

Section 0. Preface

Section 1. Rulings By Card Title

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This document is an official supplement to the Glossary Version 2.0; it contains updates, corrections and new rulings made for the Star Wars™ Customizable Card Game™ since the release of Glossary v2.0 in November of 1998. It also includes the official rule notes from products released since the Special Edition expansion set.

All Star Wars Customizable Card Game rules questions and comments should be emailed to jediknight@decipher.com.

Using this document - When a ruling or card question arises, you should check this document first using either the card name, word or phrase, or card type. All entries in this CRD replace any existing entries in the Glossary of the same name, unless the note "See Glossary" is included, in which case the entry here supplements whatever was previously written in the Glossary.

An entry preceded by a delta symbol (δ) is a new or revised entry for this document that contains some change in game play or understanding to a previous entry or rule. An entry preceded by an section mark (§) is a new or revised entry for this document, but with no game play changes above and beyond other published documentation (such as previous CRDs, World Championship Rulings, web site errata, previous rule sheets etc.). Often this information has been reworded or rearranged under an alternate title or section for clarity.

There following parts make up this supplement, each ordered alphabetically:
Section One - Rulings by card title.
Section Two - Rulings by game term (phrase or rule).
Section Three - Rulings by card type. (work in progress)
Section Four - List of characteristics.
Section Five - List of persona names.

8D8 Clarification.

May cancel Torture, Aaiil Aaal Agggggggggggg! or Sonic Bombardment targeting a character at same site. Once during each of your turns, if with any imprisoned captive, may draw destiny: if destiny > 3, randomly select one captive there to be released.

A Bright Center To The Universe Clarification.

This Effect cancels the opponent's Force drain modifiers (coming from the opponent's cards) to the opponent's Force drains only. See Force drain modifier.

A Disturbance In The Force Erratum.

Once per game, during your deploy phase, "insert" (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

A Jedi's Resilience Clarification.

If you just lost a duel opponent initiated (before duel has any result) lose 1 Force to cancel the duel and return Interrupt (if any) used to initiate duel to owner's hand. OR If you just lost a character armed with a lightsaber, take that character into hand.

A New Secret Base Clarification.

This Light Side Effect allows you to take the following cards into hand from your Reserve Deck, once during each of owner's turns:

- one site with "Echo" in it's title
- two sites, both with "Echo" in their titles
- one Effect with "Echo" in it's title
- one Effect and one site, both with "Echo" in their titles
- one planet system with two Light Side Force icons.

A Step Backward Clarification.

The first function of this card may be played as long as at least one podracer has at least one race destiny stacked upon it. This card targets "Podracers", which is a card type (see section 3 - Podracer). It cannot remove a race destiny stacked upon the Podrace Arena.

A Tragedy Has Occurred Clarification.

Refer to rulings on There'll Be Hell To Pay.

A Tremor In The Force Erratum.

Once per game, during your deploy phase, "insert" (face down) into opponent's Reserve Deck; reshuffle. When effect reaches top it is immediately lost, but opponent may not activate any more Force that turn. (Immune to Alter.)

A Vergence In The Force Clarification.

You may only draw 2 cards by placing in Used Pile a copy of this card that is on table. This last sentence of this Immediate Effect does not permit you to perform that function using a copy in hand.

Ability, Ability, Ability Clarification.

See card with ability.

Admiral Ozzel Clarification.

Adds 2 to the power of anything he pilots. Subtracts 1 from deploy cost of each of your capital starships at same system. Lost if Vader on table and opponent 'reacts' to same location as Ozzel. See same system.

Agents In The Court / No Love For The Empire

Clarification.

"Reps", as defined by Agents In The Court, are not on table when they are placed on this objective. Thus several copies can be on the objective, even while one is on table.
See on table, unique and restricted cards.

Agents Of Black Sun / Vengeance Of The Dark Prince

Clarification.

When this Objective card is (or has been) in play, the following all have the characteristic Black Sun agent: all cards with 'Black Sun agent' in lore. (such as Guri); all aliens with 'Black Sun' in lore. (such as Makurth); all information brokers (such as Labria); all bounty hunters (such as Boba Fett).

Aim High Clarification.

The amount of Force used (X) must be equal to the full amount of the initiated retrieval, even if the retrieving player's Lost Pile does not contain that many cards.

All Power To Weapons Clarification.

See immune to attrition - gaining and losing.

All Wrapped Up Clarification.

When capturing a just forfeited character using this Dark Side Effect, that character is captured after applying forfeit value (and if that character was hit by a weapon that reduced it's forfeit, that forfeit is restored to normal at this point) but before being placed on the Lost Pile. In this way, cards deployed on that character (for example, Bounty or a weapon) are not placed in the Lost Pile. This is a specific exception to the just lost ruling. See capturing characters, just lost.

Allegations Of Corruption Clarification.

Refer to rulings on There'll Be Hell To Pay.

Alter & Collateral Damage Clarification.

If you draw successfully for the Lost function of this card, you would still have to lose 2 Force to Do, Or Do Not or There Is No Try.

Alter & Friendly Fire Clarification.

If you draw successfully for the Lost function of this card, you would still have to lose 2 Force to Do, Or Do Not or There Is No Try.

Anakin Skywalker Clarification.

A card about to be placed out of play does not qualify as a card "about to be lost from table". See just lost.

Anakin's Lightsaber Clarification.

Deploy on your Skywalker of ability > 3. May add 1 to Force drain where present. May target a character or creature for free. Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value.
Anakin's Lightsaber is a matching weapon for any persona of a Skywalker, such as Luke or Leia, that meets the deploy conditions. It may only deploy upon Vader if he has "crossed over" to the Light Side, once again answering to the name of Anakin.

Anakin's Podracer Clarification.

When drawing 2 race destiny instead of 1, the Light Side player is permitted to stack (use) both of them on Anakin's Podracer. The decision to use a race destiny is made immediately after one is drawn. (See Section 3. podracer - race destiny and race total.)
This Podracer will automatically "schedule" three race destiny draws if Anakin's Podracer is behind at any time during the Light Side player's draw phase. Next turn, the Light Side player must draw three (see empty deck or pile) and must choose (use) two of them to stack on the Podracer. These scheduled race destiny draws can still be restricted by subsequent actions, for example, the Dark Side playing Hit Racer.

Are You Brain Dead?! Clarification.

This Interrupt card's Used function requires only a Light Side Episode I Jedi to be defending a battle. The absence of a Dark Jedi is not part of the initiation conditions.

Arica Clarification.

If Arica breaks cover at Luke's site using her gametext while There Is Good In Him is on table, Luke will be captured before she can complete the firing of her weapon. See characters with dual icons.

Artoo & Threepio Clarification.

While this combo character card is participating in a battle, Artoo and Threepio are considered to be "in a battle together" (for cards like Artoo, I Have A Bad Feeling About This.)
When deploying with the Objective You Can Either Profit By This..., Artoo & Threepio deploys for 2 less force (not 4).
Allowing all droids to be battled means that, for the purposes of initiating and continuing a battle only, all droids are considered to occupy their location. Thus a droid piloting a starship may also be battled. See may be battled.

ASP-707 (Ayesspee) Clarification.

When this Light side droid is aboard a vehicle or starship, it may not relocate any weapons or devices that are deployed on that vehicle or starship. Similarly, the ASP droid may not relocate a non-creature vehicle it is aboard. If a non-creature vehicle is placed on the Reserve Deck by an ASP droid, all cards aboard it are lost. See leaves table.

Attack Run Clarification.

The last line of this Epic Events card text is corrected to read:
* Your Proton Torpedoes are immune to Overload.
Starships may move into the Death Star: Trench only from the Death Star system location. Moving Light Side starfighters into the Trench is a regular move (see movement - regular). Only starfighters and TIE squadrons may go to the Trench, not other cards that "move like a starfighter."
If your lead starfighter is lost, you should identify a new lead starfighter. If all your starfighters have been eliminated, your Attack Run ends and any Dark Side starfighters in the Trench are moved back to the Death Star system. For purposes of this Epic Event, all squadrons with multiple permanent pilots (and no pilot characters aboard) are treated as if they have a "highest ability pilot" of 1, except the Death Star Assault Squadron which has a "highest ability pilot" of 6.

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Aurra Sing *Clarification.*

Being able to "use" a stolen lightsaber does not mean that a stolen lightsaber may be transferred to Aurra Sing (see stealing weapons and devices), unless that lightsaber would normally be able to deploy upon her.

B'omarr Monk *Clarification.*

The Monk equalizes Force icons after all other automatic Force icon modifiers have been applied (for example, Sleens, Presence Of The Force etc.).

Ben Kenobi *Clarification.*

Deploys only on Tatooine. When in a duel, adds 2 to your total. Once per turn, if a battle just ended, may 'revive' (place here from Lost Pile) your character forfeited from same site this turn. Immune to attrition <5.

Biker Scout Trooper *Clarification.*

See biker scouts.

Black Squadron TIE *Clarification.*

Deploy -2 to Death Star or same location as Vader. Permanent pilot aboard provides ability of 2 and adds 2 to power. Adds 1 to its weapon destiny draws.

Blast The Door Kid *Clarification.*

If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides). Characters of ability > 2 or leaders introduced to the battle after this Interrupt has been played are also immediately excluded from the battle.

Blasted Droid *Clarification.*

During your control phase, fire (for free) one of your blasters carried by a trooper or one of your automated weapons. Any 'hit' targets are immediately lost.

See weapons – firing outside of the battle phase.

Bog—wing *Clarification.*

Ferocity = destiny -1. Habitat: exterior sites on Dagobah. Attacks a character by grabbing and carrying it as far as possible (up to two sites away).

Bombing Run *Clarification.*

This Mobile Effect defines a "target zone" and allows your piloted bombers to move and battle there. Such bombers are not landed, but rather are conceptually flying in the atmosphere (much like a snowspeeder). Their permanent pilots have presence at the site and thus may block opponent's Force drains and participate in battle, even if they do not carry Proton Bombs. If it is not possible for the bomber to return to the system at the end of your battle phase (for example, the TIE Bomber is now unpowered), then the TIE Bomber is lost.

See movement – regular – bombing runs, Proton Bombs, bombing run battles.

Boonta Eve Podrace *Clarification.*

The winner of a podrace is determined automatically when either player has a race total > 24 at any time during any move phase.

See podrace – race destiny and race total.

Bosk With Mortar Gun *Clarification.*

Unlike most weapons, the Mortar Gun targets after the weapon destiny draw, but this is still to be considered "targeting with a weapon." Thus, for example, it is prevented from choosing an Undercover spy when fired during a battle.

Bosk's Mortar Gun *Clarification.*

This weapon affects only characters, creatures, weapons, devices, starships and vehicles. Unlike most weapons, the Mortar Gun targets after the weapon destiny draw, but this is still to be considered "targeting with a weapon." Thus, for example, it is prevented from choosing an Undercover spy when fired during a battle.

Bubo *Clarification.*

The Glossary entry for Bubo is deleted. It has been superseded by the creature rules. See creatures.

Cane Adiss *Clarification.*

If opponent just initiated a Force drain at a non-shielded planet location, deploy on that location. Your characters, vehicles and starships may deploy here regardless of presence and location deployment restrictions. (Immune to Control.)

Cantina Brawl *Clarification.*

See droid.

Captive Fury *Clarification.*

When using this Light Side interrupt, the captive is temporarily "not captured" and is relocated to the Light Side of the site (even if enclosed) to participate normally in this battle. This relocation does not count as being 'released'. If you have other characters at the same site they also participate in this battle (where applicable).

All normal battling conditions must be observed. For example, characters can participate in only one battle per turn and presence is required on both sides of the location. For this reason, if the captive is a droid (or the escort is a droid, for example IG-88 With Riot Gun) and no other ability is being provided, then the battle would end immediately.

If the original escorting character and the captive (who was not captured or sent missing during the battle) survive, then the captive is returned to being escorted by that character at the end of the battle.

Carbon Chamber Testing / My Favorite Decoration*Clarification.*

When deploying a Rebel (as a prisoner) to the Security Tower at the start of the game, ignore any deployment restrictions listed in that character's game text.

Prisoner 2187 is the only Rebel that cannot be used as the starting Rebel for this objective. If the only Rebel in the opponent's deck at the start of the game is Prisoner 2187, then this objective plays (for remainder of game) as if there were no Rebels in the Light Side player's deck.

Careful Planning *Clarification.*

The starting text of this card is intended to mean "deploy from Reserve Deck one battleground site or deploy from Reserve Deck two battleground sites." The location (or locations) deployed must be battlegrounds immediately after it's (their) deployment.

Chewbacca *Clarification.*

Power +1 at same location as Han. Adds 2 to power of anything he pilots. When piloting Falcon, also adds 1 to maneuver. Your vehicles, starships and droids at same site go to Used Pile (rather than Lost Pile) when they are 'hit.' See characters with dual icons.

Chief Retwin *Clarification.*

May use 3 Force to 'hide' (be excluded) from a battle. May use 2 Force to target one device or weapon present which deploys on a site. Draw destiny. If destiny > target's deploy cost, target is lost.

This Imperial may target any weapon or device deployed on a site (including "movable" weapons and devices such as seekers), but may not target cards deployed on a character, vehicle or starship at a site.

Civil Disorder *Clarification.*

See card with ability.

Close Air Support *Clarification.*

"[Y]our Z-95 occupies a system or cloud sector" means that you must occupy the location, and the Z-95 there must itself have presence (such as a permanent pilot), or have presence aboard it (such as a character card).

Colonel Salm *Clarification.*

Salm may only cancel and redraw a battle destiny of a battle he is participating in.

Combat Readiness *Clarification.*

See Light Side counterpart Careful Planning.

Combat Response *Clarification.*

You may only utilize this card's game text once during each of your turns. See one.

Once an unpiloted starfighter (or pilot) is revealed, if no matching pilot (or unpiloted starfighter) is found, the opponent is permitted to verify. See verification.

If a match has been found but the player does not have enough force to deploy the cards (or there is no location where they can be legally deployed), then the card revealed from hand is returned to hand, and the card taken from the Reserve Deck is placed back in the Reserve Deck; reshuffle. See matching pilot, matching starfighter.

Commander Merrejk *Clarification.*

This Imperial is considered to be an ISB agent for the Objective ISB Operations / Empire's Sinister Agents.

Computer Interface *Clarification.*

To initiate this Interrupt, you must have at least one card each in your Reserve Deck, Force Pile and Used Pile. See empty deck or pile.

Corporal Beezer *Clarification.*

Beezer's text that allows a device to deploy to same location does not require that device to deploy 'on' that location. Thus you may deploy a device on a character at the same location as Beezer.

Corporal Drazin *Clarification.*

See Special Delivery.

Coruscant: Imperial Square *Clarification.*

Dark Side Text: Emperor deploys free here. If your moff here, all Imperials are deploy -1 at sites.

Light Side Text: Force drain +1 here. If you control, Emperor may not deploy to Coruscant.

Counter Assault *Clarification.*

The total power and number of destinies to be drawn is determined immediately when this Interrupt card begins resolving, and neither changes during the resolution.

Thus if a character, starship or vehicle is introduced to the location during resolution of the Assault (such as via Tauntaun Bones) it does not add power and does not permit an additional destiny draw. Similarly, if cards are removed from the location during the resolution (such as by a Program Trap), they will still contribute power and still add a destiny draw for purposes of resolving the Counter Assault.

Counterattack *Clarification.*

This card explicitly allows characters, vehicles and starships at the targeted location to battle again this turn as well as to use a weapon and/or device again this turn. It does not allow any characters, vehicles or starships to 'reac' a second time this turn.

Courage Of A Skywalker *Clarification.*

See immune to attrition – gaining and losing.

Court Of The Vile Gangster / I Shall Enjoy Watching**You Die** *Clarification.*

The frozen Han character deployed by the Light Side Objective Card You Can Either Profit By This ... / Or Be Destroyed will count as a captive towards the flip condition of this Objective card, but because a frozen character has ability of zero, frozen Han will not flip this Dark Side objective by himself. See captives - frozen.

If deploying an independent starship from Reserve Deck using the text on Side 0 of this objective, you may simultaneously deploy a pilot to it from hand. See starships - deployment.

Credits Will Do Fine *Clarification.*

Both players get to see any card that is lost from hand before it is placed on this Effect.

Dagobah (Dark Side system) *Erratum.*

DARK: If you occupy, opponent may not Force drain at related locations.

LIGHT: Neither player may Force drain here.

Dagobah (Light Side system) *Erratum.*

DARK: Neither player may Force drain here.

Dagobah: Swamp *Clarification.*

See leaves table.

Dantooine Base Operations / More Dangerous Than**You Realize** *Clarification.*

The reference to squadron on this objective card refers only to the starship class: squadron. It does not include starships such as Red Squadron X-wing and Gold Squadron Y-wing.

Dark Hours *Clarification.*

The person who plays this card decides in what order to target the available characters. When targeting a character, if the player who played this card has no cards left in their Reserve Deck, then their opponent may choose what happens to that character: either put to 'sleep' or left 'awake.' A 'sleeping' character cannot move, drive or pilot.

Darklighter Spin *Clarification.*

When targeting a starfighter's maneuver number with this Interrupt, use all applicable modifications to that number. See modifiers, automatic modifier.

Darth Maul

The loser of a duel initiated by Maul's game text is the character with the lowest total destiny. If tied, there is no winner or loser.

Darth Vader *Clarification.*

When in battle, adds 1 to each of your battle destiny draws. Adds 3 to power of anything he pilots (or 4 to power and 3 to maneuver if Vader's Custom TIE). Immune to attrition < 5.

This Imperial's addition to battle destiny is an automatic modifier.

Darth Vader's Lightsaber *Clarification.*

This lightsaber must be 'thrown' before any duel destinies are drawn.

Dash Rendar *Erratum.*

This character card has the characteristic Corellian.

Daughter Of Skywalker *Clarification.*

This Rebel is permitted to deploy to Dagobah. Daughter Of Skywalker may only be targeted "as Luke" by Mind What You Have Learned, if she was deployed from Reserve Deck using that Objective card's game text.

Deactivate The Shield Generator *Clarification.*

When blown away, turn the Endor: Bunker (and Endor: Landing Platform if it was on table at the time) face-down. All cards at those locations are lost. These face-down locations are considered to be unnamed exterior Endor sites with no other remaining useable features. If blown away, the site cards may not be deployed again or converted, but other cards may still deploy (note that there are no Force icons on either side though) and move to or through the location as normal.

Note that if the Landing Platform was not on table when the Bunker was blown away, it is not considered destroyed and may still be deployed at the end of the row of exterior sites (at the opposite end from Chief Chirpa's Hut).

Death Star Assault Squadron *Clarification. See Glossary.*

This card utilizes persona rules as well as squadron rules. If these rules conflict, the persona rules take precedence. Thus the Death Star Assault Squadron may be taken into hand from the table for 4 Force with Hunt Down And Destroy The Jedi as that card may target any version of the +Vader persona. See personas, squadrons.

Death Star: Detention Block Control Room (Light Side)

Erratum.

LIGHT: If you control, Force Drain +1 here and all imprisoned characters on Death Star are released.

Death Star: Docking Control Room 327 *Erratum.*

Errata: This site has been revised to have Scomp link icons on both sides. Note that since deploy actions are limited to owner's deploy phase (see deploy), you may only deploy, at most, one docking bay during each of your deploy phases using this site's Dark Side text (see one).

Debris Zone *Clarification.*

This card can only affect characters, creatures, weapons, devices, starships and vehicles. See all cards.

Dejarik Hologameboard *Clarification.*

See dejarik rules.

Demotion *Clarification.*

Use 2 force to deploy on any Imperial except Vader, Emperor or a stormtrooper. That Imperial is power -2 and its game text is canceled.

Descent Into The Dark *Clarification.*

During your turn, if either player just placed a card in a Used Pile, deploy on table. All Used Piles are immediately re-circulated. When any player places one or more cards in a Used Pile, Immediate Effect canceled.

Do They Have Code Clearance *Clarification.*

The reduction this Effect applies to Force retrieval is an automatic modifier, and as such applies before any other comparisons or actions are made. This means that the value of X on Secret Plans is reduced by the number of cards stacked on this Effect.

Note that a retrieving card is stacked on this Effect after the retrieval is completed.

Don't Tread On Me *Clarification.*

If your starting location (or a location you have deployed with an objective) was a battleground when deployed, but is converted into a non-battleground, you may still use the starting text of this interrupt.

Dragonsnake

If there are no adjacent sites to relocate to, droid is lost.

Dresselian Commando *Clarification.*

A Dresselian adds one destiny to total power only, not to his own personal power.

Droid Detector *Clarification.*

Deploy at any interior site. Cannot be moved. Droids may not deploy to same site. Following the turn this device is deployed, all droids present are lost at end of any turn.

Droid Merchant *Clarification.*

Spaceport Speeders may be played at same site. Once per game, may do one of the following: activate 1 Force when you deploy a droid OR retrieve 1 Force when you deploy an astromech to a starfighter.

Echo Base Garrison *Clarification.*

See maintenance droid.

Effective Repairs *Clarification.*

USED: Cancel Limited Resources. LOST: Use 3 Force to retrieve into hand one Effect of any kind.

§ Elis Helrot *Clarification.*

At any time (except during battle), target any or all of your characters at one site to "transport" (relocate) to any one other site. Draw destiny. Use that much Force to "transport," or place Interrupt in Lost Pile.

This Interrupt may not relocate captives or their escorts. Transport may be performed to any site which the characters could move to using normal movement. (This includes interior mobile sites but not special sites such as the Death Star: Trench, a holosite, a Dagobah site or a site protected by the Hoth Energy Shield.)

The following actions are part of the initiation of this Interrupt:

- targeting the characters to be moved;
- targeting the site to move them to;
- drawing destiny; and
- paying the cost (using the Force required to transport the targeted characters).

Emperor Palpatine *Clarification.*

Because Emperor Palpatine's deployment restriction uses the word "never," that restriction cannot be circumvented by cards such as Quarren and Cane Adiss. See Jedi Master, characters with dual icons.

Endor Operations / Imperial Outpost *Clarification.*

See Force drains may not be modified or canceled by opponent.

Enter The Bureaucrat *Clarification.*

See A Vergence In The Force.

Evader *Clarification.*

USED: Cancel all Revolutions in play (owner loses 1 Force for each). LOST: If Vader or Vader's Custom TIE was just lost, relocate that card to Used Pile. OR Relocate to Used Pile one Imperial just lost from any Death Star location. This interrupt may relocate Death Star Assault Squadron (because it relocates the persona of +Vader). See Death Star Assault Squadron, personas.

Expand The Empire *Clarification.*

This Effect "expands" game text to the adjacent sites, but it does not expand card titles, marker numbers etc. Thus, for example, it does not allow docking bay transit to or from a non-docking bay site.

If Expand The Empire causes a site to have two copies of the same modifier, this does not violate the cumulative rule. For example, if a site has "Force drain +1 here" in its game text and adds another copy of the same game text ("expanded" from an adjacent site), then Force drains are +2 at that site. If game text expanded to an adjacent location contradicts the existing location game text, then the existing game text takes precedence.

Explosive Charge *Clarification.*

If the Explosive Charge goes off and removes all participating presence from either side of the battle, the battle will end. This is an exception to the normal removing presence rules (see battle - summary) because the battle ends during the power segment.

Failure At The Cave *Erratum.*

Deploy on Dagobah: Cave. Target an apprentice on Dagobah. All Jedi Test game text is suspended. If target present during any battle phase, opponent draws destiny. If destiny < 4, you retrieve 2 Force (also, if destiny = 0, target is lost). Otherwise, Ultimni Effect canceled.

When attempted, Jedi Test #5, It Is The Future You See, schedules an automatic action to turn the apprentice right side up at end of the Light Side player's next turn (completing the Jedi Test). Thus targeting an upside-down apprentice with Failure At The Cave will suspend the benefits of completed tests, but will not stop the apprentice completing the test as scheduled (although it will stop it having any effect once completed).

Fallen Portal *Clarification.*

Target one creature or up to two characters present that just initiated an attack or battle against you at Back Door, Rancor Pit, Tatooine: Jabba's Palace or any docking bay. Draw destiny. Target(s) immediately lost if destiny +2 > total defense value.

Feltipern Trevagg *Clarification.*

While no droid present with Trevagg, to initiate battles at same location as Trevagg, player must use X Force, where X = total number of [DS Force icon] and [LS Force icon] present.

This alien redefines the cost of initiating battle according to the number of Force icons present with him; thus, if no Force icons are present with Trevagg (e.g., at the Death Star: Trash Compactor or whenever Trevagg is in an enclosed vehicle or starship), battles may be initiated for zero Force. This value is unmodifiable, and thus cannot be affected by cards such as Wars Not Make One Great or Battle Order. See unmodifiable.

