

STAR WARS™

Trading Card Game

Independent Development Committee™

Legacy of the Force: Mandalorians

SARD

[Select Annotated Rulings/Errata/FAQ Document]

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Contents

What's New	1
Using the SARD	1
Frequently Asked Questions for New Rulings	2
Equipment Cards	2
Resource Cards	2
Keywords	3
Card Rulings, Errata and Clarifications	5
Meaning of Terms	5
General Errata	5
General Clarifications	5
The Cards	6
List of Cards with Errata	25
List of Cards with Rulings	22
List of Cards with Clarifications	26
List of Restricted Cards	27
List of Banned Cards	27
Watch List	27

the IDC is now the sole caretaker of the Star Wars™ Trading Card Game. Wizards of the Coast opted not to continue the Star Wars license and as a result have removed all links to their Star Wars websites for the trading card game and the roleplaying game from access on their web site. This leaves the IDC as the only means of adjudication for the game. As such, we will now be deciding all rules on the cards, past and present, whether from WOTC or the IDC. We will judge cards based upon how they help or hinder the SWTCG playing experience, and no longer on whether they are WOTC cards or IDC cards.

What's New?

Throughout this document, new entries appear in yellow.. Following summarizes the changes made to this edition of the SARD:

- New Frequently Asked Questions for Once Per Turn Activation and Duplicate Effects and Bonuses for Effects.
- New errata for Getaway Speeder, Mandalorian Special Training, Modified Starship, Necessary Deception and *Slave I* (F). Mandalorian Expansion images updated for: Boba Fett (K), Canderous Ordo (A), Concord Dawn, Mandalore, Mandalorian Special Training, and Thermal Scanner.
- New clarifications for Chewbacca (O), Getaway Speeder and Necessary Deception.
- R2-D2 (J) and Weapon Turret are now banned in IDC sanctioned tournaments. Luke's X-wing was erroneously removed in the previous version of this edition and has been restored to the banned list in this edition.
- Blockaded Naboo and Price of Serenity are now restricted in IDC sanctioned tournaments.
- Added a Watch List.

Using the SARD

A player may think they know what the SARD is for, but may not actually realize the benefit it can be to them. It's not just for tournament rules judges or for finding out which cards have errata. A SARD not only provides rulings, it also helps you to understand the cards and how to use them. By reading the SARD, you can improve your deck-building and playing skills and make sure your opponent isn't cheating you, or that you aren't inadvertently cheating your opponent or yourself. Many clarifications and tips are provided to help you play better and understand the cards better. Errata and rulings tell you things about changes to the card's text and procedures that the printed card can't tell you.

Find out about the latest rules changes and what they mean with the frequently asked question in the next section. You may not even know that there have been changes to the Rulebook regarding those issues. You certainly wouldn't know the thinking

behind those changes beyond your own speculations. So read the SARD and find out what you didn't know about that ruling or card you're interested in. Even some older cards received updates since the days of WOTC.

Frequently Asked Questions for New Rulings

There is one new editions to the SWTCG as of Legacy of the Force: Mandalorians involving making your opponent pay a cost to activate your own ability. The Resource card type, Equipment with the Skill subtype, and the change to Hidden Cost have been retained to help old players returning to the game to get used to them. Following are questions and answers regarding those cards and effects:

Equipment Cards

Skill Subtype

The Skill subtype has been introduced to Equipment. (p.6)

Q: Does Equipment with the Skill subtype have any special rules?

A: No. Individual subtypes have no special rules. Only the text written on the cards themselves provide special rules.

Q: Does "Discard this Equipment when the unit is discarded" include Droids?

A: Yes, the Equipment with the Skill subtype that includes this text is discarded along with the unit, Droid or Not.

Q: Why are Equipment cards with the Skill subtype colored gold?

A: Gold traditionally represents life, the living. This helps distinguish the personal nature of Equipment with the Skill subtype from the hard silver of traditional Equipment representing non-living hardware.

Stacking Unique Equipment

Unique Equipment's equip cost rules for stacking to the top of the Equipment stack has been changed. (Making a Stack, p.48.)

Q: Is it cheaper or more expensive to stack unique Equipment now?

A: It's cheaper. Now, not only do you simply pay the difference in build cost, each of its Equip cost values are reduced by 1 (such as 1 build point less, 1 Force less, 1 discard less, etc.). If the Equip cost has no numerical value, then you pay the cost as printed.

Q: Does the unit get speed, power, or health bonuses from unique Equipment in the stack?

A: No. Equipment still does not add to the unit's stack.

Q: If the new bonus reduces the build, Force, or discard cost below 0, do I gain build, Force, or draw a card?

A: No. If the cost is reduced below 0, you do not get anything. Treat that cost as 0 build, 0 Force, and/or 0 discard.

Resource Cards

A new card type has been introduced, called Resource Cards. These have an orange border. (Resource Cards, pp.8, 59.)

Q: Do you have to have a Resource card in your deck?

A: No. Resource cards are optional.

Q: When can you play Resource cards?

A: You may put them in the new Resource zone (on the Dark Side player's left next to each player's build zone) after completing them during setup or during your build step. These are the only non-unit cards that you can play during setup.

Q: Do Resource card effects work during setup?

A: No. Not unless an effect on the card says it does. Future Resource cards will be made that work during setup.

Q: How often can you use the activated effects on Resource cards?

A: Only one effect on the card per turn and only once per turn. Some Resource effects will allow you to use them more frequently.

Q: Do resource counters cost build points?

A: No. Resource counters are the cost. Resource counters are like corruption counters or credit counters. They have no significance without the rules on the card.

Q: Why do Resource cards not have Force, build point, tap, or discard costs for activating all the effects? The effects are essentially free.

A: You pay a one-time build cost for deploying the card that pays for the long-term use of the card, similar to Locations. But instead of one effect that works from round to round, the adding and removing of resource counters to and from the card trickles different effects from round to round that can apply to any part of the game.

Each of the effects that require you to add a point aren't near worth the cost you pay for the card and only let you use one such effect each round (unless an effect says otherwise). After you acquire a certain number of resource counters, you can then spend them all for a big effect that will help you for that one round, after which you will have to build up resource counters again and won't be able to use the big effect again for several rounds.

By the time you are able to use that big effect, the card has paid for itself, so the big effect is essentially free. However, because it takes so long before you can get that effect, and takes vigilant attention to make sure it happens when it does, it might never happen because the game ends sooner. Also, some effects with "Add 0 counters" don't allow you to put any resource counters on the card, which means they cost you another turn before being able to use the big effect down the line instead of helping you do it sooner. Adding more resource counters, however, causes you to be able to use the big effect sooner.

Q: What is the Purpose of Resource Cards?

A: Resource cards were designed as a way to enhance game play, making it more intense and upping the ante.

Q: Are there effects that use or modify the number of resource counters on a Resource card?

A: In the future, there may be effects that will help you add resource counters for a cost or cause resource counters to be removed to prevent you from benefiting from the last ability. Effects might also allow you to spend resource counters to fulfill other effects, such as Missions, Battle cards, and activated abilities, essentially sacrificing a turn or two to play the final effect for the benefit of the other effect for which you're using the resource counters. Also, a card could say that for each effect in which counters are added (even "0" counter additions), add 1 more or for every counter added (only "1" counter additions), add 1 more, which would allow you to play the end effect sooner. There are many possibilities for Resource cards.

Effects

Once Per Turn Activation

The rule on limiting one ability activation per turn has been transferred to all activated effects.

Duplicate Effects and Bonuses

A rule has been revised that changes how multiple Hidden Cost keywords interact. Hidden Cost is no longer considered cumulative, but "selective". (Hidden Cost, p.31.) Other rules now defined include "isolated" and "layered" (Previously "stacked effects").

Q: How were the new definitions developed?

A: In the Legacy of the Force: Bounty Hunters Edition of the Star Wars TCG Rulebook, Under Cumulative Abilities and Bonuses (p.23), the cumulative rule was refined to strictly identify the ability as equal to its printed value because it was determined that Hidden Cost did not make sense as cumulative and the reason was identified as Hidden Cost not being equal to the accompanying number. That number is not a value, but an integer to be calculated to achieve a sum value. Closer examination revealed that Hidden Cost produced a situation in which you must choose one copy of Hidden Cost and disregard the other, but

this was not yet given a distinctive identification. However, efforts to clearly define how duplicate effects and bonuses were treated with different keyword effects revealed that two other effects (Equip and Enhance) also have you choose one over the other if ever they could have two copies on the same card. Thus, the “selective” ruling was defined. Previously, “stacking” was an unofficial term for two copies of the same effect that work separately, but simultaneously. Since “stacking” is already an established mechanic within the game, the term was officiated as “layering”. Finally, “isolated” effects (such as Armor) have always been related, but never named until now.

Q: Why formally recognize the distinctions?

A: Providing distinct definitions for the different types of duplicate interactions helps reduce text in the Rulebook by means of keying to definition names, as previously the whole description appeared in each keyword to which it applied. It also helps players understand how various effects interact, gives less to remember, makes it easier to find and helps rules people to be more effective.

Q: How Do the New Definitions Affect the Game?

A: Other than the minor change to Hidden Cost, they don't. The definitions just group the rules together.

Hidden Cost No Longer Requires That You Choose the Lower Value

Q: Why do you now have a choice of which Hidden Cost you use, instead of always taking the lower one?

A: In carefully defining the way various effects worked, it was discovered that Hidden Cost fell into the “selective” category. (p.) So as not to create a whole new category, and because it naturally fits into the selective category to begin with, the ruling requiring choosing the lower value was withdrawn.

Q: Why can't you make the *difference* cumulative in Hidden Cost?

A: The developers would have to worry about unforeseen reductions in Hidden Cost that could make units abusive. That is, letting just any unit go to Hidden Cost 0 would be too powerful and tie the hands of the developers in creating any effects that grant Hidden Cost, if they should choose.

Q: Why does Hidden Cost need its own value ruling? That is, why isn't the cumulative ruling good enough?

A: In the past, hypothetically, if an effect were to be developed that granted Hidden Cost to a unit card that already had Hidden Cost, the values would be added together, rather than deducted. If you had a 5-build unit card with Hidden Cost 4 and then gave it hidden Cost 3 as well, its new value would be Hidden Cost 7, which is 2 build points above its actual build cost, making the build cost of using the Hidden Cost prohibitive. The purpose to the cumulative ruling is to improve the value to make it more powerful, not worse, but this is reversed in the case with Hidden Cost due to its unique operation. It is due to that unique operation that it falls into a different class of ability from cumulative values. **It is selective. (p.)**

Lucky

Q: Why was lucky changed back to its original wording and made static again?

