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STAR WARS

TRADING CARD GAME

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ALPHA 2.0

OPTIONAL PLAY RULES

COMPANION TO THE SWTCCG RULEBOOK

STAR WARS

TRADING CARD GAME

LEGACY SITH

OF THE FORCE

New Optional Play Rules To Change Up Your Game

The Optional Play Rules contain the following features:

- Over 60 optional rules.
- Only shows the rules that apply to the option.
- So much cooperation between options that you could play a different game every time you play without playing the same set of rules for the rest of your life.
- Intuitive layout.
- Cross-reference indexing.

Official Star Wars Website:
starwars.com

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

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Introduction

These optional rules enhance the playing experience for players who know the rules. SWTCG Rulebook rules are not reprinted here unnecessarily.

Duel of the Fates and Battle the Rancor pit units against each other in a single arena for 1 or 2 players. Three-Way War, Two-Headed Wookiee and Fight on All Fronts are for 3 to 6 to players. Modular options can be traded out with any of the game styles, even for more players. You might never play the same game twice.

To help us correct and improve these rules within the flavor of the game, contact us on the Rebelbasers forum at rebelbaser.proboards.com or by email at idcadmin@skywlkr.net or in the Guestbook at the IDC website.

Some things in Two-Headed Wookiee (p.14) have changed:

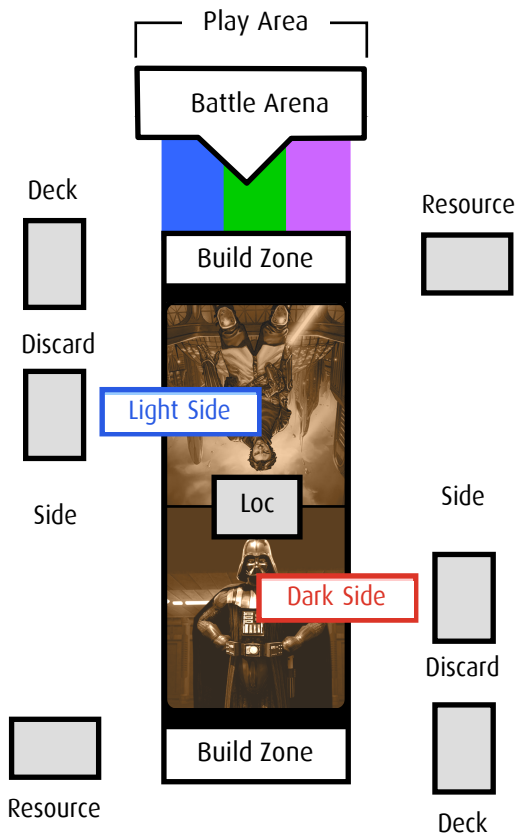
- Choosing a primary player
- The primary player chooses the order of effects clarified.
- No private messages.
- Resituating cards are acceptable.
- Sharing clarified.
- Unique unit clarification added.

The Condensed Rulebook, the Expanded Rulebook and the Optional Play Rules are available in printer-friendly formats at skywlkr.net/idc/index.asp.



Duel of the Fates

Duel of the Fates is one-on-one combat with any two units of the same unit type and one Equipment of a specified subtype. You only get one copy of each card and only 20 cards, so choose wisely. Duel of the Fates is not available in tournament play at this time. You can't use a supply zone. (p.41)





Object of the Game

To defeat your opponent's unit. If both units are discarded at the same time, it is a draw.

The Cards

Units and Locations receive the following adjustments.

Locations. You may put any Location into the arena as the 1 Location. All other card types work the same.

Materials

Deck

Each deck must adhere to the following rules:

- Must contain 20 cards. (No more or less.)
- Must contain only 1 unit for combat. Pilots do not count as units and can't be used as units.
- 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 1 copy of each non-unit card.

Preparation & Setup

Players choose sides normally and choose an arena, then pull their Resources. Ignore all other preparation rules in the Rulebook.

Players agree upon a build limit for the units. After constructing their decks, each one looks through his or her deck for his or her 1 unit with 1 Equipment attached and sets it in battle, then shuffles the deck. Finally, each player draws 3 cards.

Playing Duel of the Fates

Turn Structure

Ready Phase

1. **Gain Force.** Players gain 4 Force. (Dark Side first.)
2. **Gain Build Points.** Each player gets 4 build points in order to build non-unit cards with build costs.

Command Phase

3. **Build Step.** Players take their build steps as normal. (Dark Side first.) There is no retreat step.

Battle Phase

4. **Start of the Battle Phase.** Play starting effects as normal for all arenas as if they say "start of the battle phase"
5. **During the Battle Phase.** There is only one battle that proceeds normally.

End of Turn

6. **End of Turn.** Play ending effects as normal for all arenas as if they say "end of turn."

Attacking

Each turn, units attack back-and-forth three (3) times each. They do not tap or untap to make attacks. However, tapping does cause a unit not to be able to attack for one attack. (It skips its

attack opportunity.) Afterward the unit untaps and is eligible to attack.

If a unit makes an attack and no hits are rolled, the opponent's unit gets a free (extra) attack and then may perform their normal attack afterward.

Effects

Effects that refer to "when the roll for build points is made" mean "when the build points are gained during the command phase."

Effects that have you reroll dice where none are rolled in Duel of the Fates mean to roll dice according to the normal rules.

Keywords

Some keywords are changed for these rules.

Bounty: **[bonus]:** A *layered* ability *triggered* when the unit *does damage* to another unit that means, "When another unit is damaged by this unit, you gain the following when your next build step starts." (p.9) It triggers even if the attacking unit leaves play. Bounty works in the build zone. The unit can't collect bounty on itself.

Double Strike: An isolated, static ability played after the attack end POP that means, "***You may attack a second time immediately after the previous attack ends.***"

Intercept: Intercept has no effect.

Overkill: Overkill has no effect.

Switch: **[First/Second/Third unit type effect]:** A *layered, static* ability that means, "When the turn begins, choose one:" If it says "None" as one of the effects, it means that you may choose not to give it any extra effects.