Field Promotion *Clarification.*

Deploy on an Imperial of ability < 5 present with Vader, Emperor or one of your admirals, generals, or moffs. Imperial gains [leader] skill, is power +1, and is immune to Demotion, Report to Lord Vader, and What is Thy Bidding, My Master?. (Immune to Alter). See immune.

Floating Refinery *Clarification.*

••Floating Refinery
Deploy on a cloud sector (limit one per sector). Force you activate may be drawn into hand (one per turn for each of your Floating Refineries on table). Each cloud sector or gas miner drawn in this way may be revealed to retrieve 1 Force.

Focused Attack *Clarification.*

See immunity to attrition – gaining and losing.

For Luck *Clarification.*

Deploy on table. If Counter Assault is played, may use 1 Force to add one destiny to your total. If Sense or Alter just played, may use X Force to exclude X Dark Jedi from being the "highest-ability character." See the Dark Side counterpart, Dark Forces.

Force Field *Clarification.*

USED: Cancel an attempt to target a Dark Jedi with a character weapon. LOST: If one of your characters was just targeted by a weapon during a battle, use 3 Force to cancel the targeting.

Force Lightning *Clarification.*

This Dark Side interrupt may not target a frozen captive.

Forced Landing *Clarification.*

A starfighter targeted by this card may not move from the related system to any other system or asteroid sector, may not move from any cloud sector to the system (or to any cloud sector of higher-altitude); and may not move to any site other than the docking bay where Forced Landing is deployed.

General Solo *Clarification.*

This Rebel is a Corellian. See characteristics.

General Walex Blissex *Clarification.*

If deploying to a Home One site when Home One is not on table, Blissex does not deploy at -2 because you cannot establish that this site is aboard a "star cruiser". See starship sites.

Ghhhk *Clarification.*

If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Nightfall.

Lore: Dejarik of creature from Clak'dor VII. Ghhhk rise with the dawn, screeching their mating calls across the jungle. Locals use their skin oils as a healing salve.

The condition "just forfeited all your cards that participated in a battle" applies only to characters that were participating in the battle when the damage segment began. Characters who may have participated earlier in the battle but are not participating at the start of the damage segment (such as an excluded character) do not restrict the play of this card.

Grand Moff Tarkin *Clarification.*

Adds 2 to power of anything he pilots. When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn.

This Imperial may cancel any one destiny draw that occurs after a battle is initiated but before it is over, including (but not limited to) battle destiny, weapon destiny, destiny drawn for Sense etc. You may cancel only a destiny draw, not a destiny number from another source such as Smoke Screen or It Is The Future You See.

Grand Moff Tarkin is "with Vader in a battle" if both characters are participating in the same battle (see prepositions).

This character does not have the characteristic commander. See commander.

Gravity Shadow *Clarification.*

Gravity Shadow may target a starship whenever it attempts to move through hyperspace, even during a battle (for example, using a card such as Hit And Run or Hyper Escape). This Interrupt targets a starship and its highest-ability pilot (whether a permanent pilot or a character acting as a pilot). For any starship with multiple non-unique permanent pilots, calculate the ability of each permanent pilot as equal to the total ability of the permanent pilots divided by the number of permanent pilots aboard (rounded up if necessary). For example, all Light Side squadrons with multiple permanent pilots (and no pilot characters aboard) have a "highest ability pilot" of 1.

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Great Warrior Clarification.

Targeting a mentor, as well as targeting (or deploying) an apprentice is considered part of the initiation of this Jedi Test. Thus if a Dark Side player uses I'd Just As Soon As Kiss A Wookiee to return either the just-deployed Great Warrior (or the apprentice just deployed with Great Warrior) to hand, both cards return to the Light Side player's hand. See actions — sequence of steps.

The last line of this Jedi test is revised (for consistency) to read: "(Place) on apprentice. All opponent's Force drain bonuses are canceled." See Force drain bonus.

Gronndorn Muse Clarification.

While Gronndorn is on Yavin 4, your Yavin Sentry is not unique (*), is doubled, deploys free, applies all three of its modifiers and is immune to Alter. Power -1 when not on Yavin 4.

Han Seeker Clarification.

This weapon may only target an alien of ability < 3 or a Han of ability < 3 (such as the Han found in the Jedi Pack).

Han's Toolkit Clarification.

Use 1 force to deploy on one of your characters, vehicles or starships (free on Falcon or Han). While aboard a vehicle or starship, you may use 1 force to cancel any Interrupt or Effect of any kind which targets that vehicle or starship.

He Is Not Ready Clarification.

The second function of this card cannot be used to target a permanent pilot.

Heading For The Medical Frigate Clarification.

Effects that are "always immune to Alter" means any Effect which is unconditionally immune to Alter according to its own game text, as these conditions must be met before such an Effect is on table. Therefore cards that are immune to Alter based on a condition in their game text (such as Yarna d'al Gargan) cannot be deployed with this starting interrupt. Cards which are immune to Alter in their game text but can have that immunity canceled by other cards may be deployed using this Interrupt. For example, Heading For The Medical Frigate could still be used to deploy Staging Areas even if Fanfare was on table.

Here We Go Again Clarification.

See the Dark Side counterpart, Counterattack.

Hidden Base / Systems Will Slip Through Your Fingers

Clarification.

(front) Deploy Rendezvous Point. Place a planet system (with a parsec number from 1 to 8) from Reserve Deck face down on your side of table (not in play); that card indicates the planet where your "Hidden Base" is located. While this side up, once during each of your deploy phases, may deploy one system from Reserve Deck; reshuffle. Opponent loses no more than 1 Force from each of your Force drains at systems and sectors. Flip this card any time after you have deployed five battleground systems and your "Hidden Base" system.

(back) While this side up, to draw a card from Force Pile, opponent must first use 1 Force. For each battleground system you control, you may cancel one opponent's Force drain (limit twice per turn). You may not deploy any systems. At each system opponent occupies during any deploy phase, opponent may "probe" there by placing one card from hand face down beneath that system. Place out of play if "Hidden Base" system is "probed"; Dark Side places "probe" cards in Used Pile (and may retrieve 1 Force for each Probe Droid used to "probe").

If your Hidden Base is a battleground system, deploying it counts as one of the 5 battleground systems you must deploy to meet the flip condition.

Hidden Weapons Clarification.

This Interrupt card is not a weapon. Mandalorian Armor is a not a characteristic (section 4 - List Of Characteristics), but refers to the device card. See Mandalorian Armor.

High Anxiety Clarification.

If an opponent's character with ability > 2 has just become missing, deploy on a Rebel with ability > 2 on same planet. Rebel may not participate in battle. Immediate Effect canceled if missing character is found or lost.

This Immediate Effect is canceled if the missing character is no longer missing for any reason (found, lost, captured, placed in Used Pile, placed out of play etc.).

Hindsight Clarification.

Deploy on C-3PO. Eyes In The Dark, The Professor, Mantellian Savrip and Hopping Mad are immune to Alter. Once during each draw phase, unless C-3PO is present with a Wookiee, you may examine the cards in your Used Pile. (Immune to Alter.)

Holonet Transmission Clarification.

USED: Cancel Transmission Terminated. LOST: Take one Imperial or Visage Of The Emperor into hand from Used Pile; reshuffle. This corrects an error in the game text of the white-border reprint of this card.

Houjix Clarification.

If you just forfeited all your cards that participated in a battle you lost, cancel all remaining battle damage. (Immune to Sense.) OR Cancel Sundown.

Dejarik creature. These ferocious-looking beasts are gentle, loyal, and often domesticated as guard animals or pets on Kinyen, the Gran homeworld. See Ghhhk.

Hunt Down And Destroy The Jedi / Their Fire Has**Gone Out Of The Universe** Clarification.

You do not have to lose 2 Force to deploy Visage Of The Emperor when starting with this Objective (and deploying Visage as a starting card), or when Their Fire Has Gone Out Of The Universe is face up on table. See battlegrounds.

Hydroponics Station Clarification.

Use 1 Force to deploy on any exterior Tatooini site. Cannot be moved. The first Force you activate during your activate phase may be drawn into hand instead. If a Vaporator on table, the second Force you activate may also be drawn into hand.

Hypo Clarification. See Glossary.

The Hypo may be used on an imprisoned captive if IT-0 is present at that prison location.

I Am Your Father Clarification.

This card may not target a captured Luke, even if that Luke just dueled (such as with Bring Him Before Me / Take Your Father's Place).

I Did It! Clarification.

An empty Force Pile does not stop a player from 'placing' that pile on the (empty or non-empty) Used Pile.

I Feel The Conflict Clarification.

Both players get to see any card that is lost from hand before it is placed on this Effect.

I Had No Choice Clarification.

Deploy on an opponent's gambler. Cancels gambler's game text. If a battle was just initiated, you may use X Force to exclude gambler from that battle, where X = gambler's ability.

I'd Just As Soon Kiss A Wookiee Erratum.

Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

No matter where the targeted card is being deployed from (from hand, from Reserve Deck, from Bargaining Table etc.), that card is "bounced" to its owner's hand.

If the target card is a starship being deployed simultaneously with a pilot (or vice versa), or an apprentice being deployed simultaneously with Jedi Test #1, both cards are sent to the owner's hand.

The card that is "bounced" has been deployed (immediately before being bounced) for any triggers or automatic actions dependent upon that event. For example, an objective may flip when the character is deployed if dependent upon controlling or occupy. Similarly, if Daughter of Skywalker is being deployed from Reserve Deck (using Mind What You Have Learned), Leia will be targeted by that objective for remainder of game, even if subsequently "bounced".

I've Got A Problem Here Clarification.

Use 1 Force to target opponent's starfighter with maneuver at a system or sector where a battle just finished. Draw destiny. Starfighter lost if destiny > maneuver.

If The Trace Was Correct Clarification.

While deployed on I Will Find Them Quickly, Master, this Epic Event is still considered to be on table.

IG-88 In IG-2000 Clarification.

See may initiate battle.

IG-88 With Riot Gun Clarification.

If stolen by the Light Side (with the Jawa Ion Cannon for example), the Riot Gun may not be fired by the Light Side player (because the Light Side may not use the capturing portion of any card). See capturing characters, may initiate battle.

Imperial Decree Clarification.

Deploy on your side of table. Whenever you control any two Rebel Base locations, or any one planet site and two systems, the effects of Revolution and all opponent's Force drain bonuses are canceled.

The last part of this Effect is revised (for consistency) to read: "...and all opponent's Force drain bonuses are canceled." See Force drain bonus.

Imperial Holotable Clarification.

See dejarik rules.

Imperial Justice Clarification.

At the time of it's deployment, the player deploying this Dark Side effect must choose whether the function before or after the "OR" is being used. That function is then the only one that operates until that card leaves play.

Imperial Reinforcements Clarification.

If opponent has more total characters and starships on table than you have, use 1 Force to draw destiny. Retrieve that number of Stormtroopers and/or TIEs.

Incom Engineer Clarification.

See maintenance droid.

Inconsequential Losses Clarification.

The game text "may forfeit one of its weapons" means that a character, starship or vehicle may only forfeit a weapon deployed on that character, starship or vehicle. Thus a character cannot use this Effect to forfeit an artillery weapon at the same location, a starship cannot forfeit an Orbital Mine at the same system and so on.

The game text that allows your forfeited weapons go to your Used Pile applies to any weapon you forfeit (including artillery weapons that already have a forfeit value).

Innocent Scoundrel Erratum.

USED: If your gambler was just targeted by a weapon, opponent must choose to select a new target or lose 2 Force. LOST: Cancel any Effect (except those immune to Alter) deployed on Han or your Lando.

Erratum: This card is now unique (*).

Insertion Planning Clarification.

This card may target an open vehicle moving 'through' your scout's site. If the driver is removed from that vehicle, then it's movement will be halted at that site.

Insignificant Rebellion Clarification.

Both players get to see any card that is lost from hand before it is placed on this Effect.

It Can Wait Erratum.

Use 3 Force to place an opponent's just deployed character, starship, vehicle, weapon, or device in opponent's hand. On opponent's next turn, that card (or one card of same title) may deploy for free.

See Dark Side counterpart I'd Just As Soon Kiss A Wookiee.

It Is The Future You See Clarification.

Game text that requires you to "shuffle and draw destiny", such as Anakin Skywalker, can still have that destiny draw substituted by the card on Jedi Test #5 (although you must still shuffle your Reserve Deck).

It's Worse Clarification.

When this Interrupt increases your opponent's Force loss, this is simply a modifier; it does not create a new, separate instance of Force loss. It Could Be Worse is played during the result step of a Force loss action, and therefore the chance for optional responses to that Force loss action has already passed.

For example: the Dark Side player Force drains for 2. The Light Side player has no response to the Force drain (neither does the Dark Side player) and the Force drain now has its result. The Light Side player now plays It Could Be Worse and uses 2 Force. The Dark Side player responds to It Could Be Worse by playing It's Worse and using 5 Force. Neither player has any responses to the It's Worse (the Light Side player doesn't have his Sense in hand) and thus it has its result. The Force drain loss is now 7 Force and Light Side cannot play his Control because the optional response step to the Force drain is already over.

Jabba The Hutt Clarification.

The phrase "to move requires +2 Force" on this alien applies only when Jabba is using his own landspeed.

Jedi Presence Clarification.

The Jedi targeted does not have to be a Rebel. Because this Interrupt requires a Jedi to be present, it may not be used during a starship battle.

Jodo Kast Clarification.

This Dark Side character allows its owner to cancel an opponent's just drawn battle destiny (as long as it is not the first one drawn in this battle). If Kast is using a repeating blaster, only the first shot is free and at +2 to weapon destiny. See Mandalorian Armor.

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Joh Yowza *Clarification.*

When this alien 'jams' a card drawn for destiny, that destiny draw is not canceled. Once Joh has 'jammed' a card, that card is not on table, and he may not 'jam' another. See face down.

Juri Juice *Clarification.*

This Utinni Effect can be canceled by moving to a Jabba's Sail Barge site.

Kal'Fainl C'ndros *Clarification.*

When in a battle, if both players draw only one battle destiny and yours is higher, reduces opponent's destiny to zero. Landspeed = 3. Adds 2 to power of anything she pilots. May not deploy to or board starfighters or enclosed vehicles.

This alien reduces your opponent's total battle destiny draw, as an automatic action that occurs just after both players have finished drawing their one battle destiny. Modifiers to battle destiny are applied before the comparison, and modifiers to total battle destiny are applied before the reduction to zero takes place.

Kessel (Dark Side) *Clarification.*

DARK: Your starships deploy -1 here, -2 if Tarkin is aboard a starship here. If you control, Kessel Run is canceled.

Kessel Run *Clarification.*

This Utinni Effect must be deployed upon the Kessel system location. This Utinni Effect defines X at the time the smuggler is targeted, and X remains the same even if the parsec distance between the two systems subsequently changes.

If moving your smuggler from Kessel to complete the Kessel Run also returns control of the Kessel system (Dark side location) to Dark Side (thus the Dark Side location game text comes into effect) then the completion of the Kessel Run and the canceling of the Kessel Run are two automatic actions triggered at the same time, and are resolved as such. See automatic actions.

Knowledge And Defense *Clarification.*

Insert in opponent's Reserve Deck. When Effect reaches top it is lost and opponent may not initiate any battles for remainder of turn. (Immune to Alter.) See battleground.

Lana Dobreed *Clarification.*

Refer to rulings on Elis Helrot.

Landing Claw *Clarification. See Glossary.*

A starfighter attached to a starship that lands is still considered attached. If detached (or if the Landing Claw is canceled) the starfighter becomes landed at that location (if this is not possible, then starfighter is lost).

Lando with Vibro-Ax *Erratum.*

This Light Side character has a permanent weapon icon.

Legendary Starfighter *Erratum.*

If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is Falcon or Red 5). Also, that starfighter is power +2 (Immune to Control.)
•Legendary Starfighter

Leia Seeker *Clarification. See Glossary.*

This weapon may only target a warrior of ability < 3 or a Leia of ability < 3 (such as the Leia found in the Jedi Pack).

Let The Wookiee Win *Clarification.*

During a battle at a holosite, add one battle destiny. OR Play on an opponent's character of ability < 5 present with your Wookiee that just participated in a battle you lost. Character is Disarmed (power -1 and may no longer carry weapons).

When Disarming an opponent's character, this Interrupt is placed on that character to indicate that the character is Disarmed. Therefore, once Let The Wookiee Win has had its result, it is "on table" but may not be targeted by Sense because it is just used as an indicator that the character is Disarmed.

Lieutenant Arnet *Clarification.*

This Imperial does not have the characteristic commander. See commander.

Lone Rogue *Clarification.*

If one of your pilots is at an exterior Hoth site, use 2 Force to search your Reserve Deck and take one T-47 into hand. OR If your piloted T-47 is defending a battle alone at a site, add one battle destiny.
See alone.

Luke Seeker *Erratum.*

Use 1 Force to deploy on opponent's side at any unoccupied site. Moves during your control phase, like a character, at normal use of the Force. When at same location as Luke of ability < 4 or pilot of ability < 3, choose one to be immediately lost. Seeker also lost.

Luke Skywalker, Jedi Knight *Clarification.*

This Rebel's game text will subtract from the Dark Side's total destiny for an Epic Duel. This persona of Luke may not be an apprentice for any of the Jedi Tests. See Jedi Tests.

Luke Skywalker, Rebel Scout *Clarification.*

When Always Thinking With Your Stomach targets Luke's site, Luke still counts as a character at the site for determining the Dark Side destiny draw required, he just cannot be "chosen" if the draw is successful.

Magnetic Suction Tube *Clarification.*

Deploy on your sandcrawler. Once during each of your control phases, may target one character present. Draw destiny. If destiny > character's ability, "suck up" character (relocate to related Inferior Sandcrawler site or owner's Used Pile).
See droid.

Main Course *Clarification.*

The lost function of this card may not target a lone Chewbacca as a character cannot be "together" with itself. See characters with dual icons.

Major Haash'n *Clarification.*

If deploying to a Home One site when Home One is not on table, Haash'n does not deploy at -2 because you cannot establish that this site is aboard a "star cruiser". See starship sites.

Major Marquand *Clarification.*

The game text "piloting a combat vehicle with Watts" means that both Watts and Marquand must be piloting the same combat vehicle.

Mandalorian Armor *Clarification.*

References to Mandalorian Armor (for example, the card Hidden Weapons) refers to this device card. It is not a characteristic.

Mantellian Savrip *Clarification.*

This Effect allows you to forfeit cards that have a forfeit value directly from your hand during the damage segment of a battle you have lost. This is treated the same as normal forfeiture, satisfying battle damage and/or attrition (simultaneously if both need to be satisfied).

Cards forfeited from hand with Mantellian Savrip must be placed in the Lost Pile regardless of any other game text. For example, a character may not be forfeited from hand to the Bacta Tank, and the Star Cruiser Liberty may not be forfeited from hand to the Used Pile.

Mara Jade, The Emperor's Hand *Clarification.*

This Dark Side character may initiate a duel only with Vader's Obsession (with or without Epic Duel). See characters with dual icons.

Massassi Base Operations / One In A Million *Clarification.*

The "For remainder of game" text on the front side of this Objective card prevents the Light Side player from deploying Revolution anywhere.

Master Luke *Clarification.*

See leaves table.

Medium Repeating Blaster Cannon *Clarification.*

Deploy on a site. May be moved by two warriors for 1 additional Force. Your warrior present may target up to two characters or creatures at same or adjacent site using 2 Force. Draw two destiny. Target(s) hit if total destiny > total defense value.

This card permits you to move two warriors using only their landspeed as a single movement action (this weapon must move with them). If performed as a normal move, then both warriors are performing a regular move (see movement - regular - using landspeed) and you must use 1 Force for each (plus 1 additional Force for the weapon). See weapon - long-range weapons.

Meteor Impact? *Clarification.*

A character targeted by this Utinni Effect may not move to any other system; may not move to any site of greater distance (number of adjacent sites) from the Utinni Effect than the current site; and may not move to the related system or cloud sector.

Mind What You Have Learned / Save You It Can*Clarification.*

The Side 0 text on this card permits you to ignore location deployment restrictions of any version of the Luke or Yoda persona when deploying them to Dagobah using the objective.

If the apprentice is removed from the table while Mind What You Have Learned (destiny 0 side) is face-up, then all Jedi Tests (whether completed by that apprentice or targeting that apprentice) are lost. The only exception to this rule is that if an apprentice is captured or sent missing, the Jedi Tests on the apprentice, as well as any uncompleted Jedi Tests targeting that apprentice, remain on table. The uncompleted Tests will "remember" the apprentice, such that if he is subsequently released or found, that apprentice can continue his training from where he or she left off. See capturing characters, missing.

An action whose result may be retrieval using cards on Dagobah can still be initiated, but if the result is a retrieval action, no retrieval occurs. For example, the Light Side may still initiate a battle on Dagobah against the Dark Side player even though Draw Their Fire is in play, but the Light player will not retrieve a Force. Similarly, Failure At The Cave will work normally, except that if the destiny draw is < 4, the Dark Side does not retrieve 2 Force.

Motti Seeker *Clarification.*

This weapon may only target a pilot of ability < 3 or a Motti of ability < 3.

My Kind Of Scum / Fearless And Inventive *Clarification.*

"Reps", as defined by My Kind Of Scum, are not on table when they are placed on this objective. Thus several copies can be on the objective, even while one is on table.
See on table, unique and restricted cards.

My Lord, Is That Legal? / I Will Make It Legal *Clarification.*

The final sentence on Side 7 of this objective is an optional action that may be initiated at the end of the turn (See end of turn). Any automatic actions scheduled for the end of the turn (such as losing Force to Visage Of The Emperor or the Effects of I Did It!) will happen before this optional action may be declared. See automatic actions.

My Loyal Bodyguard *Clarification.*

Padme cannot count as both a handmaiden and Amidala for the second function of this card - another handmaiden must be at Padme's site to use this text.

Mynock *Clarification.*

Habitat: unrestricted. Moves like a starfighter. May attack starfighters, and must attack one if present by attaching to cumulatively reduce power and hyperspeed by 2 (detaches only when both < 1).

This creature may not deploy on your opponent's side of the location or aboard a starship or vehicle. Attacking a starfighter is still a normal creature attack, and thus may occur only during either player's battle phase. See creatures - attaching, creatures - selective.

Naboo: Theed Palace Throne Room *Clarification.*

Game text or rule references to "Theed Palace Throne Room" refer to this Naboo location. References to "Throne Room" (such as on Bring Him Before Me, or Emperor's Power) refer strictly to the Death Star II: Throne Room.

Narrow Escape *Erratum.*

If opponent just initiated battle at a site where you have a Rebel of ability > 2 present, move all of your cards with ability there away (using their landspeed at normal use of Force) and cancel battle.
See move away.

Nebulon-B Frigate *Clarification.*

This starship's game text is clarified to allow any starship weapon that meets the following criteria to deploy aboard:

- Has the characteristic turbolaser battery or the characteristic laser cannon and
- By its own gametext, can deploy on a capital starship (even if it deploys only on a specific capital starship or a particular class of capital starship).

No Escape *Clarification.*

If this Effect is deployed at the start of the game, it will not allow you to take your starting interrupt into hand because that interrupt will still be resolving, and thus not yet in the Lost Pile when this Effect is deployed.

Obi-Wan Kenobi *Clarification.*

When a battle was just initiated where present, may use 1 Force to choose one opponent's character of ability = 1 present to move away (for free), or that character is lost. Immune to attrition < 5.
See move away.

Odin Nesloor *Clarification.*

Refer to rulings on Elis Helrot.

One-Arm *Clarification.*

This creature is a Wampa. See creatures - selective.

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Organized Attack *Clarification.*

When played, Organized Attack does not benefit landed starfighters in any way, as landed starfighters cannot utilize any cards that would logically require the starfighter to be moving. See starfighters - landed. Organized Attack may be played if there are no X-wings or Y-wings on the table.

Ounee Ta *Clarification.*

If this Effect is deployed at the start of the game, it will not allow you to take your starting interrupt into hand because that interrupt will still be resolving, and thus not yet in the Lost Pile when this Effect is deployed.

Our Most Desperate Hour *Clarification.*

This Utinni Effect must be deployed upon the Alderaan system location.

Overload *Clarification.*

This Interrupt may destroy artillery weapons. However, only the artillery weapon itself is lost, because there is no character or starship "carrying" it. This interrupt may also target a character with a permanent weapon icon, however, it only has an effect if the destiny draw = 0 (character with weapon is lost).

Overwhelmed *Clarification.*

This interrupt ignores a concealed starfighter attached with a Landing Claw.

