once during each of your turns, you make take one Death Star II sector or Superlaser Mark II into hand from Reserve Deck; reshuffle.") on table. Dark uses the ability and searches the Reserve Deck for such a card (he doesn't state which one). He finds Superlaser Mark II, reveals it to his opponent, and puts it in his hand. He then shuffles his Reserve Deck. 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 Jerjerrod'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 using Tatooine: Jabba's Palace except during your deploy phase, nor could you deploy a starfighter 'stacked' on Rebel Fleet outside of your deploy phase. **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). Any action that searches a deck or pile to deploy a card may be initiated as long as the conditions of the card allowing the search are met (even when there may not be a valid target to deploy, or a valid target to deploy on or to). If such an action is initiated, and upon searching the deck or pile no valid target is found, the normal rules of verification apply (see Taking Cards From A Deck/Pile). The one exception to this is when all possible targets listed for such an action are unique (•) or restricted (••, •••) and would violate Out of Play rules (Chapter 1) or uniqueness rules (Chapter 9) by being deployed, or are otherwise restricted from being deployed by name or persona due to rule or game-state; in such cases, the search action may not be initiated as conditions for search have not been met.

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

Light is playing Watch Your Step and has it flipped to the 7 side ("Once during each turn, may play one Interrupt from Lost Pile as if from hand (then place that card out of play)."). He plays It Could Be Worse using his objective's text to respond to a Force drain (it is legal to play It Could Be Worse as a response because the Objective allows it to be played "as if from hand") and his opponent responds by playing It's Worse! This cancels It Could Be Worse but it must still go out of play (instead of the Lost Pile like most canceled cards) because the Objective says to place it out of play.

Randomly Selected

When an action says to target a "randomly selected" card (or similar verbiage) within a stack, pile, deck, or hand, place all cards within that stack face down, shuffle, and cut. If the cards are normally face up to both players, flip the stack over, otherwise, leave face down. The top card of the stack is the targeted card.

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

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 What're You Trying To Push On Us? 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 owner of the card mandating the action may choose to initiate it. Unless specified otherwise, a mandatory action may only be initiated once per designated timeframe. 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 the Hoth Energy Shield rules or Dagobah deployment 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 characters out of play.

Some actions have Force loss as a cost of initiation, such as playing Blaster Proficiency. Cards which modify or substitute another action for Force loss cannot be applied to this cost of initiation - it must be paid in full

(barring anything that specifically refers to the cost of initiating an action, such as a deployment modifier). 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 cannot be used to get around losing that 1 Force. Maintenance Costs are considered costs, so you likewise cannot use an action that modifies or substitutes Force loss to avoid losing Force for them.

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.

Actions - Just Targeted

One card is considered to have 'just targeted' another for 'response action' purposes during this second step of action resolution. This means that a player must wait for his opponent to completely finish the Initiation of the first action (including Meeting Conditions, Specifying Targets, and Paying Costs) before he can play a response action, even if that action uses the phrase 'just targeted.'

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 Vengeance 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. Likewise, If the Light Side player deploys Massassi Base Operations, and later flips the Objective (or Yavin 4 is 'blown away', placing the Objective out of play), that player would still be unable to play Revolution as the Objective restricted its deployment "for remainder of game."

Most of the time when a value (or other aspect of a card) 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 OR until the affected card leaves play, whichever happens first.
- 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.

Actions - For Each/For Every

Any time game text permits you to use, lose, activate, 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). Whenever something happens "for each" or "for every" of X, and there are no X's that qualify, the value is treated as an unmodifiable zero (this is a specific exception to the Implied Target rule).

For instance, the Force loss from Vengeance Of The Dark Prince is based on "opponent loses 1 Force for each battleground location occupied by Xizor or Emperor." If there are no battleground sites occupied by Xizor or Emperor, then that Force loss is 0 and cannot be modified.

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. Note that several cards in the game are immune to the Interrupts Sense, Alter, and Control. It is occasionally the case that some portions of a card will be Immune to one of those interrupts while other portions may not. All of the game

text of the card that precedes the phrase "Immune to X" (where X is Sense, Alter, or Control) is protected from cancellation from the appropriate Interrupt. The only exception to this rule is an Interrupt that contains multiple types of functions (Used, Lost, Starting, etc). When determining what part of one these types of Interrupts is Immune to Sense, apply the same rule, but ONLY to the function type in which the "Immune to Sense" phrase is listed.

An Effect is considered "always immune to Alter" only if it is unconditionally immune to Alter according to its own game text. A card that is "immune to your Alter" has the condition of checking which player's Alter is targeting it, and thus is not considered "always immune to Alter."

Also, any card that checks whether a card is immune to Alter (or conversely, non-immune to Alter) only checks whether or not that card is currently immune, unless it uses the word "always." This applies similarly to text that checks for immunity to other cards, e.g. Sense, Control, etc.

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 Power Segment is to draw battle destiny, but Light wants to use Zutton's game text ("just before opponent draws battle destiny") to reduce opponent's total battle destiny by 1. Play backs up to before dark side draws their destiny (no responses to the destiny draw have triggered). Once Zutton's text has resolved, Dark Side may then draw their battle destiny.

Another example: if Light targets an unpiloted Speeder Bike (maneuver = 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.

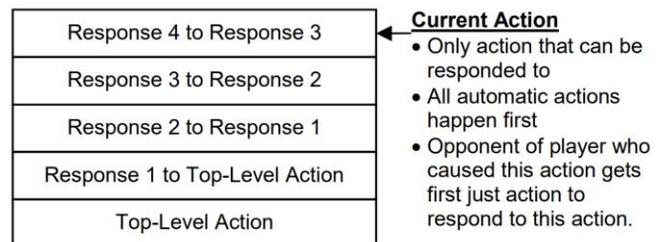
Actions - Just Lost

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. 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.

When responding to the current action, unless otherwise noted: each automatic action triggers only once each time the triggering action occurs, and each just action may be initiated only once per occurrence of the action it is responding to. This does not prevent multiple copies of a card from responding separately to a single action, however any modifiers from such

responses are still subject to the cumulative rule (see cumulatively).

What Is A Response?

To be considered a response, the action must do 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 Joh Yowza (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 vs Alter"

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*).

Targeting

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.

All the items listed on a card for a given purpose, such as to initiate an action or apply an automatic modifier (even the results of the action or modifier) are targeted by that card.

Targeting – Retargeting

For the purposes of cards that let you retarget (which are extremely rare), you need only be able to change a primary target to another valid primary target. Any secondary targets will change automatically as needed. When a primary target is a card or group of cards, the new primary target must not include any of the cards of the original primary target. Primary and secondary targeting have no effect upon the implied target rule nor targeting in general, and shall only be considered for the purposes of "retargeting" a card or action.

- Primary Target - A target that a player explicitly chooses. Examples include the group of characters to be moved by Elis Helrot, a character targeted with a weapon when firing, and starships LS tries to destroy with Collision!
- Secondary Target - A target that is incidentally determined as a result of a player choosing a primary target. Examples include the origin site in Elis Helrot (it's determined by the characters chosen), the location where the targeted character is present (it's determined by the character chosen), and the system or sector in Collision! (it's determined by the starships chosen).

For example: When using I Have a Bad Feeling About This against Elis Helrot, you should either change the group of characters or the destination site (both primary targets). If you choose to change the group of characters, the origin site (a secondary target) will naturally be changed as well. You may not select any previously selected characters as a new primary target, as they were part of the original primary target. You may, however, retarget to another character at the same initial site that was not part of the original group, as any secondary targets may be duplicated in the retargeting action.

Implied Target Rule

You must be able to target all listed aspects of a card in order to target it using an action; this is referred to as the Implied Target Rule. 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 by cards that compare against ability; 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.). Cards may still be placed under an empty deck or pile.
- 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 four 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.

4) Members of an 'all' group: Some cards target certain groups of other cards. For example, Dark Jedi Presence targets 'all other Imperials' and Stunning Leader targets 'all characters of ability > 2 and all leaders.' There may be individual members of that group that may be immune to the card targeting the group either due to their own game text or some other condition. This does not prevent the targeting card from being played, instead, the card simply ignores the protected cards and targets as many other members of the group that it can. Note that this does not adversely impact the rules on 'all cards' situations. See All Cards/All Characters.

Remember that automatic modifiers are not actions, and thus do not have to be initiated. They still operate even if some of their targets are not available. For example, when R2-D2 is on a starship without hyperspeed, he is providing an automatic modifier. Although he is not able to target any hyperspeed, he would still modify the starship's power and any existing maneuver.

Implied Target 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 Revolution. 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 Target 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). Characters, vehicles, and starships may not be canceled.

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, while the canceling card is in play, or until the canceled card leaves table (see Leaves Table). 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, Encampment allows you to ignore the deployment conditions of Yoda, but this does not affect his 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 Probot cannot provide presence.

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 or the card is in a non-active state.

Never - Location Restrictions

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

- Characters may exist only at sites (unless aboard a vehicle or starship). However, characters may not deploy to the Death Star: Trench, and may only exist there aboard a starship.
- Vehicles may exist only at exterior sites (unless aboard a starship). The only exceptions are Cloud Cars, Patrol Craft, and Shuttle Vehicles, which may also exist at cloud sectors. Lift Tubes are also a special exception in that they can exist only at interior mobile sites.
- 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. Note that when a card references the "top card" of a particular deck or pile, the phrase "top card" is considered singular for the purposes of this rule.

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).

This rule applies similarly to cards and actions that are limited to a certain number of uses in excess of once per game. For example, if a player uses Padmé Naberrie's deployment text twice, they cannot use it again that game, even if Padmé leaves table and another copy of her is deployed.

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 times 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 top level 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). 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. Note, however, that this does not apply to continuous modifiers, resets, or similar changes on suspended cards that contain scheduled actions. Those changes would also be suspended. For example, if Maneuvering Flaps or S-Foils is triggered during a Light Side player's control phase, its effects are scheduled to last until the following Light Side player turn. The game will remember that that card is in effect until that time (even if suspended) but its modifiers and resets would not apply at locations where it is suspended.

Active Cards - Example

Weapon Of An Ungrateful Son allows you to put devices and character weapons on Used Pile. Since it does not refer to a card state, it only affects active cards; it cannot affect those that are stacked on Blaster Rack or deployed on a 'missing' character (inactive), stacked on a podracer (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 cards in a Used Pile face up with Polarized Negative Power Coupling; 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.). When a card in a hand, deck, or pile has game text that allows itself to be targeted by another card, that game text is considered active and will function normally if the targeting card is searching through that hand, deck, or pile. When a card is drawn for destiny, text related to the destiny (or the condition of being "just drawn") is considered active (see Defined Destiny Values). Likewise, when a card in a hand, deck or pile has game text that says it is immune to another card, that game text is considered active and will function normally if that other card is searching through that hand, deck, or pile.

Unit of Force - Example 1

EG-6 is drawn for destiny. Because its text states that you can compare power totals in battle when it is drawn for battle destiny, you may do so (the game text refers to its state as a unit of Force).

Unit of Force - Example 2

M'iiyoom 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'iiyoom Onith specifically looks at units of Force, Bacta Tank does not.

Unit of Force - Example 3

Abyss and the unique Effect card Insurrection are both on table. Another copy of Insurrection is drawn for destiny. Normally this would have no special effect other than the draw (the second Insurrection is a unit of Force, and thus its uniqueness is unimportant). However, Abyss 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

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).

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 Blaster (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 disarms 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. Unless stated otherwise, 'just placed out of play' actions are applied only to active and inactive cards. The only exception to this is when a card is placed out of play while it is just lost; in that case, treat it as having been active (or inactive) for purposes of its state when placed out of play.

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).
- Face down cards are always supporting.

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 about to be 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 a specific card on table), 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 copy of that 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

Raithal makes your troopers destiny +2 if you control it. This means that Stormtrooper 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 a podracer, it is a destiny of 3.
- Active: If targeted by Thermal Detonator to be lost, it would require a destiny of 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, and will still get deploy, defense value, and forfeit modifiers from Intensify The Forward Batteries.

Global Effects And Card State - Example 4

Owen Lars & Beru Lars cause all versions of the Luke character persona to be power +6 until the end of the next LS player turn.

- Active: Any such version of Luke on table would be power +6 even if he was not previously on table when Owen Lars & Beru Lars were lost.
- Unit of Force: Camie can try to deploy a Luke of power < 4 from Reserve, but would be unable to deploy the Premiere version of Luke Skywalker (printed power 3) because he is power 9 for remainder of turn.

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. Likewise, if a modifier is removed from play, the affected value should be completely recalculated, using any remaining modifiers in the order that they originally occurred.

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. This value is not prevented from being targeted to be modified (it simply fails to modify that value). See Implied Target Rule.

Substituted Values

A value that you use instead of another value (either on a card, or some previously existing total). In some rare cases, these can be used even if the total was canceled. For example, Ng'ok War Beast tells a Dark player to forfeit a card for 0. This is not a reset (see

Reset), just a required use of a substituted value. Note that this new value may not be further modified or reset.

Reset

The changing of a value to a specific new value (such as $power=0$), even if the new value is numerically equivalent to the original. 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). Some cards define their values in their own game text, (e.g. Kal'Falni C'ndros, Jawa or Brainiac). This is not resetting and may be modified. If a card defines a previously non-existent value on another card (e.g. Mercenary Armor providing armor), it is only defining a base value to the card (this is not a reset, and may be modified). Note that this means that one card could be either resetting or defining a value depending on the order of other cards played.

Resets - Examples

Tarkin is on table. Mandalorian Armor is deployed on Tarkin, defining an armor value of 5 for him. This is not a reset - the amount of armor may be modified.

Trooper Davin Felth and Corporal Drazin (both Stormtroopers) are on table. An Entire Legion Of My Best Troops is also on table, defining an armor value of 4 for each of them. Their armor value may be modified. Mandalorian Armor is then deployed on Drazin. Because Drazin already had an armor value, his armor is reset (rather than defined) to a new value of 5, and this new reset value is unmodifiable.

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, Taym Dren-garen resets a Tusken Raider's power to 3, but Speeder Bike resets its pilot's power to 0. A Tusken Raider (under the tutelage of Baniss Keeg) piloting a Speeder Bike (while Taym was at the Audience Chamber), would be power 0, because that is the lower value.

Increase

Any time a value is modified or reset to a higher number, that value has been increased.

Reduce

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

Limited

Things are "limited" if you are not permitted all of what you are otherwise entitled to. For instance, if you can normally generate 3 Force for your Force icons at the Death Star, and This Place Can Be A Little Rough only allows you to generate 1 there, your Force generation has been limited to 1. However, if you generate 1 Force at the Death Star: Detention Block Corridor under the same conditions, your Force generation has not been limited, because you are generating what would be the 'normal' amount. Likewise, if you can draw two battle destinies, and Imperial Command says you may only draw one, your battle destiny has been limited to one.

However, if you were only entitled to draw one battle destiny, your battle destiny has not been limited, because you are drawing what you are otherwise allowed to. Anything which cancels modifiers is NOT limiting. Never apply a modifier directly to a value that's been limited. Instead, recalculate the entire value with all modifiers (in their original order) and then apply the limit at the end.

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 effect).

Duration (How Long a Change Lasts)

See Actions - Duration.

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. 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.

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 Feltpipern 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). Also, in the phrase 'up to X', X cannot exceed the number of cards available in the deck or pile that will be used to complete the action.

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). Automatic modifiers to the number of destinies are checked immediately before you draw the first 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 and move it to the table. It is now an unresolved destiny draw (see Unresolved Destiny Draws, Ch. 1). 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. 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 Sith Probe Droid (V) or Grand Moff Tarkin (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) 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). Note that unless otherwise specified, modifiers to weapon destiny are applied during this step, to the total weapon destiny, and NOT to individual destiny draws during previous steps.

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.

An action that depends on matching a destiny draw cannot match with a failed destiny draw. Unlike normal failed destiny draws, when a destiny draw involving such an action fails, the action is not resolved in favor of the opponent, but continues without the failed draw if possible; otherwise, the action ends with no result.

Unresolved Destiny Draws

These are destiny draws that have been drawn from the Reserve Deck but are not yet 'completed' (see Step 5 of How To Draw Destiny, Ch. 1). They are still subject to modifiers and may be targeted by automatic or "Response" actions. They are still Units of Force and are not considered to be 'on table' for any purposes. Your unresolved destiny draws are considered part of your Life Force. As such, cards you have drawn for destiny but not yet resolved may be lost to satisfy required Force losses that might occur during that time frame (such as from an 'insert' card). Remember that the destiny value and the card itself are separate entities, so if you lose an unresolved destiny draw card

to satisfy force loss, the destiny value still exists. Note, however, that if an unresolved destiny draw card is sent to a player's hand (such as via Orn Free Taa) or to some other deck, pile, or stack (In Complete Control) that destiny card itself may no longer be targeted by any further actions. The destiny value may still of course be modified, canceled, or reset, etc as normal.

Canceled And Redrawn Destiny Draws

A canceled destiny draw counts towards the number of destinies able to be drawn, counts against limits, and counts for any other cards or rules that check the number of draws made during a particular time frame, unless it is redrawn. In such cases, the redrawn destiny is counted instead of the canceled destiny.

Draw X Choose Y

When a card instructs you to draw X destiny and choose Y, perform the following steps:

Step 1) Draw a destiny. This draw can be modified, canceled, reset, or otherwise responded to normally just after it is drawn; however, after being drawn, unless canceled, it remains an Unresolved Destiny Draw and is not yet placed in Used Pile. The draw is considered a weapon destiny, battle destiny, etc. where appropriate, and counts against any applicable limits. If a limit prevents a player from drawing more than X destinies, they instead draw a number of destinies equal to the limit. Repeat this step until X destinies have been drawn.

Step 2) Once X destinies have been drawn, choose a destiny from among the Unresolved Destiny Draws and resolve it normally. Repeat this step until an appropriate number of destinies have been chosen as specified by Y.

Step 3) Place any remaining unresolved draws in used pile (unless otherwise instructed) in the order they were drawn (if possible).

No Infinite Loops. For example, the card Mind What You Have Learned says "Whenever you draw training destiny, draw two and choose one." Both of those two destinies are also training destinies and might appear to trigger this same text again, replacing each one of those destinies with two more new ones, and so on. Such "Draw X Choose Y" text should not be interpreted to respond to itself in a loop.

Multiple Destiny Values

When a card has multiple printed destiny values (such as R2-D2) its actual destiny is chosen by the owner. Typically, once chosen, that destiny value will be 'locked in' until the action or destiny draw fully resolves. Here are some common examples:

- If R2-D2 is drawn for destiny, Light must immediately choose if it is a 2 or a 5. If a 5 is chosen then the card is considered a printed 5 for all purposes.
- If R2-D2 is drawn for destiny to be 'stacked' on another card on table (for podrace destiny, Sando Aqua Monster, etc) Light must likewise select the value immediately and it may not change as long as it is stacked there until after it leaves.

- If R2-D2 is stacked from hand, table, or Life Force when a destiny draw is not required (Colo Claw Fish, Crash Site Memorial, or It Is The Future You See, etc) the value is NOT "locked in." Instead R2's destiny value is selected whenever it is required by another action (it then will stay locked in for the remainder of that action). Once the action is fully resolved, the destiny value becomes ambiguous again until another action requires a definitive value.
- If R2-D2 is on table as an active character, likewise his destiny number is ambiguous until an action starts that targets his destiny number. It is then locked in for the remainder of that action. For example, assume Dark fires a Thermal Detonator at R2's site, and he draws 3 destinies: 2, 5, 4. Light could choose R2's destiny value to be a 5 to get around the first destiny, but he could not change it again back to 2 to dodge the second destiny.

Defined Values

When a card has a value that is defined in its game text (e.g. it has an asterisk (*) instead of a numerical value where one would be expected) its actual value is determined whenever that value is being checked by an action (even if the card is inactive, supporting, or a unit of Force). A value represented by an asterisk may never be considered to be a 'printed value' or 'printed number.'

Substituted Destinies

A destiny you have not physically drawn. A substituted destiny value cannot be modified, canceled, or reset and does not count towards limits on the number of destinies that may be drawn. With those restrictions in mind, a substituted destiny value is considered a "destiny draw," has been "just drawn," etc. However, the physical card (if any) used to provide that substituted value is NOT considered a "destiny draw", "just drawn", etc. For example, a substituted destiny value may trigger Tauntaun Bones or R2-D2, but the physical card providing that value cannot be 'jammed' by Joh Yowza.

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). Note, 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 would not have any affect), etc.

Examples of destinies "about to be drawn"

Dark has Zuckuss piloting the *Mist Hunter* at the Kashyyyk (Light Side) system. Kashyyyk's Dark Side text says "Total ability of 6 or more required for you to draw battle destiny here." Light initiates battle against them with Luke Skywalker (V) piloting Red 5. Dark has the card Short Range Fighters & Watch Your Back! in hand, and knows that there is a good chance he has a location card on top. He is unable to play it however to substitute the maneuver of the *Mist Hunter* for his battle destiny, because of the text on the system. He is not 'about to draw' battle destiny, because Kashyyyk prevents him from drawing any kind of battle destiny whatsoever unless he has 6 ability piloting at the system. Even if Zuckuss was piloting said ship with 4-LOM With Concussion Rifle (adds a battle destiny with Zuckuss) as a passenger, he would still not even get a single battle destiny draw (because he cannot meet the condition **required** to draw battle destiny, which is 6 ability piloting). It is important to note that a pilot that "draws battle destiny if unable to otherwise" would be able to get around the condition in Kashyyyk's text and in that case Dark could substitute his draw if desired.

Dark has Zuckuss piloting the *Mist Hunter* at the Bespin system with 4-LOM With Concussion Rifle aboard as a passenger. Light initiates battle with Dash Rendar aboard the *Outrider* (immune to attrition < 4). Dark has only one card in his Reserve Deck, and he wants to play Short Range Fighters & Watch Your Back! to substitute the maneuver of the *Mist Hunter* (3), but he wants to take advantage of his extra battle destiny draw from 4-LOM as well. This is possible *only* if he substitutes the maneuver for the *first* destiny, and then draws the second normally. If he draws the first destiny, then he has no cards left in Reserve, and then cannot substitute a destiny since he would no longer be able to draw any destinies in the first place.

Examples of substituted destinies

Jedi Levitation (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 4.

That 4 cannot be modified, canceled, or reset, because it's a substituted destiny. However, for most other purposes it is considered a just drawn destiny: it can trigger Krayt Dragon Bones, but note that it does not count against battle destiny limits. Jedi Levitation (V) itself was not drawn, so it cannot be placed in Lost Pile by Rachalt Hyst, or stacked on Tentacle.

Grand Moff Tarkin (V) is stacked on Sando Aqua Monster. When used for a destiny, dark gets a destiny value of 1, but he has not drawn Grand Moff Tarkin (V) for destiny - thus Dark doesn't get the destiny modifier from Tarkin's game text, nor could he take him into hand to cancel and redraw the destiny with Imperial Enforcement.

Imperial Justice (V) is out, so Light gets only one battle destiny. He plays Out Of Nowhere at the start of the battle to add a battle destiny. He uses Darklighter Spin, targeting Artoo-Detoo In Red 5, which is piloted by Luke Skywalker and affected by A Few Manuvers (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 first battle destiny, and he may draw his second normally because substituted draws do not count against battle destiny limits. If Light had drawn his first destiny normally however, he would not be entitled to play Darklighter Spin to substitute the second draw.

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.

Draw X Choose Y - Example 1

Dash in Rogue 12 (applicable text: During battle, if with another T-47 and about to draw a battle destiny, may draw two and choose one.) is in a battle with another T-

47, and the Light Side player is limited to ONE battle destiny. In this situation Dash in Rogue 12's "draw 2 and choose 1" text cannot be used because both destinies drawn with Dash count as battle destiny draws.

Draw X Choose Y - Example 2

If a similar situation played out, but the Light Side player was limited 2 battle destinies instead of 1, the Light Side player using Dash in Rogue 12's text on 1 destiny would reach the limit of two battle destinies on its own, because even though only one such destiny would be chosen, two destinies were still drawn. If the light side player had a way to add a battle destiny in this example, they would be better off NOT using Dash in Rogue 12's text and simply drawing 2 normal destinies, because using Dash in Rogue 12's text on the first destiny would cause them to reach the limit of 2, preventing them from drawing the added battle destiny after.

Draw X Choose Y - Example 3

Dash in Rogue 12 is in a battle with Commander Luke Skywalker v piloting Rogue 1 (so that Luke draws 2 battle destiny if unable to otherwise). Luke's text will be usable because when it checks how many destinies Light Side is scheduled to draw at the beginning of the power segment, it will only see 1. (Luke's text only counts one destiny able to be drawn because Dash in Rogue 12's text has not triggered yet - it is only usable when the Light Side is about to draw a battle destiny). While the Light Side may theoretically use Dash in Rogue 12's text to draw 2 and choose 1 on the first destiny drawn, they would no longer be able to draw the 2nd destiny with Luke's text, because players may never combine multiple destiny drawing to draw more than the "if unable to otherwise" text allows (see "Battle Destiny - Draws X Battle Destiny If Unable To Otherwise", Ch. 6). In this case, drawing 2 and choosing 1 on the first destiny and attempting to draw the second would mean the Light Side would be drawing 3 battle destinies, which would be prevented by "if unable to otherwise" rules. If the first destiny with Luke's text is drawn normally, the Light Side player may not use Dash in Rogue 12's text on the second destiny from Luke's text, because again, that would result in the Light Side player drawing 3 destinies and would be prevented. In short, like example 2, the Light Side player would be better off simply drawing 2 normal battle destinies rather than using Dash in Rogue 12's text in this situation

Chapter 2 - Starting The Game & Turns

Starting The Game

Starting the game consists of two steps:

Step A - Playing starting cards

There are five 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.
- Cards that may not be placed into your Life Force. These are cards other than Objectives which are deployed at the start of game either by an Objective or via their own game text which include the stated restriction clause.

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. After resolving your starting effect, unless otherwise instructed, any cards that state "reveal to opponent at start of game," or are cards which may not be placed into Life Force which state "reveal to opponent," are revealed at this time unless other timing is listed. Any text related to the "reveal" clause becomes active at this time

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.

In the event that one player's starting location may not be converted (either due to its own text or some other rule) that player is still permitted to allow his opponent to attempt to convert his location. In this event his opponent's location is placed out of play and the remaining "start of game" actions then continue as if the conversion took place.

3. If you have any cards in your deck that "may never be placed into your Reserve Deck," and their deployment requirements have not been met before revealing your Starting Interrupt, they shall be placed out of play.

4. 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 them 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 the Emperor using According To My Design 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 Princess Leia to the Detention Block Corridor (since Leia has a deployment restriction), and you cannot start with Han, Chewie, And The *Falcon* at the Audience Chamber (since starships may not deploy to interior sites by rule). 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 Bekan is deployed using You Can Either Profit By This..., then Dark may **▲** a non-unique alien into hand from his Reserve Deck).

During the start of game, no player can activate, use, or lose Force. That part of any action is ignored.