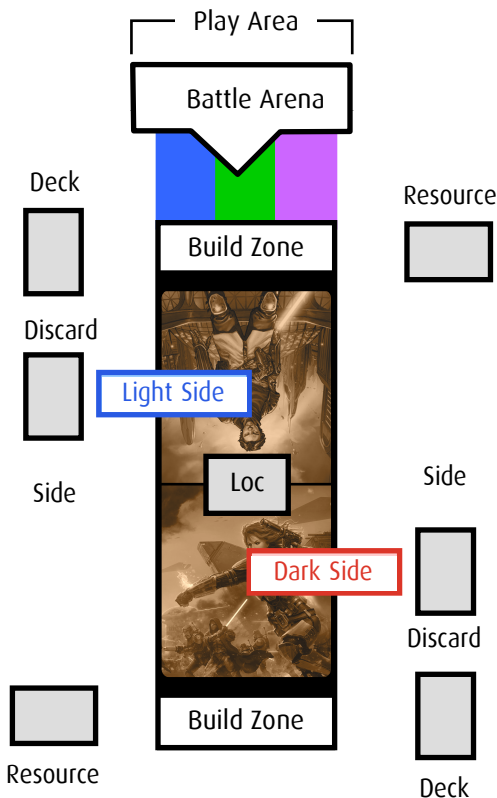
Rulings

Darth Vader (S), Luke Skywalker (S) and A'Shared Hett (A) are banned from being played in Duel of the Fates games.

Battle the Rancor

Battle the Rancor lets players take any mix of a few units or just one, bump them up with all the support they can give their unit and let players battle it out in a free-for-all until only one of the players is left on the board. These are quick games in which turns tend to be very brief and devastating. Watch out, though, because your disrupts are few and your opponent's Battle cards are many.

Battle the Rancor is not available in tournament play at this time. You can't use a supply zone. (p.41)





Object of the Game

To control the arena at the end of the turn. You control the arena when you have a unit in the battle arena and your opponent has none. If neither player has a unit in the battle arena at the end of a turn, it is a draw.

The Cards

Locations receive the following adjustments.

Locations. You may put any Location into the arena as the 1 Location. All other card types work the same.

Materials

Deck

Each deck must adhere to the following rules:

- Must contain 20 cards. (No more or less.)
- May have any number of units from 1 to 20.
- 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 1 copy of each non-unit card.

Preparation

Follow normal preparation rules in the Rulebook.

Setup

During Setup, you may build cards only up to 10 build points. You may build any cards you choose, whether unit or non-unit. Then you get 5 more build points to build your Resource. You do not have to complete any units during setup. Follow the normal setup rules.

Playing Battle the Rancor

The 4 primary rules apply as normal.

Turn Structure

The following turn structure replaces the normal turn structure.

Ready Phase

1. **Untap.** Players untap units and Equipment in the build zone and arenas. (Dark Side first.)
2. **Gain Force.** Players gain 4 Force. (Dark Side first.)
3. **Gain Build Points .** Each player gets 5 build points in order to build cards with build costs.

Command Phase

4. **Build Step.** Players take their build steps as normal. (Dark Side first.)
5. **Retreat Step.** Players take their retreat steps as normal.

Battle Phase

6. Start of the Battle Phase. Play starting effects as normal for all arenas as if they say “start of the battle phase”

7. During the Battle Phase. There is only one battle that proceeds normally.

End of Turn

8. End of Turn. Play ending effects as normal for all arenas as if they say “end of turn.”

Attacking

Units don't tap when attacking. All other attacking rules in the Rulebook apply.

Effects

Effects that refer to “when the roll for build points is made” mean “when the build points are gained during the command phase.”

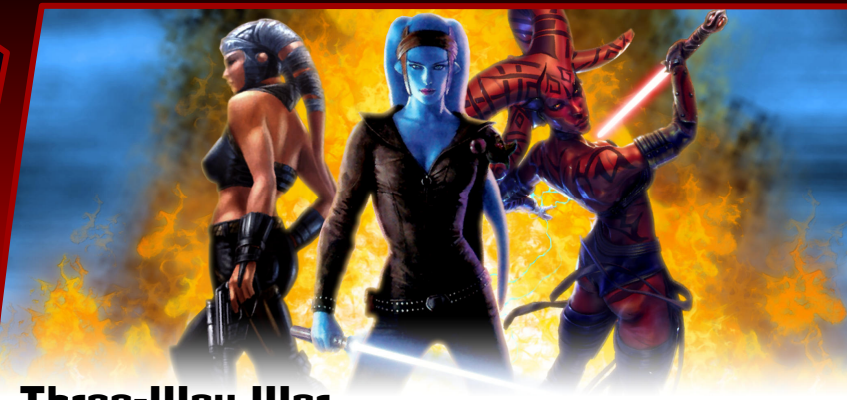
Effects that have you reroll dice where none are rolled in Battle the Rancor mean to roll dice according to the normal rules.

Keywords

Some keywords are changed for these rules.

Bounty: [bonus]: A *layered* ability *triggered* when a unit *does damage* to another unit that means, “When another unit is damaged by this unit, you gain the following when your next build step starts.” It triggers even if the attacking unit leaves play. Bounty works in the build zone. The unit can't collect bounty on itself.

Switch: [First/Second/Third unit type effect]: A *layered, static* ability that means, “When the turn begins, choose one.” If it says “None” as one of the effects, it means that you may choose not to give it any extra effects.



Three-Way War

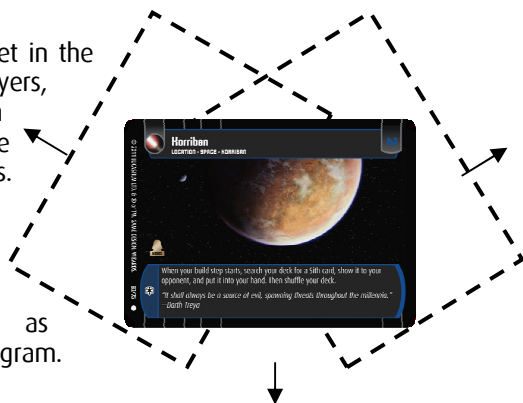
Three-Way War lets three players battle it out against each other. It is very normal play, but game turns are more brutal.

In Three-Way War, Neutral is now a distinct faction. This means that the Neutral player has a far better selection of non-unit cards and doesn't have to deal with contesting as much as Dark and Light players. However, the Neutral player plays last and Neutral units and non-unit cards don't have as much build or Force gain, but do have some decent drawing power.

The Cards

Location

Location cards are set in the middle of the 3 players, but in the position of the Dark Side player's 3 arenas. Each Location card is still placed in a position facing the controller of the Location as shown in the diagram.



Materials

Deck

Each deck must adhere to the following rules:

- Must contain at least 50 cards. (There's no upward limit.)
- Must have at least 30 unit cards consisting of at least 10 of each type of unit (Space, Ground, and Character). Multi-arena cards count 1 toward the 10 card minimum for each type on its type line, but only 1 toward the 30 card minimum regardless of its types.
- Can't have more than twice as many unit cards of one type than another.
- Can't have cards with *side symbols* for more than one of the following factions:

Light Side 

Dark Side 

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.4)

Preparation

Choose Sides

Players declare what side they want to play. If 2 or more players choose the same side, they may determine randomly or the interested parties can bid for it as normal. Whoever doesn't drop out of the bid gets the deck. If players dispute the remaining decks, they can again determine randomly or bid.

