

STAR WARS™
TRADING CARD GAME

INDEPENDENT DEVELOPMENT COMMITTEE™
RULEBOOK
"BATTLE OF HOTH" EDITION



STAR WARS

TRADING CARD GAME

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WHAT'S NEW!

The *Star Wars Trading Card Game: Independent Development Committee™ Rulebook: "Battle of Hoth" Edition* includes updated rulings since the previous *Star Wars Trading Card Game: Independent Development Committee™ "Republic at War" Edition Rulebook*. This edition heralds a departure from the previous rulebook editions. The original text of Wizards of the Coast's™ *Star Wars Trading Card Game Rulebook: "Revenge of the Sith" Edition*, Wizard's official rulings, and all IDC addendums are now integrated. Updates to the rulebook since the previous edition will be highlighted in yellow. The following is a summary of the updates since the previous edition:

- Updates to the "WHAT'S NEW!" section and "DISCLAIMER" section (p. 2)
- All Examples and Notes have been highlighted to differentiate from written rules (throughout).
- Updated rules for granted abilities (p. 7)
- Acknowledge "lose" as a term for a unit "losing" an ability (p. 7)
- Added the keyword "switch" (pp. 8, 17)
- Updated Pilot rules for units that change subtypes (p. 9)
- Added disruption of Location completion, unit deployment and attacks (pp. 10, 14, 20)
- Added use of the phrase "this card from your hand" (p. 10)
- Added use of the phrase "when your opponent's build step starts" (p. 10)
- Unique card name added to unique name equivalency list (p. 11)
- Added rules for multi-arena units (pp. 4, 4, 4, 5, 7, 15)
- Updated stacking rules (pp. 11, 17)
- Added the effect phrase "can't use" (p. 13)
- Updated the effect phrase "in play" (p. 15)
- Added the effect term "switch" to the glossary (p. 17)

DISCLAIMER

The *Star Wars Trading Card Game®* (herein referred to as SWTCG) Independent Development Committee™ (herein referred to as IDC) recognizes that Wizards of the Coast™ (herein referred to as WOTC) is the creator and purveyor of the SWTCG game and all sets and mechanics produced prior to the production of the *Fall of the Republic* (herein referred to as FOTR) set. The IDC has fully integrated the rules of the original *Star Wars Trading Card Game Rulebook: "Revenge of the Sith" Edition* produced by WOTC into this rulebook. All cards and effects in the FOTR set, and sets following, use text and formatting seen in previous sets made by WOTC. However, none of the FOTR set cards, and set cards following, were produced by WOTC or anyone involved with WOTC.

The sets produced by the IDC are for independent use. They are not meant for distribution or monetary gain. The IDC cannot be held liable for any distribution or profit gained from such distribution. IDC-created sets are produced strictly on a volunteer basis by lovers of the game. The IDC has no intention to cause any damages, monetarily, or socially to WOTC. All cards, images, Rulebook recreation, and rulings in this set are considered to be "dream cards", the production of which we understand that WOTC has allowed without recompense.

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SECTION 1: THE BASICS

This section covers what you need to play a game, how to win, general rules, parts of a card, card types, rules for building your own deck, zones of play, and how to start a game.

Playing Materials

You need a Dark Side deck, a Light Side deck, six-sided dice, and counters (for keeping track of Force, damage to units, etc.).

Object of the Game

At the end of a turn, if you control at least 2 of the 3 arenas, you win! You control an arena if you have at least 1 unit there and your opponent doesn't have any.

The 3 General Rules

A few things are always true in the Star Wars trading card game (TCG) unless a card specifically says they're not true:

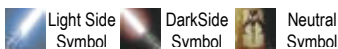
1. The Dark Side wins all ties. If both players want to do something at the same time (such as attack when 2 or more units have the same speed), the Dark Side goes first.
2. If a card directly contradicts the rules of the game, the card wins. (The card overrides only the rule that applies to the particular situation.) However, keyword abilities are defined by the rules, not the card.
3. If one card or effect says something can happen and another says it can't (or cannot), the "can't" (or "cannot") wins. This applies only to contradictions between cards, not between cards and rules. If a rule says you "can't", but a card says you can, the permission of the card overrides the "can't" of the rule.

The Cards



build cost: The number of build counters you must have on a Space, Ground, Character, Location, Equipment, or Mission card before you can deploy or complete it.

side symbol: A symbol for which side of the Force a card is from. Your deck can't contain both Dark Side and Light Side cards. Any deck can contain neutral cards.



name: The name of the card. Text that includes the name of the card it's on refers only to that card, not to any other cards with the same name. A card's 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.

type line (type and subtypes): Words on the line below the card's name. The first word is the card's type: Space, Ground, Character, Battle, Mission, Location, or Equipment. As a group, Space, Ground, and Character cards are called unit cards.

Subtypes are the words after the first word. There's a hyphen between a card's type and subtype(s). Sometimes there's another hyphen between subtypes. These hyphens don't affect the game.

speed (S): How fast a unit is. Units with higher speed attack before those with lower speed in the same arena. The Dark Side wins ties for speed.

power (P): The number of dice you roll to see how many times your unit hits when it attacks.

health (H): How many damage counters a unit can take before it's discarded.

text box: The place for text describing what a card does. The text box might also have italicized text that tells you some of the story behind the card.

version letter: The version of a Space, Ground, or Character card. Cards with this letter are unique, so they follow special rules.

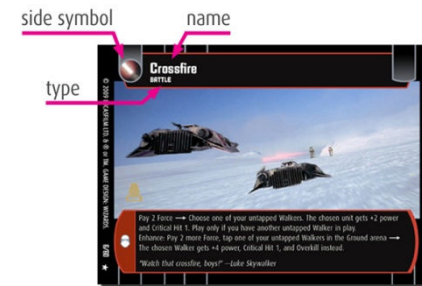
expansion symbol: This symbol shows which Star Wars TCG set the card is from.

collector number: A number collectors use to identify cards.

rarity symbol: A symbol that tells you whether a card is common (●), uncommon (◆), or rare (★).

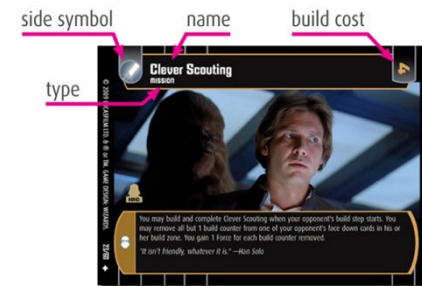
See the Glossary for more details on these and many other terms mentioned throughout the Rulebook.

Battle Cards



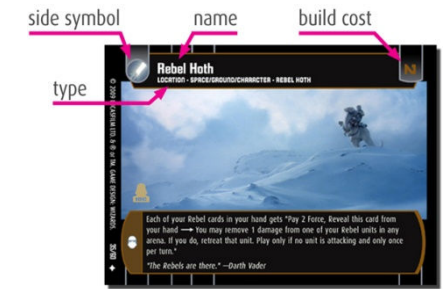
Battle cards represent actions and tactics during battles. They have a **red** border. Generally, you play them only during the battle phase. For more on how to play Battle cards, see p. 7.

Mission Cards



Mission cards represent things that happen in the **Star Wars** universe. They have a **yellow** border. You build them during your build step. Once you have enough build counters on a Mission card, you can complete it: turn it face up and do what it says. After you've done what it says, discard it.

Location Cards

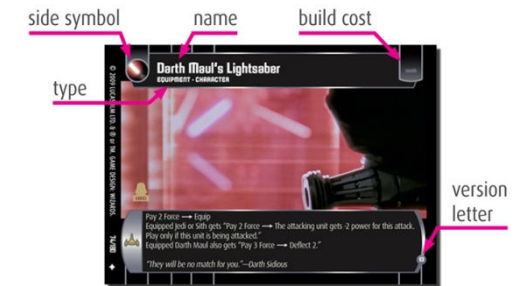


Location cards represent special places and fields of battle in the **Star Wars** universe. You build them during your build step. Once you have enough build counters on a Location card, you can put it into its arena face up between both players. A Location that has been played must be placed in its arena.

You can put a Location card only into the arenas to which its subtype refers. For example, *Kashyyyk System*, which has "Location - Space" can be put only into the Space arena. All Space-only Locations have a **blue** border, all Ground-only Locations have a **green** border, and all Character-only Locations have a **purple** border. All multiple-arena Locations have a **brown** border.

Only 1 Location can be in each arena at any time (1 Location in the Space arena, 1 in the Ground arena, and 1 in the Character arena).

Equipment Cards



Equipment cards represent the gear and equipment Characters in the **Star Wars** universe use, as well as special modifications they make to vehicles and starships. All Equipment cards have a **silver** border. You build Equipment cards during your build step. Once you have enough build counters on an Equipment card, you can turn it face up. The card stays in the build zone until you attach it to a unit.

After you build the card, you can pay the card's equip cost (usually Force or build points) to attach it to the appropriate unit. (You can move Equipment multiple times during the build step, as long as you pay the equip cost each time it is moved.) Each Equipment card states what type of unit it can be attached to. The equipped unit then gains the bonuses of the Equipment. If the unit type of a unit changes to a type not specified by an attached Equipment card, the Equipment card remains attached, but does not grant any abilities to the equipped unit.

Unique Equipment contesting (see p. 11 **SECTION 4: UNIQUE CARDS: Contested Unique Cards**) and other effects may cause Equipment to tap. Tapped Equipment does not grant any abilities to the equipped unit. Equipment does not tap when the equipped unit taps or when an ability granted by the Equipment is used.

There's no limit to the number of Equipment cards you can attach to a unit.

Some Equipment cards are unique. See *Section 4: Unique Cards* for special rules about unique cards.

Unit Cards: Space, Ground, Character and Multi-arena

There are 3 types of unit cards: Space units, Ground units, and Characters. Before you put a unit card into battle, you must first build it by putting at least as many build counters on it as its build cost. Then you can deploy it at any time during any of your build steps.

Some unit cards are unique. See p. 11 SECTION 4: **UNIQUE CARDS** for special rules about unique cards.



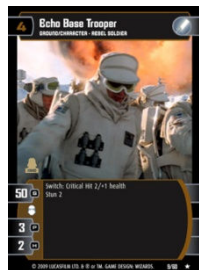
Space units. These represent starships. All Space units have a **blue** border. Space units fight in the Space arena.



Ground units. These represent infantry and vehicles. All Ground units have a **green** border. Ground units fight in the Ground arena.



Characters. These cards represent **Star Wars** individuals. All Characters have a **purple** border. Characters fight in the Character arena.



Multi-arena units. These cards represent individuals and vehicles that can operate in multiple environments. All multi-arena units have a **brown** border. These units can fight in the arenas listed in their type line.

Example: A Space/Ground unit card counts as 1 Space unit and 1 Ground unit, but only one unit card. So, you could have 2 Ground/Character cards, 2 Space/Ground cards, 1 Space/Character card, and 1 Space/Ground/Character card. These would count as 3 Space cards, 5 Ground cards, and 3 Character cards, leaving the player with only needing to fill 9 Space cards, 7 Ground cards, and 9 Character cards. But that would be a total of only 30 cards, but with the minimum 36 card restriction, they must find 6 more cards to fill out their deck.

- Doesn't have more than twice as many unit cards of one type than of another.

Example: You can't have only 12 Space unit cards with 25 Ground unit cards, because 25 is more than twice as much as 12. The most Ground unit cards you could have is 24.

- Has no more than 4 copies of any card with the same name and version.

Zones of Play

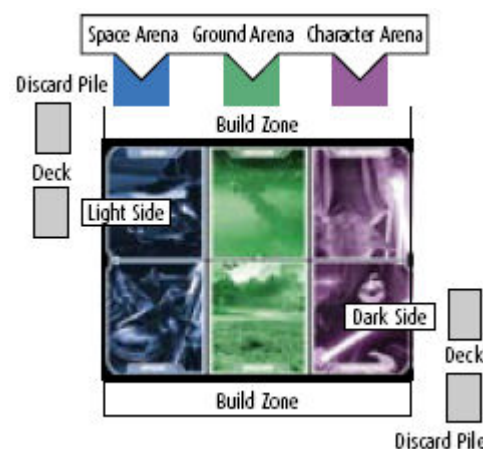
Deck

Each player starts the game with his or her own deck of cards. You can't look at the cards in either player's deck. If you run out of cards in your deck, nothing special happens. Just keep playing with what you have.

Build Zone

Your build zone is where you build (face-down) unit, Mission, Location, and Equipment cards. When you deploy a unit, it usually goes to the matching arena, though you can choose to keep it in your build zone, retreated. When you complete a Mission, it goes to your discard pile. When you retreat a unit, it goes back into the build zone (face up).

Units in the build zone can't be attacked (since they aren't in one of the three arenas). Also, their activated, triggered, and static abilities don't work as long as they're in the build zone. However, cards with *Reserves*, *Hidden Cost*, stand-alone "Treat this unit as a [subtype]" printed on a unit, and the *Pilot* keyword abilities, can use those abilities in the build zone, and units with *Upkeep* abilities still have to pay upkeep costs. Cards being built in the build zone are not units and can't be affected by effects referencing card types or subtypes unless such effects also reference partially built cards.



Arenas

Your units fight your opponent's units in three arenas: the Space arena, the Ground arena, and the Character arena. A unit can attack only an opponent's unit that's in the same arena. There's no limit to the number of units that can be in an arena.

For the Dark Side player, the Space arena is on the left, the Ground arena is in the middle, and the Character arena is on the right. The Space and Character arenas are reversed for the Light Side player.

There can be only 1 Location in each arena at any time.

Discard Pile

Your discard pile is a face-up pile near your deck. You can look at the cards in any player's discard pile whenever you want.

When one of your units has at least as many damage counters as its health, put it into your discard pile. Also, when you complete a Mission card or play a Battle card, do what the card says and put it into your discard pile. Some effects tell you to put cards or units into your discard pile.

When a Location is displaced from an arena, put it into your discard pile.

If the cost of a card's effect is to discard a card, a card must actually be placed in the discard pile for the effect to take place. That is, if a card is "discarded" but is simultaneously kept in play by another card's effect, then the discarding effect's cost is not paid, and does not take place.

Hand

Your hand is also considered a "zone." It's where you hold cards you've drawn but haven't built or played yet. You can look at your own hand, but you can't look at the cards in your opponent's hand. There's no limit to the number of cards you can have in your hand.

Out of Game

Some cards tell you to set cards aside or remove them from the game. Sometimes they are removed permanently; other times, they may return. Cards that are out of the game are just that: they're out of the game, and they do not get put into your discard pile. They stay out of the game until the game is over. (See "remove from game" and "set aside" in the Glossary.)

How to Start the Game

1. Decide which side to play.

Choose who will play the Light Side and who will play the Dark Side. (You can roll the dice to do this or bid starting build points. See *Bidding Sides in Setup* in the *bidding* definition in the Glossary for more details.)

2. Shuffle your deck.

Make sure your deck is in a random order.

3. Draw 7 cards.

This is your starting hand. If you don't like your starting hand you can *take a mulligan*: discard any number of Battle, Mission, Location, and Equipment cards and draw that many new cards. The Dark Side player gets to take a mulligan first (if he or she wants to), and then the Light Side player can. You can take a mulligan only once in a game.

4. Set up.

Follow these steps:

- The Dark Side player chooses 1 unit card in his or her hand and puts it into its appropriate arena, then draws a card to replace it. Units may not be put into the build zone during setup, unless turned down and all remaining build counters placed on it. Ignore units' abilities during setup. Abilities only start working at the start of the first turn. You can't do anything with Mission, Location, or Equipment cards during setup. You can't even partially build one at the end of setup. **When a multi-arena unit card is put into an arena, it cannot move between arenas until the build step.**
- Then the Light Side player chooses and puts unit cards into their arenas one by one, drawing a card after each one. This continues until the total build cost of unit cards on the Light Side is more than the total on the Dark Side.
- Then the Dark Side player chooses and puts unit cards into their arenas one by one, drawing a card after each one. This continues until the total build cost of unit cards on the Dark side is more than the total on the Light Side.

