



Cloud City™

Star Wars™ Customizable Card Game™

RULES SUPPLEMENT

Cloud City, the fourth expansion set for the *Star Wars™* Customizable Card Game™, contains 180 exciting new cards representing the dramatic events depicted in the conclusion of *The Empire Strikes Back™*.

Cloud City Location Deployment Rules – Cloud City floats in the atmosphere of the planet Bespin, creating a special relationship between the planet and the city's sites. All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.



The first docking bay site (either East Platform or Platform 327) is placed between the interior sites and the exterior sectors. If the second platform is deployed, it is placed at the “far” end of the interior sites so there are docking bays at both ends of the Cloud City sites. (And yes, you can use docking bay transit to go from one platform to the other!)

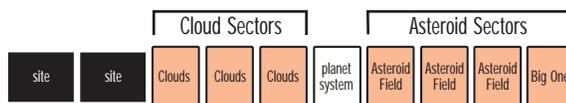
Clouds and Bespin: Cloud City – These two locations are both *cloud sectors* (a new type of sector location). Cloud sectors are placed between a planet system and its sites, and represent various “altitudes” of airspace above the planet’s surface.

To clarify the similarities and differences between cloud sectors and asteroid sectors, the rules for sectors have been reorganized and expanded (superseding those in the *Dagobah* Rules Supplement).

Revised Sector Rules – All sectors share the following features:

- Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
- Cards which affect starships at a system (e.g., Hyper Escape, Tallon Roll and Collision!) can also affect starships at a sector.

Asteroid sectors and cloud sectors (except Bespin: Cloud City) deploy next to any planet system or another sector of the same type, as shown below. Sectors may be inserted in any order, as long as you maintain the following pattern:



Sectors which deploy only to one particular system (e.g., Bespin: Cloud City) may deploy even if that system location is not on table. However, sectors which deploy to *any* planet system (e.g., Clouds, Asteroid Field, Big One) may deploy only where a system location is already on table.

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 sector type; these are defined below.

Asteroid Sectors – Capital starships and starfighters may deploy, battle and move at asteroid sectors. (Cloud cars may not.) Three types of *regular moves* are allowed:

- *System to sector* – A capital starship or starfighter may move from a planet system location to the asteroid sector next to it (or vice versa) for 1 Force.

- *Sector to sector* – A capital starship may move from one asteroid sector to an adjacent asteroid sector for 1 Force. A starfighter may move up to two asteroid sectors at a time for 1 Force.
- *Sector to site* – A starfighter at a Big One sector may land at or take off from the related Asteroid Cave or Space Slug Belly site for 1 Force.

Asteroid sectors are related to the planet system where they are deployed, but not to that planet's sites. If the planet is "blown away," asteroid sectors there are not destroyed.

Cloud Sectors – Starfighters and cloud cars may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) Three types of *regular moves* are allowed:

- *System to sector* – A starfighter may move from a planet system location to the cloud sector next to it (or vice versa) for 1 Force.
- *Sector to sector* – A starfighter or cloud car may move up to two cloud sectors at a time for 1 Force.
- *Sector to site* – A starfighter or cloud car at the *lowest-altitude* cloud sector (the one closest to the sites) may land at or take off from any related exterior site for 1 Force.

Cloud sectors effectively increase the cost of landing, taking off and shuttling:

- Starships may not land or take off directly between the system and its related sites (they must "fly through" the cloud sectors).
- Each cloud sector **cumulatively** adds 1 to the cost of shuttling between the planet system and its related sites.

Cloud sectors are related to the planet system where they are deployed and to that planet's sites. If the planet is "blown away," cloud sectors there are destroyed (lost).

Revised Capturing Rules – The *A New Hope* rules supplement introduced an elementary form of capturing characters, which we expected to enhance after the appearance of bounty hunters. Accordingly, the capturing rules are now expanded to add strategy, realism and fun. As the Dark Side player, you have new ways to capture characters and new ways to benefit from doing so (e.g., using cards such as Vader's Bounty, Carbon-Freezing, We're The Bait and Aiiii! Aaa! Aggggggggg!).

Capturing no longer requires you to have the Death Star: Detention Block Corridor on table (and even when you do, captured characters are no longer automatically relocated there). Instead, your bounty hunters and warriors typically capture Light Side characters using cards like Zuckuss' Snare Rifle and We Have A Prisoner, then *escort* those captives to various locations (such as a *prison*). Three sites are now defined as prisons:

- Death Star: Detention Block Corridor,
- Cloud City: Security Tower and
- Jabba's Palace: Dungeon (coming in a future expansion set).