Owen & Beru Lars *Clarification.*

This combo character card is considered to have both the characteristics male and female. See gender of characters.

Perimeter Patrol *Clarification.*

The Light Side must lose 1 Force when deploying to an Endor: Bunker controlled by Dark Side.

Plead My Case To The Senate / Sanity And**Compassion** *Clarification.*

See My Lord Is That Legal? / I Will Make It Legal.

Podrace Prep *Clarification.*

Using the Lost function of this card restricts Anakin's Podracer from drawing any race destiny that turn. The starting function of this Interrupt may not be used to deploy an Effect that lists any deploy cost in its game text (such as Beggar). See deploy cost.

Power Pivot *Clarification.*

The first function of this interrupt allows you to reduce the power of one opponent's starship for the remainder of the battle only.

Prepared Defenses *Clarification.*

See Heading For The Medical Frigate.

Pride Of The Empire *Erratum.*

If opponent just lost a starship in a battle you won, deploy on your participating starfighter. Once during each of opponent's move phases, opponent loses 1 Force (2 if starfighter is a TIE/In). Also, that starfighter is power +2 (Immune to Control.)

*Pride Of The Empire

Princess Organa *Clarification.*

This Rebel has the characteristic senator.

Projective Telepathy *Erratum.*

Cancel Anger, Fear, Aggression when it is inserted or revealed. OR If your opponent just initiated a battle or Force drain, opponent must choose to use 2 Force, or cancel that battle or Force drain.

Proton Bombs *Clarification.*

Proton Bombs deploy on your bomber. They can be used repeatedly in one of two different "bombing modes" depending on the kind of site being targeted:

- Interior sites — You may perform "orbital bombardment" in an attempt to 'collapse' a related interior site (as long as it is not protected by shields). This form of bombardment can only be performed from the system (or a cloud sector), and the bomber does not move from that location. The related site may be collapsed as a response to the initiation of the Force drain, but the Light player has first chance to respond. Therefore the Light player may cancel the drain (such as with Control) before the Dark Side gets a chance to collapse a site.
- Non-interior sites — You may perform "carpet bombing" in an attempt to destroy characters, vehicles and starships at a related non-interior site. See Bombing Run.

Punch It! *Clarification.*

If Han or your Lando is piloting a starfighter which is defending a battle at a system, add one battle destiny (add two if starfighter is Falcon). Also, starfighter is immune to attrition for remainder of turn.

Put That Down *Clarification.*

If one of your characters was just targeted by a weapon during battle, use 3 Force to cancel that targeting. OR Cancel Double Back or Res Luk Ra'auf.

Quiet Mining Colony / Independent Operation *Clarification.*

Your opponent may still cancel your Force drains with a 'react'. See Force drains may not be modified or canceled by opponent.

R3-T6 (Arthree-Teesix) *Clarification.*

While aboard a capital starship, adds 1 to power and 2 to hyperspeed, and that starship is immune to attrition < 4. While at Death Star: Central Core, hyperspeed of Death Star system = 2.

Rebel Commander *Clarification.*

This Light Side character does not have the characteristic Corellian.

Rebel Strike Team / Garrison Destroyed *Clarification.*

The third line on Side 0 of this Objective card is clarified to read: "Once during each of your deploy phases, may use 2 Force to take one Bunker or Deactivate The Shield Generator into hand from Reserve Deck; reshuffle." See Force drains may not be modified or canceled by opponent.

Red Squadron 1 *Clarification.*

This starship is a persona of Red 2. See personas - starships and weapons.

§ Relentless Pursuit *Clarification.*

The first function of this interrupt allows you to reduce the power of one opponent's starship for the remainder of the battle only.

Rendezvous Point *Erratum.*

LIGHT: Your starships deploy -2 here and are hyperspeed +2 when moving to or from here. Neither player may Force drain here.

Report To Lord Vader *Clarification.*

The target "Imperial involved in that battle" specified on this card may not be Vader.

Rescue The Princess / Sometimes I Amaze Even**Myself** *Clarification.*

The commands "Place out of play" and "you may not deploy Death Star Plans for remainder of game" are both linked to a single condition: "if Leia is lost from table". Thus, even though the objective is not placed out of play if you are using Prisoner 2187 and Leia is lost from table, Death Star Plans may still no longer be played.

On the destiny 7 side of this Objective, only the opponent's just lost unique (+) characters, vehicles and starships are placed out of play. See immunity – gaining and losing.

Resistance *Clarification.*

The text of this card comes into effect as an automatic action when you lose your second Force (and meet all other requirements of the card).

Rise My Friend *Clarification.*

The second function of this Dark Side interrupt may not be played to relocate Vader from a Dagobah site. See Dagobah.

Rogue Asteroid *Clarification.*

When targeted by starship weapons, this card may be targeted as if it was any starship - starfighter, squadron or capital. If a choice exists, firing player chooses which.

Sandspeeder *Clarification.*

May add 1 pilot or passenger. Permanent pilot provides ability of 1. May move as a 'react' to Tatooine or desert sites.

Scum and Villainy *Clarification.*

You may not receive any of the benefits of this Effect if you do not already have ability on table either provided by an alien or a pilot of an independent starship.

Secret Plans *Clarification.*

See the Light Side counterpart, Aim High.

Senator Palpatine *Clarification.*

See Palpatine and The Emperor.

Sergeant Brooks Carlson *Clarification.*

This Rebel modifies the movement cost and landspeed of other scouts. He does not actually permit other scouts to perform a movement action (regular, unlimited or 'react') if they are not entitled to one.

Sergeant Irol *Clarification.*

Irol adds 2 to the destiny draw for either function of High-speed Tactics.

Sergeant Major Bursk *Clarification.*

This character is considered to have the characteristic snowtrooper.

Sergeant Major Enfield *Clarification.*

This character is considered to have the characteristic Death Star trooper.

Sergeant Narthax *Clarification.*

This character is considered to have the characteristic snowtrooper, but not commander. See commander.

Sergeant Torent *Clarification.*

This character is considered to have the characteristic Death Star trooper.

Set Your Course For Alderaan / The Ultimate Power In**The Universe** *Clarification.*

When the Yavin 4 system is blown away, the destiny 7 side of this Dark Side Objective adds to the damage inflicted by the "blown away" rules. Therefore, generic sites are not considered when calculating the requirements or the results of the blown away action. See blown away - systems.

Shattered Hope *Clarification.*

If a battle you won just ended at an interior site and you have a character of ability > 3 present there, relocate one opponent's character present to an adjacent site. (If on Cloud City, may relocate that character to Weather Vane instead.)

Shocking Information *Clarification.*

This card may only be played if a scomp link is on table (and able to be targeted). This card may target (or affect) a Scomp link aboard a starship or vehicle at a location. The second function of this Interrupt affects cards that peek at one, some or all of the cards in your hand.

Shocking Revelation *Clarification.*

See Light Side counterpart, Shocking Information.

Shot In The Dark *Clarification.*

Deploy on your side of table. Once per turn, you may lose 1 Force to draw the top card of your Reserve Deck into your hand. If that card is a space creature, you may immediately deploy it for free.

Siener Fleet Systems *Clarification.*

Deploying a TIE Squadron (such as The Emperor's Sword, or a TIE Squadron deployed with Atmospheric Assault) allows you to retrieve 3 Force.

Sith Probe Droid *Clarification.*

Probe Droid is a characteristic, and as such cards that target or deploy upon a Probe Droid may target or deploy upon the Sith Probe Droid. The "limit 1 per location" text on this droid works as per the operative rules. A player may not voluntarily deploy or move a Sith Probe Droid to or across a location where another Sith Probe Droid is located. If this should ever happen accidentally, the owner must choose one to be lost. If they belong to different owners, the droid lost is determined randomly.

Slip Sliding Away *Clarification.*

This card may be used to move Frozen Assets from the top of your Force pile to the bottom.

Sneak Attack *Clarification.*

The Used function of this Interrupt card adds to total battle destiny for each spy and/or scout participating in that battle, including droids.

Sniper *Clarification.*

During your control phase, fire one of your weapons. If URORRR'R'R' firing, may add 2 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

See weapons – firing outside of the battle phase.

Snoova *Clarification.*

See excluded from battle.

Snowspeeder *Clarification.*

May add 1 pilot or passenger. Permanent pilot aboard provides ability of 1. May move as a 'react' to Hoth sites.

Sorry About The Mess *Clarification.*

During your control phase, fire one of your weapons. If Han firing, may add 1 to each weapon destiny draw. (A seeker may be targeted by a character weapon using defense value of 4.) Any 'hit' targets are immediately lost.

See weapons – firing outside of the battle phase.

Spaceport City *Clarification.*

See spaceport sites.

Spaceport Docking Bay *Clarification.*

See spaceport sites.

Spaceport Prefect's Office *Clarification.*

See spaceport sites.

Star Wars™ CCG™ GLOSSARY SUPPLEMENT

Spaceport Speeders *Clarification.*

The title of this Interrupt has been revised to read, "***Spaceport Speeders"; thus, it is now restricted (***).

Spaceport Street *Clarification.*

See spaceport sites.

Special Delivery *Clarification.*

A Special Delivery can only be performed once per period of captivity for any captive. Thus, once Dark Side has "specially delivered" a character, Dark Side cannot "special deliver" that character again unless the character escapes or is released and is subsequently recaptured.

Special Modifications *Clarification.*

Use 1 Force to deploy on any starship to add 2 to its armor or maneuver. If on Falcon with Han, Lando or Chewie piloting, also adds 2 to power and forfeit.

Squadron Assignments *Clarification.*

See Dark Side counterpart Combat Response.

Staging Areas *Clarification.*

The "may deploy" text on this Light Side Effect overrides the deployment restrictions listed on a non-unique Star Cruiser card only. It does not, for example, permit the deployment of a non-unique Star Cruiser to Dagobah, or 'behind' the Endor Shield.

Star Destroyer: Launch Bay *Clarification.*

This site is a launch bay, not a docking bay, but starships are permitted to deploy, land and takeoff to and from here as if it were a Docking Bay.

Start Your Engines *Clarification.*

The starting function of this Interrupt may not be used to deploy an Effect that lists any deploy cost in its game text. See deploy cost.

Stay Sharp! *Clarification.*

See weapons – firing outside of the battle phase.

Stunning Leader *Clarification.*

If a battle was just initiated at an interior site, use 1 Force to exclude from that battle all characters of ability > 2 and all leaders (on both sides). Characters of ability > 2 or leaders introduced to the battle after this Interrupt has been played are also immediately excluded from the battle.

Superficial Damage *Clarification.*

See Dark Side counterpart, Inconsequential Losses.

Suppressive Fire *Clarification.*

See weapons – firing outside of the battle phase.

Surface Defense *Clarification.*

See Light Side Counterpart, Don't Tread On Me.

Tagge Seeker *Clarification.*

This weapon may only target a warrior of ability < 3 or a Tagge of ability < 3.

Take The Initiative *Clarification.*

See Dark Side counterpart Sneak Attack.

Tarkin Seeker *Clarification.*

This weapon may only target an alien of ability < 3 or a Tarkin of ability < 3 (such as the Tarkin found in the Jedi Pack).

Tatooine: Jabba's Palace *Clarification.*

This location is considered to be a Jabba's Palace site.

Tatooine: Podrace Arena

Any race destinies stacked upon the Arena are not considered to be on table, and are not "at that location". See podrace - race destiny and race total.

Taym Dren-garen *Clarification.*

When on Tatooine, may cancel any result of *Krayt Dragon Bones*. While at Audience Chamber, all your Tusken Raiders are power = 3 and forfeit +2. See unmodifiable values.

That Thing's Operational *Clarification.*

If the Light Side "blows away" Death Star II using this Epic Event's game text, before the Sector and System Locations are lost, each piloted Starfighter at the Death Star II: Reactor Core may immediately attempt to 'escape' as unlimited movement. That Starfighter moves toward the Death Star II System (moving one Sector at a time for free, and drawing each required movement destiny, until it either reaches the System Location or is lost). The Light Side Starfighters all attempt to escape first, then the Dark Side Starfighters do the same (drawing movement destiny using Light Side game text). As specified on this Epic Event, when the Death Star II is "blown away", the Dark Side player loses double the normal "blown away" penalty - that is, 4 x total number of Dark Side Force icons at Death Star II locations.

That's One *Clarification.*

This Effect adds to Chewie's weapon destiny draws (not Han's).

The Camp *Clarification.*

The deploy modifiers listed within brackets all apply to your opponent's aliens when they are deploying to Tatooine only.

The Circle Is Now Complete

If Vader and Obi-Wan are present at same site, use 1 Force to initiate a duel between them. Compare their power, and add 2 if that character is armed with a lightsaber. Loser (lowest total) of duel is placed out of play.

The Emperor *Clarification.*

This card is a version of the persona "Emperor".

The Emperor's Prize *Clarification.*

If Luke was just 'frozen,' deploy on Emperor or Detention Block Corridor. Target Luke and Vader. When reached by targets, place *Ultinni Effect* on Luke and opponent must lose half of Life Force (round down). If Luke released, lose *Ultinni Effect*. (Immune to Alter.)

The First Transport Is Away! *Clarification.*

Once this *Ultinni Effect* has been used to retrieve Force, it remains in play only as a marker for the Hoth site power bonus. It may not be used to retrieve Force again.

The Planet That It's Farthest From *Clarification.*

See Dark Side counterpart, A Bright Center To The Universe.

The Shield Doors Must Be Closed *Clarification.*

This Effect stops movement from a non-Echo site to the Echo Docking Bay, or from Echo Docking Bay to a non-Echo site.

The Signal *Clarification.*

This Light Side Interrupt may not be used to deploy an Effect that lists any deploy cost in its game text (such as Beggar). See deploy cost.

There Is Good In Him / I Can Save Him *Clarification.*

The capture action targeting Luke on the destiny 0 side of this Objective card may only be initiated if Luke can be seized by an Imperial. This is an exception to the normal capturing rules. See capturing characters.

There Is No Conflict *Clarification.*

The card referenced by this interrupt's Used function is intended to be "I Feel The Conflict".

There'll Be Hell To Pay *Clarification.*

This Immediate Effect, once it has had its result, causes subsequent copies of an Interrupt with the same name (from either player) to have an additional Force cost. If an Interrupt is placed on this card and then canceled by another response (e.g. Sense), it remains on the Immediate Effect rather than going to the Lost Pile (although the Interrupt's result is still canceled) or Used Pile (if Oppressive Enforcement is on table, for example). There are four different Immediate Effects, which target just-played Interrupts in this manner (Grappling Hook, Tentacle, There'll Be Hell To Pay and What're You Tryin' To Push On Us?) as well as two Effects with a similar text (Allegations Of Corruption and A Tragedy Has Occurred). If a just played Interrupt is grabbed by one of these cards, that copy of the Interrupt cannot be grabbed by another. Similarly, when stacking a card of same title, it is stacked before another card can grab that copy, and cannot be grabbed by a different card. If an interrupt is being affected by more than one of these "grabber" Effects at the same time, then the effects are cumulative. For example: Your opponent plays Sense, and you respond with Tentacle. All cards of title Sense are now unique. Next turn, you play a Sense, and your opponent uses 1 Force to stack it on A Tragedy Has Occurred. The next turn, your opponent plays a Sense which is unique, must be stacked on A Tragedy Has Occurred, and costs 2 Force to play. You cannot respond to the play of this Sense by playing What're You Tryin' To Push On Us?, because the Interrupt is already stacked.

This Deal Is Getting Worse All The Time / Pray I Don't**Alter It Any Further** *Clarification.*

See Force drains may not be modified or canceled by opponent. "Plays All Too Easy" means when All Too Easy is initiated. The Light Side player loses Force even if All Too Easy is subsequently canceled.

TIE Bomber *Clarification.*

In addition to participating in starship battles, TIE Bombers may be used in conjunction with Proton Bombs and/or the Bombing Run Mobile Effect card to bombard related planet sites. See bombing run battle.

Tonnika Sisters *Erratum.*

Twice during each of your control phases, may use 2 Force to draw 2 destiny for 2 chances at a destiny = 2. If successful, may steal or destroy up to 2 weapons or 2 devices present.

The Tonnika Sisters are now considered a combo card and falls under all combo card rules. As such, this card counts as only one warrior, one thief, one spy, takes up only one capacity slot etc. See combo card.

The Tonnika Sisters may destroy any weapon or device, but may steal only something they can carry (such as a character weapon). The Tonnika Sisters may steal or destroy up to two weapons present or up to two devices present — not one of each. (See stealing.)

Trample *Clarification.*

If you have a piloted AT-AT or AT-ST present at a site, target opponent's character, 'crashed' vehicle or unpiloted vehicle without armor present. Draw destiny. Character lost if destiny > ability. Vehicle lost if destiny < 7. See unpiloted.

Treva Horne *Erratum.*

During your control phase, may 'sell' one Interrupt card from hand. Opponent must use X Force, where X = destiny of that card or entire Force Pile (opponent's choice). Place sold card on opponent's Used Pile and activate X Force.

Trooper Jerrol Blendin *Clarification.*

Deploys only on Cloud City, but may move elsewhere. Power +2 when participating in a battle you initiate. Opponent may use 2 Force to 'bribe' (exclude) Blendin from battle. This character is considered to have the characteristic Cloud City trooper.

Tusken Raider *Clarification.*

Deploys only on Tatooine. W Power = 1, +1/2 for each other non-unique Tusken Raider present (limit three other Tusken Raiders that may add to power).

Twilek Advisor *Clarification.*

See the Light Side counterpart, The Signal.

U-3PO (Yoo-Threepio) *Clarification.*

The Light Side player may choose to not accept this Dark side droid when it's cover is broken, in which case it becomes a Dark Side non-Undercover droid.

Ultimatum *Clarification.*

The text of this card comes into effect as an automatic action when you lose your second Force (and meet all other requirements of the card). For example, if you are being drained for 5 Force and you satisfy the battleground requirements of Ultimatum as well as having It Could Be Worse in hand and 2 Force saved. If you choose to play It Could Be Worse to reduce the Force loss by 2, you have not lost any Force to the drain, and must still lose 2 Force before Ultimatum will take effect (and you then will not have to lose any more Force).

Undercover *Clarification.*

Deploy on your spy at a site and cross spy to opponent's side. Spy is now Undercover. During your deploy phase, may voluntarily "break cover" (lose Effect) if at a site. (Immune to Alter.) See undercover spy rules.

Unfriendly Fire *Clarification.*

This card can only affect characters, creatures, weapons, devices, starships and vehicles. See all cards.

Vibro-Ax *Clarification.*

This weapon may target only characters.

Vine Snake *Clarification.*

Habitat: planet sites (except Hoth). Attacks a character by attaching. X starts at 0. Every move phase, draw destiny; each time destiny > ability, add 1 to X. Character is power -X (eaten if power = 0). When attacking a character, these snakes attach and attempt to gradually squeeze the life out of their victim. Vine snakes remain attached to their host character even if the host moves out of the creature's habitat. However, if a vine snake detaches outside of its habitat, it is lost. See creatures – attaching, creatures – selective.

Watch Your Step / This Place Can Be A Little Rough*Clarification.*

When playing an interrupt from the Lost Pile, you do not need to state which interrupt you are playing, but you must state that you are using the Objective's game text and what you are using it in response to (if applicable). If a valid interrupt (i.e. one that can legally be played in the declared timing 'window') cannot be found in the Lost Pile (if one can be found, it must be played), then the opponent may verify normally. See verification. The Lost Pile should not be reordered during any of these searches or verifications. It is not reshuffled. Once resolved (whether successfully or not), the interrupt played from the Lost Pile is put out of play regardless of where it was supposed to go. If "grabbed" (for example, by Tentacle or There'll Be Hell To Pay) the interrupt stays on the grabbing card (because cards on the grabber are considered out of play).

Watto's Chance Cube *Clarification.*

See even number.

We Have A Prisoner *Clarification.*

When capturing a just forfeited (or just lost) character using this Dark Side Interrupt, that character is captured after applying forfeit value (if applicable, and if that character was hit by a weapon that reduced its forfeit, that forfeit is restored to normal at this point) but before being placed on the Lost Pile. In this way, cards deployed on that character (for example, Bounty or a weapon) are not placed in the Lost Pile. This is a specific exception to the just lost ruling. See capturing characters, just lost. This Interrupt's first function may capture a character lost or forfeited from a system or sector, if you have a potential escort available aboard a vehicle or starship at that location.

We're The Bait *Clarification.*

This Utinni Effect may target Luke even if he is on Dagobah (as implied by the Jedi Test restriction). We're The Bait is canceled if the captive or frozen character it is deployed on is released.

Weapon Levitation *Clarification.*

You may not initiate a Weapon Levitation (Lost function) if the stealing character is incapable of "carrying" a weapon. For example, a B'omarr Monk, or a Disarmed character.

Weather Vane *Clarification.*

Only the Dark Side player may capture characters here (see capturing). A character on the Weather Vane is on table only for rules, actions, or conditions that specifically refer to cards on the Weather Vane. Additionally, a unique (*) or restricted (**, ***) character on the Weather Vane still counts towards the restrictions specified by the uniqueness and persona rules. All cards targeting or deployed upon that character are treated as if that character has gone missing (see missing). If an escort is about to be relocated to a Weather Vane, any captives that character is escorting are released.

WED-9-M1 'Bantha' Droid *Clarification.*

When at a docking bay, this droid will cancel Lateral Damage at any system (not just the related system).

Weequay Marksman *Clarification.*

Deploys only on Tatooine. May fire one weapon during your control phase (at double use of Force). May use 2 Force to 'assassinate' any character just 'hit' by Weequay Marksman (victim is immediately lost). See hit.

Well Earned Command *Clarification.*

This card is not considered to have the characteristic hologram.

WHAAAAAAAAOOOOW! *Clarification.*

This Interrupt card relocates a character after being defeated but before being eaten.

What Is Thy Bidding, My Master? *Clarification.*

Deploy on Emperor or any system. Target one character whose lore uses the word 'Emperor.' Target cannot use ability to draw battle destiny and is excluded from being the "highest-ability character." Utinni Effect canceled when reached by target.

X-wing Laser Cannon *Clarification.*

If this laser cannon is fired for free (for example, using an Interrupt such as Stay Sharp!), X is zero.

Yade M'rak *Clarification.*

Yade may only take your (Dark side's) just-drawn race destiny into hand, not your opponent's.

Yoda *Clarification.*

"Notice you will, on my card, an icon there is, yes. Jedi Master it means, and a Light Side Force icon it includes. While on table am I, one extra Force may you activate."

A Dark Side character of ability > 3 is only required to initiate battle (or attack) at Yoda's location. Thus even if that character is later excluded, the battle will continue (assuming other Dark Side presence is still participating). See Jedi Master.

Yoda, Senior Council Member *Clarification.*

Yoda may relocate only one other Jedi each Light Side move phase.

You Can Either Profit By This... / Or Be Destroyed*Clarification.*

The version of Han that is deployed by the Light Side player must still observe that card's deployment restrictions. Thus TK-422 and Captain Solo are not legal starting cards.

Since frozen Han cannot be moved, he cannot be targeted by Trap Door or prisoner transferred. See movement – unlimited – relocating cards between locations, movement – unlimited – prisoner transfers.

If Chall Bekan is deployed by the Dark side player using the starting text of this Objective card, then that player is still entitled to search their Reserve Deck and take a non-unique alien into hand.

See captives – frozen.

You May Start Your Landing *Clarification.*

"Occupy with an AT-AT" means that you must occupy the location, and the AT-AT must itself have presence (such as a permanent pilot), or have presence aboard it (such as a character card).

You Must Confront Vader *Clarification.*

This, the sixth and final Jedi Test, allows Luke (or Leia) to at last become a Jedi Knight by facing Vader and dueling him. Unlike the other Jedi Tests, this one does not require its target to be on Dagobah. Note that the destiny draw required when attempting the test is part of a duel, and thus is not "training destiny" (it is not subject to training destiny modifiers).

You Want This, Don't You? *Clarification.*

If Luke With Lightsaber Character card is on table, this card cancels only the text on that card that is within parentheses.

Your Destiny *Clarification.*

While deployed on Bring Him Before Me, this Effect card is still considered to be on table. This card is kept face up on table and will operate normally even if Bring Him Before Me is flipped to it's destiny 7 side.