Deck Rules

When you're ready to start building your own decks, you will need a deck that:

- Has at least 60 cards.
- Doesn't contain both Light Side (☐) and Dark Side (☐) cards. Any deck can use neutral cards (☐). You can even have a deck made of neutral cards that can serve as both a Light Side and a Dark Side deck.
- Has at least 36 unit cards consisting of at least 12 Space unit cards, 12 Ground unit cards, and 12 Character unit cards. Multi-arena cards count one for each unit type is represents.

4. Repeat steps 2 and 3 until the total build cost of one of the player's unit cards reaches 30 (but see step 6 below). You can't go over 30.

5. Then the other player continues until his or her total build cost reaches 30 (but see step 6 below).

6. If you run out of unit cards to put into battle during setup, you have to stop. You can't put any more unit cards into

battle, but your opponent can still continue up to 30 build points (or the number of build points they bid, see *bidding* in the *Glossary*), as usual. If you can't—or don't want to—get exactly to a total build cost of 30, you may partially build one unit card with the points you have left. Show the unit card to your opponent, put it face down, and put a number of build counters on it (at least 1) equal to the number of points you have left. Then draw a card to replace it. If you like, you

may stop before you get to 30. If you stop, your opponent continues to 30 as usual. You may also, if you wish, put more build counters than are necessary for that final face-down unit (but never more than 30). If you fully build (or overbuild) your last unit during setup, you are not forced to move it into the appropriate arena. You may leave it face down.

SECTION 2: TURN STRUCTURE

Both players take actions during each turn of the *Star Wars* TCG. The Dark Side player goes first in each step.

Ready Phase

1. Untap: The Dark side player *untaps* all of his or her cards and units in the build zone and arenas (he or she turns any sideways cards so they face the right way). Then the Light Side player does the same with his or her cards. You can't play card effects during this step.

2. Gain Force: The Dark side player adds 4 Force to his or her total Force. Then the Light Side player does the same. You can't play card effects during this step.

3. Roll for build points: The Light Side player rolls one die. Each player then gets a number of build points equal to the number rolled. You get 1 bonus build point if you have at least 1 unit in each arena. If you have a card effect that can affect the build roll or is affected by it, play it here.

Command Phase

1. Dark Side start of build step: The Dark Side player draws a card, gains bounties, and pays upkeep costs. That player decides the order. Any other effects that trigger at the start of the build step (also called the "beginning" of the build step) are pooled with the ones mentioned above and can be resolved in any order. Any effects 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". Effects that trigger when your build step starts only trigger once per turn, even if an effect causes multiple build steps to occur. Any effects or triggers that trigger when you draw your card at the start of the build step will trigger when you actually draw the card.

2. Dark Side builds: During this step, the Dark Side player can build unit, Mission, Location and Equipment cards, deploy or stack units, put Locations in their arenas, complete Missions (see p. 5 *Building Units, Missions, Locations, and Equipment Cards* below). That player may also move units from their build zone to an arena, move Pilots on or off appropriate units (see p. 8 *SECTION 3: CARD EFFECTS AND "PLAY OR PASS": Pilots*), rearrange cards in a stack (see p. 11 *SECTION 4: UNIQUE CARDS: Stacking Unique Cards*), and play effects with the words "Play only during your build step." Tapped units in your build zone may still be moved to their appropriate arena during your build phase.

You don't draw a card for building or completing cards. If you run out of cards in your deck, nothing special happens. Just keep playing with what you have.

Any unspent build points are wasted when your build step ends.

3. Light Side start of build step: Now the Light Side player can do the same things the Dark Side player could do at the start of his or her build step.

4. Light Side builds: Now the Light Side player can do the same things the Dark Side player could do during his or her build step.

5. Dark Side retreats: The Dark Side player may *tap* (turn sideways) any number of untapped units to retreat them. Retreated units are moved to the build zone. During the retreat step, you can't retreat a unit that's already tapped. Retreated units can't attack or be attacked, and their abilities are ignored.

6. Light Side retreats: The Light Side player may retreat units. The rules are the same as for the Dark Side player.

Battle Phase

See p. 6 *Battle Phase (Attacking)*.

1. Space Battle: Space units attack in speed order (highest to lowest), and players play card effects.

2. Ground Battle: Do the same with Ground units.

3. Character Battle: Do the same with Character units.

4. Turn ends: After playing end of turn effects, check for the win condition. If a player controls at least 2 arenas, that player wins the game. Otherwise, continue with the next Ready Phase.

Building Units, Missions, Locations, and Equipment Cards

To add a Space unit card, Ground unit card, or Character unit card to an arena, put a Location card into an arena, get a piece of Equipment into play, or use the effect of a Mission card, you have to build it. To build a card you spend build points on it during your build step. Here's how to build a card:

Choose a unit card, Location card, Mission card, or Equipment card from your hand and put it facedown in front of you. Spend any number of build points you have left for that turn to put that many build counters on the face-down card. You must put at least 1 build counter on the card unless you deploy or complete it immediately. You can partially build any number of unit, Location, Mission, and Equipment cards during your build step, as long as you have enough build points to put at least 1 build counter on each card you place down. You can't use the abilities or effects of partially built cards, except for Hidden Cost (see the rules for *Hidden Cost* in the *Glossary*).

If the face-down card has fewer build counters than its build cost, you can't deploy or complete it yet. It stays facedown in your build zone. As long as it has, or had, build counters on it, it's *partially built*. You can spend more build points to add more counters during your current build step or any future one. You can look at your own partially built cards anytime, but your opponent can't look at your face-down cards. If an effect directs you to reveal a face-down card to your opponent by turning a card with build counters on it face up, treat that card as if it were face-down.

Note: You can put more build counters on a card than it requires. This lets you bluff your opponent into thinking you're building a card with a higher build cost.

If the face-down card has at least as many build counters as its build cost, you can *deploy* the unit card, *complete* the Mission card, *put a completed Location card* into its arena, or *complete* the Equipment card. (Note: If a Location is already in the arena into which you want to put a new Location, you may have to pay extra build points. See below.) You start this by turning the card face up (to show that you have enough build counters on it). Then remove the build counters.

Note: You don't have to deploy a unit card, complete a Mission card, complete a Location card by putting a Location card into its arena, or complete an Equipment card. You can leave it facedown for as long as you want.

Cards being built in the build zone are not units and may not be affected by effects referencing card types or subtypes.

Card effects may reduce the build counters required to complete a card to 0. When this happens, if you wish to put the

card face down in your build zone, you must still build on the card, using at least 1 build counter. You may not reduce a card's cost below 0 to gain build points from completing it, and you can't reuse or regain the excess build points from a card with build counters on it that exceed its build cost to deploy.

Card effects may reduce the number of build counters on a partially built card to 0. The card is still considered "partially built" and remains facedown in the build zone.

Completing Missions: When you complete a Mission card, do what it says and then discard the card. A Mission card is considered "played" when the cost is paid, the build counters removed, and the card revealed. If there is no cost, the card is played when the player reveals the card in an attempt to complete the mission.

Completing Locations: When you put a Location card into its arena, you must move it to the arena that matches its subtype. For you to put a Location card into an arena that already has a Location, the new Location's build cost must be at least as high as the Location you wish to replace. If the new Location has a lower build cost, you must instead pay a number of build points equal to that of the existing Location in order to put it into the arena. When a new Location replaces an existing Location, the existing Location is discarded. If a Location has no build cost printed on the card, the build cost is zero.

Completing Equipment: When you complete an Equipment card, leave it in the build zone face up until you pay whatever costs are needed to attach it to a unit.

Deploying Units: There are special rules for deploying unit cards. Unit cards completed during the build step are considered "deployed" (Note: a unit card that is 'put into its arena,' such as in setup, is not "deployed"). When you deploy a unit card, turn it face up in the build zone. The unit card is now considered a unit of its corresponding type. (Unit cards that are in your deck, hand, partially built, in the discard pile or out of game are not considered units.) Then, you may move it into its arena or leave it in your build zone. You may deploy a unit card to the build zone. You do not have to move it to its arena.

Multi-arena unit cards can be deployed to any one of the arenas its unit type allows. During your build step, you may move each of your multi-arena between the arenas its unit type allows once per turn.

Retreating Units

During your retreat step, you can retreat any number of untapped units. To do this, just tap them and move them into your build zone. They stay face up there. As long as they're in your build zone, they can't attack or be attacked. Ignore all activated, triggered, and static abilities of retreated units. (The only exceptions are *Upkeep*, *Reserves*, the *Pilot* keyword, units with the stand-alone text "Treat this unit as a [subtype]." *Upkeep* costs must be paid, even if the unit is retreated. Next turn, units may stay in the build zone and use a *Reserves* ability, if they have one.) You can put retreated units back into battle during your build step. A Location can't be retreated once it has been put into an arena.

Note: If a card's effect tells you to retreat a unit, that unit can be retreated even if it is tapped. If the unit being retreated is not tapped, it remains untapped.

Battle Phase (Attacking)

The battle phase consists of the Space, Ground, and Character battle steps. Also, you can play card effects at certain times during this phase. When the Battle phase begins, there is a chance to play card effects, even before the Space battle begins. If no one wants to do so, proceed to the Space battle.

Though some unit cards say "Play only when this unit would attack", these abilities are not attacks.

Card effects that do a number of dice of damage aren't attacks. Card effects that affect attacks don't affect a card effect that does a number of dice of damage. However, the Armor ability does apply to dice of damage.

1. Space battle: Space units attack other Space units during this step. Before each unit attacks, there's a chance to play card effects. (This is the time to play effects that increase a unit's speed; you can't increase speed to get first attack after an attack has been declared. (See p. 9 *When Can Effects with an Activation Cost Be Played?* (Play or Pass Chances).)) Then untapped units attack one by one in order of their speed, from highest to lowest. If 2 or more of a player's units have the same speed, that player chooses the order in which the units attack. (The Dark Side wins ties for speed between players.) 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. When the Space arena has no more untapped units, there's a final chance to play card effects (See p. 9 *When Can Effects with an Activation Cost Be Played?* (Play or Pass Chances).), and then the Ground battle starts.

2. Ground battle: Ground units attack other Ground units during this step. The Ground battle works just like the Space battle. When the Ground arena has no more untapped units, there's a final chance to play card effects, and then the Character battle starts.

3. Character battle: Characters attack other Characters during this step. The Character battle also works just like the Space battle. When the Character arena has no more untapped units, there's a final chance to play card effects, and then the battle phase ends.

Note: Once the Ground battle starts, units in the Space battle can't attack again, even if they become untapped somehow. The same is true for Space and Ground units once the Character battle starts.

How to Attack

If you don't want to attack with a unit, just tap it instead of attacking with it. Whenever you have one of your units attack, here's what you do:

1. Declare Attack: Choose one of your opponent's units in the same arena as your unit. A unit may only attack another unit. It is not allowed to attack itself. An attack starts the moment you choose a defending unit. That unit can be tapped or untapped. Then tap your unit. That unit is the attacking unit until the attack ends, and your opponent's unit is the defending unit until the attack ends.

2. Attack PoP: Next, there's a chance for both players to play card effects (See p. 9 *When Can Effects with an Activation Cost Be Played?* (Play or Pass Chances).)

3. Roll Attack Dice: Get a number of dice equal to your unit's power (P), and roll them. (If one of the units in the battle is removed or the attacking unit's power is 0 or less, don't roll any dice.)

4. Reroll PoP: After that, there's a chance to play card effects that have you reroll.

5. Assign Hits: Then total the number of hits you got. Each roll of 3 or less is a miss. Each roll of 4 or more is 1 hit. If a unit makes an attack and its power is reduced to zero, and thus rolls no dice, or the attack is stopped, it is still considered to have rolled dice (zero in this case), resulting in no hits.

Note: Changing an attacking unit's power after rolling its dice won't change the roll or the number of hits. Also, if the opponent's unit retreats after you roll dice, it still takes the hits. Retreating can't prevent damage.

Note: If you accidentally roll the wrong number of dice, or if a roll is unclear for any reason, do the roll over with the correct number of dice.

Moving damage counters isn't the same as doing damage, it is just that – moving the counters from one place to another.

6. The attacking player may use *Overkill* to divide hits in excess of the defending unit's remaining health between that unit and another unit. *Overkill damage assigned to another unit* is not considered attack damage. It is an assignment of hits independent of the attack on the defending unit.

7. Determine damage pending based on hits assigned.

8. Damage Prevention PoP: Each hit does 1 damage to the defending unit. After you determine the number of hits (damage pending), there's a chance to play card effects that can prevent damage.

9. Place Damage Counters: After that, put 1 damage counter on the defending unit for each 1 damage that wasn't prevented.

10. Health Check: Determine if damage exceeds the defending unit's health. If it does, go to step 11. If it doesn't, then skip to step 12.

11. Discard PoP: When a unit is to be discarded, you and your opponent may play triggered card effects that must be played at the time a discard would occur. First play card effects that direct you to play them before a unit would be discarded, then play card effects that direct you to play them after a unit is discarded. (See p. 9 *When Can Effects with an Activation Cost Be Played?* (Play or Pass Chances).), then discard the unit.

12. End: The attack ends after all damage prevention and triggered effects resolve. Then your opponent fulfills any effects (such as *Retaliate*) waiting for resolution.

After that, there's another chance to play card effects before the next attack. Find the next untapped unit in the same arena with the next highest speed. If a card effect untapped a unit, you can attack with it again or use effects playable only when the unit would attack. If no other untapped units are in this arena, go to the next battle—or go to the next turn if the last unit in battle just attacked.

See p. 20 *CHARTS: Table 2: Attack Sequence Summary*

for a simple list of steps in an attack.

Attack Abilities and Effects

"Can't attack" and "can't be attacked": Examples: "This unit can't attack Jedi," or "This unit can't attack unless you have another unit in this arena," or "As long as this unit is in the Ground arena, your Clones can't be attacked," or "Choose one of your Characters. That Character can't be attacked this turn."

When one of your units attacks, you must choose a unit it can attack. If your unit can't attack any units, you can't attack with it.

Some effects can change the defending unit from the one you choose. Such an effect doesn't work if your attacking unit can't attack the new unit.

You check for "can't attack" and "can't be attacked" only before the attack. If a unit is already attacking or defending and gets one of these effects, the attack still happens.

"Have it attack": If you can't use this effect because your unit can't attack any of your opponent's units (or if you choose not to use it), the unit attacks normally. Your opponent gets to make all the choices, just like in a normal attack.

Example: "The next time [a unit] would attack this turn, you may have it attack another of your opponent's units in the Space arena."

"Must attack": If one of your units "must attack" another unit, and it can attack that unit, you have no choice. You can't choose not to attack with that unit, and you can't have that unit attack any other unit. You also can't play any of the unit's abilities that say, "Play only when this unit would attack." If one of your units "must attack" 2 or more units that it can attack, you choose which unit it attacks. If one of your units "must attack" another unit and somehow that unit is retreated, you could then choose any unit to attack as normal. Playing this effect after an attack has been declared and a defending unit chosen will not change the defending unit.

Example: "Anytime one of your opponent's Jedi Characters can attack this unit, it must do so."

Damage sources: Damage from an attack is considered to be damage from the attacking unit. If damage comes from an effect on a card and it says "that unit does X dice of damage," or "that unit does X damage," etc., then the source of the damage is from the unit referenced. If, however, the effect does not specify the unit as the source of the damage, the damage counters have no source. Unless the source of damage (or damage counters) is explicitly stated as part of the effect or ability, the damage (or damage counters) is considered to have no source.

End of Turn

When the battle phase ends, deal with all effects that work at that time and all effects that work at end of turn. Resolve all effects that happen at the "end of battle," or "when the battle phase ends," then all effects that happen at the "end of turn." "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. When that's done, the turn ends.

Check to see if a player controls 2 or more arenas. If so, that player wins and the game ends. If not, a new turn starts. You control an arena in which you have 1 or more units in that arena and your opponent doesn't have any. Some units have abilities that don't count toward controlling the arena. This means that if your opponent has a single unit in an arena, and all you have is a unit with this ability in the same arena, your opponent controls the arena. If the unit with this ability is the only unit in the arena, then no one controls the arena.

