

Star Wars Trading Card Game

Consolidated Errata, Rulings, and
Frequently Asked Questions

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Revenge of the Sith Rulebook Errata and Clarifications

Abilities Active in the Build Zone

In several places the rulebook specifies which abilities are active in the build zone. In some places the list is not all-inclusive. In other places some abilities are listed as active which are not active. The following list identifies the abilities that are active in the build zone:

Reserves
Upkeep
Hidden Cost
Pilot

Note that non-Reserve activated prevention abilities, which were previously active in the build zone, are no longer active.

Also note that the pilot ability only applies to the ability of a pilot to pilot a unit. Any abilities granted by the pilot to the unit are not active while the unit is in the build zone unless the granted ability is a Reserves or Upkeep ability.

When can Activated Abilities be Played?

The rulebook may not be completely clear as to when certain activated abilities can, or cannot, be played. The general rule is Activated abilities can only be played once per turn and only if the unit is in an arena. However, there are some exceptions to the general rule as far as how often the ability can be played:

Abilities that are played “for this attack” can be played multiple times per turn, but only once per attack.

Abilities with the phrase “Play only when this unit would attack” can be played multiple times per turn, but only once each time the unit would attack.

Activated prevention abilities can be played once each time damage would be done.

Activated abilities that allow for re-rolls can be played multiple time per turn, but only once each time dice are rolled.

Intercept and Retaliate may be played multiple times per turn, but each may be played only once per attack per unit.

In all cases the unit must be in an arena, unless activating a Reserves ability.

Build Point Abilities

Activated abilities that give a player build points this turn may only be played during the build step, and only once per turn.

Hidden Cost

Paying a unit's Hidden Cost to deploy it is similar to playing an activated ability: You may use it during any Play-or-Pass opportunity not reserved for a specific type of effect (i.e. it cannot be used during reroll, damage prevention, or disrupt PoPs). Hidden Cost is a static ability and is not affected by abilities that disrupt or otherwise prevent the play of activated abilities. (This is contrary to some passages in the *Revenge of the Sith* rulebook.)

Mulligan

The mulligan definition in the glossary should also include Location and Equipment cards as valid mulligan options.

“Treat this unit as....”

The “Treat this unit as a....” is always active in all zones of play, regardless of any card or unit effect or rule that indicates otherwise. This only applies to stand-alone “Treat this unit as a....” statements. If the statement is part of another effect, or granted by an effect, then follow the normal rules for when the ability is active or not.

Pilots

A unit can have one pilot attached. If the unit is moved to the build zone, the pilot remains attached to the unit in the build zone. If two pilots are attached to the unit due to a static effect that allows an extra pilot, the static effect turns off when the unit is in the build zone. When a unit with multiple pilots is moved to the Build Zone, the controller of the piloted unit chooses which pilots are removed until only 1 pilot is left attached to the unit.

When a Pilot is on a unit, all of the ability text on the Pilot above or below the “Pilot” ability is ignored, except for abilities specifically in effect (e.g., those effects that specifically reference the pilot piloting a unit or specifically reference the unit the pilot is piloting) when using the Pilot ability. Also, per rule, the Pilot is not considered a Character or unit while on a unit. The Pilot still has a name and the subtypes are still valid (contrary to some passages in the *Revenge of the Sith* rulebook).

Although subtypes are still valid, this only applies to effects that reference only the subtype. Effects that use the subtype as an adjective for “character” or “unit” do not apply. For example, an effect that says “You get +1 Force for each jedi in any arena” will apply to a jedi pilot. However, an effect that says “You get +1 Force for each jedi character in any arena” will not apply to a jedi pilot because the effect uses the term “character”.

If an opponent gains control of a piloted unit, the pilot remains with the unit and the unit continues to obtain the pilot effects. However, control of the pilot does not change. The controller of a pilot may move the pilot normally during the build step even if the opponent controls the unit being piloted.

If a player gains control of a character along with an effect that requires the character be returned at a latter time, the return takes place even if the character is piloting a unit. In other words, a player can't take control of a pilot unit, move it to a unit, and then claim the return effect is not valid because the pilot is no longer a character or unit.

Units in all three arenas may be piloted. All rules that apply to units and pilots in the Space and Ground arena also apply to units and pilots in the Character arena.

A pilot may be moved to a valid unit in the Build Zone.

The rules for unique units (e.g., stacking, contesting, etc.) apply to pilots even when pilots are piloting.

Upkeep on pilots must still be paid even if the pilot is piloting.

Equipment

You may detach equipment you control from a unit and place the equipment in the BZ for no cost. You may only do this during your build step.

If a player gains control of an opponent's unit, any equipment attached to the unit moves with the unit. However, unless stated otherwise by an effect, the controller of the equipment does not change. The controller of the equipment may, during the build step, remove the equipment to the controller's build zone or re-equip the equipment to another valid unit.

A player may only equip units the player controls.

You cannot equip/detach equipment to/from a pilot while the pilot is piloting. If a pilot is equipped prior to piloting a unit, the pilot keeps the equipment when piloting.

Non-Uniques and Name Reference

Non-uniques with an effect that refer to the non-unique by name should refer to the non-unique by “this unit” instead.

“Play” of Activated Abilities, Battle Cards, and Mission Cards

An activated ability is considered “played” when the activation cost is paid, or attempted to be paid. If there is no cost, it is considered played when a player states a desire to use the ability, at which point the disrupt PoP occurs. A battle card or mission card is considered played when the costs are paid. If there is no cost, the card is played when the player reveals the card in an attempt to obtain the effect or complete the mission.

Draw Step Triggers

Due to rules changes, some draw step effects on previous cards may not be clear. Any effects or abilities that “trigger” during your draw step (or at the beginning of your draw step) will trigger along with all other triggers that trigger “When your build step starts”. Any effects or triggers that trigger when you draw your card during the draw step will trigger when you actually draw the card.

General Rules

Card Names

A card's subtypes are on its type line, which is the line below the card's name. English cards have a hyphen between type and subtypes. Non-English cards have a bullet between type and subtypes and bullets between subtypes.

If a card's text refers to a particular sub-type, "Droid" or "Jedi" for example, it refers only to a card that has that subtype in its type line, or to a card that has the text "Treat this unit as a <subtype>" in its ability text. If that word appears only in the card's name, it doesn't apply. For example, text that references Droids doesn't affect Droid Control Ship, because Droid Control Ship's type line is "Space - Trade Federation Capital Ship" (no "Droid").

Type Reference

If an effect or ability refers to a Type (Space, Ground, Character, Mission, Battle, Equipment, Location), the effect refers only to the Type and not a subtype with the same name. For example, if an effect requires a player to discard a Character card, the player must discard a card with the Type Character. The player may not discard a card with the subtype "character" unless the card is also a Type Character. This rule only applies to effects that refer to a card's Type.

Setup

If you run out of units to put into battle during setup, you have to stop. You can't put any more units into battle, but your opponent can still continue up to 30 build points, as usual.

None of your units' abilities work during setup. They start working at the start of the first turn.

During setup, you draw a card each time you put a unit card into battle, and when you partially build a unit card at the end of setup. During your build step, you don't draw a card for building or deploying units or building or completing Missions.

You can't do anything with Mission cards, Location cards, or Equipment cards in your hand during setup. You can't even partially build one at the end of setup. You can only put unit cards into battle and partially build one unit card at the end of setup. Space, Ground, and Character cards are unit cards.

Command Phase

Building Units and Mission Cards

During your turn, you decide the order when it comes to: (1) resolving bounties you've earned, (2) paying your Upkeep costs, and (3) drawing your card; these are all triggered at the start of your build step. There are other effects that may also trigger at this point. These additional triggered effects are pooled along with Bounty, Upkeep, and Draw and can be resolved in any order.

Effects that trigger when your build step starts only trigger once per turn, even if an effect causes multiple build steps to occur.

If you run out of cards in your deck, nothing special happens. Just keep playing with what you have.

You can partially build any number of unit, Mission, Location, or Equipment cards during your build step, as long as you have enough build points to put at least 1 build counter on each of them, unless the build cost is zero and you complete or deploy the card immediately. All cards must move through the build zone regardless of cost, even if the cost is zero.

Tapped units in your build zone may still be moved to their appropriate arena during your build step.

During the command phase, if you complete a unit, you do not have to move it into the appropriate arena. Similarly, if you fully build (or overbuild) your last unit during setup, you are not forced to move it into the appropriate arena.

There is no PoP during the build step except for PoPs generated from events that create the PoPs, such as damage PoPs, disrupt PoPs, or re-roll PoPs.

Retreating Units

You can't retreat tapped units during the retreat step. Only untapped units can retreat, because retreating in the retreat step taps the unit. But, if a card tells you to retreat a unit, it doesn't matter whether that unit is tapped or untapped. Retreating a unit due to a card or ability doesn't tap or untap the unit.

Battle Phase

If your opponent doesn't have any units in an arena, you still go through each of your units in speed order. This lets you use Bombard, Ion Cannon, and "play only when this unit would attack" abilities.

If a unit that has already attacked becomes untapped during its battle step, it can attack again and use abilities playable only when the unit would attack.

If an attack does 2 damage to a unit and you play a card that can prevent 5 damage, the card prevents only the 2 damage. The extra damage prevention is wasted.

Cards and abilities that do a number of dice of damage aren't attacks. Cards and abilities that affect attacks don't affect a card or ability that does a number of dice of damage. However, Armor does apply to dice of damage.

"Until end of battle" means "until the end of this turn's battle phase." Effects that last until end of battle last until the battles in all 3 arenas are over.

End of Turn

Deal with all abilities that say "when the battle phase ends" at end of turn.

Abilities

You can't use the abilities of partially built cards, unless the ability is Hidden Cost. You have to deploy a unit before using its abilities, unless it's a Hidden Cost ability.

Effects that change a unit's values (speed, power, health, build cost, or keyword abilities such as Critical Hit or Accuracy) are cumulative. For example, if you have two effects that each give a unit +10 speed, that unit gets +20 speed. If you have three instances of a critical hit, the unit gets all three instances; if you have four instances, you get all four, etc. Effects that grant abilities add that ability text to a unit. If you have two effects that each give a unit "Pay 1 Force --> Evade 1," that unit gets two instances of that ability (and you can use each one once each time it's damaged). See Exceptions for Armor and Lucky, below.

Armor redefines what die roll result is required to hit a unit. It does not modify the die roll like Accuracy. Armor does not stack.

A unit with Lucky can only use it once per attack, even if it gains an additional Lucky ability after using Lucky during an attack. All Lucky values on a unit are added together to form one Lucky value.

Abilities and Battle Cards with Multiple Parts

If an ability or Battle card has multiple parts to its instructions, follow them in order.

If an ability or Battle card includes rolling dice or doing damage, chances for rerolling and preventing damage still happen--in the middle of the instructions on the ability or card. You don't follow all the instructions and then reroll dice and prevent damage.

Abilities that trigger while another card or ability is taking effect wait until it's finished taking effect. As usual, abilities that allow rerolls or prevent damage are special. They wait only until the next chance to prevent damage or reroll dice.

Triggered Abilities

A triggered ability triggers only if all its "when", "if", and "at" conditions are true.

When a triggered ability triggers, it joins the pool of triggered abilities waiting to take effect. Once it's in the pool, it's certain to take effect, even if one or more of its conditions stop being true. For example, a unit card that says "When the battle phase starts, if this unit is in the Space arena . . ." triggers only if the unit is in the Space arena when the battle phase starts. The ability will still take effect even if an ability that triggered when the battle phase started caused it to be discarded.

"Held" Triggered Abilities

A triggered ability that's "held" is one that's waiting for a time when it can take effect. A triggered ability can't take effect while another card or ability is taking effect unless the triggered ability allows rerolls or prevents damage.

Triggered abilities that allow rerolls can take effect only during chances to reroll dice. However, if a triggered re-roll ability triggers prior to a re-roll PoP chance, the triggered ability is resolved prior to the re-roll PoP.

Triggered abilities that prevent damage can take effect only during chances to prevent damage. However, if a triggered prevention ability triggers prior to a damage prevention PoP, the triggered damage prevention ability is resolved prior to the damage prevention PoP.

No other triggered abilities can take effect during chances to reroll dice or prevent damage.

While the effects of an ability (even another triggered ability) or Battle card play out, all waiting triggered abilities are "held" until after the effects are complete.

During a chance to reroll dice or prevent damage, all waiting triggered abilities are "held" until after that chance passes. Any abilities that trigger during the chance join the abilities already waiting and are also "held."

"Held" triggered abilities simply wait until they're not held anymore (usually after the current chance to play activated abilities and Battle cards) and then take effect normally.

There are three exceptions to these rules:

Triggered abilities that allow rerolls aren't "held" during a chance to reroll dice (but are always held outside such a chance).

Triggered abilities that prevent damage aren't "held" during a chance to prevent damage (but are always held outside such a chance).

Triggered abilities that cause disrupts take effect at the next disrupt opportunity. See Disrupt further on for more details.

Triggered abilities that require a player reveal a drawn card take precedence over all other triggers, and are resolved immediately when the draw occurs. This resolution does not count as a resolution choice by either player.

Activated Abilities

An activated ability is any ability on a unit with the arrow symbol (-->). It doesn't matter what the cost before the arrow symbol is—if it has an arrow symbol (-->), it's an activated ability. Battle cards also use the arrow symbol. This doesn't make them activated abilities, because only units (Space, Ground, and Character) can have activated abilities.