Section 2. Rulings By Game Term**about to draw**

Some cards such as Smoke Screen, Artoo I Have A Bad Feeling About This, Count Me In and Watch Your Back! allow a player to 'sacrifice' a destiny draw in order to substitute it with another value. Such game text can only be initiated if:

- the player is capable of making the draw (for example, you cannot use Smoke Screen if you are not capable of drawing battle destiny); and
 - the Reserve Deck has at least one card in it (see empty deck or pile).
- If such a card is canceled before resolving, then the player is still entitled to draw the destiny normally.

actions — step 2: optional responses *See Glossary.*

It Can Wait is not an example of a legal response to the initiation of an action, and should be deleted from the parenthetical list of examples shown in the Glossary.

agenda

A character's agenda(s) is listed in a sentence of their game text, immediately following the bolded keyword "Agenda(s)." For example, Queen Amidala, Ruler Of Naboo has the agendas of 'justice' and 'peace.' Other game text can then provide a benefit or disadvantage based on a condition relating to that agenda. When referring to two characters, a matching agenda exists if either of them has one agenda that the other character also possesses.

alien

A type of Light Side or Dark Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

all cards

Any game text or rule that causes "all cards" (or "all characters") to be lost will also affect undercover, missing or captured (including frozen) characters normally.

Cards with such game text includes Cantina Brawl, Thermal Detonator, Proton Bombs, Program Trap and Debris Zone. Rules include those for "blown away" as well as "collapsed."

Any game text that sends "all characters" missing will affect undercover spies normally. Escorted captives are considered released and follow normal "released" rules (they can be moved to the Light Side of that location, or can 'escape' to the Used Pile). See captives - releasing. Frozen characters are unaffected by "missing" game text (although they may become unescorted if their escort is sent missing).

It should be noted that an imprisoned character is treated a little differently. See captives - imprisoned.

all characters

See all cards.

alone

Your character or permanent pilot is alone at a location if you have no other characters and no other cards with ability at that location.

A card that represents two or more persona (such as the Character card Artoo & Threepio or Tonnika Sisters), or a permanent pilot of a starship or vehicle that has multiple permanent pilots (such as Executor or a TIE Squadron), is not considered to be alone.

Your starship or vehicle is alone at a location if the only characters, vehicles and starships you have at that location are aboard the starship or vehicle in question.

alternate image cards

An alternate image card set is two or more cards with identical title, game text, lore statistics etc., only differing by their picture. For all game play purposes, two cards that make up an "alternate image" set are still considered to be the same card. Thus, for example, both would be lost if in the player's hand when a Monnok is played.

astromech capacity

Some starfighters have passenger capacity specifically reserved for an "astromech." Astromech capacity on a starship is a type of passenger capacity that can only be filled by an astromech droid (not Brainiac!). Of course, any character that provides astromech capabilities can still work normally from any regular passenger capacity slot.

attaching creature

See creature – attaching.

automated weapons

See weapons – automated

automatic modifiers

Any modifier which simply states that it occurs — without a word such as “may” to indicate that it is optional — is automatic. For example, “if you control, Force drain +1 here” (Alderaan) is an automatic modifier when the condition (controlling that location) is met. “May add 1 to a Force drain at a related site” (Clouds) is optional.

As a rule of thumb, any time you choose to apply a modifier, it’s not automatic. In addition, interrupts are always played by choice, and as such they usually constitute optional modifiers (dependent upon context). Automatic modifiers are considered to be instantaneous, and are included before any further actions or comparisons can be made. See cumulatively.

battle destiny — conditions on drawing

If game text imposes conditions for drawing battle destiny (for example, ability of 6 or more required to draw battle destiny here), then those conditions affect all battle destiny draws except those granted by the game text “if not able to otherwise”.

battle destiny — draws one battle destiny if not able to otherwise

This game text is applicable only during the power segment of a battle, and only if a battle destiny draw is not eligible to be drawn by any other means. Thus this text may never be used in combination with any other destiny drawing text to gain two or more destiny draws. The use of this game text is always optional, because drawing battle destiny is always optional. This game text will override any battle destiny conditions such as “ability of 6 or more required to draw battle destiny”. This draw can still be canceled or reduced though.

battle destiny modifiers - automatic

Some battle destiny modifiers are automatic. They provide the player with no option, and usually “activate” as soon as a set of specified conditions are met. They do not use the word “may”, which indicates an optional action, or one the player can choose to initiate or not. For example, Leia With Blaster Rifle says “Adds one battle destiny if with Han.” This is an automatic battle destiny modifier. An interrupt is initiated by choice, so Skywalkers, for example, is not an automatic modifier.

Automatic battle destiny modifiers initiate and resolve during the power segment, when battle destiny is drawn. As such, their conditions must be checked immediately before their draw. In this case, Leia and Han must still be participating in the battle to gain the benefit of this modifier.

battle destiny modifiers - optional

Some battle destiny modifying actions are optional. That is, they are initiated by player choice. All interrupts are optional for example. Also, text such as “May add one battle destiny” is optional, because the choice to initiate this is up to the player.

Any optional actions that are “top level” actions, that is, they are not responses to another action, can only be initiated during the weapons segment of battle (“the only segment where top level actions are legal”). The required initiation conditions for any optional actions is checked when that action is initiated. For example, if playing Skywalkers, the condition of Luke and Leia being in a battle together is checked at the time the interrupt is played.

The result of a battle destiny modifier is to schedule an automatic modifier that will occur when battle destiny is drawn. At that time, the conditions for initiating that action are not checked again. Using the Skywalkers example, if Leia was lost or captured after playing Skywalkers, but before battle destiny are drawn the additional two destiny from Skywalkers would still be drawn.

Observing the cumulative rule, playing more than one copy of the same card has no further effect.

battleground

A battleground is any system, sector or site location where both players have Force icons.

It does not matter if these Force icons are provided by other cards such as Daughter Of Skywalker or Presence Of The Force, as long as they are active at that location (not canceled by a Sleen for example). The exception to this is the Force icon supplied by a Jedi Master, which is not considered to be at that location for any purpose, and thus has no effect on a location’s battleground status. See character - Jedi Master.

However, the following locations are not battlegrounds:

- holosites,
- Dagobah locations,
- shielded locations,
- Jabba’s Palace: Audience Chamber when Bo Shuda is deployed there.
- Tatooine: Podrace Arena while either player has a race total > 0.
- Coruscant: Galactic Senate

beginning of turn

See start of turn.

biker scouts

The specialized Imperials known as biker scouts are considered to be troopers, scouts, and stormtroopers in addition to being biker scouts for the purposes of cards that reference any of these characteristics.

blown away – Endor: Bunker

See Deactivate The Shield Generator.

blown away — systems See Glossary.

When the Objective card Hidden Base / Systems Will Slip Through Your Fingers is face up on table, any “blown away” system is considered to have been “probed.”

Any ‘probe’ cards under a system when it is ‘blown away’ remain there.

bomber

All starships of class B-wing or TIE/sa are considered to be “bombers” for game text that refers to this characteristic.

bombing run battle

A Bombing Run battle is a battle at the same location as the Dark Side Mobile Effect Bombing Run, where at least one TIE/sa is participating.

bounty hunter

Bounty hunter is a characteristic applicable to Character cards only.

cancel — duration

Some game effects persist for a defined duration (for example, “until beginning of your next turn,” “for remainder of battle” or “for remainder of game”). If a card is canceled after beginning to provide such a game effect (e.g., you have used 1 Force to activate S-foils), that game effect will continue until the duration expires. See cancel.

cancel - game text

Actions that cancel (suspend, may not use etc.) game text effectively ‘clear’ the game text from the targeted card for a specific duration (or while the canceling card is in play). No actions or modifiers may be initiated or triggered from the canceled card’s game text. Statistics, card title, icons and other card information is unaffected, unless the game text of the card defines those statistics (see undefined values). A card who’s game text is canceled still remains on table - it is not placed in the Lost Pile as a canceled card would be (see cancel). See also cancel – duration.

When a card’s game text “returns”, if that card is then found to be performing an illegal operation (for example, Kal’Falni C’ndros is found to be aboard a starfighter), that card is immediately placed in the owner’s Lost Pile (this does not count as being just lost).

cannot battle

See excluded from battle.

cannot be moved

This phrase is now synonymous with cannot move.

cannot move

The phrase “cannot move” means that a card cannot make any regular move, unlimited move, or react. See movement. This does not stop a card from being “carried.” See movement – carrying cards.

When an action attempts to move a group of cards, and one or more of those cards cannot move, the action is not canceled; simply move all cards in the group that are able to move.

capacity

Capacity is the limit that a vehicle or starship can carry, as defined on the vehicle or starship card.

When a vehicle or starfighter’s capacity includes pilots, drivers and/or passengers, this capacity conceptually represents the bridge or cockpit. When its capacity includes other vehicles and starfighters, this capacity conceptually represents the cargo bay. Only characters which are conceptually “on the bridge” (or cockpit) take up capacity; those at a related starship or vehicle site do not occupy capacity on the “outer” starship or vehicle, and may not pilot, drive or otherwise enhance that vehicle or starship.

Characters which remain aboard something in the cargo bay (such as a character aboard an AT-AT which is aboard a Star Destroyer), occupy capacity only on the “inner” starship or vehicle (in our example, the AT-AT) and are considered only to be passengers - that is they are not piloting or driving that “inner” starship or vehicle.

captives

See capturing characters, captives – frozen.

captives – escorting

When your bounty hunter or warrior takes a captive into custody (including by prisoner transfer) the bounty hunter or warrior becomes that captive’s escort. Each character may escort only one captive at a time. Unless specifically allowed by a card, an escort may not give its captive to another bounty hunter or warrior.

A captive moves with its escort automatically (at no additional use of the Force) whenever the escort uses landspeed, shuttling, docking bay transit, embarks, disembarks, transfers between docked starships or uses the special movement text of a site location (for example, Cloud City: Upper Plaza Corridor). The captive occupies passenger capacity aboard vehicles and starships (regardless of whether the escort is a passenger or a pilot).

See captives – prisoner transfers.

captives – frozen

This term refers to a captive who is encased in carbonite (via a Dark Side card such as Carbon-Freezing or All Too Easy, or the Light Side Objective card You Can Either Profit By This... / Or Be Destroyed).

A frozen captive is considered to be power, ability, and landspeed = 0 for any action or condition that targets these statistics of a captive.

A frozen captive:

- cannot be attacked by creatures (not even with the game text on Great Pit of Carkoon)
 - cannot be tortured or interrogated in any way (using IT-0, Hypo, EV-9D9, Aiii! Aaa! Agggggggggg!, Interrogation Array, Sonic Bombardment and Cloud City: Interrogation Room).
 - cannot be “hit”, and cannot battle or fight their escort, so they cannot be used with Captive Fury, Human Shield, or Strangle.
 - cannot be escorted with Binders.
 - cannot be targeted by any card that freezes a character.
- Otherwise, a frozen captive is on table only for rules, actions, or conditions that specifically refer to captives or frozen captives. Additionally, a unique (•) or restricted (••, •••) frozen captive still counts towards the restrictions specified by the uniqueness and persona rules.
- See capturing characters.

captives – frozen – releasing

Frozen captives may be released by special cards or game actions that release captives (see captives – releasing). In addition, if the Light Side controls a location where an unescorted frozen captive is (and that captive is not imprisoned), then that captive may be released. A frozen captive released from carbonite must be moved to the Light Side of that location if at a site (or may be placed in the Light Side players Used Pile if not at a site).

captives – imprisoned

An imprisoned captive should be treated as if ‘enclosed’ within that prison, and is not present with any other characters, vehicles, weapons or devices at that prison location. In addition, an imprisoned character is unaffected by “area affect” cards such as a Thermal Detonator or Program Trap, but can be lost to cards that ‘destroy’ the entire prison location such as by blowing away the planet or collapsing the prison.

captives – prisoner transfers

See movement - unlimited - prisoner transfers, captives – escorting.

captives – releasing

When your characters are captives, you may release them using cards such as 8D8, Arc Welder, Captive Pursuit, Cell 2187, Detention Block Control Room, I’m Here To Rescue You, Jedi Mind Trick and Someone Who Loves You, as well as the Light Side game text of your opponent’s Cloud City: Security Tower or Jabba’s Palace: Dungeon.

Besides special cards, a captive can also be released by removing the escort. Causing the escort to be forfeited, lost, missing, or removed from the table will all release the captive.

An exception to this is when an escort and a captive are both to be lost by the same action, that is, any action or rule that affects “all cards” or “all characters” such as blowing away the system, setting off a Thermal Detonator or Program Trap etc. In this case, the escort and the captive both suffer the effects of the action (both of them are lost).

Whenever a non-frozen captive is released from an escort, the Light Side player may choose whether the released character:

- be placed in the Light Side player’s Used Pile or
 - if released at a site, be moved to the Light Side of the site location
- A captive released from a prison must be moved to the Light Side of that prison location.

For information on a captive released during a battle, see participating in battle.

See captives – frozen – releasing.

captured and missing cards

See capturing characters, capturing starships, missing.

captured starships

See capturing starships.

capturing

See capturing characters, capturing starships.

capturing characters

Dark Side players can use special cards like Zuckuss' Snare Rifle, All Wrapped Up, We Have A Prisoner and IG-88 With Riot Gun to capture Light Side characters. Only the Dark Side may capture; if the Light Side somehow controls a card which allows capturing, the Light Side may not use the capturing portion of that card. There are even some objective cards though that allow the Dark Side player to start the game with a captive (for example, Carbon Chamber Testing or the Light Side objectives Rescue The Princess and You Can Either Profit By This...). The Dark Side may capture only Light Side cards. (However, both players can steal the opponent's cards, which is different from capturing.)

Whenever a rule or card says that a character is captured, the Dark Side player must immediately choose one of these three options:

- **Seizure** — Your bounty hunters and/or warriors at the same location may seize (take into custody) one of the captured characters each; that character is now a captive and is placed face up beneath the bounty hunter or warrior who is now its escort. See captives – escorting.
- **Imprisonment** — If the capture takes place at any prison, you may imprison any number of the captured characters there; those characters become a imprisoned captives and are placed face up beneath that prison. See captives – imprisoned.
- **Escape** — Any characters not seized or imprisoned will escape to the Light Side player's Used Pile.

A captured character is on table only for rules, actions, or conditions that specifically refer to captured cards. Additionally, a unique (+) or restricted (**, ***) captured character still counts towards the restrictions specified by the uniqueness and persona rules.

Any game text or rule that causes "all cards" (or "all characters") to be lost will also affect captured (including frozen) characters normally. For example, a captive may be lost to TIE Bombing, a Thermal Detonator, a Concussion Grenade, or an interrupt such as Debris Zone. See all cards. It should be noted that an imprisoned character is treated a little differently. See captives – imprisoned.

For all other purposes, a captured card is not considered to be on table. Any non-character cards deployed on or carried by a character who is captured will continue to count towards the restrictions specified by the uniqueness and persona rules, but are otherwise not considered to be on table. They are unusable and cannot be the subject of any other rule, action or condition. The exception to this is any cards that specifically operate while on a captive (for example, Bounty) which will continue to work normally. These cards will revert to their normal functions if that character is later released.

Any character card being carried by a character that is captured (for example, Yoda is in Luke's Backpack when Luke is captured by IG-88's Riot Gun) is considered to be captured also, but is no longer considered to be "carried." Both captives would need to be assigned to different escorts and both would need to be rescued individually.

Utinni Effects that targeted a captive before that character became captured continue to target that character normally. A completed or uncompleted Jedi Test targeting an apprentice (or mentor) will "remember" a captured apprentice (or mentor) such that if released, the apprentice (or mentor) may resume Jedi Training from where he or she left off.

See captives – frozen.

capturing starships

Dark Side players can use tractor beams to capture Light Side starships. Only the Dark Side may capture; if the Light Side somehow controls a card which allows capturing, the Light Side may not use the capturing portion of that card. The Dark Side may capture only Light Side starships.

When your tractor beam captures a starship, place it face-up beneath the card on which the tractor beam is deployed. A captured starship is on table only for rules, actions, or conditions that specifically refer to captured starships. Additionally, a unique (+) or restricted (**, ***) captured starship still counts towards the restrictions specified by the uniqueness rules.

For all other purposes, a captured starship is not considered to be on table. Any cards deployed on or carried by the captured starship (including unique permanent pilots) are considered to be on table for purposes of persona and uniqueness rules only (unless they specifically refer to captured starships). These cards will revert to their normal functions if that starship is released. Although no new cards may deploy on or target the captured starship, any Utinni Effects or other cards that targeted the starship (or cards aboard it) before it became captured continue to do so.

Any Light Side characters aboard the captured starship are simply 'trapped' (not captured). No characters (of either player) may embark on the captured starship.

You may use the Besieged card to attempt to eliminate Light Side characters aboard a captured starship. Whenever a captured starship has no Light Side characters aboard (permanent pilots are not characters), you immediately steal it (relocate it to your side of the appropriate location card); see stealing. If the captured starship is underneath a site (i.e., Death Star: Docking Bay 327 or Star Destroyer: Launch Bay), the characters trapped on the captured starship can disembark there for free, but only if the Light Side controls that site. If all of the opponent's characters aboard disembark, the Dark Side steals it.

If your tractor beam card is canceled, any cards which are being held

underneath the related Star Destroyer, Star Destroyer: Launch Bay or Death

Star: Docking Bay 327 are released and return to the Light Side of the system

or sector (or to the Used Pile, at your opponent's option). If a card with

captured starships held underneath is removed from table (by any means),

those captured starships (and everything deployed on or aboard them) are

lost.

card with ability

A card with ability is any card that has an ability of greater than zero. See droid, highest-ability character.

characteristics

In addition to common attributes (e.g., deploy cost, ability, icons), many cards have additional game-relevant features called characteristics (e.g., leader, trooper, Wookiee, female, dejarik).

Characteristics are printed on the cards, either in card title, game text or lore. Capitalization, italics and boldfacing have no game play impact. Various other cards or rules will then refer to that characteristic (and sometimes, may even define it). For example, the rules regarding search parties refers to the characteristic scout, while the Objective card "ISB Operations" defines the characteristic ISB Agent.

Context and card type determines whether a word actually defines a characteristic or not (e.g., the phrase "Wingman of Gold Leader" in Pops' lore is a reference to a different character and does not make Pops a leader, and the starship card Red Leader In Red 1 does not make that starship a leader, as that is a characteristic specific to characters.)

Section Four of this document contains a list of characteristics and which card type they are specific to. If a referenced term is not a characteristic, a card attribute, or a persona name, then it is a reference to exact card title. For example, the card Nien Nunb refers to General Calrissian. A check of Section Four shows that this is not a characteristic (although General is a characteristic, in this case the text is referring specifically to General Calrissian), and it is not the persona name either (Lando) - as such, it is referring specifically to the card title General Calrissian, and will only work with that card title (not any general, and not any version of the Lando persona).

Cloud City location deployment

All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.

[DB2] [I] [DB1] [E] [B:CC] [Se] [S]

DB1 = first Docking bay deployed, DB2 = second docking bay deployed, I = interior sites, [E] = exterior sites, [B:CC] = Bespin:Cloud City sector, [Se] = non-unique cloud sectors, [S] = system.

Exterior sites are placed between the first docking bay site (either East Platform or Platform 327) and the exterior sectors. If the second platform is deployed, it is placed at the "far" end of the interior sites so there are docking bays at both ends of the interior Cloud City sites. You may use docking bay transit to go from one platform to the other.

cloud sectors

Starfighters, shuttle vehicles, cloud cars and patrol craft may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) See movement – regular – sector movement, clouds.

commander

A character has the characteristic commander if the word "commander" appears in title, game text or lore (see characteristic.) The words "commands", "commanded", etc. do not make a character a commander for game play purposes.

counting a deck or Pile

A player may count their Reserve Deck, Used Pile, Force Pile or Lost Pile face down at any time. Also, a player may request such a count from their opponent also. You may not count your Reserve Deck (or request an opponent to count their own) if there is an insert card deployed in that deck.

crossing over See Glossary.

If Luke With Lightsaber is crossed to the Dark Side he is still capable of using his permanent weapon (as it is simply character game text).

The first paragraph of the Glossary entry is corrected to read: "Crossing over occurs when a character conceptually "gives in" to the opposite side of the Force. When game text causes a character to cross over, that character moves to your side of the table and is used as your own (changing from Rebel to Imperial, or vice versa, if applicable)."

Dark Jedi Master

See character - Dark Jedi Master.

Death Star and Death Star II

The two Death Stars seen in A New Hope and Return of the Jedi are completely separate from each other in terms of gameplay; each has its own sites, its own superlaser and its own enhancement cards. Thus, in game text, the term "Death Star" refers only to the first Death Star and the term "Death Star II" refers only to the second one. (For example, the cards Put All Sections On Alert and Set Your Course For Alderaan, which refer to any card with "Death Star" in its title, work only with the first Death Star.)

Although Death Star and Death Star II may be on table at the same time, each player may deploy locations only from one of them. In other words, once you deploy a Death Star location, you may not deploy a Death Star II location in that game, and vice versa.

Death Star II location deployment

The sector locations depicting the interior of the second Death Star are related to the Death Star II System. The layout of these sectors and related Death Star II sites is depicted below.

[I] [I/E] [S] [Coolant Shaft] [Capactors] [Reactor Core]
I = interior sites, I/E = interior/exterior sites, S = system.

Death Star II sectors

Neither player may deploy, battle or initiate Force drains at a Death Star II sector.

See Death Star II location deployment for layout of these sectors. Movement between these sectors is described under movement - regular - Death Star II sectors and movement - unlimited - escaping the Death Star II.

defense value

A collective term which refers to the various attributes used when cards are targeted by weapons. A character's defense value is its ability, armor, or maneuver - whichever is higher. (Unarmored droids without maneuver have a defense value of zero.)

A vehicle or starship's defense value is its armor or maneuver. A creature's defense value is indicated by a term that is unique to that creature, such as scales, slither, vicious howl etc.

Occasionally, a weapon will be able to target some other kind of card (such as a seeker or artillery weapon). In that case, the weapon card itself will provide a defense value to be used.

dejarik rules See Glossary.

A dejarik deployed to the holotable counts as deploying a card (not a character!) with ability. Thus it will suspend the effects of Scum And Villainy, satisfy the requirements of Ability, Ability, Ability and so on. A holosite is never considered to be a battleground.

deploy

To bring a card such as a character, starship, site, Effect etc. into play by placing it on table, usually during your deploy phase. Most cards in the game deploy, although Interrupts (and some Epic Events) play rather than deploy.

Actions that allow a card (or cards) to be deployed may only be initiated in the owner's deploy phase, unless the action lists a specific phase during which it can be played, or specifies an action that the deployment can be made as a valid response to.

Cards that contain deployment conditions or modifiers may not necessarily specify when the card may be deployed. For example, "Deploys -1 to same site as..." adds a condition ("same site as") and a modifier ("-1") to deployment but does not add a specific timing and as such is limited to the owners deploy phase. Similarly, "once per game" details how often the action may be performed, but specifies no timing for that action, and may therefore only be initiated within the owner's deploy phase.

Thus, for example, Mara Jade may only deploy a weapon on her from Reserve Deck during her owner's deploy phase. Similarly, We'll Find Han and Jabba's Palace: Audience Chamber (DS) may only be used during the owner's deploy phase. However, Bargaining Table says "If Effect canceled ... may immediately deploy" which has a specific timing (when the Effect is canceled) and as such can be performed outside of the deploy phase.

deployment restrictions

As a summary, the following lists the rules-based deployment restrictions (which are also covered in other Glossary or CRD sections), and how they interact with card text:

[1] You can not deploy characters, vehicles and starships where you have no presence and have no Force icon(s) on your side of a location

Unless:

- You have an Undercover spy there.
- You are deploying a spy (or deploying a spy pilot simultaneously with an unpiloted starfighter).
- You are deploying a card that may "deploy even without presence" and/or "even without Force icons" (as appropriate).

[2] Characters, vehicles, starships, weapons, devices and Utinni Effects may not deploy to Dagobah locations

Unless:

- the card is specifically allowed to deploy due to the game text on the Dagobah location itself. E.g. Dagobah Bog Clearing.
- the card is specifically permitted to "deploy to Dagobah" or is permitted to deploy "regardless of location deployment restrictions."
- the weapon or device is deploying on a card already at Dagobah.

[3] Dark Side characters, vehicles, and starships may not deploy to a Hoth site where Hoth Energy Shield rules are in effect

Unless:

- the card is specifically permitted to "deploy to a shielded site".

[4] Neither player may deploy at a Death Star II Sector.

deploys like a starfighter

Cards that "deploy like a starfighter" must follow all rules and game text that apply to the deployment of starfighters. For example, the Bright Hope can deploy to the clouds, but will only be able to deploy -1 to Light Side Dantooine (it does not get the choice to use the capital starship deployment reduction at that location).

destiny draw

Represents the element of fate or chance involved in actions. Although destiny draws sometimes have special labels such as battle destiny, weapon destiny, asteroid destiny and training destiny, all destiny draws are accomplished in the same manner.