Cards That May Not Be Placed Into Life Force

A card which by rule or game text contains the clause "May not be placed in Reserve Deck" or "May not be placed into Life Force," may NEVER be placed into the owner's Life Force, Lost Pile, or hand. If they are the target of an 'all cards' situation that would send them to one of those places, or is otherwise canceled or unable to deploy, treat the card as you normally would when it leaves the table.

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.

Starting Interrupts And 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 non-unique vehicle (or starship) 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: Anger, Fear, Aggression (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 (15 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. 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, he did actually deploy one (the Coruscant system that was converted), so he is 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 shuffled in with the remaining cards in the deck (all cards remaining are 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 the Tatooine system. Since Dark has a starting location, that is deployed first, then Light deploys and resolves his 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 Podrace Prep, Dark has Combat Readiness (V). Since Dark is going first, Combat Readiness (V) plays out: "If your starting location was a system, ▼ a related site (must be a battleground if the system is a non-battleground or Endor) with < 3 [Force] and up to three Effects that are always [Immune to Alter]. Place this Interrupt in Lost Pile." Dark deploys Tatooine: Bluffs (since the system was a battleground (and not Endor), the site need not be one). Dark deploys Imperial Arrest Order, 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, Podrace Prep, resolves: "Deploy Podrace Arena (with a Podracer, opponent may also deploy a Podracer there), Boonta Eve Podrace, and any Effect that deploys for free. Place Interrupt in Reserve Deck." Light deploys the Podrace Arena, Boonta Eve Podrace, Anakin's Podracer (Dark declines to deploy a Podracer), and Rebel Fleet (the Effect only

needs to deploy for free, it doesn't need to be immune to Alter). Podrace Prep is shuffled into the Reserve Deck.

Starting hands are drawn simultaneously. Dark draws 8, as usual. Light draws 8 as well.

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 the first to resolve: 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. Chewbacca is imprisoned there.

Now Agents In The Court resolves, and Light deploys Tatooine: Hutt Trade Route, Tatooine: Jabba's Palace and Yarna d'al' Gargan. 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 the (Special Edition) Coruscant system. 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 Coruscant 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 Readiness (V)); even though his location was converted, it was a system so he may still play it; he deploys a related site and three Effects. He need not deploy a battleground site because even though his system was converted, it was a battleground. 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 owners' decks. 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. In addition, top-level actions such as playing a Used Interrupt cannot be initiated before the first turn begins, or after the last turn ends.

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**

Chapter 3 - Activation Phase & Activating

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. This total may not be altered after the count is completed. The only actions that may affect your total activation count are those that occur at the 'beginning of a turn.' For example, say that the DS player's total count for activation at the start of his turn is 12. After he activates 2, the LS player plays Clash of Sabers to cancel a Presence Of The Force on table. Because this was not a 'beginning of turn' action, the DS player's total remains unaffected, and his available activation remains at 12 for this 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 additional 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, and Docking Bay 94 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 +1 at docking bays you occupy." The Death Star II: Docking Bay is occupied, so it should allow total generation of 2, but because it's not a battleground, the total there is only 1. However, the Landing Platform is a battleground and is occupied, so it is permitted to generate 2. So all these total up to 8. The Dark adds 1 for personal Force, for a total of 9. 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 10. 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 number of icons there is unaffected.

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, both players activate 2 there, and Light threatens to Force drain there for 2.

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 who's 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 Vote Of No Confidence. 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. Vote Of No Confidence states: Once per turn (even at start of turn), target a  Political Effect; it is suspended for the remainder of the turn. Since Your Destiny is mandatory and Vote Of No Confidence is optional, opponent first loses 3 Force, and then Dark may choose to trigger the Defensive Shield. Both happen before the activate phase even begins.

Chapter 4 - Control Phase, Presence, & Force Draining

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, once 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 characters, vehicles, starships, weapons, and devices 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 characters, vehicles, starships, weapons, and devices 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 Tower (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).

Timing Of Responses To Force Drains

Cards use somewhat different phrasing when stating when they can be played in response to a force drain. To standardize the timing of such actions, use the timing indicated below for the following phrases.

- When a card uses the wording "whenever you/opponent force drain(s)" OR "if you/opponent just initiated a force drain", perform that action during the Response step to the force drain action, after the force drain is initiated but before it resolves.
- When a card uses the wording "if you/opponent just force drained", perform that action just after the force drain action has resolved, as the force drain action is coming off the stack (see Responding To Coming Off The Stack).

Force Drain Modifier

Any game text that directly adds to, subtracts from, multiplies, or divides the amount of a Force drain. For example, Projection Of A Skywalker and Ralltiir 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's game text from modifying (adding, subtracting, multiplying, or dividing) your Force drain. See Force Drain Modifier for examples. This text does not prevent them from attempting to modify your force drain (it simply fails to do so), nor does it prevent your opponent from resetting your Force Drain (as this is not modifying).

"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 2 Force:

- the +1 from the site is not canceled by Imperial Decree (it is on a Dark side card)
 - 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, +1, for a total drain of 2.

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:

- 1 at Endor (the system's -1 modifier is not canceled because the system is not related to itself)
- 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

Darth Vader is at the Hoth: Echo Med Lab, which has a +1 Force drain modifier. When the dark side Force drains there, and there is no response, the light side loses 2 Force (one for the icon, one for the bonus). The following turn, when Dark drains again, Light responds with Control, which cancels the Force drain, thus no Force will be lost. For good measure, Light plays the defensive shield Simple Tricks And Nonsense ("While you occupy a battleground and opponent occupies less than two battlegrounds, cancel opponent's Force drains at non-battleground locations and opponent's Force retrieval."). Because the light side has a Snowspeeder at Hoth: Defensive Perimeter (thus occupying a battleground), and the dark side occupies no battlegrounds (the Echo Med Lab has icons on only one side, so it is not a battleground), Dark cannot successfully drain the following turn (as soon as it is successfully initiated, it will be canceled).

Dark deploys Prepare For A Surface Attack ("Your Force drains at Hoth sites may not be canceled.")

Thus, when Dark initiates the drain at the Echo Med Lab, Simple Tricks And Nonsense cannot cancel it, nor can the light side use any other means of canceling it, like another Control. Thus, they must lose 2 Force. Dark then initiates a drain at the Hoth: North Ridge, where Dark has some other characters. Light cannot cancel that drain, at least not normally. However, the Snowspeeder may move as a react, and things which prevent a drain from being canceled cannot stop reacts, so the light side pays 1 Force to use the Snowspeeder's landspeed to move to the North Ridge and cancel the drain.

During the light side's turn he deploys Boushh, an undercover spy, to the Echo Med Lab. The dark side now cannot initiate a Force drain at either site. At the North Ridge, both players have presence, meaning both occupy the site, and you may only initiate Force drains at locations you control. The Echo Med Lab is slightly different, as Boushh the undercover spy has no presence, meaning Dark controls the site. However, undercover spies prevent drains from being initiated wherever they are; Boushh isn't canceling the drain, she's preventing it from being done in the first place.

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 at that location, or (2) having a card with the Presence icon at that location. Note that this means even cards that are inside of starships and enclosed vehicles contribute their ability or Presence icon towards creating presence at that location. See Icons - Presence Icon.

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). Permanent pilots, passengers, and astromechs are present aboard their respective starship or vehicle (and are therefore "present with" any other cards that are also present at the bridge, cockpit, or cargo bay of that same starship or vehicle).

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 two (or more) cards that are present together (e.g., two characters on the same enclosed vehicle are present with each other, but one on and one off are not present with each other).

Where Present

When a card uses the phrase "where present," that means that card must be present at its location. For example, "Where present, cancels game text of C-3PO or R2-D2" on Commander Praji means that if Praji is present at a location, he cancels the game text of C-3PO or R2-D2 at that location (they don't need to be present there, only Praji).

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 system if it is: (1) Present at any site, cloud or Death Star II sector related to that system 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 system 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 system if (1) it is on that planet or mobile system, (2) orbiting that system, or (3) 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 card is "with" another card if they are both at the same location.

A character, starship, vehicle, weapon or device is "aboard" (or "on") a starship or vehicle if it is: (1) 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 it is active and you have no other cards at that location that have ability or are characters. 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", etc.) to be lost, missing, captured, or otherwise leave the table will affect cards on both sides (even inactive cards), unless specifically told otherwise. 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 (or missing, captured, or otherwise leave the table) 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, Jerus Jannick trying to protect a leader from 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 Bospin 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 (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

Master Luke, Chewie With Blaster Rifle, Sandcrawler (with Endor Scout Trooper and Corporal Kensaric both aboard), Grand Moff Tarkin and Blizzard 4 (with Darth Vader, Dark Lord Of The Sith and Emperor Palpatine both aboard) 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. During the next turn, Dark wonders if his deploy costs are affected by Corporal Kensaric ("When present at an exterior battleground site with your other scout, adds 2 (or 1 if Goo Nee Tay on table) to deploy cost of opponent's characters, vehicles, and starships to same site."). Kensaric's text may not be applied, because Kensaric is not present at a battleground site, even though he is with another scout.

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

stacked. 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 ("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.") 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.

Chapter 5 - Deploy Phase, Deploying & Personas

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. *This Deal Is Getting Worse All The Time* may deploy an Effect named *Secret Plans* but not a *Defensive Shield*).

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.

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.

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

Dagobah: Characters, vehicles, starships, *Utinni Effects* and some weapons and devices may not deploy to Dagobah locations. See *Dagobah and Ahch-To*, 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

If two cards are deployed simultaneously, one must deploy on the other. If this cannot occur (due to capacity restrictions etc.) the deployment action fails. 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, **(and both cards are valid targets for 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, **only the trooper is affected by the Barrier since that card may not target vehicles**).

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 the Main Power Generator (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.

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 Wars Not Make One Great and the weapon Medium Repeating Blaster Cannon.

Dark plays Surface Defense (V), which allows him to use 1 Force 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 with a Speeder Bike 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 I* 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 deploying on 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 Monnok 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 Lobot and Lobot (V) are the same persona; the Reflections III Obi-Wan's Lightsaber, Premiere 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. If a unique persona that is part of another card is suspended or removed (or the game text of that card is canceled or suspended), that persona's uniqueness still applies, unless the card that persona is part of is a starship or vehicle that was stolen, or a permanent weapon card that has been disarmed.

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 where your current version of that character on table is present, within the same passenger or pilot slot if applicable. If this is not possible (for example, because the character on table occupies a pilot slot, and the new version is not a pilot), then you may not perform the persona replacement. 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 all deployment restrictions, except location deployment restrictions that are not 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). Note that the replaced persona going lost is not considered to be a 'just lost' character. 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; cards like Dark Side Lando Calrissian and Lobot that reference being 'replaced' or preventing 'replacement' are referencing conversion, NOT persona replacement in any way. To do this, the opposing side puts their version of that character at the location during their deploy phase, transfers over any legal cards to deploy on them, and places the original version in opponent's Lost Pile (along with any cards not transferred). Note that the original version is not considered to be a 'just lost' character....the persona was converted.

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

Tedn Dahai (with another musician) is on table and targets Cloud City Boba Fett (who is 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 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 also lacks sufficient power (the bonus from the site only affects the version there, not the one in hand). The third is a starship, and only character cards may persona replace. So, during Dark's deploy phase he places Boba Fett, Bounty Hunter at Mos Eisley and transfers Binders to him. The Cloud City Boba Fett card is placed

in the Lost Pile. Starting at that moment, the new Fett's game text is canceled by 'residual' effect of Tedn Dahai's earlier cancellation and it will continue until end of turn.

Lobot (a power 0 light side character) is at the Cloud City: Casino. Dark has their own Lobot (a power 2 dark side character) in hand.

They are both versions of the persona of Lobot, thus the dark 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 dark side's card, and thus cannot be persona replaced by Dark.

Persona - Example

Qui-Gon Jinn With Lightsaber and Obi-Wan Kenobi, Padawan Learner 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 may make Han, Chewie, And The Falcon forfeit = 0 if it is landed at a docking bay if he is present at the site.

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 (3+2) 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 Skywalker	Vader
Leia	Lady Vader
Luke	Son Of Vader
Ben Solo	Kylo

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).

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 it affects 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.

Chapter 6 - Battle Phase, Battles & Attacks

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. If all presence is completely removed from either side before the battle's damage segment, the battle ends. This happens instantly, not as an action, so there is no time between the exclusion and the end of the battle for anything to take place. Events that occur at the end of battle -or last until end of battle- happen at this point, so long as they do not depend on the battle successfully completing.

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. 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. Also, game text that prevents a character, vehicle, or starship from being excluded from battle may not be used to allow that card to participate in more than one battle per turn. Other cards such as devices, weapons, and Effects could potentially be used during more than one battle per turn, if applicable (e.g. A280 Sharpshooter Rifle or Wrist Comlink).

Battle is an action, and follows the normal timing rules for actions. A battle is divided into three segments which occur in a set order, similar to the phases of a turn. They are the Weapons segment, Power segment, and Damage segment.

The following sections explain what types of actions may be played in each segment. However, if a card provides specific instructions on when to play it (e.g. You Do Have Your Moments or Zutton), follow the instructions on that card instead.

Steps of a Battle

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

The following overview on the steps of a battle is comprehensive; for a more concise overview, see Battle In Brief.

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 (e.g. Wars Not Make One Great), reset (e.g. Feltipern Trevagg), or allowed to occur for free (e.g. Battle Plan).

Once the initiation steps are completed, then a battle has been initiated at that location for all purposes.

- At this time, any automatic actions triggered by the initiation will occur (e.g. Scum And Villainy).

After all automatic actions are complete, optional responses ("just actions") occur. Players may play the following types of actions at this time:

- Actions that play as a response to a battle being initiated, typically indicated by the phrasing "if a battle was just initiated", "at the start of a battle", or similar (e.g. Rapid Fire).
- The opponent of the player who initiated battle may use 'react' game text on their cards to deploy a card as a 'react' (e.g. Comlink or Spiral) or move a card as a 'react' (e.g. Arcona or Blizzard Scout 1). See React, Ap. C.

These optional responses alternate between players, beginning with the opponent of the player who initiated the battle. The optional responses continue until both players pass consecutively, then the Weapons Segment begins.

Weapons Segment

During the weapons segment, players fire weapons and perform other top level actions as outlined below.

Players alternate taking weapons segment actions, beginning with the player who initiated the battle.

When both players 'pass' their top-level weapons segment actions consecutively, the weapons segment ends.

Also note:

- Characters, vehicles, and starships introduced to the battle location during the weapons segment WILL participate in the battle (unless prohibited, such as due to having already battled that turn).
- If all presence is removed from either side during the weapons segment, the battle WILL end immediately.

Weapons Segment - Firing Weapons

It is a special rule of battle that any weapons in the battle (and any long-range weapons capable of firing into the battle) may be fired 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). Weapons fired this way must target a card participating in the battle. Any weapons involved in the battle may be fired one at a time; each use of a weapon is one top-level 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 continue to participate in the battle. For example, a card that is 'hit' can still fire its own weapon, if it has one.

Later on in the battle, 'hit' cards will be lost. If the battle ends prematurely, any 'hit' cards are immediately lost. For detailed information on weapons, their use, being 'hit,' etc., see Weapons, Ch. 9.

Weapons Segment - Battle-Specific Actions

Most top-level actions that are specific to battling can only be played during the weapons segment. Examples of top-level weapons segment actions include:

- Actions which modify or reset power without also affecting attrition (e.g. Black 11, Skull).
- Actions which optionally modify or reset the number of battle destinies, power destinies, or attrition destinies (e.g. Haven, Skywalkers). Such actions are played now, but the destinies are not actually drawn until the power segment.
- Actions which set conditions on destinies in general (not targeting specific destinies) (e.g. Imperial Justice (V), Jabba's Haven).
- Actions which modify or reset total battle destiny are played now. Such actions schedule a change upon the total battle destiny to occur later (e.g. I'm With You Too, Insertion Planning, Lando's Not A System He's A Man).
- By default, actions which take place during battle that do not fall under any other specific timeframe (e.g. Combined Attack, Losing Track).

See Power Segment and Damage Segment for information about actions that play during those segments instead.

Weapons Segment - Other Actions

Top-level actions unrelated to the battle may also be initiated during the weapons segment (e.g. Beru Stew, Gravel Storm, or peeking at your Reserve Deck with Electrobinoculars).

Note that this is unique to the weapons segment. Very few types of top-level actions are eligible to be played during the power and damage segments.

During battle, you may not initiate another battle, nor an attack.

Power Segment

During the power segment, players will calculate their total power to determine who wins the battle, and by how much. But first, players may have the opportunity to draw power destinies, battle destinies, and attrition destinies to improve their outcome. A few other types

of actions can also be played during this segment, as detailed below.

The steps of the Power Segment are always carried out in the following order:

1. Draw Power Destinies
2. Draw Battle Destinies
3. Draw Attrition Destinies
4. Optional Power Segment Actions
5. Totaling Power
6. Calculating Attrition
7. Determining Winner and Loser

Also note:

- Cards introduced to the battle location during the power segment WILL NOT participate in the battle.
- If all presence is removed from either side during the power segment, the battle WILL end immediately.

Power Segment - Draw Power Destinies

Power destinies are often referred to on cards as a "destiny to power" or "destiny to total power".

The player who initiated the battle is first to calculate how many power destinies they must draw:

- Cards that automatically add power destinies (e.g. Theron Nett) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add power destinies when participating in battle (unless specified otherwise).
- Actions that optionally add power destinies were played during the weapons segment. They were "locked in" at that time and are counted now.

The player must draw all of their power destinies (there is no option to decline). Each power destiny increases the player's total power in the battle.

Next, the other player repeats this process, calculating how many power destinies they must draw and then drawing them, increasing their total power.

Power Segment - Draw Battle Destinies

The player who initiated the battle is first to calculate how many battle destinies they are entitled to.

As a general rule, a player who has a combined ability of 4 or more participating in the battle may make one battle 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:

- Your cards that are present during the battle
- Your characters/permanent pilots that are piloting or driving during the battle

A player who fails to meet the 4 ability requirement is entitled to draw 0 battle destinies, but even this 0 can still be modified by other cards.

- Cards that automatically add battle destinies (e.g. Captain Han Solo) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add battle destinies when participating in battle (unless specified otherwise).
- Actions that optionally add battle destinies (e.g. Skywalkers) were played during the weapons segment. They were "locked in" at that time and are counted now.

- Other actions or game text, such as “Draws X battle destiny if unable to otherwise”, may also impact the number of battle destinies a player is entitled to. For a more detailed explanation, see the Battle Destiny section later in this chapter.

Once the player has calculated the number of battle destinies they are entitled to draw, they must choose to either draw all of them, or decline and draw none of them.

A player who chooses to draw their battle destinies might be prevented from drawing all of them (due to insufficient cards in Reserve Deck, for example). In that situation the player simply draws as many as they can. After a player finishes drawing battle destinies, their total battle destiny is calculated:

- Any automatic modifiers (e.g. Jeroen Webb) or resets (e.g. Zuckuss In Mist Hunter) are applied at this time if their conditions are currently met.
- Any optional actions to affect total battle destiny (e.g. Insertion Planning) were played during the weapons segment. They were “locked in” at that time and are applied now.

Next, the other player repeats this process, calculating how many battle destinies they may draw and then choosing to either draw them all, or decline, and determines their total battle destiny.

- Some actions may play now as a response to both players completing all of their battle destiny draws (e.g. Kal'Falni C'ndros, Takeel).

At this time, each player's total battle destiny creates an attrition value against their opponent, for the same amount. For example, if your total battle destiny is 5, then the attrition against your opponent is 5.

If a player does not successfully complete any battle destiny draws, their total battle destiny does not exist and thus attrition against their opponent does not exist! This is distinct from having a total battle destiny of 0 (and thus an attrition of 0).

Power Segment - Draw Attrition Destinies

Players may be entitled to draw attrition destinies, also written on cards as “destiny to attrition”.

The player who initiated the battle is first to calculate how many attrition destinies they must draw:

- Cards that automatically add attrition destinies (e.g. Officer Ellberger) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add attrition destinies when participating in battle (unless specified otherwise).
- Actions that optionally add attrition destinies were played during the weapons segment. They were “locked in” at that time and are counted now.
- If a player's total battle destiny does not exist, the number of attrition destinies the player will draw is reduced to an unmodifiable zero.

The player must draw all of their attrition destinies (there is no option to decline). Each attrition destiny increases the attrition against the opponent this battle. Next, the other player repeats this process, calculating how many attrition destinies they must draw and then

drawing them, increasing the attrition against their opponent.

Power Segment - Optional Power Segment Actions

Players now alternate playing other optional power segment actions, beginning with the player who initiated the battle.

Only the following types of top-level actions are permitted at this point in time:

- Top-level actions which specify they are played during the power segment.

The following actions may also be played only if attrition exists (even if the attrition = 0):

- Top-level actions which modify or reset attrition (not “satisfy” or “cancel” attrition) (e.g. Balanced Attack, Blown Clear, Ric Olie).
- Top-level actions which modify or reset both attrition AND total power together (e.g. Sergeant Barich, Furry Fury).

This portion of the power segment ends when both players consecutively pass their top-level action.

Power Segment - Totaling Power

Each player calculates their total power by adding up the power of the cards they have present at the battle location. Be sure to include any applicable modifiers, such as found on participating cards (e.g. Myo), locations (e.g. Cantina), piloting text (e.g. Han Solo), and even on cards elsewhere on the table (e.g. Echo Base Operations).

Each player then increases their total power by the amount of their power destinies, if they drew any.

Each player also increases their total power by the amount of their total battle destiny, if it exists.

The power totals of the two players will soon be used to calculate battle damage for the loser.

Power Segment - Calculating Attrition

Each player calculates the total attrition against their opponent by starting with their total battle destiny, if it exists. If the total battle destiny does not exist, then the attrition does not exist, and cannot be modified or reset. Next, the players add any attrition destinies drawn, followed by other modifiers or resets:

- Any automatic modifiers (e.g. Bossk) or resets are applied at this time if their conditions are currently met.
- Any optional actions to affect attrition (e.g. Balanced Attack) were played slightly earlier in the segment. They were “locked in” at that time and are applied now.

For more information on attrition, see Damage Segment - Attrition.

Power Segment - Winner And Loser

The player with the higher overall total power (including all modifiers, power destinies, and total battle destiny) wins the battle (the other player loses). If there is a tie, there is no winner and no loser of the battle.

- Perform any automatic responses to a player winning or losing a battle (e.g. Insignificant Rebellion, Tawss Khaa).

- Players then alternate playing optional responses to a player winning or losing a battle (e.g. Explosive Charge), beginning with the opponent of the player who initiated the battle. Players alternate until they both pass consecutively.

Damage Segment

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

Players alternate taking damage segment actions, beginning with the player who initiated the battle.

Only the following types of top-level actions are permitted during the damage segment:

- Top-level actions which specify they are played during the damage segment (e.g. Houjix).
- Forfeiting a card participating in battle (only if the card is 'hit' or if the player has pending battle damage or pending attrition).
- Losing 1 Force to satisfy 1 unit of battle damage (only if the player has pending battle damage).
- Top-level actions which modify, satisfy, or cancel battle damage (only if the player has pending battle damage) (e.g. The Professor).
- Top-level actions which "satisfy" or "cancel" attrition (only if the player has pending attrition) (e.g. Self-Destruct Mechanism).
- Top-level actions which "satisfy" or "cancel" both battle damage AND attrition together (only if the player has either pending battle damage, pending attrition, or both. This is a specific exception to the Implied Target Rule) (e.g. Protector).
This special exception also applies to response actions that satisfy or cancel battle damage and attrition together (e.g. Ephant Mon).
- Players may NOT pass during the damage segment if they have any 'hit' cards in battle, or if they have pending battle damage or pending attrition.

A player has "pending battle damage" (or "pending attrition") if the battle damage (or attrition, respectively) remaining against them is greater than zero. A player whose cards are immune to the attrition may still voluntarily satisfy pending attrition.

Also note:

- Cards introduced to the battle location during the damage segment WILL NOT participate in the battle.
- If all presence is removed from either side during the damage segment, the battle WILL NOT end immediately.

Players may forfeit cards, lose Force, and perform other actions in any sequence as long as the above guidelines are followed. After both players pass consecutively during the damage segment, the battle ends (see End Of A Battle).

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 and/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 reset to zero. 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

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 each player is calculated during the "Power Segment - Calculating Attrition" step. In short, it equals the opponent's total battle destiny, plus any modifiers to attrition.

If your opponent does not successfully complete any battle destiny draws, then there is no attrition against you (meaning that this amount cannot be modified, such as by cards that "add 1 to attrition"). This is distinct from an opponent with a total battle destiny of 0, creating 0 attrition (which can then be modified).

The attrition against you requires a mandatory forfeiture of your cards from that battle location. For example, if your opponent's total battle destiny is 5 (with no modifiers to attrition), the attrition against you is 5 and you will be required to forfeit (if possible) one or more cards whose forfeit values total at least 5. When hit cards are forfeited, you still apply their forfeit values toward satisfying attrition (and battle damage). 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 (unless all of your remaining cards are immune to the attrition, in which case the remainder may be ignored – see Immune To Attrition, Ch. 6). If you have no cards left to forfeit, any remaining attrition against you may be ignored. Sometimes you have to forfeit cards with a total forfeit value in excess of your attrition; for example, if attrition against you 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.

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 and the loser's total power (see Power

Segment - Totaling Power). 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 could forfeit that card or lose 4 Force.

Remember that all cards that you forfeit – including your cards that were 'hit' – automatically count toward both 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" (e.g. Tractor Beam) happens after both players pass consecutively in the damage segment. 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 after the battle.

Battle Just Ended

Any action that refers to a battle "just ended" takes place immediately after a battle ends, as the battle action is leaving the stack (See Responding To Coming Off The Stack). Thus such actions are no longer considered to be during battle and any modifiers or effects that last until the end of battle have already expired. This is distinct from actions that take place at the "end of a battle" or 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 (e.g. 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 damage segment, the battle ends. (Any hit cards must still be lost.)

Power segment

1. Draw your power destinies (if any), then your opponent does the same.
2. Draw your battle destinies (if any), then your opponent does the same. Each player with total ability of 4 or more present or piloting/driving in the battle may draw one battle destiny - assuming no other factors change that number.
3. Draw your attrition destinies (if any), then your opponent does the same.
4. Perform optional power segment actions (e.g. Sergeant Barich) alternating between players.
5. Each player adds up the total power of their cards present in the battle (plus any power destinies, total battle destiny, and other modifiers to power).
6. Each player calculates the attrition against their opponent, which is equal to their total battle destiny plus attrition destinies and other modifiers. A player who has not successfully completed any battle destiny draws does not create attrition (it does not exist and cannot be modified).
7. The player with the higher overall total power (including power destinies, total battle destiny, and other modifiers) wins the battle.

Damage segment

- Damage segment actions alternate between players, beginning with you. Such actions typically include forfeiting cards, losing force, and other actions to satisfy attrition and battle damage. Although players 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 their opponent. Each player who is affected by attrition must forfeit enough cards to satisfy attrition. If you have no cards left to forfeit, or if all your cards remaining are immune to the attrition, any remaining attrition may be ignored.
- The loser of the battle suffers battle damage equal to the difference between the overall power totals that were calculated in the power segment. The loser must forfeit cards and/or lose Force to satisfy battle damage. Each card forfeited satisfies battle damage up to its forfeit value; each card lost (from hand or Life Force) satisfies 1 unit of battle damage.