Continue with preparation as normal, each player pulls his or her resource, shuffles and draws 7 cards, and chooses whether to mulligan. (Dark Side first, then Light Side, then Neutral.)

Setup

The setup occurs as normal, except each player gets 40 build points to spend in setup instead. Play begins with the Dark Side player, goes to the Light Side player who must match or exceed the build spent on the first unit played by the Dark Side player, and the Neutral player must also exceed only the build spent on the first unit played by the Dark Side player. Once the Dark Side player has spent all of his or her build according to the normal procedure, then Neutral must exceed the build spent by the Light Side player. All other setup rules apply.

Playing Three-Way War

The Primary Rules

The second primary rule is modified to read:

1. **Dark Over Light Over Neutral.** The Dark Side goes first in all things, then Light. If a decision between all players must be made, or between the Dark Side and Light Side players, the Dark Side decides. If a decision between the Light and Neutral players must be made, the Light Side decides.

Turn Structure

Play proceeds as normal, except that the Neutral player goes last in all things and rolls the die for the roll for build. Also, the End of Turn POP has a different requirement.

End of Turn POP

11. **Check for Win Condition.** The player that controls 2 or more arenas wins. If not, a new turn starts. If any player fails to control or dispute more than 1 arena, that player must leave the game. You “control the arena” when you have 1 or more units in that arena and your opponents have none there.

Attacking

Attacks occur as normal. All 3 players may attempt to play effects during the attack.

Effects

At certain times, both players have chances to play card effects and abilities or pass (Dark Side first, Neutral last.) until all three players pass in a row, following the order of effect types.

Effects that generically apply to “your opponent” or “your opponent’s units” apply to both of your opponents unless it says a “number” of them or “each” of them. Effects that require you to select your opponent’s cards or units, or refer to a “number” or “each” of your opponent’s units, require that you choose from just one of your two opponents for which it applies.

Keywords

Following are clarifications in regard to keyword effects in Two-Way War.

Deflect X: You may deflect the damage to any unit of your choice in the same arena. For instance, if a Dark Side unit attacks a Light Side unit with Deflect, the Light Side unit may deflect the X damage to a Neutral unit in the same arena.

Intercept: You can’t Intercept for either of your opponent’s units.

Overkill: You may only apply Overkill damage to another of the same opponent’s units, not to any of your other opponent’s units.






Two-Headed Wookiee

This is a playing style for 2 Teams of 2 players each. A team decides the order in which its players sit together on one side of the table. If they can't decide, then they must determine randomly. The player seated on the right is the primary player (player A), and the player seated on the left is the secondary player (player B). You may flip a coin or roll dice to decide. Each team takes turns rather than each player.

Materials

Deck

Each deck must adhere to the following rules:

- Must contain at least 50 cards. (There's no upward limit.)
- Must have at least 30 unit cards consisting of at least 10 of each type of unit (Space, Ground, and Character). Multi-arena cards count 1 toward the 10 card minimum for each type on its type line, but only 1 toward the 30 card minimum regardless of its types.
- Can't have more than twice as many unit cards of one type than another.
- 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.4)

Preparation

Choose a Primary Player

Each player makes decisions regarding their own cards, but when a decision must be made between the three players, the primary player must decide. The three players on a team choose which one of the three will be the primary. If they can't decide, then they must determine randomly.



Setup

Each team has a shared starting build total of 50 build points in setup. If bidding sides, the primary player performs the bidding, but both players decide how much to bid. Player A makes the final decision.

Each player keeps his or her own Resource card with his or her deck and discard pile on his or her side of the board.



Playing Two-Headed Wookiee

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, supply zones (if any, p.41), 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.*

The Primary Rules

There is a fifth primary rule in Two-Headed Wookiee:

5. A Over B. Player A makes the decisions and chooses the order that effects occur on his or her team. (Triggered effects first.)

Turn Structure

Ready Phase

2. Gain Force. Each player on each team gets 3 Force. (Dark Side First.)

3. Roll for Build. Light Side player A rolls (p.18) a die for the number of build points each player gets in order to build cards with build costs. (p.4) Each player that has units in all 3 arenas get +1 build point.

Command Phase

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 or look at a face-down card).

Players on a team take their actions separately, but in any order agreed upon or chosen by player A where such can be decided.

Placing and replacing Locations are the decisions of the primary player.

A player's partially built cards can be viewed by the teammate, but they must be completed by the player who put them face-down.

Battle Phase

The battle phase proceeds as normal.

Effects

Players determine whether their own cards can be used by the other player on their team to pay costs or fulfill an effect addresses the "Light Side player".

With permission, a player may disrupt his or her teammate's cards, do damage to or put damage counters on their units with effects, equip their teammate's Equipment, or put their Pilots on their teammate's units.

Cards affecting one side of the board (Dark Side or Light Side) affect the entire side, or both players.

If a card says "both players", then all 4 players are indicated, except where an effect would affect a deck, hand and/or discard pile. If any part of a card affects your opponent's hand, Deck and/or Discard Pile, then the player activating the card effect must choose the player on the other team to which it applies unless the effect implies the specific player.

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.*

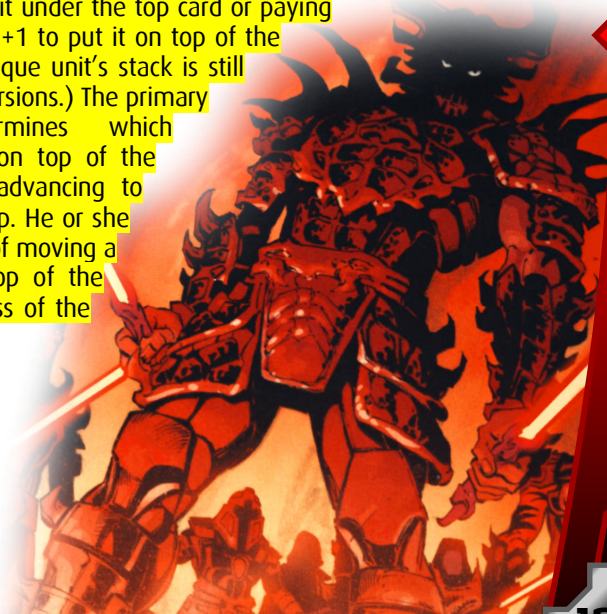
When a card says that your unit "may attack your units", if you wish to attack one of your teammates' units, you must ask them teammate for permission.

Control

The "owner" is still the player who's Deck the card started in. If a player on a team gains control of a unit or card from a player on the other team, it is under that player's control as if it were in his or her deck. However, if the other player on the other team gains control of it with an effect, it is now under that player's control, instead of the first player's control. Return effects will then trigger in the order the effects took place.