To draw destiny:

- you reveal the top card of your Reserve Deck. The destiny number in the top right corner of that card is the value of the destiny draw (location cards have destiny of zero). If a card has more than one destiny number, the player drawing it for destiny chooses which number to use.
- Apply all automatic modifiers (e.g., Darth Vader, Rogue Gunner). The final value of a destiny draw may not fall below zero.
- Opponent has the first opportunity to respond to this destiny draw by playing any valid response (text such as "If your opponent just drew destiny...". You then get the next opportunity to play a valid response, as per normal action rules (see actions).

Place the card face down on your Used Pile.

If instructed to draw two or more destiny, repeat the above steps for each draw.

Add all the destiny values together to determine total destiny. Note that some modifiers only add or subtract to total destiny (not the destiny draws themselves) - they are applied now. The final value of total destiny cannot fall below zero.

All destiny draws are mandatory, except battle destiny and destiny draws allowed by game text that says "may draw destiny" (e.g., 8D8, Yarkora, Lt. Pol Treidum). (Of course, it might be optional to initiate an action which requires a destiny draw, but once that action is initiated the destiny draw itself becomes mandatory.) If it is not possible to make a destiny draw (e.g., because your Reserve Deck is empty), that destiny draw fails (is resolved in the favor of the opponent, often meaning the action that required the destiny draw has no result).

During your turn, when one or more destiny draws are made by both players (such as battle destiny), you make all of your destiny draws, one at a time, before your opponent.

"Add one destiny" means that an additional destiny card is drawn and added to the total destiny. "Add 1 to destiny" means that +1 is added to the total destiny.

disembarking

See movement – unlimited – disembarking.

docking bay transit

See movement - regular - docking bay transit

draws one battle destiny if not able to otherwise

See battle destiny – draws one battle destiny if not able to otherwise.

driver

Any non-droid character (or vehicle droid) may drive a transport vehicle. If more than one character is aboard a transport vehicle with driver capacity, you must designate which one is driving (you may do so at any time during your deploy or move phase). A pilot who is serving as a driver is not "piloting" and thus does not add a power bonus to the vehicle. All transport vehicles, except Lift tubes, must be driven to move, to use power, maneuver, landspeed, to use vehicle weapons and devices, and to use game text that is not related to deployment or capacity.

droid

Type of character card indicated by the droid icon (see Glossary inside cover). Droids have no ability, thus they do not create presence. When a comparison or action requires a numerical value for a droid's ability, it is considered to be an unmodifiable zero. Droids without armor or maneuver have a defense value of zero.

See highest-ability character, defense value, Ability, Ability, Ability.

each

Any time game text permits you to use, lose or retrieve Force "for each" (or "every") of a certain card or characteristic, that action is performed as one action for the full calculated amount. For example, if you occupy 3 Tatooine battleground sites, then Tatooine Celebration will permit you to initiate an action to retrieve 3 Force during your control phase (not three retrieval actions of one Force each).

embarking

See movement – unlimited – embarking, capacity.

empty deck or pile

When a deck (Reserve Deck) or pile (Used Pile, Force Pile or Lost Pile) is empty, you may not:

- initiate any action that deploys, takes, exchanges or steals a card (or cards) from that deck or pile;
- initiate any action that searches, peeks, glances, examines, reveals, selects or looks at a card (or cards) in that deck or pile; or
- initiate any action that draws a card (or cards) from that deck or pile (this does not apply to destiny draws). For example, you may not play How Did We Get Into This Mess if your Reserve Deck is empty.

- play Omni Box or The Bith Shuffle to shuffle that deck or pile;
- use any game text that says "if you are about to draw" when your Reserve Deck is empty. See about to draw.

Any of these actions (even if they require multiple cards) may be initiated as long as there is at least one card in the targeted deck(s) or pile(s). If there are an insufficient quantity of cards in the deck or pile to complete the action, simply complete what is possible and then end the action.

An empty Reserve Deck does not stop you from drawing destiny. That destiny draw simply fails (is resolved in the favor of the opponent, often meaning the action that required the destiny draw has no result).

An empty Lost Pile does not stop a player from initiating an actions that retrieves Force (or retrieves card(s)).

An empty Force Pile does not stop a player from moving that pile, such as placing it on an empty or non-empty Used Pile, with I Did It!

empty hand

Game text that scans, glances at, reveals, or otherwise looks at a player's hand (or a card or cards in hand) may not be initiated if the targeted player has no cards in hand.

enclosed

"Enclosed" is a characteristic of all starships and some vehicles. Enclosed vehicles are identified as such in their card lore. Characters aboard an enclosed vehicle or starship are sheltered from the environment and thus are not present at the location, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but only pilots and drivers — not passengers — may apply their ability toward drawing battle destiny.

See open vehicles, starfighter - landed.

end of a battle

Any action that occurs at the "end of a battle" (for example, Tractor Beams) happens after all damage segment actions are completed by both players. The cards are still considered to be "in a battle", and any modifiers etc. that last for "remainder of battle" are still in effect.

§ end of turn

The "end of the turn" is after both players have recirculated their Used Piles (after the draw phase, not after recirculation due to any game text or card).

Any mandatory actions are now initiated, and they resolve normally as automatic actions. Any optional end of turn actions may then be initiated (the player who's turn it just was gets the first chance to initiate an optional "end of turn" action, and players then take turns). Only end of turn actions (or valid responses) may be played at this time - no other actions are legal. Once players have no end of turn actions to play or resolve, that turn ends.

For example, losing Force to Visage Of The Emperor must occur before a player can perform an action like using 2 Force to remove cards from their Political Effects, as shown on My Lord, Is That Legal? / I Will Make It Legal. See also start of turn.

Endor location deployment rules

The forest moon of Endor is occupied by both the indigenous Ewoks and an Imperial garrison. The layout of the Endor sites is shown in the diagram below. Note that the Back Door may be placed anywhere in the grouping of exterior sites (it does not have to be placed near the Bunker).

[Bunker] [Landing Platform] [Ext sites] [Ewok Village] [Chirpa's Hut] [ENDOR System]

escorting

See captives – escorting.

even number

For game play purposes, zero is defined as an even number.

excluded from battle

Excluding a card from battle removes a card from participating in the current battle in progress. Only a card currently participating in a battle is a suitable target for an exclusion action. Unless stated otherwise, this exclusion will exist only until the end of the current battle.

Cards that are excluded may not:

- add personal power or apply ability towards drawing battle destiny
- fire or be targeted by weapons (see weapons - swinging or firing)
- be forfeited
- be targeted by any action that requires that card to be "in a battle"
- modify or cancel battle destiny as part of a "with" condition (see with).

See also may not participate in battle.

face down

Cards deployed face down anywhere (except insert cards in a player's Reserve Deck) are not considered to be on table. This includes cards held by Job Yowza, Hem Dazon or Stone Piles; cards placed at the Tatooine Bluffs; and the Hidden Base indicator or probe cards placed under systems. However, an M—HYD Binary Droid turned off (placed face—down and considered out of play) may still be targeted in order to turn it back on.

face up

Face-up cards on table must be visible to all players. Although many face-up cards in the game are allowed to be placed underneath other cards (e.g., a pilot character aboard a starship), they are not intended to be hidden from any player.

Cards placed or stacked face up on or under any Effect (such as Bargaining Table, or There'll Be Hell To Pay), Objective (such as My Kind Of Scum) or Jedi Test, are not considered to be on table. Exceptions to this rule are listed under the individual card entries. See also face down, on table.

fire repeatedly

See weapons - fire repeatedly.

firing a weapon See Section 3.

See weapon - firing or swinging (using).

for each

See each.

for every

See each.

Force drain See Glossary.

The last paragraph of this Glossary entry should be altered to read: "All of your cards at the location of the Force drain are considered to participate in that Force drain. Unless stated otherwise (e.g. Organa's Ceremonial Necklace), each of your cards may participate in only one Force drain per turn."

Force drain modifier

This term refers to any game text that directly adds to, subtracts from, or multiplies the amount of a Force drain.

For example, Projection Of A Skywalker and Ralltir Operations / In The Hands Of The Empire have game text that is considered a Force drain modifier. Harc Seff and It Could Be Worse do not provide Force drain modifiers as they affect the way the Force loss is satisfied, but not the amount itself. Similarly, Resistance and We're Doomed also do not provide Force drain modifiers, as they simply limit the maximum loss to a Force drain, but do not modify the amount of the Force drain.

See Force drains may not be modified or canceled by opponent.

Force drains may not be modified or canceled by opponent

"May not be modified by opponent" prevents your opponent from utilizing any game text (whether declared or automatic) that would directly modify (add, subtract, multiply) your Force drain. See Force drain modifier for examples. "May not be canceled by opponent" prevents your opponent from initiating any action (in response to your initiated Force drain) that would directly cancel that drain. For example playing Control, placing a non-unique alien on the Den Of Thieves, or using the 'canceling' text on Hidden Base / Systems Will Slip Through Your Fingers.

This text does not stop a player from canceling a Force drain using a 'react'. This text does not prevent your opponent from canceling or modifying your Force drain modifiers. Thus it will not prevent Great Warrior, Imperial Decree, The Planet It's Furthest From or A Bright Center To the Universe from working normally. In addition, it has no effect on game text that "limits" the amount of a Force drain. Thus Ultimatum and Resistance would also work normally.

It should also be noted that an 'preventing a drain' from being initiated (for example, location text that says "You may not Force drain here") is not the same as 'canceling a drain' Thus an undercover spy, or the game text on You Can Either Profit By This... (which prevents the Dark Side from Force draining at the Audience Chamber) is unaffected.

frozen

See captives - frozen.
Gold Squadron
See squadron designations.

game text

Gameplay information in the large text block located at the bottom of each card (or on each side of a location card).

game text - cancel

See cancel - game text.

highest-ability character

Your "highest-ability character" must be a character card with an ability of greater than zero. Thus, droids (who do not have ability) and permanent pilots (who are not character cards) can never be your highest-ability character. If two or more of your characters are tied for highest ability, you may choose which one to target. See droid.

hit

Term for a target that has been successfully shot by any weapon that specifies "target hit" in its game text. The target is marked by turning the card sideways until the damage segment of the battle, at which time the target must be forfeited. If the battle ends before the damage segment, then all "hit" cards are immediately lost. Any card "hit" when there is no battle occurring (for example, a weapon is fired using an Interrupt such as Sniper) is immediately lost.

It should be noted that any other weapon effect besides "hit" (for example, captured, forfeit = 0, lost) is applied immediately upon resolution of the weapon destiny draw.

holosite

See dejanrik rules.

Hoth energy shield rules See Glossary.

Alter the Glossary entry to read: "Therefore, whenever you are about to deploy the Main Power Generators (even as your starting location), you must check to see if marker 4, 5, or 6 is on table."

if within range

This term was used on older cards that moved as a 'react', but is now redundant. This term refers to (and only allows) movement utilizing landspeed or hyperspeed (whichever is applicable). It is not applicable to docking bay transit, shuttling etc. See movement.

immune to attrition

Some Characters, Vehicles and Starships are protected from varying levels of attrition, as listed on their cards. When forfeiting cards to satisfy attrition, you are not required to forfeit any card that has this immunity (unless the total attrition is greater than the card's immunity level).

Comparing total attrition against the immunity of all participating cards is performed at the beginning of the damage segment, before any forfeiture or other losses have taken place. Even if the conditions for immunity change during the damage segment (for example, forfeiture of character's now makes Luke Skywalker, Jedi Knight "alone", changing his immunity), the immunity is not rechecked or recalculated.

An enclosed Vehicle or Starship with immunity to attrition protects itself and all cards aboard. Immunity is not cumulative; thus, if a card is granted immunity to attrition from more than one source, it benefits only from the highest such immunity. Any card which is immune to attrition may still be voluntarily forfeited to satisfy attrition or battle damage.

immune to attrition - an example

Your Lord Vader and one Stormtrooper (forfeit = 2) are in a battle and the attrition against you is 4. You do not have to forfeit Vader because of his immunity to attrition less than 6, but you must still satisfy as much attrition as possible; thus you must forfeit the Stormtrooper. (Because you forfeited all cards which were vulnerable to attrition, you may ignore the remaining attrition.)

On the other hand, if the attrition against you is 6 or more, your Vader is no longer protected. In this instance, he would have to be forfeited — even if you forfeit the Stormtrooper first — because you do not have enough other cards available to satisfy all attrition against you. (You cannot forfeit the Stormtrooper and then compare Vader's immunity to the remaining unsatisfied attrition, because immunity is only applicable against total attrition as compared at the start of the damage segment.)

immune to attrition - gaining and losing

Whenever an action or game text that grants immunity to attrition is in conflict with an action or game text that removes immunity to attrition, the actions that remove the immunity have precedence, and the action or game text granting immunity is ignored.

For example, the Light Side player has flipped Rescue The Princess (Sometimes I Amaze Even Myself is face-up), causing all Imperials to lose their immunity to attrition. Thus a Stormtrooper alone at the (Dark side) Yavin 4: Jungle still has no immunity. In a battle there, Dark side plays Trooper Assault which will provide a power bonus to the Stormtrooper, but will not provide that trooper with any attrition immunity.

If removing immunity to attrition is the cost of initiating the action (for example, the first function of Courage Of A Skywalker or Focused Attack), then that action may not target a card without immunity to attrition (or a card who's immunity to attrition has been removed).

Imperial

A type of Dark Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

'insert' cards See Glossary.

While an opponent's insert is in your Reserve Deck, you must declare to your opponent how much total Force you intend to activate for your normal activation of Force (during your Activate phase), or whenever any action allows you to activate a variable amount of Force. You are then required to activate exactly that amount (although other actions and valid responses may be played during that activation, as normally permitted).

If all of the opponent's insert cards in your Reserve Deck are revealed during your activation action, after resolving all of them, you have the choice of then activating more than the amount you declared, up to the maximum you are permitted by that activation action.

If an insert card is revealed during a "peek" at your Reserve Deck, it is not considered to have reached the top of your deck yet, and as such does not resolve. In addition, since an insert is not a card in your Reserve Deck, it does not count as a card when peeking, and thus can be ignored. All "peeked at" cards that are returned are replaced such that they are on top of the insert card.

For example, Dark Side player uses The Dark Path. He peeks at the top two cards, but the third card down in his Reserve Deck has a Light Side back, and when revealed is shown to be Never Tell Me The Odds. He replaces it on the deck, and peeks at the card below it. He then places two of the three cards peeked at in his Lost Pile, and returns one card such that it is on top of the insert card.

instead of drawing

See about to draw.

instead of firing

Some cards permit you to use a certain modifier or action "instead of firing" a weapon. For example, End This Destructive Conflict, Higher Ground, Coordinate Attack, Precise Hit. These cards cannot be played unless you are capable of firing a weapon. You must choose your weapon in that battle that your card play is "instead of", and that weapon cannot be fired for the remainder of that battle.

instead of Force draining

Some cards permit you to perform a certain action "instead of Force draining". For example, Corporal Prescott or Cloud City: Security Chamber (Light Side). These texts cannot be used unless you are capable of Force draining. That is, you control the location and Force draining there would be a legal action in that phase. Using such text means you may not Force drain at that location this turn.

interrupts — targeting

Initiating an action (such as the play of an interrupt) has three requirements: (1) meeting conditions, (2) choosing targets and (3) paying costs.

If all requirements for playing an interrupt cannot be met, that interrupt may not be initiated.

Targets include, for example:

- a group of characters and a destination site for Nabrun Leids;
- a starfighter for Dark Maneuvers (or A Few Maneuvers);
- a Revolution in play for Evader (Used);
- a card or cards in the opponent's hand for Scanning Crew; and
- a location with a scomp link for Shocking Revelation (or Shocking Information).

Also, an interrupt that cancels another interrupt may only be played as a response. For example, Those Rebels Won't Escape Us (Used) may not be played unless a Nabrun Leids was just played.

Interrupts such as these may not be played if a target specified in their game text as a requirement is not in play.

See empty deck or pile, empty hand.

Jabba's Palace locations

All Jabba's Palace (including Tatooine: Jabba's Palace) locations are considered to be Tatooine locations as well as Jabba's Palace locations.

Jedi Master

See character - Jedi Master.

Jedi Tests See Glossary.

Only apprentices may attempt Jedi Tests. If an uncompleted Jedi Test is targeting a character (as the apprentice) that then loses "apprentice status" (e.g. replaced with a Jedi version of that persona), then that Jedi Test is lost.

just lost

Some actions are dependent upon the condition "just lost" (a valid response to a card being lost). A card that has been "just lost" is already in the Lost Pile, and as such all cards aboard, deployed on, or targeting that just lost card have already been placed in the Lost Pile also. Thus when an action relocates a "just lost" card to place other than the Lost Pile, only that card is relocated (no other cards that were connected to that card before becoming lost are relocated unless specifically stated). For example, if Luke wearing Luke's Backpack and armed with Anakin's Lightsaber is lost from table, he can be relocated from the Lost Pile to the Bacta Tank, but his weapons and devices stay lost.

The exception to this rule are the cards All Wrapped Up and We Have A Prisoner. Refer to their individual entries.

landed starfighter See Section 3.

See starfighter - landed.

landing and taking off

See movement - regular. See starfighter - landed.

leaves table

If a card leaves the table by being relocated to a deck or pile, or by being returned to hand (for example, due to cards like Master Luke, ASP-707, Revealed or As Good As Gone) then all cards deployed on, carried by, or aboard that card must be placed in their owner's Lost Pile (unless specified otherwise).

losing Force

Whenever you are required to lose Force, you must move the appropriate number of cards from your hand and/or Life Force to your Lost Pile. This is always written in the form of "lose [X] Force".

When a card refers generally to "losing Force," this applies to losing "cards as units of Force," not to losing a specific card because of its name or some particular characteristic of that card. Thus, for example, Honor Of The Jedi or It Could Be Worse would not reduce the number of cards you must lose to a Monnok, or a loss you suffer due to sabacc.

Lost Pile

A pile where lost cards are placed face up. (See Force.) Even though these cards are usually face up on table, a player may not look through the contents of his (or his opponent's) Lost Pile without explicit permission from game text or rule. See also counting a deck or pile.

maintenance droid

Maintenance droid is a subtype of droid, as shown next to the power box on cards like WED15-1662 'Treadwell' Droid. It is not a characteristic, and as such droids such as 2X-7KPR that refer to "maintenance" in their lore are not maintenance droids.

matching pilot

A character card is a matching pilot for a unique starship card if:

- *that character is a pilot and
 - *that character card's game text refers to that unique starship (by card title or starship persona), OR that unique starship card's game text refers to that character (by card title or persona).
- Also, if deployed on a character who is piloting a starfighter, the device Rebel Flight Suit can make a pilot character into a matching pilot for that starfighter.

matching starship

A starship card is a matching starship for a character card if:

- *That starship is (+) unique. and
- * That starship card's game text refers to the character (by card title or character persona) OR that character card's game text lists that starship card by card title or starship persona).

matching weapon

For a weapon to be matching one of your characters, it must specifically name that character (or persona) in its game text. For example, Anakin's Lightsaber is a matching weapon for any Skywalker: Luke; Leia; or Anakin.

may be battled

A card without ability that has this phrase in its game text (such as Artoo & Threepio) occupies its location only for the purposes of:

- * the opponent of the player controlling the card initiating a battle at that cards location
- * participating in battles that are initiated by the opponent of the player controlling the card.

That card continues to occupy the location for purposes of that battle until removed from that battle, or until that battle ends.

may initiate battle

A card without ability that has this phrase in its game text (IG-88 With Riot Gun, IG-88 in IG-2000) occupies its location only for the purposes of:

- * the player controlling the card initiating a battle
- * participating in battles that are initiated by the player controlling the card (unless that card is excluded from the battle by other game actions such as being targeted by Clash Of Sabers, being Undercover and so on).

That card continues to occupy the location for purposes of that battle until removed from that battle, or until that battle ends.

may not participate in battle

Some game actions may restrict a card, from participating in battle. A card that "may not participate" cannot contribute presence towards the initiation of a battle. If a battle is initiated at that card's location (because there are other cards that allow battle to be initiated), or a card is subject to a "may not participate" effect while participating in a battle, then that card is considered excluded from that battle. See excluded from battle.

missing

A missing character is on table only for rules, actions, or conditions that specifically refer to missing cards. Additionally, a unique (+) or restricted (**, ***) missing character still counts towards the restrictions specified by the uniqueness and persona rules.

A missing character may be affected by text that specifies "all cards" or "all characters" because these cards do not "choose" the missing character as a target. For example, a missing character may be lost to TIE Bombing, a Thermal Detonator, a Concussion Grenade, or an interrupt such as Debris Zone. See all cards.

Any non-character cards deployed on or carried by a character who becomes missing will continue to count towards the restrictions specified by the uniqueness and persona rules, but are otherwise not considered to be on table. They are unusable and cannot be the subject of any other rule, action or condition. These cards will revert to their normal functions if that character is later found. Any character card (except captives being escorted) being carried by a character that goes missing (for example, Yoda is in Luke's Backpack when Luke goes missing) is considered to be missing also. If either missing character is found (or captured, lost) then both would be found (or captured, lost).

Uinni Effects that targeted a missing character before that character became missing continue to target that character normally. Any completed or uncompleted Jedi Tests targeting an apprentice or mentor will "remember" a missing apprentice (or mentor) such that if found, the apprentice (or mentor) may resume Jedi Training from where he or she left off.

Example: After being released from Carbonite (flipping the objective You Can Either Profit By This... / Or Be Destroyed to its destiny 7 side), getting his Heavy Blaster Pistol and then having a Death Mark placed on him, the unfortunate Han Solo steps into a Sandwhirl and goes missing.

- The objective You Can Either Profit By This... / Or Be Destroyed flips back to its destiny 0 side because Han is no longer on table.
- Death Mark is a Uinni Effect that targeted Han before he went missing, so the Light Side would continue to lose 1 Force at the start of each of their control phases while Han is missing.
- No cards can be deployed on the missing Han (he is not on table for such purposes).
- If Leia With Blaster Rifle is in a battle at the same site that Han is missing, she would not get to add a battle destiny because her destiny adding text does not specifically refer to a missing Han. Han will not participate in the battle because he is not on table for those purposes.
- The Dark Side cannot target Han's Heavy Blaster Pistol with Overload.
- The Light Side player may not: deploy another version of Han, deploy another copy of Han's Heavy Blaster Pistol, or persona replace the missing Han (Han and the cards deployed on him are on table for uniqueness only).

modifiers

A modifier is anything that adds to, subtracts from, or multiplies a 'base value'. For example, Anakin's Lightsaber modifies a Force drain ("May add 1 to your Force drain where present) while Jedi Presence modifies a Rebel's power ("battle at double power"). Multiple copies of the same card cannot cumulatively modify the same 'base value' unless they specifically state that they are cumulative. See cumulatively.

When any card value is checked by a game action or rule, that targeted value is modified by any game text that is in effect. For example: to take Yoda into hand from the Bacta Tank when Bad Feeling Have I is on the table will require the Light Side player to use 7 Force. If the Dark Side occupies Fondor, then a Corellian Corvette forfeited from hand with Mantellian Savrip will have a forfeit value of 4 etc.

See also automatic modifiers, battle destiny modifiers and Force drain modifiers.

move away

For a character to "move away" (by cards such as Obi-Wan Kenobi, Move Along..., Neb Dulo, Dodge), that character must use personal landspeed (although that character must disembark from a vehicle or landed starship first).

For a vehicle to move away (Keep Your Eyes Open, Hyper Escape), that vehicle must move using landspeed, or any regular sector movement.

For a starship to move away (Keep Your Eyes Open, Hit And Run, Hyper Escape), that starship must move away using hyperspeed, or any regular sector movement.

See Forced Landing, Meteor Impact?

movement

There are three distinct types of movement defined for characters, creatures, starships, vehicles and mobile Death Star systems. They are regular moves; unlimited moves; and 'reacts'. See movement - react, movement - regular, movement - unlimited.

Any form of relocation of cards during the game that is not a react, a regular move or an unlimited move is not considered movement, and therefore is not restricted by game conditions that restrict, modify, cancel or suspend movement.

movement - carrying cards

Many cards can "carry" other cards, such as starships and vehicles, a bounty hunter escorting a captive or even Luke carrying Yoda in Luke's Backpack. When the carrying card performs a permitted move, all carried cards are relocated with it. This is not considered to be movement for the carried card. Thus a card that cannot move is not restricted from being carried.