Activated abilities are separate from actual attacks. If a unit uses an ability that is played when it would attack, it is not considered to attack (unless the ability states that it is), and no abilities [triggered] off it attacking come into play. This also means that if you use an ability that does damage instead of attacking (such as Yoda(C)'s ability), then you can't be Rebel Surrendered. However, you must choose what you are doing when you would attack, and can't change your mind later. Once you decide to "attack", you cannot use the ability. Once you decide to use the ability, you cannot change your mind and attack instead.

Keep in mind that the rules on activated abilities refer to abilities that increase power and other stats. It is not for abilities they use instead of attacks. This means that Han Enchained does allow the unit to still use abilities like Yoda (C)'s direct damage ability. It also means that such abilities would work against a unit that has Han Enchained on it.

Instances of Abilities Granted by Effects or other Abilities

Some effects and abilities give other units abilities. Each instance of the granting effect or ability grants a specific instance of the granted ability.

For example, if Jabba (C) is in play, his static ability gives all other characters an intercept ability. If a player replaces the Jabba (C) in play with another Jabba (C), then the intercept ability granted by the second Jabba (C) is a different instance of intercept than the effect granted by the first Jabba (C).

Paying Costs to play a battle card, complete a Mission, or activate an Ability

When a battle card, mission, or activated has a cost, that cost must be paid to get the effect, complete the mission, or activate the ability. In some instances, when a player attempts to pay a cost, a replacement effect may cause the cost not to be fulfilled. If this happens, the cost is not considered paid, and the effect does not happen. However, the battle card, mission, or activated ability is still considered "played" for all other game purposes except disrupt PoPs. If the cost is not fulfilled, there is no effect to disrupt; no disrupt PoP occurs.

The Source of Damage Counter Placement Effects and Abilities

Unless the source of a damage counter placement effect or ability is explicitly stated as part of the effect or ability, the damage counters are considered to have no source.

For example, Darth Vader (S) has an activated ability that places 3 damage counters on a character. Since the ability does not specify Vader as the source, the damage counters have no source.

Accuracy

Accuracy X (Add +X to each of this unit's attack dice.)

Accuracy makes a unit more likely to hit. Bonuses to your attack dice from Accuracy can't create "natural sixes" and increase the chance of doing extra damage with Critical Hit. (A "natural" six is one where one of the dice actually shows a six, before any bonuses or penalties.)

Armor

Armor does not stack.

Discard

Any time an effect requires a player to discard a card without specifying the zone the card is discarded from, that card must be discarded from the player's hand.

Disrupt

You can Disrupt your own Battle cards, Abilities, and Missions. The Dark Side player has the first opportunity to play a disrupt ability regardless of which player played the Battle Card, Ability, or Mission. There are a variety of disrupt cards and abilities that can target Battle Cards, Abilities or Missions. Each disrupt effect specifically states the valid target (i.e., Battle Card, Activated Ability, or Mission Card) for disrupt.

Intercept

Intercept (If a unit is attacking one of your units in the same arena as this unit, it now attacks this unit instead.)

You can play a unit's Intercept ability any time one of your other units in the same arena is attacked. If the attacking unit can't attack the unit with Intercept, you can still pay the Force, but the defending unit won't change.

Each instance of intercept may only be played once per attack.

Lucky

Q: Suppose I have a power 2 unit with Lucky 2. If I roll one hit and one miss, do I need to reroll both dice? Can I just reroll 1?

A: You may choose to roll any number up to the Lucky value.

Q: Does Lucky stack? For example, Anakin Skywalker (J) gives a unit he pilots Lucky 2. If he pilots Anakin's Podracer (A), which already has Lucky 1, does the Podracer now have Lucky 3? And how does this work if the Podracer only has Power 2?

A: All of a unit's Lucky values are added together for one total Lucky value. You can re-roll any number of dice up to the number of dice rolled or the Lucky value, whichever is less. You cannot roll more dice than are rolled even if the Lucky value is greater than the number of dice rolled.

Overkill

The word "health" should be replaced with the words "remaining health."

Q: What happens if I play Overkill when Hoth Battle Plains is in play? If my Battle Droid Division rolls 4 hits, do I apply 8 damage to one unit, and then assign the remaining damage to another unit? Or do I apply 4 damage to one unit, and then double the remaining damage to another unit?

A: You apply the four hits with Overkill first. Once the hits are applied, Hoth Battle Plains doubles each hit to determine the damage applied just prior to damage prevention.

Q: Does Overkill stack if I have more than one Overkill

A: No.

Attack Bonus Triggers

Some abilities give a unit a bonus to its power when it attacks. These bonuses use the phrase: "When this unit attacks, you may give it +X power for that attack. If you do, when the attack ends, that unit does Y damage to itself." Each time a unit attacks and uses the ability, it damages itself at the end of its attack:

The unit doesn't damage itself until the end of the attack.

You can prevent, evade, and deflect the damage, just like any other damage.

The power bonus lasts only until the attack ends.

If the unit attacks again, you can use the ability again. The unit gets the power bonus again, and it damages itself again at the end of that attack.

Retaliate

Retaliate X (If a unit in the same arena as this unit is attacking this unit, this unit does X dice of damage to that unit when the attack ends.)

Retaliate allows your units to strike back at their attackers. Most units with the Retaliate ability require you to pay a Force cost to activate the Retaliate ability. You may use the Retaliate ability even if your unit takes enough damage to destroy it.

Example: Darth Vader attacks your Luke Skywalker (F), who has "Pay 1 Force Retaliate 2." Vader does enough damage to cause Luke to be discarded. The Retaliate is still resolved when Vader's attack ends

Retaliate attributes, if applicable, are based on the game state at the time the Retaliate is activated, not at the time Retaliate is resolved.

Each instance of Retaliate may only be played once per attack.

Stun

Stun X (When this unit damages another unit, that unit gets -X power until end of battle.)

If all the damage is prevented, Stun doesn't kick in.

Stun works any time the unit damages another unit, not just if the damage is from an attack.

If a unit attacks another unit that has Stun and Deflect (and the second unit deflects the damage), the unit that the damage is Deflected to loses power because of Stun (because the deflected damage was done by the unit with Stun and Deflect).

If a unit with Stun attacks another unit that has Deflect, but not Stun (and the second unit deflects the damage), the unit that the damage is Deflected to doesn't lose any power because of Stun (because the deflected damage was done by a unit that doesn't have Stun).

Upkeep

As a general rule, if you can pay Upkeep, you must pay Upkeep. However, if a unit has multiple upkeeps, you may still choose the order of resolution even if the order of resolution results in a situation where an upkeep cannot be paid, even if another order of resolution would cause the upkeep to be paid. For example, let's say a player has 2 build points to spend and has a unit with two upkeeps. One upkeep is "Pay 1 build point" and the other upkeep is "Pay 2 build points". The player may choose to resolve the 1 build upkeep first. If so, the 2 build upkeep cannot be paid, leaving the player with 1 build point to spend.

You must still pay the Upkeep costs of a unit even if that unit retreats, becomes part of a stack, or pilots another unit. If part of a unit stack, the Upkeep is paid only if the unit card with Upkeep is on top of the stack.

Q: Can I try to pay Upkeep before earning the bounty?

A: Yes, since these are both triggered abilities that trigger at the start of your build step, you can choose to deal with the Upkeep ability first, and then deal with the bounty.

Normal Stacking Rules

“Follow normal stacking rules” means to follow the stacking rules present at the time the effect is resolved. In general, this means no more than four cards in a stack, and no more than one particular unique per stack. However, if an effect is present that changes the stacking rule (such as Jedi Temple), then the modified effect is considered the “normal stacking rule” as long as that effect is applicable.

Card Owner and Controller

Owner: The owner of a card is the player who begins the game with the card in his or her deck. The owner of a card never changes hands.

Controller: The controller of a card is the player who currently controls the card. The owner begins the game as a card’s controller. The controller of units, pilots, and equipment may change during the game. With the exception of the Global Zone Rule for Discard, Hand, and Deck Zones, or effects that refer to the card’s owner, a player who controls a unit or pilot controls all aspects of that unit or pilot.

When an effect refers to “You” or “Your” it refers to the effect’s controller. When the effect refers to “Your opponent” the effect refers to the controller’s opponent.

An “opponent’s unit” refers to a unit the opponent controls.

If a unit is piloted, the controller of the unit may not necessarily be the controller of the pilot, and vice versa. However, the controller of the unit controls the effects on the unit (to include those granted by the pilot).

Global Zone Rule for Discard, Hand, and Deck Zones: If a card would go to any Discard Zone, Hand Zone, or Deck Zone, other than its owner’s, it goes to the corresponding zone of its owner’s instead.

A “You” or “Your” that is part of an effect that triggers when a unit or pilot goes into Discard, Hand, or Deck Zone refers to the controller to the extent the effect does not violate the Global Zone Rule.

Example: The Yoda (K) effect is: “When discarded from play Yoda is, 4 force gain, and into your hand put Yoda”. Let’s say Dark Side controls Yoda (K) and Yoda (K) is discarded. The four force will go to the controller (Dark Side player), but the card will be returned to the Light Side player’s hand due to Global Zone Rule.

Note, however, that if the Yoda (K) effect had said to return Yoda (K) from “your” discard pile, it would have simply been discarded since the “your” discard pile refers to Dark Side (the controller’s) discard pile. Yoda (K) is in the Light Side discard pile. As worded on the card, the effect does not specify a discard pile. Therefore, the return to hand can be accomplished from the Light Side discard pile. Darth Vader’s Tie Fighter is a good example of a situation where the discard pile is specified:

Example: Vader’s Tie Fighter (A) effect reads: “When Vader’s TIE Fighter is discarded from the Space arena, you may pay 2 Force. If you do, return Vader’s TIE Fighter, all cards stacked with it, and its Pilot, if any, from your discard pile to your hand”. If Light Side controls Vader’s Tie Fighter (A), then Light Side may pay the 2 force. However, Vader’s Fighter will not be in the LS discard pile (i.e., the “your discard pile” refers to Light Side discard pile) when the effect resolves. Therefore, neither side will retrieve Vader’s Fighter.

X Costs and X Effects

Some Activated Abilities, Battle Cards, and Missions have effects that are based on the cost. The cost is something like “Pay X force” or “Pay any amount of force” and the effect is something like “Draw X cards” or “Draw cards equal to the force paid”. Sometimes another effect may change the cost. If this happens, the granted X effect is based on the unchanged cost, not the cost actually paid:

Example: Let’s say Obi Wan’s Spirit is in the arena with Luke Skywalker (N). The LS player wishes to activate Luke’s ability and gain control of Darth Vader (K), a 10 build unit. Normally, the LS would need to pay 10 force to

gain control of Vader. However, Obi Wan's Spirit reduces that cost to only 9 Force. In this instance, the LS player can pay 9 force and gain control of a 10 build unit. If Darth Sidious (D) is also in the arena (all activated force abilities cost 2 extra force to play), then the LS player would need to pay 11 force to control Vader.

Example: Let's say Cloud City Battleground is in play and the owning player plays Vader's Vengeance, "Pay any amount of Force --> One of your units in any arena gets that much power for this attack.". Cloud City Battleground reduced the force payment cost by 2. Therefore, the unit gets 2 additional power than the force paid.

Attack of the Clones

Errata

Darth Sidious (A): The second paragraph should read: "As long as Sidious is in the Character arena, your opponent builds all cards face up." (It was printed incorrectly with "builds all units face up.") The printed wording let players mislead their opponents about the type of cards they were building. The new wording now affects unit, Mission, Location, and Equipment cards.

Rulings

Attract Enemy Fire:

If you have a unit that can't be attacked (because of Tyranus's Edict or a similar card), there's no way to attack it at all. If you play Attract Enemy Fire, you can't change the defending unit to a unit that can't be attacked.

Clone Officer:

The Clone Officer says "each of your Clones get +1 power." Its subtype includes "Clone," so its ability will give itself +1 power in addition to giving each of your other Clones +1 power.

Dark Side's Command and Dark Side's Compulsion

Playing one of these two cards during an attack doesn't cancel that attack. It just lets you attack with one of your opponent's units.

If you choose to use the effect, then you get to make all the choices about which of your opponent's units is attacked. Your opponent can't choose not to attack and can't play an ability (e.g., such as an ability that is played when the unit would attack). If you choose not to use the effect, or if you can't use it because none of your opponent's units can be attacked, the unit attacks normally. In that case, your opponent gets to make all the choices, just like a normal attack.

Jango Fett (C) (Hasbro action figure card)

There's a typo in this card's rules text. The word "attacking" was printed without the letter (C).

War Will Follow

You can't ever deploy a partially built card. You can deploy only units that are in the build zone.

This card uses the term "build area," where it should have used "build zone." The two terms mean the same thing, but future cards will always use "build zone," not "build area."

Sith Rising

Errata

There are currently no errata to any Sith Rising cards.

Rulings

Aurra Sing (A)

Treat Aurra as a Dark Jedi.

When Aurra damages a Jedi and that Jedi is discarded, untap Aurra. (She can attack again.)

Any time Aurra damages a Jedi, if that damage causes the Jedi to be discarded, you must untap Aurra. (She untaps every time she kills a Jedi.) You don't untap her if she damages a Jedi and that Jedi isn't discarded immediately, but is then discarded later on in the turn.

