

ANSWERS TO FREQUENTLY ASKED QUESTIONS

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1.0 GENERAL GAME QUESTIONS AND TERMS

Notes about this FAQ -

- 1) Remember the rulebook GLOSSARY!
- 2) Player feedback is critical to the maintenance of this FAQ. In

addition, mistakes are sometimes made! Please send in your questions and comments, as well as opinions on what seems strange or illogical. Thanks for your interest in the game!

1.1 GENERAL GAME QUESTIONS

Misprinted Cards

You can shortcut email backlogs by sending miscut or misprinted cards straight to Decipher, who will replace them free of charge! Please recognize that some minor scratching happens as a result of the printing process.

Just mail genuinely misprinted cards with a written letter of explanation to:

Decipher Inc.
ATTN: Customer Service
253 Granby Street
Norfolk, Virginia 25310-1813

Decipher appreciates you giving us the opportunity to correct these kinds of problems! Be sure and include your return address.

Foreign Languages

SWCCG is planned to be released in French, German, Italian, Spanish (Brazilian) Portuguese and Japanese. These should all be available in 1997.

1.2 GENERAL RULE QUESTIONS

The X-Y Rule

Replaced by the A New Hope Cumulative rule. No cards are cumulative with other copies of the same card name, unless the card specifically says so.

Undefined Values

Treat as 0.

Multiple Actions With One Card

Each card may only drain once per turn, battle once per turn and do a "normal" movement once per turn (includes Reacting but does not include Docking Bay transit, Ship-Docking, shuttling, or Elis / Nabrun transport).

For movement in particular, if a card or cards uses Elis Helrot or Nabrun Leids, or some other means, to go from one location to another after already participating in a Force drain or battle, then they are not considered to be 'present' if another Force drain or battle takes place at the new location.

Different Piles

You may not examine the cards in any of your piles, including the Lost Pile.

You may not count the Lost Pile. You may count the Used Pile, Force Pile and Reserve Deck. If the Reserve Deck is counted when one of the opponent's cards is inserted, shuffle, cut and replace afterward.

Ordinarily, you may not count any of your opponent's decks or hand, but you may request that your opponent do so and tell you the count.

Orientation of Card Backs

If you notice that your opponent has mis-oriented cards (some shuffled in upside-down), you may request that they be re-oriented and reshuffled.

Uniqueness

If a unique card is cancelled, another copy of that card may legally be played later that same turn.

1.3 TERMS AND WORDINGS

"Add one destiny"

Means that you draw an additional battle destiny, and add the destiny number to your total for attrition and for power.

"Add 1 to destiny" means that you get +1 to the total of attrition and of power.

"Alone"

Your character or permanent pilot is alone if you have no other characters present and if you have no other cards with ability present.

"Blown Away"

A "Blown Away" system may not be re-deployed (converted), nor may any additional sites at that system be deployed.

Deployment to a blown away system is possible, if the player has presence.

"Cancel"

The card drawn for a cancelled destiny draw is placed onto the Used Pile like normal, not the Lost Pile (like a cancelled card).

"Cannot move"

When a card says something like "Cannot move", it means that that the card may not be relocated by any means.

"Jedi"

A character is a Jedi if it says "Jedi" in the Force Sensitivity box.

"Just"

A card is "just declared," "just initiated," "just played" at any time after it has been declared and before another action has resolved. This is also equivalent to "when <something> immediately <do something else>"

"Lost"

Any card on another card is lost when the other card it removed from play by any means.

OR Notation and Colon-OR Notation

Alternate functions of a card on table with the OR notation may be used at any relevant time, even during the same turn. (Sentry cards are an exception)

Alternate functions of an interrupt with the OR notation must be chosen at the time it is played. (Sentry cards also work this way.)

If a card is worded with a ":" (colon) and a multiple function OR statement, the requirements preceding the colon apply to both options of the OR.

"On Table"

Generally means in play, independent of the actual location of the card. On the other hand, some cards are literally on the table but are not in play, so do not count as "on table". For example, effect cards you insert into your opponent's Reserve Deck are considered to be "on table".

"Retrieve"

To retrieve a card, take the top card of the Lost Pile and place on the Used Pile. To retrieve X cards, do it X times. To randomly retrieve a card, shuffle, cut and replace the Lost Pile, and then retrieve.

A retrieved card is always revealed to both players, even when the Lost Pile is face down (See Your Eyes Can Deceive You, etc).

"Shuffle, Cut and Replace"

Shuffle the indicated deck or pile ONLY, allow your opponent to cut, and then replace it.

"Stolen"

Stolen cards move to the opponent's side of the same location. These cards are now the opponent's to use as his or her own, for the rest of the game. If lost from play, place in his Lost pile, not your own. Reclaim the card when the game is finished.

A character capable of stealing may only steal a card that can deploy on characters.

Some cards have deployment restrictions, but may still be stolen and carried. Regardless, they may not be used except by a character who normally meets the deployment restrictions.

You may steal your own cards.

Undercover spies may still steal, where relevant.

"Turn"

A turn is for each player.

"Your"

A distinction is frequently made with the usage of the word "your". If this word is absent, a card almost certainly affects both sides rather than just you. This is especially important on location by-lines, which might imply that they only affect you anyway, when they really don't.

1.4 INTERRUPTS AND TIMING

General Timing Rules

Players strictly alternate with the declaration of game actions. After any "trigger" (situation to which a response is possible), the player whose turn it is may declare first. The opponent may declare next, then alternate until both "pass."

Multiple declarations are allowed before any resolutions are done. Declarations are also allowed in between resolutions.

Requirements are checked, and all costs must be paid, during declaration. After declaration is finished, the opponent is allowed to respond with the next new declaration.

Resolution of different actions are distinct occurrences. For example, the opponent may mix up the cards in hand in between the resolution of two actions.

Elis Helrot & Nabrun Leids

Two of the very few game actions which require a destiny draw during declaration and before the opponent may respond. Most game actions require a destiny draw during resolution, and thus all responses must be declared before the destiny draw is made.

Dannik Jerriko vs Old Ben vs We Have A Prisoner

There is a distinction between requirements of playing an action, and the target still being on the table, or in the Lost Pile, when it resolves. Basically, if Old Ben revives someone, then that person is no longer valid for being 'souped' or captured.