A: Though not exactly like the original wording, research revealed that WOTC chose to force Lucky to be a static ability, though it essentially works like a triggered ability so that Lucky would be used *after* all other triggered reroll effects resolve. Thus they used the static “each” instead of “when”, “whenever”, “if” or “at”, because triggered effects supersede all other effects, forcing Lucky to resolve after triggered reroll effects. However, the problem of the effect triggering during *any* attack remained with “each attack”, so this was updated to read, “Each time this unit attacks or is attacked”.

Card Rulings, Errata and Clarifications

Individual Star Wars:TCG (SWTCG) cards from the Wizards of the Coast™ (WOTC) and Star Wars TCG Independent Development Committee™ (SWTCG:IDC™) collections are addressed in the following table where they are not addressed by the current SWTCG:IDC™ Rulebook. All following entries are official for SWTCG:IDC™ cards.

Meaning of Terms

Erratum: This is a change to the card's printed text using traditional and precedent-setting game text. Errata is the preferred means of handling most errors, rules changes, and card usage judgments in this document. Changes listed in the Erratum are the card's revised printed text. Errata always comes before all other card concerns in the card list. Cards with errata are highlighted in gray.

Ruling: This is a special judgment made to handle a situation not covered by the rules due to uniqueness of situation and complexity of the ruling and can't be handled with an erratum. Rules always come after the erratum and before clarifications, tips and banned/restricted announcements.

Clarification: These are the answers to frequently asked questions. When a card is commonly misunderstood, but no rule or errata is needed, a clarification is provided to help players understand how the card is played or interacts with certain units. Clarifications always come after the erratum and rulings and comes before tips and banned/restricted announcements.

Tip: A tip is simply a piece of advice on how to use a card, especially where there have been questions about the card not directly related to how its text works. Tips come after the erratum, rulings, and clarifications and comes before banned/restricted announcements

***RESTRICTED*:** A card can be either banned, restricted, or have no judgments. A restriction announcement means that you may have only one copy of the card in a deck used for IDC sanctioned tournaments. Having 4 copies of the card is damaging to the playing environment, providing an unfair advantage in some deck constructions. As additional cards are released, the status of the ruling on the card may change. Banned/restricted announcements come at the end of a card's REF's. Restricted cards are highlighted in light blue.

***BANNED*:** A card can be either banned, restricted, or have no judgments. A ban announcement means the card cannot be included in the construction of a deck used for IDC sanctioned tournaments. Having any number of the card is damaging to the playing environment, providing an unfair advantage in some deck constructions. As additional cards are released, the status of the ruling on the card may change. Banned/restricted announcements come at the end of a card's REF's. Banned cards are highlighted in black with white text.

Note that these terms only apply to IDC sanctioned tournaments. They do not apply to private games. However, players may (and are strongly recommended to) agree to adhere to the IDC's rulings on banned and restricted cards.

General Errata

Wherever non-unique units refer to themselves by name, they should say "this unit" instead.

Wherever unique units refer to themselves as "this unit", it should use the unit's name.

Ignore text on Locations that says: "You may deploy this Location to any arena." Locations aren't deployed and Locations with multiple arenas listed can be played to those arenas without the need of game text permitting it.

Wherever an effect says "when your draw step starts", it should say "when your build step starts" using the necessary pronouns.

General Clarifications

Equipment that says "This Equipment can't be detached from a non-Droid unit. If the unit is discarded, discard this Equipment." means that you may only detach the Equipment from a Droid. However, whether Droid or non-Droid, you still discard the Equipment when the unit is discarded.

A unit that taps to apply a bonus to another unit's attack can only apply its effect to a unit with equal or faster speed unless it untaps during the attack POP of another unit's attack.

Effects that say to discard 2 cards unless you discard one that is a particular kind, you can still discard the 2 cards if one or both of them is the kind mentioned. You simply choose whether to discard 1 or 2 in that case.

The Cards

Card Name	Set	REF Type	Ruling
1. Accelerate Our Plans	ION	Erratum	Accelerate Our Plans should read: Pay X Force -> Choose a partially built Trade Federation Character card in your build zone with a remaining build cost equal to X and put it face up in its arena untapped.
2. Admiral Firmus Piett (B)		Erratum	The last sentence of Piett's ability should read: Play only if Admiral Firmus Piett is in your hand.
3. Anakin's N-1 Starfighter (A)	ION	Clarification	If the 1-die attack results in a hit, that damage may still be prevented. If the damage is prevented, its ability has no effect. This effect replaces the number of dice rolled for an attack, setting it to one. Accuracy, Armor, and Lucky can affect the roll, and the roll still determines Critical Hit and Parry. Because it is an attack, players may still apply Retaliate and Overkill to this 1-die attack. Since the effect overrides the attacking unit's power, Shields and power adjustments have no effect on the 1-die attack roll.
4. Anakin's Podracer	TPM	Erratum	Anakin's Podracer should be Anakin's Podracer (A).
5. Anakin Skywalker (N)	ROTS	Clarification	The Evade is not part of Anakin's Pilot ability. You can only use it while Anakin is in the Character arena.
6. Anakin Skywalker (P)	FOTR	Erratum	Anakin Skywalker (P)'s bidding game text should say "If it's a tie, you win the bid", instead of the Dark Side.
7. Anakin's Spirit (A)	ROTJ	Erratum	Where the last ability says "Leia Organa", it should say "Princess Leia".
8. ARC Fighter	FOTR	Erratum	ARC Fighter's game text should read: This unit can have up to 2 extra pilots. This unit can't have more than 4 Pilots on it, and can't have more than one Astromech Droid Pilot.
9. AT-AT	RAS	Erratum	"Damage from this unit can't be prevented" should be on a separate line.
10. AT-RT	ROTS	Erratum	This unit's subtype should be "Republic Vehicle".
11. Attack Pattern Delta	BOH	Erratum	The Enhance effect should read: Enhance: Pay 2 more Force, tap one of your untapped Speeders in the Ground arena -> Also choose one of your Speeders in the Ground arena. That Speeder can't be attacked until the end of turn.
12. Aurra Sing (A)	SR	Erratum	Aurra Sing's second ability should read: When damage from Aurra causes a Jedi to be discarded, untap Aurra.
13. Aurra Sing (B)	TPM	Erratum	Aurra Sing (B) in the Phantom Menace expansion should be Aurra Sing (C).
14. Bail Organa (A)	AOTC	Clarification	Because the effect begins by having your opponent choose a non-defined unit in the Character arena, your opponent may choose a tapped unit.
15. Bargain with Jabba	ROTJ	Erratum	The text should read: Draw 6 cards. Set aside the cards that are in your hand face up. Choose one of the set aside and put it into your hand. Then your opponent chooses one of those cards and puts it into your discard pile. Repeat until no cards remain set aside.
16. Blaster Barrage	ANH	Erratum	Blaster Barrage should read: Pay 5 Force → For this attack, you may divide the hits from the attacking unit between the defending unit and another of your opponent's units in the same arena as the defending unit. Play only when one of your units is attacking (before you roll attack dice).
		Clarification	The damage to those units is determined after the hits are divided. The hits on both units is considered coming from the attacking unit, but the second unit chosen is not considered to have been attacked and is therefore not a defending unit.

Card Name	Set	REF Type	Ruling
17. Blockade {TPM}	TPM	Clarification	Units can't be deployed directly to an arena or moved from the build zone, Locations can't be placed, and Equipment can't be attached to a unit while Blockade {TPM} is in effect, because they must still move through the build zone.
		RESTRICTED	Blockade {TPM} is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the use of this card through multiple turns produced an abusive playing environment controlled by the Dark Side player.
18. Blockaded Naboo	ION	*RESTRICTED*	Blockaded Naboo is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the use of this card substantially restricts the development of Force drain and Force denial cards.
19. Blow This Thing	BOY	Clarification	This effect replaces the number of dice rolled for an attack, setting it to one. If the 1-die attack results in a hit, that damage may still be prevented. If the damage is prevented, Blow This Thing has no effect. Accuracy, Armor, and Lucky can affect the roll, and the roll still determines Critical Hit and Parry. Because it is an attack, players may still apply Retaliate and Overkill to this 1-die attack. Since the effect overrides the attacking unit's power, Shields and power adjustments have no effect on the 1-die attack roll.
20. Boba Fett (K)	MAND	Erratum [Card Image Updated]	Boba Fett (K)'s subtype should be "Mandalorian Bounty Hunter - Mandalore"
21. Bravo Five (A)	ION	Erratum	Some card image sources show this card without a unique letter. It should be version (A).
22. Bright Hope (A)	ESB	Ruling	You must reveal the card underneath <i>Bright Hope</i> at the end of the game to prove that it was a Ground unit (assuming it was not built during play).
23. C-3PO (G)	RAS	Erratum	To work as intended, this ability should read: "Tap → Pay the Upkeep costs of one of your units."
24. Canderous Ordo (A)	MAND	Erratum [Card Image Updated]	The last sentence of Canderous's text should be separate. It is an activated ability that reads: Put the top card of your opponent's deck into his or her discard pile → Evade 1
25. Captain Lorth Needa (A)		Clarification	If piloting Executor (C), Needa's "discard himself" ability will apply to both the first and second defending unit chosen. If one or both of the defending units are not discarded, Needa will be discarded. If only one unit is chosen as the first and second defending unit, from my ruling above, all damage counters from the damage done by the two sets of attack dice will be applied all at once after both sets are rolled. There will then be only one opportunity (or check) instead of two to see if Needa will be discarded.
26. Careful Targeting	SR	Erratum	Careful targeting should read: Pay 1 Force -> Choose a unit. That unit loses Shields until end of battle.
		Clarification	No Shields abilities on the unit will work, whether they're printed on it or it has shields granted to it or it gets them later during the turn.
27. Celebrate the Victory	BOY	Erratum	Treat the draw text as separate from the completion effect.
28. Chewbacca (G)	ESB	*RESTRICTED*	Chewbacca (G) is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that Chewbacca's Droid return ability became abusive when his presence in the arena could be assured.
29. Chewbacca (H)	RAS	Erratum	There should be a "Pay 0 Force →" in front of his Retaliate.
30. Chewbacca (I)	RAS	Erratum	Chewbacca's text should be: Pay 0 Force -> Retaliate X, where X is Chewbacca's power. If Chewbacca's Retaliate ability causes a unit to be discarded, untap Chewbacca.