The player who deployed a unit is its controller to start with. However, players may hand control of a unit over to their teammate at any time during the build step without an effect. A card may change controller this way only once per turn.

Unique units for both players on the same side still contest (discard one), thus they may both add versions under the same unit with permission from its controller by paying the stacking cost of that version to put it under the top card or paying the difference +1 to put it on top of the stack. (The unique unit's stack is still limited to 4 versions.) The primary player determines which version goes on top of the stack before advancing to the retreat step. He or she pays the cost of moving a card to the top of the stack regardless of the card's owner.





Fight On All Fronts

Fight On All Fronts is a game for 6 players in which each player battles on one side of one of the three arenas, with 3 players to each team controlling the 3 arenas. The battle is massive and the combat is intense.

A team decides which player is the primary. If they can't decide, then they must determine randomly. You may flip a coin or roll dice to decide. Each team takes turns rather than each player. Where precise instructions are needed that are not ruled on here, see the Two-headed Weookiee rules. (p.16)

The Cards




Multi-Arena Cards

A player may move his or her multi-arena unit into another arena it can be in to assist another player on the same team to use as if that other player were the controller. The card's true controller may ask for it back at any time unless the primary player directs otherwise.

Materials

Deck

Each deck must adhere to the following rules:

- Must contain at least 30 cards. (There's no upward limit.)
- Must have at least 16 unit cards sharing one common type on the type line (Space, Ground, or Character). Any of those can be multi-arena cards, but must contain the one type.
- Can't have more than twice as many unit cards of one type than another between the 3 decks.
- 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.4)

When one player shuffles, all the players on their team must shuffle.

When players play effects that have them search their deck, they search only their own deck, unless the card says to choose from types listed in the effect.

If one side has the other side search their deck, determine which player's deck randomly as with drawing a card in the draw step unless the effect specifies a Space, Ground, or Character unit card type. Then that player or their opponent chooses from the appropriate deck.

If a card must be randomly discarded from hand or deck, which hand or deck is randomly decided.

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

Preparation

The following steps in preparation are different from the normal rules.

Each player on both teams starts the game with 15 build.

Choose a Primary Player

Each player makes decisions regarding their own cards, but when a decision must be made between the three players, the primary player must decide. The three players on a team choose which one of the three will be the primary. If they can't decide, then they must determine randomly.

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, each player lowers their starting build points by any 15 or lower, on side then the other, starting with Space, then Ground, then Character. (Example: >29>27>26, etc.) Continue until one side stops bidding. The team that wins the side starts at the build points each player bid. The players on the other side start the game at 15 build points each.

Pull Resource

The primary player may have one of the three players on the team search that player's deck for one Resource card, if any, show it to the opponents and put it into his or her hand. Dark Side first. Otherwise, the players on that side may draw it normally later.

Shuffle and Draw

Each player shuffles his or her deck until it's in a random order. Then each draws cards from his or her deck until he or she has 5 cards in hand. (Including their Resource card, if any.)

Setup

The Dark Side Space arena player 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: $15-7=8$ remaining build points.) Then the Light Side Space arena player builds cards until his or her 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 in that arena is done spending build points, then go to the Ground arena, then the Character arena. Each one may put the last card he or she builds in setup face-down in the build zone with build counters up to his or her remaining build points.

A player may overbuild his or her last card or give his or her remaining build points to another player on his or her team (the primary player decides which); if he or she does, his or her setup ends. All other setup rules apply.



Playing Fight On All Fronts

Turn Structure

Following is the turn order. For information on POPs, go to p.13.

Ready Phase

1. **Untap.** Players untap their tapped cards in the build zone and arenas. (Dark Side first.)
2. **Gain Force.** Players each gain 3 Force. (Dark Side first.)
3. **Roll for Build.** Light Side primary player rolls a die. Divide the result by 2 and round up for the number of build points each player gets in order to build cards with build costs.

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 (Rulebook, p.17), gain bounties, (Rulebook, p.13) pay Upkeep costs (Rulebook, p.15) and play “start of your build step” effects. You may do them *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, deploy units, move tapped or untapped units from your build zone to an arena, move each of your Pilots once (Piloting Units, Rulebook, p.16), move units from one arena to another once (Multi-arena Cards, Rulebook, p.4), rearrange cards

in a stack (Stacking and Rearranging, Rulebook, p.5), and play effects that apply “during your build step”. You may do them in any order. *Any unspent build points are wasted when your build step ends.*

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

Battle Phase

The battle phase proceeds normally.

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.

Glossary

Draw: Whenever your team draws a card, if draw instruction does not address the reader specifically, then the draw is generic to that side. In that case, the primary player rolls a die. Depending on the roll, only one of the players on the team draws a card from his or her deck. If it’s a 1 or 2, it’s the first player. If it’s a 3 or 4, it’s the second player. If it’s a 5 or 6, it’s the third player. Do this for each card drawn.



Galactic Conquest

Galactic Conquest is a complex game of dominance not for the feint of heart. If you are familiar with the popular Battlefront video games, it will be easy to associate many of the rules with that game.

Both players lay down Locations until all of their Locations are played. (No two Locations can be the same.) Players then battle from Location to Location seeking to conquer all the Locations in play. Each Location must be completely conquered before going on to the next. Galactic Conquest can last hours, days, or even weeks.

Object of the Game

To conquer every Location. You conquer a Space Location when you have a Capital Ship in the arena and your opponent has none when the turn ends. You conquer a Ground Location when you control all the Command Post Equipment cards in play .

If neither player has a unit in the battle arena at the end of a turn, the battle at that Location is a draw.



The Cards

Location

Ground Locations may be played next to Space Locations, but not next to other Ground Locations. You may place a Location on any of the four sides of another Location. Place Ground Locations long side to the short side of Space Locations. Characters battle in the Ground arena. Character Locations are treated as side missions when a player declares a Character battle in which at least one Character on each side may be separated into a Character arena. Each player chooses how many Characters they move into the Character arena.




A Ground or Space Location is considered conquered when one player has no more units left in that arena.

To mark the Location that your units are currently at, place a fleet counter on it.

