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PHASES OF THE GAME

ACTIVATE

Count all  icons, add 1, and place up to that many cards (one at a time) from your Reserve Deck, onto your Force Pile.

CONTROL

If you control a location, may initiate a "Force drain," causing opponent to lose 1 Force for each  icon at that location.

DEPLOY

Play your cards to the table, using Force as indicated on the card (generally the black number inside the top, white box for characters and starships)

BATTLE

Use 1 Force to initiate a battle at a location where both players have presence.

- WEAPONS SEGMENT
- POWER SEGMENT
- DAMAGE SEGMENT

MOVE

Move your cards from location to location.

DRAW

You may take cards from your Force Pile into your hand (one at a time).