This is different from a situation such as Elis Helrot followed by a Disarmed. The fact that when Disarmed resolves the target is no longer at the same location, is irrelevant. The target is still in play. Dannik/Old Ben/We Have are special cases.

When a card is lost or forfeited, the opponent has the first opportunity to respond by declaring an action.

Note: A new timing mechanism and system of explanation is being explored for inclusion in the new rulebook, which will greatly simplify these cases.

Game Actions

The currently active player may declare the first game action upon entering a new phase of the turn. If none, the opponent may declare any relevant actions before ending the phase.

Activating Force during the activate phase is all one action, not multiple actions.

Drawing one card during the draw phase is one action.

1.5 REACT

Default React Rules

To 'react', you must have a card that allows this capability. You must be responding to a battle or Force drain just initiated by your opponent, and the react is only TO the location of the battle or Force drain.

For a card which can react by moving, you are allowed to move the card (if within range) to the location, at normal use of the Force. If a vehicle, characters may embark on and disembark from the vehicle during the react.

Reacting to a Force drain cancels the Force drain if you bring presence to the location. Reacting away from a battle (for cards which specifically say they may react AWAY such as the Arcona card) cancels the battle if you remove your presence.

Each card may only move once a turn, which includes moving by a 'react.'

1.6 DESTINY

Drawing Destiny

Drawing battle destiny is optional. When a game action requires a destiny draw, that is not optional. If there are no cards in Reserve when required to draw destiny, the draw fails (use a value of 0 or 7 as appropriate -- your opponent may choose which).

Any modifiers to the destiny numbers drawn happen instantaneously before any game actions may be declared, such as Kal'Falnl C'ndros, Han Solo or Grand Moff Tarkin.

1.7 PRESENCE AND PRESENT

Present

Pilots, astromechs and starships are present at system locations, but passengers are not. (This will be revised with the Hoth rules sheet.) Despite being considered present, some game actions are not relevant at system locations. An example of this is using character weapons in starship battles.

1.8 CAPTURING

Capturing

Only opponent's characters and starships may be captured, via any mechanism.

Characters

If the Death Star: Detention Block Corridor is not in play, then capturing may not be done. Cards that have capturing as one result may still be played, and other results will still occur.

1.9 TRACTOR BEAMING

Permanent Pilots are not character cards.

Each Tractor Beam may be used once per battle.

More than one starship may be held by a single Tractor Beam. Each one must be captured at the end of different battles, since only one may be captured per battle per Tractor Beam.

Whenever a card is removed from play by any means, cards upon that card are lost. Starships captured and held via Tractor Beam are no exception (when a Star Destroyer holding a Corvette is lost, the Corvette is also lost).

A captured starship with no characters aboard is immediately 'stolen' and relocated to the Dark Side of the related system. The permanent pilot now works for the Dark side.

1.10 DEJARIK RULES

Only dejarik or hologram cards may be deployed to one of the holosites. No other card types may be deployed to or on a holosite.

Dejariks or holograms being deployed or already in play at a holosite cannot be Sensed, Altered, or the target of other such game actions (except for Grimtaash cancelling Molator). This includes Immediate Effects.

Dejariks/holograms are deployed and battle at the holosite as if they were characters, but nevertheless they are not characters. Thus, they have a defined power, ability, deploy cost and forfeit value for the purposes of the holosite alone, but this does not affect the rest of the cards in play. (Thus, a dejarik may not be used as the ability determining a Sense destiny draw, etc. However, a Force drain at the holosite may be Counter Assaulted, though the dejariks count as having zero "character" cards at that location, so ordinarily your opponent would never want to do this.)

Returning a dejarik to your hand when you control the holosite is a game action. This action is not related to battle and thus may not interrupt a battle.

If a unique dejarik such as Grimtaash is at a holosite, another Grimtaash may not be used as an interrupt because of uniqueness.

1.11 BLUFF RULES

Bluff cards are not in play.

A bluff card, when deployed, must still obey deployment restrictions printed on the cards. Uniqueness must be obeyed. If a card would violate uniqueness, then it is lost, although the player does not have to lose an additional 2 Force.

See Tatooine: Bluffs.

2.0 CLARIFICATIONS OF THE PHASES IN A TURN

2.1 ACTIVATING FORCE AND FORCE CIRCULATIONS

Using Force

You may not move cards around any of the piles in your Life Force unless for a specific action. Force may not be "used", moving cards from

the Force Pile to the Used Pile, unless paying for a specific Force expenditure.

Activation

Force is generated from a location regardless of presence by either or both players.

During the normal Force activation of your turn, you do not have to activate all the Force to which you are entitled.

Activating Force is all one discrete game action.

Activated Force is placed on TOP of the Force Pile, never the bottom (even if cards are saved from a previous turn).

2.2 CONTROL AND FORCE DRAIN

Control of a Location

Control is checked whenever required. It happens at any time, and all the time, not just during the control phase.

Force Drain

To satisfy a Force drain, you may take the loss from either your Life Force or your hand (the same as when you lose Force in other ways).

"Force Drain +1"

Applicable even against an opponent with no Force icons present (zero plus one equals one).

2.3 DEPLOYMENT

Deploy Cost

Cards which do not have a deploy cost box, and do not list a deploy cost in game text, are free. They may have other requirements however.

Default Requirements

Characters, starships and vehicles require presence or Force icons to be deployed at a location. All other cards may be deployed without these restrictions (even upon the opponent's cards where relevant).

Deployment

Ordinarily, characters and vehicles may only be deployed to site locations. Starships may only be deployed to system locations. Characters and vehicles may also be deployed directly aboard your starships with sufficient capacity.

All other card types which deploy may be deployed wherever appropriate, with or without presence or Force icons.

Weapons, Devices and some Effect deployed upon a card of your opponent's are then usable by the opponent's card. If lost they go to your Lost Pile.

2.4 BATTLE

Presence

If, for any reason, all presence on one side of a battle is removed, the battle immediately ends. Spent Force remains in the appropriate Used Pile, and results of the battle resolved so far remain (such as successful weapon hits, if past the weapon part of battle).

Battle Twice

You may only initiate one battle at a location per turn during your

battle phase, unless there is a card which specifically allows otherwise.

Cards which participate in one battle may not participate in another battle that turn, even if present.

