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STAR WARS

TRADING CARD GAME

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RULEBOOK

CONDENSED

STAR WARS

TRADING CARD GAME

LEGACY MANDALORIANS OF THE FORCE:

Ultimate Graphic Edition Revised and Condensed

The Rulebook has never looked this good.

This condensed edition of the rulebook contains the following features:

- Less than half the size of the Bounty Hunter Rulebook!
- Only 2 pages more rules text than WOTC's ROTS Rulebook from the Two-Headed Wookiee playing format rules.!
- Larger 10pt font, 18 fewer pages and still every rule that matters to the casual player covered!
- Text reduced so much that 4 sections cover all the rules, just like the original Rulebooks!
- Intuitive layout.
- Cross-reference indexing.
- A complete list of card sets from both WOTC and the IDC.

Official Star Wars Website:
starwars.com

SWTCG:IDC Website:
skywlr.net/idc/index.asp



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What's New

The condensed high graphic digital version of the SWTCG Rulebook makes reading the rules less of a chore, with reduced and reworded text. It's our sincere hope that those put off by the seeming amount of rules may now feel more at ease with the rules. This edition includes updated rulings highlighted in yellow. Following is a summary of updates in this edition:

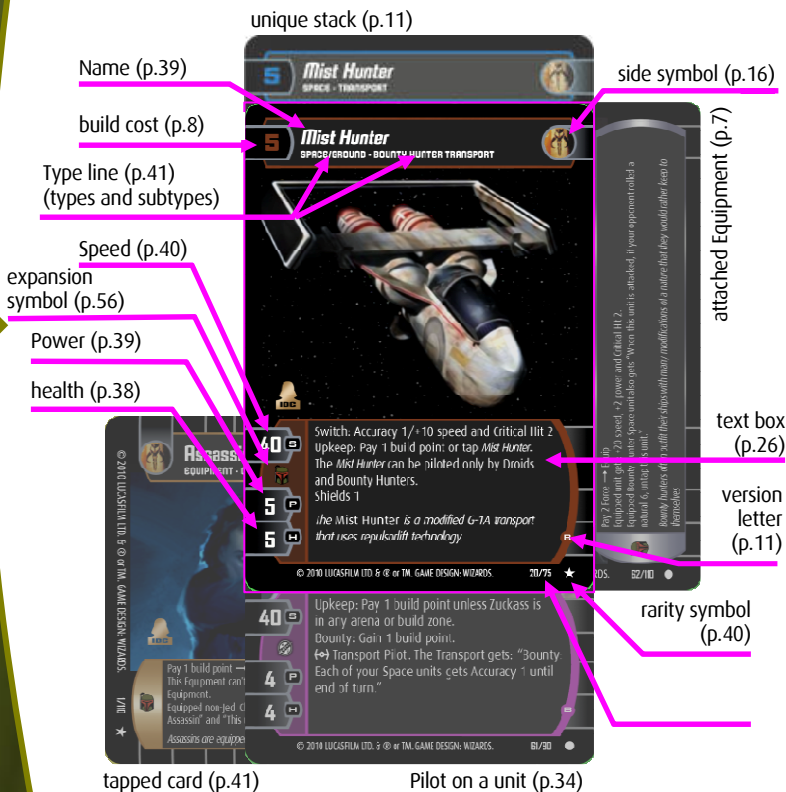
- You may only equip Equipment once per turn. (p. 7)
- Equipment goes where the unit goes unless discarded normally. (p.7)
- Stacking benefit for Equipment now applies to numerical values rather than certain common types. (p.13)
- Clarification of non-interchangeable "out of game" effects. (p.16)
- Moved the Resource search to before you shuffle your deck in prep. (p.20)
- The Global Zone Rule is now a Primary Rule called "Owner Overrides". (p.22)
- Attack sequence updated. (p.25)
- Discard POP and Attack End POP are now separate. (pp.25, 56)
- New rulings and clarified text for Two-Headed Wookiee. (p.26)
- The rules regarding playing activated abilities "once per turn" now apply to all activated effects. (p.29)
- "Duplicate Effects" subheading added, defining cumulative, isolated, layered, and selective effects. (p.30)
- Corrected a typo in Bounty. It triggers during the discard POP. (p.33)
- Double Strike is now static, taking effect after attack end triggers. (p.33)
- Intercept text restored. (p.34)
- A unit may not intercept its own attack. (p.34)
- Lucky has been changed back to static to work after triggered reroll effects. (p.35)
- Overkill's text restored. (p.35)
- Parry reworded to trigger from the initial dice roll. (p.35)
- Parry self-attack ruling added. (p.35)
- Pilot text reworded. (p.35)
- Reserves clarified between itself and the effects it grants. (p.36)
- Switch ability text reworded. (p.37)
- The Pilot's one move per turn applies only to the individual controller. (p.39)
- Added "total" to the glossary. (p.45)
- A choice must be verbalized. (p.47)
- "Treat as..." text that creates a new game condition replaces the normal game condition, such as treating a unique unit as non-unique. (p.53)

The expanded and clarified rules are available in the printer-friendly Judge's Handbook at skywlkr.net/idc/index.asp.

The Basics

The Cards

Unit cards, printed vertically, are used for battle. Non-unit cards, printed horizontally, are used to assist the battle. The following is the anatomy of a card and the purpose of each card type:



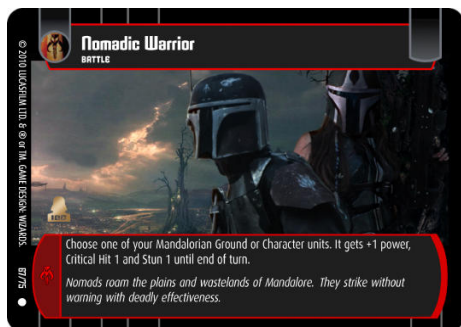
Unit Cards



Unit cards contain the Space, Ground, and/or Character types to correspond with the arenas in which they do battle. Space unit cards have a **blue** border. Ground unit cards have a **green** border. Character unit cards (or “Characters”) have a **purple** border. Unit cards that can battle in one of multiple arenas have a **brown** border and follow special rules. (p.8) Effects that refer to “units” mean the card only while it is in play in an arena or the build zone. Effects that refer to a “unit card” mean the card in no matter what zone it is.

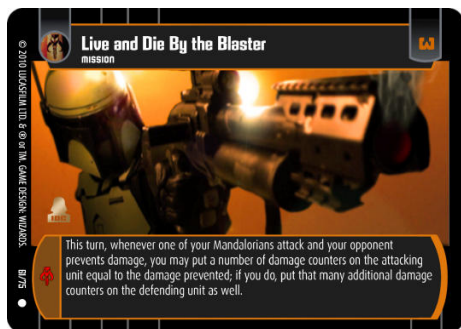
You build units (p.9) during your build step. (p.23) If its deployment isn’t disrupted (p.41), it is now a “unit” of its type and you may deploy (complete) it to an arena, the build zone or into an existing unique unit stack. (Unique Cards, p.10) *Units deployed to an arena have moved through the build zone.* Abilities aren’t active until the unit is in play. (Effects, p.28) Deployment effects only trigger when it is deployed to an arena, not the build zone unless the effect says otherwise. You can deploy a multi-arena unit to any arena its unit type allows, but deployment effects only trigger for the arena to which it is deployed.

Battle Cards



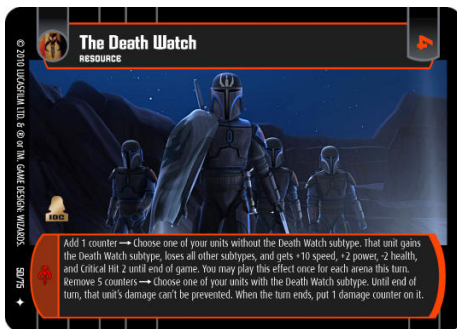
Battle cards are non-unit cards with a **red** border. You play them during the battle phase by paying the activation cost, if any, to get the effect. (Battle cards without an activation cost have an activation cost of "Pay 0 force →"). If your opponent does not disrupt (p.42) the Battle card after you pay the cost, you get the effect. If there are multiple effects on a Battle card, choose which one you will use and disregard the other, then discard the card. See Effects (p.28) for more details on activated effects.

Mission Cards



Mission cards are non-unit cards that provide effects that apply for a specific period of time (Usually one turn). They have a **yellow** border. You build (p.9) Mission cards during your build step. (p.23) If after you pay its cost your opponent doesn't disrupt it (p.42), follow its instructions and discard it.

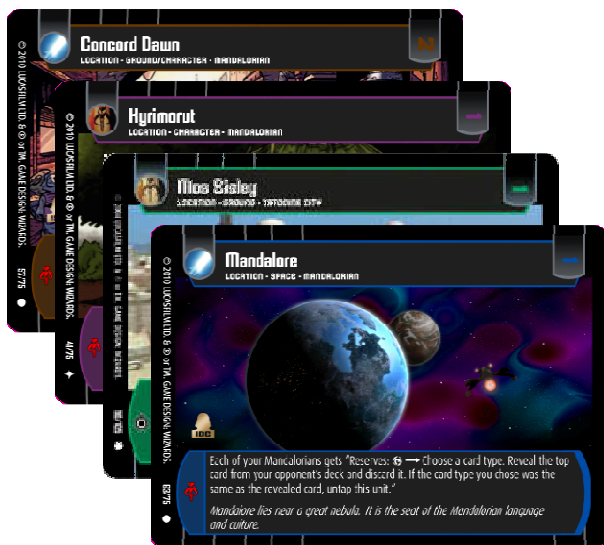
Resource Cards



The Resource card has an **orange** border. You may build (p.9) it during setup (p.21) or during your build step. (p.23) To complete the Resource, put it face-up next to the play area until end of game. You may follow its instructions to get its effects at any time according to the rules for effects. (p.28)

Counters added to or removed from Resource cards to pay costs are known as "resource counters" (such as "Add 1 counter", meaning "Put X resource counters on this card" or "Remove X counters", meaning "Remove X resource counters from this card") You may play only one activated resource effect each turn and only once per turn (following normal activated effects rules). You can't have more than one Resource card in play. You can't discard or replace the Resource card in play. See also: Resource zone (p.17).

Location Cards



Location cards contain the Space, Ground, and/or Character subtypes to correspond with the three arenas in which you may put them, but they aren't unit cards and aren't "deployed". Space Locations have a **blue** border, Ground Locations have a **green** border, Character Locations have a **purple** border, and Locations that you can put into one of multiple arenas have a **brown** border and follow special rules. (p.8) You build (p.9) Location cards during your build step. (p.23)

To complete a Location, put it face-up facing you between both players in an arena that matches its subtype. To replace a Location, pay the build cost of whichever Location card costs more, then discard the replaced Location. A Location with no printed build cost has a printed cost of "0".