Careful Targeting

Pay 1 Force Choose a unit with Shields. Until end of battle, that unit's Shields don't work.

Completely ignore the unit's Shields ability.

All Shields abilities on the unit stop working, whether they're printed on it or it gets them some other way.

Clone Captain

Put any number of damage counters on one of your other Clones in any arena Prevent that much damage to this unit.

You can't split the damage from an attack among more than one of your Clones. You can play this ability only once each time a source would damage Clone Captain.

You can't prevent damage to those Clones in any other way, either. You're putting damage counters on them, not doing damage to them.

Concentrated Fire

When the battle phase starts, choose one of your opponent's units in the Space arena. Concentrated Fire does 4 dice of damage to that unit.

You don't choose the unit until the battle phase starts, so your opponent can't stop you from doing so unless he or she retreats all his or her units from the Space arena.

If your opponent retreats all his or her units from the Space arena, Concentrated Fire does nothing.

Darth Maul (C)

Pay 3 Force Your opponent can't use Evade to prevent damage from Maul for this attack.

Pay 3 Force Evade 1 (Prevent 1 damage to Maul.)

Your opponent can still use Battle cards and other abilities (e.g., such as deflect) that prevent damage. Maul's first ability stops your opponent only from playing the Evade keyword ability to prevent any damage from Maul during this attack.

Darth Sidious (B)

Pay 4 Force, discard one of your other Characters from the Character arena You get a number of build points equal to that Character's total build cost. Play only during your build step.

For a normal unit, the "total build cost" is just the unit's build cost. For a stacked unit, the "total build cost" is the build cost of the top card of the stack, plus 1 for each card under that card.

Darth Tyranus (D)

<Tap>, Pay 2 Force Choose one of your opponent's units in the Character arena. Tyranus does 4 damage to that Character. Your opponent can't use Evade to prevent that damage unless that Character is a Jedi Master. Play only when Tyranus would attack.

Pay 3 Force Evade 3 (Prevent up to 3 damage to Tyranus.)

Tyranus's first ability isn't an attack.

For Tyranus's first ability, you don't roll dice. The ability always does 4 damage to the Character you choose.

With Tyranus's first ability, your opponent can play Battle cards and abilities other than evade to prevent the damage, even if the Character you choose isn't a Jedi Master.

Fog of War

For each unit in the Space, Ground, and Character arenas (yours and your opponent's), roll one of your dice. If you roll 5 or 6 for a unit, tap it.

You roll one of your dice for each unit, so some units could be tapped and others left untapped.

Jedi Starfighter Wing

This unit gets +4 power as long as there are no damage counters on it.

If this unit gets any damage counters, it loses its power bonus as long as the damage counters remain on the unit.

Jocasta Nu (A)

As long as Jocasta is in the Character arena, draw 2 extra cards during your draw step and then put 2 cards from your hand on the bottom of your deck.

Pay 1 Force Evade 2 (Prevent up to 2 damage to Jocasta.)

Jocasta doesn't affect card drawing at any time other than the draw step.

Under the ROTS rules, Jocasta's ability triggers at the beginning of the build step along with the normal Draw, Upkeep, and Bounty.

Naboo Starfighter Wing

This unit gets +3 power as long as there are no damage counters on it.

If this unit gets any damage counters, it loses its power bonus as long as the damage counters remain on the unit.

Republic Drop Ship

When you deploy this unit, you get +2 build points this turn.

If you put the Republic Drop Ship into an arena during setup, you don't get the +2 build points.

If you partially build the Republic Drop Ship at the end of setup, you get the +2 build points when you deploy it.

Run the Gauntlet

When the battle phase starts, choose one of your opponent's units in the Ground arena. Run the Gauntlet does 6 dice of damage to that unit. Your opponent gains +2 Force.

Your opponent gets the +2 Force after the damage has been done. So he or she can't use that Force to reroll any of the dice or prevent any of the damage.

Senatorial Cruiser

When you deploy this unit, you may return a Starfighter card from your discard pile to your hand. Shields 1 (Each unit gets -1 power as long as it's attacking this unit.)

If you put the Senatorial Cruiser into an arena during Setup, you don't return a Starfighter card to your hand.

If you partially build the Senatorial Cruiser at the end of setup, you may return a Starfighter card to your hand when you deploy Senatorial Cruiser.

Sith Infiltrator (A)

When Sith Infiltrator is discarded from the Space arena, you may pay 2 Force. If you do, return it from your discard pile to your hand.

You have to pay the 2 Force as soon as the Sith Infiltrator is discarded from the Space arena. You can't wait and pay it later in the turn or during a later turn.

Suppressing Fire

Pay 2 Force One of your units using Bombard to attack a Ground unit gets +4 power for this attack.

If you choose to use a Bombard ability of one of your units, and that unit is still attacking a Ground unit, then you can play Suppressing Fire to give it +4 power.

Twilight of the Republic

After you complete Twilight of the Republic, your build step ends and the Light Side build step starts. After the Light Side build step, you get another build step using your remaining build points.

Also, the Light Side retreat step happens before the Dark Side retreat step this turn.

Twilight of the Republic swaps the order of the build and retreat steps this turn, forcing the Light Side player to build, deploy, and retreat before the Dark Side player does.

You don't get any extra build points during your second build step. You just get however many build points you had left when you completed Twilight of the Republic.

Yoda (C)

<Tap>, 2 Force pay An opponent's unit you choose. In the Character arena it must be. To that Character 4 damage Yoda does. To prevent that damage your opponent Evade cannot use, unless that Character a Jedi Master or Sith Master is. Only when Yoda would attack play.

2 Force pay Evade 3 (Up to 3 damage to Yoda prevent.)

Yoda's first ability isn't an attack.

For Yoda's first ability, you don't roll dice. The ability always does 4 damage to the Character you choose.

With Yoda's first ability, your opponent can play Battle cards and abilities other than evade to prevent the damage, even if the Character you choose isn't a Jedi Master or Sith Master.

A New Hope

Errata

R5-D4 (errata)

Change "R4-D5" to "R5-D4" in the effect text.

Clear the Skies

Change "discard a unit" to "discard one of your units".

Blaster Barrage is modified as follows:

Pay 5 Force -> For this attack, you may divide the hits from the attacking unit between the defending unit and another of your opponent's units in the same arena as the defending unit. Play only when one of your units is attacking (before you roll attack dice).

Rulings

Admiral Motti (A)

Anytime a Jedi Character can attack Motti, that Character must do so. As long as Motti is in the Character arena, your Jedi Characters can attack Motti.

Your Jedi Characters must attack Motti if they can.

Your opponent's Jedi Characters must attack Motti if they can.

The must attack takes precedence over abilities that can be activated when a unit would attack.

Blaster Barrage

Pay 5 Force For this attack, you may divide the hits from the attacking unit between the defending unit and another of your opponent's units in the same arena as the defending unit. Play only when one of your units is attacking (before you roll attack dice).

You must play Blaster Barrage before dice are rolled. Once the dice have been rolled (and rerolled, if applicable), you can divide the hits.

You choose the second unit after dice are rolled (and rerolled, if applicable).

You can choose to apply 0 hits to either of the two units.

Contingency Plan

Remove all build counters from each partially built card in your build zone. You get that many extra build points this turn.

The units from which you remove the build counters are still considered "partially built," even though they have no build counters on them.

You can spend the build points you get in any way you choose.

Dannik Jerriko (A)

Stun 3 (When Dannik damages another unit, that unit gets -3 power until end of turn.) When Dannik damages a Character, remove 1 damage counter from Dannik. Remove 1 damage counter each time Dannik damages a Character. You can't remove more than 1 damage counter each time Dannik damages a Character, even if he does 2 or more damage.

A damage counter may be removed from Dannik even if Dannik damages himself, to include the damage that is placed that triggers the removal effect.

Darth Vader (A)

When Vader attacks a Character other than a Jedi Knight or Jedi Master, you may pay Force equal to that Character's total build cost. If you do, that Character retreats when Vader's attack ends. Pay 2 Force Evade 2 (Prevent up to 2 damage to Vader.)

Pay 1 Force Intercept (If a unit is attacking one of your Characters in the same arena as Vader, it now attacks Vader instead.)

You must pay the Force for Vader's first ability when he attacks. If you pay the Force, the unit will retreat after the attack (if it's still in the Character arena). If Vader attacks a Jedi Knight or Jedi Master, the ability does nothing--you can't even pay the Force.

The "total build cost" of a stack is the build cost of the top card, plus one for each card stacked underneath it.

The effect triggers each time a unit intercepts Vader's attack provided the intercepting unit is not a Jedi Knight or Jedi Master.

Q: Can Darth Vader (A) cause Obi's Spirit to retreat from the Character arena? If you play Hope of Another on a Character, can Darth Vader (A) cause that Character to retreat?

A: Yes. You must be a Jedi Knight or Jedi Master to avoid the effects.

Demonstration of Power

Each of your Dark Side units that currently has power 5 or more gets +3 power until end of turn.

This card cares about the power of your Dark Side units only at the time you play it. If those units' power changes later in the turn, its effect on them doesn't change.

Desperate Confrontation

Each of your units gets "Pay 1 Force This unit gets +2 power for this attack" until end of turn.

Each unit can use the ability once per attack.

Only your units in play at the time the Mission is played get the effects.

Dianoga (A)

Choose an untapped Character with power 4 or less. Tap that Character. Play only during battle.

"Play only during battle" means that you can play the ability during battle in any play or pass chance other than a disrupt PoP, a re-roll PoP, or a damage prevention PoP.

Elite Stormtrooper Squad

Critical Hit 1 (This unit does 1 more damage if you roll at least one natural six.)

Accuracy 1 (Add +1 to each of this unit's attack dice.)

Accuracy doesn't help you get a Critical Hit--you still have to roll a natural six.

Imperial Blockade

Mission

To complete Imperial Blockade, you must also pay 8 Force.

Your opponent can't spend build points this turn.

Any unspent build points are lost. They don't carry over from turn to turn.

Imperial Manipulation

When the battle phase starts, move 1 damage counter from one unit to another unit in the same arena. (This can't be prevented.)

Moving damage counters isn't the same as attack, dice of damage, or direct damage. You just take a damage counter and put it onto a different unit.

You can move the damage counter onto one of your opponent's units or from one of your opponent's units to another of his or her units.

It's Not Over Yet

Pay 5 Force Choose an arena. Untap all units in that arena. Fight another battle in that arena. Play only if all units in all arenas are tapped.

"Fight another battle in that arena" means that you take another battle step for that arena. The units in that arena get to attack again.

Anything that triggers at the start of the appropriate battle step will trigger.

Jump to Lightspeed

Return one of your units from the Space arena to your hand. (Also return all cards stacked with it and its Pilot, if any, to your hand.)

The "all cards" includes equipment too.

You can play this card even if the unit you want to return is being attacked.

You can't play this card after dice have been rolled, because it doesn't allow you to reroll dice or prevent damage.

Luke Skywalker (A)

Search your deck. You may take a Luke Skywalker card from your deck. Show it to your opponent and put it into your hand. Then shuffle your deck. Play only during your build step.

You can take any card named Luke Skywalker. You can't take a card with any other name, like Luke's X-wing.

You can get any version of Luke Skywalker, even another Luke Skywalker A.

Luke's Speeder (A)

Discard Luke's Speeder from the Ground arena Show one of your partially built Space unit cards to your opponent. Put 3 build counters on it. Play only during your build step.

This unit lets you put free build counters on one of your partially built Space unit cards. (These build counters don't cost you any build points.)

Mounted Stormtrooper

Discard this unit from the Ground arena Show one of your partially built Stormtrooper Character cards to your opponent. Put 2 build counters on it. Play only during your build step.

This unit lets you put free build counters on one of your partially built Stormtrooper Character cards. (These build counters don't cost you any build points.)

Owen Lars (A)

Discard Owen from the Character arena Choose one of your Characters. That Character can't be attacked this turn. Play only during your build step.

The Character can still be affected by cards and abilities.

Penetrate the Shields

One of your units gets +3 power for this attack if it's attacking a unit with Shields.

Check to see if the defending unit has Shields only at the time you play this card. If the defending unit loses Shields or if a unit without Shields becomes the defending unit, your unit keeps the +3 power.

Rebel Blockade Runner

Draw a card. Play only during your build step.

When one of your opponent's effects causes you to discard this card from your hand, you may put it into the Space arena from your discard pile.

This card's second ability works no matter why your opponent causes you to discard it from your hand.

The second ability doesn't do anything if one of your effects causes you to discard this card from your hand.

When its second ability takes effect, this unit isn't "deployed"; it's just "put into the Space arena."

Rebel Crew Chief

Show one of your partially built Starfighter cards to your opponent. Put 1 build counter on it. Play only during your build step.

This unit lets you put free build counters on one of your partially built Starfighter cards. (These build counters don't cost you any build points.)

Rebel Lieutenant

{P} Capital Ship Pilot. The Capital Ship gets: +10 speed.
+1 power.

As long as this unit is in the Space arena, each of your other Space units gets +10 speed.

The first part of this unit's Pilot ability gives +10 speed to the Capital Ship it's on. The third part gives +10 speed to each of your other Space units.

Rebel Marine

This unit can't attack if you have no units in the Space arena.

If you choose not to attack with a unit, or if it can't attack, you still tap it.