SECTION 3: CARD EFFECTS AND “PLAY OR PASS”

Most cards create effects. Some effects are one-shot, while others are continuous. A one-shot effect applies to the game only once. (For example, “You gain +1 Force.”) Continuous effects last for a given amount of time. (For example, a card might say its effect lasts “for this attack.”)

If an effect would cause you to lose more Force than you have, you lose all of it. (You can’t have negative Force.)

Effects that change a unit’s values (speed, power, health, build cost, or keyword abilities such as Critical Hit or Accuracy) are cumulative.

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 separately.

Example: If you have two effects that each give a unit “Pay 1 Force → Evade 1,” that unit gets both abilities (and you can use either or both each time it’s damaged).

If a card effect has multiple parts to its instructions, follow them in order.

If a card effect includes rolling dice or doing damage, chances for rerolling and preventing damage still happen—in the middle of the instructions on the card. You don’t follow all the instructions and then reroll dice and prevent damage.

When an effect allows you to divide damage between multiple units, you must play the effect before dice are rolled, if any. You choose the second unit after dice are rolled (and rerolled, if applicable) before damage prevention, and you can choose to apply 0 damage to either of the two units.

If an effect causes multiple build steps, effects that trigger when your build step starts only trigger once, at the beginning of the first build step.

Condition-specific bonuses, penalties and abilities granted by an effect are dependent on the condition of the unit or arena affected at the time the effect is played. A later change in condition will not alter the effect, unless the effect says otherwise.

A unit’s effect that says “each of your units” may also apply the effect to itself as long as it meets any requirements stated by the effect. Effects that say “each of your other units” may not apply to the unit it is printed on.

Some effects reference a unit type. For multi-arena units not in an arena, such an effect applies to any of the unit’s types in its type line. For multi-arena units in an arena, such an effect applies only to the type the multi-arena unit is in.

Example: You have a Space/Ground unit in the Ground arena, and another in the build zone. An effect reads, “Each of your Space units gets +2 power until end of turn.” The Space/Ground unit in the Ground arena does not get the +2 power, but the one in the build zone does, since it’s considered having both types.

“as long as”: Effects that say “as long as” apply only for the duration of time that the condition is true. If the condition changes, the effect may be discontinued.

“would be damaged”: “Would be damaged” is a game state (or period of time), rather than a trigger point. “Would be damaged” occurs anytime after damage re-roll effects and before damage counters are placed.

“Is damaged”: A unit “is damaged” once all damage counters are placed on it after damage prevention has resolved.

Card Effects

Effects on units are called *abilities*. Units can have 3 types of abilities: activated (→), triggered (“when,” “whenever,” “if,” or “at”), and static. You play activated abilities at certain times. Triggered abilities happen when a given event occurs. Static abilities are just “on” or “off,” depending on the state of the game.

Some abilities have keywords, like *Critical Hit* or *Evade*. These always work the same way. The glossary contains a description of how each one works.

All abilities, other than Hidden Cost, the Pilot keyword, stand-alone “Treat [this unit] as a [subtype]” text printed on a unit, Upkeep, and Reserves turn “off” when a unit is in the build zone.

When a unit loses one or more abilities or its game text, those abilities cannot be played for the duration of the effect that caused the loss.

Battle cards, Mission cards, Location cards and Equipment cards don’t have abilities. However, their effects may be static, triggered, or have an activation cost just like unit abilities.

This section also covers Pilots – that is, Characters with the “Pilot” ability. The Pilot ability allows Characters to pilot certain Character, Ground, and Space units.

You can’t use the effects of partially built cards, with the exception of *Hidden Cost*. You must deploy a unit before using its abilities.

Some actions may be taken “any time.” This means the action may be taken at any time you can play an effect. This still excludes instances such as damage-prevention chances, reroll chances, the build step, and disrupt chances, when only those effects may take place.

Granted Abilities

Some effects give other units abilities. Each instance of the granting effect grants another specific instance of the granted ability. When a unit grants an ability to units of the same specified type or subtype, it grants the ability to itself, as well, unless it says that it only grants the ability to “other” units.

A granted ability or subtype is given to all versions in a unit’s stack. However, unit cards lose all granted effects once they leave play. They do not regain the effects when they return to play, unless the granting effect’s requirements are met again, even if the effect states it lasts for the remainder of the game. Likewise, only versions in play are considered to have the granted ability or subtype and may be affected.

If a unique unit’s granted ability is played, and the unit’s stack is rearranged, the granted ability is still considered as played for that unique unit.

If the granted ability or subtype is played on a non-unique unit, only that copy of the non-unique unit gains the effect.

For effects granted to unit types and/or subtypes, if a zone of play is not specified, the effect applies to all eligible units whether they are in an arena or the build zone.

Activated Abilities and Effects with an Activation Cost

Any effect on a card that contains the → symbol is an *effect with an activation cost*. Any ability on a unit that contains the → symbol is an *activated* ability. It’s called “activated” because you activate it by paying its cost. The text in front of the → is the activation cost. The text after the → is the effect, what you get when you pay the cost. You can’t play an effect with an activation cost unless you can pay its cost.

An effect with an activation cost is considered “played” when the activation cost is paid or an attempt has been made to pay it. If there is no cost, it is considered played when a player states a desire to use the effect, at which point the disrupt PoP occurs. The result of an effect cannot be used to pay the cost of an effect with an activation cost. These effects can only be used at certain times and only if the unit is in an arena, unless

activating a Reserves ability. Some are used during the build step, but most are used during one of the Play or Pass (PoP) steps in the Battle Phase (See p. 9 *When Can Effects with an Activation Cost Be Played? (Play or Pass Chances)*.) Once an effect’s cost is paid, there is a PoP chance to disrupt the effect. If the effect is not disrupted, the effect happens.

Example: A unit has the activated ability “→ Draw a card. Play only during your build step.” If the unit is in its arena and untapped during your build step, you can tap it to draw a card.

Effects with an activation cost that give a player build points this turn may only be played during the build step, and only once per turn.

If a card has an effect with an activation cost that does not designate when it can be played (e.g., “play only when this unit would attack”), then that effect can be played only once per turn. Generally, effects that cause a unit to tap itself to pay an activation cost can only be used once per turn, unless the effect says otherwise. You cannot play abilities or effects quickly several times and add up the effects. If the unit in question untaps at any time, however, it can use its ability again if, and only if, it states it can be played multiple times per turn, or can be legally played multiple times per turn. (See p. 9 *When Can Effects with an Activation Cost Be Played? (Play or Pass Chances)*.) Activated abilities that have a cost but do not contain the tap symbol, such as *Intercept*, *Deflect*, or *Evade*, can be used multiple times during the turn, but only once per attack.

Activated abilities are not 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 effects that would trigger off of an attack can come into play. However, you must choose whether to attack or use an ability that says “play only when this unit would attack.” You can’t change your mind later. You can’t stack “when this unit would attack” abilities.

A unit can’t tap to grant itself a “for this attack” effect and also attack.

Triggered Effects

Any effect that starts with the words “if,” “when,” “whenever,” or “at” is a *triggered* effect. It’s called “triggered” because its effect takes place only when the given event “triggers” it.

Example: An ability might read, “When this unit attacks, draw a card.” “This unit attacks” is the trigger, and “draw a card” is the effect that happens.

A triggered effect triggers only if all its “when,” “whenever,” “if,” and “at” conditions are true. When an effect triggers, it doesn’t take effect until after the event that triggered it. It also waits to take effect until after any current chances to reroll or prevent damage. Once a triggered effect triggers, it will take effect even if one or more of the triggering conditions later becomes untrue, or if its source is discarded or removed from play.

If a triggered effect (or an *Evade* or *Deflect* ability) has you reroll or prevent damage, its effect happens during the next chance to reroll or prevent damage (and can’t happen at any other time).

Example: If you have a unit that says “When your opponent rolls 1 or more dice in an attack on this unit, you may reroll any of those dice,” you could use that ability only during a chance to reroll.

If more than one triggered effect tries to take effect at the same time, the Dark Side player first plays one of his or her triggered effects for resolution first. Then the Light Side player chooses one of his or her effects for resolution. The players continue taking turns until no triggered effects are left. If one

triggered effect causes another effect to trigger, the second effect waits to take effect with any other triggered effects that are waiting resolution.

Sometimes a new chance to reroll or prevent damage happens as a result of a triggered effect. If it does, deal with the new chance to reroll or prevent damage first, then deal with the waiting triggered effects (including any that are triggered in the meantime).

Held Triggers

Some triggered effects must be held until the effect resolves by some triggering effect or change in game state (i.e., "when the Space battle step starts", "until the battle phase ends", etc.)

While the effect plays out, all waiting triggered effects are "held" until after the effects are complete. A triggered effect that's "held" is one that's waiting for a time when it can take effect. When a triggered effect triggers, it joins the pool of triggered effects 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, because it was true at the time the effect was triggered.

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.

A triggered effect can't take effect while another effect is taking effect unless the triggered effect allows rerolls or prevents damage. "Held" triggered effects simply wait until they're not held anymore (usually after the current chance to play effects with an activation cost) and then take effect normally. There are four exceptions to these rules:

1. Triggered effects that allow rerolls aren't "held" during a chance to reroll dice (but are always held outside such a chance).
2. Triggered effects that prevent damage aren't "held" during a chance to prevent damage (but are always held outside such a chance).
3. Triggered effects that cause disrupts take effect at the next disrupt opportunity. (See *Disrupt* for more details.)
4. Triggered effects 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.

As usual, effects that allow rerolls or prevent damage are special. They wait only until the next chance to prevent damage or reroll dice. Triggered effects that allow rerolls can take effect only during chances to reroll dice. However, if a triggered reroll effect triggers prior to a reroll PoP chance, the triggered effect is resolved prior to the reroll PoP. Likewise, Triggered effects that prevent damage can take effect only during chances to prevent damage. However, if a triggered prevention effect triggers prior to a damage prevention PoP, the triggered damage prevention effect is resolved prior to the damage prevention PoP. No other triggered effects can take effect during chances to reroll dice or prevent damage. During a chance to reroll dice or prevent damage, all waiting triggered effects are "held" until after that chance passes. Any effects that trigger during the chance join the effects already waiting and are also "held."

When a card draw triggers an effect, that triggered effect is held until the effect that caused the card draw is resolved. Otherwise, the effect triggers immediately after the card is drawn.

When an ability triggers "When (or Whenever) this unit attacks...", the ability triggers only once when the defender is declared. However, it does not trigger again if the defender changes (such as with Intercept) because it is still the same

attack. This trigger is based on the attack state of the attacking unit.

When an ability triggers "When (or Whenever) this unit attacks a [unit]...", the ability triggers each time an eligible defender is declared, even for the same attack. This trigger is based on the attack state of the defending unit.

Static Effects

A static effect is any effect that doesn't start with "when," "whenever," or "at" and doesn't contain an arrow (→). Static effects are simply "on" for as long as the card with the effect is in play.

Example: A unit has a static ability that reads, "Each of your opponent's Characters gets -10 speed." While that unit is in the Character arena, its ability affects all of your opponent's Characters. If it leaves the Character arena, its ability "turns off" and your opponent's units go back to their normal speed (unless something else affects their speed).

A static effect only works while its card is in play. It turns off if the unit is retreated, or the card is no longer in play.

Keyword Abilities

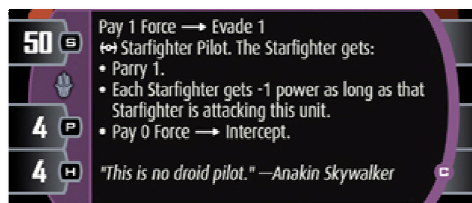
Many units have keyword abilities that affect the outcome of battle. Some keyword abilities are static, some triggered, and some activated. These keyword abilities are listed below and explained in the glossary. Keyword definitions in the glossary override keyword ability reminder text printed on cards. Treat the glossary text as if it were printed on the card. In most cases, the ability's reminder text explains how it works.

Keyword abilities current as of *Battle of Hoth* are:

Accuracy	Double Strike	Lucky	Shields
Armor	Evade	Overkill	Stealth
Bombard	Fury	Parry	Stun
Bounty	Hidden Cost	Pilot	Switch
Critical Hit	Intercept	Reserves	Upkeep
Deflect	Ion Cannon	Retaliate	

Pilots

A unit can have one Pilot on it. You can move your characters with the Pilot ability onto your units in the Space, Ground or Character arena from the Character arena or Build Zone. Pilots can give those units bonuses to speed, power, or health, and give them extra abilities. The pilot ability looks like this:



You can put a Pilot only on a unit that matches the subtype given after the Pilot symbol "↔" and before the word "Pilot." You can put only 1 Pilot on any unit.

Example: You can't put a Starfighter Pilot on a Capital Ship or a Speeder. A Starfighter Pilot goes only on a Starfighter.

You can't put a Pilot on any unit that has the Droid subtype. There's no room for a pilot on a Droid ship. Other subtypes do not restrict a Pilot from Piloting a unit as long as the unit to be piloted has the required subtype and is not a Droid.

Each Pilot gives one or more bonuses or abilities to the unit. These are listed after or below "Pilot." None of the abilities after or below "Pilot" work if the Pilot is in the Character arena.

Example: A Starfighter Pilot gives his Starfighter +20 speed and "Pay 1 Force → Evade 2." If the Pilot is in the Character arena, he doesn't get any extra speed, and he can't use that Evade ability.

Some effects can tell you to move either the Pilot or the piloted unit to a different arena or zone.

- If the Pilot is moved, the unit stays where it is (even if the Pilot is discarded).
- If the unit moves, the Pilot moves with it (including when the unit is discarded, returned to your hand, or moved to the build zone).

The word "Pilot" is not a subtype. Effects that specifically address "Pilots" mean "a unit card with the Pilot ability text." Abilities, even the Pilot ability, are not active until deployed, unless the ability says otherwise.

Pilots during Setup

You can't put Pilots on units during setup, because abilities are not active during setup. You must put them into the Character arena. You can move them onto units during your build step.

Pilots during the Ready Phase

If a Pilot on a unit is tapped, the Pilot untaps normally during the ready phase.

Deploying Pilots

A unit with the Pilot ability must first be deployed to an arena for its type or to the build zone. A Pilot may not be deployed directly to a unit. Deploying a unit with the Pilot ability to an arena or the build zone does not affect the rules for moving Pilots (See Pilots during the Build Step).

Pilots during the Build Step

During your build step, you can move each of your Pilots once.

- If you move a Pilot *onto* a unit, then move the Pilot from the build zone or from the Character arena onto one of your units in the Space, Ground, or Character arenas.
- If you move a Pilot *from one unit to another*, make sure the other unit is the right type for the Pilot. That unit can be in the Space, Ground, or Character arena or in the build zone.
- If you move a Pilot *off* of a unit, then move it from the unit to the Character arena or build zone.

The rule for moving Pilots during the build step does not apply during any other step or phase (i.e., the retreat step, the Battle phase, etc.).

Tapped Pilots may still be moved to or from an appropriate unit from or to an arena or the build zone.

Pilots during the Retreat Step

To retreat a unit with a Pilot on it, you must have both the unit and the Pilot untapped. Tap both the unit and the Pilot. If the Pilot is already tapped, you can't retreat the unit during the retreat step. You can also retreat the Pilot without retreating the unit.

Pilots in the build zone

The Pilot ability remains active while in the build zone, but only as it 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*, *Upkeep*, or *Hidden Cost* ability.

A Pilot may remain on a unit in the build zone. If two Pilots are on 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 sent to the build zone, the controller of the Piloted unit chooses which Pilots he or she controls are removed until only 1 Pilot is left on the unit.

A Pilot may be moved to a valid unit in the build zone.

Piloting units

As long as a Pilot is on a unit, the Pilot isn't a unit. The Pilot is part of the piloted unit. The Pilot is no longer a Character and cannot be targeted by card effects that affect Characters or units. However, the Pilot retains its name and subtypes (Bounty

Hunter, Jedi, and so on). 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.

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".

Upkeep on Pilots must still be paid even if the Pilot is piloting a unit.