Note that a character "carrying" another character (such as escorting a captive) cannot move aboard a vehicle or starship unless there is sufficient capacity for the carrying character and the carried character. See capacity.

movement - moving through locations

A character, vehicle etc. moving 'through' (or across) a location (a landspeed > 1) is considered to be at that location as it passes through it. This can trigger automatic actions (for example, a Uinni Effect) and can satisfy conditions (for example, control of a location).

If any of these triggered actions or conditions force the vehicle to stop (for example, a Sandwhirl makes the skiff driver go missing), the movement ends at that location.

It should be noted that new (non-automatic) actions may not be initiated until the movement action is finished. For example, a Dark Side player can only play The Circle Is Now Complete if Vader ends his movement at Obi-Wan's location, not if Vader simply "passes" Obi-Wan.

movement - react

Cards that move as a 'react' are permitted to move to the location of an opponent's just-initiated battle or Force drain. Unless specifically stated otherwise, moving as a 'react' must always be to the location of the opponent's battle or Force drain. Arcona and Tauntaun are examples of cards who's game text specifically allows them to move away from the opponent's battle or Force drain location.

When moving as a 'react', the reacting cards must observe all normal movement rules or game text, such as being within range, having a pilot or driver aboard before the 'react' can be initiated (if it is a starship or non-creature vehicle, and a nav computer if moving through hyperspace), paying normal costs (unless stated otherwise) and so on.

A card that may move as a 'react' to the location of a battle or Force drain may not 'react' if it is already at that location.

If the 'react' movement brings presence to the Force drain location, then this will cancel the Force drain. Similarly, if 'reacting' away from a battle removes all your presence at that location, the battle will end.

It should be noted that paying the movement cost is considered part of the initiation of the react. Thus if the react is canceled, the Force used cannot be recovered.

The following forms of movement are legal moves for the 'reacting' card:

- using its landspeed or hyperspeed;
- landing or taking off;
- embarking on or disembarking from a vehicle or starship;
- performing any regular sector move. See movement - regular - sector movement.

Other cards may embark on the 'reacting' card just before it leaves, and disembark just after it arrives.

All cards involved in a 'react' (including cards that embarked on or disembarked from the reacting card) are prevented from being involved in another 'react' during the same turn, even if that 'react' is canceled.

Some cards also deploy as a 'react'. See react.

movement - regular

The following moves are regular moves for the card making the move action as long as the movement is not part of a 'react': using landspeed, using hyperspeed, moving between sectors (or sectors and the related system), using the movement text on a location, Docking Bay Transit, landing, taking off, shuttling, moving between a starship/vehicle card and the related starship/vehicle site, a Light side starfighter moving into the Death Star: Trench to start an Attack Run, moving the Death Star, moving starships to or from an orbiting Death Star, moving to start (or finish) a TIE Bombing Run.

A card is only permitted one regular move per turn. Some regular moves are permitted by rules (generally during the owner's move phase only, see descriptions below), while others are allowed due to game text.

movement - regular - Attack Runs

Moving a piloted Light Side starfighter from the Death Star system into the Death Star: Trench using the Epic Event Attack Run is free. It does not require hyperspeed, but does require a pilot. It should be noted that moving the Light Side starfighters out of the Trench, or following with Dark Side TIEs (into or out of the Trench) are both unlimited moves (see movement - unlimited - relocating cards between locations).

movement - regular - bombing runs

During the owner's move phase, a TIE Bomber may swoop down from a system to a related exterior site where the Bombing Run Mobile Effect is for 1 Force as a regular move. This cost is increased by 1 Force for each cloud sector that the TIE Bomber must pass through to reach that site.

Returning to the related system is free (and also a regular move, even though this happens during the battle phase), and not modifiable by cloud sectors or similar.

If it is not possible for the bomber to return to the system at the end of your battle phase (for example, the TIE Bomber is now unplotted), then the TIE Bomber 'crashes' and is lost.

movement – regular – Death Star II sectors

Starfighters may move to Death Star II sectors, but squadrons and capital starships may not (even those that move like starfighters). Two types of regular moves (each requiring 1 Force) are allowed at Death Star II sectors:

- System to Sector — A starfighter may move from Death Star II System to Death Star II: Coolant Shaft (or vice versa).
- Sector to Sector — A starfighter may move from a sector to an adjacent sector.

Dark Side starfighters may move to a Death Star II sector only if there is a Light Side Starfighter at one of those sectors. Whenever there are no Light Side starfighters at any Death Star II sectors during the Dark Side's move phase, any Dark Side starfighters at those sectors must move back toward the Death Star II System (for free, one sector per turn).

See also movement - unlimited - escaping the Death Star II.

movement - regular - Death Star orbiting and deep space

Both Death Stars have a few special types of regular move available to them. The hyperspeed and starting parsec number of a Death Star is defined within its game text. Whenever a Death Star moves, it carries with it all cards that are at the Death Star's location.

A Dark Side player may use 1 Force during his move phase to:

- move a Death Star between parsec numbers (up to the Death Star's hyperspeed), even if there is no system on table with that parsec number. When moving to a parsec number where there is no system currently on table, the Death Star is considered to be in "deep space." When moving to a parsec number shared by one or more systems on table, the Dark Side player must specify whether the Death Star is in "deep space" or "orbiting" one of the planet systems (if more than one planet is on the table with that parsec number, specify which system is being orbited).
- move a Death Star from "deep space" to "orbit" a planet system at the same parsec number (or vice versa)
- move a Death Star from orbiting one planet system to orbiting another at the same parsec number.

movement - regular - Docking Bay Transit

You may perform Docking Bay Transit during your move phase. Docking Bay Transit allows you to relocate any or all of your characters and vehicles as a group from one docking bay to any other docking bay on table (by the symbolic use of starships for hire) for an expenditure of Force as listed on the docking bay card(s).

If a vehicle that has characters aboard moves using Docking Bay Transit, this is not considered a move for those characters aboard. See movement – carrying cards.

movement - regular - landing

During your move phase, your piloted starfighter (piloted squadron or piloted capital starship that "moves like a starfighter") may "land" by moving from a system location to a related exterior site (or moving from the Big One sector to the related Big One site).

Landing costs 1 Force, unless landing at a Docking Bay which is free. TIEs require docking bay facilities and may land only at docking bay sites. If cloud sectors are deployed at that system, applicable starships may not land directly between the system and its related sites - they must "fly through" the cloud sectors first and may only land from the lowest-altitude cloud sector to a related exterior site.

See starfighter - landed, movement – regular – sector movement.

movement – regular – moving to or from a Death Star

During its owner's move phase, a piloted starship may move from a Death Star to a planet the Death Star is orbiting (or vice versa) for 1 Force. This does not require hyperspeed (or an astromech or nav computer).

movement – regular – sector movement, asteroids

Any piloted starship may conduct any of the following moves for 1 Force during the owner's move phase:

- from the system to the nearest related asteroid sector or vice versa.
- from an asteroid sector to any adjacent asteroid sector (a piloted starfighter may move up to two asteroid sectors per move).
- between the Big One site and Big One sector or vice versa (see movement – regular – landing, movement – regular – taking off)

movement – regular – sector movement, clouds

Any piloted starfighter (or cloud car, shuttle vehicle or patrol craft that is piloted and has a landspeed of greater than zero) may conduct any of the following moves for 1 Force during the owner's move phase:

- from the system to the highest-altitude related cloud sector or vice versa.
- from a cloud sector up to two related cloud sectors away per move).
- between the lowest-altitude cloud sector and a related exterior site (see movement – regular – landing, movement – regular – taking off).

movement - regular - shuttling

A character or vehicle may shuttle from an exterior site to a capital starship at the related system (or vice versa) for 1 Force. Characters may also be carried aboard a vehicle as it shuttles (see movement - carrying cards). The cost of shuttling is cumulatively increased by 1 for each cloud sector between the planet system and its related sites.

A piloted shuttle vehicle like the Bespin Motors Void Spider or the T-16 Skyhopper can shuttle characters to or from any starship (even a starfighter, these vehicles are specially equipped to deal with smaller starships) at the related system. In this case, this is considered to be the characters' regular move). This movement is free (and unaffected by intervening cloud sectors). The shuttle vehicle conceptually makes a round trip, and thus remains at the site. See shuttle vehicle.

It should be noted that undercover spies may not move aboard a starship or vehicle, unless moving to a starship site or vehicle site. See undercover spy rules.

movement – regular – starship and vehicle sites

During your move phase, you may move between your starship/vehicle card (conceptually the "bridge" or "cargo bay") and a related starship/vehicle site (conceptually "below decks") for 1 Force. There must be sufficient pilot/passenger capacity to move to the starship/vehicle card. See capacity.

movement – regular – starship and vehicle sites

During your move phase, you may move between your starship/vehicle card (conceptually the "bridge" or "cargo bay") and a related starship/vehicle site (conceptually "below decks") for 1 Force. There must be sufficient pilot/passenger capacity to move to the starship/vehicle card. See capacity. Moving a piloted starship from a starship docking bay site to the system where the "holding" starship is present is a regular move. See movement - regular - taking off.

Movement between a vehicle site and the outer site where the vehicle is present is free unless stated otherwise on the site card.

movement - regular - taking off

During your move phase, your piloted starfighter (piloted squadron or piloted capital starship that "moves like a starfighter") may "take off" by:

- moving from an exterior site, where it is landed to the related system.
- moving from a starship docking bay site to the system the starship is present at.
- moving from the Big One site to the related Big One sector.

If cloud sectors are deployed at that system, applicable starships may not take off directly to the related system - they must "fly through" the cloud sectors first and may only take off from the exterior site to the lowest-altitude cloud sector. See landed starfighter, movement – regular – sector movement.

Taking off costs 1 Force, unless taking off from a Docking Bay which is free.

movement - regular - using hyperspeed

A piloted starship with an astromech or nav computer aboard may utilize its hyperspeed to travel the galaxy.

During your move phase, you may use 1 Force to move your starship from any one system card on table to any other system card on table who's difference in parsec numbers is less than or equal to the starship's hyperspeed.

Moving between systems at the same parsec number still requires a pilot and an astromech or nav computer, as well as hyperspeed greater than zero (the exception here is moving between the Death Star and a system it orbits, see movement – regular – moving to or from the Death Star).

This movement is strictly from one system to one other, and does not allow "stop-offs" or multiple "jumps."

movement - regular - using landspeed

A character, creature or vehicle may use its landspeed to traverse adjacent site locations (vehicles may only traverse exterior sites) as a regular move for an expenditure of 1 Force during the owner's move phase.

To do this, a combat or shuttle vehicle must be piloted, while a transport vehicle requires a driver (excepting the Lift Tube). Creature vehicles can move by themselves. While vehicles have their landspeed indicated on their card, characters and creatures have a landspeed of 1, unless stated otherwise.

A card's landspeed indicates how many adjacent sites that card may move (at most as a single move). Thus a vehicle with a landspeed of two may move up to two exterior sites in one move. It should be noted that some locations require extra landspeed to move to or from (for example, the Tatooine: Desert) and this will reduce the landspeed "range" of cards moving from/to/through it by that amount.

When using landspeed, a character, creature or vehicle may not reverse direction, and once stopped, that regular move is considered completed. See also movement - moving through locations.

Even though it does not utilize landspeed, a vehicle with a landspeed of zero may not perform any cloud sector movement (see movement - regular - sector movement, clouds).

movement - regular - using the movement text on a**location card**

Many locations allow one or more cards to utilize special movement between specific sites. For example: Light Side Tatooine: Mos Eisley, the Cloud City: Upper Plaza Walkway or the Endor: Back Door. These are all considered regular moves (unless they are listed as a 'react'), and the cost, timing and conditions of these moves are specified on the location cards in question.

movement – unlimited

The following moves are unlimited moves: embarking, disembarking, moving between docked starships, moving between pilot/passenger capacity slots, relocating cards between locations, prisoner transfers.

movement – unlimited – disembarking

During your move phase you may disembark for free by:

- moving your character or vehicle aboard your vehicle (or landed starship) to the site that vehicle (or landed starship) is present at.
- moving your starship from a "cargo hold" capacity slot to the system that the holding starship is present at (the disembarking starship does not require a pilot to be aboard).
- moving a permitted character from Luke's Backpack.
- moving a character from aboard a starship or vehicle in the cargo bay of a "carrying" starship to the "bridge" of that starship (pilot/passenger capacity permitting).

See capacity.

A card may also disembark at the end of a react. See movement – react.

movement – unlimited – embarking

During your move phase you may embark for free by:

- moving your character or vehicle aboard your vehicle or landed starship present.
- moving your starship at a system aboard another of your starships present.
- moving a permitted character into Luke's Backpack.
- moving your character at the "bridge" of your starship aboard your vehicle or starship in the "cargo hold" of that starship.

In all cases, the card you are embarking aboard must have sufficient capacity. To indicate that the card is now aboard, place the embarking card under the card it just moved onto. Once embarked, one card will be "carrying" the other. See movement - carrying cards.

A character aboard a vehicle or landed starship that is itself embarked aboard another starship (for example, a pilot in a TIE aboard a Star Destroyer) does not take up any capacity on the holding starship (e.g., the Star Destroyer). See capacity.

Note also that cards may embark aboard a reacting card at the start of a react movement. See movement - react.

Undercover spies may not embark aboard a vehicle or starship. See undercover spy rules.

movement – unlimited – embarking

During your move phase you may embark for free by:

- moving your character or vehicle aboard your vehicle or landed starship present.
- moving your starship at a system aboard another of your starships present (your embarking starship does not need to be piloted).
- moving a permitted character into Luke's Backpack.
- moving your character at the "bridge" of your starship aboard your vehicle or starship in the "cargo hold" of that starship.

In all cases, the card you are embarking aboard must have sufficient capacity. To indicate that the card is now aboard, place the embarking card under the card it just moved onto. Once embarked, one card will be "carrying" the other. See movement - carrying cards.

A character aboard a vehicle or landed starship that is itself embarked aboard another starship (for example, a pilot in a TIE aboard a Star Destroyer) does not take up any capacity on the holding starship (e.g., the Star Destroyer). See capacity.

Note also that cards may embark aboard a reacting card at the start of a react movement. See movement - react.

Undercover spies may not embark aboard a vehicle or starship. See undercover spy rules.

movement – unlimited – escaping the Death Star II

If the Light Side "blows away" Death Star II using this Epic Event's game text, before the sector and system locations are lost, each piloted starfighter at the Death Star II: Reactor Core may immediately attempt to 'escape' as unlimited movement. That starfighter moves toward the Death Star II system (moving one sector at a time for free, and drawing each required movement destiny, until it either reaches the system location or is lost). The Light Side starfighters all attempt to escape first, then the Dark Side starfighters do the same (drawing movement destiny using Light Side game text).

movement – unlimited – moving between capacity**slots**

During your deploy phase and your move phase, you may 'move' any character aboard your starship, combat vehicle or shuttle vehicle from a pilot capacity slot to a passenger capacity slot or vice versa (capacity permitting). See pilot.

Similarly, anytime during your deploy or move phase you may designate any character aboard your creature vehicle or transport vehicle as the driver or as a passenger. See driver.

movement – unlimited – moving between docked**starships**

During your move phase, you may "dock" two of your starships present at the same system or sector with the intention of moving cargo or personnel back and forth between the two.

This movement can only be performed if at least one of the starships has "ship-docking capability" and at least one of the starships is being piloted. For 1 Force your two starships dock, relocate any number of characters, vehicles or starships between the two docked starships (capacity permitting), and then undock.

Characters moved must be pilots or passengers moving from (or to) the "bridge". Starships or vehicles moved can only move between the starships "cargo" capacity. No characters, vehicles or starships can be moved to or from starship sites in this way.

movement – unlimited – prisoner transfers

During the Dark Side's move phase, the Dark Side player may perform any of the following "prisoner transfers." These are unlimited moves for both the escort and the captive:

- An escort present at a prison may transfer (deliver) its captive to that prison. Place that captive face-up below the prison. That captive is "delivered" and is "imprisoned". See captives – imprisoned.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody. See captives – escorting.
- An escort present at any site may leave a frozen captive he is escorting at that site. That frozen character is now "unattended" and is no longer considered to be escorted. See captives – frozen.
- An unattended frozen captive may be taken into custody by any Dark Side bounty hunter or Dark Side warrior present. See captives – escorting.

movement – unlimited – relocating cards between**locations**

Some cards initiate actions that will allow (or force) a character to relocate from one location to another location. For example, Nabrun Leids moves a group of characters from one location to another, Hit And Run allows a starship to move through hyperspace to another system location, Trap Door will relocate a character from the Audience Chamber to the Rancor Pit, and Path Of Least Resistance allows a character to move between interior mobile sites when played.

All of these relocations are considered to be unlimited moves, meaning that the card is considered to be "moving." Thus a card which "cannot move" is not permitted to perform this type of relocation.

If a card is relocated but does not change actual locations, then it is not considered to have performed any move. For example, sending your spy undercover (or attaching with a Landing Claw) relocates your card from your side of the table to the opponent's side of the table, but this is not "changing locations" so is not considered to be movement. Similarly, forfeiting a character from a battle location to the Lost Pile does not move that card from one location to another, and is not considered to be any type of movement. It should be noted that a card being "carried" aboard another card is not considered to be moving. See movement – carrying cards.

moves like a character

Cards which move like a character are not characters, but may move like characters utilizing a landspeed of 1, docking bay transit, embarking, disembarking, moving between docked starships and shuttling where appropriate. These cards do not take up passenger capacity. These cards may not be moved or affected by other cards which work on characters. For example they cannot be transported with Nabrun Leids. See also seekers, Yerka Mig, movement.

must have pilot aboard to use ...

This and similar game text on some early cards is incorporated into the starship and vehicle rules, and thus does not appear on new cards. See pilot.

Naboo location deployment

The peaceful planet of Naboo includes the locations of Naboo, as well as those of the Royal Theed Palace. The layout of Naboo locations is (in order): Theed Palace Throne Room
Interior Theed Palace sites
Theed Palace Docking bay
Theed Palace Courtyard
Exterior Naboo sites
Underwater Naboo sites
Naboo System

Objective cards See *Glossary*.

Whenever you are prevented from deploying the cards in the "deploy section" (in italics on the front) of the Objective Card, then that Objective is placed out of play leaving you with no starting location and no Objective.

on table

On table is a term used to describe a specific "state" of a card in play. In general, all face up cards are usually considered to be on table. The exceptions to this are any cards that are face up in a Deck or Pile (for example, in a Lost Pile), or any cards that are out of play. In addition, some cards allow other cards to be stacked on or under them. Whether or not these stacked cards are on table or not depends upon the card they are stacked upon. See face up and face down.

Sometimes a card is on table only for specific purposes. For example, a character that has been captured is considered to be on table for "purposes of uniqueness only". This means that they are on table only for rules or game text related to uniqueness, but for no other purpose.

Cards not on table can still be targeted by rules or game text. Generally they must be targeted based on where they are (for example, "deploy Luke from hand"), or the "state" they are in (for example, "initiate a duel against Luke, even if a captive").

once per game

Actions that are limited by their game text to "once per game" may never be initiated more than once per game (even if it fails or is canceled). Once initiated, a card's "once per game" function may not be initiated again by either player, whether with that card or any other card with the same title, regardless of card back. Actions that allow you to deploy "once per game" are still limited to the owner's deploy phase (unless specifically stated otherwise). See deploy.

operative rules

An "operative" is any character with the word "Operative" in its card title.

Operatives are restricted by special rules as follows:

- You may not voluntarily deploy or move your operative to (or through) a location on its matching planet where you already have an operative (even if missing or captured) of the same card title.
- If, at any time, two of your Operatives (even if missing or captured) of the same card title are at the same location on their matching planet, you must choose one to be lost (you may choose a missing or captive operative to be lost).
- Your operative character on its matching planet may not apply its ability toward drawing battle destiny.
- Your operative may not control a location on its matching planet for any reason unless you have other cards with total ability of 1 or higher at that location. Your operatives still occupy that location (and may battle or be battled), but may not Force drain or flip the objective alone. See matching operative.

out of play See *Glossary*.

A card just placed out of play is not considered to be "just lost" or "just forfeited." Thus if Obi-Wan loses an Epic Duel or is targeted by Noble Sacrifice he may not go to the Bacta Tank or a Weather Vane.

Palpatine and The Emperor

These two characters are represented by two completely separate personas, and as such there is no relationship between the two in gameplay. Any rule or game text reference to the persona name Palpatine refers purely to any character cards representing Senator or Chancellor Palpatine only. Any rule or game text reference to Emperor (for example, Sim Aloo) applies only to cards representing the Emperor as seen during the classic movie trilogy. Thus both characters can be on table at once, and no persona replacement is permitted between the two personas.

participating in battle

Unless restricted from participating, all cards present at a location (or on the bridge, cockpit, or in the cargo bay of any vehicles and starships at that location) are considered to be participating in a battle initiated at that location. A card is considered to be participating in a battle as soon as the battle has been initiated, or as soon as that card is introduced to the battle location as long as that card is introduced before the Power Segment begins. Any card introduced after the power segment has begun is not participating.

For example, a character introduced to a battle in progress by a "react" game text such as Sergeant Wallen or perhaps even Tauntaun Bones triggered by a weapon destiny draw would be immediately considered to be participating and may act accordingly.

But a captive released during the Damage Segment (because the escort is forfeited) and moved to the Light Side of the location, or a character brought back to the battle location by Old Ben after being forfeited would not be considered to be participating again, and as such would not be eligible to be forfeited etc.

A card that fires a long-range weapon into a battle from another location is not participating in that battle for game purposes. All cards meeting the above criteria would be considered to have participated in a battle, even if that battle is canceled before reaching its normal conclusion. Cards which participate in one battle may not normally participate in another battle during the same turn.

Because passengers at the bridge, cockpit or cargo bay participate in battles, actions that occur during a battle (e.g., Han With Heavy Blaster Pistol's battle destiny adding text) may be used by, or target a passenger.

See battle, excluded from battle, with, may not participate in battle.

passengers

Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Passengers aboard an enclosed vehicle or starship (except characters "below decks" at vehicle or starship sites) participate in battles at the location of that vehicle or starship normally, except that they may not apply their ability toward drawing battle destiny.

Astromech is a specific type of passenger. See astromech.

peeking at cards

A game action that allows you to peek at a card (or cards) allows you (and only you) to look at that card and then place it back where it came from (unless stated otherwise).

When you peek at (examine, glance at, look at etc.) a card, you are entitled to see the entire card, and the intention is that you limit yourself to a reasonable amount of time to gather information.

See empty deck or pile, empty hand.

permanent weapon

Some character cards are armed with a permanent character weapon, as indicated by the permanent weapon icon. Such a weapon may not be separated from the character (lost, stolen, transferred, retrieved etc.) except by cards that deploy on the character as a marker (e.g., Disarmed). If such a marker card is removed, the weapon is restored.

Game text that relocates weapons (e.g., to or from a pile) may not be used to relocate this character card, unless that action also relocates the character.

If the game text of a character with a permanent weapon is canceled or suspended, that character is still considered to be in possession of the weapon that is specified within the character's game text (although that character is incapable of utilizing the weapons text).

"Scanning" or copying the game text of a character with a permanent weapon does not enable the scanning character to use that weapon, and the scanning character is not considered to be possessing that weapon.

A permanent weapon is considered to be a matching weapon only if the character's name (or persona name) is contained in the title of that weapon. See matching weapon.

persona replacement rule

During your deploy phase, you may replace any of your unique Character cards on table with another Character card that represents a different version of that persona from your hand (for free). Also, some character cards have game text that allows your opponent to replace them (or allows you to replace your opponents Character card). For example, Dark Side Lando Calrissian.

You may only replace a persona during your deploy phase, and the new version (1) must have power and ability at least equal to those of the replaced character and (2) must obey any deployment restrictions listed on its card (if any).

For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says "Deploys only on Hoth").

When replacing a persona, apply all modifiers to power for the card already on table before comparing it with the power of the card in hand (which is unaffected by modifiers on table). Thus, for example, Darth Vader, Dark Lord Of The Sith with Uncontrollable Fury deployed upon him is power = 8 (assuming no other modifiers), and as such cannot be replaced by Lord Vader whom is only power 7.

Persona replacement is not deployment though, and as such is not permitted or restricted by other deployment rules or game text. For example, you do not need presence or Force icons on your side of a location to replace a persona there. Similarly, you do not need to observe Dagobah deployment rules for replacement purposes (unless the newer version of the persona has a Dagobah related deployment restriction in its game text). Similarly, you may not replace a persona because an Interrupt or Effect allows you to deploy, persona replacement is unaffected by the out of play rule, and replacing a persona does not allow any "just deployed" actions to be initiated.