Card Name	Set	REF Type	Ruling
31. Chewbacca (M)	ROTS	Erratum	Chewbacca's first ability should read: "When you deploy Chewbacca, choose another unit in the Character arena. As long as Chewbacca is in play when that unit would be discarded, remove all damage counters from that unit and discard Chewbacca instead."
32. Chewbacca (O)	BOH	Clarification	Chewbacca's effect works even when any other unit is the defending unit and regardless of which player's unit is attacking. As long as the second effect is activated before intercept, you still get the effect after the attack ends on the new defending unit.
33. Chewbacca's Ewok Squad (A)	BOE	Erratum	The last line of Chewbacca's Ewok Squad's first ability should read: When the Ground battle step ends, return that Pilot to the Character arena tapped, and return the Ground unit to your opponent's control.
34. Clear the Skies	AOTC	Erratum	This card's text should read: Each player chooses and discards one of his or her units from each arena in which he or she has 4 or more units. Dark Side first, then Light Side.
35. Clone Captain	SR	Erratum	The text should read: "Put any number of damage counters on one of your other clones in any arena up to the damage pending -> Prevent that much damage to this unit. Play only once each time damage would be done to this unit."
		Clarification	You can't split the damage from an attack among more than one of your Clones. You can play this ability only once each time a source would damage Clone Captain.
36. Close Quarters	ROTJ	Erratum	Close Quarters' game text should be worded: Pay 3 Force → Choose either the Ground or Character arena. If you have at least 4 units in that arena, each of your units in that arena gets +2 power and Overkill until end of turn.
37. Combined Squadron Tactics	ROTS	Clarification	For example, if two units have the same printed speed but one has a higher total speed (from bonuses such as Pilots and Battle cards), they can still both get the +3 bonus. This effect only checks for speeds when you play it.
38. Commander Bly (A)	FOTR	Erratum	Bly's Upkeep text should be worded: Upkeep: Put one damage counter on one of your Clone Characters.
39. Concentrated Fire	SR	Clarification	If there are no units in the Space arena at the start of the Battle phase, Concentrated Fire does nothing.
40. Concord Dawn	MAND	Erratum [Card Image Updated]	Concord Dawn should be neutral.
41. Dantooine Sytem	RAS	Clarification	The unit can't be attacked even if it becomes untapped somehow.
42. Dark Dreams	JG	Erratum	The last Sentence of Dark Dreams should read: You may play this card anytime that card could be played.
		Clarification	The cost you pay for the Battle card includes the bonuses and penalties you get for playing Battle cards at the time you play Dark Dreams. If you copy a card that is based on a condition (like Artoo's Repairs), you can't use it unless the condition is met.
43. Dark Sacrifice	RAS	Clarification	The build cost includes the cards in the unit's stack. If Dark Sacrifice is played on this unit, the bonus from Dark Sacrifice is granted before the two Medium Asteroids come out. Likewise, if played on Medium Asteroid, the bonus is granted before the two Small Asteroids come out. This does not apply to units that are put into the arena after Dark Sacrifice is played.

Card Name	Set	REF Type	Ruling
44. Dark Side's Command Dark Side's Compulsion	AOTC AOTC	Clarification	If you choose to use the effect, then you get to make all the choices about which of your opponent's units is attacked. Your opponent can't choose not to attack and can't play an ability (e.g., such as an ability that is played when the unit would attack). If you choose not to use the effect, or if you can't use it because none of your opponent's units can be attacked, the unit attacks normally. In that case, your opponent gets to make all the choices, just like a normal attack.
45. Darth Maul (F)	TPM	Erratum	The second sentence should begin with "Play this ability only if Maul has..."
46. Darth Sidious (A)	AOTC	Erratum	The second ability was printed incorrectly with "builds all units face up." The printed wording let players mislead their opponents about the type of cards they were building. The new wording now affects all non-unit cards as well. It should read: As long as Sidious is in the Character arena, your opponent builds all cards face up.
47. Darth Sidious (D)	PM	Clarification	Sidious's first ability does not increase the cost of activated abilities that do not have a Force cost. However, while there are Nexu in play, Sidious's ability extends to all activated abilities affected by those Nexu.
48. Darth Sidious (F)	ROTS	Clarification	Sidious may discard himself to get the Force/build combination.
49. Darth Sidious (G)	ROTS	Clarification	Sidious's first ability does not increase the cost of activated abilities that do not have a Force cost. However, while there are Nexu in play, Sidious's ability extends to all activated abilities affected by those Nexu.
50. Darth Vader (F)	BOY	Clarification	The reference to "health 3 or less" is to total health of the unit including stacking, not remaining health due to damage counters.
51. Darth Vader (H)	ESB	Clarification	Regarding Vader's second ability, even when no damage is done because it was prevented can cause your units to be discarded.
52. Darth Vader (O)	ROTJ	Erratum	"Armor 1" is a typo. It just has Armor.
53. Darth Vader (S)	ROTS	Erratum	Vader's damage counter placement ability limitation text should read: Play only when Vader would attack, and only once per turn.
54. Death Star (C)	BOY	Clarification	You can't use this ability if your opponent has any units in the Space arena, even units that don't control the arena. Space units in your opponent's build zone have no effect on whether or not you can use the Death Star's ability. When this ability is activated, all your units and all your opponent's units in the Ground arena (including their Pilots, if any) are discarded. Units in your build zone and your opponent's build zone aren't affected.
55. Death Star II (D)	BOE	*RESTRICTED*	Death Star II (D) is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that Death Star II's build point accumulation combinations with other cards produced an abusive playing environment controlled by the Dark Side player.
56. Death Star Scanning Technician	ANH	Erratum	This unit's ability text should read: When you deploy this unit, look at your opponent's hand. Choose one of those cards. Your opponent discards that card.
57. Decoy tactics	ESB	Clarification	If the unit you put into the arena moves out of that arena before the end of the turn, you do not have to discard it.

Card Name	Set	REF Type	Ruling
58. Deflectors Activated	RAS	Clarification	<p>If a Battle card (such as Unfriendly Fire) or ability (such as the one on Rebel Armored Freerunner) damages more than one of your units at once, Deflectors Activated prevents 1 damage to each of the units.</p> <p>If you play 2 Deflectors Activated cards, the effects add up. This means you prevent 2 damage each time any of your units in the chosen arena takes damage.</p>
59. Demonstration of Power	ANH	Erratum	<p>Demonstration of Power should say:</p> <p>Each of your Dark Side units with power 5 or more at the time Demonstration of Power is played gets +3 power until end of turn.</p>
60. Don't Get All Mushy	ESB	Clarification	<p>The phrase "anytime any of those abilities could be played" refers to the play point for the abilities in general (including during the build step), not for the particular instance of the ability on the designated units.</p> <p>For example, if Instill Doubt is played on Chewbacca (A), then Chewbacca (A) can't activate Retaliate. However, at the point in the game sequence when Retaliate could be played, Don't Get All Mushy could be played to give Chewbacca's Retaliate ability to another unit.</p>
61. Droid Racks	ION	Erratum	<p>Droid Racks should read:</p> <p>Tap one of your untapped Trade Federation units -> Equip Equipped Trade Federation Transport gets '[tap] -> Search your deck for up to 2 Trade Federation Droid Ground or Trade Federation Droid Character unit cards, show them to your opponent, and put them into your hand. Shuffle your deck. Play only when this unit would attack.'</p>
62. Duel of the Fates	TPM	Ruling	If it is clear, or both players agree, that no one can win that arena this turn, skip that arena.
		Clarification	You have to untap all units, unless an effect says the unit "can't untap (since "can't" beats "can"). In situations where one tapped unit is holding another unit tapped because the first unit is tapped (e.g., Space Slug {RAS}), both units untap.
		BANNED	Duel of the Fates is banned in IDC sanctioned tournaments. It was determined that the ability to assure one's own endurance in association with this card produced an abusive playing environment controlled by the Dark Side player.
63. Emperor Palpatine (C)	ROTJ	Clarification	Yoda (E)'s Reserves ability may prevent damage to another unit from Palpatine's damage ability.
64. Emperor Palpatine (E)	ROTJ	Ruling	For resolution timing purposes, treat the win condition as a triggered effect that triggers when the win condition is met.
		Clarification	If a Pilot with a corruption counter is piloting when Emperor Palpatine (E) is discarded from play, the corruption counter would remain on the Pilot.
65. Emperor's Prize	ESB	Erratum	<p>Emperor's Prize should be written as:</p> <p>Pay 1 Force → Choose a card in your discard pile that was discarded by damage more than twice its health the last time it was discarded this turn. Put that card into its arena.</p>
		Clarification	To play Emperor's Prize, the damage counters must be at least 1 more than twice the unit's health. (health x 2 +1)
66. Environmental Modifications	BOH	Clarification	You can equip Environmental Modifications to a unit and then equip it to another unit and the first unit will keep the Location's subtype until end of game, but if it has Upkeep, it will again have to pay the Upkeep.
67. Escape Pod	BOY	Erratum	<p>Escape Pod's ability is actually a triggered ability. It should read:</p> <p>If one of your Space units with one or more Pilots on it is discarded, you may move one of those Pilots to your build zone instead of discarding it. If you do, discard this unit from the Space arena.</p>

Card Name	Set	REF Type	Ruling
		Clarification	You can activate Escape Pod's ability only if the unit the Pilot is on is discarded. You can't use it if a replacement effect causes it not to go to the discard pile or if an effect "puts" it in the discard pile.
68. Ewok Village	ROTJ	Clarification	The damage may come from a card effect or unit.
69. Executor (C)	BOE	Clarification	The chosen unit can be the same as the original defending unit for the attack. The attacking unit is making one attack with two separate sets of attack dice. The attack against the second defending unit triggers attack effects. The effect counts as a single attack against two defending units. Both units together will share each POP chance that occurs during an attack. (Including reroll, damage prevention, and discard.) Damage is done simultaneously. If <i>Executor</i> gets Double Strike, it may perform two split attacks, one split attack for each attack, thus it may affect up to 4 units. See also Captain Lorth Needs (A) . (p.4)
70. Falcon's Needs	RAS	Clarification	You may play any number of Falcon's Needs on a unit, in which case tapping the unit does not satisfy all the Upkeep costs at once. It would only satisfy the first Upkeep cost. *RESTRICTED* Falcon's Needs is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the ability to play multiple Falcon's Needs produced an abusive playing environment controlled by the Dark Side player.
71. Forward Command Center	JG	Clarification	This unit can only apply its effect to a unit with equal or faster speed unless it untaps during the attack POP of another unit's attack..
72. Free Tatooine	ROTJ	*RESTRICTED*	Free Tatooine is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that Free Tatooine in combination with other cards allowed a player to bring back restricted cards to a player's hand, producing an abusive playing environment controlled by the Light Side player.
73. Frostbite	BOH	Erratum	The last sentence of the Enhance effect should also say "instead" at the end.
		Clarification	With Frostbite's Enhance effect you may choose the Ground or Character arena regardless of which arena the Location is in.
74. General Grievous (B)	FOTR	Erratum	Grievous's Bounty text should also have the following text at the end: The owner gains control of that Equipment.
		Clarification	Grievous remains in control of the Equipment until you decide to detach it or it is detached for some other reason. You may pay the equip cost in an attempt to move it from Grievous to another of your units, but it will go to the owner's build zone instead, and you will have lost the value of the equip cost.
75. General Grievous (D)	FOTR	Clarification	When Grievous is returned to the Character arena, if he is tapped, he remains tapped.
76. Getaway Speeder	BH	Erratum	Getaway Speeder's first ability should say: You and your opponent can't use card effects or abilities against this card.