Only 1 Location can be in each arena at any time. Multi-arena Locations may have one copy in each arena to which its subtype refers and can't be moved from one arena to another.

Equipment Cards



Equipment cards usually have a **silver** border, while those with the "Skill" subtype have a **gold** border. They contain the Space, Ground, and/or Character subtypes to correspond with the unit types to which they may attach. Equipment with multiple arenas listed in its subtype follow special rules. (p.8) You may build (p.9) Equipment during your build step. (p.23) To complete Equipment, put it in the build zone face-up until you're ready to equip it to a unit during your build step (usually by paying the equip cost; see Equip, p.34). **Attached Equipment** is put face-up under the unit with its text box exposed to either side. (Diagram, p.2) *Tapped Equipment doesn't grant any bonuses or text to the unit.*

You may only equip each Equipment once per turn. If the unit moves, is discarded or returned to hand, the Equipment goes too unless the unit is discarded normally. If the unit is discarded, return the Equipment to the build zone. If a player gains control of an opponent's unit, the Equipment's controller may detach it from that unit and move it to his or her build zone during the build step or pay the equip cost to equip it to a different valid unit he or she controls. See also: Unique Cards (p.10).

Multi-arena Cards

Effects may refer to any of a multi-arena card's types or subtypes in its type line while not in an arena. If an effect references a specific arena (Space, Ground, or Character) in a multi-arena card's type or subtype while not in an arena, it means to treat that card as that type or subtype for that effect. For multi-arena cards in an arena, such an effect can only reference the card by its current arena or by the unit to which an Equipment is currently attached. For instance, you can't apply an effect that references "Character" to a multi-arena unit, Location or Equipment with the "Ground/Character" type or subtype while it is in the Ground arena. Also, if the effect says to put a card with the "Character" type or subtype "into its arena", the multi-arena card must go to the Character arena, not any other arena. During your build step, you may move each of your unit(s) with multiple arena types *only once*. (See also: Switch, p.36.)



Building Cards with Build Costs

Each turn, you get a number of **build points** (roll for build, p.21) used to pay costs. With these build points, you can build cards with build costs during the build step. (p.21) A card's **build cost** is in the upper left-hand side of the card. (Diagram, p.2) *References to a card's build cost refer to its printed cost.* To build a card, choose a card with a build cost (unit, Equipment, Location, Mission, or Resource) from your hand and put it face-down in your build zone with at least 1 build counter on it deducted from your remaining build points. Any number of cards may be **partially built** this way and aren't in play. You can spend more build points to add more build counters during your build steps. Only you can look at your own partially built cards at any time. If its cost is fulfilled, you may complete the facedown card during your build step by fulfilling its cost along with any additional deployment cost stated in its text box, (p.26) turning it face-up and removing the build counters. You may also complete it from hand by fulfilling its build cost, if any, by deducting its cost from your build points. Then follow its card type instructions within its description: (pp.3-7)

Unique Cards

A **version letter** (diagram, p.2) identifies a variation of a one-of-a-kind thing, such as specific people, droids, equipment and ships. For example, there are many versions of Boba Fett in various expansions and you may stack one of each of those versions as a single unit. (See Stacking and Rearranging, p.12.)

A unique card that refers to itself by name (such as “Luke Skywalker gets...””) refers only to the stack it is part of, not to one your opponent controls. A unique card referred to by name as a “card” (such as “a Luke Skywalker card”) refers to any version of that unique card no matter what zone it is in, unless specified.

Different Versions with Different Names

A few unique cards have different names, but treat them as though their names were the same for purposes of the rules for stacking (p.12) and contesting. (p.11) If they’re not on the list, they don’t stack or contest:

Anakin Skywalker ↔ Darth Vader
Chancellor Palpatine ↔ Emperor Palpatine
Senator Palpatine ↔ Darth Sidious
Count Dooku ↔ Darth Tyrannus
Finis Valorum ↔ Chancellor Finis Valorum
Padmé Amidala ↔ Queen Amidala

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 or hardware.

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.*

Contesting Unique Cards

You can't have two unique units with the same name (such as "Luke Skywalker") in play. But you may complete a second unique unit or Equipment with the same name that you control, or gain control of your opponent's unique unit stack of the same name, then do one of the following:

- a) Discard the one with the lower build cost; or
- b) Pay Force equal to the difference in build cost between the two cards to discard the higher cost one.

Note: *Cards discarded in this way still trigger discard effects.*

Two unique units with the same name in battle on opposite sides must contest immediately during the battle phase, before any effects trigger or conclude. To do so, both players bid available Force, back and forth (Dark Side first), adding it to his or her contested unit's or Equipment's build cost total (including stacking bonuses) until neither player wants to raise the bid, then 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 untapped. The controller of the unit who lost the bid pays no Force, and moves his or her unit to the build zone without tapping. (This isn't a retreat.) When Equipment loses the contest, it taps and remains attached to the equipped unit.

If there's more than one pair of contested units or Equipment, the Dark Side player chooses the order of bidding for units, then Equipment. (if the Equipment is still in an arena).



Stacking and Rearranging

To create a **unique stack**, you may deploy one version of a unique card on top of or beneath another version of the same unique unit or Equipment during your build step. Expose the name of each unit in the stack above the name of the top card to show the number of cards and compatibility of each card. (Diagram, p.2) Show each version you deploy to your opponent. You may also rearrange a stack by putting a lower version in the stack on the top.

The following rules apply to building new versions of a unique unit and rearranging cards in a stack to put a new one on top.

- You can't add to a stack that already has 4 cards in it.
- You can't stack unique cards with different names unless they represent the same unit. (See Different Versions with Different Names, p.10.)

- You can't have two copies of the same version in a stack.
- Adding a new version of a unique unit to the top or beneath a stack costs 1 build point in addition to other costs.

Example: You have Anakin Skywalker (C) (5 build cost) in battle. You want to deploy Anakin Skywalker (D) (4 build cost) to the top of the stack. Anakin Skywalker (D)'s cost is less than his (C) version, 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 version of a unique unit or Equipment added or moved to the top of the stack has a higher printed build cost than the current top card, pay the difference. If the card you put on top has equal or lower printed build cost, the cost does not increase.

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 spend 3 build counters to deploy it to the top – that's 7 minus 5, plus 1. ($7 - 5 + 1 = 3$.)

- For each version beneath the top card, the unit costs 1 extra build and gets +10 speed, +1 power, and +1 health. The result is part of its "total" (p.45) build, speed, power or health.

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

- When stacking Equipment, you must also pay the difference in equip costs if completing or moving it to the top of the stack and subtract 1 from each numerical value in that equip cost for each additional card in the stack. (When adding to the Equipment stack, the cards already in the stack are considered the additional cards. The word "a" or "an" equals "1".)

Example: To add or move Darth Vader's Lightsaber (A) (1 build and 1 force Equip cost) on top of Darth Vader's Lightsaber (B) (1 Force equip cost) attached to Darth Vader, you pay 1 Force (1 build point and 2 Force equip cost with -1 build point and -1

Force stacking bonus from the additional card in the stack) to put it on top of the Equipment stack upon completion or move it to the top of the stack.

- Once a card is in a stack, you can't take it out.
- The entire stack is considered a single unit or Equipment in all ways. What applies to the top card, such as going to another zone or receiving a granted effect, applies to the whole stack.
- Ignore all the other cards under the top card in the stack, except an effect that refers to the card while stacked under a card, or beneath the top card of the stack.
- Things possessed by a Character don't stack with that Character. Those cards may be a part of different stacks.

Example: *Obi-Wan's Spirit (A) doesn't stack with any version of Obi-Wan Kenobi.*

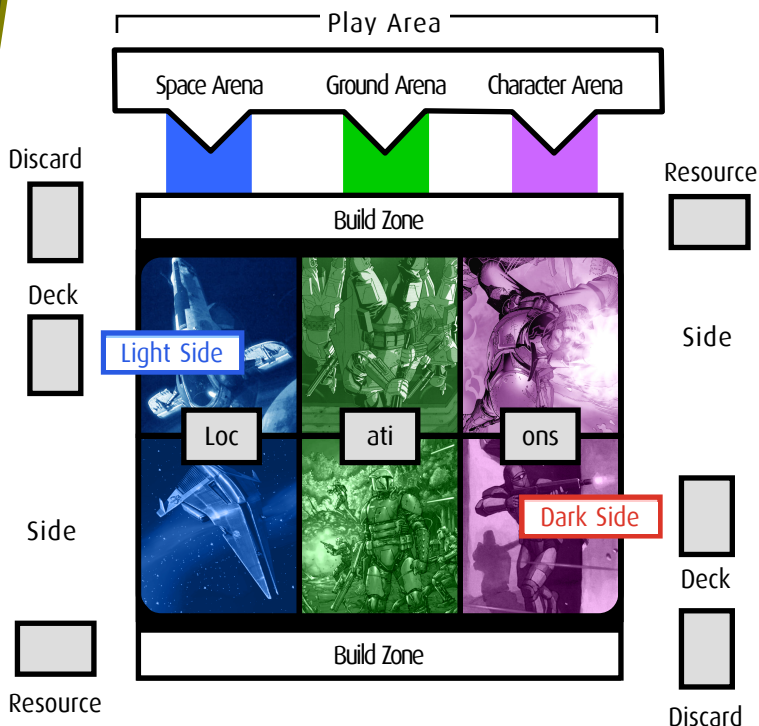
- Abilities printed on a card that trigger when it's deployed don't apply if the card is deployed beneath the top card of the stack.
- Rearranging and adding cards to the top of a unit stack has no effect on the number of damage counters on the unit. If a version is moved to the top with lower total health than the number of damage counters, the unit is immediately discarded.
- You may deploy a version of a unit to the top of the stack in an arena different than its type to cause it to move to a new arena, but only during the build step as its one move. (This does not affect units in the build zone) Otherwise, stack it under the top card. An effect that would force a version of the unique unit to be put on top of the unit stack in an arena during the battle step that does not have a compatible unit type for that arena has no effect unless it gives specific direction to move it. A version of Equipment moved to the top of its stack with a different arena subtype than the unit can't grant its effects to the unit, but does not move.

See *Causing Pilots to "Fall Off"* (p.39) for rules for rearranging a Pilot's stack while piloting.

A Mandalorian rises above fear.