Materials

Decks

You need 2 Space fleet decks, 2 Ground fleet decks and a Location deck each of the same side or neutral. Each fleet deck must adhere to the following rules:

- Must contain at least 30 cards. (There's no upward limit.)
- A Space fleet deck must have at least 18 unit cards consisting of at least 12 Space units or multi-arena units with the Space type. It may also have Characters as well as Ground unit cards with Reserves or Ion Cannon abilities, but can't have any Ground unit cards that are not multi-arena and don't have Reserves or Ion Cannon abilities.
- A Ground fleet deck must have at least 18 unit cards consisting of at least 12 Ground units or multi-arena units with the Ground type. It may also have Characters as well as Space unit cards with Reserves or Bombard abilities, but can't have any Ground unit cards that are not multi-arena and don't have Reserves or Bombard abilities.
- Can't have more than twice as many unit cards of one type than another.
- 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.5)

Each Location deck must adhere to the following rules:

- Must have at least 10 Location cards
- Must have at least 5 Neutral Location cards and 5 Light or Dark Side Location cards.
- Can't have anything other than Location cards.
- Can't have multiple cards with the same name.

Preparation

Before play, Players agree upon an even (not odd; example: 4, 6, 8 etc.) number of Locations for which to battle. (Note: it's best to give consideration to the lower number if it considers the player's ability to continue the game through the finish.) If a number can't be agreed upon, determine which number to use by each player rolling a die. Whoever rolls higher wins. Then follow normal preparation rules in the Rulebook.

Setup

Each player lays down a Location card back and forth (Dark Side first), starting with 1 Dark Side Location, then playing Neutral Locations, until the agreed upon number of Locations is played, the last Location being Light Side. You may only put a Ground Location next to Space Location, but not next to another Ground Location. Space Locations are not restricted this way.

Choose a fleet deck to start the game with and put a fleet marker on your starting Location. (The Location for your side.)

Battle Setup

Gain 30 build points in addition to your build point total and then the invading fleet controller subtracts the cost of the Location from his or her build total.

Then each player may purchase Battlefront bonuses (See p.18) for 5 build points each for this battle.

Setup proceeds as normal according to the Rulebook for the arena type set by the current Location.

You search your deck for 1 free Capital Ship for Space Location battles or 2 free Command Post (BH) Equipment for Ground Location battles that you must attach to separate units before battle and then shuffle your deck; you can't detach that Equipment unless the unit is discarded or you move the Command Post Equipment to another unit during the build step. The Capital Ship gets Shields 2 and "If this unit has damage counters on it, it loses Shields."

Playing Galactic Conquest

The 4 primary rules apply as normal.

Turn Structure

The following turn structure replaces the normal turn structure.

Movement Phase

1. Fleet Construction. You may construct a fleet for the cost of 20 build points. You must already have a fleet in play in order to construct a second fleet.

Players may move their fleet markers once each turn as long as no battle is taking place. (Dark Side First.) To move to a Location with one of your opponent's fleets on it, pay the cost of the Location and then move your Fleet marker onto it.

When you move to a Location with a Fleet already on it, proceed with Battle Setup. (See Above.)

Ready Phase

3-5. The Ready Phase proceeds normally. Build points carry over from turn to turn. (They aren't wasted.)

Command Phase

6. Build Step. The build step proceeds normally. If you have any Command Post Equipment that aren't attached to a unit, you must attach them to units (without paying the Equip cost).

7. Retreat Step. The retreat step proceeds normally.

8. Side Mission Step. You may call for a Character arena in which Character units drawn from the Ground arena (and in special cases, drawn from the Space arena.) may be moved to in order to do battle.

Battle Phase

9. Start of the Battle Phase. Play starting effects as normal for all arenas as if they say "start of the battle phase"

10. During the Battle Phase. There is only one battle that proceeds normally.

End of Turn

11. End of Turn. Play ending effects as normal for all arenas as if they say "end of turn."

Attacking

Perform boarding according to p.51.

End of Battle

Players get 5 build points for conquering an arena. If you lose all your fleets, start over at your starting Location at the beginning of the next turn.

Effects

Any Character unit card can pilot any unit. The piloted unit of any kind gets, "You may give this unit +10 speed to perform an attack. If you do, this unit gets -1 power for that attack." This ability works in addition to a Pilot's normal piloting abilities, but those Pilot abilities work only for their listed subtypes

Keywords

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

Pilot: A *layered, static* ability written as "↔ [subtype] Pilot. The [subtype] gets:... ." that means, *"You may move this card onto or off of a 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."* A Pilot may pilot Droids. 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.15, for more details.)

Switch: **[First/Second/Third unit type effect]:** You may choose only the corresponding effect for the deck type (Space or Ground) in which you put the unit. The unit can't switch Locations on its own, unless one of its types is Character and you create a Character side mission.



Other Options

The following rules are optional to normal play. Each rule is an option. Only the Mirror unique card rule, (p.37) Supply Zone (p.41) and Chaos (p.42) deck construction may be played in a tournament at this time. All other options are not playable in an IDC-sanctioned tournament. The players must agree to and be familiar with the optional rule before the game, otherwise normal rules apply.

You may mix and match any number of these optional rules in any combination, such as the extreme case of using all of the following optional rules: Two-Headed Wookiee, Three-Way War, Galactic Conquest, Extra Player Rotation, Guerilla Units, Action Cards, Secondary Locations, Unslung Equipment, Vongformed, Assembler, Abomination, Krayt, Clawdite, Command Zone, Recruit Zone, Supply Zone, Lite, Chaos, Multi-Deck, Unbound, Optimal Search and Shuffle, Shadow Ops, Cold War, Invade the Capitol, Enhanced Muster, 2. Light Over Dark, Force Roll, Dark Roll, Hyper Roll, Arena Bonuses, Search the Galaxy, Double-Time, Structured, Bureaucrat, Massive Battle, Breakout, Boarding, Battlefront, Cell Block 1-1-3-8, Capture the Flag, Pinpoint Defense and Strongholds.

To choose which options members of a group want to use, you may provide the agenda beforehand or have them write down all the options they would like to use and all the ones they don't want to use. Any they don't want to use won't be used at all, and the normal rules are used instead. Choosing among contradictory rules can be determined by the majority, by tie breaker person, by override (listed in the description of some options) or randomly.

The optional rules in this section can give players ideas about how to design their own optional rules for refreshing the game. Just be sure to consider game balance when doing so.

Team Rotation

One player may be rotated in on one team between games, while another player on the team is rotated out. The team's players decide who gets rotated in and out. If there is no agreement, then they may either determine randomly or the most recent primary player decides.

Team Ghost

A single player can play more than one player's role in a game usually involving more than two players, except for three-way war. Simply follow the rules for that game option as normal.

The Cards

Action Cards

You may play Mission cards any time, even during the Battle phase.

Double Jeopardy

All units get double their speed, power and health. This causes all effects to have half the effect.

Guerilla Units

You may deploy units during the battle steps for their arenas as long as no unit has attacked in that arena. However, you still can't spend build during the battle phase. A multi-arena unit may only be deployed to the arena in which the Battle step takes place if deployed during the battle phase.