Battle Sequence

The attacker usually performs parts of the battle before the defender. This includes firing all weapons and performing all forfeiting. Thus, the attacker will fire all weapons desired before the defender fires any.

Battle Timing

A battle is a single game action: a large one with several parts, but nevertheless an action. Thus, it completely resolves before other game actions unless they specifically say that they cancel or modify the battle.

Winning The Battle

The winner and loser of a battle is determined as soon as total power is compared, and the battle damage determined. At this time, perform all game actions waiting on the winner or loser being determined.

Empty Starships and Vehicles

A starship or vehicle needs a pilot/driver aboard to utilize power or maneuver, to move or to use weapon/device cards. However, an empty starship or vehicle is still present so is eligible to be forfeited.

2.4.1 BATTLE DESTINY AND IMMUNITY TO ATTRITION

Extra Battle Destiny

Any cards which add battle destiny draws must be played before any battle destiny draws are made. All battle destiny draws are done one at a time but are considered to be one game action.

Attrition

Occurs from battle destiny alone, not other destiny draws made during battle (such as weapon destiny).

Multiple battle destiny draws (where relevant) are added together to determine total attrition.

Immunity to Attrition

A card with immunity to attrition checks the original value of attrition, not "what's left" after some forfeiting has been performed.

An easy way to view immunity: if attrition is higher than X then just ignore the "immune to attrition < X" game text. Pretend it is not there for this battle.

A card which is immune to attrition may still be voluntarily forfeited.

A card which has been granted two levels of immunity to attrition only benefits from the better value. They are not cumulative in any way.

Starships with Immunity to Attrition

A starship with immunity to attrition grants that immunity to all cards on board during starship battles at system locations.

2.4.2 FORFEITING

Battles

Forfeiture is only relevant during a battle. Other game actions might cause a card to be lost, but this is not the same as forfeiting.

Attrition

After forfeiting all cards present in a battle, if attrition remains

it is ignored. If battle damage remains, it must still be satisfied.

Order of Forfeiture

Cards are forfeited one at a time, in any order you wish.

A card may not be forfeited from a battle unless there is either attrition or battle damage still unsatisfied.

A hit card may be forfeited either before or after other cards, but must be forfeited.

Negative Forfeit

Some cards can cause negative forfeit. This is usually treated as zero, unless a card specifically does something when a negative value is reached.

2.5 MOVEMENT, DOCKING BAYS, SHUTTLING AND SHIP-DOCKING

Movement

Each card may only do one regular site-to-site or system-to-system movement per turn.

Docking Bay Transit

The cost for docking bay transit is for the entire group of cards, not for each.

Shuttling

The cost of shuttling is for each card, not for the entire group.

May only be done to/from one of your starships with the ship-docking capability and a site related to the planet system where the starship is present.

Transferring

The cost of transferring is for the entire group of cards, not for each.

May be done between two starships at a system, as long as at least one has the ship-docking capability.

Embarking

Free and unlimited for TIEs on Star Destroyers, during the move phase or as part of a legal 'react.'

Basically also allows free transferring.

2.6 DRAWING CARDS

Draw Phase

You may only draw cards during your draw phase if you have any cards remaining in the Force Pile to draw.

3.0 CLARIFICATIONS ALPHABETICALLY BY CARD

3.1 LOCATIONS

3.1.1 GENERAL

Deployment to Site and System Locations

Characters and Vehicles deploy and move to site locations, or to other places specifically capable of holding them.

Starships deploy and move to system locations.

Game Starting Location

If players match the same game starting location, they should set them aside temporarily and select a new one (repeat until a match is not made). Then, take all aside locations to the remaining cards, shuffle, cut and draw opening hand.

Deploying Locations

Locations may be deployed, for free, during any of your deploy phases.

As many locations may be deployed as you have in hand and wish to deploy.

System locations may be deployed without any related sites being in play. Site locations may be deployed without the related system being in play.

Adjacency

System locations are never adjacent to any other locations.

Docking Bays

Count as both interior and exterior. Vehicles may move and battle at docking bays.

Mobile Site Locations

Shuttling is not allowed to interior mobile site locations (except the docking bay).

Vehicles may not deploy or move to interior mobile site locations (except the docking bay, and Lift Tubes which specifically say they deploy to mobile sites).

Elis Helrot and Nabrun Leids may go to/from mobile site locations.

Are grouped together like planet sites. Death Star sites are not deployed on other planets, they are all grouped together.

By-Lines

Does not require control unless specifically stated.

Parsec Numbers

Starships must have a hyperdrive in order to move between system locations, even when the two system locations have the same parsec number. The one exception is when one of the systems is the Death Star and it is declared to be 'orbiting' the other system. Movement is at normal use of the Force, regardless.

3.1.2 LOCATIONS

Clak'dor VII

Dark by-line: If you control, all Bith character cards have -1 to destiny number and Ghhk is power +2 in dejarik battles.

Light by-line: If you have presence, all Bith character cards have +2 to destiny number.

Dantooine (Dark)

Functions as a normal 'react'. May only be done in response to a battle or Force drain at Dantooine that the opponent initiates. Movement requires normal use of the Force.

Death Star

The Death Star is a system location, not a starship.

The Death Star is itself a system, and defines its own parsec number. Other systems do not have to be in play. Only parsecs 0 through 9 are valid for movement of the Death Star.

Moving the Death Star may only be done once each of the controller's movement phases, for 1 Force. When it moves, everything at the Death Star moves with it.

To move the Death Star into orbit of another system location, the Dark player must move it there (use 1 Force during his move phase). This must be done whether the Death Star is at the next parsec or is at 'deep space' at the same parsec.

The Light side can Force drain at the Death Star.

The Light side can move to the Death Star system location, just like any other system location. The Light side can deploy to the Death Star if the Light has Presence there. The Tantive IV can deploy to the Death Star, without Presence.

Death Star: Central Core

If the Light side controls, and cancels the Death Star Tractor Beam, still-captured starships upon the Death Star Tractor Beam are released.

Death Star: Docking Control Room 327

Errata: Scomp Link on both sides.

Once each turn, if your control, during your deploy phase, you may search through your Reserve Deck for one docking bay card and deploy it on the table. Shuffle, cut and replace Reserve Deck.

Death Star: Level 6 Core Shaft Corridor

If you control, Luke and Obi-Wan are EACH power +2.