Any cards deployed on or targeting the character (or any "residual" game play effects such as being the target of Imperial Barrier) transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the owner's Lost Pile, along with the replaced version of the character. For example, if Boba Fett was targeted by Clash Of Sabers and then persona replaced, the new version would still be under the effects of Clash Of Sabers.

You may persona replace an Undercover spy with a non-spy character or vice versa, as long as you follow the replacement rules given above. For example, TK-422 may replace Han Solo as long as TK-422's deployment restrictions are observed - that is, there is an Imperial at that location, the location is a site, and TK-422 must go Undercover. Similarly, an Undercover Leia Organa may be replaced by Princess Leia, although the Undercover card would not be applicable to Princess Leia (she is not a spy) and would therefore be lost.

personas

Different versions of a single character are all considered to be part of the same 'persona (even if they are on different sides of the Force).' No more than one version of the same unique persona may be on table at the same time.

Any card or action that targets or manipulates a persona may target or manipulate any card that contains that persona. For example: Lando In Millennium Falcon is considered a wild card for Cloud City Sabacc because it contains the persona of Lando. The Dark Side may deploy Boba Fett In Slave 1 for free to a Docking Bay where Lyn Me is present, because it contains the persona of Boba Fett. Similarly, the Light Side may deploy Uncontrollable Fury on the Death Star Assault Squadron since it has the persona of Vader aboard.

The exceptions to this rule are:

- Weapon and device text that allows that weapon or device to deploy upon a character persona may only use that text to deploy upon a character card. For example, Vader's Lightsaber may not deploy upon the Death Star Assault Squadron.
- The persona replacement rule applies only to character cards. That is only a character card can be replaced, and only by another applicable character card of that persona.

Different versions of a single persona conceptually represent the same person or thing, but they are different cards. For example, the Interrupt card Grimtaash affects "all cards opponent has two or more of" in hand. If you play Monnok on an opponent who is holding one Luke Skywalker and one Commander Luke Skywalker, those characters are unaffected by the Interrupt because it targets duplicate card titles (not personas).

personas - starships and weapons

Some unique starships and weapons are represented on more than one card.

For example, the Light Side starship Millennium Falcon is represented by the Premiere card Millennium Falcon as well as being contained in the Enhanced Cloud City card, Lando In Millennium Falcon. It should be noted that the context by which a card refers to a unique object is important. For example, although the Light Side Effect "Special Modifications" refers to the Millennium Falcon, this card does not represent a persona of that starship. These cards may not always be of the same card type either. For example, the Dark Side Weapon card Vader's Lightsaber represents a unique lightsaber in the Star Wars universe, and this weapon is also represented on the Character card Darth Vader With Lightsaber where it is specifically mentioned in the game text.

Cards such as these conceptually represent multiple versions of the same unique object. As such, the uniqueness rule applies to the object rather than the specific card. That is, only one card representing a unique (*) object may be on table at any one time.

See unique and restricted cards, out of play.

pilot

Characteristic that allows a character to control and move a starship, combat vehicle or shuttle vehicle (indicated by a pilot icon on the character card). In addition, many starships, combat vehicles and shuttle vehicles have inbuilt permanent pilots as indicated by the pilot icon on their card. See permanent pilot.

A starship, combat vehicle or shuttle vehicle must be piloted to move, to use power, maneuver, hyperspeed or landspeed, to use starship or vehicle weapons and devices, and to use game text that is not related to deployment or capacity.

When a pilot character is deployed or moved aboard a vehicle or starship, that character is considered to be acting as a pilot if sufficient pilot capacity is available. You may designate which characters are acting as pilots (that is, you may relocate them between pilot and passenger capacity) at any time during your deploy or your move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

Any modifiers to a pilot's personal power do not increase the bonus that pilot grants to a starship or vehicle.

See starfighter - landed.

place in [deck or pile]

See leaves table.

politics

Some characters have a numerical value entitled Politics. This indicates their relative political power when 'voting' (battling) at the Galactic Senate. A character whose politics = 0 (even if temporarily reduced) is a character without politics. A character without politics can have his politics added to by other game actions.

prepositions

Prepositions (at, on, aboard, to, with, from, in, etc.) are used to express simple relationships between cards, and have their normal English language connotations.

A character, starship, vehicle weapon or device is at a location if it is "on" a planet if it is:

- (1) Present at any site, cloud or Death Star II sector related to that planet name.
- (2) At the bridge, cockpit or cargo bay of a starship or vehicle that is present at any site, cloud or Death Star II sector related to that planet name.

Thus, for example, Luke is "on Hoth" if he is present at the Echo Command Center, inside the Wampa Cave, or piloting Rogue 1 at the Ice Plains.

A character, starship, vehicle, weapon or device is "at" a planet if

- (1) it is on that planet
- (2) At the bridge, cockpit or cargo bay of a starship that is present at (orbiting) that system.

For example, Luke is "at Hoth" if he is piloting Red 5 and Red 5 is present at the Hoth system.

A character, starship, vehicle, weapon or device is "aboard" (or "on") a starship or vehicle if it is:

- (1) Present at any site related to that starship or vehicle.
- (2) At the bridge, cockpit or cargo bay of that starship or vehicle.

This means that Luke would not be at Hoth if he was at the Home One: Docking Bay while the Star Cruiser Home One was present at the Hoth system. In this case, Luke is at the Home One Docking Bay, and aboard Home One. Similarly, Tarkin at the Death Star: War Room while the Death Star orbits Alderaan is not "at Alderaan", but the Death Star is. See presence and present.

presence icon

The icon depicting a battle droid is used to indicate a unit (such as a battle droid or droid starfighter) that is optimized for terrain acquisition and control. A card with this icon has presence at its location for all purposes, even though it does not have ability. Thus, a Destroyer Droid may occupy and control a location, Force drain, block an opponent's Force drain, battle, be battled, etc. Additionally, a card with this icon may not be the target of a Restraining Bolt, and may not be 'purchased' by Wioslea.

present, presence and prepositions — more detailed example

This example describes a complex game situation, and is provided primarily for reference. It is not necessary for most players to concern themselves with this level of detail.

Assume that the Death Star is orbiting Yavin 4 and the following starships are at the Death Star system: Millennium Falcon (with Han and C-3PO in the cockpit), Red 6 (with Jek Porkins piloting) and the Executor (with Piett on the bridge); also, Vader and Luke are at the Comm Station site, Tarkin is aboard a Lift Tube at the Comm Station and Leia is at the Main Corridor site). This example results in the following:

Prepositions

The characters are all on (also aboard) their respective starships. The Death Star is at Yavin 4, and the starships are all at the Death Star. Han, C-3PO, Jek and Piett are all at the Death Star.

Han is at same location as C-3PO, Jek and Piett. Vader, Tarkin, the Lift Tube and Luke are at the Comm Station site, at same location and at same site.

Tarkin is on (also aboard) the Lift Tube, and Leia is at the Main Corridor site.

Battle:

A battle is initiated at the Death Star system, which means that Han, C-3PO and Jek (aboard Falcon and Red 6) are in a battle together, against Piett and the Executor.

If a battle is occurring at the Comm Station site, Vader and Tarkin are in a battle together (this may also be expressed as "Tarkin is with Vader in a battle").

Presence

Han, Jek, Piett and the Executor's permanent pilots each create presence at the Death Star system. (The other characters do not.) Vader, Tarkin and Luke each create presence at the Comm Station site. Leia creates presence at the Main Corridor site. C-3PO, the starships and the Lift Tube do not create presence anywhere. None of these cards create presence at Yavin 4.

Present

Han is present with C-3PO and both are present aboard the Falcon. Piett is present aboard the Executor. Vader is present with Luke and both are present at the Comm Station site. The Lift Tube is present at the Comm Station site. Tarkin is present aboard the Lift Tube. Leia is present at the Main Corridor site.

reaches

A target "reaches" an Utinni Effect that is deployed on a location when:

- the target is present at the location; or
- the target is in a pilot, passenger or astromech slot of a starship that is present at that location or
- the target is in a pilot, driver or passenger slot of a vehicle that is present at that location.

For example: Our Most Desperate Hour is deployed on the Alderaan system targeting Leia on Tatooine. Leia moves from Docking Bay 94 to the Home One: Docking Bay (the starship Home One is present at the Alderaan system). Leia has not yet "reached" the Utinni Effect, as she is not in a pilot or passenger slot. To trigger the Utinni Effect, she would need to use her regular move next turn to move from the Docking Bay to the "bridge" of Home One. (see movement - regular - starship and vehicle sites).

react

This is a special form of deployment or movement (granted by cards that say 'react') that may occur during your opponent's turn. A 'react' occurs just after your opponent initiates a battle or Force drain, and allows you to deploy or move one or more cards to the location of the battle or Force drain (at normal use of the Force).

To deploy as a 'react,' a card must comply with all deployment rules.

For rules regarding cards that move as a 'react,' see movement - react. Each card that deploys or moves is a separate 'react,' regardless of which card allowed them to 'react.' Cards such as CZ-3 are not intended to imply that all of the movements or deployments are one big 'react.' Thus, each opponent's Sense card may cancel only one card's deployment or movement. All Force costs required to move or deploy as a react are considered to be part of the initiation of the react action, and thus cannot be recovered even if the 'react' is canceled.

'Reacting' to a Force drain cancels the Force drain if you bring presence to the location.

All cards involved in a 'react' (including cards deployed as a 'react,' or cards that embarked on or disembarked from a card moving as a 'react') are prevented from being involved in another 'react' during the same turn, even if that 'react' is canceled.

Red Squadron

See squadron designations.

related locations

Sites and cloud sectors that are deployed to the same system are

- related to that system;
- related to other sites and cloud sectors deployed to that system; and
- part of that system.

Asteroid sectors that are deployed to the same system are

- related to that system;
- related to each other; but
- not part of that system (e.g., an asteroid sector at the Dagobah system is not a Dagobah location) and not related to normal sites or cloud sectors in that system.

The Big One Cave is related only to the Big One.

A location is not related to itself.

releasing captives

See captives - releasing.

Rebel

A type of Light Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

related locations

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- related to that system;
- related to each other; and
- part of that system.

Asteroid sectors that are deployed to the same system are

- related to that system;
- related to each other; but
- not part of that system (e.g., an asteroid sector at the Dagobah system is not a Dagobah location) and not related to normal sites or cloud sectors in that system.

The Big One Cave is related only to the Big One.

The exception to these rules is that a starship site or a Death Star or Death Star II site is not a related site to the system that the starship (or Death Star) is orbiting, and similarly the system is not a related system to that starship (or Death Star) site.

For a vehicle at a site with its own vehicle site(s), those vehicle site(s) are related to the sites of the planet where that vehicle is located.

A starship, Death Star, Death Star II or vehicle site is related to its other starship, Death Star, Death Star II or vehicle sites.

retrieve

Retrieving a card (or retrieving 1 Force) is defined as taking the top card of your Lost Pile and placing it face down on your Used Pile.
To retrieve multiple cards, simply retrieve multiple times (this is all one action). If game text allows you to retrieve 1 Force for each of a specific card on table (or some similar condition), count up all copies of that card as specified and then retrieve for that total number (as one action).
To randomly retrieve a card, shuffle, cut and replace the Lost Pile and then retrieve normally. To retrieve a specific card, search the Lost Pile; if a copy of the card is there you must place it face down on your Used Pile (do not reshuffle unless instructed to do so).
A retrieved card is always revealed to both players, even when the Lost Pile is face down (see Eyes In The Dark).

return to hand

See leaves table.
Rogue Squadron
See squadron designations.

same system

Unless specifically noted otherwise, "same system" refers directly to the system location and does not extend to the related sites or sectors of that system.

scomp link icon

Represents a computer connection on a site or starship; referenced by various Interrupts and other cards.
A scomp link on an enclosed vehicle or starship is present only to characters aboard that vehicle or starship (although it is still a scomp link at that location). Similarly, a scomp link on a location card is not present to a character aboard an enclosed vehicle or starship at that location.
While canceled, a scomp link cannot be the subject of any other action or condition.

scout

Scout is a characteristic applicable to characters only (see section 4 - List Of Characteristics). Unlike a spy, a scout has no "inherent" abilities, but is simply used as a keyword reference by other cards and game text. The only rules pertaining specifically to scouts are those for searching for a missing character (see search party).

sectors

Vertically oriented location where starfighters and other cards can deploy, battle and move. There are planet and space sectors.
All sectors share the following features:
• Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyperspeed movement.
• Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
Cards which affect a starship at a system may not necessarily affect a starship at a sector. Refer to the latest game text of the card in question and check if it mentions sectors.
Asteroid sectors and cloud sectors (except Bespin: Cloud City) deploy next to any planet system or another sector of the same type, as shown below.
Sectors may be inserted in any order, as long as you maintain the following pattern:
[Sites] [Cloud Sectors] [System] [Asteroid Field (Sectors)] [Big One]
Sectors which deploy only to one particular system (e.g., Bespin: Cloud City) may deploy even if that system location is not on table. However, sectors which deploy to any planet system (e.g., Clouds, Asteroid Field, Big One) may deploy only where a system location is already on table.
At sector locations, you may make any applicable 'reacts' and any applicable unlimited moves. In addition, certain regular moves are allowed at sectors, depending on the kind of sector (see asteroid sectors and cloud sectors).
Currently, the only sector with a related site is the Big One.

selective creatures

See creatures – selective.

senate majority

A player has a "senate majority" when his or her total politics at the Galactic Senate is greater than the opponent's total politics there. If neither player has politics greater than zero at the Galactic Senate, then neither side maintains a senate majority.

senate majority

If one player's total politics at the Galactic Senate is greater than their opponent's total politics there, that player has a senate majority. All that player's characters at the Galactic Senate are then "in a senate majority".

ship-docking capability

Feature of some starships that allows two starships to dock in order to move pilots, passengers and cargo between them, capacity permitting. See movement – unlimited – moving between docked starships.

shuttle vehicle

A kind of vehicle which is specialized for short hops from a planet site to an orbiting capital starship. A shuttle vehicle must have a pilot aboard to use most of its game functions (see pilot), however, it may be shuttled or moved between docked starships without a pilot aboard.
Shuttle vehicles may deploy and operate at cloud sectors.
A piloted shuttle vehicle may use its regular move to either make any normal vehicle move (including being shuttled) or to shuttle characters to or from any starship. See movement – regular – shuttling.

shuttling

See movement - regular - shuttling.

spaceport sites

Some generic sites include the word 'spaceport' in their title (e.g., SPACEPORT DOCKING BAY). Whenever you deploy a generic spaceport site to a planet, you must place it adjacent to another of that planet's spaceport sites (if any). Spaceport sites on the same planet may not be separated by any other non—Spaceport sites.

squadron class starships See Section 3.

See starship - squadron class.

squadron class starships - deployment and**replacement** See Section 3.

See starship - squadron class - deployment, starship - squadron class - replacement.

squadron designations

Squadron designations (for example, Red, Rogue or Black) are contained in title, lore or game text. Game text conditions based upon a squadron designation require a particular squadron designation as well as some secondary requirement (such as being a pilot, gunner or TIE). For example, Black 4 is a Black Squadron TIE and Red Leader is a Red Squadron pilot (both due to title). Commander Luke Skywalker is a Rogue Squadron pilot due to his game text.

In addition, a character piloting a starship that belongs to a squadron is a pilot for that squadron (a permanent pilot never counts as a squadron designation pilot). For example, Officer Evax is a Black Squadron pilot while piloting Black 2. A similar definition exists for a gunner and a starship that belongs to a squadron.

squadrons See Section 3.

See starship - squadron class.

starship – movement

See movement.

starship sites

Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move.
For convenience, each group of starship sites is placed on table separately from other sites. However, the group is related to one particular starship (which must be specified at the time of deployment).
Sites which are related to a unique starship (e.g., Executor sites) may deploy even if that starship is not on table (just as Death Star sites may deploy when a Death Star is not on table). These sites inherit the characteristics of the actual starship card if (and only if) the starship is also on table. For example, Home One: Docking Bay is only established as a Star Cruiser site (for game text such as General Walex Blissex) if the starship card Home One is also on table.
However, sites which work with any starship of a given kind (e.g., Star Destroyer: Launch Bay) may deploy only to a starship card already on table. Characters at a starship site are "aboard the starship" but not 'present' at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they do not participate in starship battles.
A starship site is related to other starship sites on that same starship. A starship site is not related to the system that starship is orbiting. See related locations.
The player controlling the starship may move his cards from a starship site to the related starship card (capacity permitting), or vice versa. See movement - regular - starship and vehicle sites.
If a starship is lost, all related sites (and all cards located at those sites) are also lost.

starship weapons

See weapon - firing starship weapons.

start of turn

Once both players have no end of turn actions to play or resolve, that turn ends.
Any mandatory start of turn actions are now initiated, and they resolve normally as automatic actions. Any optional start of turn actions may now be initiated (the player who's turn it is gets the first chance to initiate an optional 'start of turn' action, and players then take turns). Only start of turn actions (or valid responses) may be played at this time - no other actions are legal.
Once all start of turn actions are resolved and both players have passed on their right to initiate any other start of turn actions, the player who's turn it is now begins their activate phase.

starting interrupts See Section 3.

See Interrupt - Starting.

starting locations

A player may choose to use a starting location from their deck (but if they have an Objective card in their deck, they must start with that). See starting the game.
Locations that cannot be used as a starting location includes any location that could not be deployed to an "empty table". That is, any location that requires another card or location to be on table before it can be deployed. Thus Asteroid Fields, Clouds, Death Star: Trench, Star Destroyer: Launch Bay and generic sites (see generic sites) cannot be chosen as a player's starting location.
If a player selects an illegal starting location at the beginning of the game, that player begins the game without a starting location.
If both players are using a starting location, then it is possible that both may choose the same unique location. If this happens, they set them aside temporarily and choose again following the same procedure. If one player (or both) has no other location to choose from, that player(s) must start the game without an initial location. Once two acceptable starting locations have been selected, any locations set aside are added back into the decks.

starting the game

Starting the game consists of three steps:

Step 1 - STARTING LOCATION OR OBJECTIVE

Each player chooses one starting location or one Objective card from their deck; both players simultaneously reveal their choices. A player who has an Objective in their deck must start with it.

If you reveal an Objective card and your opponent reveals a starting location, your opponent's starting location is deployed first. You then deploy your Objective card and other cards it requires or allows (for free).
If both players reveal an Objective card, the player who will go first in the game (usually the Dark Side player) deploys card(s) first (for free), followed by the second player.

In either of the above cases, the second player could possibly convert (cover up) locations deployed by the first player (see converting locations).

See starting location for rules regarding legal starting location choices and resolving duplicate choices.

Step 2 - STARTING INTERRUPT

Each player may choose a starting interrupt from their deck (this is optional); both players simultaneously reveal their choices.

The player who goes first in the game resolves their starting interrupt first (if any), followed by the second player if required.

Step 3 - SHUFFLE AND DRAW STARTING HAND

Remaining cards must be shuffled, and your opponent may briefly shuffle or cut as required. The remaining cards are placed face down in front of each player to form that player's Reserve Deck. Each player then draws 8 cards which is their starting hand.

By default, the Dark Side player takes the first turn of the game.

stealing

A card is stolen when one player is able to take the card from the other player and use it as his own. The opponent may not take ownership of one of your cards unless a card or rule allows it to be stolen (or 'won' in the case of sabacc). For example, an empty landed starfighter cannot be stolen simply by having an opponent's pilot walk up to it.

Stolen cards that are placed in the new owner's Life Force can be activated, used, lost, deployed, etc. as if it was that player's card. Whenever one of your opponent's cards comes to the top of your Reserve Deck, you must reveal it so that both players can see whether it is an 'insert' card. If it is not, then return it to the top of your Reserve Deck.

At the end of the game, stolen cards count towards their owner's Life Force total. This is different from a card your opponent inserts in your Reserve Deck, which is not considered stolen (and is still your opponent's card). See insert cards.

Stolen cards are returned to their rightful owners at the end of the game.

stealing vehicles and starships

Even when a card allows stealing, an opponent's starship or vehicle may not be stolen if the opponent has characters aboard (but a permanent pilot or astromech is not sufficient to prevent theft).

When you steal a vehicle or starship, any cargo aboard it is stolen as well (as long as there are no characters aboard that cargo). If the vehicle or starship has a 'generic' permanent pilot, it is conceptually replaced by a permanent pilot of the opposite side of the Force. However, if it has a unique permanent pilot (or a unique permanent astromech), that permanent pilot (or astromech) is lost instead. A single capacity slot ("May add 1 pilot" or "May add 1 astromech") is created for each unique permanent pilot or astromech lost. If returned to the original owner, it is restored to its original game text unless that unique persona is in play, in which case that starship capacity slot will remain empty.

stealing weapons and devices

A character who has the capability to steal a weapon or device may do so only if that weapon or device says it can be deployed on (or moved by) characters. For example, a character may steal a lightsaber or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydroponics Station or the Planet Defender Ion Cannon. The thief does not have to actually be able to use the weapon or device, just carry it. Cards with deployment restrictions (e.g., Obi-Wan's Lightsaber) may be stolen and carried by any character who is able to steal and carry them, but may be transferred to and used by only those characters who meet the deployment restrictions. See weapons - transferring.

taking cards from a deck or pile

Many cards allow you to directly access your deck or pile, usually to take a card into hand, or to deploy a card from that pile directly. Whenever a card or rule allows you to take a card from a deck or pile, and there are any criteria for what kind of card you may take, you must reveal that card after it is obtained. In this way, your opponent can check that you took a card matching the criteria specified. However, when allowed to take "any card" you do not have to reveal the card chosen, unless you retrieve that card from your Lost Pile. If the initiating text provides more than one candidate card that may be taken from the same deck or pile, you are permitted to declare the action specifying only the card you are using to search. You may then look through that deck or pile before choosing which of the cards you wish to take. Once the search has been initiated, a player must take a card if possible. If your search fails to find any card matching the criteria given, your opponent is permitted to verify that deck or pile in order to prove that no candidate could have been taken. See verification. After searching, you should replace the deck or pile without shuffling, unless otherwise instructed.

title

Game text that searches for a word "in the title" of a card cannot be matched if that word is part of another word. If the action depends upon more than one word in the card title then all the search keywords must also be in the same order and without any other words in between.

transferring

This form of movement is renamed as "moving between docked starships." See movement – unlimited – moving between docked starships.

transferring captives

See captives – prisoner transfers.

transport vehicle

See vehicle - transport vehicle

undercover spy rules

Certain cards can make your character into an "undercover spy", such as the Effect card Undercover or the Immediate Effect A Gift. To indicate that your spy is Undercover, place it on your opponent's side of the table at the same site. Even if the spy was enclosed, relocate such that it is present at the opponent's side of the site.

While undercover, your undercover spy :

- has no presence (thus even though present, they do not occupy a location)
 - does not participate in battles (but may still attack and be attacked by creatures).
 - cannot be targeted by an opponent's weapons during battle. Note though an undercover spy may be affected by text that specifies "all cards" or "all characters" because these cards do not "choose" the spy as a target. For example, a spy may be lost to a Thermal Detonator or Concussion Grenade that explodes during a battle. See all cards.
 - cannot move onto a vehicle or starship card (this does not restrict Undercover spies from moving to a vehicle site or starship site).
 - cannot initiate an action that may directly result in capture. For example, your undercover Imperial will not capture Luke, even when There Is Good In Him is on table.
 - cannot escort captives (a spy who is escorting a captive cannot be sent undercover).
 - move differently to normal characters (see below).
- Your undercover spy (even if an undercover spy droid) has the following special capabilities:
- prevents your opponent from Force draining where present.
 - allows you to deploy to the undercover spies location without presence or Force icons.

Your Undercover spy may use any movement rules (except moving aboard vehicles or starships) available to your characters such as using landspeed and performing Docking Bay Transit, but may only perform these rule-based moves during your opponent's move phase.

If you are moving your undercover spy using your interrupt (such as Elis Helrot or Path Of Least Resistance) or your other game text (such as Cloud City: Upper Plaza Corridor), then this movement occurs as specified on the appropriate card.

Despite being on the opponent's side of a location and moving during your opponent's move phase, your Undercover spy is still your character. Thus, for example, when using docking bay transit or the special movement feature of a hallway or corridor, your undercover spy uses the text on your side of the card. This also means that your opponent's Undercover spy cannot "tag along" when you plays Elis Helrot or Nabrun Leids, who relocates only "your" cards.

During your deploy phase, your Undercover spy may voluntarily "break cover" if at a site. If your spy's "cover is broken," (either voluntarily, or by a card of your opponent's) it loses all Undercover-related cards and returns to your side of the table.

If your Undercover spy ceases to be a spy (for example, loses the Plastoid Armor), then all undercover-related cards are lost.