Card Name	Set	REF Type	Ruling
		Clarification	<p>Getaway Speeder can be attacked as normal.</p> <p>The card can't be affected by effects no matter what zone or arena it's in.</p> <p>Only effects that target a card or text on a card are targeted by Getaway Speeder's first ability.</p> <p>You can't disrupt Getaway Speeder's deployment.</p> <p>The Reserves ability can't be disrupted.</p> <p>You can't choose this unit for effects that tell you to choose a unit.</p> <p>Getaway Speeder's effects can't be nullified.</p> <p>Getaway Speeder can still be chosen to pay costs. (Costs are not part of the effect.)</p> <p>Getaway Speeder can't be chosen as one of a set of cards, such as an effect that has you discard a number of cards from your hand.</p> <p>Effects that affect a zone or type of effect, and not individual cards in that zone, can affect Getaway Speeder.</p> <p>Effects that affect abilities in general or types of abilities in general can affect the abilities on Getaway Speeder.</p>
77. Gondola Speeder	JG	Erratum	<p>Gondola Speeder was the victim of an unfortunate rules change previously. Gondola Speeder was created before it was determined that Pilots are not Characters while they are piloting. Gondola Speeder has been adjusted according to its intent and should read:</p> <p>"Move one of your Pilots from the Space arena into the Character arena. Play only when this unit would attack."</p>
78. Greedo (B)	RAS	Erratum	<p>Greedo (B) is considered a "Rodian Bounty Hunter" as opposed to the printed error of "Rodian Bounter Hunter."</p>
79. Gungan Scout	ION	Erratum	<p>Gungan Scout's first ability should say "arenas" instead of "arena".</p>
80. Han Enchained	ESB	Tip	<p>Han Enchained may be used in combination with Tyranus's Edict to prevent your opponent from making any attacks on your units. Your units not affected by Han Enchained may still attack.</p>
81. Han's Promise	ESB	*RESTRICTED*	<p>Han's Promise is restricted to 1 card per deck in IDC Sanctioned tournaments. It was determined that the ability to discard many of one's own large units and bring them all back with multiple Han's Promises before battle even began produced an abusive playing environment controlled by the Light Side player.</p>
82. Hero's Potential	BOY	Clarification	<p>Only the card that is put on top is affected by this effect. The original top card is what should appear at the top of the stack when the other card is returned beneath the stack.</p>
83. Holoprojection Chamber	RAS	*BANNED*	<p>Holoprojection Chamber is banned in IDC sanctioned tournaments. It was determined that reducing the cost of Mission cards, particularly those with a printed build cost of 0, produced an abusive playing environment controlled by the Dark Side player.</p>
84. Homing Missile	JG	Ruling	<p>You may not blow on the card as it falls. If you use card sleeves, you must remove the sleeve before you drop it.</p> <p>Online: The IDC has determined that the odds of missing with Homing Missile are miniscule in a real-world environment. Individual skill and outside influence that may alter these odds are impossible to duplicate in online gameplay. Therefore, the IDC has ruled for online gameplay only that Homing Missile simply does 3 damage to the unit selected at the start of the battle phase.</p>

Card Name	Set	REF Type	Ruling
		Tip	<p>If measurement in live play is a concern to you or your opponent and you do not have a measuring stick to measure the distance of the card and wish to determine distance the best way, you may use your arm (not your opponent's):</p> <ul style="list-style-type: none"> • For adult-size people (5'4"+): put your elbow on the table, with your forearm in the vertical position (not diagonal), and hold the card level above the target. • For child-size people: put your fist on the table and put your elbow on your fist, with your forearm in the vertical position (not diagonal), and hold the card level above the target. • For toddler-sized people (3'-): raise your arm to its fullest length while the mat is waist-high.
85. Hotwire	BOE	*BANNED*	Hotwire is banned in IDC sanctioned tournaments. The IDC has determined the card is undercosted for the benefits it provides, reducing the relevancy of other Battle cards and Locations and is therefore unacceptable in the SWTCG gaming environment.
86. <i>Hound's Tooth (A)</i>	RAS	Clarification	<p><i>Hound's Tooth</i> may gain the Pilot abilities of any Pilot in your Character arena no matter what unit subtype the Pilot is allowed to Pilot.</p> <p><i>Hound's Tooth</i> gains Pilot abilities exactly as written. For example, in the case of Wedge Antilles (B), the Tooth gains +20 speed, +2 power, Accuracy 1, and gets "When this Speeder would be damaged, prevent 2 of that damage." However, since the Tooth is a Transport, Wedge's last ability will do nothing (unless of course some other card modified the <i>Hound's Tooth</i> to gain the Speeder subtype).</p> <p>Nien Nunb (A) still grants his piloting bonuses to <i>Hound's Tooth</i> despite there being no extra pilot.</p>
87. Human Shield	RAS	Erratum	<p>Human Shield should read:</p> <p>Pay 6 Force → Whenever one of your units would be damaged this turn, prevent that damage. For each point of damage that would be dealt by an attacking Character that is prevented this way, put 1 damage counter on that attacking Character.</p>
88. IG-88 (B)	BH	Clarification	<p>IG-88's "treat as" text works even while IG-88 is in your deck, hand, discard pile, or face-down in the build zone.</p> <p>IG-88's "treat as" text does not allow you to stack IG-88 at all.</p> <p>Because you treat each version of IG-88 as non-unique, you may have multiple copies of the same IG-88 in play (even on your opponent's side). However, if all copies of IG-88 (B) are taken out of play by some means (discard, returned to hand, out of game, etc.), then all other versions of IG-88 on your side of the mat would immediately contest. Those on your opponent's side would contest with yours during the battle phase.</p> <p>You may still finish building IG-88 even if your opponent chooses not to draw a card.</p>
89. Imperial Landing Craft	BOY	Erratum	<p>Imperial Landing Craft's ability text should be written as:</p> <p>When you deploy this unit, choose one of your opponent's Ground units. If that unit is in the Ground arena when the battle phase starts this turn, this unit does 2 damage to it.</p>
		Clarification	<p>You choose the unit when you deploy Imperial Landing Craft. If that unit isn't in the Ground arena (for example, if it has retreated) when the "if" condition resolves, this ability doesn't activate and Imperial Landing Craft does no damage.</p>
90. Imperial Manipulation	ANH	Clarification	<p>You can move the damage counter onto one of your opponent's units or from one of your opponent's units to another of his or her units.</p>
91. Imperial Supremacy	BOH	Clarification	<p>The second effect requires you to complete Imperial Supremacy.</p>

Card Name	Set	REF Type	Ruling
92. In Disguise	PM	Clarification	If the new unit you bring back is the same as a unit already in play, then those units are immediately contested according to the rules. If both the discarded unit and the new unit provide a bonus to health, any units that would be discarded because they have more damage counters than health will be discarded before the ability puts the new unit with the health bonus into the arena.
93. It Just Might Work	ROTS	Clarification	This effect works even if a chosen unit leaves the arena and returns, and even if the card left play and returned to play in that arena. However, if it returned to play in the build zone or another arena and moved into the arena, the effect does not work.
94. It's Not Over Yet	ANH	Clarification	Take another battle step for that arena. Anything that triggers at the start of the battle step will trigger. Play this card before the end of the battle phase, after all units have tapped.
95. Jabba the Hutt (B)	ROTJ	Ruling	Though Jabba the Hutt (B) did not appear in the ROTJ set due to a misprint, he is considered a valid unit card by The SWTCG:IDC.
		Clarification	Jabba's ability is not Bounty, but is collected in the same "start of build step" opportunity that Bounty is collected.
96. Jango Fett (E)	JG	Erratum	Jango Fett (E) {JG} should be Jango Fett (G).
97. Jedi Call for Help	AOTC	Erratum	The Completion text should be separate before the search effect.
98. Jedi Council Quorum	JG	Clarification	If the Quorum condition is met and the Dark Side controls 2 arenas, the Light Side wins. This is because "at end of turn" triggered effects resolve before control of the arenas is checked.
99. Jedi Extinction	ANH	Clarification	The "Jedi Extinction" Mission card does not allow stacking a Jedi card on a Jedi unit that is already present in the Character arena.
100. Jedi Robes	ION	Erratum	The second ability should read: Equipped Ground or Character unit with Jedi or Sith in its type line also gets +2 power and "Reserves: [tap], Pay 1 Force -> Remove 2 damage counters from this unit."
101. Jedi Temple	TPM	Clarification	This Location essentially turns off the "a stack can have at most 4 cards in it" rule for all Jedi Characters (yours and your opponent's), no matter whether in an arena or the build zone. If Jedi Temple is removed from play while you have more cards in a stack than the rules allow, the stack can remain, but you can no longer add to it.
102. Jedi Trap	ESB	Clarification	Characters can un-retreat during their build step even if this card was played.
		Tip	This card works best in tandem with Twilight of the Republic.
103. Kessel System	RAS	*BANNED*	Kessel System is banned in IDC sanctioned tournaments. It was determined that Kessel System in combination with other cards allowed the Dark Side player to achieve an unfair advantage over the Light Side player before the Light Side player could play.
104. Lama Su (A)	AOTC	Clarification	If both players have a copy of Lamu Su in the Character arena during the build phase, both Lama Su Characters provide the cost reduction effect, making all clones cost -2 BP to deploy, instead of just -1 BP to deploy.
105. Lando Calrissian (F)	RAS	Clarification	The controller of Lando can look at the face-down cards under Lando.
106. Lando Calrissian (J)	SAV	Clarification	Lando gets all the game text abilities of the discarded unit card that triggered his Bounty ability. The abilities he gains are in addition to his own abilities.
107. Lando's Influence	RAS	Erratum	Lando's Influence should be written as: When the next battle step starts, you gain control of one of your opponent's neutral units in that arena. At the end of that arena's battle step, return that unit to your opponent.

