



# REFLECTIONS III

## Starting Effects

The Starting Effects *Fear Is My Ally* and *An Unusual Amount Of Fear* provide players a way to start their game with a "reserve" of Defensive Shield cards. This provides valuable additional defense against an opponent's nastier strategies while only sacrificing one "card slot" of your regular 60-card deck.



As stated in their game text, Starting Effects deploy before any starting location or objectives are revealed. They may not be deployed at any other time, but if they are found in a deck, hand, or pile, they may be used normally like any other card or unit of Force.

Cards placed under your Starting Effect must be of the same allegiance as the deck you are playing, and do not count against your "deck limit". That is, they are considered permissible extra cards above the normal 60 cards of a standard game deck. The Starting Effect itself does count as one card of your game deck, and therefore is calculated against your deck limit.

For tournament play, when offering your shuffled deck for an opponent to count and cut, provide your opponent with two piles. One pile will be your Starting Effect (face-up) on top of the cards (face-down) that will go beneath it. The other pile is the rest of your game deck (face-down). Your opponent can then verify that you have no more than 10 cards under your Starting Effect (your opponent will see your Starting Effect, but will see only the card backs under that Starting Effect), and that your deck contains exactly 59 cards (the Starting Effect is the 60th card). Once counted, the cards under your Starting Effect may only be removed from there using the text of that Starting Effect.

Cards under your Starting Effect are not on table, and can only be manipulated as instructed by the Starting Effect. You may look through the cards under your Starting Effect at any time, replacing them in any order as long as the Starting Effect is always returned face-up to the top of that pile. Your opponent is not permitted to look through any of the cards under your Starting Effect.

### Episode I Only Environment Rule

Both Starting Effects have an Episode I icon. This means they are legal for play in the **Episode I only environment**.

During such play, only Defensive Shields with the Episode I icon may be placed beneath your Starting Effect. Defensive Shield cards without this icon are not legal for play in the Episode I only environment.

*Want a chance to win one of these exclusive foils? Ask your local Tournament Director to run an Episode I only environment tournament in your town!*



For more details on this exciting format and the special prizes that are being offered, visit the following web page:  
[www.decipher.com/starwars/tournaments/episodei.html](http://www.decipher.com/starwars/tournaments/episodei.html)

## Defensive Shields

Cards with the Gungan Warrior Shield icon are Defensive Shields. These cards, combined with the new Starting Effects for each side, provide the player with a suite of defensive options to assist their deck.



You may play one Defensive Shield card at any time that you are permitted to take an action, as long as no other action is currently resolving (and as limited by the Starting Effect game text). For example, a Defensive Shield could be played during your deploy phase, during the opponent's turn,

or even during the weapons segment of a battle (following the above rules). You could not play *Do, Or Do Not* in response to an opponent initiating a Sense card though, because playing a Defensive Shield is not a valid response to any other action.

Many Defensive Shield cards replicate the name of a previously printed card. For example, *Your Insight Serves You Well* is an Effect from the Death Star II expansion, and is replicated as a Defensive Shield. Despite this similarity, these cards are in no way interchangeable. They are different card types, and often have an altered or reduced game function compared to the original card. The only rule that ties two such cards together is the "unique and restricted cards" rule (see sidebar), since many Defensive Shield cards often share the same card title as an existing Effect card.



## Lightsaber Combat

Lightsaber combat depicts the type of extended battles where a lightsaber-wielding Jedi attempts to wear down his foe through a series of thrusts and parries. Only the strongest of attacks will be enough to defeat your opponent. Lightsaber combat is not a "duel," and as such is not affected by any cards or rules that affect duels (and vice-versa).

The objective cards *We'll Handle This / Duel Of The Fates* and *Let Them Make The First Move / At Last We Will Have Revenge* detail the conditions, targets, resolution and effects of a lightsaber combat. Other cards can affect your lightsaber combat total, Force loss from lightsaber combat, or even how you draw lightsaber combat destiny.



The Epic Event cards *Inner Strength* and *Deep Hatred* permit you to equip your Jedi or Dark Jedi with **combat cards**. These cards provide you with extra options for lightsaber combat or even duels, and represent the reserves of strength, combat training and use of the Force that a Jedi can call upon during combat.

## Maintenance Cards

The following symbols are used in the game text of some new cards to indicate a "maintenance" cost that must be satisfied. Not all cards with maintenance costs will show all symbols, but the "sacrifice" option will always be offered. Next to the symbol will be "Use X" or "Lose X" which indicates that a player must use X Force or lose X Force to pay the cost of this option. There is no cost associated with sacrificing the card (see below).

The player may choose any provided option, but **must** choose one of them.

### Maintain (★)

★ followed by a cost – Pay this cost and the card remains on table until the next maintenance is due.

### Recycle (♣)

♣ followed by a cost – Pay this cost to place that card (and any cards on it) in their owner's Used Pile. If that card was escorting a captive, the captive is released.

### Sacrifice (♣)

♣ – Place the card out of play. Any cards on that card are lost. If that card was escorting a captive, the captive is released.

### Example:



Boba Fett, Bounty Hunter says "End of your turn: ★ Use 2 or ♣ Lose 2 or ♣."

Thus the owning player must choose at the end of every turn this character is on table to use 2 Force (Boba Fett stays on table), lose 2 Force (Fett is placed in the Used Pile) or place Fett out of play.

A card with a maintenance cost that has its game text canceled (or is on table for uniqueness only, such as if the card becomes "missing" or captured) has no maintenance costs listed, and is therefore exempt from these options.

## Unique and Restricted Cards

*This amends the first two paragraphs of the existing Glossary Supplement entry. All other paragraphs of that entry referring to diamond cards, etc. remain valid and in force. That entry will be updated with the next release of the Glossary Supplement. Refer to: [www.decipher.com/starwars/rules/index.html](http://www.decipher.com/starwars/rules/index.html).*

If a card is unique (♦) or restricted (e.g., ♦♦♦), the number of dots restricts:

- the number of cards of that title that are allowed on table at any given time, and
- the number of cards of that title that may be played or deployed each turn (even if one is canceled, returned to hand, if it has already resolved and been placed in the Used Pile or Lost Pile, etc).

Some unique or restricted cards are available to both sides of the Force (such as ♦*Ice Storm*), but this restriction is still applicable, regardless of the fact that it is being played by a different player.

### Examples

The following examples illustrate these rules:

- If you play the Defensive Shield card ♦*Do, Or Do Not*, then you may not play another copy of that Defensive Shield card, and you may not deploy the Effect card ♦*Do, Or Do Not*, or the combo Effect card ♦*Do, Or Do Not & ♦Wise Advice*.
- Similarly, if the Light Side player plays ♦*Weapon Levitation*, then neither the Dark Side player nor the Light Side player can play another card of title ♦*Weapon Levitation* for the remainder of that turn.