Every card that you forfeit, even if hit, satisfies both attrition and battle damage.

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 (unless undercover) 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 with this phrase in its game text (IG-88 With Riot Gun, IG-88 in *IG-2000*) occupies its location (unless undercover) 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, etc.).

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 it's 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 may draw battle destiny (Light has 4 ability, Dark has Fel's text) so both do: 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 I Can't Believe He's Gone are on table. Han With Heavy Blaster Pistol, Leia Organa, 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 Forest as a react. Light uses 1 Force to increase Light's total power by 5 using I Can't Believe He's Gone. 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 8 (3 from Leia plus 5 from I Can't Believe He's Gone) 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 Leia, succeeding and causing Leia to be lost. With no more responses the damage segment begins.

Light goes first and must satisfy 19 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. Note that if a battle destiny draw is canceled and redrawn, the new destiny draw may be performed utilizing 'if unable to otherwise' text, if

applicable, even if the original draw was already made using that same text.

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 the first battle 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.

For a character, starship, vehicle, weapon, or device to add battle destiny (or destiny to power or attrition), that card must be participating in battle (unless specified otherwise). For other card types, simply follow the conditions on the cards themselves.

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 of starships or enclosed vehicles)

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 characters, starships, vehicles, weapons, or devices at the location where a battle takes place (whether present or not) are 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 may never participate in that battle.

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 battle again during the same turn, with the following exception: a captive who has just been released will rejoin a battle they were previously participating in. See Captives – Releasing.

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), nor can its game text be applied in order to initiate a battle. The game text of other cards (such as Artoo & Threepio) may not be used to initiate a battle at that location either unless there are other applicable cards there that may participate in battle. 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 excluded will not cause objectives to flip or other cards to be canceled or otherwise removed from table (these are specific exceptions to the rules). When a battle ends, all cards that were excluded from that battle are simultaneously reactivated as an automatic response to that "battle just ended" event. See Battle Just Ended, Ch. 6. 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 Coruscant: Night Club prevents Han from being excluded, he can still be captured, missing, lost, taken into hand, or sent to the Used Pile. However, game text that prevents a card from being excluded from battle may not be used to allow that card to participate in more than one battle per turn.

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

All characters, starships, vehicles, weapons, or devices that can perform an action "during battle" (or provide an automatic modifier or otherwise alter the game state in some way "during battle") only can be used if that card is participating in battle.

Interrupts that indicate that they are played only during battle (by use of language such as "during battle" or "if a battle was just initiated", etc) require their appropriate targets to be participating in that battle unless indicated otherwise.

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

Dark plays Imperial Barrier on Luke, and Light battles (Light has another character present that may participate in battles). Luke will be excluded as an

automatic action when the battle begins. Although Light initiated the battle, if a card were to check which player excluded Luke, the answer would be Dark (his Imperial Barrier card excluded Luke).

Participating In Battle - Excluded - Example 3

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). Maul's Sith Infiltrator is immediately excluded, becoming inactive. Maul also becomes inactive (because cards on an inactive card are also inactive). If a card were to check whether Maul is "excluded from battle", the answer would be no. 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 to see if immunity 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 the bridge, cockpit, or cargo bay (it does not protect cards at related starship or vehicle sites).

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

Emperor Palpatine is involved in a battle at the Galactic Senate. My Lord, Is That Legal? is on table, which states "game text of non-Republic characters is canceled" there. 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, due to having canceled game text, the Emperor currently 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, initiating battle, or initiating a secondary attack)
- During the power segment, if a character, vehicle, or starship is participating in an attack, that player may choose to draw a destiny if they have 4 or more ability present at a site and/or piloting a vehicle or starship present with the creature. This destiny draw will later be added to the total power, similar to a battle destiny.

There are some important differences:

- It is not a battle, so any action or condition related to battles does not apply
- It is not a battle, so any modifiers, costs, resets, or restrictions to battle destinies do not apply.
- Attacks do not create battle damage or attrition, and there is no forfeiting
- Actions that add destinies to power cannot be used unless allowed during an attack
- Attacks are free and do not require presence
- You may attack your own cards (in fact, you might be required to)
- Creatures may attack inactive cards (inactive cards may not initiate an attack on creatures). During an attack, inactive cards remain inactive (missing, captured, etc.) but may be targeted, use weapons or devices (even if inactive), and their own game text as if active but will never trigger objectives to flip, etc. They return to their normal state after the attack has ended.

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 (even outside of the Battle phase) 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 Gakkle). 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 Sarlacc 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) and they 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 - Creatures 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 two types of creatures: Parasites and Non-Parasites (See Creatures, Ch. 9 for details on these types). While they attack differently, they are both still attacks for all purposes. Each creature attacks separately.

Attacks - Non-Parasite Creatures Attacking

Attackers: Your non-parasite creature

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

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 - Parasites Attacking

Attackers: Your parasite creature (except those already attached to a host)

Potential Targets: Stated on the creatures card, in the form of Parasite: X. However, parasites will not attack targets that are aboard a starship or vehicle (even if that vehicle is not enclosed) unless the creature is also aboard that starship or vehicle.

If a parasite's potential target is already a host, (or a creature attached to a host), it is still a valid target.

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.

While a parasite is attached to an inactive host, the parasite remains active. This is a specific exception to the Inactive rules.

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

Commander Narra (with a 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 Commander Narra. 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 Commander Narra, 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 2 (Commander Narra's power). He doesn't add a destiny to this because he doesn't have 4 ability in the attack. Commander Narra's game text ("Draws one battle destiny if unable to otherwise.") doesn't apply because this is not a battle. The totals are thus compared, and Dark exceeds Light, so One-Arm wins and Commander Narra is defeated.

The damage segment now begins. Because Commander Narra 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 used. 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 (Utkik 'jumps off' because he was aboard a creature vehicle) 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 (Utkik 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.

Chapter 7 - Move Phase & Movement

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 unpowered cannot move (see Starships - Unpowered, 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 deploy on a site and can be moved using their own game text (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 or squadron 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 unpowered (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.

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 5. 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 away 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, as 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 (who is aboard the shuttle vehicle as a passenger) and the shuttle vehicle itself. This movement is free (and unaffected by intervening cloud sectors). The vehicle conceptually makes a round trip, and thus remains at the site. The passenger(s), as a simultaneous action when shuttling using a shuttle vehicle from a site, will disembark the shuttle vehicle, and embark upon the targeted starship. In reverse, the characters will disembark the starship and embark upon the shuttle vehicle as part of the shuttle movement. (This is a specific exception to the Embarking and Disembarking Rules). See Vehicles - shuttle vehicle, Ch. 9.

Regular - Starship And Vehicle Sites

You may move your cards to or from your starship or vehicle card (or its location) and a related starship/vehicle site for free. 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.
- While the starship/vehicle at a site, moving between a starship/vehicle site and the location the related starship/vehicle is present at (This is the only one of these moves your opponent may use. Follow the cost listed on the starship/vehicle site; if no cost listed, it is free).

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 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). **Unless otherwise noted, each move is a separate action for each card using such text, and if no cost is specified, each move costs 1 force.**

Regular Moves - Examples

The *Executor* is on table (at Hoth), along with the *Executor* sites Comm Station, Main Corridor, Control Room, Holotheatre, 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.

A card may never embark or disembark another card (using movement) unless using one of the types of movement listed above, and this movement always occurs as a separate action from any other type of movement. For example: Nabrun Leids, the text on Tatooine: Mos Eisley (Light), and shuttling (without a shuttle vehicle) do not permit a character to embark or disembark a vehicle as part of that movement. However, certain non-movement actions (such as a character going missing) will cause a card to disembark, and other appropriate non-movement actions (such as seizing a captive) could cause a card to embark.

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. Also, any starfighter or vehicle that is capable of taking up either a starfighter slot OR a vehicle slot may change slots at this time. 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. It is important to note, however, that all capital starships are considered to have 'ship-docking capability by rule. 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 'imprisoned.'
- A bounty hunter, battle droid, 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, battle droid, or 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 had not 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, characters carrying weapons or devices, 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 Yoda in Luke's Backpack) cannot move aboard a vehicle or starship unless there is sufficient capacity for the carrying character and the carried character. Whenever one card is carrying another, indicate this by placing the carried card underneath the carrying card. See Starships - Capacity, Ch. 9.

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.

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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, or movement to or from a system a Death Star is orbiting.

If a card uses landspeed, hyperspeed, or regular sector movement when performing a "move away" action, it is considered a regular move (unless specified otherwise).

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

Some types of movement allow a card to make a move 'through' (or across) a location to get to another final destination, such as a character, vehicle, etc. moving using landspeed (>1), or starfighter sector movement. To initiate a long-range movement from location A to C (through location B), the full "path" is considered in order to confirm if it is within range (see Regular - Landspeed), and that nothing is at the final location preventing you from moving there based upon the initial location (such as the game text of Endor: Bunker). The final condition which must be met is the ability to move from location A to Location B. If anything prevents a card at A from moving to B (such as Ephant Mon preventing opponent's spies, gamblers, or thieves from moving to his site) the movement cannot be initiated.

Movement costs are paid based upon moving from the initial location to the final location. Any movement costs for locations passed "through" to get to that final destination are considered to be "free" and, thus, may not be modified or reset.

Once all conditions and costs for long-range movement are met, the movement can be initiated. At each point along the path, the movement from one location to the next in the series is reviewed to verify movement can continue. A character, vehicle, etc. moving 'through' (or across) a location 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 at an intermediate location (for example, a Sandwhirl makes the skiff driver go missing), or gametext prevents moving to the next location in the series (such as if Captain Bewil is in the midst of a series of mobile sites), 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

Chapter 8 - Draw Phase & End Of Turn

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" occurs after the final part of the draw phase, which is both players re-circulating their Used Piles. 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.

Chapter 9 - The Cards - Attributes, Types & Icons

Card Attributes

Unique, Restricted, & Non-Unique

A card may have dots (•) or diamond symbols (◇) next to its title. This is a reflection of a card's uniqueness.

If a card has one dot (•) it is considered 'unique' and if it has two or more dots (e.g. ••) it is considered 'restricted'. 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 and persona 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. These are diamond restricted (◇) cards. 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 such Asteroid Field locations at each planet system. Likewise, a starship with ◇ uniqueness may not be deployed to a location where another copy of that ◇ starship already exists, either at the same location or a location related to the same system, and may not move to the same or related 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 Siesta 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 Siesta 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.

If a card has no dots (•) or diamonds (◇) next to its title, there are no restrictions on the number of copies that can be played or deployed each turn.

Any card with no dots, two or more dots (••), or any number of diamonds (◇) 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 Abyss is on the table and 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). When checking if two cards have the same card title, you must also check for matching uniqueness/restricted symbols. If the cards have different types of symbols (or if one card has symbols and the other card does not), then they are not considered to have identical card titles (thus ◇Tatooine: Desert and ***Tatooine: Desert do not interact in any special way and are considered to have different titles).

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

Except for locations, (which are defined as the same 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

See Senate, 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 highest. (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.

Sometimes a card may have a flavorful defense value term, such as "TERÄS KÄSI 5" to indicate a defense value of 5.

The term "printed defense value" refers to the printed ability, printed armor, printed maneuver, or other printed defense attribute (whichever is highest) on a card. For example Jodo Kast (Ability 3, Armor 5) has a printed defense value of 5. Many droids, such as C-3PO, do not have a printed defense value.

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 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 may be 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.

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 (with some exceptions, see Presence Icon). Droids without armor or maneuver have a defense value of zero. Droids may, however, be targeted by cards that compare against ability; in this case treat the droid's ability as an unmodifiable zero. Note that since droids have no ability they may never be treated as your "highest-ability character" or as a "card with ability." See highest-ability character, defense value, Ability, Ability, Ability.

Characters - First Order



A type of Dark Side character, representing individuals that are loyal to the First Order.



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 - 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 - Resistance

A type of Light Side character, representing individuals that directly support the Resistance.



Characters - Sith

A type of Dark Side character, representing individuals loyal to the Sith order who may not possess any other political affiliations or ambitions.

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- \langle character type \rangle 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 **cumulatively** 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. It should be noted that a Jedi is not a "Dark Jedi" and cannot be targeted by text that targets only 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 **cumulatively** 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 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

A warrior icon is not required to carry or use a weapon, but some cards (such as Blaster Rifle) only work with warrior characters. Additionally, Dark Side warriors may escort captives (see Captives – Escorting).

One important note, however, is that if a character has two (or more) printed warrior icons, that character is permitted to use that number of different weapons per turn; this supersedes all other weapon use rules. However, this only applies to using multiple *different* 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 multiple warrior icons is not considered to be multiple 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 (and thus are inactive). However, creatures which affect a card participating in the battle still provide whatever effect is stated, whether on the creature or another card. For instance, if an attached creature reduced a character's power by 2, the character would remain power -2 during battle, and if a character's game text stated they add one battle destiny if with a creature, they would add one battle destiny. This is a special exception to the inactive rules that applies only to creatures.

Creatures - Parasites

A *creature with the parasite* attribute. 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 Ahch-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 1 Force).

Creatures - Relocating Defeated Cards

Some creatures are able to relocate a defeated card to another location (e.g. Wampa, Bog-Wing, WHAAAAAAAAAOOOOW!). If such movement is not possible, the defeated card is eaten instead. For example, if Dragonsnake defeats R2-D2, and there are no adjacent sites to relocate him, R2-D2 is eaten.

Relocation of defeated cards ignores any conditions that specifically prevent relocation (e.g. Dagobah Rules). This relocation does not ignore conditions that prevent movement in general (e.g. "Cannot move" on Rebel Guard).

Example - Relocating Defeated Cards

Tarkin is escorting a captive Leia on Hoth. If Leia is defeated by a Wampa, she cannot be relocated to the Wampa Cave (captives cannot move, except when moving with their escort automatically) so she is eaten instead. On the other hand, if Tarkin is defeated by the Wampa instead, he can be relocated to the Wampa Cave (escorts can move, and although they are specifically prohibited from relocating, that condition is ignored). The captive Leia would automatically move to the Wampa Cave with Tarkin.

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 attribute).

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.

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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. Employing any other game text of the device (for example, a continuous modifier like the power and immunity bonus of Luke's Bionic Hand) is NOT considered using the device. 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 using their own game text (other uses allowed during battle (such as with In Range) do not use up the once per battle use from Tractor Beam's game text). It may only be used when a card allows it (e.g., Captain Lennox or its own game text).

Double-Sided Cards

Double-sided cards are simply cards that have text on both sides. They themselves are not a "type" of card. They have a destiny "0" side and a destiny "7" side and always first deploy to table with the 0-side facing up. Once deployed (or revealed), either player may, at any time, examine both sides of any double-sided card. These cards may never be placed in either player's life force (See Cards That May Not Be Placed Into Life Force, Ch. 2).

The title, gametext, stats, and type (based upon the icon in the top left corner) of these cards may vary depending on which side of the card is face up. Only the face up side is considered "on table" (and thus currently 'active'). All information related to that face up type applies (see Single-Sided Cards) in addition to the information within this section. A player may only include one double-sided card of the same title or persona in a deck.

Double-sided cards may contain any of the following phrases: Deploy, For, While, Flip, and Place in either bold or italicized font (this is a specific exception to the typical rule that bold/italics have no bearing on gameplay). The bold-faced terms "For", "While", "Flip", and "Place" on double-sided cards contain gametext actions that apply to that entire clause, until the next bold-faced term is reached. 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 clause is found. If none of the print is bold faced or italicized, treat all text as standard gametext as you would any other card. Italicized text on the front side of a double-sided card (beginning with the term "Deploy") specifies actions and deployment taken at the start of the game. If a two-sided card does not contain an italicized deploy clause, it may not deploy

unless allowed by another card rather than it's own game text. Whenever you are prevented from (or fail to) deploy or execute any mandatory actions stated in the deploy section, then that double-sided card is placed out of play

Flipping is an action which occurs when one side of a two-sided card is "flipped" to the opposite side. The conditions in which a two-sided card flips is stated within the "Flip" clause of its game text. Unless stated as an optional action ("Flip any time after...", or "May flip..."), flip actions are automatic actions. Flipping is not a form of movement nor does it count as that card "leaving table."

These cards (except Objectives), will typically tell you what to do with them if they are about to leave table. This portion of text must always be enforced, and may never be canceled, even if the double-sided card is unpiloted, suspended, inactive, etc. If a double-sided card doesn't tell you what to do in this situation, it should be placed out of play.

Double-Sided Cards - 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. See Starting the game, Ch. 1. 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 (any cards or locations deployed by the incomplete Objective are returned to your reserve deck). 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 (having both an Alien and Rebel character type) because that game text is not applied until the deployment is complete.

References to an Objective's title solely affect 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, there are 2 exceptions to this: If a card is deployed on (or stacked upon) an Objective, and the Objective flips, those cards simply transfer to the new side of the Objective; and if text refers to "that card" or "that Objective" it is referring to the entire card (both sides).

For example, after flipping Bring Him Before Me, the card Your Destiny would now be deployed upon Take

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Your Father's Place and remain active. Likewise, Mosep stacked 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.

Likewise, when Daughter Of Skywalker states she 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.

Double-Sided Cards - Starship & Vehicle Cards

A type of double-sided card that typically represents a ship that is capable of both ground and space combat. For all intents and purposes, when the "starship" type side is face up, the card is considered to be a starship and must be targeted as such, and a similar rule applies for the "vehicle" type side.

This means:

- All starship weapons deployed on the card will be immediately lost if it flips and is no longer a starship.
- All vehicle weapons deployed on the card will be immediately lost if it flips and is no longer a vehicle.
- Creatures that attach to starships will immediately detach when it becomes a vehicle, and vice versa.
- Devices and Effects (of any kind) which use a clause of their deployment text to deploy on and/or target a double-sided card as a starship, are lost when it becomes a vehicle (unless that same deployment clause can also target vehicles) and vice versa. Ignore any other deployment requirements of the Device or Effect when flipping.

In addition, the owner of the card may only utilize an optional 'flipping' mechanic a total of one time per turn, regardless of which side of the card it was initiated from. Note that even if the card is on table as a landed starfighter (and therefore unpiloted) or as an unpiloted vehicle, any text related to flipping the card is still considered active. Also, in rare cases, after flipping this card it may be possible for it to be aboard a starship without appropriate capacity for it (no available starfighter or vehicle slots). In these situations the card would be lost (which will typically result in it being relocated somewhere else, such as out of play).

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 five, unless it specifically mentions one or more of the others. Game text that targets 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, and usually require you to choose a specific card on table 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 leaves the table (or becomes inactive), the Utinni Effect is lost (or inactive). See inactive, Ch. 1

'reaching' an Utinni Effect

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 plays Combat Readiness (V) at the start of the game ("If your starting location was a system, ▼ a related site (must be a battleground if the system is a non-battleground or Endor) with < 3  and up to three Effects that are always ."). Dark may ▼ an Effect that is immune to Alter, 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.

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. If an Interrupt instructs you to place it somewhere other than where that subtype of interrupt would normally be placed after resolving (for example, a Used Interrupt that tells you to place it back in your hand), follow the instruction on the interrupt (unless canceled).

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, 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 its owner's Lost Pile, not the Used pile.

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. A 'Starting' function on an Interrupt may never be altered in a way so that it might play as any other subtype of Interrupt (Used, Lost, etc). In addition, an Interrupt performing a 'Starting' function may not be targeted to be 'grabbed.'

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. Game text on one side of a location should be considered a 'global effect' (it affects both players) unless context clearly specifies otherwise (usually by use of words like 'you,' 'your,' or 'opponent's') or if the text is somehow canceled. Note that some locations may contain duplicate text on both sides of the Force, in such cases the redundant text should be ignored (for example, modifiers may not be double-counted). There are two notable exceptions to this rule:

1. Text that provides a Force drain modifier only affects the player on the corresponding side of the Force.
2. Text that **allows a player to initiate an optional action (or causes him to initiate a mandatory action) only affects the player on the corresponding side of the Force, unless context specifies otherwise.**

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.

Locations - Sites

Horizontally oriented location where characters and other cards can deploy, battle and move. There are planet, mobile, vehicle, and starship sites (as indicated by their icons).

Exterior Sites

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

Generic sites are a special type of site location having one or more ◇ symbols next to its title. (See Unique, Restricted, & Non-Unique, Ch. 9)

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 or other rules) 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 system 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.) Your opponent may convert your generic site on table with another generic site of the same name (excluding the name of the planet it has taken on). Most generic sites are exterior-only, and thus are grouped with the other exterior sites on the planet. Interior/exterior generic sites should be placed at the end of a system's exterior locations, separating them from any interior sites (including other interior/exterior locations).

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 and Vehicle Sites

Starship and vehicle sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship/vehicle where cards 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.

There are two types of starship/vehicle sites: unique, and non-unique. Non-unique sites can be related to any card that has an aspect mentioned in its title (for instance, Star Destroyer: Launch Bay may be related to anything considered a star destroyer). Non-unique sites deploy only to a starship/vehicle on table, and are lost if that starship/vehicle leaves table.

Unique starship/vehicle sites are instead related to one specific starship/vehicle in their name (such as *Executor*: Control Room, it is related only to the *Executor*). They operate independently of their related starship/vehicle, which means they can deploy whether or not the starship/vehicle is on table, and do not leave

play even if the related starship/vehicle does (however, see *Blown Away*, Ap. C for dealing with blown away starships).

Cards at a starship/vehicle site are considered to be on (and aboard) a starship or vehicle, and they are considered on or aboard a starship/vehicle mentioned in the site's title. Also, they are considered to be on (and aboard) the related vehicle and starship (if it is on table). For instance, if Stormtrooper is at Star Destroyer: Launch Bay related to Flagship *Executor*, he is aboard a capital starship, the *Executor*, and a Super-Class Star Destroyer. A Rebel Trooper at *Home One: War Room* is aboard a starship and *Home One*. However, if the Rebel Trooper is at the *Home One: War Room* while *Home One* is not on table, then that is all he is aboard (he is aboard *Home One* and aboard a starship, but not aboard a capital starship or a cruiser, because that information is not on the starship site, so only exists when *Home One* is on table). Cards at starship/vehicle sites are considered to be "below decks" rather than on the "bridge"/"cockpit" of the starship/vehicle, and thus are not considered in any way to be at the location of the vehicle or starship. For instance, if *Home One* and Flagship *Executor* from our above examples were both at Endor, neither the Stormtrooper nor the Rebel Trooper would be considered at Endor or have any effect on any battle that might take place there.

Starship/vehicle sites are related to any other starship/vehicle sites related to the same starship/vehicle. While the starship/vehicle is at a site, its sites are considered adjacent to that site, and are considered related to locations related to that adjacent site. If not at a site, they are not adjacent and are not related to any other location (except other related vehicle/starship sites).

However, while such sites may be related, they are not considered sites on that planet or deploying to that planet. For instance, *Jabba's Sail Barge: Passenger Deck* is not a Tatooine site for the purposes of *My Kind Of Scum*, and controlling the *Sandcrawler: Loading Bay* (on a *Sandcrawler* assuming it is present at a Dantooine site) cannot count towards flipping Dantooine Base Operations.

For movement related to starship/vehicle sites, see *Regular - Starship And Vehicle Sites*, Ch. 7 and *Regular - Landing And Taking Off*, Ch. 7).

Locations - 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.
- Characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.

- Vehicles may deploy aboard a starship (capacity permitting) that is allowed at a sector.
- Certain vehicles are permitted to deploy and move to cloud sectors (see *Cloud Sectors*), however any vehicle may be carried to any sector if the carrying card is permitted to move to the 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 deploy only to planet systems. Most are typically diamond restricted (◇) locations (See *Unique, Restricted, & Non-Unique*, Ch. 9).

Except for unique sectors (e.g. *Bespin: Cloud City*) they 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 are related to a 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 are placed between a 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, squadrons, and starfighters (or any starship that moves like a starfighter) may deploy, battle and move at cloud sectors.

Any planet sector with "cloud" in its title is considered a cloud sector.

Death Star II Sectors

Neither player may deploy, battle or initiate Force drains at a *Death Star II* sector.

Locations - 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.

Locations - 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,
- Ahch-To locations,
- Coruscant: Galactic Senate,
- shielded Hoth sites,
- Death Star II system and Death Star II sites when non-virtual Endor Shield's conditions are met,
- 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.
- ◇Desert where a Sandwhirl is present.

Sector Cheat Sheet

Asteroid Sector – All starships can deploy, move, and battle there as if it was a system.

Cloud Sector – Only shuttle vehicles, cloud cars, patrol craft, squadrons, and starfighters may deploy there. Of course starships that may 'deploy like a starfighter' or 'move like a starfighter' are also eligible.

Death Star II Sector – No cards may deploy here! They must move in from the Death Star II system itself.

Locations - 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.

Maz's Castle Sites

All Maz's Castle locations (including Takodana: Maz's Castle) are considered to be Takodana locations as well as Maz's Castle locations. Thus they are related to any Takodana site, sector, or system location.

Prisons

Prisons will state "Prison" in their title. 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 (unless the Light player were to choose Yavin 4 or Hoth to be his 'hidden base').

Related Locations

Sites, cloud sectors, and Death Star II 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."

Xizor's Palace Sites

All Xizor's Palace (including Coruscant: Xizor's Palace) locations are considered to be Coruscant locations as well as Xizor's Palace locations. Thus they are related to any Coruscant site, sector, or system location.

Locations - Icons

	Mobile		Starship site
	Space		Vehicle site
	Planet		Creature site
	Exterior site		Scomp Link
	Interior site		Underwater
	Underground		

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 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

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, with ONE exception. The components of squadrons may be treated as starfighters ONLY for capacity purposes aboard starships that can carry starfighters. 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 its 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 - 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"). These squadrons may not be targeted by other cards for deployment unless those cards explicitly allow for the deployment of squadrons (e.g., Atmospheric Assault). 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.

Squadron 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 can board a Mon Calamari Cruiser (which takes up the capacity for 3 starfighters) and 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'.
- Dark Maneuvers & Tallon Roll may be played on a TIE squadron, but the power and maneuver bonus only applies once (not 3 times) because the Interrupt only affects a single TIE.

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 nav computer 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. Vehicles or starships that use the phrase "May add X pilots or passengers" may have any combination of pilots or passengers at the bridge or cockpit as long as the total number of pilots and passengers aboard does not exceed X.

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 – Clone Army

A starship with the Clone Army icon.

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. Any action that deploys a starship "with pilot" or "with a pilot," and does not indicate that the pilot is optional for that particular starship, must be deployed simultaneously with a pilot or the starship cannot deploy.

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). Also, non-starfighter cards that 'deploy like a starfighter' may not deploy to starfighter slots aboard a starship. See also Movement - moves like a starfighter, Ch. 7.

Starships - Enclosed

All starships are defined as being enclosed. Any vehicle with "enclosed" in its lore is also enclosed. Characters aboard an enclosed vehicle or starship are sheltered from the environment and thus are not present at the location, preventing them from adding their personal power to a player's total power at that location, 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 there. See Landed; Vehicles - open vehicles.