The following rules apply to Pilots on units:

- The Pilot can't be attacked. Only the unit can be attacked.
- All of the text on the Pilot card 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.
- Any card effect that says it affects units or Characters doesn't affect Pilots on units. Card effects that say "a Pilot" (or a subtype, such as "Jedi") without using the word "unit" can affect those Pilots.
- A Pilot's speed and power don't matter while the Pilot is on a unit.
- The health of a Pilot on a unit can matter. If the Pilot is damaged, the Pilot still has damage counters. If the Pilot has at least as many damage counters as health, you still discard the Pilot. This doesn't affect the piloted unit, except that unit loses any abilities or bonuses the Pilot gave it.
- Damage on the Pilot doesn't count against the piloted unit's health, and vice versa.

Unique Pilots

Some Pilots are unique and have more than one version. The rules for unique units (e.g., stacking, contesting, etc.) apply to pilots even when Pilots are piloting. If a Pilot with a stack is on a unit, the unit doesn't get any extra bonuses from the Pilot—the normal ones in the Pilot's text box. You can move such a Pilot when you rearrange the stack. You may have to move the Pilot if the card you want to put on top can't be put on the Pilot's current unit.

Example: You have Luke Skywalker with the "Starfighter Pilot" ability stacked on top of Luke Skywalker with the "Speeder Pilot" ability. Luke is on a Starfighter. If you wanted to bring Speeder Pilot Luke to the top of the stack, you would have to move him to a Speeder, to the Character arena, or to the build zone.

If the unique Pilot has already moved to a unit it can Pilot during this turn's build step, you cannot circumvent the rule for moving Pilots by deploying or rearrange the Pilot's stack to put a version on top that cannot Pilot the unit it's on in that same turn to cause it to "fall off".

If the unique Pilot has not already used its one Pilot move during this turn's build step, you can bring a different version of the Pilot to the top of the stack that can still Pilot the same unit or a different unit, but the rule for moving Pilots during the build step still applies. If it "falls off" onto a different unit or into an arena, the one Pilot move it gets this turn is considered to have occurred.

Some effects and unique unit versions may cause a unit's subtype to change. If a Pilot is on a unit whose subtype changes, you may have to move the Pilot if the unit's new subtype can't be piloted by the current Pilot.

If the unit's subtype changes and the unique Pilot cannot pilot the unit, you may bring a different version of the Pilot to the top of the stack that can still Pilot the same unit without

counting against its one Pilot move per turn. If it "falls off" onto a different unit or into an arena, or the Pilot changes its Pilot type to move with the unit, the one Pilot move it gets this turn is considered to have occurred. You cannot circumvent the rule for moving Pilots by deploying, playing an effect to change the subtype, or rearrange the unit's stack to put a version on top, that cannot be piloted by the Pilot in that same turn to cause it to "fall off".

Control of Pilots and Piloted units

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 later 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, move it to a unit, and then claim the return effect is not valid because the Pilot is no longer a Character or unit.

Paying Activation Costs

Many cards have Force or other costs. You can't play a card effect with an activation cost unless you have enough resources to pay its required cost (if it has one). For Battle cards, pay the cost as soon as you play the card. Then get the effects and discard the card.

Activation costs worded with multiple costs, such as "Discard 1 card, Pay 1 Force →", are all considered an "and" condition. "Discard 1 card AND Pay 1 Force →." (Note that this is different than Upkeep. See Upkeep in the Glossary.)

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 effect is still considered "played" for all other game purposes except disrupt PoP's. If the cost is not fulfilled, there is no effect to disrupt; no disrupt PoP occurs.

Some card effects have effects that are based on the cost. The cost is usually 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: Obi Wan's Spirit (A) is in the arena with Luke Skywalker (N). The Light Side player wishes to activate Luke's ability and gain control of Darth Vader (K), a 10 build unit. Normally, the Light Side would need to pay 10 force to gain control of Vader. However, Obi Wan's Spirit (A) reduces that cost to only 9 Force. In this instance, the Light Side player can pay 9 force to 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 Light Side player would need to pay 11 force to control Vader (10-1+2=11).

Other card effects affect the costs to play effects with an activation cost. It does not change the actual printed cost of the effect you played. If a card effect can be enhanced, the total cost is reduced if this card effect is in play.

Consequential Costs and Conditions

A Consequential cost is one that results from the use of an effect. Some such costs may be in the form of a condition (such as remaining tapped). That condition may also have a duration of the effect (such as "until the next turn ends") or alter the effect at a trigger point. All stacked conditions that share the same end duration or trigger resulting from effects resolve when the one duration end point or trigger occurs.

When Can Effects with an Activation Cost Be Played? (Play or Pass Chances)

Many times during a turn (mostly during the battle phase), players get the chance to play effects with an activation cost. These chances have special rules.

The general rule for units is that activated abilities can only be played once per turn and only if the unit is in an arena. For non-unit cards other than Battle cards, effects with an activation cost can only be played once per card, per turn. Mission cards requiring an activation cost to complete it are to be played during your build step. However, there are some exceptions to the general rule as far as how often an effect can be played:

- Effects that are played "for this attack" can be played multiple times per turn, but only once per attack.
- Effects 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.
- Prevention effects with an activation cost can be played once each time damage would be done.
- Effects with an activation cost that allow for rerolls can be played multiple times 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.

When a chance to play effects with an activation cost starts, first deal with any triggered effects. Then both players have a chance to play effects with an activation cost.

When a chance to effects with an activation cost happens, the Dark Side player can either (a) play an effect with an activation cost or (b) pass. Then the Light Side player gets to Play or Pass. This continues until both players pass in a row. Then the chance ends. This sequence of events is commonly referred to as a "Play or Pass" chance or "PoP."

Whenever a Play or Pass chance occurs, you and your opponent must be given an opportunity to play triggered effects and effects with an activation cost or pass. You can't speed past it in the hopes of keeping your opponent from having the opportunity.

Three standard events always create chances to play effects with an activation cost:

- **Dice Rolls (Also known as Reroll):** Any time dice are rolled there is a chance to play effects that alter the die roll. Such effects must be played after the dice are rolled, before damage prevention, unless stated otherwise. Only card effects that specifically affect that particular kind of die roll may be used at that time. For instance, an effect may say "when the roll for build points is made..." This only affects the build roll. Effects with an activation cost affecting the die roll that say "for this attack," may only be used for attack dice. When a player rolls 1 or more dice, first deal with any triggered effects that have the player reroll dice. Then both players have a chance to play effects with an activation cost that have the player reroll (but no other effects). If an effect with an activation cost tells you to reroll dice, play it right after dice are rolled and only once each time dice are rolled. When the chance ends, the dice roll takes effect.
- **Damage Prevention:** Any time damage is about to be done to a unit, first deal with any triggered effects that prevent damage. Next, deal with any static effects that prevent damage. Then both players have a chance to play effects with an activation cost that prevent damage (but no other effects). Only effects that prevent damage may be played during the damage prevention PoP. All prevention effects contain the word "prevent" and only prevent damage; they do not prevent the placement of damage counters (this can only take place during the discard PoP. See below). When the chance ends, put damage counters on the unit. If the process of preventing damage creates new damage (as with Deflect), that

damage "waits" for the current chance to prevent damage to end. Then a chance to prevent the new damage happens. Damage prevention effects may only be used once per instance of damage pending and may not be used in the build zone.

Multiple instances of damage from a single source creates a single prevention PoP. If a card effect or ability causes dice of damage to be rolled against all units in an arena, all of the dice are rolled in an order determined by the controller of the instigating card effect or ability, then all the damage for both sides is resolved in one damage-prevention PoP. They aren't resolved in separate play or pass chances. When the damage prevention PoP chance ends, all damage counters from the multiple instances of damage are considered to be placed all at once and only one discard PoP chance will occur.

Example: One player has *Asteroid Field* in the Space arena and rolls dice against each unit in the arena until all dice have been rolled. The Dark Side player passes on their damage prevention, then the Light Side player plays *Evade* for one unit, then another. The Light Side player then plays a damage prevention Battle card for a third unit, which the Dark Side player disrupts. The Light Side player has prevented damage to two units in the one damage prevention PoP.

"Prevent" effects only prevent damage. They don't remove damage counters already on a unit. If an effect with an activation cost can prevent damage, play it during a chance to prevent damage. You can play an effect with an activation cost that prevents damage only once each time damage would be done that the ability could prevent. Some effects with an activation cost that prevent damage may tell you to play them at other times (usually using "Play only...")

If an attack does a number of damage to a unit and you play a card that can prevent that much and more, the card prevents only the damage needing prevention. The extra damage prevention is wasted. For instance, if 2 damage needs prevention, but an effect can prevent 5, only 2 damage is prevented, while the rest is wasted.

- **Disrupt (Battle cards, Missions, Locations, Activated Abilities, Attacks, Unit Deployment):** Any time a player plays a Battle card, completes a Mission or Location, pays the activation cost of an activated ability, declares an attack, or deploys a unit, first deal with any triggered effects that disrupt Battle cards, Mission cards, Location completion, activated abilities, attacks or unit deployment. Then both players have a chance to play effects with an activation cost with disrupt (but no other effects). The Dark Side Player has the first opportunity to play a disrupt effect regardless of which player played the Battle card, activated ability, Mission, Location completion, attack or unit deployment. Each disrupt effect specifically states the valid target (i.e., Battle card, activated ability, Mission card, Location completion, attack, or unit deployment) for disrupt.

Only effects that use the word "disrupt" may be used during the disrupt PoP to disrupt certain effects or gameplay (see below), and only after the cost for the effect has been paid. You may disrupt your own effect. When the chance ends, the Battle card, Mission or activated ability takes effect unless it has been disrupted.

"Disrupt" effects negate the effects of Battle cards, Mission cards, or activated abilities. Play disrupt effects immediately after the Battle card or activated ability you wish to disrupt is played or a Mission is completed. As long as your disrupt is not itself disrupted, you will negate the effect of that Battle card, Mission card, or activated ability. "Disrupt" effects also negate Location completion, attacks, or unit deployment. Play disrupt effects immediately after the Location is completed, attack is declared or unit is deployed. As long as your disrupt is

not itself disrupted, you will negate the Location completion, attack, or unit deployment. When a Location completion or unit deployment is disrupted, the Location or unit is discarded. When an attack is disrupted, the attack ends as if it never took place (any effects that could be played "when the attack ends..." cannot be played), and the attacking unit remains tapped. Note the disrupt PoP differs from the standard PoP rules. Only disrupt effects work in this way.

An effect with an activation cost is considered "played" when the cost is paid (For effects with an activation cost, your opponent does everything printed on the left side of the arrow), then you choose to disrupt before the effect can take place (For effects with an activation cost, it is anything printed on the Right side of the arrow).

Five additional chances to play effects with an activation cost are also recognized:

- **General:** Before an attack, immediately after an attack is called (See Attack), and after each attack ends there is an opportunity to play effects with an activation cost. Effects with an activation cost are generally meant to be played anytime during, and only during this PoP, unless the effect states otherwise (See the following PoPs for exceptions).

When an effect says "Play only if no units are attacking," you can't play an effect with an activation cost that has this text if a unit is attacking. You can play it only before or after an attack, and only once each turn.

- **Start:** At the start of the build step, battle phase, and each arena's battle step, each player has an opportunity to play effects with an activation cost that specify "the start of the build step," "the start of the Battle phase," or "the start of the [Character, Ground, or Space] battle step." First deal with any triggered effects that apply to the start PoP, then both players have a chance to play effects with an activation cost.
- **Attack:** This Play or Pass chance occurs after an attack has been called in the General PoP and a defending unit chosen, but before dice are rolled. Effects such as Intercept and Retaliate must be used during this PoP. Once the attack dice have been rolled, you can't use Intercept or Retaliate. You can play an effect with an activation cost with an effect that lasts "for this attack" only if a unit is attacking and only once per attack opportunity. The effect lasts until the attack ends. Such an effect may be played multiple times per turn if the unit is able to be untapped and is strictly associated with the attack PoP in which it is played. It can't be played during the general PoP.

When an ability says "Play only when this unit would attack," You must choose whether to have the unit attack or to play the ability first. You can't play the ability while the unit is tapped. As long as the unit is untapped, you can play the ability multiple times per turn, but only once each time the unit would attack (unless stated otherwise), even if the ability's effect lasts until the turn or battle phase ends. The untapped unit may still attack once the ability has been played.

- **Unit Discard:** Any time a unit receives damage that would cause the unit to be discarded, or an effect that causes a card to be automatically discarded, there is an opportunity to play effects with an activation cost that affect (such as "would be discarded" effects) or are affected by the discard. Cards discarded from your hand or from being face down in the build zone do not trigger effects or allow effects with an activation cost to be used that address units being discarded, as a unit card cannot be a unit until it is in play.
- **End:** When each battle step ends, and when the Battle phase ends (also known as the end of the turn), there is an opportunity to play effects that must be played "at the end of the [Character, Ground, or Space] battle step," "at the end of battle," "at the end of the Battle phase," "when

the Battle phase ends," or "at the end of the turn". First deal with any triggered effects that apply to the end PoP at that point and resolve all effects waiting for resolution (If the Dark Side player and the Light Side player are both waiting for resolution of their effects, the Dark Side player chooses the order), then both players have a chance to play effects with an activation cost. Deal with all effects that say "at the end of the turn" "when the battle phase ends," "at the end of the Battle step," "at the end of battle" all at the end of the turn. You can't play Battle cards at end of turn, but you can still play any other effects with an activation cost.

Effect Terms

"Choose one": Some effects may tell you to choose between two or more options. You can't change your mind later. These options might work at different times of the turn. The option you choose will tell you when you can play it.

"disrupt": (See *Play or Pass: Disrupt*)

"for this attack": (See *Play or Pass: Attack*)

"Play only [condition]": You can play an effect with an activation cost that has this text only if you have met the condition.

Example: "Play only during your build step": You can play an effect with an activation cost that has this text only during your build step, and only once per turn.

Note: There is no build step PoP. However, other PoP's (damage prevention, disrupt, and reroll) may occur during the build step.

Note: Some Battle cards are played conditionally on the outcome of previous events. Events that occur on previous turns do not meet the conditions of those Battle cards.

"Play only if no units are attacking": (See *Play or Pass: General*)

"Play only when this unit would attack": (See *Play or Pass: Attack*)

"prevent," (Deflect, Evade): (See *Play or Pass: Damage Prevention*)

"reroll": (See *Play or Pass: Reroll*)

"this card . . . from your hand": An effect that references the card itself while in a player's hand (typically "this card from your hand") allows that effect to be played from the player's hand. Effects with an activation cost with these terms can be played only once each turn.

"this turn," "until end of turn," and "until end of battle": An effect that says "this turn," or "until end of turn" lasts until the turn ends. An effect that says "until end of battle" lasts until the battle phase ends. "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. Effects with an activation cost with these terms can be played only once each turn.

"to complete this [Mission] . . .": When a Mission states "to complete this [Mission]...", after removing build counters and turning the card face up, you must meet the conditions stated. After you have met the condition, fulfill the effect. If the Mission is disrupted, it is disrupted after you meet the stated condition, before the effect is fulfilled.

"when your opponent's build step starts": An effect that allows certain card effects to be played during your opponent's build step starts. The effect will state what you can do at that time. Such effects are resolved in the pool of triggered effects that occur when your opponent's build step starts. This is typically allowed on Mission cards that usually can only be played during a player's build step.

SECTION 4: UNIQUE CARDS

Some cards represent one-of-a-kind things, such as specific people, droids, equipment and ships. These cards are called *unique cards*. A card is unique if it has a single letter to the right of its text box. The letter tells you the card's version. For example, there are four versions of Luke Skywalker in the *A New Hope* expansion.

You can have only one of a particular unique unit or Equipment in battle or retreated, no matter what version it is. For example, you can't have two Luke Skywalkers in battle, or one Luke in battle and another one retreated. If you do have two, and they're not in a stack, do one of the following:

- Discard the one with the lower build cost; or
- Pay Force equal to the difference in build cost between the two cards, then discard either one.