Rebel Surrender

Pay 4 Force Choose one of your opponent's units in the Ground or Character arena. If your opponent rolled no hits for that unit's last attack, he or she discards the unit. Play only after the unit has attacked and before any other unit attacks.

If dice were rerolled, use the last roll to see if your opponent rolled any hits.

No dice are rolled for a unit with 0 power, so your opponent rolls no hits for such a unit.

You can play this card only if your opponent rolled no hits. If your opponent rolled any hits but the damage was prevented, this card still can't be played.

If the defending unit is removed from battle after the attack begins, but before the dice are rolled, then no hits are rolled. Rebel Surrender is a valid play in this instance.

Starfighter's End

Pay 6 Force Choose one of your untapped Starfighters in the Space arena and one of your opponent's units in that arena. For each 10 speed your Starfighter has, it does 1 damage to that unit. Then discard your Starfighter from the Space arena. Play only if no unit is attacking.

For example, if your Starfighter has 60 speed, it does 6 damage to your opponent's unit.

Stormtrooper Assault Team

Damage from this unit's attack can't be prevented.

No method of preventing damage works, including Battle cards, Evade, and Deflect.

Cards and abilities that prevent damage can still be played; they just don't do anything.

Stormtrooper DV-523

This unit gets -2 power as long as it's attacking a unique Character.

A unique Character is one with a letter in a purple circle on the right-hand side of the text box. Unique Characters have special rules. See the Rulebook for more details.

Vader's TIE Fighter (A)

Pay 2 Force Evade 2 (Prevent up to 2 damage to Vader's TIE Fighter.)

When Vader's TIE Fighter is discarded from the Space arena, you may pay 2 Force. If you do, return Vader's TIE Fighter, all cards stacked with it, and its Pilot, if any, from your discard pile to your hand.

If some of the cards have left the discard pile by the time the second ability takes effect, you don't get them back in your hand.

Battle of Yavin

Errata

Millennium Falcon (C): The type line should read: "Space - Independent Transport." (It was printed incorrectly as "Space - Independent Cruiser.")

Rulings

Blow This Thing

Pay 8 Force For this attack, roll only 1 of your dice instead of a number of dice equal to the attacking unit's power. If the attacking unit damages the defending unit, the defending unit is discarded. Play only if one of your units is attacking.

If the 1-die attack results in a hit, that damage may still be prevented. If the damage is prevented, Blow This Thing has no effect.

Celebrate the Victory

Draw 5 cards. You can complete Celebrate the Victory only if your opponent has no units in the Space arena and no Space units in his or her build zone.

Face-down cards in a build zone aren't units and have no effect on whether or not you can complete Celebrate the Victory.

Chariot Light Assault Vehicle

One of your units in the Ground arena gets Accuracy 1 for this attack (add +1 to each of that unit's attack dice). Play only when that unit is attacking.

Chariot Light Assault Vehicle gives one of your other units in the Ground arena Accuracy 1. That unit must already be attacking, so it must have higher speed or some other way to attack before Chariot Light Assault Vehicle would attack.

Chariot Light Assault Vehicle can't give itself Accuracy 1, since it would already be tapped when it attacks, unless it is untapped somehow after declaring the attack..

Chewbacca (B)

When you draw a card, if Chewbacca is in the Character arena, remove 1 damage counter from one of your Space or Ground units.

Pay 1 Force Retaliate 2 (If a unit in the same arena as Chewbacca is attacking him, he does 2 dice of damage to that unit when the attack ends.)

Chewbacca's ability to remove damage counters activates whenever you draw a card, whether that is during your draw step or as an effect that happens at some other time.

Countermeasures

Pay 4 Force For this attack, when the attacking unit damages the defending unit, it also does that much damage to itself.

You must play Countermeasures before dice are rolled for this attack.

Both units suffer an equal amount of damage after damage prevention. Any damage that is prevented to the defending unit for this attack is also prevented for the attacking unit.

Creature Attack

When the battle phase starts, your opponent chooses one of his or her units in the Character arena. Creature Attack does 5 dice of damage to that unit.

Creature Attack has no effect if your opponent has no units in the Character arena when the battle phase starts.

Darth Vader (F)

<Tap>, Pay 4 Force Choose one of your opponent's Characters with health 3 or less in the Character arena. Your opponent discards that Character. Play only when Vader would attack.

Darth Vader's ability affects only a Character whose total health is 3 or less. Stacking a unique Character with printed health 3 or less could make its total health 4 or more, so this ability couldn't affect it.

Damage counters on your opponent's Characters don't affect this ability. For example, a Character with 5 health who has 2 or more damage counters remains unaffected by this ability.

Death Star (C)

Each Starfighter gets Critical Hit 3 as long as it's attacking the Death Star. Each player discards all of his or her units in the Ground arena. Play only if your opponent has no units in the Space arena and only when the Death Star would attack.

You can't use this ability if your opponent has any units in the Space arena. Space units in your opponent's build zone have no effect on whether or not you can use the Death Star's ability.

When this ability is activated, all your units and all your opponent's units in the Ground arena (including their Pilots, if any) are discarded. Units in your build zone and your opponent's build zone aren't affected.

Deflectors Activated

Choose an arena. This turn, when any of your units in that arena would be damaged, prevent 1 of that damage.

Deflectors Activated prevents 1 damage each time a unit in the chosen arena is damaged (each damage instance). For example, if one of your units in the chosen arena suffers 2 damage,

Deflectors Activated prevents 1 of that damage, reducing the damage to 1. If the same unit suffers another 4 damage later that turn, Deflectors Activated again prevents 1 of that damage, reducing the damage to 3.

If a Battle card (such as Unfriendly Fire) or ability (such as the one on Rebel Armored Freerunner) damages more than one of your units at once, Deflectors Activated prevents 1 damage to each of the units.

If you play 2 Deflectors Activated cards, the effects add up. This means you prevent 2 damage each time any of your units in the chosen arena takes damage.

Escape Pod

As long as this unit is in the Space arena, if one of your Space units with a Pilot on it is discarded, you may move that Pilot to your build zone instead of discarding it. If you do, discard this unit from the Space arena.

When you use Escape Pod's ability, the Pilot moves to your build zone. This doesn't tap the Pilot.

You can activate Escape Pod's ability only if the unit the Pilot is on is discarded.

Grand Moff Tarkin (C)

As long as Tarkin is in the Character arena, you can't retreat your units during your retreat step.

The restriction applies only during your retreat step. It doesn't stop cards or abilities that allow you to retreat during battle.

Han Solo (C)

When the roll for build points is made, if Han is in the Character arena, you get -1 build point this turn.

You can't receive less than 0 build points during a turn.

Hero's Potential

Pay 4 Force Choose one of your stacked unique units. Take any card in that stack and put it on top. When the turn ends, put that card on the bottom of the stack.

When the turn ends, the card that was on top of the stack before Hero's Potential was played is returned to the top of the stack.

Imperial Landing Craft

When you deploy this unit, choose one of your opponent's Ground units. If that unit is in the Ground arena when the battle phase starts, this unit does 2 damage to it.

You choose the unit when you deploy Imperial Landing Craft. If that unit is in the Ground arena when the battle phase starts, Imperial Landing Craft does 2 damage to it. If it isn't in the Ground arena (for example, if it has retreated), this ability doesn't activate and Imperial Landing Craft does no damage.

Millennium Falcon (B)

The Millennium Falcon can have an extra Pilot. When the battle phase starts, if the Millennium Falcon has a Pilot on it, you may remove 1 damage counter from the Millennium Falcon.

You can put 2 Pilots on the Millennium Falcon. Both Pilots must follow all the standard rules, including having the "Transport Pilot" ability.

Remove only 1 damage counter per turn (when the battle phase starts), only if you have 1 or more Pilots on the Millennium Falcon. If the Millennium Falcon, has no damage counters, this ability has no effect.

If you have 2 Pilots on the Millennium Falcon, you still remove only 1 damage counter from it.

Obi-Wan Kenobi (H)

When Obi-Wan is discarded from the Character arena, you may search your deck. You may take a Luke Skywalker card from your deck and stack it under a Luke Skywalker in the Character arena. (Follow normal stacking rules.) Then shuffle your deck.

You can't have more than 4 cards in a stack. No 2 cards in the stack can be identical--that is, with the same name and version.

If you don't have a Luke Skywalker in the Character arena, you can't get a Luke Skywalker card from your deck.

Rebel Armored Freerunner

This unit does 3 damage divided as you choose between 1 or 2 of your opponent's units in the Ground arena. Play only when this unit would attack.

When the Rebel Armored Freerunner would attack, you can play its ability instead. You can divide the 3 damage in any way between 1 or 2 units. You can do either 3 damage to one unit or 2 damage to one unit and 1 damage to another unit.

R2-D2 (D)

Any Starfighter with R2-D2 on it can have an extra Pilot if that Pilot isn't an Astromech Droid.

{P} Starfighter Pilot. The Starfighter gets:

+10 speed.

Critical Hit 2.

When the battle phase ends, remove 1 damage counter from this Starfighter.

You can place another Pilot (if it's not an Astromech Droid) on the Starfighter before or after placing R2-D2 on the Starfighter. The other Pilot must follow all the standard rules, including having the "Starfighter Pilot" ability.

Second Wave

You may complete Second Wave only if you have no units in the Space arena and no Space units in your build zone. Put up to 3 Starfighter cards into the Space arena from your discard pile.

Face-down cards in a build zone aren't units and have no effect on whether or not you can complete Second Wave.

The Starfighter cards put into the Space arena are now untapped units that can attack this turn and act like any other unit.

Putting the Starfighter cards into the Space arena doesn't count as having deployed or finished building them. No abilities can trigger on that.

Tatooine Hangar

As long as this unit is in the Ground arena, each of your Space units costs 1 fewer build counter to deploy.

You can reduce the build cost of a unit to 0. The minimum build cost of a unit is 0. (You can't "gain" build points by using more than one copy of this unit and cheap Space units.)

Trust Your Feelings

Predict the number of hits you'll roll for this attack (after any rerolls). If you're correct, you gain +3 Force. Play only before you roll attack dice.

Your prediction is based on the number of hits you roll, not the amount of damage inflicted. Damage prevention has no effect on Trust Your Feelings.

Untamed Ronto

When this unit attacks, your opponent may pay 2 Force. If your opponent does, he or she chooses a unit (yours or your opponent's) in the same arena as the defending unit. This unit now attacks the chosen unit instead.

Your opponent must decide before you roll the Untamed Ronto's attack dice whether or not to pay the 2 Force.

Untamed Ronto can attack itself.

Vader's Fury

Pay 6 Force Choose one of your Starfighters in the Space arena. Each time that Starfighter attacks this turn, when its attack ends, choose a unit in the Space arena that it can attack but hasn't attacked this turn. The Starfighter attacks that unit. Play only when no unit is attacking.

Vader's Fury must be played before the Starfighter attacks, or it has no effect.

Vader's Fury allows your Starfighter to attack each of your opponent's units in the Space arena once. Your Starfighter can't use Vader's Fury to attack any individual Space unit more than once.

Example: You have Vader's TIE Fighter in the Space arena and your opponent has 3 Y-Wing Gold Two units and a Rebel Blockade Runner. You play Vader's Fury before Vader's TIE Fighter attacks. Then Vader's TIE Fighter attacks each of the 4 units in the order you decide.

Womp Rat

When you deploy this unit, your opponent chooses and discards 1 card from his or her hand.

Units have no abilities during the setup of the game. The Womp Rat's ability doesn't activate unless you deploy it during a normal turn of the game.

Jedi Guardians

Errata

Jango Fett (E): Should be Jango Fett (G).

Tyranus's Geonosis Speeder (B): Should be Tyranus's Geonosian Speeder (B).

Rulings

Dark Dreams

If you copy a card that is based on a condition (like Artoo's Repairs), you can't use it unless the condition is met.

Payment costs are determined as if the player playing the Dark Dreams is playing the copied card. Any bonuses or penalties applied to the cost of the original battle card are not applied to the copy unless those bonuses or penalties would apply to the player of the copied version at the time the Dark Dreams copy is played.

Homing Missile

No, you may not blow on the card as it falls. If you use card sleeves, you must remove the sleeve before you drop it.

Jedi Council Quorum

If the Quorum condition is met and the Dark Side controls 2 arenas, the Light Side wins. This is because "at end of turn" triggered effects resolve before control of the arenas is checked.

Darth Sidious (C)

If you want Sidious (C) to reroll, like with Shoot Her or Something or Jar Jar Binks (A), you don't get to look at the dice beforehand. You must blindly pick which dice he rerolls.

If Sidious (C) attacks the Clone Captain and the Captain wants to prevent some damage, he must place the damage counters before he gets to see how many hits were rolled. Even if Sidious (C) didn't do as much as was placed, the damage counters stay where they were put.

Tyranus's Return

Only returns a Character from play, not the discard pile.

Neimoidian Shuttle (A)

Yes, it can retreat itself.

Tyranus's Solar Sailer (B)

You may only use the Reserves ability if damage is pending.

Forward Command Center

Q: I have a Jawa Sandcrawler and Forward Command Center in play. When it's my turn to attack, do I have to tap the Forward Command Center when its speed 20 is checked and thus I can't use his ability to increase the power of my Jawa Sandcrawler? (Can Forward Command Center use its ability on units that are slower than it is?)

A: You could not use the Forward Command on the Jawa Sandcrawler, because you play it when that unit (the one whose power you want to increase) would attack. Since the Forward Command Center would be tapped before that, it doesn't work.