Starships - First Order

A *Dark Side starship with the First Order icon*. A First Order starship that has been stolen is considered a Resistance starship.

Starships - Imperial

A *Dark Side starship with no other allegiance icons such as Independent, Republic, Trade Federation, etc.*

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 (unless suspended/canceled) 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 (All Cards situation). 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.).

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 there. 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, unless the deploying player specifies otherwise. However, pilots deploying simultaneously with an unpiloted starship, combat vehicle, or shuttle vehicle must act as a pilot, since that is a condition of deploying them simultaneously with such a starship or vehicle. 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 with no other allegiance icons such as Independent, Republic, Trade Federation etc.

Starships - Republic

A Light or Dark Side starship with the Republic icon.

Starships - Resistance

A Light Side starship with the Resistance icon. A Resistance starship that has been stolen is considered a First Order starship. Note that simply having "Stolen" in a card's title does not mean that it is considered 'stolen' for gameplay purposes. That rule is referring to Resistance starfighters stolen by the Dark Side player.

Starships - Separatist

A starship with the Separatist 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. All capital starships have ship-docking capability.

Starships - squadron designations

Squadron designations (for example, Red, Rogue or Black) are contained in title, lore or game text. As always, common sense and context should be used to determine if the text is referring to the card in question (ie General Crix Madine is not a member of Rogue Squadron) or if the text is referring to an actual squadron (ie if Keder The Black were to become a pilot he would not be a Black Squadron pilot by virtue of his title). 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. Darth Vader is a Black Squadron pilot because his game text references Vader's Custom TIE, which is a Black Squadron TIE via its Appendix B entry. 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 – starfighters without maneuver

A starfighter without maneuver may not be targeted by a card that examines maneuver due to the Implied Target Rule. Thus Obi-Wan In *Radiant VII* cannot be targeted by A Few Maneuvers or I'm On The Leader. Note that this applies to cards that look only at maneuver, not those that look at maneuver or armor or those that look at defense value. A card with maneuver of an unmodifiable zero may still be targeted as a card with maneuver.

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 (or Vehicles) - 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 power, maneuver (if applicable), and hyperspeed (if a starship) or landspeed (if a vehicle) equal to an unmodifiable zero (if it has armor, armor = 2)
- may not move (other than the exceptions listed below)
- 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 relating to its own deployment or to the deployment of other cards [even if from a deck or pile]);
- game text stating that the starship "deploys and moves like a starfighter";
- 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 still use docking bay transit, and 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 and may be transferred between docked starships (these are specific exception to the "may not move" rule). Lift Tube and creature vehicles are never unpiloted.

Starships - Icons

- | | | | |
|---|------------------|---|-------------|
|  | Nav Computer |  | Separatist |
|  | Permanent Pilot |  | Clone Army |
|  | Independent |  | First Order |
|  | Republic |  | Resistance |
|  | Trade Federation | | |
|  | 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 about to be 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 - capacity - lost capacity

See Starships - capacity - lost 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 function as passengers that provide presence but may not use their ability towards drawing battle destiny. Note that they still occupy pilot/driver capacity on the vehicle however. Pilot characters are treated as passengers (though they still occupy the pilot capacity), thus any text that only works while piloting would be useless. If the 'crashed' vehicle is enclosed:

- characters aboard (even pilots) may not apply their ability towards drawing battle destiny (although they still provide presence normally)
- embarking or disembarking from the vehicle requires 1 Force per character.

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 and vehicles with the subtype "Cloud Car" or 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, Protocol

Droid, or any droid with a  or  icon) 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 (All Cards situation). 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 about to be 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 attribute 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 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 - stealing

See Stealing - vehicles and starships, Ap. C.

Vehicles - unpiloted

See Starships – Unpiloted

Vehicles - vehicle weapons

See Weapons - Starship And Vehicle Weapons.

Vehicles - Icons



Permanent Pilot/Driver



Clone Army



Separatist



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). Also, a player may not use or fire an opponent's weapon unless specifically directed otherwise. 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 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 fired only when permitted by a rule or action (See When Can I Fire?).

If a character, vehicle, or starship has game text that refers to using or firing a weapon, that text applies only to that character, vehicle, or starship card unless otherwise specified. For example, the game text of Weequay Marksman ("May fire one weapon during your control phase (at double use of Force).") applies only to a weapon deployed on that Weequay Marksman, and not to any weapon on table.

Weapons - Firing

The act of using a weapon against an opponent's target (even an unknown target), including swinging a lightsaber, ax or Gaderffii 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). A weapon has been fired once the firing action resolves; if it is canceled before then, it is not considered to have fired (though it has still been used, see Using Weapons). See Weapons - Just Fired.

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 you may attempt to fire each weapon only once per battle.**

Weapons - Just Fired

A weapon is considered to have been 'just fired' after the firing action has completed all 3 steps successfully (Initiation, Responses, and Result) and the firing action is coming off the stack. If a weapon firing action is canceled or prevented from resolving throughout this

process, then that weapon cannot be considered to have been 'just fired.'

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 Vibro-Ax 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.

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 Captain Yutani With Blaster Cannon also say that they can power Light Side artillery weapons. An artillery weapon may not be moved unless it so specifies.

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 in the same turn.

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. Automated weapons can only target cards present with them, and that includes when checking for triggering conditions such as those on Vehicle Mine. 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 (it may only be used by that 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 (it may only be used by that 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 or permanent pilots on board, even if the weapon's game text mentions that a character is required in order to target with it (thus, a Nikto alone on a Skiff may use his Mos Eisley Blaster the same turn the Skiff fires an Antipersonnel Laser Cannon).

Weapons - Starship Weapons - Special Deployment

Some starships have game text allowing weapons with certain attributes 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 character, vehicle, or starship (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. If a weapon can deploy on a card, then that card may use that weapon. However, the reverse is not true – just because a character may use a particular weapon does not mean that that weapon can be deployed on them (see *Aurra Sing*). 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 (this does not apply to 'extra' weapons a character might be armed with after he uses a particular weapon on a turn, only to weapons that a character can never normally use).

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 with the targeted character, vehicle, or starship on which the weapon is currently deployed 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).

Unless otherwise specified, any modifier applied to destiny when firing a weapon is applied to the TOTAL weapon destiny, and NOT to any individual weapon destiny draw. Note that this is AFTER each individual draw has been completed (and thus after any individual weapon destinies that were negative are reset to 0). (see Section F. Drawing Destiny)

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 – Firing Separately Or Combined

Sometimes you are permitted to fire a weapon more than once and do so either separately or combined. In these instances (not in instances where you can fire more than once, such as *Maul's Double-bladed Lightsaber*, but only when you may do so "separately or combined" such as *Targeting Computer*), do the following: declare that you are firing twice, and then declare whether you are firing separately or combined.

Both shots fired will be considered part of the same overall action, so no top-level actions may take place between shots. If firing separately, choose the first target, and resolve, then choose a target again (it may be the same target) and resolve.

If firing combined, treat each firing as a single weapon destiny (not a weapon destiny total, even if multiple draws are made), then add them together to form the total weapon destiny, apply further modifiers to total weapon destiny, and then resolve.

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 or an attack (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.

If a successful weapon firing has multiple results (such as "target hit and opponent loses 2 force" or "target hit and is forfeit=0"), and one of those results is for the target to be hit, then anything that prevents the target from being hit also prevents all of the other results.

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, IG-88 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?.

See Weapons - Destiny.

Weapon - Matching Weapon

See Matching Pairs.

Weapons – May Not Be Targeted By Weapons

This phrase does not prevent a player from deploying weapons. Furthermore, a card that "may not be targeted by weapons" may still carry, use, fire, etc weapons normally. These are exceptions to normal targeting rules.

Weapons - Permanent Weapons

A weapon "built-into" a character, vehicle, or starship card.

A permanent weapon on a character, vehicle, or starship is considered to be a "character weapon", "vehicle weapon", or "starship weapon", respectively. Permanent weapons may not be separated from a vehicle or starship, and may not be separated from a 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 a card with a permanent weapon unless that action also relocates the character, vehicle, or starship.

If the game text of a card with a permanent weapon is canceled or suspended, that card is still considered to be in possession of the weapon that is specified within its game text; the uniqueness of that weapon still applies, but that character, vehicle, or starship is incapable of utilizing the weapon's text. 'Scanning' or copying the game text of a card with a permanent weapon does not enable the scanning card to use that weapon, and the scanning card is not considered to possess that weapon.

'Scanning' or copying the game text of a card with a permanent weapon does not enable the scanning card to use that weapon, and the scanning card is not considered to possess that weapon.

Cards that modify, reset, or otherwise change the destiny number, deploy cost, or forfeit value of a specific type of weapon (e.g., a blaster, bowcaster or lightsaber) have no impact on cards with permanent weapons.

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 using 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.

Firing Separately Or Combined - Example 1

Karie Neth is piloting Red 7 with Enhanced Proton Torpedoes and Targeting Computer. During battle, light declares he's using Targeting Computer to fire twice, combined, at *Stalker*. The weapon destiny drawn first is 4, with Karie's +1 becoming 5 and -1 from the computer becoming 4 again, and the second destiny (2) adding and then losing 1 to become 2, for a total of 7. The weapon adds 1 to the total, for 8 against *Stalker's* defense value of 7, so the star destroyer is hit.

Firing Separately Or Combined - Example 2

Home One has Heavy Turbolaser Battery and Targeting Computer. During battle, light declares he's using Targeting Computer to fire twice, combined, at Zuckuss In *Mist Hunter*. Light's first firing is 2 and 4 for a total of 4 (Targeting Computer subtracts 1 from each draw), and second is 3 and 6 for a total of 7. Together they make 11, minus 6 from the weapon because it is targeting a starfighter, for a total of 5, defeating *Mist Hunter's* defense value of 3 and causing it to be hit.

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 Lieutenant Ciecuis 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). An icon in a card's game text does not give that card any characteristics or attributes associated with the icon when the icon is used in the context of referring to other cards.

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. Any card that specifically tried to deploy a card with "Hoth" in its game text from Reserve Deck would not be able to target Echo Base Garrison since it doesn't have the word "Hoth" in its game text.

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	Ch. 9
		Nav Computer	Starships
		Permanent Weapon	Weapons
		Selective Creature	Creatures
		Independent Starship	Starships
		Trade Federation St.	Starships
		Republic Starship	Starships
		Clone Army	
		Separatist	

	First Order	Starships
	Resistance	Starships
	Presence Icon	Ch. 9
	Grabber	Ch. 9
	Scomp Link	Ch. 9
	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 - Era Icons

Cards may include an Icon indicating an "Era" of the Star Wars films. Cards associated with the prequel era likely have a  icon. Likewise, cards associated with the sequel era likely have a  icon. Those cards without an era icon likely represent the original trilogy era. There are no specific rules associated with these icons, but like all icons they may be referenced by other cards.

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
-  or  Virtual

Icons - Scomp Link Icon

Represents a computer connection on a vehicle, starship, or site; referenced by various Interrupts and other cards.

In order for a character to target a scomp link, the character must be present with the scomp link. A scomp link on a site location card is present at that site. A scomp link on an enclosed vehicle or starship card is present inside that vehicle or starship. A scomp link on an open vehicle is present where the vehicle is present. 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 a grabbed 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. However, a maintenance card whose **maintenance cost** is canceled is no longer considered to be a maintenance card for any reason for the duration of the cancellation. Thus the owner of the card would not be required to pay any maintenance cost, and the card would be immune to cards such as Turn It Off! Turn It Off! (V) and would be eligible to be targeted as a non-maintenance card, such as by Jabba The Hutt (V).

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 Luke Skywalker with a Rebel Flight Suit is a matching pilot while piloting any starfighter, 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).

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 may 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 attribute.

A unique permanent pilot is considered a matching pilot for that starship or vehicle, and a unique permanent weapon is considered a matching weapon for that character.

For matching agendas, see Senate, Ap. C.

For matching operatives, see operatives rules Ap D.

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, 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 is not a matching pilot for URoRRuR'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.

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 Queen Amidala with Ellorrs Madak deployed on her, 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).

Obi-Wan's Lightsaber (Episode I) is not a matching weapon for Obi-Wan Kenobi (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.

Virtual Cards

A virtual card (often 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 With Lightsaber 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). Note, a virtual card need not precisely match the entire title of the card it is used with (only the card named in its lower left-hand corner, which is not used for any other purposes).

Also note that if you are using a 'double-sided card' virtual card, both sides of the card must be covered up by the virtual card slip. It is illegal to 'mix' the 0 side of a Decipher objective with the virtual side of that objective with the same card title for example.

You may use both virtual and non-virtual cards in the same deck. Some virtual cards (those with "(V)" in title), 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. 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.

Virtual Cards and New Card Types

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 might

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 with the same name, 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

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.

Not Unique/Is Doubled/etc. and Virtual Cards - Example

While Grondorn Muse is on table, you may have any number of Yavin Sentry (V) on table. It's doubled, so the Dark Side player must use double X force to deploy a non-unique card (except a Jawa or Tusken Raider) to a location. Because Defensive Shields cannot be targeted by Alter, the text "and is immune to Alter" is ignored.

Appendix A - Errata

To check to see if a card has been errata'ed to have the Grabber icon, see *Icons - Grabber, Ch. 9*

2-1B (Too-Onebee)

Once per turn, one of your non-droid characters just lost from same site may be placed in your Used Pile. Subtracts 2 from X on your Bacta Tank.

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.

5D6-RA-7 (Fivedesix)

Power +1 if at same site as Motti or Yularen. Adds 1 to deploy cost of each opponent's droid (and your 'mouse' droids) when deploying to same location. Immune to attrition during "nighttime conditions."

8D8

May cancel Torture, Aiiii! Aaa! Aggggggggggggg! 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 Brave Resistance

If your [Episode VII] location on table, deploy on table. Your Force generation is +1 at Jakku battlegrounds you occupy. During your deploy phase, may place a Resistance character from hand on top of Used Pile to ▲ a Resistance character of equal or lesser ability. [Immune to Alter.]

A Dark Time For The Rebellion (V)

If opponent's starting location was *Massassi Throne Room*, opponent loses 1 Force when you play this *Interrupt*. Add or subtract 1 from opponent's just drawn destiny. OR Activate 1 Force. OR Until end of turn, battle destiny draws may not be canceled (unless being redrawn) or modified.

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.)

Aayla Secura

This character is considered to have the ☉ icon.

Ability, Ability, Ability

Deploy on opponent's side of table. At the end of opponent's deploy phase, if they did not deploy a card with ability, opponent loses 2 Force. Effect lost if opponent has more cards with ability on table than you. 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.

Acclamator-Class Assault Ship

May add 4 pilots, 4 passengers, and 4 vehicles. Adds 1 to attrition against opponent here for each piloted [Republic] starship here. Permanent pilot provides ability of 2. Concussion Missiles may deploy aboard.

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.

Advantage

If an opponent's character of ability > 3 was just lost in a battle or duel you won, deploy on one of your warriors involved. Warrior is power +2. During each of opponent's move phases, opponent loses 1 Force (2 if character was a Dark Jedi). (Immune to Control.)

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.

Affect Mind

Use 1 Force to deploy on one of your Jedi. While present at a site, unless a Dark Jedi is also present, opponent's total ability at same location is reduced by 2.

All Too Easy

If an opponent's character at the Carbonite Chamber is about to be 'hit' by a lightsaber, deploy on that character. Character is instead immediately captured and 'frozen.' If captive released, lose Immediate Effect. (Immune to Control.)

All Wrapped Up

Deploy on your side of table. We Have A Prisoner and Oo-ta Goo-ta, Solo? play for free and are immune to Sense. If opponent's character is about to be forfeited, your bounty hunter present may capture that character (character is first restored to normal). Immune to Alter.

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.

Ambush (V)

This Interrupt is considered to have the  icon.

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.

Anger, Fear, Aggression (V)

Deploy on table with any number of Defensive Shields from outside your deck face-down here. Four times per game, may play a card from here (as if from hand). Unless canceling your Interrupt, opponent may not play Uncertain Is The Future until the end of your first turn.

Antipersonnel Laser Cannon

Use 3 Force to deploy on your transport vehicle. If your warrior aboard here, 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.

Arica

Deploys only to a site as an Undercover spy. While present, reduces Luke's forfeit and immunity to attrition by 2 here. During opponent's control phase, Arica may 'break cover' to fire one weapon (for free). Immune to attrition < 4.

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.

At Peace

Deploy on an apprentice at the beginning of your turn. Apprentice may not attempt Jedi Tests until end of your next turn. At any time, may relocate Immediate Effect from apprentice to a Jedi Test. Apprentice adds 3 to training destiny of this test. (Immune to Control).

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

Deploy on Death Star: Trench. During your move phase, you may make an Attack Run as follows:

Enter Trench: Move up to 3 of your starfighters into trench (for free).

Dark Side may immediately follow with up to 3 TIEs (for free). **Provide**

Cover: Identify your lead starfighter (Proton Torpedoes * required) and wingmen (if any). Turbolaser Batteries and TIEs with weapons may now target your starfighters (wingmen first, then lead if no wingmen remaining). Hit starfighters are immediately lost.

It's Away!: Draw two destiny.

Pull Up!: All starfighters now move to Death Star system (for free). If (total destiny + X + Y - Z) > 15, Death Star is "blown away." X = ability of lead pilot (or 3 if Targeting Computer aboard) just before Pull Up!. Y = total sites at largest Rebel Base (Yavin 4 or Hoth). Z = highest ability of opponent's TIE pilots in trench just before Pull Up!.

*Your Proton Torpedoes are immune to Overload.

Aurra Sing's Blaster Rifle

Deploy on Aurra Sing. May target a character or creature for free. Target loses **any** immunity to attrition for remainder of turn. Draw destiny. Target hit if destiny +1 > defense value. Jedi hit by Aurra Sing are power = 0 for remainder of battle.

Bacta Tank

Use 4 Force to deploy on your side of table. A non-droid character you just lost may be placed here. Holds 1 'patient' at a time. During your deploy phase, may use X Force to bring 'patient' to hand, where X = deploy cost of 'patient'.

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.)

Bantha Herd

Deploy on an exterior Tatooine site. Specify starting direction. During your control phase, moves to next adjacent exterior site (reversing direction as necessary). During battle here, if your Tusken Raider or bantha here, may add one battle destiny.

Barada

Deploys only to a Jabba's Palace site. Power = 0 at any location other than a Tatooine site. Power +2 at any Jabba's Palace site, while Jabba on table. Your transport vehicles just lost from same site may be placed in your Used Pile.

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.

Beldon's Eye

Deploy on Bespin: Cloud City. Your Tibanna Gas Miners deploy free to Cloud City sites and double the Force they activate.

Ben Kenobi

Deploys only on Tatooine. When in a duel, adds 2 to your total. Once per turn, if a battle just ended here, 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 2

May add 1 pilot. During your deploy phase, may ▲ one Pride Of The Empire. During battle, All Wings Report In and Organized Attack are canceled. While DS-61-2 piloting, immune to attrition < 5.

Black 4

May add 1 pilot. May deploy with a pilot as a 'react' to a battle where you have a TIE (for free if TIE is Black 2 or 3).

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; for remainder of battle all characters of ability > 2 and all leaders (on both sides) are simultaneously excluded from that battle.

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 Proficiency

USED: If you just targeted with a blaster, add 3 to your total weapon destiny.

LOST: Lose 1 Force to cause one opponent's just 'hit' character to be

immediately placed in Lost Pile. OR Cancel Levitation Attack.

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 Rack (V)

Deploy on table. Once per turn, may ▼ a matching weapon on your unique (*) character present at a site. [Immune to Alter.]

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 non-█ 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.

Blockade Flagship: Hallway

DARK: If you occupy, your Force generation is +1 here, and opponent's characters may not move from here.

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.

Booma

Deploy on your Fambaa. Twice per battle may draw destiny. If destiny < total number of opponent's characters and vehicles present, one of them is lost (opponent's choice).

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. While present, may reduce Chewie's forfeit to zero here.

Bothawui

Light Side game text: Your spies deploy -1 here and at related sites. If you control, characters targeted by Undercover are immune to Hutt Smooch.

Bounty

Deploy on an opponent's non-droid character. If subsequently captured, seized by a bounty hunter, and then transferred to a prison, retrieve Force equal to character's forfeit -2 and place Effect in Used Pile. (Immune to Alter.)

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 Peavey

Adds 3 to the power of anything he pilots. Deploys -1 to Finalizer. While piloting Finalizer, it is immune to attrition < 8 (< 10 while with a Resistance character or [Resistance] starship). May be targeted by Imperial Command as if an admiral (even if a unit of Force).

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.

Captain Raymus Antilles

This character's lore should now read: Alderaanian leader.

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 Ugnought, 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 that are 'hit' and about to be lost go to Used Pile instead.

Chief Bast

Adds 2 to power of anything he pilots. Power +1 at same site as Tarkin. If a battle was just initiated at a system where Bast is present with your non-droid character, 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.

Civil Disorder

Deploy on opponent's side of table. At the end of opponent's deploy phase, if they did not deploy a card with ability, opponent loses 2 Force. Effect lost if opponent has more cards with ability on table than you. Immune to Alter.

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.

Cloud City: Chasm Walkway (both sides)

If Weather Vane on table, characters about to be 'hit' here are relocated there.

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.

Colo Claw Fish (both sides)

Deploy on table. Cancels Opee Sea Killer. While no card here, you may place a card from hand face-up here. If you just drew weapon or battle destiny (limit once per destiny draw), you may exchange it for card here, which then counts as that destiny draw. Immune to Alter.

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 in an order of your choosing.

Come Here You Big Coward

This Effect is now unique () and should be read as "•Come Here You Big Coward". The exclamation point*

has also been removed from the title.

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.

Commander Wedge Antilles

Adds 3 to power of anything he pilots. When piloting Rogue 3, also adds 2 to maneuver and draws one battle destiny if not able to otherwise. May use 2 Force to take one One More Pass into hand from Reserve Deck; reshuffle.

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.

Comscan Detection

If opponent just moved a character, vehicle or starship as a 'react' to a location, you may immediately move one vehicle or starship, if within range, to that location (as a regular move).

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.

Corellia

LIGHT: Your *Falcon* and your Corellian 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 non-creature 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. Any cards stacked here are considered 'supporting.'

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. **LIGHT:** During your deploy phase, you may deploy one Dagobah site directly from Reserve Deck. Shuffle, cut and replace.

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 Hours

Deploy on a site under "nighttime conditions." One at a time, target each non-droid character here and draw destiny. If destiny > ability, character 'sleeps' until end of your next turn (power, forfeit and ability = 0, game text is canceled, and may not pilot, drive, or move). At the end of your next turn, lose Effect.

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.

Dark Rage

If opponent just initiated a duel, use 3 Force to cancel it. OR Take Deep Hatred into hand from Reserve Deck; reshuffle. OR If Maul has no combat cards, target a Jedi to place one of their combat cards (random selection) in opponent's Used Pile. (Immune to Sense.)

Dark Strike

If you just targeted with a lightsaber, add 3 to your total weapon destiny. OR Cancel Swing-And-A-Miss. OR Lose 1 Force to cause one opponent's just 'hit' character to be immediately placed in Lost Pile.

Darth Maul, Lone Hunter

(Deploy cost = 6)
If drawn for destiny, may take into hand to cancel and redraw that destiny. Cancels Blaster Deflection (and Amidala's game text) here. Maul's weapon destiny draws may not be modified or canceled by opponent. Immune to attrition < 5.

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.

Darth Vader (V)

Adds 3 to power of anything he pilots. While aboard a starship, it is immune to attrition < 5. During battle at same system (twice if with your Black Squadron pilot), may cumulatively subtract 2 from a just drawn destiny. Immune to attrition < 5.

Darth Vader's Lightsaber (V)

Deploy on Vader. May not be stolen. If present during battle, may 'throw' (place in Lost Pile) to add a destiny to attrition. May target a character for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.

Daughter Of Skywalker

Deploys -3 on Tydirium, Endor, or Dagobah. May be targeted instead of Luke by Mind What You Have Learned (that card then targets Leia instead of Luke for remainder of game). While at any exterior site, adds one . Immune to attrition < 4.

Deactivate The Shield Generator

Deploy on Bunker. Once during your control phase, if you control Bunker with a Rebel, you may attempt to "blow away" Bunker as follows:

Charges! Come On, Come On!:

Draw two destiny. Add 3 to total for each Explosive Charge on Bunker.

Move! Move! Move!: If total destiny > 12, your characters here may relocate to Back Door for free, Bunker and Landing Platform (if on table) are "blown away," opponent loses 8 Force and this card is lost.

Death Squadron

Deploy on any system. Adds X to your total power at that system, where X = number of your starships present. Your troopers and combat vehicles may shuttle to related sites for free.

Death Star II: Capacitors

LIGHT: When your starship moves from here, draw movement destiny. Add maneuver (if any). If total destiny < 2, starship is lost.

Death Star II: Coolant Shaft

LIGHT: When your starship moves from here, draw movement destiny. Add maneuver (if any). If total destiny < 1, starship is lost.

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

DARK: If you control, opponent needs 2 ability to control each Death Star site.

LIGHT: If the Light Side controls this site, Luke and Obi-Wan are each power +2.

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.

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. While present, may reduce Han's forfeit to zero here.

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 With Blaster Carbine (V)

While opponent's [Reflections II] objective on table, adds one battle destiny. Permanent weapon is •Dengar's Blaster Carbine (twice per battle, may target a character or vehicle for free; draw destiny; target hit, and its forfeit =0, if destiny +1 > defense value).

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.

Depa Billaba (V)

If at least two [Light Side] icons here, once during your control phase may draw top card of Reserve Deck. If at least two [Dark Side] icons here, may forfeit in place of your hit non-Jedi character present with Depa (forfeit for 0), restoring that character to normal.

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.

Despair (V)

Deploy on table. My Favorite Decoration may not be placed out of play. At same site as Jabba's Prize, opponent's characters deploy +1 and your Force drains are +1. While Jabba's Prize with Scum And Villainy, your total power in all battles is +3. [Immune to Alter.]

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.

Diplomatic Mission To Alderaan / A Weakness Can Be Found

(front) Deploy Tatooine system (with Tantive IV, non-[Reflections II] R2-D2, and Stolen Data Tapes there) and Dune Sea.

For remainder of game, you may not deploy Sandwhirl or [Episode I] Jedi. While this side up, your Force drains at Tatooine system are -1. Once per turn, may ▼ Alderaan or a Tatooine battleground site. Until the start of your first turn, Tantive IV may be forfeited to cancel all remaining battle damage.

Flip this card if Stolen Data Tapes 'delivered' and Rebels control two battlegrounds (a site and a system). (back) While this side up, your total battle destiny is +X, where X = number of battlegrounds occupied by Rebels of ability < 4. Once per turn, may ▼ Alderaan or a Tatooine battleground site. Once per turn, if you just won a battle, may retrieve 1 Force.

Flip this card if you do not occupy a battleground site and a battleground system (or you do not control any locations).

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.)

Do Or Do Not (Dagobah)

This effect is now unique (•) and should read as "•Do Or Do Not".