***Note:** Hidden Cost still has value for providing an alternative payment method and for playing the unit anytime.*

Paid in Full

Neutral units in general, or just specific subtypes, are both Neutral and the side of the deck. For example, Boba Fett (H) is both Neutral and Light Side while in a Light Side deck.

Paid in Full supersedes Polarized. (Below)

Polarized

Neutral units are strictly the side of the deck. For example, Shae Vizla (A) is strictly Dark Side while in a Dark Side deck.

Polarized is superseded by Paid in Full. (Above)

Unslung Equipment

You may complete an Equipment during the battle phase as long as you immediately attach it to a unit by paying the Equipment's equip cost, if any.

Secondary Locations



There's only 1 Location slot per arena. However, either player may put a new Location with a build cost of 1 or less under an existing Location belonging to either player or replace one you have under a Location, instead of replacing the top Location, by paying 1 build point and putting the card under the Location with the text box exposed toward his or her self. (See diagram, above.) You may put the new Location on top of the stack if you had at least as many build counters on the new Location as whichever Location costs more or pay that much directly from your remaining build point total. You may have only 1 Location under another Location. To replace all Locations in an arena, pay the cost for the top Location plus 1 for each Location under it. All the Location cards together in the Location slot count as 1 Location; you can't replace just 1 Location where there are other Locations under a top Location; you must replace all of them at the same time. You can't have the same Location card twice in the same stack, but you and your opponent may each have a copy of the same card in the stack. See Diagram.

Vongformed

Play with no banned or restricted list, instead constricting the cards on that list with the following:

Duel of the Fates (TPM) is restricted to a single arena.

Holoprojection Chamber (RAS) only applies to Mission cards with a printed build cost of 2 or more.

Hotwire (BOE) costs 4 Force instead of two for each option.

Kessel System (RAS) has the additional cost to pay 1 Force when using the granted ability.

Luke's X-wing (E) (SAV) allows your opponent to pay 1 Force to cancel the damage removal effect.

R2-D2 (J) (ROTS) allows your opponent to pay 1 force to cancel the damage removal effect.

Ugnaught (ESB) can't return itself from your discard pile.

Weapon Turret (ION) allows 0 power instead.

Blockade (TPM) can only be played at the start of your build step.

Blockaded Naboo (ION) costs only 1 build point instead and your opponent only needs to pay 1 Force to cancel the effect.

Chewbacca (G) (RAS) costs 2 build points for the Droid recursion effect instead and can only be played at the start of your build step.

Death Star II (D) (BOE) gains 2 build points instead.

Falcon's Needs (RAS) only lets you play 1 copy of the card per turn and you must put that copy under the affected unit.

Free Tatooine (ROTJ) only applies to unit cards.

Han's Promise (ESB) can only be played at the beginning of your opponent's build step.

Lost in the Asteroids (JG) costs 3 Force.

Lull in the Fighting (JG) costs 3 Force.

Occupied Tatooine (ROTJ) only applies to unit cards.

Peace on Naboo (JG) costs 3 Force.

Price of Serenity (ION) costs X Force instead, where X is equal to the build cost of the unit to be discarded.



Unique Cards

Mirror

Your unique cards don't contest with your opponent's unique units. All other rules for unique cards apply.

Mirror is superseded by Assault, (below) Assembler (below) and Tusken. (p.38)

Assault

Unique cards don't contest. (Players can have multiple stacks of the same unique unit.) All other rules for unique cards apply.

Assault supersedes Mirror (above) and is superseded by Assembler (below) and Tusken. (p.38)

Assembler

Unique units don't contest. (Players can have multiple stacks of the same unique unit.) You may remove a card from under a stack during the build step by paying its build cost minus 1 and putting it into its arena. (This is not a deployment.) You may merge two stacks of the same unique unit anytime during your build step. You may remove a card from under one stack and merge it under another stack for free, or you may remove a card from under one stack and put it on top of another stack by paying the difference in build cost, if any. All other rules for unique cards apply.

Assembler supersedes Mirror (p.37) and Assault (p.37) and is superseded by Tusken. (Below)

Tusken

Treat all unique card versions as non-unique. They don't stack or contest. Rules for unique cards don't apply.

Tusken supersedes Mirror (p.37), Assault (p.37) and Assembler. (Below)

Abomination

You may stack any unique unit cards together, regardless of name. All other stacking rules apply.

Abomination is superseded by Shaped. (Below)

Shaped

All units with the same arena in their type can be stacked together as if unique. Stacking rules apply.

Shaped supersedes Abomination. (Above)

Krayt

You may have any number of versions in a stack. All other stacking rules apply.

Clawdite

You may move any version of one of your unique units to the top of the stack that costs the same or less than the current top card. You may do this any number of times during a chance to play effects. All other stacking rules apply.

Clawdite supersedes Riposte. (Below)

Riposte

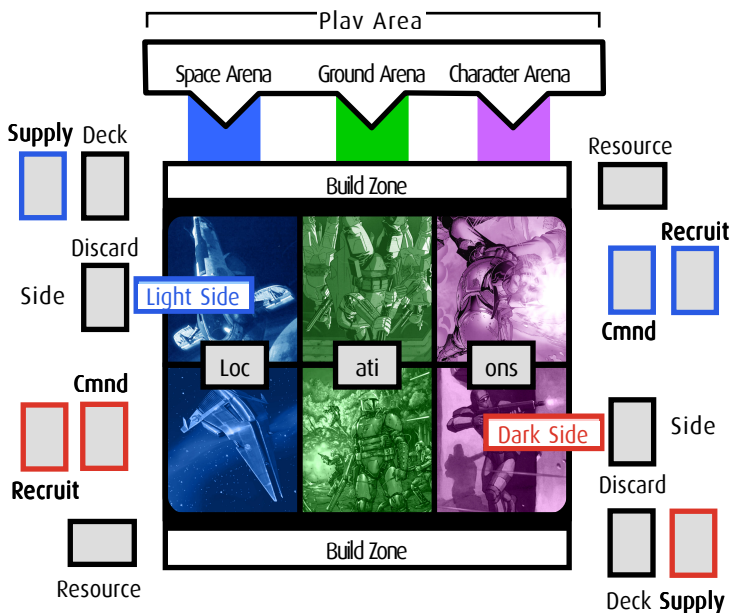
Once, during the attack POP, you may move any version of your attacking or defending unique unit to the top of the stack that costs the same or less than the current top card. All other stacking rules apply.

Riposte is superseded by Clawdite. (Above)

Game Zones

Recruit Zone

During setup or your build step, you may put one non-unique unit card to the side of the play area near your Resource card. During your build step, you may take a partially built card from your build zone with at least as many build counters on it as the recruit card's build cost or spend that much build to take a card from your hand and then put the card into an arena face-down with a recruit counter on it. That face-down card counts as a unit with the recruit card's text. You can't replace the recruit unit. When put in the discard pile or discarded, put it face-up.