The Empire Strikes Back

Errata

Admiral Firmus Piett (B): Play only if Admiral Firmus Piett is in your hand.

Self-Destruct: One of your units gets: "Pay 0 Force --> Retaliate X" until end of turn..."

The Armor ability should be read as: "(If rolling dice at this unit, this unit is damaged only on a 5 or more.)".

Rulings

AT-AT Assault Group

May be piloted by a Walker Pilot.

Chewbacca (G)

This card brings back droids for 1 build point (one droid per turn).

Dangerous Gamble

Card name is written along the top of the card and does not include version letter (A, B, C, etc.), or any other trait of the card.

Dark Cave

Counters are removed if the Location is replaced by a Light Side Location. If the Location is replaced after a Character has switched sides, then the Character still goes back at end of the turn (regardless of whether Dark Cave is there or not).

Don't Get All Mushy

Pay 2 Force --> Two of your Characters get each others' activated abilities in addition to their own until end of turn. You may play this card anytime any of those abilities could be played.

The phrase "anytime any of those abilities could be played" refers to the play point for the abilities in general, not for the particular instance of the ability on the designated units.

For example, if Instill Doubt is played on Chewbacca (A), then Chewbacca (A) can't activate Retaliate. However, at the point in the game sequence when Retaliate could be played, Don't Get All Mushy could be played to give Chewbacca's Retaliate ability to another unit.

Emperor's Prize

If a unit is discarded by placing damage counters on it, and the damage counters were more than double the unit's health, then you may play Emperor's Prize to bring the unit back into play.

Emperor's Prize considers all damage counters on a unit (not only those that have just been placed) when bringing that unit back into play.

The comparison is made against the unit's total health, not remaining health.

Failed for the Last Time

The entire type line of the card must match.

Jedi's Failure

If the targeted Jedi is returned to hand or discarded, the opponent does not gain control of that Jedi.

Lando Calrissian (A)

If your opponent gains control of Lando, you may stack any copies of Lando on that unit as normal, although that does not change who ultimately controls Lando. If Lando is returned to his owner's hand, then all copies in the stack go to his rightful owner.

Millennium Falcon (F)

If one of your Characters would be damaged and discarded from any arena or build zone, you may prevent that damage and retreat that Character instead. If you do, the Millennium Falcon doesn't untap during your next untap step.

If you have the Cloud City Dining Hall out, your Characters will not retreat, and the Falcon will not stay tapped.

Q: Can I use the Millennium Falcon (F)'s ability more than once per turn? If I can, does the "not untapping" clause build up for future turns, or does one turn of not untapping satisfy this?

A: You can use the Millennium Falcon (F)'s ability whenever one of your Characters would be damaged and discarded. While the "does not untap" clauses do stack up, one turn of not untapping satisfies them all.

Q: Suppose I have Millennium Falcon (F) and an undamaged Character with 5 health in play. My opponent has played Painful Reckoning. My opponent then attacks that Character and rolls 3 hits. Can I use the Falcon to save the Character?

A: The short answer is no. The long answer is complex, but here goes. The Falcon (F)'s ability is a static replacement effect. It happens at the end of the Play or Pass damage prevention step (i.e., everyone is done playing damage prevention effects). It will only kick in if the incoming damage is greater than the unit's remaining health. So in this case, with only 3 incoming damage, the Falcon's effect cannot be invoked. Painful Reckoning is not resolved until damage counters are actually placed on the unit. In this case, instead of 3 damage counters being placed, 6 damage counters are placed.

Millennium Falcon (G)

You roll once and try to prevent all damage being done by a single source. If that source would deal its damage more than once per turn, you may roll again for each instance.

Obi Wan's Sprit (A)

Obi Wan's Sprit does not count toward controlling the Character arena for either player.

Obi Wan's Sprit is a Character and does count when it comes to getting an extra build point for having a unit in each arena.

Painful Reckoning

The extra damage counter has no source, even if it is placed as a result of damage done by a unit. For example, let's say an attacking unit does 4 damage. If Painful Reckoning is in play, 8 damage counters will be placed on the defending unit. However, the attacking unit is considered to have done 4 of the damage. This distinction is important when resolving effects such as Boba Fett (G)'s force drain ability or determining damage caused by the Countermeasures effect.

If multiple Painful Reckoning effects are in play, the damage increases linearly with each Painful Reckoning. For example, if 3 damage counters would be placed, then one Painful Reckoning would result in 6 damage counters (3 extra for the Painful Reckoning) placed. Two Painful Reckonings would result in 9 damage counters (6 extra for the two Painful Reckoning) placed.

Quest for Truth

If you pick a Battle card, you discard it after you've played it. Your opponent may not play any of those cards while they are set aside.

Rally the Defenders

This card affects only units that have a printed cost of 2 or less.

Sacrifice

A unit must actually be placed in the discard pile in order for this card to have an effect. The actual printed cost of the Battle card must be 4 or less.

Streets of Cloud City

If this card is in play, you fight in the Space arena once you have completed the Ground arena battle phase. After the Space arena, you then fight in the Character arena.

Yoda (G)

Yoda (G) does not count as Yoda while stacked under a padawan. Yoda (G) cannot leave the stack once stacked. This card's ability is not in effect during setup (as with all cards). If you play it during setup, you spend 3 for a Yoda that can't be stacked with a padawan.

Asteroid Field

Q: How does it work when a card (such as Asteroid Field) causes damage against all units in an arena? Do you roll against each unit and hold all damage (and therefore damage prevention "play or passes") until all units have been rolled against? Or do you roll against each unit separately, dealing with damage on one before moving on to the next; and if so, who decides the order?

A: All of the dice are rolled, and then there is one total "play or pass" damage prevention, not one for each unit. The controller of the card that forced the roll is the one who chooses the order of the units.

Bright Hope (A)

You must reveal the card at the end of the game to prove that it was a Ground unit (assuming it was not built during play).

Q: What happens if you have Bright Hope with a Ground card under it, then play Refit on Yavin on the Bright Hope?

A: The card stays removed and has no effect afterward.

Darth Vader (G)

Q: Can Darth Vader (G) tap to disrupt a Battle card even if no Battle card has been played? Can he tap to disrupt your own Battle card?

A: Your Darth Vader (G) can't disrupt a Battle card that hasn't been played, but can disrupt one of your own Battle cards.

Lando Calrissian (C)

A unit must actually be discarded to the discard pile in order to prevent damage to Lando. Damage must be pending on Lando during a damage PoP in order to activate Lando's prevention ability.

Q: What happens if unpreventable damage is pending on Lando? Can I still use Lando's ability?

A: Yes. A damage PoP still occurs even if the damage cannot be prevented. Damage prevention abilities and battle cards can be "played". The damage prevention part of the effect will not have an affect. In the case of Lando, you would still get the +2 build points next turn even though the damage isn't prevented.

Luke Skywalker (I)

If Luke Skywalker (I) is the only card in the stack, then Luke Skywalker (I) may pay 2 Force – Evade 1.

Luke Skywalker (K)

When Luke's ability triggers causing him to be treated as a ground unit, Luke is still also considered a Character.

Luke's pilot effect is set and held when the speeder Luke is piloting is discarded. This effects is held across the turn boundaries, if necessary, until it triggers or the game ends.

Probot

You discard this card anytime damage counters are placed on it when the unit is in the arena. Draw 5 cards. For every damage that was on this unit, you pick from the cards currently in your hand, and place them on the top of your deck in any order.

Snowtrooper Elite Squad

An effect may attempt to discard this unit as a cost, but this unit will instead retreat (if Vader is in the Character arena). The effect requiring the discard cost will not resolve. If this card is designated for discard as the result of a discard effect, it will retreat instead of being discarded.

Surprise Reinforcements

This card no longer allows you to act like you're in a build step. You get to use 5 build counters and place them on cards in your build zone or cards in your hand (that get placed in your build zone), but you do not get to deploy anything. You also do not get to redeploy any retreated units.

Vader's Call

You may pay any amount of Force up to X (X = the number of build counters on Vader's Call). Your opponent discards this many cards.

Wampa

This unit does not attack itself.

Cloud City Battleground

This card allows you to play Battle cards for 2 less Force. It does not change the actual printed cost of the card you played. If a Battle card can be Enhanced, the total cost is reduced if this card is in play.

Cloud City Dining Hall

This card lets no Characters retreat. Cards or rules that allow or cause a Character to retreat do not allow the Character to retreat if this card is in play.

Effects or Rules that require a unit be “moved” (without stating the move is a retreat) to the build zone are not considered retreats. This effect only prohibits moves that explicitly use the word “retreat”.

Cloud City Dining Hall has no effect on the unique unit that loses a contest since the loser is “moved” to the build zone; this is not a retreat.

Cloud City Landing Platform

Q: Cloud City Landing Platform says: “When the roll for build points is made, you may reroll it once.” I also have a unit with an ability that begins “When the roll for build points is made . . .” Can I then use this ability twice in a single turn by using the Cloud City Landing Platform to reroll the build roll?

A: You only get the effects off the final roll for build points.

Vader's Vengeance

This card adds power to the total power of a unit. It does not replace the printed power on the unit.

Explore the Swamps

You must tap an untapped Character in order to play this card. The tap is considered part of the cost and therefore takes place prior to the disrupt PoP.

Hope of Another

This card targets all copies of a Character, if that Character is stacked. However, if the Character is discarded from the arena, then the Character can no longer be targeted by effects as if in play, even if the effect states it lasts for the remainder of the game. Likewise, only versions in play are considered to be Jedi.

Only the versions in play are affected.

If Hope of Another is played on a non-unique Character, only that copy of the non-unique Character gains the subtype.

Jedi Trap

Characters can un-retreat during their build step even if this card was played.

Kuat Lancer-Class Frigate

This unit is a Cruiser.

Imperial II Star Destroyer

This unit’s activated ability can only be used once per build step.

Asteroid Field & Hoth Icefields

Q: Two Location cards, Asteroid Field and Hoth Icefields, damage units in the Space and Ground arena respectively. Is the following the correct approach of resolving the damage: Damage is rolled against each unit, and the pending damage on each unit is noted. Once all damage rolls are complete, all the damage is resolved in one damage “play or pass”?

A: All dice are rolled in the order the controller of the card chooses. Then both sides get damage prevention for ALL cards in one damage play or pass chance. They aren’t resolved in separate play or pass chances.

Rogues and Scoundrels

Errata

Chewbacca (H) & Chewbacca (I): There should be a "Pay 0 Force --> " in front of his Retaliate.

Human Shield: The second sentence of the effect should read "For each point of damage that would be dealt....".

Rulings

Big Asteroid

When this unit is discarded from the Space arena, you may search your deck, your hand, and/or your discard pile for up to 2 Medium Asteroid cards and put them into the Space arena. Then shuffle your deck.

Q: If I play Dark Sacrifice on a Big Asteroid, is its bonus granted to the two Medium Asteroids that come out?

A: No. The bonus from Dark Sacrifice is granted before the two Medium Asteroids come out. Likewise, if played on Medium Asteroid, the bonus is granted before the two Small Asteroids come out.

Boba Fett (G)

Upkeep: Pay 1 build point or tap this unit. (Pay Upkeep when your build step starts.) Bounty: 1 build point. (When this unit damages another unit and the other unit is discarded, you gain the bounty when your next build step starts.)

Q: How exactly does Upkeep work?

A: At the start of your build step, you must choose which of Boba Fett (G)'s Upkeep costs you are going to pay. You must pay one of those costs, if you can. For example, if for some reason Boba Fett (G) remained tapped and you could not pay the "tap this unit" cost, then you would have to pay the build point cost, if possible. If you could not pay either cost, then simply ignore the Upkeep and go on with your build step.

Q: When exactly do you resolve the bounty?

A: At the start of the next turn's build step. So if both players earned a bounty last turn, the Dark Side player would resolve his or her bounty first.

Q: Can I try to pay Upkeep before earning the bounty?

A: Yes, since these are both triggered abilities that trigger at the start of your build step, you can choose to deal with the Upkeep ability first, and then deal with the bounty.

Bossk (A)

Bounty: Search your opponent's deck for each card with the same name as the Character that you gained this bounty for. Put those cards in his or her discard pile. Then your opponent shuffles his or her deck. (When this unit damages another unit and the other unit is discarded, you gain the bounty when your next build step starts.)

Q: Would you still earn this bounty even if Bossk is no longer in play?

A: Yes. Once a bounty has been earned, it doesn't matter if its source is not in play when the bounty resolves next turn.

Chewbacca (I)

Retaliate X, where X is Chewbacca's power. If Chewbacca's Retaliate attack causes a unit to be discarded, untap Chewbacca.

Q: Do cards in Chewbacca's stack count toward his "X"?

A: Yes.

Q: What if Chewbacca's power changes between the time when the Retaliate is activated and the time the Retaliate is resolved?

A: Retaliate state conditions are determined at the time the Retaliate is activated. Thus, Chewbacca's power at the time of activation would be used when Retaliate is resolved.

Dantooine System

Discard this Location from the Space arena Your tapped Space units can't be attacked this turn.

Q: When exactly can you play this ability?

A: Since it does not have a restriction, you can use it at any Play or Pass opportunity, other than damage prevention, disrupt, or re-roll PoPs.