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 Do That Again (V)

Plays on table. Always Thinking With Your Stomach, Ice Storm, and Sandwhirl are canceled. Once per game, may ▲ an Immediate Effect. Unless opponent occupies a battleground system, Mobilization Points is suspended.

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. If your warrior aboard here, 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.

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.

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.

EG-6 (Eegee-Six)

Adds 1 to power of each of your droids present, except power droids.
* Destiny equals zero, but if drawn as a battle destiny where you have less power than opponent, your total power present is doubled (once per battle).

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.)

Elom

Power +3 at same site as an Imperial. For remainder of game, Plastoid Armor is an Effect, is not unique, is immune to Alter while on table, and it deploys only on a Rebel or alien at same mobile site as Elom (character is now 'disguised').

Emergency Deployment

If opponent just initiated a battle where opponent has more than double your power, reveal up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any characters, starships, vehicles, devices or weapons. Any others are lost.

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.

Endor Scout Trooper

Power -1 while not on Endor. While this character is on Endor, Lieutenant Page and each of your Rebel scouts of ability < 3 at same and adjacent exterior sites are immune to attrition < 2.

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.

Establish Secret Base (V)

Deploy on Bunker if you control that site. Your Force generation at Endor system may not be canceled. Once per turn, you may deploy an Endor site from your Reserve Deck; reshuffle. Place Effect in Used Pile if opponent controls this site. (Immune to Alter.)

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.

Evacuation Control (V)

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a card here into hand to prevent all battle destiny draws from being modified or canceled (each player may draw no more than one battle destiny). (Immune to Alter.)

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.

Executor: Holotheatre

DARK: If Vader or Emperor on table, your Force generation is +1 here (+2 if both).

LIGHT: Force drain +1 here.

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.

F-11D Blaster Rifle

Deploy on your First Order warrior. May target a character or vehicle for free. Draw destiny. Add 1 if fired by a stormtrooper. Target hit, and may not be used to satisfy attrition, if total destiny > defense value.

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 have your your characters there move away to an adjacent site (for free) where the opponent has no presence.

Fall Of The Legend

If you just lost a character during a battle or a duel at a Cloud City site, use 2 Force to relocate that character to Weather Vane. OR Search your Reserve Deck, take one Weather Vane into hand and reshuffle.

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.

Fanfare (V)

Plays on table. Ice Storm, Lost In The Wilderness, Order To Engage, Sandwhirl, and Scramble are canceled. Once per game, may ▲ an Immediate Effect. Unless opponent occupies a battleground system, Staging Areas is suspended.

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.

Feltipern 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 with him.

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.

Firefight

During a battle, if you have weapons at at least 2 sites adjacent to that battle, add 3 to your total power and add one battle destiny. OR For remainder of turn, your scout at an exterior site is power +1 and adds 1 to each of that character's weapon destiny draws.

First Officer Thaneespi

Deploys -2 to *Home One*. Adds 3 to power of any capital starship she pilots. When piloting a Star Cruiser with another Mon Calamari pilot aboard, unless opponent has total ability > 6 piloting here, reset opponent's total battle destiny here to 0.

First Order Stormtrooper

Deploys -1 to same site as a First Order leader. Opponent's characters here are cumulatively defense value -1 (limit -3).

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 by this device 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 a card of that title by the end of your next turn, or lose a card of that title from hand (if possible).

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.

FX-10 (Effex-ten)

Once per turn, one of your 'hit' non-droid characters at same or adjacent site may be placed in your Used Pile instead of Lost Pile when forfeited.

FX-7 (Effex-Seven)

Once per turn, one of your 'hit' non-droid characters at same or adjacent site may be placed in your Used Pile instead of Lost Pile when forfeited. Cumulatively subtracts 2 from X on your Bacta Tank.

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 Hux

Adds 3 to power of anything he pilots. Deploys -2 aboard *Finalizer*. Your First Order characters and [First Order] starships are destiny +1. Once per game, may  a First Order stormtrooper.

General Solo (V)

Adds 3 to power of anything he pilots. During battle, may use 1 Force to take an Interrupt into hand from Reserve Deck; reshuffle, play it, then place that card out of play. Once per turn, may take a non-Interrupt card with 'door' in game

text into hand from Reserve Deck; reshuffle.

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.

Ghhhk & Those Rebels Won't Escape Us

USED: Cancel Nabrun Leids. LOST: 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 Hyper Escape, Closer?!, or one 'react.' OR During your move phase, cancel Landing Claw.

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.

Gold 5

This starfighter is considered to have the  icon.

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."

Green Leader In Green Squadron 1

Permanent pilot is •Green Leader, who provides ability of 2. Adds one battle destiny with a Rebel snub fighter. During battle, may cancel immunity to attrition of one starship here; this A-wing is 'hit.'

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.

Han, Chewie, And The Falcon (V)
(POWER 8) (MANEUVER 6)
(HYPER SPEED 7) (DEPLOY 6)

May add 2 passengers. Permanent pilots are •Han and •Chewie, who provide total ability of 5. While in battle, adds one destiny to total power. Immune to Come With Me, Life Debt, and attrition < 5.

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 Heavy Blaster Pistol (V)

Deploy on Beckett or non-spy Han. May target a character. Draw destiny. Target hit, and its forfeit = 0, if destiny +2 > defense value. If on Han, may fire once during your control phase, and may place this weapon in Used Pile to cancel a weapon destiny targeting Han.

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 (except those immune to Alter or Control) which targets that vehicle or starship.

Harc Seff (V)

Adds 2 to power of anything he pilots. For each of opponent's non-battleground locations on table, your Force generation is +1. Once per game, may take one Immediate Effect into hand from Reserve Deck; reshuffle.

Haven

Deploy on one of the following systems: Rendezvous Point, Hoth, Yavin 4, Alderaan, or Sullust. Your starships deploy -2 and your pilots deploy -1 here. When battling here, you may add one battle destiny. Effect canceled if opponent controls this system. (Immune to Alter.)

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 Reegesck 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 outside your 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.)

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.

Holonet Transmission

USED: Cancel Transmission Terminated. LOST: Take one Imperial or Visage Of The Emperor into hand from Used Pile; reshuffle.

Hoth: Echo Med Lab

Light Side game text: Once per turn, when you deploy a medical droid, it is deploy -2.

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.

Houjix & Out Of Nowhere

USED: 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. LOST: 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.)

Human Shield

USED: If an opponent's weapon is about to 'hit' an Imperial present with a captive being escorted, the captive is 'hit' instead. LOST: During the damage segment of a battle at a site, you may forfeit any captives present (once per battle per captive).

Hutt Bounty

Deploy on an opponent's smuggler, gambler, or thief. If subsequently

captured, seized by a bounty hunter, and then transferred to Jabba's Palace: Dungeon, retrieve Force equal to character's forfeit (+6 if Han) and lose Effect. (Immune to Alter.)

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

If a battle was just initiated at any system or sector, move all your starships and vehicles there away.

Hypo

Deploy on your IT-O. Once during your control phase, 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 Did It!

Deploy on table if you've won a Podrace. Once per game, may place Boonta Eve Podrace out of play to retrieve 4 Force. If you occupy a battleground site and a battleground system, once during each of your control phases may reveal the bottom card of your Lost Pile and place it on top of your Force Pile. At the end of opponent's turn, opponent must lose 2 Force or place their Force Pile onto their Used Pile.

I Find Your Lack Of Faith Disturbing

Use 1 Force to deploy on one of your Dark Jedi. While present at a site, unless a Jedi is also present, opponent's total ability at same location is reduced by 2.

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 Will Find Them Quickly, Master

Deploy on table. Opponent may deploy Amidala from Reserve Deck; reshuffle. If Maul present with Amidala and opponent has no Jedi there, she is captured. Once per game may take If The Trace Was Correct into hand from Reserve Deck; reshuffle. (Immune to Alter.)

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.

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.

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.

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 Decree (V)

Deploy on table. Whenever you lose Force (except from Force drains, battle damage, or your card), may reduce loss (to a minimum of 1) by the number of battlegrounds you occupy. During battle, may place this Effect out of play to draw one battle destiny if unable to otherwise. (Immune to Alter.)

Imperial Entanglements / No One To Stop Us This Time

(front) Deploy Tatooine (with Devastator there) and a Tatooine battleground site.

For remainder of game, you may not deploy Intensify The Forward Batteries, Sandwhirl, Jabba's Palace sites, non-Imperial characters, non-Imperial starships, or systems. While this side up, opponent loses no Force to Tatooine Occupation or your Force drains at Tatooine system. Once per turn, may ▼ a Tatooine battleground site. Flip this card if you control three Tatooine sites and opponent controls fewer than three Tatooine sites.

(back) While this side up, once during your control phase, may peek at up to X cards of your Reserve Deck, where X = number of Tatooine locations you occupy; take one into

hand and shuffle your Reserve Deck. Opponent's characters require +1 Force to move from Tatooine sites using their landspeed. Once per turn, may ▼ a Tatooine battleground site. During your draw phase, you may retrieve one trooper.

Flip this card if opponent controls more Tatooine sites than you.

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 Justice (V)

Deploy on table; shuffle your Reserve Deck, peek at top three cards, and stack them face-up here. During battle, may take a card here into hand to prevent all battle destiny draws from being modified or canceled (each player may draw no more than one battle destiny). (Immune to Alter.)

Imperial Pilot

(POWER 0)

Adds 2 to power of anything he pilots.

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.

Imperial Trooper Guard Dainsom

Deploys only aboard Executor or to any Death Star site. Cannot move. May cancel opponent's Force drains at adjacent Death Star or Executor sites.

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.

Into The Ventilation Shaft, Lefty

Relocate one of your characters from a Cloud City site to Weather Vane (if "hit," character is first restored to normal). May be played even after a battle has just been initiated.

Intruder Missile (Light Side)

Deploy on your B-wing, Z-95, YT-1300 Transport, or *Falcon*. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

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.

IT-O (Eyeteer-Oh)

When at Detention Block Corridor, adds X to your Force drains here, where X = number of captives here. Immune to Restraining Bolt.

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.

Jabba The Hutt

Deploy -2 at Tatooine or Nal Hutta. To use his landspeed requires +2 Force. May escort a captive. While at Audience Chamber, adds 1 to forfeit of all your other aliens and allows you to activate 1 Force whenever you Force drain with an alien. Immune to attrition <4.

Jabba's Prize (V)

Jabba's Prize is a Light Side card and does not count towards your deck limit. Reveal to opponent when deploying your Starting Effect. For remainder of game, you may not deploy  *Falcon*.

Deploys only at start of game if Jabba's Prize is at Security Tower (replaces opponent's Jabba's Prize imprisoned in Security Tower); otherwise place out of play. May not be placed in Reserve Deck. Jabba's Prize is a persona of Corran Horn only while on table. If Jabba's Prize was just released or leaves table, place it out of play. While Jabba's Prize is at Audience Chamber, opponent's battle destiny draws there are +1.

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.

Jabba's Sail Barge: Passenger Deck

The sentence "Deploy on Jabba's Sail Barge" is considered stricken from this card.

Jakku: Starship Graveyard

DARK: Unless you occupy, your non-scavenger characters deploy and move to here for +1 Force.

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.

K'lor'slug (V)

Deploy on table. If your character, starship, or vehicle in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). (Immune to Alter.)

Kal'Fainl C'ndros

When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's total battle destiny to zero.

Landspeed = 3. Adds 2 to power of anything she pilots. May not be aboard starfighters or enclosed vehicles.

Kebyc

When at a site and opponent is losing Force from Force drains at related cloud sectors, lost Force must come from Reserve Deck if possible.

Kessel (Dark Side)

DARK: Your starships deploy -1 here, -2 if Tarkin is aboard a starship here. If you control, Kessel Run is canceled.

Ket Maliss

Deploy on your non-warrior character (except droids) to give that character warrior  skill. OR Deploy on your warrior. That character is power +1. (Immune to Alter.)

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.

Kir Kanos (V)

When deployed, may  a Royal Guard. During battle, if with an Imperial and present at a site, once per game may cancel a non-[Immune to Sense] Interrupt.

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.)

Knowledge And Defense (V)

Deploy on table with any number of Defensive Shields from outside your deck face-down here. Four times per game, may play a card from here (as if from hand). Unless canceling your Interrupt, opponent may not play Recoil In Fear until the end of your first turn.

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 is considered to have one (and only one)  icon.

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 (as if a character) 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 Of Alderaan (V)

Deploy on Leia (or your female of ability < 4). Opponent may not cancel or reduce Force drains at same battleground. If on Leia, she is power +2 and, once per battle, may cancel the game text of an opponent's leader of ability < 4 here.

Leia, Rebel Princess

Twice per game, may place top card of Lost Pile on top of Reserve Deck to cancel a Force drain at a related site. Unless opponent's non-alien character here, opponent's total ability at same site = 0. Immune to attrition < 5 if with Luke, Han or Jabba.

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 Cappel

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 Shektil

The name "Sumner" in this card's game text is a misprint and should read "Shektil."

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.

Lightsaber Proficiency

Deploy on your character with ability > 2 and a lightsaber. That character is power +3 in battles or may add 1 to Force drain where present. Effect is lost if character loses lightsaber.

Like My Father Before Me

If an Endor site on table, deploy on table. [Death Star II] Luke is deploy = 6 and may not be Disarmed. If Luke is at a battleground (even as a captive), your battle destiny draws are +1 there and, once during your turn, may  Luke's Lightsaber or place a card from hand on Force Pile. [Immune to Alter.]

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.

Local Trouble

Use 1 Force at the beginning of your battle phase to allow any two of your Stormtroopers in the Cantina to battle any one opponent's character (your choice). You may add one battle destiny. No other battles may occur in Cantina this turn.

Location, Location, Location

Deploy on table. At the end of each player's deploy phase, if they did not deploy a location, they lose 1 Force. Effect canceled if any player deploys three or more locations in a single turn.

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.

Lord Maul

Deploys -2 to Naboo. While with Qui-Gon, your battle destinies here are each +1. When Maul wins a lightsaber combat, adds 2 to opponent's Force loss. Immune to Clash Of Sabers and attrition < 5 (or < 6 if armed with a lightsaber). May not be Disarmed.

Lord Maul With Lightsaber

Permanent weapon is •Maul's Lightsaber (may add 1 to Force drain where present; adds 1 to your battle destiny draws here; may target a character for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

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 Skywalker, Rebel Scout (V) (FORFEIT 9)

Adds 2 to power of anything he pilots. If drawn for destiny, may take into hand to cancel and redraw that destiny. Power +1 for each Dark Jedi here. Luke's weapon destiny draws are +1. At same site, opponent must first use 1 Force to fire a weapon. Immune to attrition < 6.

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 **any** 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.'

Luminous

Deploys and moves like a starfighter. May add 1 pilot and 6 passengers. Permanent pilot

provides ability of 2. May use Covert Landing like a shuttle or starfighter (even while landed).

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).

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.

Make Ten Men Feel Like A Hundred

If Stardust on table, deploy on table. Nightfall is canceled. Saw is a spy. Rebel spies deploy -1 to Scarif. Once per battle, if you just drew a Rebel spy for destiny, may retrieve 1 Force. [Immune to Alter.]

Maul's Double-Bladed Lightsaber

Deploy on Maul. Adds 1 to Maul's lightsaber combat total. May lose 1 Force to add 2 to Force drain where present. Twice per battle, may target a character. Draw two destiny. Target hit, and its forfeit = 0, if total > defense value. While on Maul, may not be stolen.

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.)

Mercenary Pilot

Adds 2 to power of anything he pilots or drives. When driving a transport vehicle, adds one battle destiny. When piloting at a cloud sector, once per turn may add one battle destiny during battle at a related exterior site.

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.

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 is considered to 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.

Moff Gideon

Adds 2 to the power of anything he pilots. Rebels here (and at adjacent sites if your E-web blaster here) are power -1. When deployed, may ▼ an E-web blaster (or an Imperial stormtrooper) here for -2 Force.

Mon Calamari Dockyards

Deploy on table. Star Cruisers (except Profundity) may deploy -2 (to a maximum of -3), ignore deployment restrictions in their game text, draw one battle destiny if not able to otherwise, and are immune to attrition < 4. [Immune to Alter.]

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, Immediate Effect canceled.

Move Along...

If a battle was just initiated at a site where your Jedi is present, use 1 Force to draw destiny; that number of opponent's characters with ability = 1 (your choice) must each move away (for free), or be lost.

Moving To Attack Position

Target one starfighter participating in a battle at a system or sector. For remainder of turn, starfighter may not move, is immune to attrition and, if piloted by a Corellian, is power +2.

MSE-6 'Mouse' Droid

Landspeed = 3. Deploys to same site as a character targeted by a Utinni Effect (except Kessel Run). If this droid 'reaches' Utinni Effect, may relocate it here. Upon delivery, 'mouse' droid returns to your hand.

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: Battle Plains (Dark Side)

DARK: Unless Gungan Energy Shield on table, your AATs are each power +2 here.

Naboo: Battle Plains (Light Side)

DARK: Your AATs deploy +1 here.

Naboo: Theed Palace Generator Core (both sides)

Any characters of ability < 5 about to be 'hit' here (and all cards on them) are 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).

Nevar Yalnal

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.

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.

Ng'ok War Beast

Deploy on table. If your character, starship, or vehicle in battle is about to be lost before the damage segment, it is instead lost at end of battle (if forfeited, forfeit for 0). (Immune to Alter.)

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 Journal

Deploy on Luke or Obi-Wan. Your characters present here armed with a unique (*) lightsaber Weapon card may not be Disarmed, once per battle may cancel a weapon destiny just drawn, and that lightsaber's Force drain modifiers may not be canceled. Lost if about to be stolen.

Obi-Wan's Lightsaber (Premiere)

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.

Observation Holocam

Deploy on a site. Adds 1 to the total weapon destiny of each of your automated weapons at same and adjacent sites. During battle, may add the power of one of your characters at an adjacent site you control to your total.

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 Allies / We Need Your Help

(front) Deploy Jakku system and Niima Outpost Shipyard (with [Ep

VII] *Falcon* there). May deploy Graveyard Of Giants.

For remainder of game, you may not deploy Harc Seff, Luke, or Jedi. Your Destiny is suspended. Opponent's [Reflections 2] objective targets Rey instead of Luke. While Rey at a battleground site, Visage Of The Emperor is suspended. While this is up, once per turn, may ▼ a Jakku location. Flip this card if you control Jakku system and occupy two Jakku battleground sites (or vice versa).

(back) While this side up, once per turn, may ▼ a Jakku location. Once during opponent's control phase, if you control two Jakku battlegrounds and are about to lose Force (except to a Force drain at a Jakku location), may reduce that Force loss to 1 (may not be further reduced). Once per battle involving your Resistance character, may subtract 2 from a just drawn destiny. While with Han, your [Episode VII] characters and [Episode VII] starships are defense value +2.

Flip this card if you do not occupy two battlegrounds.

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.

Outflank

During a battle, if you have weapons at at least 2 sites adjacent to that battle, add 3 to your total power and add one battle destiny. OR For

remainder of turn, your biker scout at an exterior site is power +1 and adds 1 to each of that character's weapon destiny draws.

Overseeing It Personally (V)

Deploy on your leader. Opponent may not cancel or reduce Force drains at same battleground. If on Emperor, may place Effect in Lost Pile to retrieve an Imperial leader.

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.

Panic

If opponent just initiated a battle where opponent has more than double your power, reveal up to 3 cards from your Reserve Deck. Of those 3, deploy anywhere (for free) any characters, starships, vehicles, devices or weapons. Any others are lost.

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.

Planetary Defenses (V)

Plays on any site. This location may not be targeted by Proton Bombs. Cancels Program Trap here. Unless Death Star: Docking Bay 327 on table, Commence Primary Ignition is canceled.

Plastoid Armor

Deploy on a Death Star site where a stormtrooper was just lost. Target one of your characters not on Death Star. When target reaches Utinni Effect, relocate to target. Target is now 'disguised:' gains spy skill, power and forfeit +2, and armor = 5.

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.

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 in an order of your choosing.

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 C-3PO or R2-D2), 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.

Quietly Observing (V)

Deploy on table. Aurra, Bossk, and Cad are destiny +2. Once per game, may reveal up to two unique (*) aliens from hand and/or Reserve Deck (reshuffle); for remainder of game, those cards are assassins and Black Sun agents. [Immune to Alter.]

R2-D2 (V)

(DEPLOY 2)

While aboard a starfighter, adds 2 to power, maneuver, and hyperspeed. While with a Scomp link, adds one [Light Side] icon here. Immune to Fire Extinguisher and Restraining Bolt.

R2-D2 & C-3PO

If about to leave table (even from Overwhelmed) from Tatooine system and Stolen Data Tapes deployed on this character, may instead be relocated to Dune Sea. Immune to A Gift, Firepower, devices, and opponent's Interrupts.

R2-Q2 (Artoo-Kyootoo)

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-T2 (Arthree-Teetoo)

While aboard your capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. While at Death Star: Central Core, Death Star requires +2 Force to move.

R3-T6 (Arthree-Teesix)

While aboard your 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-Emmine)

While aboard a non-creature vehicle, adds 1 to power, maneuver and landspeed. May drive transport vehicles.

R5-A2 (Arfive-Aytoo)

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.

Ralltiir Operations (V) / In The Hands Of The Empire (V)

(front) Deploy Ralltiir system.

For remainder of game, spaceport sites are immune to Always Thinking With Your Stomach, He Hasn't Come Back Yet, and Ounee Ta. Your Force generation is +1 at each Ralltiir location.

While this side up, once per turn, may deploy a site (or non-unique Imperial) to Ralltiir from Reserve Deck; reshuffle.

Flip this card if Imperials control at least three Ralltiir sites and opponent controls no Ralltiir locations.

(back) While this side up, opponent's Force drains are -1 at their locations. Your total battle destiny is +X, where X = number of Ralltiir locations your Imperials occupy.

Flip this card if opponent controls at least two Ralltiir locations.

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 2 to maneuver (limit +2) 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 your total power at the related system and related sectors, where X = the number of your starships present there.

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.

Rebel Trooper Recruit

Deploys free to same site as a Rebel leader. Once per turn, may target a non-unique Rebel warrior present; target is power +1 for remainder of turn. When forfeited at same site as a Rebel leader (or non-recruit trooper), also satisfies all remaining attrition against you.

Recoil In Fear

Use 3 Force. Each player places hand onto Reserve Deck (if possible), then places Used Pile onto Reserve Deck; reshuffle. Each player then draws cards from Reserve Deck equal to the number of cards just placed from hand onto Reserve Deck (if any).

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 2

This starfighter is considered to have the  icon.

Red 3

This starfighter is considered to have the  icon.

Red 5

This starfighter is considered to have the  icon.

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.

Reflection

Deploy on Leia. Once during each of your control phases, you may use 3 Force to retrieve 1 Force. Also, when an apprentice, adds 1 to her training destiny.

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.

Retractable Arm

Deploy on any R-unit droid to give that droid thief skill. Once during each of your control phases, you may use 1 Force to target a weapon or device present. Draw destiny. If destiny > 2, target is 'stolen.' Target may then be transferred for free. Droid may not be Disarmed.

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 Asteroid

Deploy on an asteroid sector and specify starting direction. Every move phase, moves to next adjacent asteroid sector (reversing direction as necessary). Where present, adds 2 to asteroid destiny. May be targeted by starship weapons (defense value = 3).

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.

Rose Tico

If Finn is about to be lost from same site, may place him in Used Pile instead. During your control phase, if present at a battleground site, and another Resistance character on table (or Paige out of play), may retrieve 1 Force.

R'tic H'weei

Once per game, may ▲ Jawa Blaster or a card with "sandcrawler" in title or game text. During opponent's turn, if present at a Tatooine battleground and there is more than 1 Force in opponent's Force Pile, you may use 1 Force in opponent's Force Pile.

Run Luke, Run!

At any time, move Luke as a regular move (using landspeed for free) to a battle just initiated at an adjacent site. Luke is power +2 during that battle, unless Vader is present or adjacent to the battle site. OR You may cancel Vader's Obsession.

Rycar Ryjerd

Deploy on your non-smuggler to give that character **smuggler** skill. OR Deploy on your smuggler. That character is power +1. (Immune to Alter.)

Saber 4

May deploy with a pilot as a 'react' to a battle where you have a TIE (for free if TIE is in Saber Squadron). May add 1 pilot. Immune to attrition < 4 when DS-181-4 piloting.

Sai'torr Kal Fas

Deploy on your non-warrior character (except droids) to give that character warrior [Warrior] skill. OR Deploy on your warrior. That character is power +1. (Immune to Alter.)

Sai'torr Kal Fas (V)

Deploy on table. Once per turn, may ▼ a matching weapon on your unique (*) character present at a site. [Immune to Alter.]

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

*The title of this card has received errata to be (***) restricted.*

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

*The title of this card has received errata to be (***) restricted.*

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.

Saw Gerrera

Attrition against opponent is +1 here for each of their characters present. Opponent may not reduce your

Force drains here. Cancels Trooper Assault here.

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.

Senator Mon Mothma

Agenda: rebellion. Deploys -1 aboard your capital starship. Once per turn, while in a senate majority (or Stolen Data Tapes on table), may take your just drawn battle destiny into hand. Once per game, may ▼ Chandrila.

Sense & Recoil In Fear

USED: Target your highest-ability character and one just-played Interrupt. Draw destiny. If destiny < ability of target character, cancel target Interrupt. LOST: Use 3 Force. Each player places hand onto Reserve Deck (if possible), then places Used Pile onto Reserve Deck; reshuffle. Each player then draws cards from Reserve Deck equal to the number of cards just placed from hand onto Reserve Deck (if any).

Sense & Uncertain Is The Future

See Sense & Recoil In Fear.

Shadows Of The Empire

If Agents Of Black Sun on table, deploy on table. May use 1 Force to ▼ Imperial Square. Once per turn, if Emperor on Coruscant, may draw top card of Force Pile (if during your turn and you occupy three battlegrounds, opponent also loses 1 Force). [Immune to Alter.]

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 (as a regular move).

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.

Sith Fury (V)

USED: If you just drew a character for destiny, take that card into hand to cancel and redraw that destiny. LOST: Once per game, exchange a Dark Jedi in hand with a Dark Jedi in Lost Pile.

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).

Slave I

This card was erroneously printed with "hyperdrive" instead of hyperspeed. The card should read "HYPER SPEED 4" and has hyperspeed for all gameplay purposes (e.g., adding to hyperspeed with Dark Maneuvers).

Sleean

*Ferocity = destiny - 3. Habitat: planet sites (except Hoth and Tatooine) and Dark Waters. Cumulatively absorbs (temporarily cancels) one  icon present. Parasite: None.

Slip Sliding Away (V)

If you have deployed a site with exactly two [Dark Side Force] (and no other locations), deploy a battleground site. Then, unless you have deployed Imperial Square or a site with "Palace" in title, deploy up to three Effects that are always immune to Alter. Place Interrupt in Lost Pile.

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, as if a character with defense value of 4.) Any 'hit' targets are immediately lost.