Command Zone

In the Battle the Rancor style of play, players may take a unit card and put it into the command zone near the Resource card. The supply zone (p.41) unit then provides effects to units on the board. It may only be attacked by units that can attack units in the build zone.

Intercept has no effect while on a Command unit.

Reserves works while in the command zone.

Effects that specify units in your build zone mean units in the command zone. Effects that permit a unit to attack, do damage or move or put damage counters from the build zone permit it to attack, do damage or move or put damage counters on a unit in the battle arena from the command zone regardless of which arena is stated.

Effects that specify an arena mean the battle arena unless it is an attack, direct damage, or damage counter placement. Units in the command zone don't get bonuses.

Effects that let you attack, do damage or move or put damage counters from a unit in the Ground arena to a unit in another arena allow you to attack or do damage from the battle arena to the unit in the command zone.

Effects that let you attack, do damage or move or put damage counters from a unit in the Space arena to another arena allow you to attack, do damage or place damage counters from the command zone to the battle arena.

Effects that let you attack, do damage or move or put damage counters from a unit in the Character arena to a unit in another arena allow you to attack or do damage from either the battle arena or the command zone to a unit in the other arena or zone.

Effects that allow you to attack, do damage to or move or put damage counters on a second unit (Such as "choose up to 3 units" or "all units") allow you to attack or do damage to the unit in the command zone, even if the effect specifies "the same arena".

Supply Zone

A “supply zone” (or sidebar) of fifteen cards may be used if the game’s players agree or the tournament rules require it. Tournament rules may also disallow it.

A Supply zone, kept to the side of the play area to a player’s right, is a set of cards that are a secondary source for playable cards to the player to exchange for cards in their deck. You may not use the supply zone for the first game in a match.

Players may change their deck’s composition before the second or subsequent games in a match by trading cards from their deck for cards in their supply zone. (The supply zone is subject to the Owner Overrides rule.) This allows players to adjust to each other’s deck strengths and playing styles. Supply zones can potentially allow you to completely change your strategy during the tournament.

Players may only look at their own supply zones during the game. Supply zones must be presented facedown before each game in a match and remain clearly distinguishable from other cards. Opponents may then count the number of cards in the other’s supply zone, but they can’t look at each other’s cards there.

With the exception of the minimum number of cards in a deck, a player’s combined deck and supply zone must adhere to the rules for deck construction and the restricted list in tournament play. For instance, you can’t have more than 4 copies of any card between both zones, nor more than 1 copy of a restricted card.

When trading cards between deck and supply zone, they must be exchanged one-for-one to ensure that the deck and supply zone remain at the same number of cards. You may exchange any number of cards this way. You do not have to reveal the number of cards you swapped out this way.

In a tournament, the side zone must be returned to its original composition before each match, thus a sidebar card list must be kept and may be checked by the judge.

Materials

Deck

Chaos

The players are not restricted by sides. They may use cards from any sides they choose.

Chaos supersedes Civil War. (Below)

Civil War

The players play decks for the same side, Dark vs. Dark or Light vs. Light.

Civil War is superseded by Chaos. (Above)

Lite

Must contain 30 cards. (No more or less.) Must have at least 18 unit cards consisting of at least 6 of each type of unit (Space, Ground, and Character). Multi-arena cards count 1 toward the 6 card minimum for each type on its type line, but only 1 toward the 18 card minimum regardless of its types. All other deck construction rules apply.

Lite is superseded by all optional deck construction rules from the first six sections of this rulebook and by Unbound. (Below)

Unbound

No limit to the number of copies of a card you can have in your deck. Restricted card list applies.

Unbound supersedes Lite.



Preparation

Deck Swap

Players in a game swap their decks (and supply decks, if any, p.41) with their corresponding opponent before pulling their Resource card, after choosing sides.

Optimal Search and Shuffle

Instead of shuffling and drawing, search your deck for cards until you have 7 cards in hand. (Don't show them to your opponent.) Then shuffle your deck. Thereafter, you may draw normally to replace cards in setup.

Full Mulligan

You may mulligan units as well

Setup

Blind

You may partially build any number of face-down unit cards in your build zone during setup without showing them to your opponent. All other setup rules apply.

Blind is superseded by Shadow Ops and Skip. (Below))

Tip: Putting a unit or two face-up in their arenas can influence how the other person sets up. It can also be used as a bluff or hint.

Shadow Ops

You may partially build any number of face-down cards in your build zone during setup without showing them to your opponent. (Including non-unit cards with build costs.) All other setup rules apply.

Shadow Ops supersedes Blind (above) and is superseded by Skip. (Below)

Tip: Putting a unit or two face-up in their arenas can influence how the other person sets up. It can also be used as a bluff or hint.

Skip

Perform preparation normally, then skip the setup entirely. Then during each turn, you may perform build normally, but play doesn't begin until the agreed upon turn. Players may even agree to extend the deadline for when play begins.

Skip supersedes Blind and Shadow Ops. (Above)

Tip: It's thus a good idea not to finish building your units until you have enough to do battle. You may even wait until you have completed your entire deck.

Cold War

Effects are active during setup except those that permit an attack or would cause a unit to be discarded. Without a build step or battle phase, effects that only work during those times don't work during setup. You may move Multi-arena units from one arena to another without the one move restriction and without the rule for not putting a unit with a different type on top of the stack. You may move Pilots onto or off of units without the once per turn restriction. All other setup rules apply.

Enhanced Muster

Draw more cards (such as drawing nine cards instead of seven) and start with 4 more build per extra card in order to play a larger battle.



Object of the Game

Breach

First person to control an arena. This does not wait until the turn ends.

Breach supersedes Domination and Invade the Capitol. (Below)

Tip: This is best when you're in a hurry.

Domination

Control all 3 arenas at the end of the turn.

Domination is superseded by Breach (above) and Invade the Capitol. (Below)

Tip: This is best when you're ready to play one game for possibly hours; a true time killer.

Invade the Capitol

One of the sides, known as the invader, must begin the game with no units in the Ground and Character arenas. Then that player must gain control of the Space arena in order to deploy or move units to the Ground arena. Then repeat the same for the Character arena. When an arena is controlled, you can't deploy any more units to that arena, but you can move all but one of those units from that arena to the next arena during the build step to do battle in that arena; they retain their type and do not gain the type of the new arena. When the invader controls the Character arena at the end of the turn, he or she wins.

Invade the Capitol supersedes Domination (above) and is superseded by Breach. (Above)



The Primary Rules

2. Light Over Dark

Light side plays first. The Light Side goes first in all things. If a decision between both players must be made, the Light Side decides.