Note this is a one shot effect, not a continuous static effect. Only your space units tapped when the Location is discarded get the effect. Also, the units will keep the effect even if the units untap later in the turn. Any units that were not tapped when the effect resolved will not get the effect even if the units become tapped later in the turn.

Dark Sacrifice

Pay 2 Force, Discard one of your units from any arena Each of your other units in that arena gets +X power until end of turn, where X equals the discarded unit's build cost. Play only when no unit is attacking.

Q: Does build cost include cards in the stack?

A: Yes. Build cost would add up the cost, plus 1 for any card in the stack.

Dengar (A)

Upkeep: Put 1 damage counter on Dengar. (Pay Upkeep when your build step starts.)

Q: What if putting the damage counter on would kill Dengar?

A: Then Dengar would be killed.

Q: Can I use damage prevention cards to avoid the Upkeep cost?

A: No, putting damage counters on a unit is different than receiving combat damage.

Doctor Evazan (A)

<tap> Choose an untapped unit in the Character arena with a total build cost of 4 or less. Doctor Evazan does 4 dice of damage to that unit. Play only when Doctor Evazan would attack.

Q: What exactly are "dice of damage"?

A: It means you roll that many dice against that unit.

Q: Isn't this ability the same as attacking? Doctor Evazan (A) can only use it when he would attack, and he already has 4 Power.

A: Not exactly. This ability allows you to deal 4 dice of damage, which—if you choose—can be applied to your own units. This ability might come in handy with Probot, Imperial Misdirection, Han Enchained, or Falcon's Needs in play.

Hound's Tooth (A)

When the Space battle step starts, if Hound's Tooth doesn't have a Pilot, Hound's Tooth gets the Pilot abilities of one of your Pilots in the Character arena until end of turn.

Q: Since Hound's Tooth is a Transport, can it only gain the Pilot abilities of a Transport Pilot?

A: No. Hound's Tooth may gain the Pilot abilities of any Pilot in your Character arena.

Q: What if you don't have any characters with the Pilot ability?

A: Then the Hound's Tooth doesn't gain anything.

Q: How does Hound's Tooth (A) interact with Pilots like Wedge(B)

A: The Tooth simply gains Pilot abilities exactly. In this case, the Tooth gains +20 speed, +2 power, Accuracy 1, and: "When this Speeder would be damaged, prevent 2 of that damage." However, since the Tooth is a Transport, Wedge's last ability will do nothing (unless of course some other card modified the Tooth to gain the Speeder subtype).

Dune Sea Krayt Dragon

Q: Can you stack this with the Krayt Dragon from A New Hope?

A: No, they are different units and not unique.

Lando Calrissian (F)

Put the top 2 cards of your deck face down under Lando. (They're not part of his stack.)

Put all face-down cards under Lando into your hand.

Q: Can you look at the cards that are face down under Lando?

A: Yes, the controller of Lando can look at the cards

Q: What happens if my opponent controls Lando and Activates his ability?

A: Cards that go to discard, draw pile, or hand always return to the original owner's discard, draw pile, or hand respectively. If a mix of cards is under Lando, all cards return to their original owner's hand regardless of who activates Lando's ability.

Q: What does "Your opponent receives no bounty if Lando is discarded from the Character arena"

A: It means if this Lando Calrissian (F) is discarded from the Character arena, then your opponent does not receive any bounty for causing this Lando Calrissian (F) to be discarded.

Plo Koon (B)

Q: What happens if Plo Koon is attacking a character and the character retreats during the attack?

A: Since Plo Koon can attack character in the build zone, the attack will continue against the unit in the build zone.

Prince Xizor (A)

Whenever Prince Xizor is attacked, prevent all but 2 of that damage.

Q: What happens when Xizor blocks the Tusken Warrior (who says his damage can't be prevented)?

A: The damage is not prevented, and the Tusken will do his full damage to Xizor.

Q: What happens if Xizor is attacked and another unit intercepts?

A: Xizor's prevention ability only applies to attack damage on Xizor.

Princess Leia (I)

As long as Leia is in the Character arena, you don't have to pay the Upkeep costs of your Smugglers.

Q: Why does this say: "As long as Leia is in the Character arena..."? I thought static abilities turn off when a unit isn't in an arena?

A: That is correct, the "As long as..." text is superfluous.

Stinger (A)

Pay 1 Force Intercept

When Stinger is discarded from the Space arena, if it had a Pilot on it, move that Pilot to the Character arena tapped instead of discarding it.

Q: Why does my Stinger say "Pay 1 Force Intercept 3"?

A: The "3" is a typo. Just ignore it.

Q: Does the pilot go to discard before it is moved to the Character arena?

A: No, this is a replacement effect for the pilot. It overrides the rule that the pilot and unit are discarded together.

Trash Compactor

When the Character battle step starts, put 1 damage counter on each unit in the Character arena.

Q: Why does my Trash Compactor have a red border?

A: The red border is an error, as the border should be purple. It is still a Character Location, not a Battle card.

Yoda (I)

During your build step once, the cards in one of your other unique Character's stacks rearrange you may, without spending any build points.

Q: Can Yoda (I) rearrange his own stack?

A: No, as the card states you may rearrange one of your other unique Character's stacks.

Big Asteroid

Big Asteroid doesn't count toward controlling the Space arena.

Q: What does: "doesn't count toward controlling the Space arena," mean exactly?

A: It means that if your opponent has a single unit in the Space arena, and all you have is an Asteroid, your opponent controls Space. If the only unit in the Space arena is an Asteroid, then no one controls space. However, Big Asteroid is still a unit. If Big Asteroid is in the arena, it still counts for purpose of gaining +1BP for having units in all three arenas.

Boba Fett (F)

Patrol Ship Pilot. The Patrol Ship gets:

+20 Speed.

Pay 2 Force Deflect 1.

Bounty: Look at your opponent's hand and choose one of those cards. Your opponent discards that card.

Q: Can Boba Fett (F)'s Deflect ability be used to collect his bounty?

A: Yes.

C-3PO (G)

If C-3PO is untapped, you may tap C-3PO to pay the Upkeep costs of one of your units. (Pay Upkeep when your build step starts.)

Q: How can I tap C-3PO to pay an Upkeep cost if he has to tap to give himself the ability?

A: This card should be worded: "Pay the Upkeep costs of one of your units. (Pay Upkeep when your build step starts.)" So essentially you can just tap C-3PO (G) to pay an Upkeep.

Darth Vader (M)

As long as Vader is in the Character arena, each of your Bounty Hunters costs 1 fewer build counter to deploy.

Q: Again, why does it say: "As long as...." Isn't that redundant with the rules?

A: Yes, the "As long as..." is superfluous.

Death Star Control Room

Each of your Space units gets Accuracy 1.

Q: Does Accuracy stack? What if one of my units already has Accuracy 1?

A: Accuracy does stack, so that unit would now have Accuracy 2.

Greedo (B)

Accuracy -1

Q: What happens if a card gives Greedo (B) "Accuracy 1"?

A: Accuracy is an ability that stacks. If a card gives Greedo (B) "Accuracy 1", then combined with his "Accuracy - 1" he would effectively have "Accuracy 0" (that is, no affect on his attack roll).

Han Solo (H)

When Han is attacked, predict the number of hits that will be done to Han after damage prevention. If you're correct, gain 3 Force.

Q: When exactly do I do the predicting?

A: As soon as Han is declared as the target of an attack.

Q: Do Battle cards that target Han count as an attack?

A: No, this ability only triggers when your opponent taps a unit to attack Han.

Ugnaught

<Tap>, Discard this unit from the Character arena Return 5 cards from your discard pile to your deck. Then shuffle your deck. Play only during your build step.

Q: Can the Ugnaught return himself to the deck?

A: Yes. When the ability resolves, he will be in the discard pile, and will be a valid target for the ability.

NOTE: As of April 12th, 2004, Ugnaught has been added to the banned and restricted list.

Darth Vader (L)

When Vader attacks, set aside the top 3 cards of your deck face up. You may play any set aside Battle cards as though they were in your hand. At the end of the Character battle step, put the unplayed set aside cards back on top of your deck in any order.

Q: Can you use the set aside cards for anything else? Such as to satisfy the Tusken War Party discard cost?

A: No, you may only play the battle cards as battle cards.

Falcon's Needs

Choose one of your opponent's units. That unit gets "Upkeep: Pay 2 build points or tap this unit. (Pay Upkeep when your build step starts.)" until the game ends.

Q: What happens if the unit leaves play, but then somehow comes back, such as through Hatch a Clone or Take the Initiative.

A: Cards lose all effects once they leave play.

Q: What if Falcon's Needs is played on a unique unit that becomes part of a stack?

A: The Upkeep would remain, as Falcon's Needs would be assigned to the entire stack. As a general rule, if you can pay Upkeep, you must pay Upkeep—it cannot be avoided by creating a stack, retreating a unit, or piloting another unit.

Q: Can more than one Falcon's Needs be played on a single unit?

A: Yes. Your opponent would then have to pay separate Upkeep costs for each Falcon's Needs on that unit.

Q: Would tapping the unit satisfy all these Upkeep costs at once?

A: No, it would only satisfy the first Upkeep cost. For more than one Falcon's Needs on a unit, your opponent would have to pay separate Upkeep costs; essentially, since a tapped unit cannot be tapped again to pay Upkeep,

your opponent would have to pay 2 build points (for a second Falcon's Needs on a unit), 4 build points (for a third), or 6 build points (for a fourth).

Q: What if my opponent's unit is tapped, and he or she doesn't have any build points left?

A: Then he or she cannot pay Falcon's Needs' Upkeep, and nothing else happens. Note: this is the only way for your opponent not to pay Upkeep—if he or she cannot pay any of the costs that the Upkeep demands.

NOTE: As of June 20th, 2004, Falcon's Needs has been added to the banned and restricted list.

Jabba's Death Mark

When the battle phase starts, choose one of your opponent's units in any arena. If that unit is discarded from that arena this turn, you gain 5 extra build points next turn.

Q: When exactly do you gain the build points?

A: Since they are "extra" build points, you gain them when you get your normal build points.

Luke's Vow

Pay 2 Force Remove damage counters from a Character until that Character is at 1 health. Play only if that Character would be discarded from the Character arena.

Luke's Vow overrides the normal play-or-pass situation, since otherwise it could not effectively be played.

Q: What exactly does "at 1 health" mean?

A: It means add up the Character's total health, including cards in the stack and any other static effects that might be boosting that Character's health. Then remove damage counters until the number of damage counters on the unit is one less than the total health.

Mos Eisley

When you would draw a card during your draw step, instead name a card type (Space, Ground, Character, Battle, Location, or Mission). Reveal cards from the top of your deck until you reveal a card of that type. Put that card into your hand and the other revealed cards into your discard pile.

Q: What if you introduce a new card type in the future?

A: You could search for it with Mos Eisley.

Star Destroyer

Q: Doesn't a space unit named "Star Destroyer" already exist?

A: Yes. This card is a different card from the Battle of Yavin Star Destroyer, and does not stack with that card. You can have 4 of each in your tournament decks.

Tusken Warrior

Damage from this unit's attack can't be prevented.

Q: What happens if someone plays Lull in the Fighting while I have Tusken Warrior in play?

A: Lull in the Fighting says: "Prevent all damage dealt by characters this turn." Tusken says his damage can't be prevented. This is covered by general rule #3: If one card says something can happen, and another says it can't, the "can't" wins. So, your Tusken could still attack, and his damage would not be prevented.

The Phantom Menace

Errata

Aurra Sing (B): Should be Aurra Sing (C).

Sith Infiltrator: Should be Sith Infiltrator (B).

Anakin's Podracer: Should be Anakin's Podracer (A).

Sebulba's Podracer: Should be Sebulba's Podracer (A).

Darth Maul (F): The second sentence should begin with "Play this ability only if Maul has...".

Rulings

Lucky Mechanic

Q: When exactly do you reroll the dice?

A: Lucky is a keyword with a static effect. When a player (who owns a card in play with the Lucky effect) has a chance to play dice reroll abilities (for attack dice), that player can choose whether to use this static effect after all triggered reroll effects resolve.

Example: An AT-AT Assault Group piloted by General Maximilian Veers (A) attacks Anakin's Podracer (A). After the attack dice are rolled, the Assault Group's triggered reroll ability (granted by Veers) triggers and resolves, allowing the Dark Side player to reroll the dice. Then the normal "play or pass" chance occurs, when players can play effects that reroll dice. The Dark Side player chooses first. When the Light Side player gets a chance to play or pass, the Light Side player can then use the Lucky ability from Anakin's Podracer to reroll a die.

Other applicable effects or Battle cards (e.g., Shoot Her or Something, Second Effort, Cheat the Game) can also be played during the dice reroll play or pass sequence, either before or after Lucky is played. Lucky is simply one more dice reroll option that can be played. If both players pass in a row, the dice reroll chance ends, and any unused Lucky effects are lost for that attack.

Q: Does the dice reroll ability for Jar Jar Binks (A) resolve like the Lucky effect on Jar Jar Binks (B)?

A: No. The Jar Jar (A) dice reroll ability is triggered, and it resolves with triggered effects. That triggered effect occurs before the chance to play dice reroll abilities and Battle cards.

Q: What if a Light Side unit with power 3 and Lucky 3 attacks a Dark Side unit with Lucky 2?

A: Each player has the opportunity to play Lucky effects during the dice reroll play or pass chance. The Dark Side player can use the Lucky 2 effect first, rerolling 2 dice; then the Light Side player can use Lucky 3, rerolling 3 dice.