Death Star: Trench

The Death Star must be in play to deploy the Trench.

Kessel (Dark)

Tarkin must be present on a starship at Kessel.

Kiffex

Doubled means everything is doubled. There are now four sisters: the impersonators, plus the real ones. This doubles all numbers. The destiny number is also doubled to 4, when the card is revealed for destiny.

If the doubling bonus is removed, the sisters return to normal. Any normal capacity restrictions must now be obeyed. For example, if there are three weapons on the sisters, the player must choose one of them to be lost.

Sandcrawler: Droid Junkheap

A vehicle interior site is nevertheless a separate site. Cards at a Sandcrawler vehicle interior site are not present at the adjacent planet site. To move the vehicle and have Presence at the adjacent site, you must have a character at the adjacent site with the vehicle card and not at the vehicle interior.

Characters at a vehicle interior site do not count against the capacity of the vehicle.

Tatooine: Bluffs

A Revolved Bluffs site switches the Light and Dark by-lines. Since they say the same thing, there is no gameplay change. The "Bluff Rules" defined in the rules supplement sheet are what defines the Dark player as the one who bluffs.

Expand the Empire on the Bluffs implements "Bluff Rules" on adjacent sites. It does not matter that the Light by-line is not expanded; the Light player may still 'call the bluff'. If Expand the Empire is cancelled, all Bluff cards at adjacent sites are lost.

See Bluff Rules.

Tatooine: Mos Eisley (Light)

Does not count against the one-per-turn move for cards using the Light Side game text.

3.2 CHARACTERS

3.2.1 GENERAL

Character Cards

Permanent pilots and creature vehicles, despite having ability, are not characters.

Guards

Power 0 at all times except when defending in a battle.
Once deployed, cannot be relocated except by Squad Leaders.

"Trooper"

A "Trooper" is any card with the word "trooper" somewhere in the name or indicated in lore.

Pilots

Any modifiers to a pilot's power do not increase the bonus that pilot grants to a starship.

3.2.2 REBELS

Beru Lars

If lost from play, Luke is personal power +3 but his pilot bonus does not increase.

Dutch

A "gold squadron pilot" is any pilot so indicated in lore, or any pilot of a named "Gold" starfighter.

General Dodonna

Increases Rebel Planners by 1 means X+1. Doubles Rebel Planners means twice X or 2X.

Han Solo

May cancel and redraw any one destiny draw performed during a battle where he is present, not just battle destiny.

Cannot cancel and redraw an already canceled destiny.

Must choose to cancel and redraw a destiny as it is revealed but before additional destiny draws (if any) are revealed.

See Han's Dice

Owen Lars

Deploys free at Lars' Moisture Farm.

Obi-Wan Kenobi

If forcing a character to move which "cannot move", will cause that character to be lost.

May only make one character per battle move away. At site battles, this movement may only be to an adjacent site. Will possibly cause a character to move twice a turn, if that character has somehow already moved this turn.

Moved character is eligible to be battled again this turn.

If made into a pilot via Ellorrs Madak, will then be present at a system location. Obi could then make an opponent's character pilot of ability 1 move away, or be lost. This movement could only be from a pilot seat to a passenger seat, if available.

Red Leader
See Dutch

3.2.3 IMPERIALS

Admiral Motti
Rebel pilots are all character cards with a rebel icon and are pilots.

Chief Bast
Evacuation is free.

Colonel Wullf Yularen
Yularen is Power +1 if at the same site as any or all of the three.

Darth Vader
Adds 1 to each Dark battle destiny draw, where present.
Battle destiny bonus is instantaneous and automatic.

Grand Moff Tarkin
May cancel any one destiny draw performed during a battle where he is present with Vader, not just battle destiny.
Must choose to cancel a destiny as it is revealed but before additional destiny draws (if any) are revealed.

Imperial Trooper Guard
If Demoted has undefined power (treat as always 0) but may now move.
See Guard

3.2.4 ALIENS

Brainiac
Brainiac DOES count as a Light card in hand, when being deployed and figuring his own deploy cost.

Brainiac's destiny number is 3.14159265.... If drawn for destiny and a player must satisfy 3.14 attrition, that player must forfeit until he has forfeited more than 3.14 points of forfeit value.

Brainiac's power should not be rounded.
Sometimes an imaginary number (a negative number under the radical) can result for his power. In the words of Brainiac himself, "An imaginary number is neither negative nor positive. However, translated to a real numbering system, an imaginary number may be considered to be negative and thus less than one."

When there is a choice of which value to use (1 or some other value), the controlling player may choose which one.

An astromech droid slot on a starship cannot hold Brainiac. However, he may be used as a passenger, to function as an astromech in that capacity (just like all other astromechs). He may be forfeited in starship battles.

Chewbacca
Yes it really means 'site'. The Hoth expansion will allow starfighters to actually "land" at site locations!

Chewbacca may only save a vehicle, starship or droid, not characters aboard (even including himself).

Dannik Jerriko
Errata: 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.

Dathcha

Deploy cost with Restricted Deployment is 3 for the Dark Side, 2 for the Light Side.

Djas Puhr

Gains from Dark icons present at same location only. If Revolved, icons switch colors.

Dr. Evazan

Can operate upon ANY hit or Disarmed character at same site.
Disarmed means a character with the Disarmed Effect card deployed upon it.
May operate multiple times per turn.

Feltpiern Trevagg

As a passenger, is not present at a system location.

Jawa

Opponent must pay 1 Force when the deployment of the Jawa is declared. This is not optional, and there is currently no way to avoid paying except the Jawa Camp.

Kabe

See Steal

Kal'Falnl C'ndros

Errata: If both players just drew one battle destiny where Kal is present, and yours is higher, the opponent's destiny is reduced to zero. Skill only works if both players draw exactly one battle destiny each. Is a normal game action performed after destiny was just drawn. Any modifiers to the destiny numbers drawn happen instantaneously before Kal or other game actions may be declared.

Leesub Sirln

Card types are determined by the "Card Icons" listed in the rulebook. They are: Location, Rebel, Alien, Droid, Imperial, Starship, Vehicle, Weapon, Effect, Interrupt, Creature and Epic Event. There might be additional types added in the expansions.

Momaw Nadon

See Steal

Mosep

If you have no cards in Reserve when more must be lost from Reserve because of Mosep, you must lose any remaining from your choice of all other normal sources of force loss (ie from hand or life force).