Card Name	Set	REF Type	Ruling
		Clarification	You can't play Lando's influence for the first battle step because Lando's Influence does not specify playing it <i>before</i> the battle step in any arena. Thus, it only works during the General POP <i>after</i> battle has already started in the first arena.
108. Lars Homestead	RAS	Clarification	Lars Homestead works only on cards with a printed build cost of 5 or less. These stack for 1 less build point (thus, if you understack, it will be free). Cards with a printed build cost of 6 or higher gain no benefit from Lars Homestead.
109. Lost in the Asteroids	AOTC	*RESTRICTED*	Lost in the Asteroids is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the free benefit of Lost in the Asteroids provides an abusive environment controlled by the Dark Side player.
110. Luke Skywalker (I)	ESB	Clarification	If Luke Skywalker (I) is the only card in the stack, then Luke Skywalker (I) has "Pay 2 Force → Evade 1."
111. Luke Skywalker (K)	ESB	Erratum	The last sentence of the final ability Luke grants to the Piloted unit should be written as: When the Ground battle step ends, if Luke is in the Ground arena, put Luke into the Character arena, untapped.
112. Luke's Speeder Bike (A)	BOE	Erratum	Where it says "Luke's speeder Bike attack", it should be "Luke's Speeder Bike's attack".
113. Luke's Vow	RAS	Erratum	The last line of Luke's Vow should read: Play only if that Character would be discarded from the Character arena by damage done.
		Clarification	The term "at 1 health" means to remove damage counters until the number of damage counters on the unit is equal to one less than its total health.
114. Luke's X-wing (E)	SAV	*BANDED*	Luke's X-wing (E) is banned in IDC sanctioned tournaments. The SWTCG:IDC has decided that combinations with pilot versions of R2-D2 and Wedge Antilles are abusive and unacceptable in the SWTCG gaming environment.
115. Lull in the Fighting	AOTC	*RESTRICTED*	Lull in the Fighting is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the free benefit of Lull in the Fighting provides an abusive environment controlled by the Dark Side player.
116. Mace Windu (F)	ROTS	Erratum	The last sentence of Mace's second ability should read: If it is a Battle card, you may play it during the current play or pass sequence as if it were in your hand and discard it; otherwise, put it in your discard pile.
		Clarification	With Mace's second ability, you still have to pay the cost of a Battle card revealed this way if you want to play it. The Battle card must be one that can normally be played during that play or pass chance or you can't play it.
117. Mandalore	MAND	Erratum [Card Image Updated]	Mandalore should be neutral.
118. Mandalorian Special Training	MAND	Erratum [Card Image Updated]	There should also be a line that states: You may have only one Mandalorian Special Training attached to a unit.
119. Mas Amedda (A)	ROTS	Clarification	If Mas Amedda is the only unit you have in the Character arena and Trash Compactor or Mustafar Battle Grounds is in play, both effects trigger at the same time. If the Dark Side player resolves Mas Amedda's ability first, then Mas Amedda will retreat before placement of damage counters. If Mas Amedda is not in the arena when Trash Compactor or Mustafar Battle Grounds resolves, Mas Amedda will not get a damage counter.

Card Name	Set	REF Type	Ruling
120. <i>Millennium Falcon (B)</i>	BOY	Clarification	If you have 2 Pilots on the Millennium Falcon, you still remove only 1 damage counter from it per turn.
121. <i>Millennium Falcon (C)</i>	BOY	Erratum	The type line should read: "Space - Independent Transport." (It was printed incorrectly as "Space - Independent Cruiser.")
122. <i>Mist Hunter (A)</i>	RAS	Clarification	Mist Hunter can be piloted by <i>either</i> a Droid or a Bounty Hunter. It doesn't have to be piloted by both.
123. <i>Modal Nodes (A)</i>	RAS	Erratum	Modal Nodes's subtype should be "Tatooine Musician".
124. <i>Millennium Falcon (F)</i>	ESB	Clarification	<p>If your Characters can't retreat, the <i>Falcon</i> will not stay tapped.</p> <p>You can use the <i>Millennium Falcon (F)</i>'s ability whenever one of your Characters would be damaged and discarded. While the "does not untap" clauses do stack up, one turn of not untapping satisfies them all.</p> <p>Attack dice rolled secretly can still be prevented by the <i>Millennium Falcon (F)</i>'s static damage prevention ability, due to the time when its effect is allowed to occur. (You simply don't know the result until the dice roll is revealed.) Declare your intention to use it during the damage prevention POP, and then retreat the Character if you find out after the dice are revealed if it would be discarded.</p> <p>You can't use the <i>Falcon's</i> ability when Painful Reckoning is in play if the damage done before Painful Reckoning is applied would not cause the unit to be discarded. The Falcon (F)'s ability is a static replacement effect. It happens at the end of the Play or Pass damage prevention step (i.e., everyone is done playing damage prevention effects). It will only kick in if the incoming damage is greater than the unit's remaining health. So in this case, with only 3 incoming damage, the Falcon's effect cannot be invoked. Painful Reckoning is also a replacement effect. However, it replaces the actual placement of damage counters—in this case, replacing the placement of 3 damage counters with the placement of the original 3, plus 3 extra counters, or 6 counters total.</p>
125. <i>Modified Starship</i>	BH	Erratum	<p>Modified Starship should read:</p> <p>You may stack this unit under one of your unique Bounty Hunter or Smuggler Space units. (<i>Normal stacking rules apply.</i>)</p> <p>When this card is stacked under a unique Bounty Hunter or Smuggler Space unit, that unit gets +1 power, +1 health, 'Bounty: Take a card from any discard pile and put it face-down underneath this unit. This unit gets +10 speed, +1 power, and +1 health for each facedown card under it in this way.'</p>
126. <i>Mos Eisley</i>	RAS	Ruling	All card types are searchable with Mos Eisley, including Equipment cards and Resource cards.
127. <i>Mynock (ESB)</i>	ESB	Clarification	The second ability only counts whether this unit is tapped at the start of the Space battle step. It doesn't matter if it becomes untapped later or if it was untapped at the beginning of the turn.
128. <i>Necessary Deception</i>	ION	Erratum	<p>Necessary Deception should also say:</p> <p>If you have another copy or version of the unit card in play while the chosen unit card is on top of its stack, you may retreat the contested unit instead of discarding it.</p>

Card Name	Set	REF Type	Ruling
		Clarification	<p>Deployment effects won't trigger when putting the unique unit card under the stack.</p> <p>You can't add the unique unit card to a stack that already has 4 cards in it, unless another effect negates the rule.</p> <p>The stack gets the normal +1 bonus to build cost, speed, power and health for the new card in the stack.</p> <p>Treat the new unique unit card as if it is another version of the unit.</p> <p>You may bring the new unique unit card to the top of the stack during your build step as normal, paying the difference in build cost.</p> <p>The stack's name changes along with everything else while the new card is on top of the stack.</p> <p>You can't remove the unit card from the stack. It is considered part of the unit.</p> <p>Effects that trigger at the end of the turn on the new unique unit card won't be triggered.</p>
129. Negotiate the Peace	TPM	Erratum	"Light unit" should be "Light Side unit".
		Clarification	"Total build cost" in the game text is the sum of all the total build costs of units (including stacked costs) that are returned to your hand.
130. Neimoidian Shuttle (A)	JG	Clarification	Neimoidian Shuttle can retreat itself.
131. Nien Nunb (A)	ROTJ	Erratum	<p>The ability should read:</p> <p>↔ Starfighter and Transport pilot. If there is more than one Pilot on the Starfighter or Transport, it gets:</p> <ul style="list-style-type: none"> • +30 speed • +3 power • Accuracy 2
		Clarification	<p>Nien Nunb can Pilot a Starfighter or Transport if he is the only Pilot, but he doesn't grant any effects to it until a second Pilot is on that unit.</p> <p>Nien does not grant the ability for a second Pilot to pilot the unit he's piloting.</p>
132. Nexu	AOTC	Clarification	This unit increases the cost of all activated abilities. (Not just those with Force costs.)
133. Nos Monster	ROTS	Erratum	This unit's subtype should be "Aquatic Utapau Creature".
134. Nute Gunray (C)	TPM	Clarification	Both parts of the effect apply to all Trade Federation units no matter when they were deployed.
135. Obi-Wan Kenobi (A)	AOTC	Clarification	Obi-Wan can be discarded to prevent the damage to himself to gain an amount of Force equal to the damage done.
136. Obi-Wan Kenobi (H)	BOY	Clarification	<p>Obi-Wan Kenobi's ability should read:</p> <p>When Obi-Wan is discarded from the Character arena, if Luke is in the Character arena, you may search your deck. You may take a Luke Skywalker card from your deck and stack it under a Luke Skywalker in the Character arena. (Follow normal stacking rules.) Then shuffle your deck.</p>
137. Obi-Wan Kenobi (L)	ROTS	Erratum	Obi-Wan should have a period instead of an arrow sign after "Starfighter Pilot", and before "The Starfighter gets".
138. Obi-Wan Kenobi (S)	ION	Erratum	<p>Obi-Wan's first ability should read:</p> <p>Pay 2 Force -> Attach a Character Equipment card in your build zone to Obi-Wan without paying the Equip cost. Obi-Wan gets all abilities granted by that Equipment card until end of turn. At the end of the turn, remove this card from Obi-Wan and return it to your build zone.</p>
		Clarification	Obi-Wan gets the abilities granted by the Equipment regardless of what subtype it grants those abilities to.