Game Zones



arenas: The area where units do battle is split into the Space arena on the Dark Side player's left (Light Side player's right), the Ground arena in the middle, and the Character arena to the right. Battle proceeds from the Space arena. Face-up cards here are in play. Effects targeting an arena sets up a condition that may apply even to units that come into the arena later.

build zone: The area in front of you and below the arenas. Facedown (partially built, p.9) cards here aren't in play and can't be affected by effects referencing card types or subtypes unless such effect also references partially built or face-down cards.

Units in the build zone can't attack or be attacked and their abilities aren't in play, except stand-alone "Treat as" text, Upkeep, Hidden Cost, Pilot, Reserves, and effects that apply to "this card" or to the card while in "your build zone"

deck: The face-down pile from which you draw cards, to the side of the playing area, next to your discard pile. Cards here aren't in play. *Most effects aren't in play while the cards they're on are in your deck except stand-alone "Treat as" effects and effects that specifically apply to "this card" or to the card while in "your deck".* If you run out of cards, just keep playing.

discard pile: The face-up pile where you put your cards discarded from play, to the side of the playing area near your deck. Players may look at either discard pile. *Most effects aren't in play while the cards they're on are in your discard pile, except stand-alone "Treat as" text and effects that specifically apply to "this card" or to the card while in "your discard pile".*

hand: Your hand is where you hold cards you've drawn but haven't built or played yet. You may only look at the cards in your own hand, not in your opponent's hand. *Most effects aren't in play while the cards are in your hand, except stand-alone "Treat as" text and effects that specifically apply to "this card" or to the card while in "your hand".*

Resource zone: Your Resource card is kept face-up to the side of the build zone opposite your deck and discard pile. Player's put only 1 Resource card in their Resource zone with the text facing the player. Resource cards are always "on" while in play (not in setup).

side: Cards that are "out of game", "set aside", "removed from the game", or "put under" a card are all out of game (but are not interchangeable) and are put to the side of the play area or wherever you are directed by the effect. Each use creates a new group distinct from other groups. *Cards that are out of game can't affect or be affected by game play in any way.* (See "out of game", p.50, for more details.)



How to Play Materials

You need a Dark Side deck and a Light Side deck or one Neutral deck, this Rulebook, several 6-sided dice, various counters (p.41), and ample playing room on a hard, flat surface.

Deck

Each deck must adhere to the following rules:

- Must contain at least 60 cards.
- Must have at least 36 unit cards consisting of at least 12 of each type of unit (Space, Ground, and Character). Multi-arena cards count 1 toward the 12 card minimum for each type on its type line, but only 1 toward the 36 card minimum regardless of its types.
- Can't have cards with *side symbols* for both Light Side (🔵) and Dark Side (🔴). Either type may have Neutral (👤) cards and even be completely neutral.
- Can't have more than 4 copies of each card. (Each version of a unique card is a separate card. See Unique Cards, p.10)
- Can't have more than twice as many unit cards of one type than another.

Tip: Try to keep your Deck close to the 60-card minimum to help you draw the cards you need when you need them.

Sample Deck



CHARACTER

- 4 X BASILISK WARRIOR
- 2 X BOBA FETT (K)
- 4 X MANDALORIAN
RESISTANCE FIGHTER
- 2 X MIJ GILAMAR (A)

GROUND

- 4 X BASILISK WAR DROID
- 4 X LAGARTOZ WAR DRAGON

SPACE

- 2 X CORONET (A)
- 4 X G1-M4-C DUNELIZARD
FIGHTER
- 4 X FIRESPRAY-37-CLASS
PATROL AND ATTACK
CRAFT
- 2 X KANDOSII-TYPE
DREADNAUGHT

MULTI-ARENA

- 4 X TRA'KAD SUPPORT CRAFT

EQUIPMENT

- 2 X MANDALORIAN SPECIAL
TRAINING
- 2 X THERMAL SCANNER

LOCATION

- 2 X CONCORD DAWN
- 2 X KYRIMORUT
- 2 X MANDALORE

BATTLE

- 4 X NOMADIC WARRIOR
- 4 X MANDO'A

MISSION

- 4 X FINAL CONFRONTATION

RESOURCE

- 1 X DEFEND THE
HOMELAND

Preparation

Choose Sides

The players choose sides. They may also roll highest die or flip for who gets a side or for who begins the bid for it. To bid, players lower their starting build points by any amount they are willing to let go of starting from 30 or lower, back and forth. (Example: >29>27>26, etc.) Continue until one player lets go of the bid. The winner of the side starts at the build points he or she bid. The other player starts the game at 30 build points. This often evens the sides.

Pull Resource

You may search your deck for one Resource card, if any, show it to your opponent and put it into your hand. Dark Side first. Otherwise, you may draw it normally later.

Shuffle and Draw

Shuffle your deck until it's in a random order. Then draw cards from your deck until you have 7 cards in hand. (Including your Resource card, if any.)

Mulligan

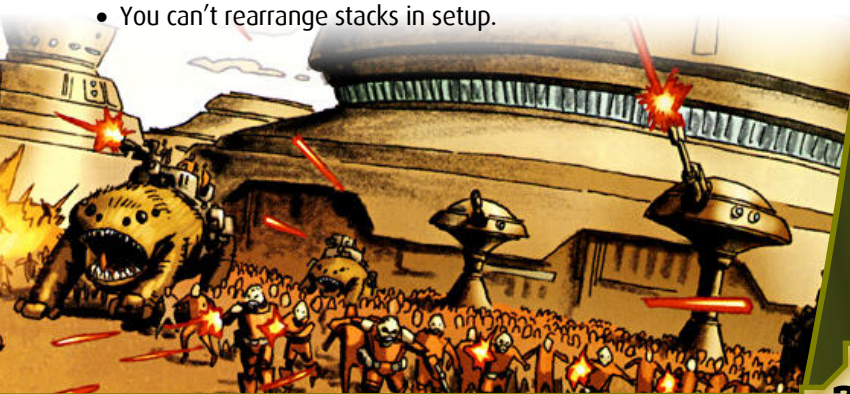
You may put any number of non-unit cards (including your Resource card) from your hand face-up into your discard pile next to your deck only once and then draw a number of cards equal to the number of cards you put into the discard pile. Dark Side first.



Setup

Dark Side spends build points from his or her starting build to put a card of that cost into an appropriate arena or Resource zone from hand and draws a card. (Example: $30-7=23$ remaining build points.) Then the other player builds cards until their total build cost is greater. (Example: $5+2+2=9 > 7$.) Each player continues to build more than the other, back and forth, until each player is done spending build points. Each one may put the last card he or she builds in setup face-down in the build zone with build counters up to their remaining build points. Players may even overbuild their last card or let their remaining build points be wasted. The following restrictions apply during setup:

- You can't build anything other than unit cards (Units aren't considered "deployed" in setup) and 1 Resource card.
- Cards can't be put into the build zone until your last card built.
- You can't use effects of any kind.
- You can't move multi-arena units to another arena.
- You can't put a version of a unique unit on top of its stack if the new version has a lower build cost than the current top card or its type does not correspond to the arena the unit is in. Stack it underneath for 1 build point, instead. The stack is the cost of the top card +1 for each other card in the stack.
- Yours and your opponent's versions of the same unique unit don't contest until the battle phase.
- You can't rearrange stacks in setup.



Playing the Game

Object of the Game

To control two or more arenas by the end of a turn.

The 4 Primary Rules

A few things are always true:

1. **Owner Overrides.** 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.
2. **Dark Side Overrides.** The Dark Side wins all ties. If a decision between both players must be made, the Dark Side decides.
3. **Card Overrides.** If a card contradicts the written rules, the card wins, except if it violates the first primary rule.
4. **Can't Overrides.** If one card or effect says something can happen and another says it can't, the "can't" (or "cannot") wins.



Turn Structure

Following is the turn order. For information on POPs, go to p.32.

Ready Phase

1. **Untap.** Players untap (tap, p.45) units and Equipment in the build zone and arenas. (Dark Side first.)
2. **Gain Force.** Players gain 4 Force. (Dark Side first.)
3. **Roll for Build.** Light Side rolls (p.44) a die for the number of build points each player gets in order to build cards with build costs. (p.9) A player with units in all 3 arenas gets +1 build point.

Command Phase

4. **Build Step.** Players take their build steps. (Dark Side first.)

Start of Your Build Step POP. At the start of your build step, you may take your draw step (p.42), gain bounties, (p.29) pay Upkeep costs (p.37) and play “start of your build step” effects, *in any order*. There’s only one start of your build step per turn no matter how many build steps you get from effects. Effects that occur when you draw your card can only happen when you actually draw the card, not before or after. You can’t play “during your build step” effects at this time.

Note: Effects that refer to “the start of your draw step” mean “the start of your build step”.

During Your Build Step. You may build and complete cards with build costs, (p.9), deploy units, move tapped or untapped units from your build zone to an arena, move each of your Pilots once, (Piloting Units, p.38) move units from one arena to another once (Multi-arena Cards, p.8), rearrange cards in a stack (Stacking and Rearranging, p.12), and play effects that apply “during your build step”, in any order. *Any unspent build points are wasted when your build step ends.*

5. **Retreat Step.** Tap (p.45) and retreat (p.44) any number of untapped units. (Dark Side first.) *You can’t retreat a unit that’s already tapped.* Locations can’t retreat. Then you may play effects that are played only during the retreat step.

Battle Phase

6. Start of the Battle Phase POP. The battle phase begins. Play “start [or beginning] of battle [or the battle phase]” effects, then begin the Space battle step.

7-9. Each Arena’s Battle Step. Battle steps occur in each of the 3 arenas, starting with Space, then Ground, then Character.

Start of the Battle Step POP. At the start of each battle step, there’s a chance to play “start of the [Space/Ground/Character] battle [or battle step]” effects or pass.

During the Battle Step. Before the first attack, between attacks, and after the last attack in each arena, there’s a chance to play standard effects, known as the **general POP**. Activated effects are played at this time and during attacks. Play speed-boosting effects before an attack is declared to get the benefit. Then untapped units attack an opponent’s units in the same arena one by one in order of their speed, from highest to lowest. (Attacking, p.25) Choose the order in which your units with the same speed attack. (The Dark Side wins ties for speed.) *To skip an attack, tap the unit. (It has not attacked.)*

End of the Battle Step POP. When an arena has no more untapped units, there’s a final chance to play “end of [Space/Ground/Character] battle step” card effects. Then proceed to the next battle step or the end of turn (in the case of the Character battle step). Units from a previous battle step can’t attack, even if they become untapped somehow. Effects causing you to fight another battle in a battle step will generate new start and end POPs for that step.

End of Turn

10. End of Turn POP. When the battle phase ends, end all effects that last “until end of turn” and “until end of battle” in their order, then resolve all effects that happen “when the battle phase ends” and at the “end of turn.”