Myo

Must be lost from play to regenerate.
Does not regenerate as a result of a game action that takes place during a battle but is not a result of the battle. (eg Program Trap)

Shistavanen Wolfman

See React

Talz

May only be forfeited in place of a hit character, during the forfeiture part of a battle. Will not save a character lost due to some other game action.

May be forfeited in place of another character, even if Talz is also

hit.

If forfeiting in place of a character hit by a weapon which reduces forfeit value to zero, the original target would keep the zero forfeit value until the Talz was actually forfeited. This would occur during the forfeiting part of the battle, after which the original target would have forfeit value restored.

Tonnika Sisters

Two people in one character card.

Counts as two warriors, two aliens, two spies, two thieves. If necessary to determine, each sister has deploy cost 1, forfeit 1, power 1, ability 1. Requires double capacity on a vehicle or starship.

Counts as one character card.

Targeted as one character of ability 2.

See Steal

Tusken Raider

The individual power of a Tusken Raider, even when part of a group, is 1.

Tzizvvt

May move only during your deploy phase. However, he may "be moved" at normal use of the Force ('ride' a vehicle, shuttle, go with Nabrun Leids or use docking bay transit).

Wioslea

May steal once each of your turns.

Wuher

Will affect ANY weapon or droid present.

Game text is instantaneous.

Zutton

May only be used to reduce opponent's total battle destiny by 1. You may not use 2 Force to reduce by 2.

Must be declared before destiny is drawn. Destiny modifier instantaneously happens when destiny is drawn, but modifier does not affect a specific destiny draw since it reduces the total.

3.2.5 DROIDS

Droids

Targeted as a character of ability 0.

Does not give presence.

Counts as a passenger.

Astromech Droids

Counts as a passenger on a starship. Will add bonuses, where relevant, as a passenger.

2X-3KPR

A hydroponics station present during "daytime conditions" does not provide immunity to attrition.

C-3PO

Refers to a pairing of one Rebel and one droid, each of which may not be used as part of another pair.

CZ-3

As a passenger, is not present at a system location and does not allow

a 'react'.

Does not ignore normal deployment requirements. For example, to react by deploying, presence or Force icons at the adjacent site is still required.

Each deployment is a separate 'react'. Multiple such reacts may be declared in response to the same battle or Force drain.

EG-6

Errata: Adds 1 to power of each of your droids present, except power droids.

When drawn as destiny, regardless of power, results in zero attrition.

IT-0

If 'stolen', does not enhance Light Force drains, with or without Hypo.

LIN-V8K / LIN-V8M

May only defuse one mine each of your turns but may lay as many mines as you have in hand.

MSE-6 'Mouse Droid'

As a passenger is not present at a system location so may not pick up an Utinni.

R4-E1 / R4-M9

May deploy and move like any other character. Is not restricted to vehicle cards as game text implies.

U-3PO

Errata: Deploy on opponent's side. U-3PO is an Undercover spy (except that if present during a battle at a site, adds its power to Light Side).

If a Restraining Bolt is put on U-3PO, he remains on the Light side of the location but is inactive. He does not block Force drains or allow further deployment. He is still a Dark character.

Undercover spies don't participate in battle. U-3PO adds his power to the Light side, but may not be targeted or forfeited by either side.

U-3PO is still a character belonging to the Dark side.

U-3PO may be deployed on a Light starship if it has available passenger capacity.

If 'stolen', U-3PO becomes an Undercover spy working for the Light side. Move his card to the Dark side of the same location.

See Undercover.

WED-9-M1 "Bantha" Droid

Is not affected by any card which refers to Bantha creature vehicle cards.

Allows starfighters to cancel Lateral Damage which target them.

WED15-17 'Septoid' Droid

A Septoid droid is basically immune to being 'hit'. The reason is that being 'hit' requires that it be forfeited, but does not normally reduce forfeit value to zero. However, a weapon that does do so (such as Han's Heavy Blaster) will cause the Septoid droid to be immediately lost, as mentioned in the game text.

3.3 VEHICLES

Interior Sites

At interior sites, vehicles may not utilize power or maneuver. However, they are present and are eligible to be forfeited.

Vehicles may not go to interior mobile site locations (except the

Death Star docking bay). Lift Tubes are an exception.

Drivers

One driver (character with ability or vehicle droid) must be present for each vehicle to utilize power and maneuver, or to move. Creature vehicles do not require drivers.

Shuttle Vehicles

May not shuttle as a 'react'.

Bantha

Errata: Each of your Tusken Raiders present is power +1.

Sandcrawler

May not move to non-planet site locations, but may embark on board a capital starship with vehicle capacity.

3.4 STARSHIPS

Starships at Site Locations

Not presently allowed, but will be with Hoth rules.

Pilots

Do not lend personal power to starship battles.

See Pilots (under Characters)

One pilot (character with pilot skill or permanent pilot) must be present on the starship for the starship to utilize power and maneuver, or to move.

Permanent Pilot

Not a character card.

Passengers, Pilots and Presence

Passengers are not present at the system location. Pilots are present at the system location. Pilots grant presence but passengers do not. (Will be revised with Hoth rules.)

Passengers may utilize game text, where relevant, if the game text does not require being present at the system location.

Capital Starships and Vehicles/TIEs as cargo

Vehicle/TIE capacity effectively adds to the capacity of the capital starship. However, pilots do not count as being present unless acting as a pilot of the capital starship.

A TIE may embark/disembark only during your move phase or as part of a legal 'react.' It may remain as cargo at the player's choice. This must be stated.

A TIE as cargo is not present at the system.

Q: STARSHIP CLASSES -

- 1) What is a "TIE" when referenced by another card?
- 2) Y-WINGS - What is a "Y-Wing" when referenced by another card?