Note: If a card is discarded in this way, effects that trigger on discard that apply to the discarded card still take effect.

A few unique cards have different names, but treat them as though their names were the same for purposes of the rules for unique cards (and only for the rules for unique cards):

Anakin Skywalker ↔ Darth Vader

Beru Lars ↔ Beru Whitesun

Chancellor Palpatine ↔ Emperor Palpatine ↔ Darth Sidious ↔ Senator Palpatine

Darth Tyrannus ↔ Count Dooku

Finis Valorum ↔ Chancellor Finis Valorum

Mara Jade ↔ Mara Jade Skywalker

Obi-Wan Kenobi ↔ Ben Kenobi

Padmé Amidala ↔ Queen Amidala ↔ Padmé Naberrie ↔ Padmé Skywalker

Princess Leia ↔ Leia Organa ↔ Leia Organa Solo

Shmi Skywalker ↔ Shmi Lars

If another card refers to any card by name, however, it's only talking about a card with that exact name, not any card that represents the same person, ship, or vehicle. (For example, Padmé Amidala has an ability that gives Anakin Skywalker +2 power. That ability doesn't give Darth Vader +2 power, even though he's the same person as Anakin Skywalker.)

Unique Units during Setup

During setup, if you have a unique unit in an arena, you can't put another unit card with the same name and version into that arena or any other arena. If you wish to replace that version, see the beginning of this section. You can put a unit card with the same name and a different version into the arena, but you must stack it with the other one.

If the new unit card's build cost is less than the one already in an arena, *stack* the new unit card beneath the first (you can't put it on top at this time). If the new unit card's build cost is at least as much as the one already in that arena, you can stack the new unit card on top or beneath – your choice. Then draw a card to replace the one you put into the arena, as usual.

During setup, the total build cost of the stack counts toward your overall build cost total. Take the build cost of the unit card on top of the stack, and add 1 to it for each of the other cards in the stack (ignoring their actual build costs).

Some unique units with the same name have versions with different unit types. During setup, if a card's unit type you wish to put into a stack differs from the unit type at the top of that unique unit's stack, you must stack it underneath the top card of the stack. You can't change a unique unit's type during setup.

If you put a unique unit card into battle during setup, your opponent can put a unique unit card with the same name into battle on his or her side. Later, when the first battle phase occurs, those units will be *contested*.

Contested Unique Cards

If both players have a unique unit or Equipment with the same name in battle at any time during the battle phase, the two cards are contested immediately. All effects, including those that trigger on deploy, will wait for contesting to end.

When units or Equipment are contested, players bid Force to win the contest. The bidding starts with the Dark Side player, who makes his or her first Force bid (of 0 or more). Then the Light Side player makes his or her first Force bid (of 0 or more). You don't have to bid more Force than your opponent's bid. After that, bidding continues to alternate between the two players until neither player wants to raise his or her Force bid. Players can't bid more Force than they currently have.

When the bidding ends, each player adds his or her card's total build cost and final Force bid. (Total build cost includes +1 for each card stacked under the unit or Equipment). The player with the higher total wins the bid. (The Dark Side wins ties.)

The winner of the contest pays Force equal to his or her final Force bid, and his or her unit or Equipment stays in battle. When a unit loses the contest, it is moved to the build zone. This is not considered a retreat, so effects or abilities that prevent retreat will not prevent the move to the build zone. The losing player pays no Force, and his or her unit is moved without tapping. When Equipment loses the contest, it taps and remains attached to the equipped unit instead of moving to the build zone (tapped Equipment does not grant abilities to the equipped unit). Again, the losing player pays no Force.

If there is more than one pair of contested units or Equipment, first do contesting for units, then do contesting for Equipment. The Dark Side player chooses which pair to bid on first. If Equipment and one or more units must be contested, contest the units first and then contest Equipment (if the Equipment is still in an arena).

Stacking Unique Cards

Stacking is when you put one unique card on top of or beneath another version of the same unique card during your build phase. This lets you use more than one version of a unique card at once.

A stacked unit has the name, type, speed, power, health, build cost, and text box of the card on top of the stack. Ignore all the other cards in the stack, **except card effects where the effect refers to the card as being stacked under a card, or beneath the top card of the stack**. For each card beneath the top card, the unit gets +10 speed, +1 power, and +1 health. The total build cost of a unit stack or Equipment stack is the build cost of the top card, plus 1 for each card beneath it.

Example: Luke Skywalker (D) is stacked on top of another Luke. This gives him 50 speed, 3 power, and 3 health, instead of his usual 40 speed, 2 power, and 2 health.

If you gain control of an opponent's unit or Equipment, you may stack that unit or Equipment. However, if the unit or Equipment is returned to its owner's hand, any stacked cards that belong to another player are returned to their owner's hand as well. Also note that stacking should not affect who controls the unit or Equipment (See p. 15 *Global Zone Rule*). For instance, if you overlay a Lando Calrissian (D) you took control of from your opponent, his end of turn return trigger will still go off, and the entire stack will be returned to Lando (D)'s original owner.

Stacking a new card on a unit is considered a form of deployment.

General Stacking Rules

- You can't stack cards that aren't unique.
- You can't add to a stack that already has 4 cards in it.
- You can't stack cards unless they have the same name. The exceptions to this are the unique cards listed at the beginning of this section. You can stack each of those groups of cards.
- You can't put a unique card into a stack that already has the same version of that card.
- A stack is a single unit or Equipment in all ways. If the unit or Equipment moves to another zone or arena, gets discarded, or retreats, the whole stack does the same.
- Once a card is in a stack, you can't take it out.
- When you add to a stack, ignore any effects **where the card refers to itself as being stacked under a card, or beneath the top card of the stack**, unit type, and subtypes on the card unless the new card is played on top.

"Follow normal stacking rules": When an effect says to "follow normal stacking rules," it 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 a stacking rule, then the modified effect is considered the "normal stacking rule" as long as that effect is applicable.

Making a Stack

If you have a unique unit or Equipment in battle or retreated and you want to build another version of the same card during your build step, special rules apply to how you build and deploy the new card:

- If the new card's build cost is *less than or equal to* the existing card's build cost (if the existing one is a stack, go by the one on top), you can deploy it if it has at least 1 build counter. Put the new card on top of or beneath the old one – your choice. When stacking Equipment, you must also pay the equip cost if completing the new Equipment card to the top of the Equipment stack.

Example: You have Anakin Skywalker (C) (5 build cost) in battle. You want to build Anakin Skywalker (D) (4 build cost). Anakin (D)'s cost is less than Anakin (C)'s, so you just pay 1 build point and put 1 counter on him. Then you deploy him and choose whether Anakin (D) goes on top of or beneath Anakin (C).

- If the new card's build cost is *more than* the existing card's build cost (if the existing one is a stack, go by the one on top), you have two choices. To put the new card under the old one, you can deploy the new card once you have 1 or more build counters on it. To put the new card on top of the stack instead, you need to figure out how many build counters you need to have on it before you deploy it. To do this, just take the difference between the two cards' build costs and add 1. When stacking Equipment, you must also pay the equip cost if completing the new Equipment card to the top of the Equipment stack.

Example: You have Anakin Skywalker (C) (5 build cost) in battle. You want to build Anakin Skywalker (A) (7 build cost) and put him on top of Anakin (C). Anakin A costs more than Anakin (C), so you put 3 build counters on him – that's 7 - 5 (which is 2), plus 1.

What if you want to put Anakin (A) beneath Anakin (C)? Just put 1 build counter on Anakin (A), then deploy him.

- If the new card played on top of the stack in an arena has a different unit type than the previous card at the top of the stack, the unique unit's unit type changes to the new

top card's unit type and immediately moves to the appropriate arena for the new unit type.

Putting a new card beneath or on top of a unit stack has no effect on the number of damage counters on the unit. When stacking a unit card, effects printed on that unit card that trigger when it is deployed do not apply if the card is not deployed to the top of the stack, **except card effects where the effect refers to the card as being stacked under a card, or beneath the top card of the stack.**

Rearranging Cards in a Stack

During your build phase, you can spend build points to rearrange cards in a unit stack so a different one is on top. If the card you want on top has a higher build cost than the one already on top, you must pay the difference in build points all in one turn. If the card you want on top has a lower build cost, you can put in on top for 0 build points. There are special rules for Characters with the Pilot ability.

If the new card rearranged to the top of the stack in an arena has a different unit type than the previous card at the top

of the stack, the unique unit's unit type changes to the new top card's unit type and immediately moves to the appropriate arena for the new unit type.

When rearranging an Equipment stack attached to a unit, you must also pay the equip cost of the card you want on top in addition to any difference in build points.

Rearranging cards in a unit stack has no effect on the number of damage counters on the unit.

GLOSSARY

→: Activated abilities and effects with an activation cost always use arrows. The cost is before the →. The effect is after the →.

↻: Pilot This symbol appears on unit cards that can pilot other units. (See *Pilot*.)

👆: "Tap this unit." This symbol appears in costs of activated abilities. You can't pay a cost that includes tap if the unit is already tapped. (See *tap*.)

: Some units have variable speed, power or health values denoted by a "" instead of a numeric value. These variable values are set by the unit's effects and are considered the unit's printed values. These variable values are "turned off" and are considered "unknown" (not "0") during setup, when the unit is not in an arena and when the unit is piloting another unit. For a unit with variable health, its remaining health is only determined when the health value is known.

ability: Text in a unit's text box that provides an effect in the game. Abilities can be activated, static, or triggered.

Accuracy X: A static keyword ability, written as "Accuracy X," that means "Add +X to each of this unit's attack dice." The Accuracy ability makes hitting more likely when your unit attacks. A bonus or penalty to your attack dice from Accuracy can't alter "natural" rolls and can't give you a chance of doing extra damage with Critical Hit or keep the extra damage from happening with Parry. (A "natural" roll is one where one of the dice actually shows a six, before any bonuses or penalties.) If a unit gets the Accuracy ability after you roll attack dice, it's too late to affect the damage. Accuracy is cumulative. If one of your units already has Accuracy, it can get a second Accuracy ability. If that happens, add both Accuracy values to get the unit's cumulative Accuracy.

Accuracy -X: A negative Accuracy value that means "Subtract X from each of this unit's attack dice." This makes hitting less likely when your unit attacks. (See *Accuracy X* for more details.)

activated ability: An ability of a unit you play by paying its cost. Every activated ability has the → symbol in its text. The cost is before the →. The effect is after the →. You can play activated abilities only when it's your turn to play during a chance to play effects with an activation cost. You can play an activated ability only once each time it's applicable (once each turn, once each attack, once each time damage is impending, and so on).

Note that non-unit cards can also use the → symbol. This splits up the cost and effect; it doesn't make them activated abilities.

activation cost: The cost needed to activate an effect. Activated abilities, Battle cards, Equipment cards, and some Mission and Location cards use arrows (→) to indicate the cost before the arrow and the effect after the arrow. Various types of payments may be required for activation costs, including build, Force, tap, and discard.

arena: One of the 3 sections where battles take place: Space arena, Ground arena, and Character arena. Each of your units can attack only your opponent's units in the same arena.

Armor: A static keyword ability that means "If rolling dice at this unit, this unit is damaged only on a 5 or more." Armor makes a

unit more difficult to hit. Accuracy and Armor interact naturally. A unit with Accuracy 1 attacking a unit with Armor hits with 4's, 5's, and 6's. Armor is not cumulative (having two Armor abilities would not limit hits to 6s). Armor redefines what die roll result is required to hit a unit. It does not modify the die roll like Accuracy. Armor works against any dice being rolled for damage against the unit, not just attack dice.

"as long as": Effects that say "as long as" apply to the unit only for the duration of time that the condition is true. If the condition changes, the effect may be discontinued.

Example: If you have Cin Drallig (A) and Yoda (J) in the Character arena, Yoda would receive Parry 1 from Cin Drallig. But if you equip Yoda (J) with Obi-Wan's Lightsaber (A), then Yoda would no longer get the ability granted by Cin.

If you play an effect that does not say "as long as," then if the qualifying condition changes, it does not change whether the unit or player gets the effect. Whether the unit or player gets the effect depends entirely on whether the condition was met at the time the effect was played.

"at any time": An effect that says that it may be used "at any time" means that the effect may be used during any PoP chance except a damage-prevention PoP, disrupt PoP, or re-roll PoP.

attach: See *equip*.

attack: The time between choosing the defending unit and putting damage counters on that unit. In an attack, the attacking unit does damage to the defending unit, but the defending unit does no damage to the attacking unit except by means of abilities such as Deflect and Retaliate.

Steps of Attacking

1. Choose a defending unit and tap the attacking unit.
2. Attack PoP begins. "When this unit is attacked/attacks" abilities trigger and resolve. Play or Pass chance continues. Play effects with an activation cost. (Retaliate and Intercept is activated here.)
3. Roll attack dice.
4. Reroll PoP chance occurs. Players may use "reroll attack dice" abilities and effects, including Lucky.
5. Assign hits to the defending unit.
6. Attacking player may use *Overkill* to assign hits in excess of the defending unit's remaining health to a second unit.
7. Determine damage pending based on hits assigned.
8. Damage-prevention PoP occurs. Players may use *Evade*, *Deflect* and "prevent" effects to prevent damage to each unit damaged in the attack.
9. Place damage counters.
10. Determine if damage counters equal or exceed defending unit's health.
11. If damage counters exceed the unit's health, a discard PoP occurs, in which "when this unit is discarded" and "when this unit would be discarded" effects trigger and resolve, then discard it if the unit is not stopped from going to discard.
12. Attack ends. Any effects (such as Retaliate) waiting for resolution when the attack ends may now be resolved.

attacking unit: The unit currently attacking. A unit becomes the attacking unit when it attacks another unit. That unit becomes the defending unit.

Battle card: A card representing the strategies and tactics your units can use in battle. You can play Battle cards only during a Play or Pass opportunity. Some Battle cards, such as those that prevent damage or reroll dice, can only be played at certain times. Please refer to the Play or Pass section for more information.

Battle phase: The phase of the turn in which battles take place. It has 3 steps: the Space battle step, the Ground battle step, and the Character battle step. Each type of unit fights during the matching step.

bidding: During a game, there may be opportunities to bid for things such as who starts the game with which side of deck (Light Side or Dark Side), who gains control of a unit, and who wins a contest for versions of a unique unit.

Bidding Sides in Setup

One popular way to determine who plays Dark Side or Light Side before setup, is bidding build points. Bidding sides in setup is entirely optional (players may choose just to roll dice to see who goes first). Bidding is a way to equalize the sides and make game play more challenging by reducing the amount of starting build the winner of the bid will have and which side the winner will play. The winner of the bid is usually more confident in their ability to win than the one who lets go of the bid.

In order to bid starting build, each player rolls a die. Whichever player rolls higher begins the bid. That player chooses a side to bid for and then says at what amount of build he or she would like to begin the bid. As the two players bid back and forth, they reduce the number of build points that will be available to the winner of the bid. Each one may reduce the bid as much as they like. The one who lets go of the bid will play the opposing side with the full 30 starting build points, while the winner of the bid will play the deck that was bid for using a number of build equal to the final bid value.

Bidding is also useful for bluffing your opponent into taking the bid to end up with fewer build points, allowing you a little more edge.

Bidding to Gain Control of a Unit

Normal bidding during the game is generally done with bidding Force. When an effect says that two players may bid Force to determine who gains control of a unit, they determine privately how much they are willing to bid. This can be done by putting a number of bid counters in one's hand and the two players reveal the number of bid counters they are holding. Whoever bids higher wins the bid and must pay that much Force to gain control of the unit. The player who lost the bid does not pay any Force. Dark Side wins all bidding ties, unless an effect says otherwise.

Bidding to Contest Unique Units

When contesting unique units, players bid Force to win the contest. The bidding starts with the Dark Side player, who makes his or her first Force bid (of 0 or more). Then the Light

Side player makes his or her first Force bid (of 0 or more). You don't have to bid more Force than your opponent's bid. After that, bidding continues to alternate between the two players until neither player wants to raise his or her Force bid. Players can't bid more Force than they currently have.