11. Check for Win Condition. The player that controls 2 or more arenas wins. If not, a new turn starts. You “control the arena” when you have 1 or more units in that arena and your opponent doesn’t have any.

Attacking

1. Declare Attack. Choose an opponent's unit as a defending unit, then tap (p.45) your attacking unit. You and your opponent have a chance to play an effect to disrupt the attack or pass. (Dark Side first. See Disrupt POP, p.32.) Disrupted attacks never occur and the unit remains tapped.

2. Attack POP. You may now play general effects and effects that affect the attack. (Dark Side first.) *If either unit is removed from play or retreated by an effect at this time, the attack ends (unless an effect removes the restriction on the build zone).*

ROLLING HIT DAMAGE

3. Dice Roll (Reroll) POP. Roll a number of attack dice equal to your unit's power. Then follow the Dice Roll (Reroll) POP instructions under the Play or Pass (POP) heading. (p.32) Total the hits. Each die that rolls a 3 or less is a *miss*. Each die that rolls 4 or more is 1 *hit*. If a unit rolls no dice, or the attack is stopped, it has still rolled 0 hits.

DAMAGE RESOLUTION

4. Pending Damage POP. When hits or direct damage is assigned, there's a chance to play card effects that modify the pending damage or that assign it to another unit, (such as effects that say "would do damage"; Dark Side plays first.)

5. Damage Prevention POP. Follow the Damage Prevention POP instructions under the Play or Pass (POP) heading. (p.32).

6. Damage Placement POP. When no more damage can be prevented, put 1 damage counter on the defending unit for each 1 damage that wasn't prevented. If damage exceeds the defending unit's health, (p.39) you may play effects that affect the unit discard, such as damage counter removal or putting the unit into another zone instead of discarding it. (Dark Side first.)

7. Unit Discard POP. When the damage exceeds the unit's health and no effect is played to affect it, discard it. Then you may play effects that resolve upon its discard.

8. Attack End POP. Whether the unit is discarded by damage or not. Then your opponent may fulfill any effects waiting for resolution, (such as Retaliate) and then apply effects that trigger "when the unit is discarded" or "when the attack ends". (Dark Side first.)



Two-Headed Wookiee

This is a playing format for 2 Teams of 2 players each. A team decides the order in which its players sit together on one side of the table. The player seated on the right is the primary player, and the player seated on the left is the secondary player. The primary player makes the decisions. You may flip a coin or roll dice to decide. Each team takes turns rather than each player.

Cooperation

Both players on a team take their "team turn" at the same time. Teammates may review each other's hands and openly discuss strategies at any time (Taking team turns in a timely manner). **Players may not whisper or pass notes to each other**, nor manipulate each other's cards or units (except to move a card in play out of the way).

Sharing

Each team has a shared build total starting at 50 build in setup. With the exception of the build total in setup and the use of Locations in play (See below), players on a team do not share cards in hand, build points gained, Force, decks, discard piles or Resource cards, unless a card specifically addresses the "Light Side" or "Dark Side" player, meaning both players on that side.

***Example:** If a player from either side plays Clear the Skies, then the Dark Side team may choose among both Dark Side players' units which one they discard from each arena. Then the Light Side players do the same with their own units.*

Note: In Two-Headed Wookiee, each player keeps his or her own Resource card with his or her deck and discard pile.

Order

The primary player chooses the order that effects occur on his or her team. (Triggered effects first.)

Distinctions

If a card says "you" or "your", it means only the player who controls the card. (Only 1 player can control a card.) But on a Location, "you" and "your" refer to players who control Characters in that arena on that side of the board.

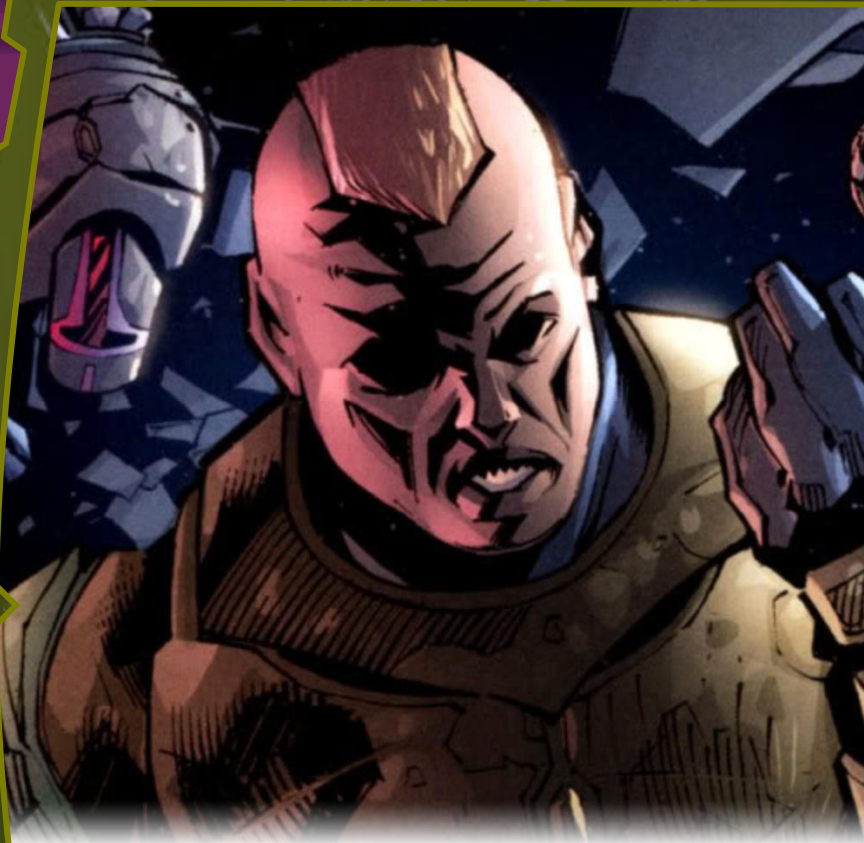
***Example:** Player A has a Malakili (A) in play. Only Player A's creatures will get +1 power, +1 health, and "Pay 1 Force → Intercept". His teammate's Creatures do not. However, player B has Lars Homestead in play, so both player A's and player B's units that cost 5 or less cost 1 less build to play.*

When a game rule or card says that your unit "may attack your units", this means only the units of the player to whom the attacking unit belongs. The other player on the same side would be immune.

***Example:** If player A plays Wampa, Wampa may attack player A's units, but not player B's units.*

"Your opponent" means both players on the other side of the board.

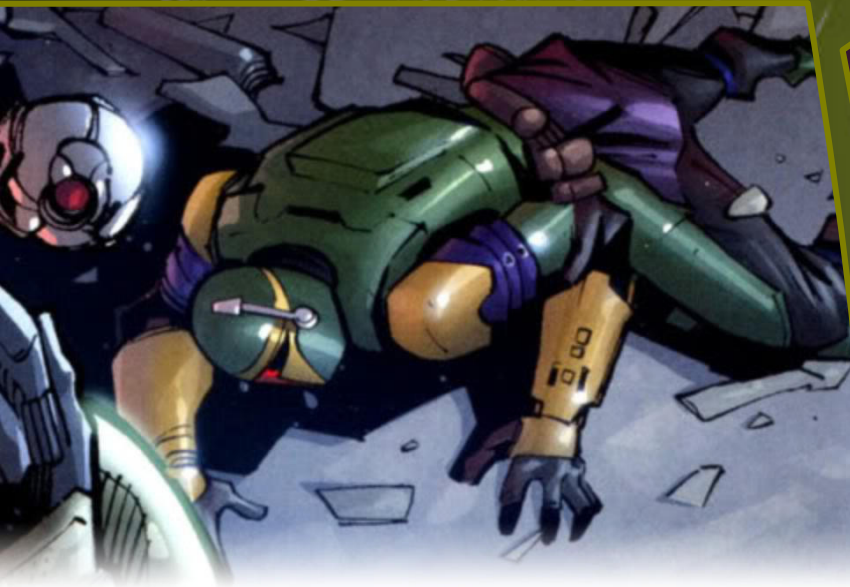
Treachery is the lowest form of infamy.



Effects

The **text box** on a card contains the game effects. Stand-alone italicized flavor text doesn't affect the game. Effects cause things to happen in the game and can change game rules. There is a general chance to play any kind of effects during the battle step, except those on Missions, (p.4) unless otherwise directed.

Effects on units are called "abilities". Abilities don't work in the build zone, under the top card of a unique stack, or in a deck, hand, or discard pile. (See Game Zones for exceptions, p.16.)



Effect Types

There are 3 types of effects that take priority in this order.

Triggered effects start with “if”, “when,” “whenever,” or “at” and state when they can be played. Triggered effects resolve in the order they occur, back and forth between players. (Dark Side first.) You choose the order that your own triggered effects occur.

Static effects have no activation cost, trigger or duration, and may have a qualifier that allows the effect to be either on or off (such as “As long as...”). It allows players to do things whenever they choose, if no other effect is being fulfilled, or to affect a game event such as with Bombard X.

Activated effects are identified by an “→” between the cost to the left and the effect to the right. You activate them once per turn during the battle phase (p.24) and only after all other effects resolve. If you can’t fulfill the cost completely, the effect can’t take place. Activated effects that are played at a specified time can be played multiple times per turn, but only once during the specified times, such as “when this unit attacks”.

Using Effects

Condition: A condition is a statement that must be true for the effect to go off. An Effect works only when all of its conditions are fulfilled. Conditions in an “or” construction only need one listed condition to be true. Conditions in an “and” construction need every listed condition to be true.

Waiting: If an effect is triggered while another effect is resolving, it waits for the other effect to finish. Most effects wait in their order. Only effects that occur during a chance to disrupt an effect, reroll dice or prevent damage don’t wait.

Granting Effects: Some effects grant abilities, bonuses, types or subtypes to units. If a game zone isn’t specified, the effect applies to all eligible units whether they’re in an arena or the build zone; Granted abilities remain subject to the rule against abilities in the build zone.

Duplicate Effects and Bonuses

Granting effects can cause effects to overlap. Following are the ways to deal with duplicated effects.

Cumulative effects and bonuses with a numerical value that is added to or subtracted from other copies of the same effect to become a new value. *For example, if one of your units gets a second Accuracy ability, add both Accuracy values to get the unit’s total Accuracy value. If one or more has a negative (“-X”) value, subtract instead.*

Isolated effects can only exist once on a unit no matter how many copies of the effect are granted to it (such as Armor). If an effect without duration causes the unit to lose the isolated effect, it may regain it from a new granting effect unless it lasts until end of turn.