As an alternative, Dark Side could pass and see what Light Side does. If Light Side plays Lucky 3 and rerolls, then Dark Side could respond with Lucky 2 and reroll two dice. If Light Side passes after Dark Side passes, however, the chance to play reroll effects ends, and neither Lucky effect can be played.

Aurra Sing (C)

Whenever Aurra damages a unit and that unit is discarded, put the top card of your deck face down under Aurra. She gets +10 speed, +1 power, and +1 health for each face down card under her.

Q: Do facedown cards also add to the value of Aurra's build cost?

A: No, since they don't count as part of the "stack."

Q: What happens if Aurra winds up on the Light Side with cards stacked underneath her? Do the cards go with her? If the Light Side player controls Aurra, can the Light Side player use that ability and put cards underneath her?

A: Yes. Face down cards stay with her.

Q: What happens if Aurra is returned to your hand?

A: The face down cards remain set aside (i.e., out of play) until the game ends.

Q: What happens if a different version of Aurra is rotated to the top? Does she still get the bonuses?

A: No, the bonus would no longer apply. However, the face down units would stay with her, and they would apply again if Aurra (C) was put back on top.

Q: Do these bonuses work in the build zone?

A: No.

Boss Nass (A)

Each of your other Gungan units costs 1 less build point to deploy and each gets +1 power.

Q: Does Boss Nass make himself cost less? Does this ability give Boss Nass +1 power?

A: Since this ability refers to "other" Gungan units, Boss Nass doesn't cost less and doesn't get +1 from this ability.

C-9979

When you deploy this unit, you may search your deck for a Trade Federation MTT card, a Trade Federation AAT card, and a Trade Federation STAP card. Show those cards to your opponent and put them into your hand. Then shuffle your deck.

Q: What happens if you don't have all 3 of the units (MTT, AAT, STAP) needed? If I don't have any MTT left in my deck, can I still search for an AAT and STAP?

A: Yes.

Duel of the Fates

This turn, at the end of each Space battle step, if neither player controls the Space arena, untap all units in the Space arena. There is another Space battle step. Do the same for the Ground and Character arenas.

Q: What happens if there are no units in an arena?

A: If both players agree that no one can win that arena this turn, skip that arena.

Q: What happens if no damage can be dealt in an arena (e.g., someone played Discuss It in Committee or Peace on Naboo)?

A: If it is clear that no one can win that arena this turn, skip that arena.

Q: Do I have to untap units that I choose to remain tapped (such as Mynocks)?

A: Yes. You have to untap all units, unless an effect says the unit "can't" untap (since "can't" beats "can"). In situations where one tapped unit is holding another unit tapped because the first unit is tapped (e.g., Space Slug {RaS}), both units untap.

NOTE: As of December 20, 2004, Duel of the Fates has been added to the banned and restricted list.

Fight on All Fronts

Play this card only if you have units in all 3 arenas.

Pay 3 Force Choose a unit in each arena. Each of those units gets +2 power and Critical Hit 1 until end of turn.

Enhance: Pay 3 more Force Each of those units gets +4 power and Critical Hit 2 until end of turn instead.

Q: Do Asteroid cards or Spirit cards satisfy this card's requirements?

A: Yes. While those units don't count toward controlling the arena, they do count toward the requirements to play this card.

Q: Do I need more than one unit in each arena?

A: You only need one unit in each arena.

In Disguise

Pay 3 Force, Discard one of your Characters from the Character arena You may put a Character card with build cost equal to or less than the discarded Character from your hand into the Character arena. Put damage counters on the new unit equal to the number of damage counters that were on the discarded unit.

Q: What happens if the new character is unique and I already have that unique character in play?

A: Play the unit and place damage counters. If the unit has lethal damage, it is discarded. If the unit is still in play after placement of damage counters, follow the rule for handling two uniques in play (i.e., discard the one with lower build cost, or pay force equal to difference in build cost and discard either one).

Jar Jar Binks (B)

Lucky 3 (Each attack, you may reroll 3 of this unit's attack dice or have your opponent reroll 3 attack dice against it.)

Q: What does "Lucky 3" mean when Jar Jar has 2 power? If I miss twice, and reroll his 2 dice, do I get to reroll one of the dice again?

A: No. His Lucky 3 is there in case his power is boosted somehow (for instance, when he's in a stack). Also, his Lucky 3 works on incoming attacks.

Jedi Temple

Each Jedi costs 1 less build point to deploy.

A Jedi Character can have more than 4 cards in its stack.

Q: Does my opponent gain these benefits as well?

A: Yes.

Q: What happens if I build up a stack with 5 Jedi units, but then this Location is discarded?

A: The stack can remain 5 high, but you can no longer add to it. This Location basically turns off the "a stack can have at most 4 cards in it" rule. When this Location goes away, there is nothing in the rules that states what should happen to a unit with more than 4 cards in its stack, so those cards remain as is.

Negotiate the Peace

Return to your hand any number of Light units in one arena whose total build cost is 7 or less. Choose any number of your opponent's Dark Side units in the same arena. Return those units to your opponent's hand if their total build cost is equal to or less than the total build cost of your returned units.

Q: Does the "total build cost" apply to each individual unit, or does it apply to the sum of all the units returned to your hand?

A: The latter. "Total build cost" is the sum of all units returned to your hand.

Q: What about stacked units?

A: The build cost is the cost of the stack, not the cost of individual cards in the stack.

Nute Gunray (A)

Each of your other Trade Federation units costs 1 less build point to deploy and each gets "Pay 0 Force Intercept."

Q: Which Trade Federation units get the "Pay 0 Force" ability? Does this affect all of them in play, or just ones that were deployed for 1 less because of Nute?

A: All of them get both abilities.

Orn Free Taa (A)

<Tap>, Pay 1 build point Choose one of your opponent's units. Tap that unit. Play only during your build step.

Whenever a unit attacks Orn, prevent all damage that unit would do to Orn this turn unless your opponent taps one of his or her untapped Characters.

Q: Does Orn's damage prevention ability work all the time, or only if you activated his tapping ability?
A: Treat Orn as though there is a line break after "during your build step." His ability works all the time.

Podracing Course

At the end of the Ground battle step, if there are more than 2 units in the Ground arena, discard the unit with the lowest speed. If 2 or more units are tied for lowest speed, you choose which unit is discarded.

Q: Does this effect care about the unit's base speed, or does it count modifiers like Battle cards that may have been played?

A: It looks at the unit's current speed, and so it includes any "until end of turn" modifiers.

Q: What happens if Snowtrooper Elite Squad is the unit with the slowest speed while Vader is in Character arena?

A: The Elite Squad replacement effect would replace the discard; the Squad would retreat and have all damage removed.

Quinlan Vos (A)

At the start of the Character battle step, set aside the top 3 cards of your deck face down. You may look at them at any time and play any Battle card set aside this way as though it's in your hand. Put any cards that remain set aside this way on the bottom of your deck at the end of your Character battle step.

Q: Can I use those cards to satisfy any other requirements or pay some other cost?

A: No. "As though it were in your hand" does not mean "in your hand."

Q: When I put them on the bottom of my deck, what order do I put them in?

A: Whatever order you choose.

Sando Aqua Monster

Choose a unit in the Ground arena with health 4 or less and set it aside. Play only when this unit would attack. When this unit is discarded from the Ground arena, return units set aside in this way to the Ground arena tapped.

Q: What happens if the Sando is returned to your hand and not discarded, or if it's discarded from the build zone instead of the Ground arena?

A: In those situations, the set aside units would remain set aside for the rest of the game.

Q: What exactly does "set aside" mean?

A: It means that the unit is removed from the game. Units that are removed from the game can't be targeted, tapped to pay costs, etc. If a unique unit is removed from the game, another copy of that unique card can then be played. If the unique unit returns to play, follow the normal unique rules.

Q: What happens to a Pilot on a unit that's been set aside?

A: It goes with the unit it's piloting. If the unit comes back into play, the Pilot comes back with it.

Sith Infiltrator (B)

Pay 1 Force Evade 1

When you deploy this unit, you may choose a Ground or Space Location in play. Discard that Location.

Q: Does the triggered effect trigger if Sith Infiltrator (B) is deployed under Sith Infiltrator (A)?

A: No, if you are playing into a stack, deployment triggers only work when you deploy to the top of that stack.

Q: If Sith Infiltrator (A) is on top of a stack and is discarded, and owner pays the 2 Force to return to hand, does Sith Infiltrator (B) also come back to hand?

A: No. Unless the card says otherwise (like Vader's TIE Fighter (A)), only the top card comes back.

Walking Droid Starfighter

Pay 3 Force Put this unit into the Space arena. As long as this unit is in the Space arena, treat it as a Space unit. Play only during the Space battle step and only if no unit has attacked.

Q: Can you deploy this unit directly to the Space arena?

A: No.

Q: Can you use this ability while this card is in your hand?

A: No. Abilities on a card do not work while it is in your hand (unless the card says otherwise, of course). Also remember that activated abilities only work when the unit is in the arena. This unit must be in the Ground arena to activate the ability.

Q: What does “only if no unit has attacked” mean?

A: It should read “only if no unit has attacked this turn.”

Captain Panaka (A)

Each of your Naboo units gets Stun 2 and “Pay 0 Force Retaliate 2.”

Q: Does Panaka’s ability work on himself?

A: Since this is a Naboo unit, yes, it does.

Captain Tarpals (A)

Each of your Gungan units gets Accuracy 1.

Q: Does Tarpals give himself Accuracy 1?

A: Yes.

Let the Cube Decide

Pay 2 Force Choose a unit and roll a die. Until end of turn, that unit gets: 1) +2 power; 2) Accuracy 1; 3) +20 speed; 4) Stun 4; 5) Critical Hit 2. If you roll a 6, that unit gets all 5 effects.

Q: When can I play this?

A: During any chance to play activated abilities and Battle Cards.

Rune Haako (A)

Draw 2 cards, then discard 2 cards from your hand unless you discard a Trade Federation card from your hand.

Q: What defines a “Trade Federation” card?

A: It’s a card with the words “Trade Federation” in its subtype line. This includes non-unit cards (e.g., Trade Federation Hanger)

Q: If I want to discard two cards with Rune Haako, and one of them is a Trade Federation card, can I still discard two cards?

A: Yes.

Vilmarh Grahrk (A)

As long as you have a Light Jedi in the Character arena, Vilmarh gets Lucky 3. (Each attack, you may reroll 3 of this unit’s attack dice or have your opponent reroll 3 attack dice against it.)

When the roll for build points is made, roll a die. If that roll is equal to the build roll, lose 1 build point. Otherwise, gain 1 build point.

Q: What happens if I am playing in a SW:TCG tournament and time is called? Does Vilmarh’s ability work in overtime?

A: Once time is called, you continue to play as normal, except that you no longer gain Force, draw cards, or roll for build points at the start of each turn. This also means that you do not gain +1 build for having cards in all three arenas.

However, there are several units that you can still use in your build step to gain build points, such as San Hill (A). Also, while cards that trigger off the build roll—such as Princess Leia (G), Yoda's Hut, and now Vilmarh Grahrk—will still trigger, cards that ask you to reroll or modify the build roll—such as Cloud City Landing Platform—will not work.

A Bigger Fish

Pay 3 Force One of your units that is attacking a unit with a lower total build cost gets Accuracy 1 and Overkill for this attack.

Q: When do I play this?

A: This card is played during the chance to play activated abilities and Battle cards that occurs after the attacker is tapped and the defender declared (Step (6), pg. 47, ESB Rulebook).

Q: What if my opponent has a unit intercept the attack after I have played this card?

A: The attacking unit would still get the bonus.

Blockade {TPM}

Cards can't move from the build zone to any arena this turn. Units can't retreat this turn. Battle cards can't be played this turn.

Q: Isn't there a card called Blockade already?

A: Yes. Treat this as a different card, even though it has the same name.

Q: What does: "Cards can't be moved from the build zone to any arena this turn," mean?

A: If the card or unit is in the build zone, or moves through the build zone, it cannot be moved to the arena this turn. This applies to unit cards, Location cards, and Equipment cards. It does not apply to Mission cards.

Q: Can I deploy units before Blockade is completed?

A: Yes.

Q: Can I deploy units if the deployment is free?

A: No. Even when units are deployed for free, they still must pass through the build zone.

Q: What about effects such as Han's Promise and Second Wave?

A: Those cards are moved from discard directly to the arena. The cards do not move through build zone, therefore Blockade has no affect on these effects.

Darth Sidious (D)

Character — Sith Lord

Each of your opponent's activated abilities that cost 0 or more Force costs 2 more Force to play.

Q: Does Sidious' ability affect activated abilities that don't have a Force cost?

A: No.

Q: How does Sidious' ability interact with Nexu?

A: An activated ability that normally has no Force cost is not affected by Sidious. However, Nexu increases the cost of each activated ability by 1 Force, thereby meeting Sidious' Force cost condition. If an ability did not normally cost Force, having Nexu and Sidious (D) would result in a cost of 3 Force. Thus, Nexu and Sidious (D) work very well together.

Q: What if Sidious, Nexu, and Obi Wan's Spirit (A) are all in play?