Snoova

Deploys -3 to same site as any smuggler or bounty. During your deploy phase, may deploy a Vibro-

Ax on Snoova for free from Reserve Deck; reshuffle. If Snoova is about to exclude a target with a Vibro-Ax, he may capture target instead.

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.)

Someone Who Loves You

If Han was just lost and Leia is on table (or vice versa), place the just-lost character in your Used Pile. OR If Leia is present at a site where Han is a captive, release Han. OR Cancel a Force drain at a prison.

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, as if a character with 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 your 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.

Specter Of The Supreme Leader

Deploy on table. The Phantom Menace is canceled. You lose no Force to Kylo or Kylo's Lightsaber. If Kylo (or Kylo's Lightsaber) just lost, may place this Effect in Lost Pile to take that card into hand. [Immune to Alter.]

Spice Mines Of Kessel

Deploy on Kessel system (may not be moved). Target one captive and one trooper to escort captive. When targets reach Utinni Effect, retrieve Force equal to captive's forfeit (captive and Utinni Effect lost). If trooper lost en route, captive released.

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.

Stardust

Deploy on Data Vault. At any time, may relocate Stardust to your spy present. During your control phase, if on your spy at a battleground you occupy, opponent loses 1 Force. If about to leave table, relocate to Data Vault (if possible). [Immune to Alter.]

Stay Sharp!

During your control phase, fire one of your starship weapons (for free). If Han or any gunner is aboard that starship, may add 2 to the total weapon destiny. 'Hit' target is lost.

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OR If you just fired a weapon in battle, add that weapon's destiny number to your total power.

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.

Stormtrooper Cadet

Deploys free to same site as an Imperial leader. Once per turn, may target a non-unique Imperial warrior present; target is power +1 for remainder of turn. When forfeited at same site as an Imperial leader (or non-cadet trooper), also satisfies all remaining attrition against you.

Stunning Leader

If a battle was just initiated at an interior site, use 1 Force; for remainder of battle all characters of ability > 2 and all leaders (on both sides) are simultaneously excluded from that battle.

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 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.)

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

This card's subtype is 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 (V)

Adds 2 to power of anything he pilots. When deployed, may draw cards from Reserve Deck until you have up to six cards in hand. During battle, if present with two ISB agents, may cancel an opponent's just drawn destiny.

Tarkin Doctrine

Deploy on Death Star system. During your control phase, for each battleground system controlled by your Star Destroyer within 2 parsecs of Death Star, opponent loses 1 Force. Canceled if opponent controls this system.

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.

Tarkin's Bounty

Deploy on opponent's spy or Rebel leader. If subsequently captured, seized by a bounty hunter or Imperial, and then transferred to Detention Block Corridor, retrieve Force equal to character's forfeit (+4 if Leia) and lose Effect. (Immune to Alter.)

Tatooine: Hutt Trade Route (Desert)

DARK: Unless you control Hutt Trade Route, your game text on Tatooine: Jabba's Palace is canceled.

LIGHT: Your characters here aboard vehicles are each power +1.

Tatooine: Lars' Moisture Farm (Light Side)

DARK: Add 1 to each of your weapon destiny draws here.

LIGHT: Beru Lars and Luke deploy -1 here.

Tatooine: Watto's Junkyard (Light Side)

DARK: If Watto present, Force drain +1 here and opponent's battle destiny draws here are -2.

LIGHT: While you occupy, your Force generation is +2 here.

Immune to Revolution.

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.

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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.

Tempest Scout 1

May add 2 pilots or passengers.

May move as a 'react' for free. When Arnet piloting, immune to attrition < 4 and adds 1 to attrition against opponent here.

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 Force (from Life Force) equal to half their Life Force (round down). If Luke released, lose Utinni Effect. (Immune to Alter.)

The Falcon, Junkyard Garbage

(back) May not be placed in Reserve Deck. If Falcon about to leave table, place it out of play. May add 2 pilots and 2 passengers. Immune to Trample and Unsalvageable, even if unpiloted. While Finn or Rey aboard, immune to attrition < 4 (< 6 if both). Once during your move phase, if piloted, may flip this card.

The Force Is Strong With This One (V)

If your Padawan or Skywalker is in battle with a Dark Jedi, either add one battle destiny or cancel I Have You Now. OR If Luke is in battle with an opponent's character of ability > 3, add one battle destiny.

The Galaxy May Need A Legend / We Need Luke Skywalker

(back) Immediately place Luke out of play (ignore [Death Star II])

objective restrictions, if any). For remainder of battle, opponent may not fire weapons.

While this side up, opponent's immunity to attrition is limited to < 5. Your Force drains are +1 where you have two unique (*) Resistance characters. Once during your turn, may peek at the top card of your Force Pile and Reserve Deck; place both cards (in any order) on top of one of those piles. Once per turn during battle involving two Resistance characters, may cancel an opponent's just drawn destiny to cause a re-draw.

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 complete a non-substituted battle destiny draw, 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, opponent loses 1 Force for each battleground site you occupy with a senator.

There Is Good In Him / I Can Save Him

(back) While this side up, at end of each of opponent's turns, opponent loses 2 Force unless Vader is escorting Luke. At any time, an Imperial escorting Luke may transfer Luke to Vader, if present with Vader. Vader may not transfer Luke. Once during each of your turns, if Vader present with Luke (even as a non-frozen captive), may shuffle Reserve Deck and draw destiny. If destiny > 14, Vader crosses to Light Side, totally depleting opponent's Life Force.

Flip if Luke neither present with Vader nor a captive.

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.

Theron Nett (V)

Adds 2 to power of anything he pilots. While at a battleground system, opponent's starships may not 'cloak.' May lose 1 Force (free if piloting Red 10) to cancel a just-drawn weapon destiny targeting a starship he is piloting.

They Have No Idea We're Coming / Until We Win, Or The Chances Are Spent

(front) Deploy Scarif system, Data Vault (with Stardust there), and Massassi War Room. For remainder of game, you may not deploy Jedi. Baze, Chirrut, and Rebel troopers are spies. While this side up, once per turn, may ▼ a Rebel starship (except Home One or [Reflections III] Falcon) or a Scarif site. Flip this card if you control two Scarif locations.

(back) While this side up, your spies are defense value +2 (and power +1 if with Stardust) and are immune to Undercover. While Stardust on your spy, opponent may not cancel your Force drains at battlegrounds. Once per turn, may place a Rebel in your Lost Pile out of play to make a regular move with your Rebel spy during your control phase or cancel an attempt to target your non-Undercover Rebel spy with a weapon.

Flip this card if you do not occupy two Scarif locations (unless Rogue One at a Scarif site you occupy).

They're On Dantooine

Once per game, use 2 Force to deploy on Dantooine system. Target Death Star. Opponent may not play Commence Primary Ignition until target reaches Dantooine, canceling Utinni Effect.

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.

Toryn Farr (V)

Adds 2 to power of anything she pilots. Your total battle destiny here is +1 (+2 if piloting a transport). Once per turn, if a battle just ended here, may 'rescue' (retrieve from Lost Pile OR stack on [Set 0] Evacuation Control) a Rebel of ability < 3 forfeited from same location this turn.

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 (Premiere)

(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.

Twilight Is Upon Me

Deploy on table. Once per turn, may take one The Force Is Strong With This One or  Anakin Skywalker into hand from Reserve Deck, reshuffle. May use 2 Force to cancel You Are Beaten (unless canceling Uncontrollable Fury) or Dark Jedi Presence. (Immune to Alter.)

Ubrikkian 9000 Z001

May add 1 driver and 2 passengers. May move as a 'react.'

Uncertain Is The Future

See Recoil In Fear.

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's Hunting Rifle

Use 1 Force to deploy on URoRRuR'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.

V-4X-D Ski Speeder

May add 1 pilot. Matching vehicle for any Resistance pilot. May move as a 'react'. Pilot's power = 0, and if targeted by Force Lightning, Trample, or a weapon, may use this card's defense value instead.

Vader's Anger (V)

For remainder of turn, opponent may not cancel your lightsaber weapon (or 'choke') destiny draws. OR If Vader in battle alone, your total battle destiny is +1 for each character in battle. OR Cancel It's A Trap!

Vader's Bounty

Deploy on a Rebel of ability > 2. If subsequently captured, seized by a bounty hunter, and then transferred to a prison where Vader is present, retrieve Force equal to character's forfeit (+4 if Luke) and lose Effect. (Immune to Alter.)

Vader's Custom TIE (V)

May add 1 pilot. Vader deploys -2 aboard. While Vader piloting, immune to attrition < 5, and during battle, may cancel game text of a passenger (or pilot of ability < 4) here.

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.

Veers (V)

Add 3 to power of anything he pilots. Leader. Once per turn, may reveal from hand to ▼ 6th marker or Blizzard 1 to Hoth. Deploys free aboard Blizzard 1. While piloting Blizzard 1, adds one destiny to total power.

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.

Vibro-Ax (both sides)

Use 3 Force to deploy on any alien warrior. Adds 1 to power. May target a character using 1 Force. Both players draw destiny. Target immediately excluded from battle if warrior's power + your destiny > target's power + opponent's destiny.

Vine Snake (both sides)

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 Have A Prisoner

Use 1 Force if opponent's character is about to be lost or forfeited from battle. It is captured instead (character is first restored to normal). OR Use X Force to capture all characters on board a captured starship, where X = twice the number of characters.

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 when forfeited.

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.

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.

WED15-I7 'Septoid' Droid

*Forfeit value begins at 7. When 'forfeited,' droid remains in play (unless 'hit'), but forfeit value is

reduced by the amount of attrition or battle damage absorbed. Droid lost when forfeit value reaches zero.

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).

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.)

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.

Wild Karrde

This card is now (DEPLOY 3)

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).

Wokling (V)

Unless Massassi Throne Room on table, deploy on table. Your total Force generation is +1. Once per game, may use 3 Force to ▲ an

Effect that has no deploy cost and deploys on another card. May place this Effect out of play to retrieve 1 Force. [Immune to Alter.]

Wookiee Roar

If Chewie is defending a battle alone at a site, add two battle destiny. OR Use 3 Force to take Chewie into hand from Reserve Deck; reshuffle. OR Scare off (lose) one 'mouse' droid on table.

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.

Xizor's Palace: Sewer

DARK: Once per game, may exchange an alien in hand with a non-spy Black Sun agent in Lost Pile.

LIGHT: Once per game, if you control, may retrieve a Corellian.

Yoda, Keeper Of The Peace

Lore: Yoda calls upon the Force often to try and foresee what destiny has in store. Jedi Council Member.

Yoda Stew & You Do Have Your Moments

USED: During opponent's turn, take up to four cards from your hand and place them on top of your Force Pile.

LOST: At the start of the damage segment during a battle, before any cards have been forfeited, cause all attrition for both sides to be reduced to zero.

You Do Have Your Moments

At the start of the damage segment during a battle, before any cards have been forfeited, cause all attrition for both sides to be reduced to zero.

You Know What I've Come For

USED OR STARTING INTERRUPT

USED: Use 1 Force to take a [First Order] shuttle into hand from Reserve Deck; reshuffle.

STARTING: Deploy Jakku: Landing Site, Bow To The First Order, and one Effect that deploys on table and is always immune to Alter. Place this Interrupt in hand.

Your Ship? (V)

Plays on table. Cancels A Dangerous Time and Imperial Supply. Each player may play only one card with "sabacc" in title each turn. You may cancel an opponent's card with "sabacc" in title by losing 1 Force from hand.

Yoxgit (V)

Deploys free to (and power +2 at) a Cloud City, Jabba's Palace, or Maz's Castle location. Once per turn, if you just drew an alien (or [Independent] starship) for destiny, may take that card into hand to cancel and redraw that destiny.

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 In Mist Hunter

May add 1 pilot and 3 passengers. Permanent pilot is *Zuckuss, who provides ability of 4 and adds 2 to power. Unless opponent has ability > 6 piloting here, reset opponent's total battle destiny here to 0.

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.

Appendix B - Card Rulings

If an entry begins with "(Errata)," see Appendix A for the errata on that card.

For all clarifications of characteristics, see Characteristics – Identifying Cards, 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 Few Maneuvers

The phrase "Interrupt may even affect the result immediately after a destiny draw targeting the starfighter's maneuver" means that this card can be played immediately after any destiny draw that is to be used in a comparison (greater than, less than, or equal to) with the starfighter's maneuver or defense value (or a calculation that involves said maneuver or defense value).

A Jedi's Resilience

(Errata) This Interrupt is played as a response to the completion of a duel, and is played before any result actually takes place.

OR

This card targets a 'just lost' character armed with a lightsaber. It searches for the character and saber at the time the interrupt is played. In order to be considered as such, the light side character must either:

- Possess a [permanent weapon icon] lightsaber OR
- Be armed with a lightsaber when heading lost, be lost simultaneously with the lightsaber, and both he or she and the lightsaber must be considered 'just lost' at the time this card is initiated.

This is a necessary exception to the normal rules regarding units of force and unseen cards. Because A Jedi's Resilience specifically is searching for these 2 cards (or 1 card) in a 'just lost' state, they are 'active' and able to be targeted in that state by this card or other cards that target cards in a 'just lost' state.

A Jedi's Strength

An apprentice that later becomes a Jedi will still get the +1 power bonus from this Jedi Test.

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 its title
- two sites, both with "Echo" in their titles
- one Effect with "Echo" in its title
- one Effect and one site, both with "Echo" in their titles
- one planet system with two Light Side Force icons.

A Remote Planet

This card refers to the "Padme Naberrie" version of the Amidala persona only.

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 Useless Gesture

The game text that prevents Ketwol from exchanging a docking bay more than once per game does not count any exchange(s) that took place before A Useless Gesture was on table. Thus, after A Useless Gesture is played, Ketwol may exchange one more docking bay before further exchanges are prevented, even if Ketwol was already used before A Useless Gesture was played.

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.

Abyss

This card does not require that the 'duplicated' character on table has immunity to attrition. This is a specific exception to the Implied Target Rule.

Accelerate

The phrase "Interrupt may even affect the result immediately after a destiny draw targeting the vehicle's maneuver" means that this card can be played immediately after any destiny draw that is to be used in a comparison (greater than, less than, or equal to) with the vehicle's maneuver or defense value (or a calculation that involves said maneuver or defense value).

Access Denied

This 'insert' card, when found face-up in your Reserve Deck (whether by being inserted or because of a card such as Through The Force Things You Will See), is treated as a deployed Effect and does not count as part of your Life Force.

Admiral Raddus

While this character is considered to be a matching pilot for Rogue One, he is not considered to be a Rogue Squadron pilot based on game text alone. This is a specific exception to the Squadron Designation rules.

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 Advanced Rulebook 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, Dark Side cards in 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

(Errata) This Immediate Effect creates an unattended frozen captive if there is no available escort.

All Wrapped Up

(Errata) When capturing an 'about to be 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 card merely requires that the bounty hunter be present at the location. He need not be present with the forfeited character.

Alter (both sides – Premiere and Coruscant)

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 (V) (both sides)

The phrase "Immune to opponent's Objective" is only applicable when this card is played from hand (or when you are attempting to initiate it from hand). Thus it does not protect itself from In Complete Control when it is drawn as a battle destiny, and it may be placed in Used Pile via I Will Make It Legal, etc.

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.

Anger, Fear, Aggression (V)

(Errata) Projective Telepathy cannot cancel this card when it is on table (only if it is 'inserted' or 'revealed').

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.

Antilles Maneuver (V)

The first function of this Interrupt may still be used if the opponent does not have a weapon on table.

See Implied Target Rule – Unknown Targets.

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

(Errata) If Arica breaks cover at Luke's site using her game text 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.

Artoo, Come Back At Once!

See Double Back.

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

(Errata) When removing a character from the Bacta Tank whose deploy cost is defined by an asterisk (*), treat that deploy cost as zero. This is a specific exception to the Defined Values rules.

Bane Malar

Bane Malar never gains characteristics from game text that he 'mindscans'. This applies to all characteristics, whether explicitly or implicitly stated, and whether granted conditionally or unconditionally. Self-referencing pronouns ("she", "her") may refer to Bane but do not make him female.

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).

Besieged

(Errata) The phrase "Effect canceled if starship escapes or is stolen" indicates that the Effect goes lost if the starship escapes or is stolen by the Dark Side player.

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.

Blaster Deflection

When re-targeting a blaster with this Interrupt, you must re-target it to an opponent's character present at the same location as your character that was originally targeted.

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). "May not use vehicles or starships" on this card means that the B'omarr Monk may not deploy to

or board a vehicle or starship. This alien only cancels the Dark Side game text of the location called Tatooine: Jabba's Palace.

Boonta Eve Podrace (both sides)

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 podrace 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 occur by having 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 π is less than 4), and if Lost In The Wilderness targets your opponent's 3 characters, it also succeeds (π is greater than 3). If Brainiac is drawn for battle destiny and a player must

satisfy π attrition, that player must forfeit at least π 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.

Bravo Fighter

You may not attempt to 'blow away' the Blockade Flagship unless its corresponding starship card is on table.

Bring Him Before Me / Take Your Father's Place

The deployment modifiers for the Emperor and Luke found on the 0 side of this Objective only apply when those characters are being deployed from the player's Reserve Deck using this objective. This card only restricts the opponent's use of cards that would place Luke out of play. If a card has multiple functions (one placing a card out of play, and one that does not for example) this objective has no impact on the latter function of the card. Also, if a card targets multiple cards on table, the Light Side player is only prevented from placing Luke out of play. This is a specific exception to the normal targeting rules. The 0 side of this card requires that if Vader is aboard an open vehicle without sufficient capacity to include a captive, Vader must first disembark the vehicle as an automatic action before the

capture takes place. (This is a special exception to the normal rules of embarking / disembarking.) See Captives – Seizure ("if possible")

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.

Cal Alder

If a Light Side vehicle is moving toward Cal at the beginning of its movement action, then Cal causes it to move for free. This applies even if the vehicle stops before reaching Cal or if the vehicle moves past Cal to another site. This is a specific exception to the Moving Through Locations rules.

Captain Jonus

This character must be piloting a TIE/sa in order to use his text to satisfy all remaining attrition and battle damage.

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, it deploys regardless of location deployment restrictions (this is a specific exception to the start of game rules). If there are no Rebels you can legally deploy, this objective plays (for remainder of game) as if there were no Rebels in the Light Side player's deck. You may verify your opponent's Reserve Deck at this point as you would after any other failed search. Rebels you cannot legally deploy include characters with objective deployment restrictions (such as Prisoner 2187) and those that deploy as an undercover spy (such as TK-422). Also, if opponent is playing Rescue The Princess, and their only Rebel in their deck is Leia, Leia cannot be deployed (this also applies to Han and You Can Either Profit By This..., and Luke and There Is Good In Him).

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 ◇ battleground sites." The location (or locations) deployed must be battlegrounds related to the owner's starting location immediately after its (their) deployment. This Starting Interrupt may be played even if your starting location was converted (or 'failed' to convert an opponent's starting location that may not be converted). It simply 'remembers' what your starting location was before it was converted or placed out of play.

Careful Planning (V)

With regards to converting starting locations, see the relevant portion of the Careful Planning entry.

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.

Chasm

See Abyss.

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)

Clone Squad Leader

See Rebel Squad Leader.

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 (both sides)

(Errata) 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 Wulff 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.

Commander Wedge Antilles (V)

See Jodo Kast.

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.

Conquest (V)

An Interrupt is considered an "Immune to Sense" Interrupt if the function being utilized when it is played is immune to Sense.

Control (both sides – Dagobah and Coruscant)

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 canceled 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.

Count Dooku

When using this card's game text allowing it to be targeted by Force Lightning, each instance of "Emperor" on Force Lightning is treated as "Dooku". Thus, if the Dark Side player plays the LOST portion of Force Lightning in conjunction with Count Dooku's game text, the opponent's character would need to be present with Dooku (not the

Emperor), and Dooku would lose immunity to attrition and become defense value -2 for the remainder of turn (not the Emperor).

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

The USED portion of this Interrupt may be used any time your shuttle or shuttle vehicle is participating in a battle, even if that shuttle is landed or unpiloted.

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. There is no gameplay difference between cards that refer to cards stacked "on," "under," or "beneath" this Effect.

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 and Ahch-To 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.) When this card is used to exclude characters from being the highest-ability character in response to Sense or Alter, the player playing Sense or Alter must immediately choose a new target for their highest-ability character, if possible, otherwise the Interrupt will fail.

Dark Hours

(Errata) Characters targeted by this Effect must be at the site when deployed.

For each character targeted by this Effect in the event of a failed destiny draw for Dark, their opponent may choose what happens to that character: either put to 'sleep' or left 'awake.' If a target character is affected by multiple copies of this Effect, the character will not be restored to normal until the last Effect that put him or her to sleep leaves table.

Dark Maneuvers

See A Few Maneuvers.

Dark Maneuvers & Tallon Roll

See A Few Maneuvers.

Dark Waters

If this card is deployed to an interior vehicle site, then creatures present may attack as normal. This is a specific exception to rules stating that characters aboard vehicles may not be attacked.

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.

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

See Doikk Na'ts.

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.

An Interrupt that is placed out of play when it resolves (such as an Interrupt played from Lost Pile by This Place Can Be A Little Rough, etc.) may be stacked on this card before it is placed out of play. However, an Utinni Effect that is placed out of play "when completed" (such as when *Outrider* is on table) may not.

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.

Doikk Na'ts

Doikk can increase the typical ability requirement for drawing battle destiny from 4 to some greater value. Doikk can also increase special ability requirements like the ones found on A Jedi's Strength and Prince Xizor.

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 Tread On Me (V)

If you play this as a Starting Interrupt, you must draw at least 8 cards. You do not need to declare how many cards you will draw, you may continue to draw until you wish to stop (or have drawn 12 cards). The Used Interrupt function may not be used to deploy an Effect that lists any deploy cost in its game text (such as Beggar) or is conditionally immune to Alter (such as Well Guarded).

Don't Underestimate Our Chances

This Interrupt does not triple attrition.

Double Back

The first function of this Interrupt is a top-level action that may be initiated at any time to search your Lost Pile for a bounty hunter, even if it is

known that no bounty hunter is in the Lost Pile.

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.

E-web Blaster

(Errata) This artillery weapon is moved as a top-level action by two characters, using their personal landspeed. The weapon itself is selected to be moved, then 2 characters are selected to 'carry' the device. All three move cards then move simultaneously. This card does not permit the warriors to perform a movement action if they are not entitled to one. The cost of initiation is the normal movement cost (typically 1 force) for each character, plus 1 additional force for the weapon.

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 (Eege-4)

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 (Eege-Six)

(Errata) See EG-4.

Elis Helrot

(Errata) The following actions are part of the initiation of this Interrupt:

- targeting the characters to be moved (a primary target) and the site they are located (a secondary target);
- targeting the destination site to which to move them (a primary target);
- drawing destiny; and
- paying the cost (using the Force required to transport the targeted characters).

Emergency Deployment

(Errata) 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. The phrase 'any others are lost' refers to any cards that were revealed and not successfully deployed.

Endor: Bunker (Dark)

Light can only move to this site if they are at the Back Door when they are initiating their movement.

Enter The Bureaucrat

See A Vengeance In The Force.

Ephant Mon

If this card is affected by a condition that prevents it from being 'forfeited to satisfy attrition,' his text may still be used when forfeited to satisfy all remaining battle damage. The remaining attrition at the end of the battle would still need to be satisfied normally.

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. This Effect does not expand game text that has been canceled.

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).

Fall Of The Legend

When this card targets a 'just lost character' it is targeting a character that was just lost from a battle (or duel) that took place on Cloud City.

Farm

This card may be used to deploy a Hydroponics Station or Vaporator from Reserve even if it is not a Tatooine location (overriding their typical deployment restrictions).

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 (or be carried) from the related system to any other system or asteroid or Death Star II sector; it may not move (or be carried) from any cloud sector to the system (or to any cloud sector of higher-altitude); and may not move (or be carried) to any site other than the docking bay where Forced Landing is deployed.

Frozen Assets

This Effect prevents you from drawing any card from below it in Force Pile. You also may not peak at (or otherwise look at) those cards, shuffle those cards, take any of those cards into hand, stack them on another card, move them to another deck or pile, or reorder those cards in any way, they are a frozen block of cards. The only thing you may do with those cards is lose them. See also Slip Sliding Away.

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 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. A player may choose not to pay for each battle destiny draw they are allowed to make, in which case they are prevented from making that draw, and then proceed to the next draw (if any).

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.

Han, Chewie, And The Falcon (V)

(Errata) See Han, Chewie, And The Falcon.

Han's Back

See Double Back.

Han's Toolkit

(Errata) Han's Toolkit may be used either as a response to a just-played Interrupt or Effect, or as a top level action targeting an Effect already on table. Han's Toolkit cannot be used in an "all cards" situation. If LS wants to use this device to cancel Overwhelmed, they may only do so as a 'just response' action. Once that window for response actions has passed and Overwhelmed starts sending cards to the Used Pile, it is too late.

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. Additionally, this Interrupt may target characters aboard starships or vehicles (even those that are enclosed) as long as the character is at the site targeted by the Interrupt (and not, for example, below decks at a related vehicle site). If the destiny draw is successful when targeting such a character, they are conceptually swept off the vehicle and then made missing.

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.

Hero Of A Thousand Devices

You may only use this Effect to forfeit devices that you own, not any device deployed on the droid. For example, you cannot use this Effect to forfeit a Restraining Bolt owned by the opponent deployed on the droid.

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 deploy the North Ridge, you may not deploy the Main Power Generators). 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.

Hoth Sentry

See Doikk Na'ts.

Houjix

(Errata) See Ghhhk.

Human Shield

(Errata) When the Used function of this Interrupt is played to make a captive 'hit' instead of an Imperial, any other effects from being 'hit' (such as forfeit=0 or "may not be used to satisfy attrition") will affect the captive instead of the Imperial. Because captives do not participate in battle, the 'hit' captive is then immediately lost.

The Lost function of this 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.

Hunt Down And Destroy The Jedi / Their Fire Has Gone Out Of The Universe

While the 7 side of this objective is on table, you do not have to lose Force to deploy Visage Of The Emperor.

I Can't Shake Him! (V)

See Antilles Maneuver (V).

I Did It!

(Errata) 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 be played either as a response to a just played Interrupt or Utinni Effect or as

a top level action targeting a Utinni Effect already on table. It may re-target only one of the primary targets of an Interrupt or Utinni Effect to another target on the same side of the Force (see "Targeting – Retargeting"). An "appropriate" target or location is one which meets the targeting or deployment requirements of the card being retargeted or relocated. Only targets that have already been defined when this interrupt is played may be changed. For example, this card cannot be used to retarget a just played Twi'lek Advisor, because Twi'lek Advisor does not target until its result step when the player searches their Reserve Deck for an Effect. (see Implied Target Rule.) 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 Must Be Allowed To Speak (V)

"Once per character" on this card should be interpreted as "once per character *persona*." Deploying different versions of the same persona in a game does not let you make use of this text more than once.

Ice Storm (both sides)

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.

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.

Imperial Domination

This Effect triggers as an automatic action if at any point during the Dark Side player's control phase they control the location it is deployed on and have not force drained there that turn. However, if they force drain at that location later during that control phase, the effects of the trigger would be canceled and Light Side would activate there normally during their next turn.