Layered. Each copy of a “Layered” effect is its own effect and may be played consecutively with other copies of the effect from the same unit (such as activated prevention effects). You may choose the order in which layered effects resolve.

Selective effects require that you choose which copy of the effect to use at the moment and disregard the presence of all other copies on that card during that chance to use the effect (such as Hidden Cost). The card still has those effects.

Play or Pass (POP) Chances

At certain times, both players have chances to play card effects and abilities or pass (Dark Side first.) until both players pass in a row, following the order of effects. (Effect Types, p.29) You can't speed past these POP chances in the hopes of keeping your opponent from having the chance. However, once both players agree to move to the next step in the attack or the turn, you lose your chance to play an effect during that POP chance.

The play or pass chances that occur no matter what's happening are:

1. **Disrupt POP.** Effects with the word "disrupt" (p.42) cancel actions and effects. They may be played when an attack is declared or an effect is activated or card is played. Discard cards whose completion has been disrupted. When a unit's attack is disrupted, it doesn't untap. Disrupts may be disrupted.
2. **Dice Roll (Reroll) POP.** After dice are rolled, including the roll for build, (p.23) players may play effects that add dice (Parry, p.35), cause a player to reroll, or alter the dice roll, in that order. Altered dice may be altered, and rerolled dice rerolled, by another effect.
3. **Damage Prevention POP.** Anytime damage is pending, effects with "prevent" are played after other "would be damaged" effects. Damage waits until all damage prevention effects resolve.

***Note:** If dice of damage are to be rolled against all units in an arena, dice are rolled against all the units in the order chosen by the player with the effect, then each may prevent damage in one large damage-prevention POP in their damage order. When the chance ends, the damage done to each unit may be placed in their order in one damage placement POP and units discarded in their order in one discard POP.*

Other play or pass chances that wait for effects or prior events to resolve are shown in the Turn Structure and Attacking subheadings. Anytime damage must be done, follow the order of points 4 to 7 in the Attacking subheading. Anytime damage counters are placed by an effect, follow points 6 and 7 in the Attacking subheading.

Some effects specify times when they can be played outside the battle phase, such as during the build step.

Keywords

Keywords reference the definitions below. These override the reminder text printed on cards. The keyword effects are:

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



Accuracy X/-X: A cumulative, static ability that means, "Add X to each of this unit's attack dice." and "Subtract X from each of this unit's attack dice." respectively. Accuracy can't alter "natural" rolls to affect Critical Hit, Fury, or Parry, but it can affect your chance against Armor.

Armor: An isolated, static ability that means, "This unit can only be hit on a roll of 5 or more." Armor works against dice of damage and attack dice. Effects that say "Armor 1" mean simply "Armor".

Bombard X: A cumulative, static ability that means, "This unit may attack a unit in the Ground arena instead of the Space arena, using X power plus any other effects." Power changes affect Bombard.

Bounty: [bonus]: A layered ability triggered during a unit discard that means, "When another unit is discarded by damage from this unit, you gain the following when your next build step starts." (p.21) It triggers even if the attacking unit leaves play. Bounty works in the build zone. The unit can't collect bounty on itself.

Critical Hit X: A cumulative ability triggered during the pending damage POP (p.25) that means, "If you rolled at least one natural six with this unit's attack dice, this unit does X more damage for this attack." Only one natural (p.46) "6" counts in the attack roll after rerolls.

Deflect X: A layered ability activated during the damage prevention POP (p.25) 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." Deflect creates new damage that can be done to any unit in the arena (even itself). Deflect may be deflected.

Double Strike: An isolated, static ability played after the attack end POP (p.25) that means, "You may choose a unit that this unit can attack. This unit attacks that unit. Play only if this unit just attacked and only if it tapped for that attack." The unit must tap for the first attack, not the second. If it untaps, it may double strike again.

Enhance: [Effect]: A selective, static effect that means, "You may play this effect by paying the additional cost." The effect says if you play it "instead" or "also". You must declare it to get its effect.

Equip: A *selective* effect on Equipment *activated* during the *build step* (p.23) that means, "Attach this Equipment to a unit. Play only during your build step." You can pay the Equip cost only once per turn.

Evade X: A *layered* ability *activated* during the *damage prevention POP* (p.32) that means, "Prevent up to X damage to this unit." You can play Evade only once for each instance of damage.

Fury X: A *cumulative* ability *triggered* by the *initial dice roll* (p.32) that means, "When you roll at least one natural four with this unit's attack dice before reroll, roll X additional attack dice." Only the first natural (p.46) "4" counts. A four rolled after reroll doesn't matter.

Example: Your unit has 5 power, Fury 3 and Lucky 2. You roll 2 hits with its attack, one of which is a natural 4, giving you 3 more attack dice. You then roll the 3 more attack dice and get 2 more hits. You reroll two of your misses with Lucky and get 1 more hit for a total of 5 hits.

Hidden Cost X: A *selective, static* effect that means, "As long as you have a number of build counters on this card equal to X or the unit's current build cost (whichever is less), you may complete it anytime by paying Force for the remaining build cost, if any." Effects may reduce the build cost. You do not need to pay Force if the build cost is within the Hidden Cost integer. You can deploy it to the build zone.

Intercept: A *selective* ability *activated* during the *attack POP* (p.25) that means, "If one of your other units is being attacked in the same arena, the attacking unit now attacks this unit instead." Intercept doesn't end the attack. Any number of units may intercept an attack. Each intercepting unit has been attacked.

Your unit may intercept an attack from one of your own units (but not from itself) as long as that unit can attack it. If it can't, you can pay its activation, but the defending unit won't change.

An effect may end because it doesn't apply to the new defending unit unless the effect's conditions are met by the new defending unit. An effect that addresses the attack can't be played for each intercept, but could continue.

Example: Chewbacca (0) states: "Pay 1 Force → When the attack ends, retreat Chewbacca and put 2 damage counters on the attacking unit. Play only when Chewbacca is attacked and only before dice are rolled for this attack." If activated before intercept, it takes effect when the attack ends on the new defending unit.

Ion Cannon X: A cumulative, static ability that means, "This unit may attack a unit in the Space arena instead of the Ground arena, using X power plus any other effects." Power changes affect Ion Cannon.

Lucky X: A cumulative, static ability that means, "Each time this unit attacks or is attacked, you may reroll up to X of this unit's attack dice or have your opponent reroll up to X attack dice against this unit." Lucky is used only once after all triggered reroll effects resolve. You can't reroll more dice than are rolled for the attack.

Overkill: An isolated ability triggered during the pending damage POP (p.25) 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." Overkill damage is caused by the ability, not the die roll. Shields, Parry, and Armor have no effect against it, but damage prevention not specifying dice works normally. Both units resolve damage in tandem. (See Note, p.31.)

Parry X: A cumulative ability triggered during the damage prevention POP (p.25) that means, "If the attacking unit rolled at least one natural '1' against this unit, prevent X damage to this unit." Only one natural (p.46) "1" is counted from the attack roll after rerolls. Parry doesn't prevent damage from a parrying unit unless it attacks itself.

Pilot: A layered, static ability written as "↔ [subtype] Pilot. The [subtype] gets:... ." that means, "You may move this card onto or off of a non-Droid Space or Ground unit of the correct subtype once during the build step. Ignore all other text on this card except its name, subtype and health. The piloted unit can't have more than one Pilot." Treat all of a unit's Pilot abilities for a subtype as a single Pilot ability for that subtype. It grants abilities to that unit alone. (See Pilots, p.38, for more details.)

Reserves: [Ability]: A layered, static ability that means, "The following ability works while, and only while, it's in the build zone." The granted ability remains to be the ability of its type. (Activated Abilities granted by Reserves may be disrupted.)

Retaliate X: A layered ability activated during the attack POP (p.25) 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." A Retaliate ability without an activation cost has a printed cost of "Pay 0 Force →". Retaliate resolves when the attack ends, even if your unit gets discarded. Retaliate dice are just dice of damage, not attack dice, and can trigger Stun. Retaliate based on a unit's power is based on its total power at the time the Retaliate is activated. A unit may retaliate against itself if it attacks itself. Each Retaliate may be used once per attack. Each defending unit can activate Retaliate during the attack POP, which resolve in their order when the attack ends.

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.

Shields X: A cumulative, static ability that means, "The attacking unit gets -X power against this unit." Shields only matters when attack dice are rolled.

Stealth: An isolated, static ability that means, "This unit can't be attacked unless it's tapped." An untapped unit with Stealth can still be affected by alternative types of damage. (Such as Overkill.)

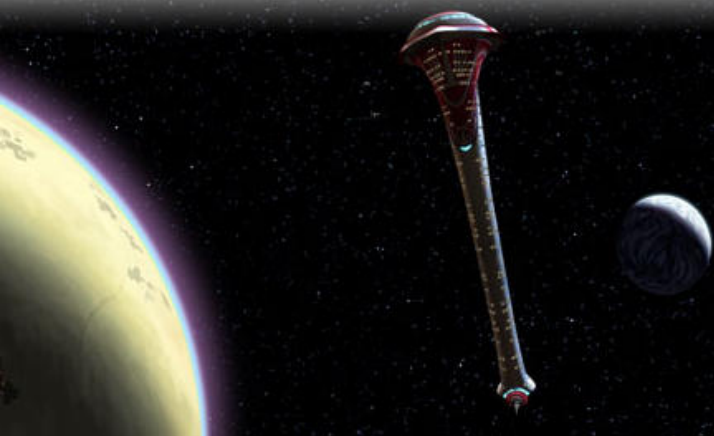
Stun X: A cumulative ability triggered during the damage placement POP (p.32) that means, "When this unit damages another unit, that unit gets -X power until end of battle." If no damage counters are placed as a result of damage, Stun doesn't occur. Only the unit with both Deflect and Stun abilities can stun when it activates its Deflect.

Switch: [First/Second/Third unit type effect]: A layered, static ability that means, "As long as this unit is in the first arena listed on its type line, it gets the effects listed to the left of the first slash. As long as this unit is in the second arena listed on its type line, it gets the effects listed to the right of the first slash. As long

as this unit is in the third arena listed on its type line, if any, it gets the effects listed to the right of the second slash, if any." If it says "None" as one of the arena type's effect, it means that it gets no extra effects while in that arena. The unit's Switch effects will correspond to the types listed on the unit's type line. Switch doesn't allow units to change arenas during the battle phase.