When the bidding ends, each player adds his or her unit's total build cost and final Force bid. (Total build cost includes +1 for each card stacked under the unit). The player with the higher total wins the bid. (The Dark Side wins ties.)

The winner of the contest pays Force equal to his or her final Force bid, and his or her unit stays in battle. The loser of the contest is moved to the build zone. This is not considered a retreat, so effects or abilities that prevent retreat will not prevent the move to the build zone. The losing player pays no Force, and his or her unit is moved without tapping.

Bombard: A static keyword ability, written as "Bombard X," that means "This unit may attack a unit in the Ground arena instead of a unit in the Space arena, using X power plus any other effects." When a unit (in the Space arena) with the Bombard ability attacks, you choose whether to use Bombard or to make a normal attack. If you use Bombard, the unit can't attack units in the Space arena. The X (in "Bombard X") replaces the power printed on the card. Anything that has changed the unit's power also changes the X. Since Bombard counts as an attack, any bonuses like Critical Hit or Accuracy still apply. If one of your units already has Bombard, it can get a second Bombard ability. Bombard is cumulative (if a unit has more than one Bombard ability, add all of its Bombard values together to determine the unit's total Bombard value before rolling attack dice).

Bounty: A triggered keyword ability, written as "Bounty: [You gain X]," that means "When this unit damages another unit and the other unit is discarded, you gain the Bounty value when your next build step starts." Many units, especially bounty hunters, earn a bounty when they eliminate another unit. Bounty creates a held effect that happens at the beginning of your next build step. 'X' could be extra build points, tapping or discarding an opponent's card, or any number of other effects. If a unit with the Bounty ability is given another Bounty ability, it is treated as a separate Bounty that will trigger with the other one.

build: Choose a unit, Mission, Location, or Equipment card from your hand and put it face down into your build zone. Then spend 1 or more build points and put that many build counters on the card.

build cost: The number in the upper left of every Space, Ground, and Character card. A Mission, Location, or Equipment card's build cost is in the upper right. Unless otherwise stated, references to a card's build cost refer to a unit's total build cost (its printed build cost plus any modifications due to stacking). Cards put face-down under, Pilots set on, and Equipment attached to the unit do not count toward the unit's build cost.

build point: Each turn, the Light Side player rolls for build points, then both players have that number of points to spend on building unit, Mission, Location and Equipment cards, paying Upkeep costs, and/or effects with an activation cost. Any unspent build points are wasted when your build step ends.

build step: the point in the game in which you take advantage of "play only at the start of your build step" and "play only during your build step" effects and rules (which may include drawing a card, paying Upkeep, and gaining Bounty), and build units, Equipment, and Mission cards.

build zone: The part of the table in front of you and below the arenas. It's where you put cards while you're building them. Also, when you retreat your units, they move back into the build zone. All abilities of units (other than Reserves, Hidden Cost, Pilot, stand-alone "Treat this unit as a [subtype]" printed on the unit, and Upkeep) turn off if they're in the build zone.

"can't use": A phrase indicating that certain cards and/or card effects can't be played for a specified duration. This includes

triggered effects, static effects, and effects with an activation cost.

"can't use Evade": Your opponent can still use Battle cards and other effects (e.g., such as deflect) that prevent damage. The effect only stops your opponent from playing the Evade keyword ability to prevent any damage from the unit during this attack.

chance to play effects with an activation cost (a.k.a. "PoP chance"): At certain times during each turn, there will be chances to play effects with an activation cost. During each one, you may choose to play an effect with an activation cost or pass and do nothing. Then your opponent has the option to Play or Pass. You continue until both players have passed in a row.

Character: All Character cards have a purple border. You build your Character cards in the build zone. Most Characters are unique, and many have multiple versions that stack together.

Character arena: The arena for your Characters.

Character battle step: The third step of the battle phase. Characters fight during this step.

"choose one:": A phrase indicating you have to choose between 2 or more options when you play some effects. You can't change your mind later. The options might work at different times of the turn. The option you choose will tell you when you can play it.

complete (a card): When you complete a Mission, Location, or Equipment, you show your opponent that the number of build counters on one of your Missions, Locations, or Equipment is at least as high as the Location, Equipment, or Mission's build cost. Put the Equipment in the build zone, put the Location in its arena, or follow the instructions on the Mission card, and then put it into your discard pile. Even if a Mission card has enough build counters on it, you don't have to complete it.


contesting: When two versions of the same unique unit and/or Equipment are in any arena, players determine which one stays in its arena and which one gets moved to the build zone by bidding. See *bidding* for more details.

controller: The controller of a card is the player who currently uses the card as if it were his or her own. The owner begins the game as a card's controller. Effects may cause the controller of units, Pilots, and Equipment to change during the game. When this happens, the player who controls the card or stack puts it on his or her side of the board. With the exception of the Global Zone Rule (p. 15) or effects that refer to the card's owner, a player who controls a unit, Equipment, or Pilot controls all aspects of that unit, Equipment, or Pilot.

If your opponent gains control of one of your unique cards, your opponent may stack any versions of that card on or in that card's stack as normal. You may not add to or rearrange a stack while it is in your opponent's control.

When a player gains control of a card, they gain control of all versions of that card stacked on that card before and after they gain control of that card, until control is turned back over to the original controlling player.

Control effects that last "until [specified time]" are set and held until the specified time. The effect is in play once control of the card is assumed. When the turn is over, the card or stack returns to the player who controlled it before the control effect took place no matter what version of the card is on top at the time the return takes place (even if the name changes).

cost: Anything that you must pay before playing a card effect or ability, finishing building a unit, completing a Location, completing or equipping an Equipment, or completing a Mission. The cost of an effect with an activation cost comes before →. If a cost includes , you can pay the cost only if the unit with the ability is untapped. The build cost of a unit, Location, Equipment, or Mission card is next to the card's name.

counter: A bead, die, or other marker that represents a change to the card it's on. This game uses many types of counters,

including build counters and damage counters. All counters are removed from a card when that card is discarded.

Counters other than build counters and damage counters are defined only by effects on cards. In the absence of card effects referencing such counters, those counters have no meaning or value.

Critical Hit: A triggered keyword ability, written as "Critical Hit X," that means "While attacking, this unit does X more damage if you roll at least one natural six." No matter how many dice come up as 6's, the unit still does only X more damage.

If a unit gets the Critical Hit ability after you roll attack dice, it's too late to affect the damage. Critical Hit is cumulative. If one of your units already has Critical Hit, it can get a second Critical Hit ability. If that happens, both Critical Hit abilities add to the damage if you roll a natural six. 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.) Critical Hit applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate. You or your opponent may reroll dice to affect the number of natural sixes.

damage: What the attacking unit does to the defending unit during battle. Units, Battle cards, Mission Cards, and even Locations can damage units. If a card effect or ability puts damage counters on a unit, that's not the same as doing damage and can't be prevented.

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

damage counter: You put a damage counter on a unit when it takes damage. A unit's health shows how many damage counters it can take before it's discarded. In an attack, put a number of damage counters on the defending unit equal to the amount of damage the attack did (after damage prevention).

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

deck: You can't look at the cards in either player's deck during a game. Before playing, shuffle your deck well. If you run out of cards in your deck, nothing special happens. Just keep playing with what you have. Make sure your deck:

- Has at least 60 cards.
- Doesn't contain both Light Side and Dark Side cards. Any deck can use neutral cards.
- Has at least 12 Space unit cards, 12 Ground unit cards, and 12 Character unit cards.
- Doesn't have more than twice as many unit cards of one type than of another type.
- Has no more than 4 copies of any card with the same name and version.

defending unit: The unit that's being attacked. The player whose unit is attacking chooses to attack one of his or her opponent's units. He or she can choose a tapped or untapped unit. The attacking unit rolls dice to do damage to the defending unit. The defending unit doesn't do damage to the attacking unit.

Deflect: An activated keyword ability, written as "Deflect X," that means "Prevent X damage to this unit, and this unit may do that much damage to a unit of your choice in the same arena." You can play Deflect only during a chance to prevent damage to the unit that has the ability. If you also have the unit do damage to another unit, that damage creates a new instance of damage and a new chance to prevent damage, after the current one. The damage that the unit does equals the damage it prevented. During each chance to prevent damage, you can play Deflect only once for each source of damage. If a unit with the Deflect ability is granted another

Deflect ability, it is considered a separate ability, not cumulative.

When a defending unit Deflects damage, the damage is prevented first. Once the defending unit's damage prevention PoP ends, then the unit receiving the new instance of damage may choose to Deflect the deflected damage back to the original defending unit or another unit during its damage prevention PoP chance. This may occur back and forth any number of times depending on whether Deflect continues to be activated. Damage is then applied to the units involved where necessary, and the attack ends.

A unit may deflect to itself with the new instance of damage, causing another damage prevention PoP in which you may choose to use the Deflect ability again. This may continue for as long as you have Force to pay the cost.

deploy: Show your opponent that the number of build counters on one of your unit cards is equal to or greater than the unit's build cost, and then put the unit face up in its arena. Even if a unit card has enough build counters on it to deploy, you don't have to put it into its arena.

Deployment is considered instantaneous. Nothing can occur during a unit's deployment. Abilities are not active until the unit is deployed, at which point deployment effects may trigger if it is deployed to an arena. If it is deployed to the build zone, deployment effects in the game text of the unit being deployed may not trigger.

Only units are "deployed". A unit may only be deployed to an arena or the build zone.

dice: Six-sided dice are used for many things in the Star Wars TCG, including rolling attack dice, dice of damage, and for build points.

dice of damage: Some effects do "X dice of damage," rather than just "X damage." You roll X dice to see how much damage the card does. For each of those dice that comes up 4 or higher, the card does 1 damage. Effects that do "X dice of damage" or "X damage" aren't attacking, so the Accuracy ability has no effect on them.

Dice of damage may be affected by Armor and cause Stun, but is not affected by Shields, Lucky, Accuracy, Overkill, Parry, Intercept, or Critical Hit.

discard: Move a card or unit from where it is to the discard pile. When you're told to discard a card or unit, you'll also be told from where to discard it. If you have a unit in an arena or the build zone with at least as many damage counters as its health, discard that unit.

If a card effect or ability instructs you to discard one or more cards, but doesn't specify from where, the cards are discarded from your hand.

discard pile: A face-up pile near your deck. Any player can look at the cards in any discard pile at any time. If one of your cards or units is discarded, put it into your discard pile.

disrupt: After an opponent has played a Battle card, paid the cost of an activated ability, or completed a Mission, a disrupt effect can negate the effects of that Battle card, Mission card, or activated ability. Your opponent still loses whatever cost, if any, that he or she paid to play that effect. Any Battle card can be disrupted, even a Battle card that disrupts. If a Battle card that disrupts is itself disrupted, the original Battle card has its effect. Some disrupt effects include other effects, such as "Disrupt a Battle card unless its controller pays 2 Force." These effects occur when the disrupt effect resolves, after players have the chance to disrupt that particular disrupt effect.

After an opponent has declared an attack, deployed a unit, or completed a Location, a disrupt effect can negate the attack, unit deployment, or Location completion. Your opponent still loses whatever cost, if any, that he or she paid to deploy or complete a card, and that card is discarded. Disrupting an attack immediately ends the attack as if it never took place (there will be no "when the attack ends" trigger for a disrupted attack), unless that disrupt is itself disrupted. These effects

occur when the disrupt effect resolves, after players have the chance to disrupt that particular disrupt effect.

A player can disrupt his or her own Battle cards, Missions, activated abilities, attacks, unit deployments, or Location completions.

Double Strike: A triggered keyword ability written as "Double Strike," that means "When this unit's attack ends, if it tapped for that attack, you may choose a unit that it can attack. If you do, this unit attacks that unit." This unit may attack twice in the same turn against the same unit it attacked the first time, or a different unit it can attack. The first attack must begin with the declaration of a defending unit, then tapping the attacking unit. When this first attack ends, the unit does not untap to begin its second attack when a defending unit is chosen. Since the second attack does not include tapping the attacking unit, the attacking unit may not attack over and over. If the unit untaps after it makes its first attack and Double Strike attack, it may use Double Strike again when it taps to make another attack.

Double Strike is cumulative. If a unit gets a second Double Strike ability, it can use the second Double Strike ability to attack a third time without untapping.

draw: Take the top card of your deck and put it into your hand. You draw one card each turn, at the start of the build step.

Droid: A subtype of unit. Space units, Ground units, and Characters can be Droids. You can't put a Pilot on a Space or Ground unit that's a Droid, even if that Pilot is also a Droid.

Enhance: A keyword effect that you can play instead of a Battle card or Mission's normal effect, paying a higher cost. You can't play a card's Enhance effect in addition to the normal effect, unless it says it can. You must declare that you are playing the Enhance effect when you play the card.

effect: Text in the text box of a card that causes something to happen in the game. An effect occurs when you complete a Mission or pay a card effect's or ability's cost. There are 3 types of effects: triggered, static, and those with an activation cost. There are 2 durations of effects: continuous effects and one-shot effects.

equip: You can pay an Equipment's equip cost (usually Force or build points) to attach it to the appropriate unit type. When you attach it, put the Equipment under the unit's stack. The Equipment is not a *part of* or *in* the unit's stack, but is *attached to* the unit's stack.

equip cost: The cost you pay (typically build and/or Force) to attach a piece of Equipment to one of your units. This cost can only be paid during your build step. You can move Equipment from one unit to another, but you must pay the equip cost each time, and this can only be done during the build step.

Equipment card: A card with a silver border. You can build an Equipment card and then pay its equip cost to attach it to a unit. That unit gains the abilities granted by the Equipment. (You can move an Equipment card multiple times during the build step, as long as you pay the cost each time it is moved.) If the unit is discarded, the Equipment stays in play — you detach it from the discarded unit and return it to the build zone, and you can attach it to a new unit during your next build step. Equipment cards specify exactly what type of unit they can be attached to.

A player may only equip units the player controls. Equipment only provides its effect to the unit to which it is attached. You may not keep paying the equip cost of one piece of Equipment over and over again to stack the effect on one unit. During your build step, you may detach Equipment you control from a unit and place it in the build zone for no cost. You can't equip or detach Equipment to or 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. 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 detach the Equipment from a unit and put it into his or her build zone during the build

step or pay the equip cost to attach the Equipment to another valid unit.

Unique Equipment

Some Equipment is unique. Unique Equipment, like units, have a version letter to the lower right of the card. Unique Equipment follows special rules.

You can only have one unique Equipment with the same name in play on your side of the board. If two or more unique Equipment with the same name do appear on the same side of the board, use the section for Unique Cards to choose which one to tap.

Evade: An activated keyword ability, written as "Evade X," that means "Prevent up to X damage to this unit." You can play Evade only during a chance to prevent damage. During each chance to prevent damage, you can play Evade only once for each source of damage. Example: You have a Jedi with the following ability: "Pay 2 Force → Evade 2". Your opponent attacks and scores 1 hit. You can pay 2 Force to negate that hit. If your opponent attacks with a second unit and scores 3 hits, you can pay 2 Force to negate 2 of those hits, taking 1 damage. If a unit with the Evade ability is granted another Evade ability, it is considered a separate ability, not cumulative.

face-down: A unit card that is face-down is not considered a unit. Face-down cards are not considered "in play" unless an ability or effect states otherwise.

Face-down cards under a unit

- Cards that are face-down under a unit are not in play and do not count toward the unit's total build cost, speed, power, or health, unless an effect says otherwise.
- All face-down cards under a unit stay with the unit no matter who controls the unit or in what zone the unit is played in.
- When a unit with face-down cards under it is discarded, the face-down cards remain set aside (i.e., out of play) until the game ends.
- If a different version of a stacked unit with face-down cards under it is placed on top of the stack, the face-down cards remain under the stack, but the effect that put them there would no longer apply. Any version with a new ability relying on cards face-down under the unit placed on top, or if you rotate the original version back to the top, would benefit from the face-down cards.

Force: Many effects with an activation cost have a Force cost. Both players gain 4 Force during the Ready phase.

Force-activated ability: Any ability that includes a Force cost before the →.

Force cost: A cost (if any) before → on an effect with an activation cost, written as "Pay X Force." Some cards may also have other costs before →.