***Tip:** This is useful if you want to control the power of the Dark Side in a certain arrangement.*

Turn Structure

Ready Phase

1. Force Gain.

Force Roll

The Dark Side player rolls a 6-sided die to determine the amount of Force both players get.

Force Roll supersedes Dark Roll (below) for Force.

2. Build Gain.

Arena Bonuses

Get +1 build for each arena in which you have units instead of for having units in all 3 arenas.

Dark Roll

Each player rolls his or her own build points (or Force).

Dark Roll is superseded by Force Roll (above) and Solid Build. (Below)

Hyper Roll

Use dice with more sides (such as using an 8-sided die) to determine build (and other amounts) for longer and more dramatic games.

Hyper Roll is superseded by Solid Build. (Below)

Solid Build

Each player gets 5 build points instead of rolling a die for build. Players still get the normal build bonus.

Solid Build supersedes Dark Roll and Hyper Roll. (Above)

Command Phase

Bureaucrat

Moving units to arenas (including Switch) and Pilots onto or off of units is part of the retreat step instead of the build step.

Double-Time

Draw 2 cards during your draw step instead of 1.

Rollover Build

You do not lose build points at the end of the build step. They rollover to the next turn.

Search the Galaxy

Instead of drawing a card in your draw step, search for one from your deck.

Simultaneous Build

All actions during the build step are taken by turns. Even the start of the build step is shared. First the Dark Side player plays “start of the build step” effects, then the Light Side. Then both build units, first one, then the other. When one runs out of units, the other keeps building until they’re done building.

Structured

The actions in the start of the build step occur in a specific way. Players take their draw step first, gain bounties, pay Upkeep, and resolve “start of the build step” effects, all in that order.

Note: *This assures that Upkeep has a better chance of being paid. However, players can agree to pay Upkeep first in this order.*

Battle Phase

Massive Battle

Resolve all “start of the battle step” effects after “start of the battle phase” effects as normal, but in their order: Space, Ground, then Character. Then there is one massive battle step, in which all units attack in their speed order regardless of arena, but still only able to attack units in their own arena. (Except for Bombard and Ion Cannon effects.) Then resolve all “end of the battle step” effects in their order: Space, Ground, then Character. Then return to the normal turn structure with the End of Turn.

Massive Battle supersedes Battle Scenes. (Below)

***Note:** This lets units attack first that wouldn't normally get the chance because of being Bombarded or Ion Cannonned.*

Battle Scenes

Each turn, play only 1 arena's battle step. Space first, then Ground, then Character. Use the Double-Time draw step. (p.49)

Battle Scenes is superseded by Massive Battle. (Above)

***Tip:** Focus your construction on the current arena for the turn you're in as much as you can. If you don't have enough to build a unit that turn, then focus on constructing for the next turn's battle arena.*

Breakout

Choose a different order in which to fight in the arenas.



End of Turn

Point Tracking

Throughout the turn, for each damage done to a unit, each player gets 1 point. If any action by a player is disrupted, that player loses 2 points. At the end of each turn, each player gets 5 points for each arena he or she controls and loses 5 points for each arena his or her opponent controls. The player who achieves the object of the game gets an additional 20 points. At the end of the game or match (set of 2 or more games), whichever player has the highest score wins the point game or match.

Attacking

Boarding.

Tapped Capital Ships may be boarded by Piloted units. Simply tap and retreat the unit performing the boarding during an opportunity to attack and move its Pilot to the other tapped unit. If there is a pilot aboard the unit, those two Pilots must do battle in the Character arena. Once any pilots are discarded, the boarding Pilot may attack the Capital Ship directly. The Capital Ship's abilities have no effect and it can't attack the Pilot. Your opponent may board the same ship, in which case his or her Pilot may attack your boarding ship in the build zone or attack your Pilot.

Effects

The granted effects below follow special rules. These effects are not parts of cards, but are designed to be granted to units in play by paying a cost and adding a counter to the unit to represent the granted effect unless granted for a single action. These act as special game modifiers.

Battlefront

At the beginning of the game, or the beginning of each turn, (whichever players agree on) each player chooses one of the following bonuses:

Accuracy Bonus: Your units get Accuracy 1.

Bacta Tank Bonus: Each of your units gets "Pay 1 Force -> Remove 1 damage counter from this unit. Play only during your build step. Play as many times as you want".

Damage Bonus: Your units get Critical Hit 1 and Lucky 1.

Defense Bonus: Your units get Shields 1.

Garrison Bonus: Gain 1 more build point during the ready phase and draw an extra card during your draw step.

Jedi Bonus: At the beginning of the turn, search your deck or discard pile for a Jedi unit card and put it into its arena. When the turn ends, discard it.

Sabotage Bonus: Each of your opponent's units come into play (whether "put" in the arena or deployed) with 1 damage counter on it.

Turret Bonus: At the start of each arena's battle step, do 1 dice of damage to each of your opponent's units in that arena.

Cell Block 1-1-3-8

As long as you have a Fortification, Capital Ship or Battle Station in any arena, when you deploy a Bounty Hunter, Officer, Squad or Squadron, you may give it the Capture keyword. Put a granted effect marker on that unit.

Deploy a Character to the build zone to act as the Detention Officer. That Character can't be damaged or discarded until your opponent controls the Character arena. Whenever one of your units damages one of your opponent's units, you may remove all counters from the unit it damaged and put it face-down under the Detention Officer. If you do, don't untap the unit that did the damage during your next untap step. Your opponent may look at those face-down cards at any time and choose one of those cards. He or she may pay X Force, where X is equal to that unit's total build cost. If he or she does, the chosen unit is returned to that player's control.

Capture the Flag

The Dark Side player starts the first turn with a flag marker on one of his or her units in the Ground arena. The unit with the flag marker gets:

Flag: An *isolated, triggered* ability that means, *"If this unit is discarded, move the flag marker from this unit to the unit that caused this unit to be discarded. If no unit caused this unit to be discarded, move this flag to another of your units in the same arena. If this unit is in an arena you control at the end of turn, you win. This unit can't retreat."*

Tip: Try to get one of your Jedi or Sith to get control of the flag. This will assure you have control of the flag for a longer time and have a better chance of winning.

Pinpoint Defense

Both players get the following effect.

Pay 2 Force -> Your defending unit gets Shields 1 for this attack.

Strongholds

All Battle Stations, Capital Ships, Flagships and Fortifications get Shields 2.



The Force Unleashed

Battlecards each cost 1 Force, regardless of their printed cost, and each activated ability costs 1 less Force. Peace On Naboo, Lost in the Asteroids, Lull in the Fighting, Discuss it in Committee and Slipping Through are all banned when using The Force Unleashed.



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