Upkeep: [Cost]: A layered ability triggered at the start of the build step (p.23) written as "Upkeep: [Cost]," that means, "At the beginning of the build step each turn, you must pay the following cost." You must choose one of the costs that you can pay each turn, and ignore the others. *You must still pay the Upkeep costs of a unit even if that unit is in the build zone, becomes the top card of a unique unit stack, or Pilots another unit.* The Upkeep must be paid if you can pay it. If you can't pay any of the listed costs in full, then ignore Upkeep. You may choose the order of multiple Upkeep abilities to keep an Upkeep from being paid, though a different order might pay it.

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 can't be paid, leaving the player with 1 build point to spend.*



Pilots

References to “Pilot” mean “a unit card with the Pilot keyword” even if in your deck, hand or discard pile. Pilots can’t pilot units during setup. It is not a subtype. *Pilots may not be deployed directly to units during setup.* Piloted units don’t get any stacking bonuses from the Pilots. Pilots can’t pilot Characters

A unit stays where it is if its Pilot moves or goes to any other zone. But if the piloted unit moves, is discarded or returned to hand, the Pilot goes too.

Piloting Units

When putting a **Pilot on a unit**, put it beneath the unit’s stack with each Pilot’s text box in view. (Diagram, p.2.) Pilots may only pilot units that match the subtype given after the Pilot symbol (⚡) and before the word “Pilot”

The following rules apply to Pilots on units:

- You can’t put Pilots on units with the Droid subtype.
- Pilot works in the build zone, but not the abilities granted to the unit, unless one of the exceptions. (build zone, p.16)
- A unit’s Pilot can’t be attacked
- Ignore abilities outside the “Pilot” ability while the pilot is piloting except those referring to it piloting a unit or the piloted unit.
- Only card effects referencing a “Pilot” or its subtype, without using “Character” or “unit” (unless it also says “card”) can affect a Pilot.
- Pilots on units untap normally during the ready phase.
- Pilots may still be damaged and discarded, but not attacked. Units are unaffected by damage to the Pilot, and vice versa.
- Upkeep on the Pilot must still be paid while piloting.
- Pilots keep Equipment attached when piloting. Equipment can’t be attached to or detached from a Pilot that is not a Character while piloting.

Causing Pilots to “Fall Off”

You can cause a Pilot to “fall off” a unit when you rearrange or deploy to the top of the Pilot’s stack or change the piloted unit’s type or subtype, and must do so if the Pilot can no longer pilot the current unit. But you can’t do this to circumvent the one move rule during the build step. An effect may let you circumvent this rule by specifically permitting you to rearrange the stack.

***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 a unique Pilot can’t 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 move.

Retreating Pilots

To retreat a unit with a Pilot during the retreat step, (p.23) *tap and move both to the build zone together*. If the unit’s Pilot is already tapped, move the Pilot to the build zone during the build step separately, then retreat the unit during the retreat step.

Control of Pilots and Piloted units

Control of pilots doesn’t change when a unit’s controller changes, but they still grant effects to it. The Pilot’s controller may move the Pilot during his or her build step, unless its one move has already been used this turn. If both players have Pilots on the unit when it is retreated, all Pilots return to their controllers. Only one of the unit’s controller’s Pilots may remain.

Effects that return control of a Character take place even when piloting, but it stays until removed by its original controller. **The Pilot’s one move per turn applies only to the individual controller.**



Glossary

The Glossary contains many rules not found elsewhere in the Rulebook and is also an index. An entry may have page numbers, a definition, or both. Some entries also list other entries that may help you understand the subject or help you find what you're looking for. There may also be additional rules. Page references that reference "Note" refer to one of the Notes on that page. Header names are used to help you pinpoint a subject on a page.

Terms

*****: Variable speed, power or health values instead of a number. It is set by the unit's effects which becomes the printed value. Variable values are "unknown" (not "0") during setup, when the unit isn't in an arena or when the unit is piloting another unit. Damage counters on a unit have no effect until the unit's health value is known.

+/-: Negative speed, power or health have a value of 0 for all purposes except when calculating toward its final value.

attack dice: Dice rolled to do damage with an attack. (Not dice of damage.) See also: Attacking (p.25), Dice Roll POP (p.32), *hit* (p.43), and *roll* (p.44).

build: Building Cards with Build Costs. (p.9) See also: build zone (p.16), During Your Build Step (p.23), and Roll for Build (p.23).

collector number: A number at the bottom right of the card (diagram, p.2) that collectors use to identify cards.

condition (effect): See: Using Effects. (p.30)

control: (Also, controller.) To have sole command of a card or arena. The controller of a card uses the card on his or her side of the board as if it were his or her own. Effects may cause the controller of units, Pilots, and Equipment to change during the game. With the exception of the first primary rule (p.22) 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, including all versions of that card stacked on that card before and after he or she gains control of that card, until control is turned back over to the original controlling player. See also: Control of Pilots and piloted Units (p.39), and "*control the arena*" (p.47).

counter: A bead, poker chip, chit, die, plink, pog or other marker that tracks changes to the card it's on. Counters are removed when the card is discarded. An effect that removes counters from units can't remove them from Pilots on units unless it specifies Pilots.

damage: Causing a unit to be damaged by attack dice, (p.40) dice of damage, (below) and direct damage effects. Put a damage counter (below) on the unit for each point of damage. Damage from an attack is damage from the attacking unit. Damage comes from a specific unit if an effect says "this [or that] unit does X damage [or dice of damage]." Otherwise the damage has no source. See p.25 for the standard damage resolution steps. See also: Pending Damage POP (p.25), *dice of damage* (below), and *prevent damage* (p.43).

damage counter: A counter put on a unit to reduce its total (p.45) health. (p.38) You put damage counters on a unit when it takes damage from an attack or effect or when they're directly placed by an effect. Damage counters aren't the same as doing damage and can't be prevented. See also: *damage* (above).

detach: Move an Equipment card from a unit into the build zone. The unit loses all effects granted by the Equipment. Effects that have already been triggered or activated will continue to be active during that turn (or the duration stated by the effect) if continuous. See also: Equipment card (p.7).

dice of damage: Roll a number of dice to determine hits. (p.43) "Dice of damage" is not itself damage and is not the same as "attack dice". Dice of damage may be affected by Armor, (p.33)

cause Stun, (p.36) trigger Bounty, (p.33) and be deflected, (Deflect, p.33) but isn't affected by any other keyword effect. Also see: *roll* (p.44).

discard: Send a card or unit from where it is to the discard pile. Cards that are "put into the discard pile" by an effect are not "discarded". Effects that simply say "discard a card" mean to discard it from hand. When damage exceeds a unit's health, it is discarded. If a card must be discarded to pay a cost, the card must actually be sent to the discard pile. Effects that say "would be discarded" don't let the discard take place. See also: Unit Discard POP. (p.25)

disrupt: See Disrupt POP. (p.32) Additional rules: Some disrupt effects include other effects, such as "Disrupt a Battle card unless its controller pays 2 Force" and "Disrupt a Mission card. Gain Force equal to that Mission card's total build cost." These effects only occur if and when the disrupt effect resolves.

draw step: When you draw a card at the start of the build step. (p.23) This is not a step of the command phase, but distinguishes the action from other card draws.

face-down: A unit card that's put face-down isn't a unit. Facedown cards aren't "in play". Facedown cards in the build zone are "partially built". Facedown cards under a unit don't count toward stacking bonuses. Those cards stay with the unit until it is discarded or returned to one's hand or deck, in which it remains set aside (i.e., out of play) until the game ends. If a different version of a unique unit is put on top of its stack, any face-down cards remain under it, but the effect that put them there would no longer apply. However, any version put on top with an ability relying on cards face-down under it may benefit from the face-down cards. The original directions regarding what to do with the cards at a trigger point (such as when the unit is discarded) given at the time the face-down cards were put beneath the stack still apply.

Force: Points tracked to pay costs for activating effects. When you gain, spend or lose Force, alter your Force total by the given amount. You can never pay more Force than you have. See also: "[gain/lose] X Force" (p.49) and "pay X [Force/build]" (p.51).

health: The number of damage counters a unit can take before it's discarded. (Diagram, p.2) A unit's **remaining health** is equal to its total health minus the number of damage counters on it. References to a unit's health refer to its total (p.45) health, not its remaining health.

hit: (also "miss") Rolling Hit Damage. (p.25) See also: Accuracy (p.33), Armor (p.33), *attack dice* (p.40), *dice of damage* (p.41).

move: Units, Pilots, and Equipment may move from one arena to another to which it is allowed or to the build zone. During your build step, you can move each of your multi-arena units and Pilots only once. moving through the build zone when deployed does not count against the one move per turn for Pilots or Multi-arena units.

name: The text written along the top of the card. (Diagram, p.2) Effects that refer to a Character name (such as Luke Skywalker) don't refer to any unit owned by that Character (such as Luke's X-Wing). Non-unique cards sharing the same name as other cards are independent from those cards. When a different card refers to a card's name, it may refer to that card and other cards with the exact same name. Text that includes the name of the card it's on or "this unit" refers only to that card. See also: Unique Cards (p.10).

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. See also: Owner Overrides (p.22).

partially built: Building Cards with Build Costs. (p.9)

power: The number next to the "P" (Diagram, p.2) to the left of a unit's text box that determines how many attack dice (p.40) you roll for its attack. (p.25) Effects referencing a unit's power mean its total (p.45) power. Face-down cards under a unit don't count toward the unit's power. Changing an attacking unit's power after rolling dice equal to its power won't change the number of dice rolled.

prevent damage: Effects with the word "prevent" can prevent damage during the damage prevention POP (p.32) anytime damage would be done to a unit and only then. Prevention doesn't work in the build zone.

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

replacement effect: An effect identified by words such as “would” and “instead” that replaces an event that would normally occur as defined by a rule in the rulebook. A replacement effect keeps the event from occurring. Anything that triggers from that replaced event won’t trigger.

retreat: Move a unit from one of the three arenas to its controller’s build zone. Retreating with an effect doesn’t tap or untap the unit. If a unit retreats during an attack POP, the attack ends. However, retreating a unit (yours or your opponent’s) can’t prevent damage to it. See also: *Retreat Step* (p.23).

reveal: Show a card to your opponent.

roll: Roll the assigned number of six-sided dice onto a level, unobstructed area of the table. If you roll too many dice, immediately roll all the dice again, rolling the correct number. If rolling too few dice, roll a number of other dice to make up the difference. If the result of any of the dice is unclear, (falls to the floor or is stopped before it could complete the roll) reroll those dice. Rolling dice prompts the dice roll POP, (p.32) generating a chance to reroll the dice.