Card Name	Set	REF Type	Ruling
139. Obi-Wan's Lightsaber (A)	FOTR	Erratum	For stacking purposes, the card name should be "Obi-Wan Kenobi's Lightsaber". The last line of the granting effect should be separated on its own line.
140. Occupied Tatooine	ROTJ	*RESTRICTED*	Occupied Tatooine is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that Occupied Tatooine in combination with other cards allowed a player to bring back restricted cards to a player's hand, producing an abusive playing environment controlled by the Dark Side player.
141. Orn Free Taa (A)	TPM	Erratum	Treat Orn as though there is a line break after "during your build step." His damage prevention ability works all the time while he is in the Character arena.
142. Padmé Amidala (E)	SR	Erratum	"Light Character" should be "Light Side Character".
143. P-Series Droideka	ION	Erratum	This unit's second ability is static but incorrectly starts with "If". The "If" should be "As long as...".
144. Painful Reckoning	ESB	Erratum	Painful Reckoning should be written this way: Choose an arena. Until end of turn, for each damage counter put on a unit in that arena by an attack or effect other than Painful Reckoning, put 1 extra damage counter on it.
		Ruling	If another effect in play at the time Painful Reckoning is played doubles all damage, then the damage counters placed are quadrupled from the original damage.
		Clarification	The extra damage counter has no source, even if it is placed as a result of damage done by a unit. For example, let's say an attacking unit does 4 damage. If Painful Reckoning is in play, 8 damage counters will be placed on the defending unit. However, the attacking unit is considered to have done 4 of the damage. This distinction is important when resolving effects such as Boba Fett (G)'s force drain ability or determining damage caused by the Countermeasures effect.
145. Peace on Naboo	AOTC	*RESTRICTED*	Peace on Naboo is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that the free benefit of Peace on Naboo provides an abusive environment controlled by the Dark Side.
146. Penetrate the Shields	ANH	Clarification	Check to see if the defending unit has Shields only at the time you play this card. If the defending unit loses Shields or if a unit without Shields becomes the defending unit, your unit keeps the +3 power.
147. Podrace	TPM	Erratum	Podrace should also say: If both players' fastest units are tied for speed, neither player gets the effect.
148. Press the Advantage	ANH	Clarification	This card only applies to the units in play at the time this card is played. It does not affect units deployed in the same turn after it is played.
149. Price of Serenity	ION	*RESTRICTED*	Price of Serenity is restricted to 1 card per deck in IDC sanctioned tournaments. It was determined that Price of Serenity in combination with Orn Free Taa (A) sets up an automatic discard and that the low cost of Price of Serenity substantially restricts the development of tapping effects.
150. Prince Xizor (A)	RAS	Erratum	Xizor's third ability should be worded this way: Whenever Prince Xizor would be damaged when attacked, prevent all but 2 of that damage.
		Clarification	The third ability only prevents damage. It does not cause damage. If only 1 or 2 damage is pending, no damage is prevented, but Xizor is still considered to have prevented damage.

Card Name	Set	REF Type	Ruling
151. Princess Leia (M)	BOE	Clarification	<p>The chosen unit can be the same as the original defending unit for the attack.</p> <p>The attacking unit is making one attack with two separate sets of attack dice. The attack against the second defending unit triggers attack effects.</p> <p>The effect counts as a single attack against two defending units. Both units together will share each POP chance that occurs during an attack. (Including reroll, damage prevention, and discard.) Damage is done simultaneously.</p> <p>If Princess Leia gets Double Strike, she may perform two split attacks, one split attack for each attack, thus she may affect up to 4 units.</p>
152. Probot	ESB	Erratum	<p>Probot's ability should be worded this way:</p> <p>When this unit is damaged, discard it and draw 5 cards. Then choose a number of cards in your hand equal to the number of damage counters on this unit before it was discarded. Put those cards on top of your deck in any order.</p>
153. Q2 Hold-Out Blaster	BOE	Erratum	<p>This first effect is static but incorrectly starts with "If". The "If you have at least..." should be "As long as there is at least..."</p>
154. Quest For Truth	ESB	Erratum	<p>Quest for Truth should be worded this way:</p> <p>Look at your opponent's hand and set aside all Battle cards from it. This turn, you may play one of those cards as if it were in your hand, paying the cost (<i>if any</i>), then discard it. When the turn ends, return the rest of those cards to your opponent's hand.</p>
155. Qui-Gon Jinn (E)	ION	Erratum	<p>Qui-Gon Jinn (E)'s Reserves activation cost should be "☉, pay 4 Force →"</p>
		Clarification	<p>Qui-Gon Jinn (E)'s Force reduction ability only works while in an arena.</p>
156. Qui-Gon's Spirit (A)	FOTR	Erratum	<p>Qui-Gon's Spirit's third ability should be worded and split up this way:</p> <p>Whenever one of your Jedi Characters or Jedi Pilots is discarded from any arena, you may put the top card of that Character or Pilot facedown under Qui-Gon's Spirit. (Cards put under Qui-Gon's Spirit in this way are not a part of his stack and are not in play.)</p> <p>When Qui-Gon's Spirit is discarded, put all facedown cards under him in your discard pile.</p>
157. Quinlin Vos (A)	PM	Erratum	<p>The card return text should read:</p> <p>Put any cards that remain set aside this way on the bottom of your deck in any order at the end of your Character battle step.</p>
158. R2-D2 (H)	RAS	Erratum	<p>Where the third effect granted to the Starfighter says "the starfighter", it should say "this unit".</p>
159. R2-D2 (J)	ROTS	Erratum	<p>R2's ability text should be:</p> <p>↔ Starfighter Pilot. The Starfighter gets:</p> <ul style="list-style-type: none"> • This unit can have an extra Pilot as long as that Pilot isn't an Astromech Droid. • Lucky 3. • At the start of the Space battle step, remove 1 damage counter from this unit.
		BANNED	<p>R2-D2 (J) is banned in IDC sanctioned tournaments. The SWTCG:IDC has determined that R2-D2 (J)'s Lucky 3 and damage removal substantially restricts Starfighter design. It is banned in order to improve Starfighter design quality and variety.</p>
160. R5-D4 (A)	ANH	Erratum	<p>Change "R4-D5" to "R5-D4" in the effect text.</p>

Card Name	Set	REF Type	Ruling
161. Rage of Victory	ROTS	Clarification	The effect applies to the arena, not to the units in the arena. If a unit with Hidden Cost deploys to an arena after this card is played choosing that arena, it will get +4 power if an opponent's unit is discarded from that arena this turn. Each time an opponent's unit is discarded from the chosen arena, all of your units currently in that arena get +4 power. If the Hidden Cost unit was deployed after an opponent's unit was destroyed, it would not get a +4 power, because it wasn't in the arena when that bonus was gained.
162. Rally the Defenders	ESB	Clarification	This card affects only units that have a <i>printed</i> cost of 2 or less.
163. Rebel Marine Squad	ANH	Clarification	Treat this effect the same as Accuracy -1. It is cumulative with Accuracy, but it is not Accuracy.
164. Rebel Surrender	ANH	Clarification	No dice are rolled for a unit with 0 power, so your opponent rolls no hits for such a unit. You can play this card only if your opponent rolled no hits. If your opponent rolled any hits but the damage was prevented, this card still can't be played. If the defending unit is removed from battle after the attack begins, but before the dice are rolled, then no hits are rolled. Rebel Surrender is a valid play in this instance. Armor can cause the attacking unit to be discarded on a roll of 4 when Rebel Surrender is played. Accuracy can affect this chance.
165. Remember the Prophecy	JG	Clarification	Remember the Prophecy targets any card type the player names, including Locations, Equipment, and Resource cards. The parenthetical is just reminder text that doesn't affect the operation of the card.
166. Sabé (A)	ION	Erratum	The effect should read: Treat Sabé as if her name is Queen Amidala. Sabé can be affected by all card effects on Queen Amidala that reference Amidala as if the ability text were on Sabé.
		Clarification	Sabé does not stack with Queen Amidala (It is like having two cards named Space Slug. Same names, but two different units). Sabé can't grant additional bonuses, because the ability is not actually printed on her. All card effects that reference Queen Amidala also reference Sabé. Only effects that refer to Queen Amidala (Not Padmé Amidala) by name can affect Sabé. This includes text that says Amidala on a card with the name Queen Amidala. Queen Amidala must be in the arena (not the build zone) for Sabé's first ability to have any meaning regarding Queen Amidala's abilities. Queen Amidala's effects work on Sabé at the same time they work on Queen Amidala. If only one or the other is able to benefit from the effect, it may still be activated, but Queen Amidala's abilities are still limited to the rules for abilities as if played only on her. The first effect on Queen Amidala (J) gives Queen Amidala +1 power and +1 health. With Sabé in the arena, Sabé and Queen Amidala both get +1 power and +1 health. (It does NOT give either of them +2 power or health.) The second effect on Queen Amidala (K) can be used to tap Queen Amidala or Sabé and put a damage counter on either one and retreat either one in order to retreat your opponent's unit unless he or she pays 3 Force. Sabé's text allows you to put the damage counters on Sabé instead. You don't have to tap, retreat, or damage both, and you don't have to tap Queen Amidala herself. You also can't retreat two of your opponent's units. The effect still only works once.
167. Sabers Locked	BOY	Clarification	You may choose Characters in any arena or build zone.

Card Name	Set	REF Type	Ruling
168. Sando Aqua Monster	TPM	Clarification	The "unit" refers only to the cards in its stack, not Equipment. Simply put the Equipment in your build zone.
169. Sarlacc (A)	ROTJ	Erratum	Sarlacc's ability text should read this way: You may choose not to untap Sarlacc during your untap step. ☞ → Choose one of your opponent's Characters. As long as Sarlacc remains tapped, the chosen Character doesn't untap during the untap step, and at the start of the Character battle step, put 2 damage counters on the chosen Character. Play only when Sarlacc would attack.
		Clarification	Once the Sarlacc becomes tapped, the targeted unit takes 2 damage at the start of each Character battle as long as Sarlacc remains tapped regardless of whether the unit it taps becomes untapped. As soon as the Sarlacc untaps (whether from your normal untap step or from some other card), its effect ends.
170. Sebulba's Podracer	TPM	Erratum	Sebulba's Podracer should be Sebulba's Podracer (A).
171. Second Wave	BOY	Ruling	You cannot use Second Wave to deploy 2 or 3 versions of the same unique unit in a stack. (Stacking requires that at least one of the cards be deployed before the others, but Second Wave deploys all the units simultaneously.) The units must be 3 different Starfighter units.
172. Self-Destruct	ESB	Erratum	First part of the game text should read: Pay 3 Force → One of your units gets "Pay 0 Force → Retaliate X" until end of turn...
		Clarification	The unit is discarded from play regardless of whether it's in an arena or the build zone. However, if it is out of play, then it remains out of play. If it returns to play after the turn ends, then it does not get discarded by this effect. If it is not in play or set aside, then it does not get discarded.
173. Sidious's Communicator (A)	FOTR	Erratum	For stacking purposes, the card name should be "Darth Sidious's Communicator."
174. Sith Infiltrator	TPM	Erratum	<i>Sith Infiltrator</i> should be Sith Infiltrator (B).
175. Sith Infiltrator (A)	SR	Clarification	Only <i>Sith Infiltrator (A)</i> is returned and only if it is on top of the stack. (Because it names itself without referring to its stack.) All other versions that were in its stack remain discarded and Equipment remains detached.
176. Slave I (F)	RAS	Erratum	The second ability should read, "Remove a space unit card...".
177. Sleight of Hand (A)	BH	Clarification	You may put the unit that would be discarded under the <i>Sleight of Hand</i> every time a unit would be discarded when Cad Bane attacks.
178. Snowtrooper Elite Squad	ESB	Clarification	An effect may attempt to discard this unit as a cost, or as the result of a discard effect. If it does, this unit will instead retreat (if Vader is in the Character arena). The effect requiring the discard will not resolve. The effect is considered "played". (If it's a Battle card, discard it.)
179. Space Slug {RAS}	RAS	Clarification	This unit card is considered independent from the pre-existing Space Slug unit card from ESB. You can have 4 of each in your tournament decks.
180. Spinning Slash	ROTS	Erratum	Spinning Slash's second sentence should read: Each time that Jedi attacks this turn, when its attack ends, choose a unit in the Character arena it can attack that it hasn't attacked this turn.