+A: Following are name / starship class equivalences:

"B-Wing"	"STARFIGHTER: B-WING"
"Capital Starship"	any class with "CAPITAL"
"Corellian Corvette"	"CAPITAL: CORVETTE"
"Imperial Starship"	(all Dark starships printed to date)
"Mobile System"	name "DEATH STAR" only
"Starfighter"	any class with "STARFIGHTER"
"Starship"	any starship type

"Rebel Starship"	(all Light starships printed to date)
"Star Destroyer"	any class with "STAR DESTROYER"
"TIE"	any class with "TIE"
"TIE Advanced x1"	"STARFIGHTER: TIE ADVANCED x1"
"TIE Fighter"	name "TIE Fighter" only
"TIE fighter"	"STARFIGHTER: TIE/LN"
"TIE Scout"	"STARFIGHTER: TIE/SR"
"X-Wing"	"STARFIGHTER: X-WING"
"Y-Wing"	"STARFIGHTER: Y-WING"

Note that the Millennium Falcon is indeed classified as a starfighter.

Armor vs Maneuver

A starship with armor ignores any maneuver bonuses, and vice-versa.

Squadrons

A squadron is one starship for all purposes except capacity. It may hold three starfighter weapons, three starfighter devices, etc.

Astromech droids will work on a Y-wing squadron as if it were a starfighter.

A single targeting computer will work for all three possible weapons on the squadron.

The squadron requires three astromechs to move.

A squadron is not a starfighter but it is targeted as a starfighter.

A Tractor Beamed Y-wing Squadron behaves as one starship. If there are one or more character pilots aboard, Besieged will allow a battle against all of them together.

3.5 INTERRUPTS

3.5.1 General

"Back" Cards

If the card being searched for is not in the appropriate Deck or Pile, then the retrieval fails. Most back cards are lost interrupts and would then still go to the Lost Pile.

Resolution

The last thing that happens after an Interrupt has resolved, is the placement of the interrupt upon the Used or Lost Pile.

3.5.2 Interrupts

Alter

May be played in response to the declaration of an Effect, to immediately attempt to cancel it. May also be played upon an Effect already on the table.

May not ordinarily be played during a battle, except to cancel a Sense declared during a battle.

Beru Stew

May not be played if either player cannot activate 2 Force. May not be played after A Disturbance In The Force.

Combined Attack

Requires being played during a battle, when weapons are normally used. Force must be expended to target both weapons.

Add the relevant destiny for both weapons together, and apply the total to each. If either or both are successful, either or both weapon results should take effect.

Counter Assault

Is not a battle. Cards may not be forfeited to reduce damage.

When used at a system location, draw for every character, starship and vehicle present. This will ordinarily include only starships, pilots and astromechs. Do not add in the personal power of the characters, only the bonuses granted to the starships.

Dark Jedi Presence

Errata: If one of your Dark Jedi is present during any battle, use 1 Force to cause all other Imperials to battle at double power. If the Imperials are pilots, they provide double power bonus to any starship they pilot.

Dark Maneuvers

To be played retro-actively, must be declared "just after" the relevant game action has resolved, and before any other game actions resolve.

Don't Get Cocky

Will destroy any "TIE Fighter" card but not any other Starfighter: TIE/ln.

Don't Underestimate Our Chances

Battle damage is tripled. This is the amount that is determined after total power of each side in the battle is compared and the winner of the battle is determined. Does not triple attrition. Once the tripling has taken effect, continue with forfeiting.

Droid Shutdown

Will not protect a permanent astromech / nav computer.

Is canceled by an attempt to play This Is All Your Fault.

Can save a droid which is hit by a weapon. Cannot save a droid forfeited in battle for attrition or battle damage.

Does not protect against Set For Stun.

Elis Helrot

Does not count against allowed movement of a character for that turn.

Emergency Deployment

Cards must obey deployment restrictions and non-Force costs. Squadrons must replace three of the relevant cards.

Escape Pod

Errata: Save all characters aboard any just-lost capital starship. Relocate them to any one related planet site.

Note that errata above allows all cards on characters being saved, notably weapons and devices, to be saved along with the character. This should be straightforward but might be confusing if compared to the old text.

Evacuate

Errata: Errata: Unless Tarkin is aboard, save all characters aboard any just-lost capital starship. Relocate them to any one related planet site or to one of your capital starships present.

Some cards may be relocated to any one related planet site, some may be relocated to any one of your capital starships present and any others are lost.

See Escape Pod

Full Scale Alert

Stops all forms of relocating cards.

Ghhhk

'forfeit all cards from the battle location' means only those which participate in the battle. Cards prohibited from participating in the battle do not count.

Grimtaash

Grimtaash can cancel a Molator in play at a holosite.

Han's Dice

Specific to battle destiny only.

See Han Solo

Houjix

See Ghhhk

Hear Me Baby, Hold Together

Only affects destiny draws by the just fired starship weapon.

Hyper Escape

May only be played if all starships capable of moving away, and enough Force is available to pay for movement.

I'm On The Leader

This is in addition to weapon targeting.

I've Got A Bad Feeling About This

Errata: Play this card when you have just initiated a battle where you have less power than the opponent. If you lose the battle, this card has no result and the battle concludes normally. If you win the battle, the opponent's losses are doubled (tripled if Han is present).

May only be played after a battle has just been initiated. Does not allow the initiation of a battle out of the battle phase.

No result means that this card has no result. The battle resolves normally.

Jedi Presence

See Dark Jedi Presence

Let The Wookie Win

Errata: If a Wookie survived a battle you just lost at a site, deploy....

Nabrun Leids

See Elis Helrot

Narrow Escape

See Hyper Escape

Noble Sacrifice

Looks at current power of the characters, with any relevant modifiers.

Old Ben

Does not save any cards which were on the saved character.

Can only save a forfeited character, not one lost as the result of a game action.

Panic

See Emergency Deployment

Physical Choke

May not be done against a character in another starship at a system location.

Precise Attack

See Combined Attack

Rebel Barrier

See Imperial Barrier

Retract the Bridge

This card will allow the rearrangement of site locations in any order. A Laser Gate which is in play may be effectively relocated between any two sites.

Sense

Must utilize the ability of a character card, not any other types of cards with ability.

Sniper

A weapon fired with Sniper during the Control Phase may be fired again during a battle on the same turn.

Sorry About The Mess

See Sniper

Surprise Assault

See Counter Assault

Takeel

Is a game action that must be declared after both players have just drawn battle destiny.

Takeel may not be used unless exactly one destiny was drawn.

Switches the destiny numbers, but the Dark destiny draw remains the Dark draw, even though the Light Side now is using that number. If another game action cancels or modifies the Dark destiny draw, it will affect the number that the Light Side is using (and vice-versa).