A: Obi Wan's Spirit cannot reduce a Force cost below 1. If Nexu and Obi Wan's Spirit are both in play, an activated ability that normally costs no Force would cost 1 Force. If Sidious is also in play, this cost would increase to 3 Force, less 1 for Obi Wan's Spirit, leaving a net cost of 2 Force.

Q: Is this Sidious a Jedi?

A: Nope, not this one.

Podrace

At the end of the Ground battle step, the player who controls the Ground unit with the highest speed gains 4 Force and draws 2 cards.

Q: Does this include temporary bonuses that come from Battle cards or other effects?

A: Yes, those bonuses should be included.

Q: What happens if both players control the fastest ground unit?

A: Neither player gets the effect.

The Return of the Jedi

Errata

There are currently no errata to any *The Return of the Jedi* cards.

Rulings

Hidden Cost

Q: What does "At any time" mean?

A: During any PoP except a damage-prevention PoP, disrupt PoP, or re-roll PoP.

Q: What if I have over-built the unit? Do I gain Force for using Hidden Cost?

A: No. If a card has a number of build counters equal to or greater than its build cost, you pay 0 Force to deploy it.

Q: What if all of the units in an arena are tapped? Is there a chance to deploy a unit with Hidden Cost to that arena after the last unit is done, but before we move on to the next arena?

A: Yes. There is a PoP chance before moving on to the next arena. A speed check will occur too, so if the unit is untapped when the check is made, it will have an opportunity to attack.

Q: Is Hidden Cost subject to Darth Sidious (D)'s ability?

A: No. Sidious (D) affects activated abilities. Hidden Cost is not an activated ability; it's a static ability.

Q: What if you're deploying a card with Hidden Cost to a stack?

A: Follow the normal stacking rules. If you are deploying to the bottom of the stack, the cost is 1. If you are deploying to the top, and the new unit is cheaper than the old, the cost is 1. If you are deploying to the top, and the new unit is more expensive, the cost is the difference +1.

Anakin's Spirit (A)

When your build step starts, if you have Luke Skywalker or Leia Organa in the Character arena, gain 2 Force.

Q: Does "Princess Leia" count as Leia Organa?

A: Yes.

Bargain With Jabba

Draw 6 cards. Set aside the cards in your hand face up. Choose one of those cards and put it into your hand. Then your opponent chooses one of those cards and puts it into your discard pile. Repeat until no cards remain set aside.

Q: What if you have less than 6 cards left in your deck?

A: Draw as many as you can.

Q: What if I have set cards aside for some other effect? Does this card fetch them into the auction?

A: No. You only auction off the cards that are in your hand.

Bib Fortuna (A)

Pay 0 Force Choose one of your Neutral units in any arena. Put that unit face down under Bib Fortuna. He gets +20 speed, +2 power, and +2 health for each facedown card under him.

Q: What happens to facedown cards under Bib Fortuna (A) when he's discarded from play?

A: They remain "out of the game."

Q: What if I use Lando's Influence to steal one of my opponent's units, and then use Bib Fortuna (A)'s ability? Does that unit go back to my opponent?

A: No. Once the unit has been placed under Bib Fortuna (A), it is effectively "out of the game," so it's no longer affected by Lando's Influence.

Emperor Palpatine

Q: Emperor Palpatine (D) has an effect that triggers if "Palpatine" is discarded from play. Does it trigger if Chancellor Palpatine leaves play?

A: No, it only triggers if Emperor Palpatine (D) is discarded from play.

Emperor Palpatine (E)

Pay 2 Force, pay 1 build point, and Put a corruption counter on a unit in any arena. Play only during your build step... If all of your opponent's deployed units have corruption counters on them, they win the game.

Q: When does the win condition occur for Emperor Palpatine (E)'s special ability?

A: For resolution timing purposes, treat the win condition as a triggered effect that triggers when the win condition is met.

Q: What happens if a Pilot with a corruption counter is piloting when Emperor Palpatine (E) is discarded from play?

A: The corruption counter would remain on a Pilot if the Pilot is piloting.

Endor Shield Generator

As long as this card remains tapped, the chosen Space unit gets Shields 4.

Q: Does this add Shields 4? In other words, what if I play this ability on a unit that already has Shields 2?

A: Since Shields stack, that unit would then have Shields 6.

Ephant Mon (A)

Whenever Ephant Mon attacks, you may search your opponent's deck and hand for one Battle or Mission card and put it into his or her discard pile. Then your opponent shuffles his or her deck.

Q: Can I get a Battle and a Mission card with Ephant Mon (A)?

A: No. You can get one or the other.

Free Tatooine

You may deploy this Location to any arena.

Q: Can I have a Free Tatooine in Space and another in the Ground arena at the same time?

A: Yes.

Han Solo (K)

Each of your other Rebel Ground units and Rebel Characters gets Lucky 2

Q: Does Han Solo (K) grant himself an extra Lucky 2, since he himself is a Rebel?

A: No, the other refers to both Ground units and Characters.

Jabba's Dancers

Whenever this unit attacks, gain 1 Force.

Q: Does "gain 1 Force" trigger a second time if Jabba's Dancers' attack is intercepted?

A: No. The effect does not trigger on intercept.

Max Rebo Band (A)

Each of your opponent's units in the Character arena can't attack unless he or she pays 1 Force.

Q: When is Force paid in the Max Rebo Band (A) effect?

A: Your opponent must pay Force just prior to tapping and attacking with his or her unit.

Mon Mothma (A)

Your opponent can't attack Mon Mothma unless he or she pays 2 Force.

Q: What happens if Mon Mothma (A) Intercepts an attack (such as when Jabba the Hutt (C) is in play) and the Dark Side player refuses to pay the Force to attack Mon Mothma (A)?

A: If the Dark Side does not pay the Force, the Intercept does not take place, and the defender is the same as it was before the Intercept attempt.

Nien Nunb (A)

Starfighter and Transport Pilot. If Nien Nunb is the extra pilot on the Starfighter or Transport, it gets...

Q: What does "extra pilot" mean?

A: As long as Nien Nunb is piloting a unit with at least one other pilot, he's considered an extra pilot. It doesn't matter if Nien Nunb was moved to the unit before or after any other pilots.

Q: How do I know if Nien Nunb is the "extra" pilot?

A: If there are two pilots on a starfighter or transport, and one of them is Nien Nunb, then Nien Nunb's effect applies.

Q: Does the Hound's Tooth still get Nien's abilities?

A: Yes.

Salacious B. Crumb (A)

Choose one of your opponent's units and one of your units in the same arena. This turn, your opponent's chosen unit gets -2 power and must attack your chosen unit.

Q: When exactly do I play this?

A: Since the ability does not have a restriction, you can play it during any PoP (other than disrupt, re-roll, or damage prevention).

Q: What if I play this ability and I somehow retreat a unit that must be attacked?

A: Your opponent's unit could then choose any unit to attack.

Q: What if I play this in the middle of an attack? Can I make my opponent choose a new unit to attack?

A: No. If you play it in the middle of an attack, the chosen unit still gets -2 power, but it does not choose a new target for its attack. If that unit was somehow untapped and got to attack again, it would then have to attack the chosen target.

Sarlacc (A)

You may choose not to untap this unit during your untap step. Choose one of your opponent's Characters. Play only when this unit would attack. As long as this card remains tapped, the chosen Character doesn't untap. At the start of the Character battle, put 2 damage counters on that unit.

Q: What if the targeted unit somehow untaps? Does it escape from the Sarlacc?

A: No. Once the Sarlacc becomes tapped, the targeted unit takes 2 damage at the start of each Character battle as long as Sarlacc remains tapped.

Q: What if I somehow untap the Sarlacc? Can it then tap down 2 units?

A: No. As soon as the Sarlacc untaps (whether from your normal untap step or from some other card), its effect ends.

Q: What does “doesn’t untap” mean?

A: It means the unit doesn’t untap during untap step of the Ready Phase.

Ewok Village

Whenever one of your Ground units would be damaged by your opponent, prevent all of that damage unless your opponent pays 1 Force.

Q: What does “damaged by your opponent” mean in the Ewok Village Location effect?

A: This refers to damage from any unit controlled by your opponent, from any ability or effect played by your opponent, or from any card (e.g., Mission or Location) played by your opponent. It does not apply to the placement of damage counters.

Jabba the Hut

Q: What happened to Jabba the Hutt (B)?

A: He will be joining us at a later date.

Wookiee Hug

Pay 3 Force Choose a Character. Prevent up to 2 damage to that unit. That unit gets: "Pay 0 Force Retaliate 3" until end of turn.

Q: When exactly can I play this?

A: Since this is a damage prevention card, it can only be played during the damage prevention PoP.

Q: But isn't that after you activate Retaliate?

A: Yes, but since the card grants Retaliate for the rest of the turn, you can Retaliate against any future attacks on that unit during that turn.

Close Quarters

Pay 3 Force Choose either the Ground or Character arena. As long as there are at least 4 units in that arena, each of your units in that arena gets +4 power and Overkill until end of turn.

Q: How exactly does this work?

A: This card checks to see if you have four units in the arena when it is played. If you do, then those units get +2 power and Overkill for the rest of the turn. Those units don't lose those bonuses if there are fewer than 4 units in the arena later in the turn. Any units that come into play after you play Close Quarters do not get the bonus.

Q: What if I have a Hidden unit that I deploy later?

A: It misses out on the bonus. Only units that are deployed when this card is played gain the bonus.

Darth Vader (O)

Q: What does "Armor 1" mean?

A: That's a typo. It just has Armor.

Darth Vader (P)

Vader's second ability adds power to the total power of Vader. It does not replace the printed power on the unit.

Emperor Palpatine (C)

Pay X Force Choose a unit in the Character arena. Emperor Palpatine does X dice of damage to that unit. This damage can only be prevented by a Jedi Master. Play only when Palpatine would attack.

Q: Can Yoda (E) use his Reserves ability to prevent damage done to another Character by Emperor Palpatine (C)'s special ability?

A: Yes.

Fly Casual

Pay 2 Force Choose a unit in the Space or Ground arena. That unit gets -20 speed and Lucky 2 until end of turn. Play only before any unit in the Space arena would attack.

Q: Can units have negative speed?

A: A unit with negative speed is considered to have speed 0 for all purposes except calculating speed value. When a unit with a negative speed value gets a speed bonus, apply all bonuses and penalties to determine the unit's speed.

Lightsaber Throw

Pay 2 Force Choose a Character. Lightsaber Throw does 3 damage to that unit.

Enhance: Pay 4 more Force and tap an untapped Character you control Lightsaber Throw does 6 damage to that unit instead. You may discard any Location in the Character arena.

Q: If I pay the Enhance cost, can I discard one of my own Locations?

A: Yes, if you want to do that.

Surprising Strength

Pay 2 Force Choose a unit. That unit gets +4 power for this attack. Play only on a unit with power 4 or less.

Q: Can I play this on, say, an A-wing, if Admiral Ackbar (A) is in play?

A: No. This card looks at the unit's current power, which includes all bonuses.

Revenge of the Sith

Errata

Spinning Slash

Pay 5 Force {A} Choose one of your Jedi Character units. Each time that Jedi attacks this turn, when its attack ends, choose a unit in the Character arena it can attack that hasn't attacked this turn. The Jedi Character attacks that unit. Play only when no unit is attacking.

The second sentence of this card should read: "Each time that Jedi attacks this turn, when it attack ends, choose a unit in the Character arena it can attack that it hasn't attacked this turn."

Darth Vader (S): Vader's damage counter placement ability limitation text should read: "Play only when Vader would attack, and only once per turn".

Q: Can Vader attack after using the ability to place damage counters?

A: Playing the ability does not tap Vader. As long as Vader remains untapped, Vader remains eligible to attack just like any other untapped unit during the next and subsequent speed checks.

Rulings

Q: What's up with Locations that don't have a cost, such as Utapau System and Palpatine's Sanctum?

A: If a Location has no cost displayed on the card, the cost is zero.

Q: Can I play Unity of the Jedi if I have more than three Jedi Characters with different names in the Character arena?

A: Yes, but you must designate the three jedi that get the benefit when resolving the effect.

Q: Can I play Combined Arms Tactics if I have more than three space units with different speeds.

A: Yes.

Q: If I move equipment from one unit to another unit does the previous unit still keep the equipment effect?

A: No. Equipment only provides the equipment effect if the equipment is attached to the unit. Also, you may not keep paying the equip cost of one piece of equipment over and over again to stack the effect on one unit.

Chewbacca (M)

When you deploy Chewbacca, choose another deployed Character unit. When that unit would be discarded, you may remove all damage counters from that unit and discard Chewbacca instead

Chewbacca must be in the arena for the second triggered effect to trigger.

Mas Amedda (A)

At the start of the Character battle step, if you have no other units in the Character arena, retreat Mas Amedda. Put a damage counter on one of your units → Gain 1 build point. Play only during your build step.

Q: What happens if Mas Amedda is the only unit you have in the Character arena and Trash Compactor or Mustafar Battle Grounds is in play?

A: Both effects trigger at the same time. If the Dark Side player resolves Mas Amedda's ability first, then Mas Amedda will retreat before placement of damage counters. If Mas Amedda is not in the arena when Trash Compactor or Mustafar Battle Grounds resolves, Mas Amedda will not get a damage counter.

Q: What happens to the card I reveal when I use the Mace Windu (F) ability?

A: Any card you draw is discarded when played (if a Battle Card), or at the conclusion of the Play or Pass chance (if it is any other card or an unplayed Battle Card).