

STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 1A of 3

Galactic Senate – The seat of political power in the Republic, this enormous establishment provides a place for senators of all the member systems, as well as lobby and special interest groups to have their issues raised and debated in the hope of action.
Coruscant: Galactic Senate is not a battleground.

Senators – “Senator” is a new characteristic of character cards, and follows all normal characteristic rules.

Politics – Many new characters have a numerical value entitled **Politics**, indicating their relative political power. A character whose politics = 0 (even if temporarily reduced) is a character without politics. A character without politics can have his politics added to by other game actions. If one player’s total politics at the Galactic Senate is greater than their opponent’s total politics there, that player has a **senate majority**. All that player’s characters at the Galactic Senate are then “in a senate majority.”

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.


STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 1B of 3

Political Effects – This is a new type of Effect card in this set. A **Political Effect** is deployed just like a normal Effect, and can be canceled by any game text that would cancel Political Effects or an Effect of any kind. Cards placed on a Political Effect (as described in their game text) are not on table.

Agenda – Many figures involved in the political process are trying to further their own causes or beliefs, referred to as their **agendas**. A character’s agenda(s) is listed in a sentence of their game text, immediately following the bolded 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.

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.

STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 2A of 3


Droids With Presence – A new 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.

Starships With Uniqueness – The *Trade Federation Droid Control Ship*, is the first starship with a uniqueness of \diamond , which indicates that it has a deployment restriction. A \diamond starship may not be deployed to a location where another copy of that \diamond starship already exists. Similarly, a \diamond starship may not move to the same location as another copy of that \diamond starship.

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.

STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 2B of 3

Palpatine & The Emperor – These two characters are represented by two completely separate personas, and as such there is no relationship between the two in gameplay. Any rule or game text reference to the persona name **Palpatine** refers purely to any character cards representing Senator or Chancellor Palpatine only. Any rule or game text reference to **Emperor** (for example, *Sim Aloo*) applies only to cards representing the Emperor as seen during the classic movie trilogy. Thus both characters can be on table at once, and no persona replacement is permitted between the two personas.

Jedi Master Icon – altered rule –  The round Light or Dark Force icon depicted on any Jedi Master character card adds 1 to the Force generation a player activates for him or herself. It does **not** count as an icon at a location for any purpose. Thus, for example, this Force icon cannot be canceled by a Sleen, does not add to an Ewok’s power or forfeit, and will not make a non-battleground into a battleground.

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.


STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 3A of 3


Naboo Location Deployment – The peaceful planet of Naboo includes the locations of Naboo, as well as those of the Royal Theed Palace. The layout of Naboo locations is depicted here:

I	I	I/E	E	E	U	S
Theed Palace Throne Room	Interior Theed Palace sites	Theed Palace Docking Bay	Theed Palace Courtyard	Naboo Exterior sites	Underwater Naboo Sites	Naboo System

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.

STAR WARS Customizable Card Game
Coruscant Expansion Set
 RULE CARD 3B of 3

Episode I Environment –  Tatooine and Coruscant (as well as the upcoming Theed Palace) expansions designate many cards with an Episode I icon. These cards are compatible with the entire *Star Wars™* Customizable Card Game™ universe, but they may also be combined together to form a stand-alone **Episode I only** environment designed especially for exciting **constructed play**. Visit Decipher’s website at www.decipher.com for more information on exciting tournaments being held.

Trade Federation Icon –  This icon on a starship or vehicle card indicates an allegiance to the Trade Federation. Such a starship or vehicle is not Rebel, Imperial, or independent. Characters aligned with the Trade Federation say so in their lore.

Look for these exciting new products in 2001!
Star Wars CCG – Reflections III
Star Wars CCG – Theed Palace

www.decipher.com www.starwars.com

GAME AID – NOT FOR PLAY. © 2001 LUCASFILM LTD. & TM. TM, ®, & © 2001 DECIPHER INC.