Tallon Roll

Errata: Target one of your piloted starfighters and one of opponent's starfighters present. Each player draws destiny....

If opponent's starfighter is unpiloted its power is zero.

A tie means nothing happens.

Thank The Maker

Does not have to be 5 Force in one drain, but may be 5 total from several drains.

The Empire's Back

Character to be retrieved does not have to be specified before resolution.

You Overestimate Their Chances

See Don't Underestimate Our Chances

Vader's Obsession

See The Circle Is Now Complete

3.6 EFFECTS

3.6.1 GENERAL

Effects Upon A Converted Location

A converted location retains any Effects and other cards upon it. The Effects now affect the converted version of the location card.

Effects On Characters

Effects that deploy upon character cards may not be deployed upon other card types that have permanent pilots, etc.

Inserted Effects

When an Effect inserted into the opponent's deck is revealed, it cannot be lost to resolve Force damage.

Considered to be "on table".

3.6.2 EFFECTS

A Disturbance In The Force

See Inserted Effects

A Tremor In The Force

See Inserted Effects

Affect Mind

Affects total ability, not the individual ability of any of the opponent's cards, even if there is just one of the opponent's characters there.

Can potentially stop the opponent from having presence at a location.

Alternatives To Fighting

Errata: Use 3 Force to cancel any just initiated starship battle.

Beggar

May only be used to help pay for one game action. As soon as one action is declared using more than 1 Force this turn, the Beggar is immediately lost (before any additional actions may be declared).

Deployment of Jawas does not adversely affect the Beggar.

Besieged

Stays on starship even if boarding successful. Does not go to Lost Pile until/unless starship lost.

See Tractor Beaming.

Blaster Rack

Errata: Deploy on your side of table. At any time, you may move a weapon from one of your characters on table to Blaster Rack. May also be done from one of your just lost or forfeited characters. You may redeploy weapons from here to any of your characters on table.

Come With Me

If successful, this card increases pilot capacity by one, as if the card said, "May add 1 additional pilot". It does not allow you to deploy a pilot upon your opponents' starship. Can be Altered before it resolves.

Commence Recharging

If Commence Recharging is in play, 8 Force must be used in addition to normal costs for Commence Primary Ignition, for targeting a planet.

Crash Site Memorial

When first played, the Memorial does not save any already lost cards, just cards lost after it is on the table.

May exchange a card in the Memorial for a card of any type in hand.

Dark Hours
Asleep characters may not move.
Targets EVERY character (except droids) present when it is deployed.

Demotion
If power is reduced below zero, treat as zero.

Disarmed
If one player declares a Disarmed, the other player may legally respond with a Disarmed as long as one is in hand.

Eject, Eject!
See Come With Me

Expand The Empire
Does not expand docking bay capability.

Eyes In The Dark
Losing cards from hand or elsewhere than Life Force should still be shown to both players before being turned upside down on Lost Pile.
Losing from top of Reserve may not be looked at to determine what type of card it is for other game actions.
Retrieval is not affected.

I Find Your Lack Of Faith Disturbing
Intentionally is not unique. When Emperor Palpatine is added to the game, multiple Dark Jedi may be in play. Though not cumulative at the same location, an I Find on each Dark Jedi may potentially affect different locations.
See Affect Mind

I've Lost Artoo!
Errata: Use 1 Force to attempt to eliminate a starship's astromech. Draw destiny. If destiny > 1, deploy on starship: Character astromech lost OR permanent astromech removed. May now add one astromech. Must have astromech aboard to use hyperspeed. Can be Altered before it resolves.

K'lor'slug
Refers to total ability you have present.

Mantellian Savrip
Errata: ...to reduce attrition and battle damage.
Each card forfeited from hand counts simultaneously against attrition and battle damage.

Nightfall
Add one destiny to power only means that a battle destiny draw is made, but this extra draw only adds to power and not attrition. Other draws, if any, still add to power as well as attrition.

Obi-Wan's Cape
See Obi-Wan Kenobi

Revolution
Icons switch side as well as color.
Does not change Imperial for Rebel, or vice versa.

Program Trap
If a droid on board a starship is the victim of a Program Trap, only

other characters on board the same starship are vulnerable.

Sunset

See Nightfall

Undercover

Errata: (Immune to Alter).

An Undercover spy droid may block your opponent's Force drains, and allows you to deploy, just like other Undercover spies (despite not having Presence).

An Undercover spy may still use special game text (if any).

An Undercover spy remains your character, not your opponent's. (For example, you may use a Timer Mine to kill your opponent's Undercover Spy.)

An Undercover spy must also be a pilot in order to block Force drains while on an opponent's starship. The starship must be otherwise unpiloted (having no permanent pilot) in order for the Undercover spy pilot and be able to move the starship. An Undercover spy does not allow you to deploy to your opponent's starship.

Undercover spies move on the opponent's side, during the opponent's move phase. All costs and movement restrictions are as if the spy was the opponent's character, though you are the one who pays for it. Your Undercover spy may not move with the opponent's characters when he uses docking bay transit or Elis Helrot / Nabrun Leids (though you may of course perform such game actions yourself).

An Undercover spy whose game text is cancelled remains Undercover, on the opponent's side of the location. Cancelling game text does not cancel a bold term in lore, or remove an Undercover Effect.

Undercover spies do not participate in battles, and DO NOT affect conditions such as being 'alone' (for either side). This includes U-3PO.

Utinni!

Allows you to take an Utinni Effect into hand, to deploy later as if it were a Dark card. Some Utinni Effects will not be usable in this fashion, but it still might be useful to prevent your opponent from gaining use of them.

You may steal your own Utinni Effects.

Your Eyes Can Deceive You

See Eyes In The Dark

3.6.3 UTINNI EFFECTS

Lateral Damage

You may draw for repairs immediately upon reaching the system where the Utinni Effect is.

Luke? Luuuuke!

See Negative Forfeit

Organa's Ceremonial Necklace

When the Imperial steals the Necklace, deploy upon the Imperial. The Necklace becomes a normal Effect. If the original target is subsequently lost after the Necklace has been passed to another character, the Necklace remains on the table. (Normally, Utinni Effects are lost if their target is lost.)

To pass to an adjacent site, relocate the Necklace upon one of your characters you have controlling that site.

Send A Detachment Down

Adds 1 to attrition regardless of whether or how many battle destiny

draws are made.