Fury: A triggered keyword ability written as "Fury X," that means "If you roll at least one natural 4 for this unit's attack, roll X additional attack dice." No matter how many dice come up as 4's, you still roll only X additional attack dice. Fury allows a unit to gain additional attack dice based on its first attack dice roll. If a natural 4 is rolled during the additional attack dice roll, it will not trigger the Fury ability again, since a natural 4 was already rolled for this unit's attack.

If your unit gets the Fury ability after you roll attack dice, it's too late to roll additional attack dice if a natural 4 is rolled. If one of your units already has Fury, it can get a second Fury ability. Though Fury is cumulative (if a unit has more than one Fury ability, add all of its Fury values together to determine the unit's total Fury value before rolling additional attack dice), it can't be less than zero. Bonuses or penalties to your attack dice from Accuracy can't create "natural fours" to increase the chance of rolling additional attack dice with Fury. (A "natural" 4 occurs when one of the dice actually shows a "4", before any bonuses or penalties.) Fury applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate, or spillover damage like Overkill.

Global Zone Rule: If a card would go to any discard pile, hand, or deck other than its owner's, it goes to the corresponding zone belonging to its owner instead.

Example: The Yoda (K) effect is "When discarded from play Yoda is, 4 Force gain, and into your hand put Yoda." If the Dark Side player controls Yoda (K), and Yoda (K) is discarded, the 4 Force will go to the controller (Dark Side player), but the card will be returned to the Light Side player's hand.

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 the Light Side player controls Vader's TIE Fighter (A), then the Light Side may pay the 2 Force. However, Vader's Fighter will not be in the Light Side discard pile when the effect resolves. Therefore, neither side will retrieve Vader's TIE Fighter.

If the unit is returned to its owner's hand, then each card in the stack goes to its rightful owner.

Ground arena: The arena for your Ground units.

Ground battle step: The second step of the battle phase. Ground units fight during this step.

Ground unit: All Ground units have a green border. You build Ground units in your build zone.

hand: The cards you've drawn but haven't played yet. Only you can look at the cards in your hand. You start each game with 7 cards in your hand. There is no maximum number of cards that you can hold in your hand.

health: The number of damage counters a unit can take before it's discarded. If you have a unit in an arena or the build zone with at least as many damage counters as its health, discard that unit. Remaining health = Total Health – damage counters.

References to a card's health refer to that unit's total health, not its remaining health. A unit's total health is its printed health plus any modifications due to stacking or other effects. Cards that are face-down under a unit do not count toward the unit's total health, unless an effect states otherwise.

Hidden Cost: A static keyword effect, written as "Hidden Cost X," that means "If you have at least X build counters on this card, you may deploy it or complete it at any time by paying Force for the remaining build cost." Hidden cost can only be played if your card is facedown in the build zone and has the required number of build counters on it. You can reveal your card and pay the required Force during any Play or Pass opportunity other than those created by damage, by roll of dice, or by disrupt. If one of your cards already has Hidden Cost, it can get a second Hidden Cost effect. Though Hidden Cost is cumulative (if a card has more than one Hidden Cost effect, add all of its Hidden Cost values together to determine the unit card's total Hidden Cost value before using this ability), it can't be less than zero.

You may not use Hidden Cost to deploy a Pilot to a unit. You can't use Hidden Cost during your build step. You may use it during any Play-or-Pass opportunity not reserved for a specific type of effect (e.g., it cannot be used during reroll, damage prevention, or disrupt PoPs).

You can't gain Force by overbuilding a card, and getting a "refund." If you wish to deploy or complete an overbuilt card using the Hidden Cost ability, you simply spend the remaining Force, if any, to do so.

If you wish to put a card into a stack when you deploy it with Hidden Cost, figure the build cost per normal stacking rules, then figure out what your remaining build and/or Force cost will be.

Hidden Cost is a static effect and is not affected by abilities or effects that disrupt or otherwise prevent the play of activated abilities.

You may choose to use Hidden Cost after all units are tapped, and before moving on to the next battle step or ending the turn.

hit: A roll of one of the dice that comes up 4 or higher when a unit attacks. Each hit does 1 damage to the defending unit.

"in battle": Unit cards and Equipment cards are not considered "in battle" unless they are in an arena.

"in play": Unit cards, Location cards and Equipment cards are not considered "in play" until they are turned face up (i.e. deployed or completed). Abilities that are useable while a card is face-down do not make the card "in play." Partially built cards that are face-up are not considered "in play."

Effects that state "While [...] is in play..." allow any effects that follow it to work while in any arena or the build zone.

Intercept: An activated keyword ability, written as "Pay X Force → Intercept," that means "If a unit is attacking one of your other 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, though, you can't use its Intercept for that attack. You can still pay the Force, but the defending unit won't change. Some units have conditional "can't attack" abilities. If the "can't attack" condition is met, then the attack returns to the previous defending unit.

Each instance of intercept may only be played once per attack. Intercept is not a prevention ability. If a unit with the Intercept ability is granted another Intercept ability, it is considered a separate ability, not cumulative. A unit with two Intercept abilities could use each one once per attack.

Intercept does not cause a new attack. You can intercept the same attack with any number of units. Each defending unit Intercepting is considered to have been attacked and cannot be affected by effects that seek out units that have not been attacked.

Intercept does not "turn off" effects of either player, but it may cause an effect applied to an original defending unit to "turn off," as effects are not transferable unless all static conditions are met by the intercepting unit or triggered conditions are set or applicable to the intercepting unit.

Ion Cannon: A static keyword ability, written as "Ion Cannon X," that means "This unit may attack a unit in the Space arena instead of a unit in the Ground arena, using X power plus any other effects." When a unit (in the Ground arena) with the Ion Cannon ability attacks, you choose whether to use Ion Cannon or make a normal attack. If you use Ion Cannon, the unit can't attack units in the Ground arena. The X (in "Ion Cannon X") replaces the power printed on the card. Anything that has changed the unit's power also changes the X. Since Ion Cannon counts as an attack, any bonuses like Critical Hit or Accuracy still apply. If one of your units already has Ion Cannon, it can get a second Ion Cannon ability. Ion Cannon is cumulative (if a unit has more than one Ion Cannon ability, add all of its Ion Cannon values together to determine the unit's total Ion Cannon value before rolling attack dice).

Location card: Each Location card has a color that matches the arena into which you put it, except for brown Locations which may be put into multiple arenas, each based on the arena subtype(s) on the type line. Only 1 Location card can be in play in each arena.

Locations with no printed build cost have a build cost of zero.

If a Location has a multi-arena subtype, multiple copies of that Location may be in play in two or three arenas simultaneously (still with the restriction of 1 Location per arena).

Location cards are not unit cards, don't count toward the 12-card minimum per arena, are not deployed, and aren't Space, Ground or Characters cards. They are Locations with the Space, Ground or Character subtype.

Treat Locations that say "you may deploy this Location to any arena" as if they say "you may put this Location into any arena".

Lucky: A static keyword ability written as "Lucky X," that means "Each attack, you may reroll up to X of this unit's attack dice against the defending unit or have your opponent reroll up to X attack dice against this unit." When attack dice have been rolled, both players have an opportunity to use Lucky, Dark side first, then Light Side. You may choose whether to use this static effect after all triggered reroll effects resolve. You may choose to roll any number up to the Lucky value. If a unit has more than one Lucky ability, add all of its Lucky values together to determine the unit's total Lucky value before rerolling any attack dice. Though Lucky is cumulative, it can't be less than zero. If the number of dice rolled is less than the value of Lucky, then the number of dice rolled is the maximum number that may be rerolled (You don't need to roll the full number of dice). You cannot roll more dice than are rolled even if the Lucky value is greater than the number of dice rolled.

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.

miss: A roll of one of the dice that comes up 3 or lower when a unit attacks. Misses don't do any damage.

Mission card: A card you build in your build zone until you complete it — at which point, you follow its instructions and then discard it.

mulligan: When a game starts, discard any number of Battle, Location, Equipment, and Mission cards and draw the same number of cards. After the Dark Side player has taken a mulligan, or has chosen not to take a mulligan, the Light Side player may then take a mulligan. Each player may take a mulligan only once and only before putting any units into arenas.

Multi-arena unit: All Multi-arena units have a brown border. You build Multi-arena units in your build zone. These units may fight in more than one arena.

During setup, when a multi-arena unit is put into an arena, it cannot be moved from that arena until the build step starts. During the player's build step, the player may move their multi-arena unit(s) between the arenas it can fight once per turn.

A multi-arena unit card has both unit types when it is not in an arena. While in an arena, its unit type is only the arena's unit type, and the other unit type (or types) is only considered for allowing the unit to move to another valid arena.

name: The text at the top of a card that distinguishes it from all other units and does not include version letter (A, B, C, etc.), or any other trait of the card. Effects that refer to a Character name (such as Luke Skywalker) do not refer to any unit owned by that Character (such as Luke's X-Wing). Non-unique units with an effect that refers to the non-unique unit by name should refer to the non-unique by "this unit" instead.

Different non-unique cards sharing the same name are considered independent from each other. You can have 4 of each in your tournament decks. When a different card refers to a card's name, it may refer to that card and other cards with the exact same name.

natural: A die result that exists before any other effects are applied (unless they reroll dice). When a card says "if you rolled at least one natural six," it's telling you to check if you rolled 6 exactly on at least one of your dice. When you want to know a natural die roll, ignore any cards that modify the die roll unless they reroll dice.

"on a unit": This is where a Character using the Pilot ability is in the Space or Ground arenas. You can put a Pilot only on a unit with the correct subtype. You can put a Starfighter Pilot only on a Starfighter, for example.

"other effects": Changes to a card's power. The Bombard and Ion Cannon abilities use the phrase "using X power, plus any other effects." Instead of using the power printed on an

attacking unit, you replace the power that was printed on the card (including any other power bonuses from cards stacked with it) with X. But anything else that's changed the unit's power also changes the X.

Overkill: A triggered keyword ability that means "When this unit attacks, you may divide hits in excess of the defending unit's remaining health between that unit and another unit in the same arena." You choose whether to play a unit's Overkill ability after you roll your attack dice, before damage prevention. The player who controls the attacking unit decides how many hits (if any) in excess of the defending unit's remaining health to assign to the defending unit. Overkill hits are treated as being caused by the ability, not by the die roll. Therefore, static keyword abilities, such as Shields, Parry, and Armor, on the defending unit have no effect on this "spillover" damage, but effects that prevent damage not specifically caused from attack dice work normally.

Hit assignment is made before damage prevention, and cannot be changed afterward. If the number of hits obtained is less than or equal to the defending unit's remaining health, all hits must be assigned to the defending unit. Any hits beyond this may be assigned to the defending unit or another unit in the same arena. Then both units get a chance to prevent damage. Overkill does not stack (it is not cumulative and may never split hits between more than 2 units, no matter how many Overkill effects may be granted to a unit).

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

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.



Parry: A triggered keyword ability written as "Parry X," that means "When this unit is attacked, prevent X damage to this unit if the attacking unit rolls at least one natural 1 against this unit." No matter how many dice come up as 1's, the unit still prevents only X damage. Parry can't affect unpreventable damage. Parry only prevents damage to the unit with the Parry ability. It can't prevent damage from the unit with the ability.

If your unit gets the Parry ability after your opponent rolls attack dice, it's too late to affect the damage. If one of your units already has Parry, it can get a second Parry ability. Though Parry is cumulative (if a unit has more than one Parry ability, add all of its Parry values together to determine the unit's total Parry value before preventing damage), it can't be less than zero. Penalties to your opponent's attack dice from Accuracy can't create "natural ones" to increase the chance of preventing extra damage with Parry. (A "natural" 1 occurs when one of the dice actually shows a "1", before any bonuses or penalties.) Parry applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate, or spillover damage like Overkill. You or your opponent may use a card effect or ability to reroll dice to affect the number of natural ones.

partially built: The status of any card that's in your build zone but hasn't been deployed or completed. It probably has 1 or more build counters on it. During setup, you can partially build the last card that you build. You must show it to your opponent first. During the game, you can partially build any number of cards without showing them to your opponent. Partially built unit cards are not considered units.

pay Force: Lower your Force total by the given amount of Force. You can never pay more Force than you have. A card might ask you to pay a cost other than Force (like build


points). Anything that asks you to pay any other kind of cost works the same way as anything that asks you to pay Force.

Pilot : A static keyword ability for Characters, written as "[subtype] Pilot. That [subtype] gets:" This ability allows the Character to move onto another unit that has the correct subtype. You can put a Starfighter Pilot only on a Starfighter, for example. Each Pilot gives one or more bonuses or abilities to the Space or Ground unit it is piloting. These are listed on the card, below the Pilot ability. When a card is piloting, only the text after Pilot  applies, and all other text (including card type, subtypes, etc) is ignored.

power: The number of dice you roll when one of your units attacks another unit. Unless otherwise stated, references to a unit's power refer to that unit's total power. A unit's total power is its printed power plus any modifications due to effects and stacking. Cards that are face-down under a unit do not count toward the unit's total power, unless an effect states otherwise.

prevent damage: Stop damage from reaching a unit. Effects that prevent damage can be played anytime damage would be done to a unit. That's the only time such card effects and abilities can be played. Card effects and abilities that prevent damage all use one or more of these words: "Evade," "Deflect," or "prevent." They're played in the damage-prevention chance to Play or Pass. Prevention abilities (including "Evade" and "Deflect") do not work in the build zone.

When a card causes damage against all units in an arena, 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.

"put" : When a card is "put" into an arena, it is not a "deploy", and does not allow a "deploy" effect to trigger.

put into battle: During setup, you can take a unit card from your hand and put it into its arena. You can also put units into battle during your build step, if those units had retreated in a previous turn.

Ready phase: The first phase of the turn. It has 3 steps: untap, gain Force, and roll for build points.

remaining health: A unit's remaining health is equal to its total health minus the number of damage counters on it.

remove from the game: Some effects require you to remove a card from the game. To remove a card from the game, set it aside. Do not set it in the discard pile or any other pile. Cards removed from the game don't affect game play in any way. It is as if it were any of your other cards that are not in the game. It can't be referenced by any effect. If a unique unit is removed from the game, another copy of that unique card can then be played.

replacement effect: An effect identified by statements such as "would be" and "instead of" that replaces an event that would normally occur as defined by a rule in the rulebook.

reroll: Roll the dice again. All card effects and abilities that require a player to reroll dice are played during chances to reroll. When you reroll dice, ignore the first roll entirely. Each card effect and ability that tells you to reroll dice lets you reroll them only once.

Reserves: A static keyword ability that allows one or more of a unit's abilities to work when, and only when, it is in the build zone. Reserves, Hidden Cost, Pilot, and Upkeep are the only keyword abilities that work in the build zone

Retaliate: An activated keyword ability, written as "Retaliate X," that means "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." You choose whether to play a unit's Retaliate ability when it is attacked, before dice are rolled (step 3 of the attack, see above). This ability allows your units to strike back at their attackers. Units with the Retaliate ability require you to pay Force to activate the Retaliate ability. If a unit has no printed Force cost for a Retaliate ability, then the ability is

considered to be "Pay 0 Force → Retaliate..." The Retaliate ability resolves when the attack is over, even if your unit gets taken out by the attack. Retaliate dice are just dice of damage, so static abilities like Accuracy and Critical Hit don't affect them. Stun, however, triggers on the unit doing damage, so it can trigger off Retaliate dice. If another ability (such as Intercept) involves an attack that affects more than one of your units, all those units can Retaliate, if they have the ability. Each instance of Retaliate may be played multiple times per turn, but only once per attack. If a unit with the Retaliate ability is granted another Retaliate ability, it is considered a separate ability, not cumulative.

When the Retaliate value is dependent on the unit's power, it is based only the state of the units power (including bonuses gained from the unit's stack and by any other effects) at the time the Retaliate is activated, not at the time the Retaliate is resolved.

Multiple units may Retaliate during an intercepted attack. Each Retaliate resolves at the end of the attack in the order it was declared.