Card Name	Set	REF Type	Ruling
		Clarification	Spinning Slash does not cause the affected unit to tap or untap. If a defending Character unit is attacked with this effect and has its attack intercepted by another Character unit, then both Character units are considered to have been attacked, and neither can be attacked again. Spinning Slash overrides Double Strike (unless it is played during the attack POP after a unit has tapped to attack). You can't use Double Strike after any of the attacks because the unit has not tapped.
181. Star Destroyer {RAS}	RAS	Clarification	This unit card is considered independent from the pre-existing Star Destroyer unit card from BOY. You can have 4 of each in your tournament decks.
182. Stinger (A)	RAS	Erratum	Ignore the "3" at the end of "Intercept 3." It's a typographical error.
183. Stormtrooper Detachment	RAS	Erratum	This unit's second ability should say "a neutral unit" instead of "neutral units".
184. Stormtrooper Sentry	RAS	Clarification	Stacking a Dark Jedi card into a stack is considered a form of deployment, and will cause the Stormtrooper Sentry to be returned to the arena from discard.
185. Streets of Cloud City	ESB	Clarification	The order of the battle steps becomes: Ground -> Space -> Character.
186. Stubborn Personality	ROTS	Clarification	Effects that add cards to stacks may do so after this card is played as long as the new card doesn't come from your hand or your build zone (such as with Yoda's Training. You would not be able to get the benefit of Hero's Potential).
187. Surprise Reinforcements	ESB	Clarification	The one spending build points may place build points on a face down card either already in the build zone or placed into the build zone from his or her hand. This does not create a build step and the players may not deploy or complete cards with build costs.
188. Tame the Beast	JG	Clarification	If this is played on an opponent's Creature unit, and that unit has an ability that triggers "when this unit would attack," then your opponent may play that ability instead, overriding the effect of Tame the Beast. The defending unit you choose must be in the same arena as the attacking Creature.
189. Tauntaun	ESB	Erratum	The last sentence should read: Play only if that Character would be discarded by damage from the Character arena.
190. Thermal Scanner	MAND	Erratum [Card Image Updated]	Thermal Scanner's build cost should be 0.
191. Tow Cable	BOH	Erratum	Before the granting effects, Tow Cable should say: Pay 1 build point -> Equip
192. Trade Federation Battle Freighter Trade Federation Core Ship	JG	Clarification	If you deploy a unit during battle with this ability and the battle in that unit's arena has ended this turn, that unit cannot attack until the next turn.
193. Trade Federation Dropship	ION	Erratum	The second effect should read: When damage from your opponent causes this unit to be discarded from the Space arena, reveal all facedown cards that were under this unit. Put any unit cards with a build cost of 3 or less face up in their arenas. Discard the rest.
194. Trained in the Arts	FOTR	Erratum	The Enhance game text should read: Enhance: Pay 3 more Force → Each of your units in that arena gets Parry 1 until end of turn instead.
195. Trash Compactor	RAS	Erratum	Some copies of Trash Compactor have a red border. The red border is an error, as the border should be purple. It is still a Character Location, not a Battle card.

Card Name	Set	REF Type	Ruling
196. Twilight of the Republic	SR	Erratum	After you complete Twilight of the Republic, your build step stops and the Light Side build step starts. After the Light Side build step, your build step continues using your remaining build points. Also, the Light Side retreat step happens before the Dark Side retreat step this turn.
197. Tydirium (A)	BOE	Clarification	Tydirium can be targeted by cards that target Imperials so long as the effect belonging to your opponent does not say "your Imperial".
198. Tyranus's Edict	AOTC	Clarification	Tyranus's Edict may be used in combination with Han Enchained to prevent your opponent from making any attacks on your units. Your units not affected by Han Enchained may still attack.
199. Tyranus's Geonosis Speeder (B)	JG	Erratum	Tyranus's Geonosis Speeder (B) should be Tyranus's Geonosian Speeder (B).
200. Ugnaught	RAS	Clarification	Ugnaught's ability can be used to return itself from the discard pile, since its effect triggers after it enters the discard pile.
		BANNED	Ugnaught is banned in IDC sanctioned tournaments. It was determined that Ugnaught's ability to return itself from the discard pile in combination with dumping one's own deck into the discard pile, as well as returning restricted cards to one's deck from discard in combination with other cards produced an abusive playing environment controlled by the Dark Side player.
201. Unity of the Jedi	ROTS	Erratum	Unity of the Jedi should read: Pay 3 Force -> Choose three of your Jedi with different names in the Character arena. Each of those Jedi gets +2 power and Accuracy 1 this turn. Play only when no unit is attacking.
		Clarification	The units you choose must be clearly identified. This does not count versions in a stack. Three Jedi are required only to play the card. Once you choose to play the card, that requirement no longer matters.
202. Untamed Ronto	BOY	Clarification	Your opponent may have Untamed Ronto attack itself for that attack.
203. Utapau Landing Platform	FOTR	Erratum	"in the arena this Location is deployed" should be "in the arena this Location is in".
204. Vader's Call	ESB	Erratum	To complete Vader's Call, you may pay any amount of Force up to X. Your opponent discards a number of cards equal to the Force you paid.
205. Vader's Fury	BOY	Clarification	Vader's Fury does not cause the affected unit to tap or untap. If a defending Space unit is attacked with this effect and has its attack intercepted by another Space unit, then both Space units are considered to have been attacked, and neither can be attacked again. Vader's Fury overrides Double Strike (unless it is played during the attack POP after a unit has tapped to attack). You can't use Double Strike after any of the attacks.
206. Vader's TIE Fighter (A)	ANH	Erratum	When Vader's TIE Fighter is discarded from the Character arena, you may pay 2 Force. If you do, return Vader's TIE Fighter, all cards in, on, or under its stack, from your discard pile to your hand.
		Clarification	If some of the cards have left the discard pile by the time the second ability takes effect, you don't get them back in your hand. Cards under Vader's TIE Fighter (A) that you do not own do not return to your hand, but remain in your opponent's discard pile as per the Global Zone Rule. If the Light Side player controls Vader's TIE Fighter (A), then the Light Side may pay the 2 Force. However, Vader's TIE Fighter won't be in the Light Side discard pile when the effect resolves. Therefore, neither side will retrieve Vader's TIE Fighter.
207. Vader's TIE Fighter (C)	BOE	Clarification	An effect may attempt to discard Vader's TIE Fighter as a cost, or as the result of a discard effect. If it does, Vader's TIE Fighter will instead retreat (if Vader is in the Character arena). The effect requiring the discard will not resolve. The effect is considered "played". (If it's a Battle card, discard it.)

Card Name	Set	REF Type	Ruling
208. Vader's Vengeance	ESB	Clarification	Pay X Force → One of your units in any arena gets +X power for this attack.
209. Walking Droid Starfighter	TPM	Clarification	This effect only works while in an arena. If Walking Droid Starfighter is retreated, it can only return to battle in the Ground arena. During battle, you may then use its ability to return to the Space arena.
210. Wampa	ESB	Clarification	This unit does not attack itself.
211. Wampa Cave		Clarification	The Creature unit card must first be put face down in the build zone.
212. War Will Follow	AOTC	Erratum	This card uses the term "build area," where it should have used "build zone." The two terms mean the same thing, but future cards will always use "build zone," not "build area."
213. Weapon Turret	BOH	*BANNED*	Weapon Turret is banned in IDC sanctioned tournaments. It was determined that Weapon Turret's ability to let any unit attack units in the other arenas with 3 power is abusive in nature and substantially restricts card design, particularly where power bonuses and attack damage enhancement abilities are concerned.
214. Wedge's X-wing (A)	BOE	Erratum	Wedge's X-wing's damage counter removal text should read: When Wedge's X-Wing would be discarded by damage done, you may choose one of your other units in the Space arena. If you do, move any number of damage counters from Wedge's X-wing to that unit until Wedge's X-wing is at 1 remaining health or more. Play only once per turn.
215. Wookiee Hug	ROTJ	Clarification	Since Wookiee Hug grants Retaliate for the rest of the turn, you can Retaliate against any future attacks on that unit during that turn, but not for the attack that you prevented damage on.
216. Wookiee Tactics	FOTR	Erratum	Wookiee Tactics should read: Choose an arena. Until end of turn, each of your units in that arena gets 'Pay 2 Force -> Retaliate X, where X equals the number of Wookiees in this arena.'
217. Wristcuffs	BOE	Erratum	Wristcuffs' third effect should be worded this way: Equipped Character gets: "Upkeep: Pay 1 Force or tap this unit." And "You can't detach Wristcuffs from this unit unless you pay 2 build points during your build step."
218. Yoda (G)	ESB	Erratum	Yoda's text should read: When Yoda you deploy, under any Jedi Padawan, one copy of Yoda stack you can. On top of that stack, Yoda can't be. 1 extra card in it, the stack can have. While stacked under a Padawan, count as Yoda this card does not.
		Clarification	You may have multiple copies of Yoda (G) stacked on different Padawans. Other versions of Yoda can be played legally while Yoda (G) is stacked beneath a Jedi Padawan. Yoda (G) can't leave the stack once stacked. Yoda's ability is not in effect during setup (as with all cards). If you play it during setup, you spend 3 for a Yoda that can't be stacked with a padawan.
219. Yoda (H)	ESB	Clarification	You get the Force point each time damage prevention is used, not just once for each opportunity.
220. Yoda (K)	ROTS	Clarification	Discard effects still trigger when Yoda's first ability takes effect.
221. Zam Wesell (D)	JG	Ruling	You must choose her speed, power, and health when you deploy her. If you don't choose at the start of the ready phase, her ability text remains the same as the previous turn.
222. Zam's Sniper Rifle (A)	SAV	Erratum	For stacking purposes, the card name should be "Zam Wesell's Sniper Rifle."