SARD: Select Annotated REF (Rulings/Errata/FAQ [Frequently Asked Questions]) Document. A document provided by the IDC on their website that provides REFs on the cards and explains changes to the game rules.

speed: The number next to the “S” (Diagram, p.2) to the left of a unit’s text box. Units on both sides attack in speed order. The Dark Side wins ties for speed. Effects referencing a unit’s speed mean its total (p.45) speed. Face-down cards under a unit don’t count toward the unit’s speed. Increasing a unit’s speed after a faster unit declares an attack won’t end that attack. See also: *During the Battle Step* (p.24).

stand-alone: Text (Such as “Treat this unit as a Bounty Hunter”) that’s not nested with other text (such as “While this unit is in the Character arena, treat this unit as a Bounty Hunter.”).

subtype: The text on the type line (p.41) after the first hyphen next to the card’s type. (p.45) A subtype with the same word as a type is still just a subtype. If an effect refers to a particular subtype, “Droid” for example, it refers only to a card with that

subtype in its type line, or that has the effect “Treat this unit as a Droid”. Words in the card’s name or type don’t count. Two-word subtypes only need to have both subtypes (e.g., “Imperial” and “Officer”) somewhere in the type line. However, subtypes with the words “Jedi” or “Sith” must appear exactly as stated. For example, “Dark Jedi Master – Sith Lord” doesn’t count as a “Sith Master”, but counts as a “Dark Jedi”, “Jedi Master”, and “Sith Lord”.

Tap: Tapped cards are turned sideways (long side facing player; see diagram, p.2). A card can’t tap unless it’s in play in the untapped (Short end toward the player.) position. The “” symbol means to tap the unit to pay a cost.

total [build, speed, power, or health]: (also “current”) The sum of stacking and effect bonuses or penalties and the printed build (p.40), speed (p.44), power (p.43), or health. References to a unit’s speed, power or health refer to its total value. The current value of health is its remaining health. (health, p.43.)

type: The text on the type line (below) before the first hyphen. (See diagram, p.2) A type may be granted to a unit by an effect or be referenced by an effect. Words in the card’s name or subtype don’t count.

***Example:** An effect that discards a Character, can’t discard a card with the “character” subtype unless the card also has the Character type.*

type line: If an effect refers to the “type line”, it refers to the entire type line, including types (above) and subtypes. (p.40) If it says that it must have the same type line, then the entire type line of the cards must match word for word. See also: Unique Cards. (p.10).

X: A variable value determined by a card’s effect. When it represents the number of cards in a unique unit’s stack, it includes the top card in the stack, so that if there’s only one version of the unit in play, “X” equals “1”.



Phrases

“all cards stacked with it”: This means all cards in, on and attached to the unit’s stack, including Pilots and Equipment. This only refers to the cards that were with it in the arena. If the card is returned to your hand or to an arena from another game zone, such as discard, only those cards that were in its stack when it was sent there and may still be found in that game zone may be returned with it. Equipment that was simply detached and moved to the build zone does not return to the unit.

“and its Pilot”: This refers to all the Pilots on the unit, not just one. Rules for “all cards stacked with it” applies. (Above.)

“anytime”: Play the effect even during steps outside the battle phase, (such as the build step, and during the start POP and end POP chances, p.28; *Example:* Hidden Cost, p.34), or during the chances specified by the effect, except during damage prevention, reroll, and disrupt POP (p.32) chances. Effects that start with “anytime” are static effects. (p.30)

“as if it were”: This means that the card or unit acts like the name (p.43), type (p.45), subtype (p.44) or other state it is not in order to fulfill an effect condition and continues not to be that name, type, subtype, or other state in all other ways.

Example: *Rogue Squadron (A) says: “Rogue Squadron may be piloted by a Speeder Pilot and gets the ability text granted by*

Speeder Pilots on it as if it were a Speeder.” So it does not gain the Speeder subtype, but the Pilot may pilot Rogue Squadron and grant Speeder effects to it as if it has the Speeder subtype.

“as long as”: The effect applies to the unit only for the duration of time that the condition is true. If the condition changes, the benefit discontinues. Effects that start with “as long as” are static effects. (p.30) Ignore the redundant “as long as this unit is in its arena.”

***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.*

“can’t attack”: (Also “can’t be attacked” and “can’t attack a [subtype].”) If your unit can’t attack any units, tap it in its speed order. If an attack doesn’t happen, attack effects can’t happen. 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. Units that “can’t be attacked” can still be targeted by effects.

“can’t be prevented”: If an ability says “Damage from this unit can’t be prevented”, damage prevention effects can still be played; but they won’t do anything. The damage may still be affected in other ways.

“can’t use”: Effect can’t be played for a specified duration or event may include all effects or specify triggered, static, or activated effects or effects that are more specific. For instance, an effect that says “You can’t use Evade” only stops you from playing an Evade keyword ability to prevent damage, but doesn’t cover other damage prevention effects like Deflect or “prevent X damage”

“choose”: **An option that the player must state verbally.** You can’t change your mind later.

“control the arena”: (Also “doesn’t control the arena”) Effects that modify whether or not a unit controls an arena regardless of whether your opponent has units in the arena or not. Controlling the arena in this way counts as one of the two arenas you must control to win the game. Not controlling it means that your opponent controls it if they have units in the arena and you

have no units in the arena that don't have that text, or no one controls the arena if your opponent doesn't have units in the arena. However, it's still a unit of its type and counts toward the extra build point for having a unit in each arena.

"costs X [more/less]": (Also "costs X fewer") Effects that raise or lower costs adjust them only for that use of the card or activated effect, unless the effect applies to a unit card or a card's controller or is static. So any costs applied to or deducted from a Battle card when it was played, but aren't in effect for the effect's user when an effect that copies that card's effect is played, the copied effect does not get the cost adjustment.

"damage done": (Also "damaged", "damages", "do damage", "does damage" and "is damaged".) A unit "is damaged" once all damage counters are placed on it after damage prevention has resolved. Effects that trigger from "damage done" or when a unit "does damage" or "damages" only trigger during the damage placement POP. (p.25) See also: *damage counter* (p.41).

"divide hits" or "divide the damage": When an effect allows you to divide damage between multiple units, you must play the effect during the attack POP (p.25) or whenever specified by the effect. You choose the second unit after dice are rolled (and rerolled, if applicable) during the pending damage POP. (p.25) Unless otherwise stated, you may choose to apply 0 damage to either of the two units. (Not both.)

"does no damage": Effects that refer to when a unit does no damage refer both to it rolling no hits and to when all the damage is prevented. All that matters is that no damage counters were placed. See also: *damage* (p.41).

"...does Y [damage/dice of damage] to itself": Effects that grant a bonus in exchange for damage. The unit can prevent, Evade, and Deflect the damage, just like any other damage. If the unit attacks again, the unit gets the power bonus again, and it damages itself again at the end of the attack.

"draw X cards": (also "when you draw a card") If an effect (not a cost or Upkeep) tells you to "draw X cards", you draw as many as you can up to X cards.

"during battle": The general POP (p.24) during the battle phase.

“each of those units”: A part of an effect that applies only to the units mentioned previously in the effect.

“each of your units”: The effect applies to your units in play at the time the effect is played, not to the arena (The effect will not apply to any units that come in later) unless the effect says otherwise. An ability with this text also applies to the unit it’s on as long as it meets any requirements stated by the effect and doesn’t specify “each of your *other* units’.

“Follow normal stacking rules”: This means to follow the stacking rules present at the time the effect is resolved, usually the rules in this rulebook. (p.12) If an effect changes a stacking rule, then the modified effect is the “normal stacking rule” for that card as long as that effect applies.

“for this attack”: You can play it only if a unit is attacking and only once per attack, but as frequently as the unit makes attacks. It lasts until the attack ends, even if the attack is intercepted. (Intercept p.38)

“[gain/lose] X Force”: If an effect causes you to gain X Force at the end of an effect, you can’t use that Force to activate effects to help you while that card takes effect. For instance, if the effect does damage, then causes you to gain 2 Force, you can’t use it to activate damage prevention effects for that effect. If an effect would cause you to lose more Force than you have, you lose all of it. (You can’t have negative Force.)

“has no effect”: (Also “lose all game text” and “lose [specific Effect]”) When a unit loses one or more of its abilities or all its game text, those abilities can’t be played for the duration of the effect that caused the loss. All effects of that type stop working, whether printed on the card or granted by an effect. An effect that specifically “has no effect” can be granted to the unit, and even activated or triggered, but it simply won’t work.

“if this card is in your [zone]”: A card may reference itself in any zone. Its effect overrides the rule about when or where the effect can be played.

“in play”: Equipment cards, Location cards, Resource cards, and unit cards aren’t “in play” until they’re turned face-up (i.e.

deployed or completed). Abilities that are useable while a card is face-down don't make the card "in play." Partially built cards that are face-up aren't "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.

"may attack": (Also "may have [it] attack") This allows you to choose to have your unit perform an attack it wouldn't normally make unless it can't attack.

Example: "The next time one of your units 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 but to attack with it, unless it "can't attack". It can't attack units that "can't be attacked". You can't have that unit attack any other unit than units specified by the effect, if any. You also can't play abilities that say, "Play only when this unit would attack." If your unit with "must attack" text has more than one unit to choose from, you choose which unit it attacks. If your unit "must attack", but there are no units in the arena specified by the effect, then it may attack, or not, as normal. Playing this effect after an attack has been declared won't change the defending unit.

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

"natural X": A natural number is one in which the die physically shows the number on top. (There are no effects that change that number.) Reroll effects may affect the natural results. The rerolled result is also "natural".

"one of your units": This means to choose any of your units that qualifies for the effect. Only one unit can be affected.

"out of game": (Also "set aside" and "removed from game".) See side. (p.17) Cards that are removed from the game aren't a part of your hand, discard pile, or any other zone and can't be referenced by effects or used to pay costs of any kind. However, units remain to be units and all cards under them or in their stack stay with it. A group of one or more cards that are set aside are exclusive to that instance of the effect only and may be used only if the effect

that put them there says so and only for the purpose stated and may return them to play.

Another copy of a unique card that has been removed from play can be played. (Follow the rules for contesting unique cards (p.11) if the out of game card is returned to the game). Control effects no longer apply. (If the unit returns to the game, it returns to its owner.)

When the unit that the out of game cards are placed under is discarded, those cards remain set aside for the rest of the game. When the game ends, those cards must be returned to their owners.

“pay X [Force/build points]”: Lower your Force or build point total by the given amount. You can never pay more Force or build points than you have. A card might ask you to pay a cost in addition to Force or build points (such as discarding a card or tapping a unit).

“put”: When a card is “put” into an arena, it is neither “moved” nor “deployed”, and doesn’t allow a “deploy” or “move” effect to trigger. If a card says to “put” it into the discard pile, it doesn’t trigger discard effects. When a card is “put” into your hand from your deck, it doesn’t trigger draw effects.