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 / Imperial Control

This Objective may not start a \diamond site that may not deploy to a Renegade planet.

Imperial Pilot

(Errata) 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 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.

The Squad Leader may target your troopers when he is about to move using his landspeed. They then all move together (using landspeed) simultaneously. He does not permit them to perform a movement action (regular, unlimited, or 'react') if they are not entitled to one.

In Range

When this card uses a Tractor Beam to target an opponent's starship, that starship is considered to be targeted by In Range itself for the purposes of cards like Han's Toolkit or I Have A Bad Feeling About This.

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.

Invasion

While this card is on table, Naboo is considered to be a non-battleground system in all states. Therefore, it may not be deployed by cards that search for battleground locations, and it does not count as one of the five battleground systems that need to be deployed by a Hidden Base player in order to flip his objective. Note that there is ONE exception to this rule, however; this card is not considered to impact the battleground status of Naboo during 'start of game' actions. For example, Careful Planning (V) would not consider Naboo to be a non-battleground system during the 'start of game.' This is a very specific exception to the Global Effects and Card State Rule.

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-O (Eyeteer-Oh)

(Errata) 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).

It's Worse

When this Interrupt increases your opponent's Force loss, this is simply a modifier of the original damage source; 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. It is now a Force drain of 7 Force and Light Side cannot play his Control because the optional response step to the Force drain is already over.

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).

Jabba's Prize

If the Dark Side player elects to include this card in his deck, he must start the game with the Objective titled Carbon Chamber

Testing and he must follow the deployment instructions on Jabba's Prize at the start of the game. 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).

Jabba's Prize (V)

(Errata) If Light elects to use this card against Carbon Chamber Testing while starting the You Can Either Profit By This... Objective and Dark starts with Jabba's Prize, the virtual version still replaces Dark's version once it is placed in the Security Tower. All of the subsequent instructions on Dark's Jabba's Prize (after the first sentence in italics) simply do not take effect. LS would then deploy and resolve his Objective normally.

Jawa (both sides – Premiere and Coruscant)

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

The Jedi targeted does not have to be a Rebel.

Jerus Jannick

See Ephant Mon.

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. The sentence 'That alien may not use ability in battles' should be interpreted to mean that the alien may not apply its ability toward drawing battle destiny. It may still use its ability to calculate its defense value for example.

Kal'Falni C'ndros

(Errata) This alien resets your opponent's total battle destiny to an unmodifiable 0 as an automatic action that occurs just after both players have finished drawing their one battle destiny. Modifiers to the individual battle destiny draws are applied before the comparison.

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.

Kessel Run (V)

If Light is unable to stack enough destinies to deploy this Effect, return it to their hand. Kessel Run may not attempt deployment again this turn. Return the destiny cards to the Reserve Deck in their original order. However, if any action caused a destiny card to be lost, taken into

hand, etc, that destiny card should not be returned.

When this card's game text places itself out of play, that Kessel Run is considered "completed".

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).

Kill Them Immediately

All portions of this card are Immune to Sense. This is a specific exception to the rule in Chapter 1, Section C.

K'lor'slug

Using multiple Force to raise total power may be performed only once per battle.

L3-37 (Elthree-Threeseven)

When stacking L3-37 on a freighter, she does not go to the Lost pile and therefore she is not "just lost".

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). The capital starship is considered to be 'carrying' the attached starfighter, so if the capital starship moves away, and the attached starfighter comes along for the ride, that starfighter is being 'carried,' not moving on its own. See Movement - carrying cards.

Lando with Vibro-Ax
(Errata) See Vibro-ax.

Leia's Back
See Double Back.

Let The Wookiee Win
(Errata) When Disarming an opponent's character, this Interrupt is placed on that character to indicate that the character is Disarmed. Therefore, once Let The Wookiee Win has had its result, it is "on table" but may not be targeted by Sense because it is just used as an indicator that the character is Disarmed.

This Interrupt must be stacked on a character after it resolves to have its effect (i.e. if it's stacked on a 'grabber' or goes out of play there is no result).

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
(Errata) 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 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.

Local Uprising / Liberation
This Objective may not start a \diamond site that may not deploy to a Subjugated planet.

Lone Warrior
This Interrupt must target your own lone character.

Lost In Space
(Errata) Characters stacked on this Effect are considered inactive. Previous rules documents that may have hinted at anything otherwise were in error and should be ignored. When a capital starship rescues a character stacked on this card, the rescued character is placed aboard that starship (capacity permitting). If there is insufficient capacity, the rescuing action cannot be initiated by that starship.

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 Skywalker, The Emperor's Prize
See Jabba's Prize.

Luke's Back
See Double Back.

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 (even if they are subject to a 'cannot move' condition). The character also automatically disembarks if the carrying character or Luke's Backpack leaves table (again, even if the character inside is unable to move). This device may not be transferred to the character currently inside it.

M-HYD 'Binary' Droid
(Errata) When this droid is turned 'off' and is face down, it is considered inactive and NOT supporting. This is an exception to the normal rules of card states.

Magnetic Suction Tube
(Errata) Some situations (e.g. Dagobah and Ahch-To 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). When this device "sucks up" a character, it may only relocate that character to a sandcrawler site deployed on the sandcrawler the device is deployed on, not sites deployed on other sandcrawlers at the same system (even though those are technically related).

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.

Mandalorian Mishap (V)
See Wounded Wookiee.

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.

Master Qui-Gon (V)

The text on this card that triggers "if you just lost Force from an opponent's Effect" may only be used once for each action causing Force loss, regardless of how many units of force are lost to it. For example, if the Light Side player must lose 3 force to Tatooine Occupation, and Master Qui-Gon (V) is active, that player may only upload a non-Control Episode I Interrupt (or place a card from their hand under Credits Will Do Fine) once, not 3 times.

Medium Repeating Blaster Cannon

(Errata) See E-web Blaster.

Meteor Impact?

A character targeted by this Utinni Effect may not move (or be carried) to any other system; may not move (or be carried) to any site of greater distance (number of adjacent sites) from the Utinni Effect than the current site; and may not move (or be carried) to the related system or cloud sector.

Mind Tricks Don't Work On Me

(Errata) See Ghhk.

Mind What You Have Learned / Save You It Can

See Jedi Testing, Ap. C.

The deployment modifier for Yoda found on the 0 side of this Objective only applies when that character is

being deployed from Light's Reserve Deck using this objective.

Moment Of Triumph

See Lone Warrior.

Monnok

(Errata) See Grimtaash.

Motion Supported

The battle destiny substitution portion of this card counts as 'canceling' the original destiny for the purposes of cards that prevent such cancellations. If your battle destinies are prevented from being canceled by other rules or cards, you may not initiate this text. When substituting a draw with this Political Effect, use the destiny value of the card in hand, then place it on the Used Pile after it resolves. The destiny value of the card in hand is a substituted destiny draw, but the physical card itself is not a destiny draw nor is it considered "just drawn."

Move Along...

(Errata) If the destiny is greater than the number of opponent's characters with ability = 1, the action does not fail. Instead, simply target as many of the opponent's characters with ability = 1 as possible. This is a specific exception to the Implied Target Rule.

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.

On rare occasions, when this Interrupt attempts to place a character out of the play, another action may cause the character to instead end up at a different location, or returned to hand, or to a stack or pile. In such cases, this Interrupt simply 'fails' and is placed in the Lost Pile.

NOOOOOOOOOOO!

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.

Obi-Wan Kenobi, Jedi Knight

See Sniper.

Obi-Wan's Journal

(Errata) The "lost if about to be stolen" text on this device will trigger any time the device is about to be stolen, even if the Journal is not in an active state. This is an exception to the normal rules of card states.

Observation Holocam

(Errata) 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

See Elis Helrot.

Oh, Switch Off

(Errata) An attempt to target your droid that has been redirected by Self-Destruct Mechanism is still an attempt by your opponent to target your droid and thus may be canceled by this interrupt.

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 need not target a character or starship weapon. This is a specific exception to the Implied Target Rule. 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

(Errata) 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.

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

(Errata) 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

This version of the Leia persona enters play by deploying as a captive. 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

(Errata) 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.

Program Trap doing a "check" is an automatic action to every destiny draw. If the check passes, the trap then continues with the rest of its text (it explodes immediately). If the check fails, it does not explode, and it won't check again for that destiny draw, even if that draw is then modified.

Prophecy Of The Force

The Force icons added by this Effect may not be used to determine the battleground status of the site it is deployed on. If a site is conditionally a battleground (because of Presence Of The Force for example), and then this Effect is deployed on that same site, and then underlying condition is removed (Light plays Clash Of Sabers to cancel Presence Of The Force), then this Effect will no longer add any Force icons there.

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. TIE Bombers that are moving via Bombing Run (to participate in a Bombing Run battle) are protected from the effects of this weapon, and so are any other cards on board such bombers. See Bombing Runs, Ap. C.

Queen Amidala

See Sniper.

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. The limit of +2 on the maneuver modifier is only limiting modifiers coming from the pilot. Thus this modifier could stack with other cards like A Few Maneuvers for example.

Rebel Pilot

(Errata) See Imperial Pilot.

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.

The Squad Leader may target your troopers and/or Rebel Guards when he is about to move using his landspeed. They then all move together (using landspeed) simultaneously. He does not permit them to perform a movement action (regular, unlimited, or 'react') if they are not entitled to one.

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

Restraining Bolt (both sides)

This device may deploy on an opponent's droid.

Restricted Access

(Errata) 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.

Return Of A Jedi

See Double Back.

Reveal Ourselves To The Jedi

See Kill Them Immediately.

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.

Scarif: Turbolift Complex

When 'rotated' this site's Force icons and game text are 'rotated' applying to the opposite player. See Revolution. If 'Revolution' deployed here, it simply rotates the site again and will continue to rotate with the site as the site is rotated by its own game text. If Revolution is later removed, this site will rotate back again.

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.

Scythe 1

The game text of this card allows its owner to initiate one or both of the following actions with Scythe 1 in their move phase (they may occur in any order, and each occurs as a separate action):

- make an additional move
- fire one starship weapon aboard

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 (both sides – Premiere and Coruscant)

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. Carlson targets your other scouts when he is about to move using his landspeed. They then all move together simultaneously.

Sergeant Irol

Irol only adds 2 to the destiny draw for the first 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.

Short-range Fighters

This card is considered to have the same card title as the combo card Short Range Fighters & Watch Your Back!.

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

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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.

Sniper

(Errata) When Sniper fires a weapon in the control phase, the Sniper Interrupt itself does not target the character. However, cards that are immune to Sniper are protected from being made immediately lost during battle via Sniper & Dark Strike, and are also protected from being targeted by any weapons during the opponent's control phase using any version of Sniper. This is a specific exception to normal rules for targeting and immunity.

Solo Han

See Lone Warrior.

Sorry About The Mess

(Errata) See Sniper.

Space Slug

(Errata) When this creature is deployed, its mouth begins in an 'open' state.

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, land, or take off 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 (treat as an 'embarking' unlimited move).

Disembark - Your starships may take off from this site as if it were a docking bay (treat as a 'disembarking' unlimited move). 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.

Superficial Damage

See Inconsequential Losses.

Superlaser Mark II

This weapon may only fire at a starship that is either at the Death Star II system location or at the system location that the Death Star II orbits.

Surface Defense

See Don't Tread On Me.

Surface Defense (V)

See Don't Tread On Me (V).

Surprise

See I Have A Bad Feeling About This.

Surprise Assault

See Counter Assault.

Swing-And-A-Miss

This Interrupt subtracts from the total weapon destiny for a lightsaber, not from an individual destiny draw.

Take The Initiative

See Sneak Attack.

Take This!

The second function of this Interrupt may only be used if the Blockade Flagship is on table. See Implied Target Rule.

Takeel

This Interrupt may be initiated only after both players have completed one battle destiny draw, after both players have completed Step 8 of drawing battle destiny (see Ch. 1, Drawing Destiny), but before total battle destiny is applied. 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 modifiers to the individual destiny draws switch along with the draws, but any modifiers to total battle destiny do not switch, and remain with their original owner.

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.

Tarkin Doctrine

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).

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'Falnl 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 Sarlacc 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 Sarlacc.

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 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 Republic No Longer Functions

This Defensive Shield protects against attempts to remove cards from a player's hand (such as Defensive Fire, Scanning Crew, or I Will Make It Legal) and also against attempts to force you to lose specific cards from hand (such as with M'liyoom Onith). It does not protect against cards like Fear that could require you to lose Force from hand.

The Shield Doors Must Be Closed

This Effect prevents: all movement (of any kind) to the Hoth: Echo Docking Bay, unless the movement is from another site with "Echo" in title; and all movement (of any kind) from the Hoth: Echo Docking Bay, unless the movement is to another site with "Echo" in title.

There Is Good In Him / I Can Save Him

(Errata) 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 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) This card is a combo card. This is a specific exception to the combo card rules (see Combo Cards, Ap. C). 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.)

Trade Federation Battleship

Even an unpiloted starfighter enables this card to draw one battle destiny if unable to otherwise.

Transmission Terminated

This Interrupt cancels any card either on table or just played with the hologram attribute.

Tydrium

This starship is always considered to be a stolen starship, regardless of owner (this is an exception to the normal rules governing stolen starships).

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 (both sides)

(Errata) The destiny drawn by the player whose character is being

targeted by the Vibro-Ax is not a weapon destiny.

Visored Vision

This Interrupt is initiated when the Light Side player names the Interrupt card. "Response" actions (such as Sense) may then be played, before the opponent's Used Pile is revealed and the USED or LOST function is selected.

Vote Of No Confidence

See The Republic No Longer Functions.

Voyeur

See Visored Vision.

Vul Tazaene

(Errata) See Kiffex.

Walker Garrison

The second function of this Interrupt does not require the AT-ATs to be piloted. This is a specific exception to the Unpiloted rules.

Warrior's Courage

See Lone Warrior.

We Have A Prisoner

When capturing an 'about to be lost or forfeited character' using this Dark Side Interrupt, that character is captured after applying forfeit value (if applicable) 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 Interrupt's first function may capture a character about to be lost or forfeited from a site, system, or sector.

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.

Weapon Of A Fallen Mentor

If the lightsaber targeted by this card later leaves table, this Immediate Effect is lost. Likewise, if the targeted lightsaber becomes

inactive, this card will also be inactive until the lightsaber is active again.

Weather Vane

If an escort is about to be relocated to a Weather Vane, any captives that character is escorting are released. When a starship or vehicle rescues a character stacked on this card, the rescued character is placed aboard that starship or vehicle (capacity permitting). If there is insufficient capacity, the rescuing action cannot be initiated by that starship or vehicle.

WED15-17 'Septoid' Droid

(Errata) If other cards on table prevent this card's forfeit value from being reduced (such as Chokk for example) then when it is forfeited this droid does not satisfy any battle damage or attrition.

Well-earned Command

This card is not a hologram.

We're Doomed

This Interrupt is not a response to a Force drain. When applying this automatic force reduction modifier in combination with other automatic modifiers (such as Honor of the Jedi) the halving from We're Doomed is applied first before the other cards take effect. This is a specific exception to the rule that all automatic modifiers are applied to a value instantaneously.

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)

(Errata) 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).

Wounded Wookiee

This card may be played at any time during the power segment of a battle after the opponent has drawn more than two battle destinies. For example, if the opponent is scheduled to draw five battle destinies, you may play this card after the opponent draws the third battle destiny, or wait until after all of them have been drawn. It targets all of the battle destiny draws previously made by the opponent during that battle, even if they were canceled by another card. Note that if there was a "Draw X Choose Y" scenario that took place (see corresponding entry by the same name for further details) Wounded Wookiee cannot attempt to cancel any battle destiny draw that was not 'chosen.'

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 Sentry

See Doikk Na'ts.

Yavin 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, You Seek Yoda

See Double Back.

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, nor does it require a mentor. However, it does require that the Skywalker being targeted is an apprentice. 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.

Appendix C - Special Rules

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.
- If the site was previously collapsed, it no longer collapsed.
- 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.
- All 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 an attribute, so you may use any starship weapon with that attribute.

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 Provide Cover stage of an Attack Run (as indicated by the Attack Run card), you identify lead starfighter and wingmen. After that is complete, this stage continues in a similar manner to the weapons stage of a battle (but remember that it is not a battle): starting with the Light side, each player may perform top-level actions, and once both players pass consecutively, the Provide Cover stage ends and it proceeds to It's Away!. During the Provide Cover stage, the only actions that are permitted are those specifically permitted to occur during an Attack Run (including actions on the Attack Run card itself). This is the only time during an Attack Run that top-level actions can be initiated. Responses can occur to any appropriate action throughout the Attack Run. Attack Run specifically permits certain weapons to fire during this time; they may do so only once (unless specifically stated otherwise). 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 for 'blown away' events and so are not a factor in determining Y on Attack Run.

See Blown Away – Mobile Systems, Ap. C.

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); cards which modify movement destiny (e.g., Desperate Counter) affect the total of the draw and the maneuver. Once the light side's starships are finished moving from a sector, the dark side follows the exact same process (including drawing movement destiny using the lightside game text) until all their starships have finished moving from that sector. This process repeats for the ships at the next sector, and so on until all starships reach the Death Star II system.

If blown away, the typical damage is doubled per the Epic Event. See Blown Away - Mobile Systems, Ap. C.

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, all cards that were at the holotable, and any converted holosites that were underneath the holotable, into their owners' Lost Piles. 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 - Mobile Systems

If a mobile system is blown away, the dark side player loses 2 Force for each dark side Force icon at the mobile system and related mobile locations (regardless of who deployed it) including all modifiers to the number of icons (such as Presence of the Force).

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 for 'blown away' events 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 - Shield Gate

The Shield Gate card itself describes how to blow away the Shield Gate (this is a device destiny draw). The general rules regarding blown away do not apply here; instead place the Shield Gate out of play. Shield Gate may not be deployed for remainder of game.

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

Blown Away - Example 1 - Hoth

The Death Star, with a Superlaser on it, is in orbit around the Hoth system. Currently Presence Of The Force 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 Presence Of The Force; 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 Appendix B - 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. Presence Of The Force is on 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 Presence Of The Force, which makes 12, and the Epic Event states that the damage is doubled); 4) The Superlaser, all the Death Star II sectors, Presence Of The Force, 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.

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.

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 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.

When a card looks for a specific attribute or character type when checking who a captive was captured by (e.g. Hunting Party (V) looking for a character captured by a bounty hunter), a captive is considered captured by a character when:

- that character seized the captive (regardless of what caused the capturing action), or
- that character used a weapon or their own game text to capture the captive (regardless of whether or not they seized the captive)

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 only with its escort, automatically (at no additional use of the Force); a captive cannot move otherwise. An escort may use landspeed, shuttling, docking bay transit, embarks, disembarks, transfers between docked starships, or 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, a non-frozen captive can also be released by removing the escort. Causing the escort to be forfeited, lost, missing, stolen, crossed over, converted, or leave the table will all release a non-frozen captive. Removing the escort of a frozen captive will cause the captive to be left unattended. See Captives – Frozen

An exception to this is when an escort and a captive are both to be lost or made missing 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 as appropriate - both of them are lost, or missing (in this case the captive is momentarily released, but does not become active, before going missing and cannot escape or rally). 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). If a site loses prison status, any captives imprisoned there are immediately released. 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 any card titled: 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 targeted by any card that freezes a character.

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- cannot be targeted by a Seeker.

A frozen captive may be left unattended at any site or aboard a vehicle or starship, either voluntarily (as an unlimited move during your move phase) or automatically because the escort was lost or otherwise removed from play or sent missing, etc. An unattended frozen captive

- may simply remain there;
- may be taken into custody by any one of your bounty hunters, battle droids, or warriors present (as an unlimited move during your move phase); or
- may be released by your opponent, if the Light Side controls the location.

A frozen captive held in a prison is not considered unattended.

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

Captives – Seizure ("if possible")

In normal course of play, a character cannot voluntarily seize a captive if they are already escorting the maximum number of captives, or if they are aboard a vehicle or starship without sufficient capacity. In cases where you are required to seize a character "if possible," this likewise applies. In other cases where you are required to seize a character (cases where imprisonment and escape are not options), and there is no "if possible" requirement, the seizing character must (as an automatic action):

If already escorting: One captive already being escorted is released (escapes to Used Pile); Dark chooses. If on a vehicle or landed starship without sufficient capacity, must immediately disembark. (This is a special exception to the normal rules of embarking / disembarking.)

After that action resolves, the capturing action now takes place.

Captives – Collecting A Bounty

Several cards use the phrase "collecting a bounty". This phrase refers only to the use of retrieval game text on the bounty Effects themselves (that comes from the transfer of a captive to the appropriate prison listed in that bounty's game text), and not any other action related to the captive or bounty card.

Capturing Characters - Example

IG-88 With Riot Gun ("Permanent weapon is riot gun (may target a character for free; draw destiny; target captured if destiny +1 > defense value).") 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 IG-88 uses his permanent weapon 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 IG-88, it was up to Dark to decide.

During yet another battle, IG-88 uses his weapon on Han and succeeds. Dark cannot choose Seizure because there is no one who can escort Han (and IG-88 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 onboard 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.

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.

Captives – Seizure Examples

Boba Fett is alone escorting Luke. He uses Hidden Weapons to capture Han. He cannot choose to seize Han since he's already escorting Luke; Han must be either imprisoned if they're at a prison, or must escape to the Used Pile.

Luke is at same site as two Imperials while There Is Good In Him is on table ("When any Imperial is at Luke's site, Luke is captured (seized by an Imperial, if possible, even if not a warrior)"). One is escorting Han, the other is piloting a Single Trooper Aerial Platform. Neither one may seize Luke, because one is escorting the maximum number of captives, and the other does not have sufficient capacity. The capture cannot happen because it only happens "if possible," and this isn't.

Luke is at same site as Vader while Bring Him Before Me is on table ("If Luke is present with Vader and Vader is not escorting a captive, Luke is captured and seized by Vader."). Vader is piloting a STAP. Because Vader must seize Luke (it is not optional, and no other form of capturing is permitted), he must disembark and seize Luke. If Vader were escorting a captive, he would NOT seize Luke, because the objective applies only if Vader is not escorting a captive.

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. A and Besieged Battles, Ap. C) 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). Creatures restricted to a habitat of "Planet site" will be lost when the cave becomes the belly.



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 (habitat permitting) 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 and/or multiple unique starship personas.

Unlike other combo cards, these cards might not have an ampersand in the title; in those cases, 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).

Starship combo cards are treated as one card and one starship, but may contain multiple of its starship class (such as "2 Corellian Corvettes"). This is similar to how a squadron is treated as one starship but three TIEs, X-Wings, etc. (see Starships - squadron, Chapter 9).

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 and Ahch-To

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. In a similar sense, the secretive isolation and rocky, island terrain of Ahch-To make movement and deployment to this location difficult. Thus, special deployment and movement restrictions apply to all Dagobah and Ahch-To locations:

- Characters, vehicles and starships may not deploy to Dagobah or Ahch-To 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 or Ahch-To locations (but may deploy on characters, vehicles and starships already there, if applicable).
 - Utinni Effects may not deploy to (or target a card at) Dagobah or Ahch-To locations 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 or Ahch-To 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 or Ahch-To locations, but they must obey any relevant deployment restrictions.
 - Interrupts play normally at Dagobah or Ahch-To locations.
 - Diamond restricted (◇) locations may not deploy to Ahch-To. They may, however, deploy to Dagobah unless restricted by their own game text or some other rule. If a player has deployed an Ahch-To location, deploying diamond restricted (◇) locations to the opponent's Dagobah system is still permitted.
- "So, how do I get my characters and vehicles to Dagobah or Ahch-To?" 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 or Ahch-To system aboard a starship that can land at a Dagobah or Ahch-To site.

See Locations - Battlegrounds, Ch. 9.

Although similar in function, the systems of Dagobah and Ahch-To are completely separate from each other in terms of game play: Each has its own sites that deploy to it, and cards referencing one do not target the other (unless explicitly stated elsewhere). Both Dagobah and Ahch-To locations may be on the table at the same time. However, each player may, individually, only deploy locations from one of the two systems. In other words, once you deploy an Ahch-To location, you may not deploy a Dagobah location in that game, and vice versa. Likewise, your opponent is free to deploy locations from either system until deploying his or her first such location.

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. Any Interrupt or Effect with "dejarik" or "hologram" in lore is a dejarik or hologram, respectively (the exception is Well-earned Command, which is not a hologram). 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. Holoites 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 Interrupts and Effects (except for cards that specifically refer to them at a holosite), 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 (and cards specifically permitted to deploy there). **Dejarik and hologram cards must deploy as a dejarik or hologram to a holosite; any deployment text not specifically referencing holoites may not be utilized there.** Dejariks and

holograms are not characters, and may not be targeted as such.

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 holoites 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. The Ebb Of Battle)
- 4) Duel has its result, as stated on the duel card. However, if one or both participants leave table before this step, the duel immediately ends with no result. Responses to a character going lost or out of play would normally occur here.
- 5) Any automatic actions to the duel are triggered
- 6) Any optional just actions to the duel 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 - 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

You Must Confront Vader is on table, targeting Luke Skywalker as the apprentice. You Must Confront Vader says "Attempt during your move phase when Vader with target (even as a non-frozen captive). Vader and target duel: Each player draws destiny. Add ability. Highest total wins. If target wins, test completed: Leave on table. Add one battle destiny in every battle. Also, target is immune to attrition < 5."

During Light's move phase, Luke and Vader are at the same location, so Light initiates the duel. Dark gets first response and plays Lightsaber Parry ("If opponent just initiated a duel, opponent must choose to lose 4 Force or cancel the duel.") but Light cancels Lightsaber Parry with Sense. Light gets the next response and passes, then Dark passes. Step 1 is complete and the duel has now begun; it cannot be canceled at this point. During step 2, Light gets first action and passes, then Dark plays Focused Attack to add a destiny to his total. Both players then pass and Step 3 begins. Light draws his destiny first, and then Dark draws his two destinies.

Dark also plays The Ebb Of Battle to add 1 to one of his destiny draws. Dark has the higher total and wins the duel. Nothing happens in Step 4 because You Must Confront Vader doesn't have any special results that occur when Dark wins (it does not specify that Luke is lost, or that Light must lose Force, or anything else). In Step 5, no automatic actions are triggered. In Step 6, Dark deploys I Am Your Father on Luke as an optional response to Vader having just won a duel.

The next time that it is Light's move phase, Light decides to try again. Luke and Vader are still at the same location, and so Light initiates the duel. This time, neither player has any actions to play in Step 1 or Step 2. In Step 3, Light draws a much higher destiny than Dark, causing Luke to win the duel. During step 4, You Must Confront Vader causes several results to play out: the Jedi Test is completed (raising Luke's ability to 6 and enabling Light to add a battle destiny in every battle), and Luke is made immune to attrition <5. Light also has I Feel The Conflict on table (" Each time you win a battle or duel, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down.") so during Step 5, as an automatic response to losing the duel, Dark must lose 1 Force and stack it there. Neither player has any optional responses for Step 6.