Whenever a rule or card says that characters are captured, you have three options:

- *Seizure* – Each of your bounty hunters and warriors at same location may immediately seize (take into custody) one of the captured characters (place the captive face up beneath the bounty hunter or warrior).
- *Imprisonment* – If the capture takes place at any *prison*, you may immediately imprison any number of the captured characters there (place the captives face up beneath that prison).
- *Escape* – Any captives not seized or imprisoned will immediately escape to the Light Side player's Used Pile.

Once you have seized or imprisoned a character, you may not voluntarily release that character.

Escorting – Each of your bounty hunters or warriors who has taken a captive into custody becomes that captive's *escort*. The captive moves along with the escort automatically (at no additional use of the Force), and occupies capacity aboard vehicles and starships. Unless otherwise specified, a character may

escort only one captive at a time.

During your move phase, you may perform prisoner transfers (*unlimited moves*) with your captives as follows:

- An escort present at a prison may transfer its captive to that prison.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.

Unless specifically allowed by a card, an escort may not transfer its captive to another bounty hunter or warrior (although, at a prison, this can be accomplished via prisoner transfers).

If an escort is lost or otherwise removed from play, the escorted captive is released. If this occurs at any site, the released character remains at that site, returning to the Light Side of the table. Otherwise, the released character escapes to the Light Side player's Used Pile.

'Frozen' – This term refers to a captive you have encased in carbonite (via either of the new Dark Side cards Carbon-Freezing or All Too Easy). A 'frozen' captive has no power, ability or landspeed, and may not be targeted except by cards that release captives and cards that specifically target 'frozen' captives. 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 because the escort was lost or otherwise removed from play. In any case, the unattended captive remains on the Dark Side of the table.

An unattended captive

- may simply remain there;
- may be taken into custody by any one of your bounty hunters 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.

Lando Calrissian – Lando has the unusual distinction of being the only unique character in the game with both Light Side and Dark Side versions. Accordingly, some cards target "your Lando," others target "opponent's Lando" and still others target "any Lando." Because Lando is unique, only one player may have him on table at a time.

As the Dark Side player, you can exploit Dark Side Lando in many powerful ways. However, he has a weakness. "He's got no love for the Empire" and thus is vulnerable to being replaced by Light Side Lando during your opponent's deploy phase. (Deployment restrictions do not apply, but otherwise this conversion follows the rules for persona replacement: any cards deployed on or targeting Lando transfer to the Light Side version, if applicable, and Dark Side Lando goes to the Lost Pile).

When any Lando is placed out of play, the persona rule prevents any other Lando from coming into play for the remainder of the game.

Crossing Over – *Crossing* occurs when a character conceptually "gives in" to the opposite side of the Force. When you use a card such as Epic Duel or Double Agent to cause 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, if applicable).

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 do not apply (immediately lose any such cards deployed on or targeting the character at the moment of crossing over).

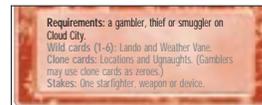
For example, if Luke loses an Epic Duel and crosses over to the Dark Side, cards such as Don't Get Cocky and Run Luke, Run! no longer work because the name "Luke Skywalker" no longer has any meaning for him. Also – like his father before him – he will abandon Anakin's Lightsaber because it works only on a Skywalker. However, he could still use Luke's Blaster Pistol because it works on any warrior.

“Matching weapon” – If a weapon specifically names one or more characters in its game text, then it is a “matching weapon” for those characters. (In addition, Anakin’s Lightsaber is considered to be a matching weapon for any Skywalker... Luke, Leia or Anakin.)

Hindsight – Hold this card in front of a mirror and “through the Force things you will see.”

Sabacc – In the *Star Wars* universe, sabacc is a high-stakes card game commonly played by gamblers, cutthroats and other rough characters. Many different variants exist throughout the galaxy. The *Star Wars* Customizable Card Game allows you and your opponent to play sabacc as a “side game” by using special interrupt cards (Cloud City Sabacc in this expansion set; other variants in future expansions). 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.

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:

- Each *wild card* must be assigned a value from 1 to 6. (You may choose a different value for each of your wild cards.)
- Each *clone card* must “clone” (duplicate) the value of any other card in that hand (even a value assigned to a wild card). A hand containing only 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.’
- 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.

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.

New Rules – To create more realistic and balanced gameplay, the following new rules apply (superseding previous rules and supplements wherever applicable).

- You may not deploy weapons or devices on your *opponent's* characters (unless specifically allowed to by the card itself).
- You may not fire weapons at *your own* characters, vehicles or starships, even if they have been captured. However, you may fire weapons at cards which were once yours but are now being used by your opponent (because they crossed over, were 'stolen' etc.).
- When a unique character, vehicle or starship is placed out of play, *all* personae represented by that card (including any ship and permanent pilot personae) may not be deployed again for the remainder of the game.

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).

Example 2 – Death Star Assault Squadron is randomly placed out of play by Out Of Commission. No versions of the following personae 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.