“put X build counters”: This lets you put free build counters on a face-down card. (These build counters aren’t deducted from your build points.)

“remove X build counters”: Effects that remove build counters remove as many build counters as can be removed up to the number specified by the effect unless it pays a cost or Upkeep. If the effect removes all the build counters on the card, the card remains face-down and is still partially built. (p.9)

“rolled no hits”: When no damage is done from attack dice. No dice are rolled for a unit with 0 power, so your opponent rolls no hits for such a unit. If your opponent rolled any hits but the damage was prevented, the effect would not apply. If the attack is disrupted (p.42) or the defending unit is removed from battle after the attack begins, but before the dice are rolled, then no hits are rolled.

“roll the unit’s attack dice secretly”: This means to roll the attack dice without your opponent knowing what the result is until all effects have been applied. When the damage prevention POP (p.25) ends, reveal the die roll result. It is best simply to roll the dice after your opponent applies dice roll, pending damage, and damage prevention POP effects, especially when playing the game using online programs. Triggered effects (such as Fury) that are dependent upon what the dice show are only applied after you actually roll dice. The number of dice to reroll is chosen before knowing, but which dice to reroll are chosen after the dice are revealed. Resolve all effects in their correct order after the dice are revealed.

“search your [deck/hand/discard pile]”: If you don’t have the specified card in the specific zone, fulfill what you can of the effect. For instance, if you are to search your deck for three particular units, but you can only find two, you may take those two without the third.

“this turn”: (Also “until end of turn” and “until end of battle”.) An effect that says “this turn,” “until end of turn” or “until end of battle” lasts until the turn ends. “Until end of battle” means “until the end of this turn’s Battle phase” (which occurs at the end of turn) after the battles in all 3 arenas are over.

“this card”: An effect that refers to the unit card it is on (This includes “this unit card”, “discard this card from your hand” or “put this card into its arena from your hand”), instead of just “this unit”, works while that unit card is in any zone except when removed from the game or while in a unit’s stack. Non-unit cards with this text must actually be played as normal or else specify the zone from which it’s played. Effects with an activation cost with these terms can be played only once each turn, even if the card is returned to your hand.

“to complete this [card with a build cost]...”: An effect that provides a cost in addition to the build cost of the card. You must pay the additional cost to complete the card and get the effect. See also: Building Cards with Build Costs (p.9) and disrupt (p.42).

“treat this unit as a...”: (Also “becomes a subtype”) Some units have text, either stand-alone or within an ability, that tells you to ‘treat them as a...’ subtype (Dark Jedi, Droid, etc.), type (Space, Ground, etc.), or other game condition (such as “non-unique”).

The new type or subtype is in addition to its normal types or subtypes, unless it says otherwise. **A new condition, however, replaces the normal condition.** Stand-alone (p.42) “treat as” text **that provides a type or subtype** is always active in your deck, the build zone, your hand, or your discard pile. If it is granted by an ability, then it is only active while it is in play in an arena. (See Game Zones for exceptions, p.16.) If the statement is part of another effect, or granted by an effect, then follow the normal effects rules for when an effect is active or not. Treat “becomes a [subtype]” as “treat this unit as a [subtype]”; it’s a retired term.

“unless that Character is a Jedi Master”: (Also “Can only be prevented by a Jedi Master”) Cards that say “This damage can’t be prevented [or Evaded] unless that Character is a Jedi Master” mean that the Jedi Master is the only one eligible to do it, even if it is preventing the damage to another unit. (Such as Yoda (E)’s ability.). See also: “*Can’t be prevented*” (p.47) and “can’t use” (p.47).

“when no unit is attacking”: Play effects that say “Play only if no unit is attacking,” only during the battle phase outside of the Attack POP. (p.25)

“when the battle phase starts”: This effect takes place at the start of the battle phase. (p.24) If the effect also has you choose one of your opponent’s units in an arena, the effect does not take place if there are no units in that arena.

“when the roll for build points is made”: (also “when you roll for build points”.) This effect triggers only when the roll for build points is made during the roll for build step. (p.23) If no roll for build points is made, the effect does not take place. See also: Dice Roll POP (p.32)

“when this unit attacks”: (also “when this unit attacks a unit”.) An ability that says “when this unit attacks” triggers only once when the unit taps to attack, and doesn’t trigger with each defender chosen, nor selects only one of the defending units for that attack. It doesn’t trigger again if the defender changes (such as with Intercept, p.34) because it’s still the same attack. It does, however, trigger for each attack made with Double Strike. The effect can only be played when the unit attacks. If a unit taps instead of attacks or performs an effect when it “would attack”,

it can't use "when this unit attacks" effects.

"when this unit is discarded": (Also "when a unit is discarded.") This effect takes place when the unit actually goes into the discard pile. If an effect puts the unit into another zone (such as your hand) after the unit is discarded, it has still gone into the discard pile and will therefore trigger other effects that say "when a unit is discarded"; it is not a replacement effect. An effect that replaces the discard stops this effect from being played.

"when you draw a card": This effect triggers every time a card is drawn throughout the turn. If multiple cards are drawn, then this effect waits until all the cards are drawn, then it is fulfilled for each card drawn.

***Example:** Chewbacca (B)'s text says: "When you draw a card, if Chewbacca is in the character arena, remove 1 damage counter from one of your Space or Ground units." So if an ability causes you to "draw 2 cards then discard 2 cards," Chewbacca (B)'s damage removal effect triggers for each card drawn, but doesn't provide the damage counter removal until both cards are discarded.)*

"when your opponent's build step starts": This resolves in any order chosen by your opponent with the other effects that occur when your opponent's build step starts.

"would attack": Abilities that say "When this unit would attack..." or "Play only when this unit would attack" aren't attacks, (unless the ability states that it is; the unit does not tap unless the ability says so.) and no effects that would trigger off of an attack can come into play. 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 layer "when this unit would attack" abilities. (They're selective, p.30). 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, even if the ability's effect lasts until the turn or battle phase ends. After each use of the ability, you must check for any changes to unit speeds. You can't play the ability while the unit is tapped. See also: Attack POP (p.25) and *replacement effect* (p.44).

"would be damaged": (Also "would damage" and "would do damage") These occur during the pending damage POP after re-roll effects and before the damage prevention POP, (p.25) unless

it prevents damage. (p.43) Damage counters are placed the instant the damage prevention POP ends. See also: *replacement effect* (p.44).

“you win”: An effect that means that you don’t have to control 2 arenas as long as the conditions in the effect are met. This effect replaces the win condition. For resolution timing purposes, treat the win condition as a triggered effect that triggers when the win condition is met.



APPENDIX

Charts

Turn Sequence Summary

See Turn Sequence (p.23) in the Rulebook for details.

READY PHASE

1. Untap
2. Gain Force
3. Roll for build points (Reroll POP)

COMMAND PHASE

4. Build Step (Dark Side completes the entire build step first, then Light Side)
 - i. Start-of-build-step (Do the following in any order)
 - Start POP ("start of build step" effects)
 - Draw step (not a turn step)
 - Gain Bounty
 - Pay Upkeep
 - ii. Normal build step functions. (Do the following in any order)
 - 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
5. Retreat Step
 - i. Dark Side retreats untapped units first.
 - ii. Light Side retreats untapped units second.

BATTLE PHASE

6. Start of Battle POP
- 7-9. Space/Ground/Character Battle Steps
 - i. Start POP ("Start of the Space battle step" effects)
 - ii. During the battle step
 1. *General POP*. Play general effects.
 2. *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 attacks first.
 3. *Attack POP*. See the Attack Sequence Summary chart. When the attack ends, return to General POP.
 - iii. End POP ("End of the Space battle step" effects)

END OF TURN

10. End of Turn POP ("end of turn" and "end of the Battle phase" effects)
11. Check for win condition.

Attack Sequence Summary

See Attacking (p.25) and Play or Pass Chances in the Rulebook for more details.

1. Declare Attack (Attack Disrupt POP):

- Tap the attacking unit (or begin the second attack with Double Strike).
- Choose a defending unit
- Both players may play attack disrupt effects. If disrupted, the attack never took place and the unit attempting the attack remains tapped.

2. Attack POP:

- Attack triggers ("When this unit attacks") resolve.
- Play general and attack effects with an activation cost. (Retaliate and Intercept is activated here.)

3. Dice Roll (Reroll) POP:

- Roll dice to determine hits.
- Dice roll effects played in the attack POP resolve in their order.
- Dice roll and reroll triggers resolve.
- Static reroll and Lucky effects may be played.
- Activated dice roll effects resolve.

4. Pending Damage POP:

- Assign hits. (Play Overkill here.)
- Triggered effects that modify damage resolve.
- Activated effects affecting the damage are played.

5. Damage Prevention POP:

- Damage prevention triggers resolve.
- Activate damage prevention effects (Evade, Deflect, etc.).

6. Damage Placement POP:

- Determine if damage counters equal or exceed defending unit's health. If no unit would be discarded, skip to step 7.
- "Would be discarded" triggers resolve.
- Activated effects affecting the unit discard are played.

7. Unit Discard POP:

- Unit discard triggers resolve.
- Activated unit discard effects are played.

8. Attack End POP:

- End of attack effects trigger but wait to resolve.
- Any triggered effects waiting for resolution when the attack ends may now be resolved in their order.
- Any activated effects (such as Retaliate) waiting for resolution when the attack ends may now be resolved in their order.
- Activated "When the attack ends" effects are played.

Order of Operations for Effects

1. Triggered effects trigger or resolve.
2. Static effects may be utilized.
3. Effects with an activation cost can be played or resolve.

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Card Sets

Below are all the SWGTCG expansions in their order and by association. The *expansion symbol* (diagram, p.2) shows the expansion from which the card comes.

Wizards of the Coast

-  Attack of the Clones (AOTC)
-  Sith Rising (SR)
-  A New Hope (ANH)
-  Battle of Yavin (BOY)
-  Jedi Guardians (JG)
-  The Empire Strikes Back (ESB)
-  Rogues and Scoundrels (RAS)
-  The Phantom Menace (TPM)
-  Return of the Jedi (ROTJ)
-  Revenge of the Sith (ROTS)

Independent Development Committee



-  Fall of the Republic (FOTR)
-  Scum and Villainy (SAV)
-  Battle of Endor (BOE)
-  Republic at War (RAW)
-  Invasion of Naboo (ION)
-  Battle of Hoth (BOH)
-  Bounty Hunters (BH)
-  Mandalorians (MAND)

THE SITH SHALL RISE AGAIN.

I HAVE FORESEEN IT.

**STAR
WARS**
Trading Card Game



skywlkr.net/idc/index.asp