Dueling And Epic Dueling – Example

Epic Duel is 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, so Dark may choose to play Vader's Obsession using its game text or Epic Duel'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 Epic Duel, and 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.

Hatred Cards

Some cards, such as The Dark Path (V), may instruct the Dark Side player to stack a card face down as a 'Hatred' card, and/or may target 'Hatred' cards for various gameplay purposes. Because 'Hatred' cards are stacked face down, they are in a Supporting state (see Stacked Cards And Card State, Chapter 1). Any card or action which attempts to target 'Hatred' cards may target them in their Supporting state.

Also, the Dark Side player may peek at any of their face down Hatred cards at any time. This is a specific exception to the normal rules about viewing face down cards (found in Looking At A Deck, Pile, Or Stack, Chapter 1).

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. The shield will never extend beyond the 3rd marker.

Starship/vehicle sites corresponding to starships or vehicles that are at shielded sites are considered to be shielded sites as well. 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.

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.

Mind What You Have Learned - 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. If one or both participants leave table before the winner and loser are determined, the combat immediately ends with no result.

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. The destiny value of a combat card is a substituted destiny draw, but the physical card itself is not a destiny draw or just drawn. When a combat card is a substituted destiny, it can only be modified, canceled, or reset by other cards that specifically target combat cards.

Additional lightsaber combat or duel destiny draws may still be drawn normally (or substituted with another combat card, at the player's discretion).

Local Trouble Battle

A Local Trouble battle is one where a battle has been initiated by a card titled Local Trouble. During a Local Trouble battle, any other characters, vehicles, or starships at the site that are not participating in the Local Trouble battle are inactive for the duration of the battle, with two specific exceptions:

- If a character participating in a Local Trouble battle is on an open vehicle, that vehicle is not inactive.
- Cards that become inactive because of a Local Trouble battle are considered to be on table for the purposes of objectives.

Remember that these cards are inactive by rule, they are not considered excluded for any game-related purpose.

Mining Droid Rules

Timer Mines, Infantry Mines, and Vehicle Mines may be deployed by mining droids (even if Undercover) in two different ways, as indicated below (remember that because automated weapons only target cards 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, but only 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. These mines target as normal automated weapons (see Automated Weapons rules). 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). This is a specific exception to the normal Multiple Destiny Values rules.

Since race destinies are stacked from Life Force, they are in a Supporting state. If a race total does not exist, it is still targeted normally, and is treated as an unmodifiable 0. This is a specific exception to the normal rules of undefined values. "Here" on a podracer refers to a race destiny stacked on that podracer, not any other. For example, when Dud Bolt's Podracer is lost, only the race destinies stacked on that podracer are placed in Used Pile.

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). Once the Force drain is canceled, no further reacts to that drain are possible. All cards that deploy or move as a react (including cards 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). Additionally, when a non-unique card is deployed as a react, and that react is canceled, no copy of that card title may be deployed as a react during the same turn.

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 to be deployed from a deck or pile as a react, the reacting player would search the deck or pile during the Result Step, after any responses (such as attempts to cancel the react) are complete. 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 (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. As such, a card moving as a react may not 'disembark' from a starship or vehicle to a battle or force drain at the same location as that starship or vehicle. A card moving as a react may, however, disembark once before departing its current location, and embark once after it arrives at the final 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;
 - moving between a mobile system and the system it is orbiting;
 - entering or exiting a vehicle or starship site to the adjacent site where the vehicle or starship is located.
- Other cards may embark on the 'reacting' card just before it leaves, and disembark just after it arrives.

Deploying As A React - Example 1

Dathcha 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 ♦ 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 6 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. Dathcha 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 1

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 use docking bay transit to react to the battle, because that is not a form of movement allowed by the react movement rules.

Moving As A React – Example 2

The Dark Side text on Nar Shaddaa reads "Starships piloted by bounty hunters are power +1 here. All starships may move between here and Nal Hutta as a 'react.' Let's assume that both Nar Shaddaa and Nal Hutta are on table. Light has Captain Han Solo aboard the *Millennium Falcon* at Nal Hutta, and Officer Dolphe aboard Bravo 2 at Nar Shaddaa. The *Stalker* (V) with Admiral Piett and Commander Praji aboard is also at Nal Hutta. Dark comes down with the *Avenger* and two non-unique *Imperial-Class Star Destroyers* to Nar Shaddaa. He goes to initiate battle. Light wishes to move the *Falcon* over as a 'react.' Normally, location rules state that any text that allows a player to initiate an action (such as a 'react') applies only to the player on the same side of the Force. But note that in this particular case, context provides an exception, because the card says "All" starships. So Light can move the *Falcon* over, play Punch It!, and any other applicable cards to generally ruin the dark player's day. But Dark is

not finished. He wants to bring his *Stalker* (V) over to join the battle as well. He cannot do so as a 'react' (because you are not permitted to 'react' to your own battles), but he can 'follow' the *Falcon* over from Nal Hutta (for 1 Force) because it is within range and because the *Stalker's* text permits it to do so whenever an opponent's starship moves from its same system.

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, although on rare occasions you may access your hand in order to initiate a 'response' action during the game (such as in response to an insert appearing). If the character used to initiate sabacc is lost mid-game for some reason, sabacc immediately ends with no result, and each player places their sabacc hand cards in their Used Pile.

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 non-clone 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).

When a game of Sabacc has already been initiated and a player is unable to draw the 2 cards necessary to begin the hand, the Sabacc game will immediately end with no result (see Empty Deck Or Pile) and any Sabacc cards already drawn are placed in their owner's Used Pile.

Senate

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, during battles there 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 during battle (though you may still modify total power as normal).

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). Whenever a player has no characters with politics at the Galactic Senate, their total politics is considered an unmodifiable zero.

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). If an action would result in you placing an opponent's card into your own hand, Lost Pile or Life Force without actually 'stealing' the card, that action simply fails.

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 they were still that player's cards (they are still considered 'stolen'). However, if a 'stolen' card is stolen back by its original owner, it is no longer considered a 'stolen' card for any purposes. 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.

Note that any vehicle or starship with the word 'stolen' in title is always considered to be a stolen vehicle or starship respectively, regardless of owner. Also, any card with 'Stolen' in title is still considered to be 'just stolen' whenever a player steals it.

Stealing Weapons And Devices

The only types of weapons that may be stolen are character weapons [unless explicitly stated within a card's game text, 'won' as 'stakes' (See Sabacc), or being carried by a vehicle or starship which is itself stolen]. Only devices that may deploy upon (or be carried by) a character may be stolen [again, unless explicitly stated within a card's game text, 'won' via Sabacc, or being carried by a vehicle or starship which is itself stolen].

For example, a character which has game text allowing it to steal (or is targeted by another card which allows theft) 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.

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). A stolen weapon or device follows the normal rules of transfer (even if inactive) (See weapons - transferring).

Be aware that a character being a "thief" does not in itself give the ability to steal other cards. Additionally, even when a card allows stealing, a device may not be stolen if the opponent has characters being carried by that device.

Stealing - Examples

Reegesek steals Dash In Rogue 12. The Dash persona is removed from the card and replaced with a generic dark side permanent pilot who provides ability of 3. Light is not prevented from deploying Dash Rendar, since he's no longer on board Rogue 12.

Reegesek attempts to steal a weapon from Light's Lost Pile: X-Wing Laser Cannon, Obi-Wan's Lightsaber, Medium Repeating Blaster Cannon are in the pile. Both the Medium Repeating Blaster Cannon and Obi-Wan's Lightsaber can be carried by characters, but only the Obi-Wan's Lightsaber is a character weapon, therefore that is the only valid choice.

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:

- Their game text remains active.
- You may still deploy Effects, weapons, and devices onto your undercover spy (they are not inactive).
- Except during battle, they may still be targeted by Interrupts, as well as cards that target spies (or ISB Agents), and anything that would cause them to be duelled, hit, or lost.
- Undercover spies may still be attacked by creatures, and any creature attached to an undercover spy will remain active.

Note that these exceptions apply only towards the spy's state as an undercover spy, anything else (such as going missing or 'all cards' situations) overrides these exceptions. Also, when an undercover spy goes missing, the character remains undercover, but missing rules will override the undercover spy rules until they are found (thus while missing, they cannot use their game text, cannot have Effects, weapons, or devices deployed on them, they no longer prevent force drains from being initiated at their location, etc.).

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, a copy of that persona, 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 (they may still move to vehicle sites or starship sites).

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 duelled, 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 and Lord Vader (armed with a lightsaber) are present. 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 Dutch. 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. Feeling gutsy, Light then initiates a battle there. Because undercover spies are inactive, Leia does not participate in the battle, so she can't fire her weapon, etc. However, her game text is still active. Unsurprisingly, Dutch loses the battle and is forfeited. The next turn comes and during his control phase Dark cannot Force drain at Leia's 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). Luckily for Leia he misses. Dark attempts to use the Interrupt Force Lightning to fry her (he may do so because Force Lightning is targeting her to be lost and is an Interrupt); he 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 TK-422 to the War Room and moves Leia back to the Conference Room. During Dark's next turn, they wish to battle the now active Leia and they have a copy of This Is Just Wrong in hand to make Leia power -2. Dark wishes to deploy it on TK-422, but since that card cannot deploy on undercover spies, they deploy it on the Emperor instead.

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 - Identifying Cards

Many rules and cards will refer to certain attributes on cards for identification purposes (Droid, Jedi, star destroyer, hologram, etc.). **Cards are most commonly referred to by name, subtype, or icon.**



The two cards pictured here illustrate this. They might be referred to by their card type icons - droid or starship – or by other icons on the card. Artoo, for instance, is from Episode I; *Conquest* has a permanent nav computer and scomp link. The cards can also be referred to by their name (or a part of their name) or their subtype (or a part of that).

Artoo, for instance, is an astromech, because his subtype is "Astromech Droid." *Conquest* is "Capital: Imperial-class Star Destroyer." This means that any references to capital starship refers to *Conquest*, as well as star destroyers and Imperial-class star destroyers. This applies to all cards: Probe Droid and Sith Probe Droid are both probe droids, because "probe droid" is a part of the name. Likewise, Jabba's Space Cruiser and *Home One* are both cruisers, because it's part of the name for the former and part of the subtype for the latter.

A certain amount of common sense is required with this (if confused, check the list at the end of the appendix for some of the most common examples).

Astromechs, for instance, are characters (droids), thus Astromech Translator and Astromech Shortage are not targeted by cards that refer to astromechs. Likewise, banthas are creature vehicles (big lumbering beasts you ride) – Bantha, Rogue Bantha, and URoRRuR'R's Bantha are all banthas, WED-9-M1 'Bantha' Droid, Bantha Herd, and Bantha Fodder aren't.

In addition, there is a list of characteristics – characteristics never refer to a card that is not a character. For instance, Red Leader In Red 1 is not a leader, even though "leader" is in the card's name and the permanent pilot's name.

Game Text

A card may also gain attributes by its game text. Lando Calrissian (V) is a smuggler by his game text. Likewise, Rebel Squad Leader is a trooper – his game text refers to "other troopers" which indicates that he himself is one (they can't be other troopers if he isn't one). A card's game text must indicate that it is referring to itself to gain an attribute. For instance, the presence of the word

"Jedi" in Padme's game text doesn't make her a Jedi, because it's obviously not referring to her.

If a card has an attribute by virtue of its game text, and that game text is canceled, they still have the attribute (unless they have it conditionally, such as "Spy while on Coruscant."). In these cases, Lando Calrissian (V) and Rebel Squad Leader would remain smugglers and troopers, respectively.

Lore

As you can see by the images above, lore is **not** typically used to identify a card. Lore exists to provide flavor and background information. In the instances of the cards above, Artoo is not a maintenance droid and *Conquest* is not a cruiser. Even though their lore refers to those things, it is not generally used to identify a card.

That being said, there are some rare cases where it is used. **It is important to remember that these are exceptions to the normal rules of referencing – lore is normally not used to identify a card.** These are the only six situations where lore matters:

- Dejarik Rules, See Dejarik Rules, Ap. C
- Enclosed rule, See Starships – Enclosed, Ch. 9
- Squadron designations, See Starships – squadron designations, Ch. 9
- Gender, See Gender in the following section
- Characteristics, See Characteristics
- A card specifically refers to lore (such as ISB Operations)

A breakdown of this by card type is found at the end of this chapter.

Image

With the exception of identifying certain characteristics for some non-unique cards, images never matter for any other gameplay purposes. See Characteristics - The Rule of Three

Defined Attributes & Loaded Keywords

Certain cards are referred to by defined attributes – this means that they have the attribute not because it's directly stated on that card, but because of a rule. In other cases, an attribute is simply defined based upon known information about the card (Chief Chirpa is an Ewok). Some attributes have certain rules that apply to those cards that have them (sometimes called "loaded keywords"). Both of these are explained in this section. Note that there are some defined aspects also described in Chapter 9 that are specific to its card type. For instance, the three creature types are under creature, the different starships under starships, and prisons under locations.

Bomber

All B-wings and TIE/sa are bombers.

Gender

Only characters (even droids) have gender. Whenever a character's gender is not indicated by the card's game

text, title or lore (using words such as he, she, him, her, male, female, princess, etc), that character is considered to be male. In addition to the characters in the game that are to be considered female through their game text, title, or lore, the following cards are also considered to be female:

- Leesub Sirln
- Lyn Me
- Rystall
- TC-14

Note that virtual cards are always considered to be the same gender as Decipher cards with the same title.

Operatives

Operatives are identified by their title, X Operative, with X being a system. The operative is considered a 'matching operative' for system X (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 inactive) 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 there capable of controlling the location (e.g., an ability-1 character or a battle droid). Your operatives still occupy that location (and may battle or be battled), but may not Force drain or flip an objective alone.

Posed

Lore stating that a character "poses" or "posed" as a certain attribute, does not grant that attribute. For example, Padme Nabberrie is not a handmaiden, Tamtel Skreej is not a guard, and Commander Merrejk is not a captain.

R-unit

R-unit is only defined as any droid that is an astromech or vehicle droid.

Snub Fighter

A snub fighter is any starship with the subtype of A-Wing, B-Wing, X-Wing, Y-Wing, or Z-95.

Spy

Spy is a characteristic (see Characteristics). 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.

Specific Rulings

All Character versions of Leia and Tycho are Alderaanian.

All Character versions of Dash, Han, Tarl and Wedge are Corellian.

All Character versions of Leia are female.

All droids with a Security Droid or Security Patrol Droid subtype are considered to be security droids.

No Character versions of BoShek are to be considered Rogue Squadron pilots based on lore.

Admiral Raddus is not considered to be a Rogue Squadron pilot based on his game text.

Artoo & Threepio (as well as R2-D2 & C-3PO) counts as both an Astromech Droid and a Protocol Droid.

Captain Panaka is NOT a royal guard.

Chewie, Enraged is a Wookiee.

Chief Chirpa is an Ewok.

Ewok Sentry is a scout.

General Jar Jar is a Gungan.

Grondorn Muse is a Corellian.

Jabba Desilijic Tiure is a Hutt.

Keder The Black is a Coruscant guard.

Lieutenant Grond is a scout and Corellian.

Owen & Beru Lars is both male and female.

Princess Organa is a senator.

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 Torent is a Death Star trooper.

Shawn Valdez is an Echo Base 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.

Weequay Marksman is an assassin.

One-Arm is a wampa.

[Blockade Flagship is a Droid Control Ship.](#)

[Bright Hope is a Medium Transport.](#)

[Luminous is a Medium Transport.](#)

[Vader's Custom TIE is a Black Squadron starship.](#)

[4-LOM's Concussion Rifle is a blaster rifle.](#)

[Assault Rifle is a blaster rifle.](#)

[Darksaber is a lightsaber.](#)

[Echo Base Trooper Rifle is a blaster rifle.](#)

[Imperial Blaster is a DH-17 blaster.](#)

Characteristics

In addition to common attributes (e.g., deploy cost, ability, icons), many characters have additional game-relevant features called characteristics (e.g., leader, stormtrooper, Wookiee). **Only Characters have characteristics.** Characteristics are printed in the lore of the character (in addition to the normal means of having it, such as by having it in the name, subtype, or game text). In addition, a character may gain that characteristic from other cards (for instance, Agents Of Black Sun makes certain characters a Black Sun agent).

Below is the list of characteristics. It must be on this list to qualify as a characteristic (note that, with the exception of infantry battle droid, droid-specific

references are not on this list; this is because droids are typically referred to by subtype only). Thus, Thul Fain is not an Imperial, WED-9-M1 'Bantha' Droid is not a bantha, and Gray Squadron Y-wing Pilot is not a Y-Wing.

To determine if a card has a characteristic, see The Rule Of Three.

accountant	Jedi Council member
admiral	leader
assassin	mercenary
Black Sun agent	miner
bounty hunter	musician
captain	Padawan
clone	pirate
commander	Royal Naboo Security
Crimson Dawn	scavenger
gambler	scoundrel
gangster	scout
general	senator*
guard*	slaver
gunner	smuggler
handmaiden	species*
Imperial Council member	spy
Infantry battle droid	tax collector
information broker	thief
Inquisitor	Trade Federation
insurgent	trooper*
ISB Agent	

* see entry on same or next page

Characteristics - The Rule Of Three

In order to have a characteristic, a card must meet three criteria:

- It must be a character;
- It must have the word appear in the lore of the card (and, of course, the standard rules of name, subtype, and game text apply). 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. For the purposes of non-unique cards, any context that refers to the image (oftentimes a unique member example of someone from the group named by the card) pictured on the card, also applies to the card itself. This applies for all characteristics, including species. In addition, a non-unique card is considered to possess a certain characteristic if it is a member of a group and its lore states that many members of said group possess that characteristic.

It is important to emphasize that it must be the exact term, not a variation of it. For example, cards such as Lieutenant Arnet ("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.

Characteristics – Guards

Anyone with a characteristic including the word "guard" (or "bodyguard" or "MagnaGuard") has that characteristic and the guard characteristic. Thus bodyguards, Coruscant guards, etc all are considered guards in addition to those characteristics. Specialized guard characteristics are:

- Bodyguard
- Coruscant Guard
- MagnaGuard
- Royal Guard

Note that the word "guardian" does not grant the characteristic of "guard".

Characteristics – Padawan

A character with printed ability of 6 or higher (or who has completed Jedi Test 6) may never be considered a Padawan.

Characteristics – Senator

Anyone with "member of the Imperial Senate" in lore is also considered a senator.

Characteristics – Species

Examples of species are Wookiees, Jawas, Hutts, Tusken Raiders, Ewoks, and Corellians (yes, Corellians are actually a race of humans; for simplicity we refer to all such identifications as species). Human is not considered a species (since it is subdivided into different races), nor is humanoid.

Characteristics – Trade Federation

This refers only to characters who are members of the Trade Federation. Trade Federation Starship refers to starships with the Trade Federation Starship icon (see Starships, Ch. 9).

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. Specialized trooper characteristics are:

- Biker Scouts (these are also stormtroopers and scouts)
- Clone Trooper
- Cloud City Trooper
- Death Star Trooper
- Death Trooper (Death troopers are also stormtroopers)
- Echo Base Trooper
- Rebel Trooper (any trooper that is of the card type Rebel is a rebel trooper)
- Sandtrooper (Sandtroopers are also stormtroopers)
- Snowtroopers (Snowtroopers are also stormtroopers)
- Stormtrooper

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 (typically using

set icons, 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 (Dutch's Y-wing starship)
Hound's Tooth
IG-2000
Mist Hunter
Punishing One
 Red 1
 Red 2 (Wedge's starship, also called Red Squadron 1)
 Red 5
 Rogue One (the *Zeta*-class transport, distinct from "Rogue 1" the T-47 piloted by Luke Skywalker)
Slave I
 Vader's Custom TIE (also part of Death Star Assault Squadron)

Weapon Personas

Ahsoka's Lightsabers (green lightsabers used during the Clone Wars)
 Ahsoka's Shoto Lightsaber (a white lightsaber used after the Clone Wars)
 Kylo's Lightsaber (also seen as Kylo Ren's Lightsaber)
 Maul's Lightsaber (also seen as Maul's Double-Bladed Lightsaber)
 Qui-Gon's Lightsaber (also seen as Qui-Gon Jinn's Lightsaber)
 Vader's Lightsaber (also seen as Darth Vader's Lightsaber)

Not Endorsed or Sponsored by Lucasfilm

Character Persona Examples

4-LOM (the bounty hunter)
 Amidala (also depicted as Padmé)
 Boba Fett (see Persona Lists entry)
 Bossk (the bounty hunter)
 C-3PO (also depicted as Threepio, See-Threepio etc.).
 Chewie (the Wookiee, Chewbacca)
 Dengar (the bounty hunter)
 Dooku (also known as Darth Tyrannus)
 Dofine (the Neimoidian, Daultay Dofine)
 Emperor (the Imperial, Emperor Palpatine; see below).
 Fett (refers to any version of Boba Fett or Jango Fett)
 Gunray (the Neimoidian, Nute Gunray)
 Haako (the Neimoidian, Rune Haako)
 Han (also seen disguised as stormtrooper TK-422)
 IG-88 (the bounty hunter)
 Kylo (leader of the Knights of Ren and later Supreme Leader of the First Order)
 Lando (also seen disguised as Tamtel Skreej)
 Leia (also seen disguised as Boushh, and referred to as Daughter Of Skywalker)
 Luke (may also be referred to as Son Of Skywalker or Young 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 loyal protector)
 Piett (see Persona Lists entry)
 Qui-Gon (the Jedi Master, Qui-Gon Jinn)
 R2-D2 (also referred to as Artoo, Artoo-Detoo etc.)
 Rey (refers to the female Force user from Jakku)
 Ric (the Naboo pilot, Ric Olie)
 Skywalker (refers to any version of Shmi and the light side versions of Leia, Luke, Anakin Skywalker, and Ben Solo; see *Crossing Over*, Ch. 5).
 Thrawn (also depicted as Mitth'raw'nuruodo)
 Vader (see Persona Lists entry)
 Wedge (the Rebel pilot, Wedge Antilles)
 Yoda (the Jedi Master, Yoda)

Personas - Anakin Skywalker And Darth Vader

For game purposes, Anakin and Darth Vader are treated as two distinct people, and both may be on table at the same time. However, if both of them are on table at the same time and one of them crosses over, the player who now owns both must immediately choose one of them to be lost. For example, if the Light Side player uses the Anakin Skywalker Interrupt to cross Darth Vader to the Light Side while Anakin Skywalker, Padawan Learner is also on table, the Light Side player must immediately choose one of them to be lost.

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 and the same, for game purposes they are treated as three distinct people. They will be referred to as Emperor, Palpatine, and Sidious, respectively.

Other Aspects Of A Card

In addition to those covered so far, 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, droid, etc.)
- Force sensitivity (Force-attuned, Dark Jedi)
- 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.)

Common Sense List

Here are some examples of terms and card types

Astromech	droid
Bantha	creature vehicle
Blaster	weapon
Dark Jedi	character
Jedi	character
Lift Tube	vehicle
Mentor	character
Speeder	vehicle
Star Destroyer	capital starship
T-47	vehicle
Tatooine	location
Tauntaun	creature vehicle
Y-Wing starfighter	

Lore Use Per Card Type

Starships: to identify squadron designation

Vehicles: to check to see if enclosed; to identify squadron designation

Effects & Interrupt: to check if hologram or dejarik

Characters: Gender, Characteristics, to identify squadron designation

Otherwise, lore doesn't matter unless a card specifically refers to it.

Identifying Characteristics - Examples

Characteristics can be found in title, lore, subtype 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 applies only to characters. 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.

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-Aytoo).

Spelling Errors / Typos

On rare occasions a card or rule may contain a spelling or typographical error, such as C-3PO being spelled as C-3P0. Such errors have no gameplay impact; the card or rule should be played as though the word was spelled correctly.

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. The location of a planet system relative to its related sites on the table is completely arbitrary.

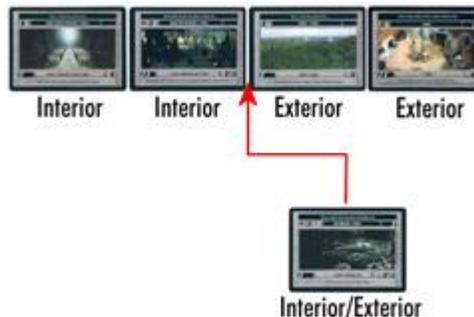
Meaning, it is not required that a system be deployed physically 'next to' any particular site, (as long as it is at the 'end' of the layout) only that the corresponding sites and sectors are located properly relative to each other. Planet layouts using sectors must still obey the guidelines as shown in Sector Deployment. 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, Uplink Station, 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.

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



1st 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



Home One



Hoth



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.

Invisible Hand



Jakku



Naboo



Scarif



Tatooine



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



Generic Planet Layout



All other planets should follow this layout.

Sector Deployment



Asteroid and Cloud sectors deploy as shown above. For Death Star II sectors, see the Death Star II entry.

Generic Sites

See "Generic Sites" entry in Chapter 9.

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. However, that does not allow cards that deploy sites of a specific system name to deploy generic sites, as such sites only take on that system's name after deployment. See "Generic Sites" entry in Chapter 9.

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Example 1

The Hyperdrive Generator's Gone states: While this side up... you may not deploy any systems. Light is playing this objective (which is currently on the 0 side) and plays Mindful Of The Future to attempt to deploy a unique battleground location from his Reserve Deck. Both Ord Mantell and Tatooine: Hutt Trade Route (Desert) are found in Light's Reserve Deck. However, because systems can't be deployed (because of his objective restriction), Ord Mantell isn't a valid target for Mindful Of The Future. Tatooine: Hutt Trade Route (Desert), which is a valid target, must be deployed to the table instead.

Example 2

The Hoth: Main Power Generators are on table along with Hoth: North Ridge, but no other marker sites are on table. The Hoth Energy Shield rules are in effect, making all cards of marker number three or less shielded (and thus non-battleground locations). Light plays Mindful Of The Future, begins looking through his Reserve Deck for a unique battleground location, and finds Hoth: Snow 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).

Example 3

Light is playing a Local Uprising deck with Dagobah as the Subjugated system and ♦ Swamp deployed to Dagobah. Light uses the text on the 0 side of their objective (once during each of your deploy phases, may deploy one ♦ site to the Subjugated planet from Reserve Deck; reshuffle.) to deploy a ♦ Jungle to Dagobah; this is fine because the objective only requires that it be a ♦ site. During the dark side player's deploy phase, Dark uses Vigo (V) (Once per game, may use 1 force to ▼ a non-war room battleground planet site (or system) not already on table.) and finds a ♦ Forest. 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 another planet system on table where Forest could deploy, he must deploy it, and he must deploy it to a planet system besides Dagobah (unless, for some reason, there is already a dark side Forest at that system already; if there is a light side Forest of his opponent, Dark's Forest could not be deployed, as converting the Forest would be attempting to deploy a location already on table and a condition in Vigo (V)'s game text prohibits that).

Appendix F - Current Rulings

Current rulings and errata more recent than the last update of this document can be found in the “Current Rulings and Errata” thread in the [Rules Questions subforum](#) on the SWCCGPC website forums.