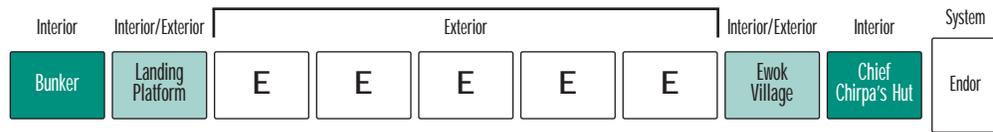




Endor Rules Supplement



Endor Location Deployment Rules – The forest moon of Endor is occupied by both the indigenous Ewoks and an Imperial garrison. The layout of the Endor sites is shown in the diagram above. Note that the Back Door may be placed anywhere in the grouping of exterior sites (it does not have to be placed near the Bunker).

Biker Scouts – The specialized Imperials known as *biker scouts* are considered to be *troopers*, *scouts* and *stormtroopers* in addition to being *biker scouts* for the purposes of cards that reference any of these characteristics.

Standalone – The Endor expansion is a standalone expansion for the *Star Wars* CCG. Although these cards integrate seamlessly into the entire *Star Wars* CCG universe, you can play fun and exciting games using only Endor cards and every card will be playable. We encourage players to develop Endor-only decks to play against their friends and to bring new players into the game!

Bog-wing – Errata:

* *Ferocity* = *destiny* -1. *Habitat*: exterior sites on ~~Endor, Yavin 4 and Dagobah~~. Instead of attacking a character, grabs that character and carries it as far as possible (up to two sites away).

What's Next? The Death Star II Expansion Set – The Emperor, the last Jedi test, the second Death Star, exciting new starships and the final fate of Anakin Skywalker are just a few of the features of the next expansion for the *Star Wars* CCG.

Endor Draft Tournament Rules

The standalone nature of the Endor expansion allows players to take part in an exciting new tournament format. This format is a type of sealed deck event that can be run as a Decipher sanctioned sealed deck tournament. All you need is a sanctioned tournament director and at least 8 players!

An Endor Draft tournament is run using standard Decipher sealed deck rules, but with one major difference: instead of trading cards with one opponent as in standard sealed deck tournaments, players choose cards from a much larger pool when constructing their 40-card decks.

Getting Started – If possible, the tournament should be run with an even number of players. Otherwise, the tournament director is required to participate in the draft in place of a player (but still does not play in the tournament). An even number of players also eliminates byes.

Before the draft begins, randomly assign an allegiance (Light or Dark) to each player. Make sure there are an even number of Light and Dark players. Each player (and the tournament director, if required to draft) must provide 6 unopened Endor packs.

The Draft – The tournament director assigns players to groups of 4 or 6, with the same number of Light and Dark players assigned to each group. Wherever possible, the tournament director should assign 6 players to a group, but at times there will have to be one or two groups with only 4 players. There should never be more than two groups with only 4 players assigned. Also, if the tournament director is required to take part in the draft, he should assign himself to a group of 6 (instead of a group of 4) if possible. Each group then moves to a table, with Light and Dark players alternating around the table.

To begin the first round of the draft, each player opens one pack. When opening a pack, each player has 45 seconds to pick one card, which is placed face down in front of him. The card selected usually must be the same allegiance the player is assigned. The exception is that a foil card may be selected regardless of allegiance. Once every player has selected a card, the selected cards are placed face down on each player's deck building pile (foils selected from the opposite allegiance are placed face up next to the deck building pile), and the remaining cards from the pack are passed to the next player.

During the first round (while drafting cards from the first pack), after each player has selected a card, packs are passed to the right. During the next round (when drafting from the second pack), packs are passed to the left. Alternate directions for each round until all six packs have been drafted.

When selecting any card but the first card from a pack, a player will have 30 seconds (instead of 45) to select a card. At times a player will be passed a pack that contains only cards from the allegiance that he is not playing. At that time, that player must pass that pack to the next player without selecting a card. The process is repeated until the first packs have been emptied, at which time all of the players open the next pack.

The Rest Of The Tournament – After all of the players have completed the draft, the tournament reverts to the standard Decipher sealed deck format, with two exceptions. The deck building period for the Endor Draft format is 15 minutes in duration. Also, in the rare case that a player has less than 40 cards of their allegiance in their deck building pile at the end of the draft, that player must play with as close to the 40-card requirement as possible.

Tournament results can be submitted using command cards available on Decipher's web site or by using Decipher's Tournament Organizer software. In either case, submit the results using the standard sealed deck method.