Example: Unit C attacks unit A, who retaliates. Then unit B intercepts and retaliates. When the attack on unit B ends, unit A rolls Retaliate dice, then unit B rolls Retaliate dice.

retreat: Move one of your units from one of the three arenas to your build zone, or move one of your opponent's units to his or her build zone. You can retreat your untapped units during your retreat step (this taps them). Units in the build zone can't be attacked, as they aren't in one of the three arenas. Also, their abilities don't work as long as they're in the build zone (Except for Upkeep, Hidden Cost, stand alone "Treat [this unit] as a [subtype]" ability text, Pilot, and Reserves abilities). Retreating a unit (yours or your opponent's) doesn't prevent damage to it.

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 effect or ability doesn't tap or untap the unit.

retreat step: After both sides have spent all their build points and deployed any units they wanted to deploy (as well as sent any retreated units from a previous turn back into battle), they may retreat any untapped units in any of the three arenas. To retreat a unit, tap the unit and move it into the build zone. The Dark Side player has the first retreat step. Then the Light Side player has a retreat step.

You can't retreat tapped units during the retreat step. Only untapped units can retreat, because retreating in the retreat step taps the unit.

"return this [unit] to your hand": If a card with this text does not specify from where the unit is to be returned, it may only be returned to your hand from an arena.

reveal: show a card to your opponent and then discard it, unless otherwise stated.

roll: Take the correct number of dice in your hand and roll them onto a clear area of the table. If you roll too many dice, immediately roll again, rolling the correct number.

roll for build points: The roll that happens at the start of the "roll for build points" step. The Light Side player rolls one of the dice. The number rolled is the number of build points each player has during his or her build step. If a player has at least one unit in each of the three arenas, that player also gets 1 bonus build point.

"same name": Sharing the exact same title. Two cards have the same name if the English versions of their names are identical. You can't have more than 4 of any card with the same name and same version letter in any deck (you could have 4 of Luke Skywalker A and 2 of Luke Skywalker C, but not 5 of Luke Skywalker B).

"set aside": Cards that are set aside are not in play and are not a part of your hand or any other zone. Once a unit has been set aside, it is effectively "out of the game," so any

effects affecting that unit no longer apply, except the effect that caused it to be set aside. Other effects cannot target set aside cards. Set aside cards cannot be tapped or discarded to pay costs of other effects.

You may play set aside effects on units under your control. Control effects no longer apply. When the game ends, or when the unit that the controlled card is placed under is discarded, the card returns to its owner, but remains out of play.

If a unique unit is set aside, another copy of that unique card can then be played. If the unique unit returns to play, follow the normal unique rules. If a unit set aside has a Pilot on it, the Pilot goes with the unit it's piloting. If the unit comes back into play, the Pilot comes back with it.

In the case of a unit that has caused other units to be set aside, and that unit is discarded without meeting the return condition for the cards set aside, those cards remain set aside for the rest of the game.

A group of one or more cards that are set aside by a "set aside" effect are exclusive to that instance of the effect only.

Each time a set aside effect is active, it creates a new group of set aside cards distinct from other set aside groups created by other such effects or previous uses of the same effect.

setup: During setup, both players put units totaling 30 build points from their hands into the arenas. During setup, every time you put a unit into an arena, you draw a card. Ignore all text on the units that you put into battle. If you don't have enough build points left to put your last unit into battle, you can partially build it. Draw a card to replace it, as usual.

Shields: A static keyword ability, written as "Shields X," that means "Each unit gets $-X$ power as long as it's attacking this unit." Changing an attacking unit's power matters only before you roll its attack dice. If you give a unit Shields after your opponent has rolled for damage, it doesn't affect the roll. If one of your units already has Shields, it can get a second Shields ability. Though Shields is cumulative (if a unit has more than one Shields ability, add all of its Shields values together to determine the unit's total Shields value before rolling attack dice), can't be less than zero.

Space arena: The arena where the Space (blue) units go.

Space battle step: The first step of the battle phase. Space units fight during this step.

Space unit: All Space units have a blue border. Build your Space units in your build zone. They fight in the Space arena.

speed: Units with higher speeds attack before those in the same arena that have lower speeds. The Dark Side wins any ties for speed. Units can have negative speed. A unit with negative speed is considered to have speed 0 for all purposes except calculating speed value. Determine a unit's speed value by applying all bonuses and penalties. When a unit with a negative speed value gets a speed bonus, apply all bonuses and penalties from the negative value to determine the unit's total speed value.

Effects referencing a unit's speed include the printed speed and any modifications due to effects and stacking. Cards that are face-down under a unit do not count toward the unit's total speed, unless an effect states otherwise.

Spirit: A Spirit does not stack with any version of its name sake. It may be in play simultaneously. For instance, Obi-Wan's Spirit (A) does not stack with Obi-Wan Kenobi (A) and can be in the same arena.

A Spirit does not count toward controlling the Character arena for either player. But it is a Character and does count when it comes to getting an extra build point for having a unit in each arena.

stack: A pile of different versions of unique cards that represent the same person, ship, or vehicle. You can have up to four versions of a unique unit in a stack. A stack is a single unit in all ways. It has the type, text, speed, power, and health of the unit on top of the stack. Ignore the types, text (except text where the card refers to itself as being stacked under a

card, or beneath the top card of the stack), speed, power, and health of the other cards. For each card that's beneath that unit, it gets +10 speed, +1 power, and +1 health. You can't remove a card from a stack. If a stack is moved from one zone to another, all the cards in the stack go to the same zone.

static effect: An effect that works all the time. It doesn't start with "when," "whenever," or "at" and doesn't include → in its text. A static effect might have a condition, such as "as long as this unit is in the Space arena."

Stealth: A static keyword ability, written as "Stealth," that means "This unit can't be attacked unless it is tapped." A unit cannot declare an attack on an untapped unit with Stealth. Damage done by other effects not due to attack dice (Example: Overkill or Retaliate) can damage a unit with Stealth whether it is tapped or not. Stealth does not work in the build zone. If a unit with the Stealth ability is granted another Stealth ability, it is considered a separate ability, not cumulative.

step: Part of one of the three phases.

Stun: A triggered keyword ability, written as "Stun X," that means "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 anytime the unit damages another unit, not just if the damage is from when a unit attacks. If one of your units already has Stun, it can get a second Stun ability. Though Stun is cumulative (if a unit has more than one Stun ability, add all of its Stun values together to determine the unit's total Stun value before rolling attack dice), it can't be less than zero.

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). However, 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 does not lose any power because of Stun (because the deflected damage was done by a unit that doesn't have Stun).

subtype: The words after the first word on the type line of a unit card. There's a hyphen between a card's type and subtype(s). Sometimes there is an additional hyphen between subtypes. These hyphens don't affect the game.

A subtype with the same name as a type is still just a subtype. 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. Effects designating a Character or Characters that do not designate "Character card" or "Character Location" refer specifically to Character units.

If a card's text refers to a particular subtype, "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. Mission and Battle cards don't contain subtypes.

References to a two word subtype, such as "Imperial Officer", do not require the subtype to appear exactly as stated. All that is needed is for the subtype to have "Imperial" and "Officer" in the type line.

switch: An effect term used to trade the positions of cards, or trade the abilities of two unit cards. When abilities are switched, treat those abilities as if they're printed on the card the ability (or abilities) was switched with, but no longer on the card it is actually printed upon. If a unit has an effect that causes the switch, that effect can't be switched with another unit. This differs from the Switch keyword (see next entry).

Switch: A static keyword ability, written as "Switch: [first unit type effects]/[second unit type effects]/[third unit type effects]," that means "When this unit is in the first arena, it gets the first unit type's effects. When this unit is in the second arena, it

gets the second unit type's effects. When this unit is in the third arena, it gets the third unit type's effects." If there are no effects for one of the unit's arena types, it will say "None", meaning that it gets no effects while in that arena. There will not be a slash for an arena not listed in the unit's type. Thus, the unit's valid types will correspond to the unit's Switch effects. The Switch keyword itself does not allow units to change arenas during the battle phase.

tap: Turn a unit sideways, so that one of its longer edges is at the top. The tap symbol (☞) in an activated ability's cost tells you that you must tap the unit to play the ability. You can't play the ability if the unit is already tapped. When you attack with a unit, tap it to show that it has attacked.

total build cost: The build cost of a unit or group of units. If a unit is stacked, it gets +1 to its total build cost for each unit card stacked under it.

total health: The health of a unit or group of units. If a unit is stacked, it gets +1 to its total health for each card under it and modifications due to any other effects.

"Treat [this unit] as a...[subtype]" (stand-alone): A few units have text that tells you to "treat them as a" something, where that something could be Dark Jedi, Droid, etc. For example, Lobot says Treat Lobot as a Droid. This static ability adds "Droid" to Lobot's list of subtypes (the new subtype is in addition to its normal subtype) and is always active, even in the build zone, your hand, and discard pile.

"treat [this unit] as a... [type]" (within an ability): Some units have text within an ability that tells you to "treat them as a [type of card]." For example, Walking Droid Starfighter says "treat it as a Space unit." This text adds "Space" to Walking Droid Starfighter's type, and is only active in an arena. Units with this text are both their original type plus the new type.

triggered effect: An effect triggered by an event. The text that starts with the words "if," "when," "at," or "whenever" at the beginning of the text tells you at what event the effect triggers. For example, a triggered effect might read, "When this unit is discarded from the Ground arena . . ."

type: The first word on a card's type line (the line below the card's name). The card types are Space, Ground, Character, Battle, Mission, Location, and Equipment. Space, Ground, and Character cards are unit cards.

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.

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 Character type. This rule only applies to effects that refer to a card's Type.

unique: Having a single letter to the right of the text box. Space, Ground, and Character units and Equipment may be unique. The letter tells you the version of the unit or Equipment. Unique cards have special rules for stacking and contesting. Some people and equipment in the Star Wars universe are represented by unique cards with different names. These are treated as having the same name for the purposes of the contested units and equipment, unique units and equipment, and stacking rules.

unit: A Character, Ground, Space or Multi-arena card (not a Location) that is put into an arena. Each unit fights in one of the three arenas. Cards anywhere other than in play (completed and either in an arena or build zone) are "cards," but they are not "units" of those types. An activated ability of a unit works only in that unit's arena, unless the ability says otherwise or includes the words "Deflect," "Evade," or "prevent."

A deck will contain "unit cards". They will not be a "unit" until it is actually deployed into the build zone or an arena. A partially

built unit card is not a unit. A unit card in your hand or your deck is not a unit.

untap: Put a unit back to its normal, untapped position, where one of its shorter edges is at the top.

untap step: The first step of the ready phase. In the untap step, the Dark Side player untaps all his or her cards and units and then the Light Side player untaps all his or her cards and units. You can't play card effects during this step.

Upkeep: A triggered keyword ability written as "Upkeep: <cost>," that means "At the beginning of your first build step each turn, pay the Upkeep cost." Typically, costs involve a choice of payments such as Force, build points, or tapping the unit. 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 you can pay Upkeep, you must pay Upkeep. If part of a unit stack, the Upkeep is paid only if the unit card with Upkeep is on top of the stack. If for some reason you cannot pay any of the listed costs in full, then ignore Upkeep and go on with your build step. If a unit with the Upkeep ability is granted another Upkeep ability, it is considered a separate ability, not cumulative. 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).

Example: If a player has 2 build points to spend and has a unit with two Upkeeps, one is "Pay 1 build point" and the other is "Pay 2 build points", then 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.

A unit with Upkeep requires you to pay a cost every turn while it's in any arena or your build zone. Many units have more than one cost listed, each one separated by a comma. You must choose to pay one of those costs that you can each turn, and ignore the others. Upkeep, Hidden Cost, Pilot, and Reserves, are the only keyword abilities that work in the build zone.

Upkeep worded with multiple costs, such as "Discard 1 card, pay 1 build point, or tap this unit", are all considered an "or" condition. "Discard 1 card OR pay 1 build point OR tap this unit."

X: A variable value used in effect formulas that represents a number that is either printed on the card or which is determined by a condition printed on the card. When this variable represents the number of cards in a unique unit's stack, it includes the top card in the stack, so that if there is only one version of a card in play, that version causes the "X" to represent a value of "1". If there are multiple versions in the stack, the value represents 1 plus the number of versions under the top card.

When the variable represents a unit's power, it includes all bonuses affecting its power.

"you" or "your": 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.

A "you" or "your" that is part of an effect that triggers when a unit or Pilot goes into the discard pile, hand, or deck refers to the controller to the extent the effect does not violate the Global Zone Rule.


INDEX

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
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Table 1

Turn Sequence Summary
1. READY PHASE <ol style="list-style-type: none"> Untap Gain Force Roll for build points (Reroll PoP)
2. COMMAND PHASE <ol style="list-style-type: none"> Build Step (Dark Side completes the entire build step first, then Light Side) <ol style="list-style-type: none"> Start-of-build-step (Do the following in any order) <ul style="list-style-type: none"> Start PoP ("start of build step" effects) Draw (with Draw PoP) Gain Bounty Pay Upkeep Perform normal build step functions <ul style="list-style-type: none"> Build or complete units, Missions (with Disrupt PoP), Locations and Equipment Rearrange versions in a unit's stack Attach Equipment to units Use "Play only during your build step" effects. Move Pilots onto or off of units. Move units from your build zone to an arena Retreat Step <p>Dark Side retreats untapped units first, then Light Side.</p>
3. BATTLE PHASE <ol style="list-style-type: none"> Start of Battle <p>Start PoP ("Start of Battle phase" effects)</p> Space Battle Step <ol style="list-style-type: none"> Start PoP ("Start of the Space battle step" effects) General PoP Speed check. If there are no units left to attack with, go to End PoP. If opponent's unit is the same speed, Dark Side goes first. Attack PoP (See the <i>Attack Sequence Summary</i> chart). When attack is finished, return to General PoP. End PoP ("End of the Space battle step" effects) Ground Battle Step (Same as Space Battle Step) Character Battle Step (Same as Space Battle Step) End PoP ("end of turn" and "end of the Battle phase" effects) Check for win condition

Table 2

Attack Sequence Summary
<ol style="list-style-type: none"> Choose a defending unit and tap the attacking unit. Disrupt PoP begins to disrupt an attack. If the attack is disrupted, no further steps in the Attack Sequence will occur. Attack PoP begins. "When this unit is attacked/attacks" effects trigger and resolve. Then play effects with an activation cost. (Retaliate and Intercept is activated here.)* Roll attack dice. Reroll PoP chance occurs. Players may use "reroll attack dice" abilities and effects, including Lucky. Assign hits to the defending unit. Attacking player may use <i>Overkill</i> to assign hits in excess of the defending unit's health to a second unit. Determine damage pending based on hits assigned. Damage-prevention PoP occurs. Players may use <i>Evade</i>, <i>Deflect</i> and "prevent" effects to prevent damage to each unit damaged in the attack. Place damage counters. Determine if damage counters equal or exceed defending unit's health. If damage counters exceed the unit's health, discard PoP occurs, in which "When this unit is discarded" and "When this unit would be discarded" abilities trigger and resolve, then discard it. Attack ends. Any effects (such as Retaliate) waiting for resolution when the attack ends may now be resolved. <p>*The Steps of Attacking in the attack definition in the Glossary splits up triggered abilities and activated abilities in two different steps. This error has not been repeated in this summary or under Battle Phase (Attacking) in Section 2: Turn Structure.</p>
<p>Order of operations for damage prevention abilities to occur:</p> <ul style="list-style-type: none"> Triggered damage prevention resolves. Static damage prevention resolves. Effects with an activation cost that prevent damage can be played.

CARD SETS

-  1 – Attack of the Clones
-  2 – Sith Rising
-  3 – A New Hope
-  4 – Battle of Yavin
-  5 – Jedi Guardians
-  6 – The Empire Strikes Back
-  7 – Rogues and Scoundrels
-  8 – The Phantom Menace
-  9 – Return of the Jedi
-  10 – Revenge of the Sith
-  11 – Fall of the Republic
-  12 – Scum and Villainy
-  13 – Battle of Endor
-  14 – Republic at War
-  15 – Invasion of Naboo
-  16 – Battle of Hoth

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