Spice Mines of Kessel

A captive moves along with the trooper, at no extra cost of the Force. The captive does take up passenger capacity on starships and vehicles, and cannot be taken via Elis Helrot because it is not one of "your characters".

Yerka Mig

May move like a character, upon vehicles and starships, taking up one passenger capacity.

May deploy at a system, but has no affect upon system locations. Apprehended when target present with Mig.

3.6.4 IMMEDIATE EFFECTS

Grappling Hook

A card may be both Grappled and Sensed.

Grappling Hook causes new copies of an interrupt of the same name to be unique, for both players. This means that if a Sense is grappled, that both players are subject to the uniqueness. Only one more Sense may be played this turn, and on each successive turn.

An interrupt that is Grappled and then cancelled by another card remains on the Grappling Hook. It does not go to the Lost pile, though the result of the interrupt is still cancelled.

Grappling Hook causes the interrupt to be unique after Grappling Hook has resolved, even though the interrupt itself may not have resolved yet.

Tentacle

See Grappling Hook

There'll Be Hell To Pay

There'll Be Hell To Pay causes an additional Force requirement to play new interrupts of the same name, immediately upon declaration of the There'll Be Hell To Pay. Everything happens upon the declaration of Hell To Pay.

What're You Tryin' To Push On Us?

See There'll Be Hell To Pay

3.7 WEAPONS

3.7.1 General

Targeting

Unless a weapon says it may target a specific card type, it cannot do so.

Automated Weapons

Require a battle to target, unless a Sniper or Sorry About The Mess card is used.

Bowcaster and Lightsabers

If the value of X is negative, then it is minimum zero (or minimum one in the case of the Bowcaster). If power or ability (as appropriate) is more than 7, then use the minimum value.

Lightsabers

'Fire' is a general term used to describe the targeting action of

weapons, and includes lightsabers.

Seekers

Seekers automatically and instantaneously eliminate the first eligible target they are present with, at any time. If multiple targets are present, the player controlling the seeker may choose which one.

Seekers will affect ANY eligible target, on either side including Undercover spies.

Both sides of the site must be unoccupied to deploy a Seeker.

Seekers are not characters, but may move during your control phase like a character, utilizing docking bay transit or shuttling (on board an opponent's starship with the ship-docking capability) where appropriate. Use the docking bay and shuttling cost of the opponent. Otherwise, seekers may not be moved or affected by other cards which work on characters.

3.7.2 Weapons

Assault Rifle

May be used in a battle where present, like most other weapons.

May be used outside of a battle at an adjacent site, to target a character in the battle. The warrior carrying the rifle does not otherwise participate in the battle in any way.

Gaderffii Stick

Errata: Use 2 Force to deploy on any Tusken Raider. Use for free during a battle before any other weapons on either side. Target one opponent's character with a weapon and draw two destiny, if > 5 weapon is "knocked away" and may not be used this battle.

Specifically deploys on any Tusken Raider, regardless of warrior status.

Ion Cannon

Does not cause target to be 'hit.'

Effect is permanent, unless repaired by a card specifically able to do so.

Laser Projector

Requires a battle to fire, or a Sniper card.

Light Repeating Blaster Rifle

May be fired multiple times with one Sniper card.

Requires any card with "fusion generator" in the title, or a power droid, to be utilized.

Superlaser

Both sides must have Presence and a battle initiated to use the Superlaser against opposing capital starship. A Sniper card is what allows the player to fire it without having Presence or a battle.

The battle may either be at the Death Star system, or at the system of the target capital starship (if the Death Star is orbiting that system).

Timer Mine

"Owner" means the controller of the characters.

3.8 DEVICES

Blaster Scope

Allows a weapon to be used in a battle at same site, as normal (not really using the Scope).

Allows weapon to fire at a target at an adjacent site, not in the battle. Weapon may not be used to also fire at a target in the battle, as it may not fire twice in the battle. The target otherwise does not participate in the battle and does not count for forfeit value. If hit target must be lost at the end of the battle.

Comlink

See CZ-3

Electrobinoculars

Errata: 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....

Fire Extinguisher

Must be on board the targeted starship to cancel Lateral Damage.

Fusion Generator Supply Tanks

A requirement of deploying the tanks is that a related docking bay be on the table. There is no restriction on movement, so the starship may freely go to other systems and still keep using the Tanks.

Observation Holocam

If transferred through the Holocam, an Imperial Trooper Guard still defends in a battle with power of 4. Other characters count current power of that character as at the other location (possibly including by-line bonuses etc).

A character using the Holocam does not otherwise participate in the battle, and is not eligible to be forfeited.

Remote

May use 2 Force cancel a Seeker only during your control phase.

Restraining Bolt

Restraining Bolt cancels a droids' game text and also renders the droid inactive.

Droid may not utilize power in battles but may be forfeited.

Undercover spy droids are still undercover, but inactive. They do not block Force drains or allow deployment.

Stormtrooper Backpack

Does not allow non-warriors to use weapons.

Targeting Computer

Firing twice still requires normal use of the Force to target twice.

May be used to fire a weapon twice at different or the same target(s).

3.9 CREATURES

Attacks

An attack works like a battle in regards to power calculation.

Dianoga

The starting ferocity of a Dianoga is 0 + destiny.

3.10 EPIC EVENTS

Attack Run

This card is deployed on the Trench, and remains in play. An Attack Run may be attempted once every Light turn, if desired.

If your lead starfighter is lost by the "It's Away!" portion, identify a new lead starfighter. If all have been eliminated, then the Attack Run is no longer possible.

Using this card is a game action, like any other, and may be interrupted only by another game action that specifically says it cancels or modifies the Attack Run.

Moving into the Trench counts as the one-per-turn movement for a starship.

Two pilots on board a Y-wing lead starfighter is ok, but one pilot must be chosen as the one to shoot the torpedoes (and use only his Ability for the calculation).

If successful, place the Attack Run across the Death Star system location, rather than placing either cards in the respective lost piles.

Commence Primary Ignition

Using this card is a game action, like any other, and may be interrupted only by another game action that specifically says it cancels or modifies the Commence Primary Ignition.

If successful, place the Commence Primary Ignition across the planet system location, rather than placing either cards in the respective lost piles.

See "Blown Away" under Terms and Wordings.

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