List of Cards with Errata

Accelerate Our Plans (ION)
Admiral Firmus Piett (B)
Anakin's Podracer (TPM)
Anakin Skywalker (P) (FOTR)
Anakin's Spirit (A) (ROTJ)
ARC Fighter (FOTR)
AT-AT (RAS)
AT-RT (ROTS)
Attack Pattern Delta (BOH)
Aurra Sing (A) (SR)
Aurra Sing (B) (TPM)
Bargain with Jabba (ROTJ)
Blaster Barrage (ANH)
Boba Fett (K) (MAND)
Bravo Five (A) (ION)
C-3PO (G) (RAS)
Canderous Ordo (A) (MAND)
Careful Targeting (SR)
Celebrate the Victory (BOY)
Chewbacca (H) (RAS)
Chewbacca (I) (RAS)
Chewbacca (M) (ROTS)
Chewbacca's Ewok Squad (A) (BOE)
Clear the Skies (AOTC)
Clone Captain (SR)
Close Quarters (ROTJ)
Commander Bly (A) (FOTR)
Dark Dreams (JG)
Darth Maul (F) (TPM)
Darth Sidious (A) (AOTC)
Darth Vader (O) (ROTJ)
Darth Vader (S) (ROTS)
Death Star Scanning Technician (ANH)
Demonstration of Power (ANH)
Droid Racks (ION)
Emperor's Prize (ESB)

Escape Pod (BOY)
Frostbite (BOH)
General Grievous (B) (FOTR)
Getaway Speeder (BH)
Gondola Speeder (JG)
Greedo (B) (RAS)
Gungan Scout (ION)
Human Shield (RAS)
Imperial Landing Craft (BOY)
Jango Fett (E) (JG)
Jedi Call for Help (AOTC)
Jedi Robes (ION)
Lando's Influence (RAS)
Luke Skywalker (K) (ESB)
Luke's Speeder Bike (A) (BOE)
Luke's Vow (RAS)
Mace Windu (F) (ROTS)
Mandalorian Special Training (MAND)
Millennium Falcon (C) (BOY)
Modal Nodes (A) (RAS)
Modified Starship (BH)
Necessary Deception
Negotiate the Peace (TPM)
Nien Nunb (A) (ROTJ)
Nos Monster (ROTS)
Obi-Wan Kenobi (L) (ROTS)
Obi-Wan Kenobi (S) (ION)
Obi-Wan's Lightsaber (A) (FOTR)
Orn Free Taa (A) (TPM)
Padmé Amidala (E) (SR)
P-Series Droideka (ION)
Painful Reckoning (ESB)
Podrace (TPM)
Prince Xizor (A) (RAS)
Probot (ESB)
Q2 Hold-Out Blaster (BOE)

Quest For Truth (ESB)
Qui-Gon Jinn (E) (ION)
Qui-Gon's Spirit (A) (FOTR)
Quinlin Vos (A)PM
R2-D2 (H) (RAS)
R2-D2 (J) (ROTS)
R5-D4 (A) (ANH)
Sabé (A) (ION)
Sarlacc (A) (ROTJ)
Sebulba's Podracer (TPM)
Self-Destruct (ESB)
Sidious's Communicator (A) (FOTR)
Sith Infiltrator (TPM)
Slave I (F) (RAS)
Spinning Slash (ROTS)
Stinger (A) (RAS)
Stormtrooper Detachment (RAS)
Tauntaun (ESB)
Thermal Scanner (MAND)
Tow Cable (BOH)
Trade Federation Dropship (ION)
Trained in the Arts (FOTR)
Trash Compactor (RAS)
Twilight of the Republic (SR)
Tyranus's Geonosis Speeder (B) (JG)
Unity of the Jedi (ROTS)
Utapau Landing Platform (FOTR)
Vader's Call (ESB)
Vader's TIE Fighter (A) (ANH)
War Will Follow (AOTC)
Wedge's X-wing (A) (BOE)
Wookiee Tactics (FOTR)
Wristcuffs (BOE)
Yoda (G) (ESB)
Zam's Sniper Rifle (A) (SAV)

List of Cards with Rulings

Bright Hope (A) (ESB)
Duel of the Fates (TPM)
Emperor Palpatine (E) (ROTJ)
Homing Missile (JG)

Jabba the Hutt (B) (ROTJ)
Mos Eisley (RAS)
Necessary Deception

Painful Reckoning (ESB)
Second Wave (BOY)
Zam Wesell (D) (JG)

List of Cards with Clarifications

Anakin's N-1 Starfighter (A) (ION)	<i>Hound's Tooth</i> (A) (RAS)	Qui-Gon Jinn (E) (ION)
Anakin Skywalker (N) (ROTS)	IG-88 (B) (BH)	Rage of Victory (ROTS)
Bail Organa (A) (AOTC)	Imperial Landing Craft (BOY)	Rally the Defenders (ESB)
Blaster Barrage (ANH)	Imperial Manipulation (ANH)	Rebel Marine Squad (ANH)
Blockade (TPM)	Imperial Supremacy (BOH)	Rebel Surrender (ANH)
Blow This Thing (BOY)	In Disguise PM	Remember the Prophecy (JG)
Captain Lorth Needa (A)	It Just Might Work (ROTS)	Sabé (A) (ION)
Careful Targeting (SR)	It's Not Over Yet (ANH)	Sabers Locked (BOY)
Clone Captain (SR)	Jabba the Hutt (B) (ROTJ)	Sando Aqua Monster
Combined Squadron Tactics (ROTS)	Jedi Council Quorum (JG)	Sarlacc (A) (ROTJ)
Concentrated Fire (SR)	Jedi Extinction (ANH)	Self-Destruct (ESB)
Dantooine Sytem (RAS)	Jedi Temple (TPM)	<i>Sith Infiltrator</i> (A) (SR)
Dark Dreams (JG)	Jedi Trap (ESB)	<i>Sleight of Hand</i> (A) (BH)
Dark Sacrifice (RAS)	Lama Su (A) (AOTC)	Snowtrooper Elite Squad (ESB)
Dark Side's Command (AOTC)	Lando Calrissian (F) (RAS)	Space Slug {RAS} (RAS)
Dark Side's Compulsion (AOTC)	Lando Calrissian (J) (SAV)	Spinning Slash (ROTS)
Darth Sidious (D) PM	Lando's Influence (RAS)	Star Destroyer {RAS} (RAS)
Darth Sidious (F) (ROTS)	Lars Homestead (RAS)	Stormtrooper Sentry (RAS)
Darth Sidious (G) (ROTS)	Luke Skywalker (I) (ESB)	Streets of Cloud City (ESB)
Darth Vader (F) (BOY)	Luke's Vow (RAS)	Stubborn Personality (ROTS)
Darth Vader (H) (ESB)	Mace Windu (F) (ROTS)	Surprise Reinforcements (ESB)
Death Star (C) (BOY)	Mas Amedda (A) (ROTS)	Tame the Beast (JG)
Decoy tactics (ESB)	<i>Millennium Falcon</i> (B) (BOY)	Trade Federation Battle Freighter (JG)
Deflectors Activated (RAS)	<i>Millennium Falcon</i> (F) (ESB)	Trade Federation Core Ship (JG)
Don't Get All Mushy (ESB)	<i>Mist Hunter</i> (A) (RAS)	<i>Tydirium</i> (A) (BOE)
Duel of the Fates (TPM)	Mynock {ESB} (ESB)	Tyranus's Edict (AOTC)
Emperor Palpatine (C) (ROTJ)	Necessary Deception (ION)	Ugnaught (RAS)
Emperor Palpatine (E) (ROTJ)	Negotiate the Peace (TPM)	Unity of the Jedi (ROTS)
Emperor's Prize (ESB)	Neimoidian Shuttle (A) (JG)	Untamed Ronto (BOY)
Environmental Modifications (BOH)	Nien Nunb (A) (ROTJ)	Vader's Fury (BOY)
Escape Pod (BOY)	Nexu (AOTC)	Vader's TIE Fighter (A) (ANH)
Ewok Village (ROTJ)	Nute Gunray (C) (TPM)	Vader's TIE Fighter (C) (BOE)
<i>Executor</i> (C) (BOE)	Obi-Wan Kenobi (A) (AOTC)	Vader's Vengeance (ESB)
Falcon's Needs (RAS)	Obi-Wan Kenobi (H) (BOY)	Walking Droid Starfighter (TPM)
Forward Command Center (JG)	Obi-Wan Kenobi (S) (ION)	Wampa (ESB)
Frostbite (BOH)	Painful Reckoning (ESB)	Wampa Cave
General Grievous (B) (FOTR)	Penetrate the Shields (ANH)	Wookiee Hug (ROTJ)
General Grievous (D) (FOTR)	Press the Advantage (ANH)	Yoda (G) (ESB)
Getaway Speeder (BH)	Prince Xizor (A) (RAS)	Yoda (H) (ESB)
Hero's Potential (BOY)	Princess Leia (M) (BOE)	Yoda (K) (ROTS)

List of Restricted Cards

The following cards are currently restricted to one (1) card per deck in IDC sanctioned tournaments:

Blockade* (TPM)	Falcon's Needs* (RAS)	Lull in the Fighting* (JG)
Blockaded Naboo (ION)	Free Tatooine* (ROTJ)	Occupied Tatooine* (ROTJ)
Chewbacca (G)* (RAS)	Han's Promise* (ESB)	Peace on Naboo* (JG)
Death Star II (D) (BOE)	Lost in the Asteroids* (JG)	Price of Serenity (ION)

* Cards with an asterisk were previously restricted in DCI sanctioned tournaments under WOTC.

List of Banned Cards

The following cards are currently banned in IDC sanctioned tournaments:

Duel of the Fates* (TPM)	Kessel System* (RAS)	Ugnaught* (ESB)
Holoprojection Chamber* (RAS)	Luke's X-wing (E) (SAV)	Weapon Turret (ION)
Hotwire (BOE)	R2-D2 (J) (ROTS)	

* Cards with an asterisk were previously banned in DCI sanctioned tournaments under WOTC.

Watch List

The following cards are being watched by the IDC for possible abuses. If you have any information showing the abuse of any card, please inform the IDC at idcadmin@skywldr.net:

Basilisk Defense Legion	Orn Free Taa (A) (TPM)	Price of Serenity (ION)
Mandalorian Special Training	Padmé Amidala (H) (ROTS)	