Undercover spies (including U-3PO, TK-422 or Boushh) with canceled game text are still considered to be Undercover and a spy.

Undercover spies do not affect conditions during battle such as being alone (for either side), although it does affect such conditions outside of battle.

unique and restricted cards

If a card is unique (*) or restricted (e.g., **), the number of dots restricts the number of copies allowed on table at any given time as well as the number of copies that may be played or deployed each turn (even if one is canceled). Thus, for example, if you deploy •Darth Vader and the opponent plays It Can Wait to send him back to your hand, you may not deploy another copy of •Darth Vader this turn (although you may deploy another card representing the Vader persona if it has a different card title).

Some unique (*) cards are available to both sides of the Force (e.g., •Ice Storm). Only one copy of any unique card may be on table at a time, regardless of which side of the Force it is on. For Interrupts, only one copy may be played in a turn.

Some cards have one or more diamond () symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on table at any given system. (There is no limitation on the number of systems where such a card may be used.) For example, the

Asteroid Field card has three diamonds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system.

A starship with uniqueness may not be deployed to a location where another copy of that starship already exists. Similarly, a starship may not move to the same location as another copy of that starship.

If a condition that allows a unique or restricted card to legally be on table in excess of its normal on table limit is later removed, then all extra copies of that card are placed in the owner's Used Pile (owner's choice as to which copies are removed).

For example, the character card Kalit allows multiple copies of Jawa Siesta to be on table at once. If Kalit is lost (or has his game text canceled, or is missing, etc.), with three Jawa Siestas on table, they are returned to being unique (as Kalit's game text is continuous only while he is on table). The owner of the Jawa Siestas then decides which two copies of Jawa Siesta to place in the owner's Used Pile.

It should be noted that this rule does not affect the jurisdiction of Tournament Directors in the handling of illegal misplays. See cancel — duration, personas.

unpiloted *Clarification.*

An unpiloted vehicle is clarified to mean any combat or shuttle vehicle without an acting pilot, or any transport vehicle without a driver. Lift Tubes and creature vehicles are never considered to be unpiloted.

verification

If you permitted to search your deck or pile (see taking cards from a deck or pile) and do not find a card that you can take or deploy, your opponent may look through the same deck or pile (before the reshuffle, if any) to verify that any applicable card(s) you searched for were not there. In addition, when the card or card type you searched for was not found and your opponent has verified this, you may not use that searching card (or any card of the same name) to search or look through the same deck or pile again this turn.

with

Unless specifically noted otherwise, any battle destiny modifier (or battle destiny canceler) that is dependent on two or more characters being "with" each other cannot be initiated unless all of those characters are participating in the battle.

zero

See even number.

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Section 3. Rulings By Card Type

Admiral's Order

A new card type introduced in the Death Star II expansion. Your Admiral's Order cards deploy on table for free, but only during your deploy phase and only if you occupy a battleground system. There can be only one Admiral's Order on table at any time; when a new one is deployed, the previous one (no matter which player it belongs to) is placed in its owner's Used Pile. Note that you may not deploy an Admiral's Order if a unique (*) one of the same name is already on table. Many functions listed in the game text of Admiral's Order cards apply to both players, instead of just to you or your opponent; if a particular sentence does not specifically apply to one player, then it applies to both.

character - alien

A type of Light Side or Dark Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

character - Dark Jedi

A Dark Jedi is the subtype used to represent Dark Side characters of ability 6 or greater. This collective term thus includes all cards of type "Dark Jedi" as well as all "Dark Jedi Masters". It should be noted that a Dark Jedi is not a "Jedi", and cannot be targeted by text that targets only Jedi. (such as a revolved Tatooino: City Outskirts). If your Dark Jedi is crossed to the Dark Side (such as with Anakin Skywalker), it will then be a Jedi.

character - Dark Jedi Master

A type of Dark Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

Dark Jedi Master represents a level of Force sensitivity that indicates mastery of Dark Jedi ability (represented in the game by an ability level of 7). The distinctive round Dark Force icon indicates that a Dark Jedi Master can channel the flow of the Force, and is a valuable ally for the Dark Side. Such an icon means that when you activate Force during the Activation Phase, each Dark Jedi Master you have in play adds 1 to the Force you normally generate for yourself (that is, modifies the 1 'extra' Force you get above and beyond all location based Force icons). This icon is not connected to any location in any way, and as such is not affected by a Sleen's ability to cancel Force icons, cannot be 'equalled' by B'omarr Monks, and does not affect a locations "battleground" status.

character - deployment

During your deploy phase, you may deploy a Character card from your hand to a location if there are Force icons on your side of that location, or if you already have presence at that location.

A character can deploy to a site, or aboard a vehicle or starship (with sufficient capacity) at a site following these rules. A character may only deploy to a system or cloud or asteroid sector if it deploys aboard a starship or vehicle at that location (see starship - deploying on or aboard).

Some card texts or characteristics (example, a spy) allow you to deploy characters to a place where you do not have presence and do not have Force icons on your side of the location. Many cards permit you to deploy from somewhere other than your hand, such as your Reserve Deck. These are exceptions to the general rules.

character - droid

Type of character card indicated by the droid icon (see Glossary inside cover). Droids have no ability, thus they do not create presence. When a comparison or action requires a numerical value for a droid's ability, it is considered to be an unmodifiable zero. Droids without armor or maneuver have a defense value of zero.

See highest-ability character, defense value, Ability, Ability, Ability.

character - dual character type icons

Some characters have more than one character type icon. For example, Chewbacca from the A New Hope expansion set is both an alien and a Rebel. Also, Mara Jade, The Emperor's Hand from the Enhanced Jabba's Palace product is both an alien and an Imperial. When any action checks for the specific character type of such cards, simply check the necessary card for the required character icon only.

For example, the Dark Side Effect Scum And Villainy says "While all your ability on table is provided by aliens." If Mara Jade is on table she is a card with ability. The check then simply becomes "is Mara an alien?" She is, so Scum and Villainy can work normally while Mara is on the table.

None Shall Pass, on the other hand, says "and you have no Imperials at a Jabba's Palace site." With Mara Jade at a Jabba's Palace site in this case, the check would be "is Mara Jade an Imperial?" She is, so None Shall Pass cannot be played.

Note that a dual-icon character does not count as two characters. Thus, for example, the Dark Side player cannot play Main Course (which says "if opponent's alien and Rebel are in battle together") against a lone Chewbacca.

character - Imperial

A type of Dark Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

character - Jedi

A Jedi is the subtype used to represent Light Side characters of ability 6 or greater. This collective term thus includes all cards of type "Jedi Knight" as well as all "Jedi Masters".

If your Jedi is crossed to the Dark Side (such as with Join Me!), it will then be a Dark Jedi.

character - Jedi Knight

Level of Force sensitivity that indicates advanced Force capability (represented in the game by an ability level of 6).

It should be noted that a Jedi Knight is not a "Dark Jedi", and cannot be targeted by text that targets only Dark Jedi. If your Jedi Knight is crossed to the Dark Side (such as with Epic Duel, or Join Me!), it is now a Dark Jedi.

character - Jedi Master

A type of Light Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons. Jedi Master represents a level of Force sensitivity that indicates mastery of Jedi ability (represented in the game by an ability level of 7). The distinctive round Light Force icon indicates that a Jedi Master can channel the flow of the Force, and is a valuable ally for your side. Such an icon means that when you activate Force during the Activation Phase, each Jedi Master you have in play adds 1 to the Force you normally generate for yourself (that is, modifies the 1 'extra' Force you get above and beyond all location based Force icons). This icon is not connected to any location in any way, and as such is not affected by a Sleen's ability to cancel Force icons, cannot be 'equalled' by B'omarr Monks, and does not affect a locations "battleground" status.

character - Rebel

A type of Light Side character, as indicated by the icon in the top left hand corner of the character card. Refer to your Glossary or Rulebook inside cover for a list of icons.

combo card

Introduced in the Reflections II product, a "combo card" is one that combines the functions of two cards of the same card type (such as two Interrupts, two Effects, or two Characters). Combo cards are great for any deck, adding gameplay flexibility and greater card efficiency.

Combo card is not the card type, as these cards still have a card type icon in their upper left hand corner (such as Effect or Rebel). Combo card describes a category of cards, and is identified by the ampersand ("&") in its card title that separates the two individual card titles (an exception is that Slayn & Korpil Facilities is not a combo card). Each separate card title also includes its own uniqueness icon (if applicable). All such cards must be played under the following combo card rules:

You do not need to own or remember any of the game text of the previous "single card" versions of a combo card. Just play the combo card exactly as it reads (which may be different from the way the individual card plays).

The following rules apply to combo cards:

- A combo card counts as both cards in its title for all purposes, including uniqueness.
 - When any portion of a combo card is targeted or referenced by another card, game text, or a rule, it targets or references the entire combo card.
- Some combo cards combine well-known pairs of characters into a one-card team. Each of these combo card characters follows all the combo card rules, and is treated as one card, one character, one Rebel, one droid, or one alien — it costs 1 Force to use its landspeed, it takes up one capacity 'slot' on a starship or vehicle, and so on. These cards may not be included in any persona replacement.

creature

Type of card as indicated by the icon in the upper-left corner of the card (see inside cover of rulebook or Glossary a list of icons). Creatures represent the real-life threats that wild alien environments can pose to an unwary traveler.

creature - attaching

When some creatures (e.g., vine snakes and myrnocks) attack, they attack by attaching themselves to a host. When attached, a creature does not attack anything or move on its own, but instead is "carried" automatically with the host. Even when attached, attaching creatures may still be attacked normally by other creatures, vehicles and characters present (including the host) as well as be targeted by weapons. If a host is 'eaten' (by any creature), all attached creatures detach. If a host is lost by other means, attached creatures are lost with the host.

creature — attacking non-droid characters and**creature vehicles**

During every battle phase (of both players), each creature present with one or more non-droid characters and/or creature vehicles must initiate one attack (this attack is free). If there are targets for the creature to attack on both sides of the Force, the creature's owner decides which side will be attacked. If there is more than one potential target on that side, choose one randomly. Compare the creature's ferocity to the target's power (plus one destiny if the target has 4 or more ability). If ferocity > power, the target is defeated.

Normally, this means the target is 'eaten' (lost), although certain cards specify other results of being defeated (see also creature - attaching). Note that if the creature's ferocity is lower than the targets, this simply means that the target is not eaten - this does not defeat the creature. You must initiate an attack against the creature to defeat it.

creature — attacking other creatures

If at any time two creatures are present together, they immediately attack each other (unless they are the same kind of selective creature); this is an automatic action. Compare their ferocity numbers. The creature with the lower ferocity is 'eaten' (lost). If there is a tie, both creatures are lost.

If there are more than two creatures present, choose two randomly to attack each other (choose again if they are selective creatures of the same species). Continue the process of creatures attacking each other until there are fewer than two present (or until they are all the same kind of selective creature).

creature — attacks

Creatures do not participate in battles (and thus weapons cannot normally target a creature during a battle); instead, they participate in attacks. Cards that specifically affect battles do not affect attacks, and vice versa. Attacks do not create battle damage, attrition or forfeiting, and thus no Force is lost by either player.

Creatures attack only when they are present with another creature, a creature vehicle or a non-droid character (even if missing or a non-frozen captive). However, characters aboard any non-creature vehicles (even open vehicles) are protected from creature attacks.

Ferocity — Creatures have a ferocity number which they use both offensively and defensively. If a creature has a variable ferocity, such as "3 + destiny," draw such destiny each time the creature participates in an attack, or when its ferocity is required by a card (e.g., Yaggle Gakkle).

There are three kinds of attacks: creatures attacking other creatures; creatures attacking non-droid characters and creature vehicles; and creatures being attacked.

creature — creatures being attacked

During each of your battle phases, your characters, vehicles and starships present with one or more creatures may initiate one attack against one of those creatures (your choice). All of your cards that could participate in a battle at that location participate in the attack. (Your characters, vehicles and starships may initiate one battle per location and/or one attack per location.)

Use 1 Force to initiate an attack against a creature. You may fire applicable weapons at that creature. (Weapons that target characters can also target creatures, as indicated by the revised weapon game text presented in this Glossary.) Each creature has its own defense value, such as "SLITHER 5" or "VICIOUS HOWL 3." If the creature is 'hit,' it is lost and the attack is over.

If the creature is not 'hit' by a weapon, calculate your total power in the same manner as for a battle, including one destiny draw if you have 4 or more ability participating in the attack. If total power > ferocity + defense value, the creature is lost.

creature - deployment

Creatures deploy only within their 'habitat' (as defined on each creature's card). Neither presence nor Force icons are required for deployment.

creature - movement

Creatures move only within their 'habitat' (as defined on each creature's card). Creatures have a landspeed of 1, and may move once during each of their owner's move phases (for free).

creature - selective

Many of the smaller, less ferocious creatures in the Star Wars universe are selective in their eating habits and thus do not attack their own kind. Selective creatures attack characters, creature vehicles or other species of creatures (those with a card title different from their own and not of the same species). However, selective creatures of the same species simply ignore each other for purposes of attack.

Effect

Type of card, as indicated by the icon in the upper left corner (see inside cover of Glossary or rulebook for a list of icons) that generally have a lasting impact on certain cards or aspects of the game

There are five different kinds, or subtypes, of Effects: Effects, Immediate Effects, Mobile Effects, Ulinni Effects, and Political Effects.

A card that targets 'Effects' (or an Effect) targets only the first subtype of Effect (it is not targeting the card type Effect), not the other three, unless it specifically mentions one or more of the others. Game text that targets or cancels an "Effect of any kind." can target any subtype of Effect.

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Effect - Immediate Effects

Immediate Effects are identified by their Effect icon in the upper-left corner of their card, and the keywords "Immediate Effect" in their description box (just below the picture).

Immediate Effects are usually deployed in response to another action, which could mean any phase. Where they deploy is specified within their game text.

Effect - Mobile Effects

Immediate Effects are identified by their Effect icon in the upper-left corner of their card, and the keywords "Mobile Effect" in their description box (just below the picture).

Mobile Effects are deployed during your deploy phase like normal Effect cards, but have a built-in movement function. Where they deploy and how they move is specified within their game text.

Effect - normal Effects

"Normal" Effects are identified by their Effect icon in the upper-left corner of their card, and the single keyword "Effect" in their description box (just below the picture).

These Effects are deployed during your deploy phase. Where they deploy is specified within their game text.

Effect - Political Effects

A Political Effect is deployed just like a normal Effect, and can be canceled by game text that cancels Political Effects (see the Coruscant card "Alter"). Cards placed on a Political Effect (as described in their game text) are not on table.

Effect - Utinni Effects

Immediate Effects are identified by their Effect icon in the upper-left corner of their card, and the keywords "Utinni Effect" in their description box (just below the picture).

Utinni Effects are deployed during your deploy phase like normal Effect cards, but deploy upon a location and usually require you to choose a specific on table card that the Utinni Effect is targeting. They have text that generally compels a targeted character, vehicle or starship to move to a specific location (usually the one where the Utinni Effect is deployed) in order to cancel a negative condition or initiate a positive one. Where they deploy and how they act is specified within their game text.
If the target of an Utinni Effect is lost, the Utinni Effect is also lost.

Epic Events

A card type which represents a major story line occurrence (the destruction of a Rebel Base, the turning of Luke Skywalker etc.). Epic Events are identified by the icon in the upper left hand corner (see inside cover of Glossary or rulebook for a list of icons) and that they have text on only one side of the card. These cards play and deploy in different ways, as described in their game text: Attack Run and Epic Duel deploy on table (like Effects) and thus may be utilized more than once, whereas Commence Primary Ignition and Target. The Main Generators play (like Interrupts) and are placed in the Used Pile or Lost Pile after use, according to their result.

Interrupt

Type of card, as indicated by the icon in the upper left hand corner (see inside cover of Glossary or rulebook for a list of icons), played during any player's turn that generally has a temporary impact on the game and is then discarded.

An Interrupt may play at any time between other actions, or as a response to an action that the Interrupt specifically cancels or modifies. The exact conditions required are listed in the interrupt's game text. If no condition is stated, then then interrupt is a legal card play whenever a "top level" action is possible for that player (i.e. no other actions are resolving). To play one, say, "Interrupt!" and bring out the card.

Interrupt cards play, have their result and then go to the Used Pile or the Lost Pile; they are not considered to be "on table" while they are executing. Interrupts play, they do not deploy.

The following subtypes or Interrupts exist, and may even exist on the same interrupt card (this will be noted in their game text and their description box): Used, Lost and Starting. If an interrupt has multiple functions, the owner playing it chooses which function is being used at the time the interrupt is played.

Interrupt - Lost

This type of interrupt is indicated by the Interrupt icon in the upper left corner of the card, and the word "Lost" in its description box (just below its picture). Lost interrupts (or interrupts with a Lost function) are played under standard interrupt rules. Once resolved they are placed in their owner's Lost Pile.

Interrupt - Starting

This type of interrupt is indicated by the Interrupt icon in the upper left corner of the card, and the word "Starting" in its description box (just below its picture).

Starting interrupts (or interrupts with a Starting function) are played after both players' starting locations (or objective and objective starting cards) have been deployed, and before Reserve Decks have been shuffled to draw opening hands, each player may play one starting Interrupt. See starting the game.

Both players reveal their starting interrupt simultaneously. If both players choose to use a starting interrupt, the player who goes first in the game must resolve his starting interrupt first, then the opponent must resolve her starting interrupt. The player going second thus has an opportunity to view the cards her opponent has chosen before searching for her own.

For purposes of resolving starting interrupts at the start of the game, the Reserve Deck is considered to be all cards in your deck, excluding your chosen starting interrupt, and any cards already deployed or played.

Where the Starting interrupt is placed after it resolves is stated on the actual interrupt card.

Interrupt - Used

This type of interrupt is indicated by the Interrupt icon in the upper left corner of the card, and the word "Used" in its description box (just below its picture).

Used interrupts (or interrupts with a Used function) are played under standard interrupt rules. Once resolved they are placed in their owner's Used Pile, and in this way the chance often arises to play them more than once. It should be noted that if canceled, a Used interrupt is still placed in its owner's Lost Pile, not the Used pile.

Objective

A type of card identified by the icon in the upper left hand corner, and game text on both sides of the card. Objective cards represent game long goals or tasks to complete and often influence the architecture of the entire deck that is built around them.

A player may only include one Objective card in a deck, and if you choose to include one, you must deploy it instead of a starting location. An Objective card always deploys with its front side (as indicated by the destiny value of zero) face up (and thus "on table"). See starting the game.

Your opponent may, at any time, examine both sides of your Objective card. Italicized text on the front side of an Objective (beginning with the term "Deploy") specifies actions and deployment taken at the start of the game. All such actions or deployment are free. Whenever you are prevented from (or fail to) deploy or execute any mandatory actions stated in this section, then that Objective is placed out of play leaving you with no starting location and no Objective.

The bold-faced terms "For", "While" and "Flip" on Objective cards contain game actions that apply to that entire clause, until the next bold-faced term. Thus a "For remainder of game" section condition will apply to all game text (including more than one sentence) until the "While this side up" or "Flip" keyword is found.

When an Objective card flips is stated in that section of its game text. Unless stated as an optional action ("flips anytime after..."), Objective flip actions are automatic and mandatory actions. The face up side of an Objective is the only side that is currently ontable (and thus currently "active"). Many objective cards can also flip back to their destiny 0 side, while some cannot be flipped back. This is shown within the actual game text on each side of the Objective.

podracer

The Tatooine expansion includes a new card type, the Podracer, indicated by an icon depicting an engine of a podracer. They represent one of the renowned machines that Podracer pilots use to compete in the dangerous high-speed sport of Podracing.

The mechanics for a Podrace are contained on the Epic Event card Boonta Eve Podrace. Although you can participate in a race without a Podracer card (the Epic Event permits you to place race destiny on the Podrace Arena), you'll find your chances of winning are greatly enhanced when using cards like Sebulba's Podracer or Anakin's Podracer.

All references to Podracer target a card of type Podracer. This means that cards such as A Step Backwards cannot be played against race destiny that is stacked on the Podrace Arena.

podracer - damage and repair

During a race, your Podracer may become "damaged" by cards such as Hit Racer and Losing Track. To indicate this, rotate the Podracer 180° such that it is upside down with respect to its owner (note that damaging an already damaged Podracer has no effect). While damaged, you may draw race destiny normally, but if you choose to use a race destiny (by placing it on your damaged Podracer) you must first lose 1 Force. This Force loss is considered to be Force loss from your card (where your card is your damaged Podracer), and cannot be reduced by Honor Of The Jedi. If your damaged Podracer is "repaired" (such as by a Pit Droid) return it to its normal orientation.

podracer - deploy

Podracer cards deploy during your Deploy Phase (for free unless specified otherwise) to your side of the race location indicated in their game text. You do not need presence or Force icons to deploy your Podracer. Your podracer is considered to be present, and "at" that location.

podracer - race destiny and race total

The Epic Event indicates when you may draw race destiny. Race destiny draws that you decide to use are stacked face-up on your Podracer (or on the Podrace Arena if you have no Podracer there) in the order they are drawn, and your race total is the sum of all race destiny stacked on a particular Podracer (as well as any modifiers). Either player may look through any race destiny stack at any time (being careful not to change the order of the cards there).

Once used (or "stacked"), a race destiny is no longer considered to be a destiny draw, and as such is unaffected by anything that would cancel, modify or replace a destiny draw.

If you draw a card with multiple possible destiny values (such as R2-D2) you must declare the value you are using for that card if you decide to use that card as part of your race total (stacking it). This value cannot change while this card is stacked on your podracer (or on the Arena).

Race destinies placed on the Podrace Arena or on a Podracer are not considered to be at that location, and are not on table. Thus, for example, they cannot be affected by actions that target "all cards at a location", such as a Thermal Detonator.

podracer - using multiple podracers in a race

You can deploy more than one type of Podracer for a single race (although at this time, Light Side has only Anakin's Podracer available.) As specified on the Epic Event, you are only normally entitled to draw one race destiny per Control Phase, so if you have more than one Podracer at the Arena, you must state which Podracer you are drawing for before you draw the destiny.

starship

Type of card as indicated by the icon in the upper-left corner of the card (see inside cover of rulebook or Glossary a list of icons). Characters use starships to travel and battle throughout the galaxy.

Starships are divided into three distinct subtypes - capital starships, starfighters and squadrons.

starship - capital

Capital starships represent the larger fleet style starships of the Star Wars galaxy, such as Imperial Star Destroyers or Mon Calamari Cruisers. Capital starships are identified by their starship icon in the upper-left corner of their card, and the keyword "Capital" in their description box (just below the picture).

starship - capital - deployment

You may deploy Capital starship from your hand during your deploy phase to any system or any asteroid sector where you have presence or at least one Force icon on your side of that location.

The exception is Capital starships that "deploy like a starfighter". These more maneuverable starships follow all the deployment rules for starfighters instead.

starship - capital - movement

See movement.

starship — deploying on or aboard

You may deploy characters, vehicles and starfighters directly aboard your starships at any location where you have presence or at least one Force icon, and the starship has sufficient capacity.

Weapons, devices, Effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

starship - landed

A starfighter (or squadron, or starship that "moves like a starfighter") that has landed at a site location (or has embarked aboard a capital starship and is being held in its "cargo bay") has:

- no landspeed, hyperspeed, power or maneuver.
- may not utilize starship weapons (unless they indicate they work at a site, such as the Surface Defense Cannon)
- may not utilize any card that would logically require the starfighter to be moving (e.g., Dark Maneuvers, Organized Attack).
- may not move to an adjacent site or use docking bay transit.

The landed starfighter may not utilize any of its game text except game text related to

- deployment (e.g., "Deploy -... to same location as Red Leader"; "Ion Cannon may deploy here");
- capacity (e.g., "May add 2 pilots or passengers, and 1 astromech"); and
- identity of its permanent pilot or permanent astromech.
- ability of the permanent pilot. This ability counts towards occupying or controlling that location but may not be used to apply towards drawing battle destiny.
- taking off or movement.

Pilots and passengers aboard a landed starfighter (whether character cards or permanent pilots or astromechs) still operate normally, except that they are all considered to be passengers only. Thus they may still be forfeited and use game text, but are not considered to be piloting, may not apply ability towards drawing battle destiny and so on. The only "piloting" function a pilot in a landed starfighter may perform is to let the starfighter take off (or disembark from a holding capital starship).

See capacity.

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starship - leaves table

If a starship is lost or otherwise leaves the table, any cards aboard it are lost. See leaves table.

starship - occupants

Characters aboard a starship (but not when at a related vehicle site or starship site) fall into two categories: pilots, and passengers. See astromech, capacity, passenger, pilot.

starship - piloted

Starships may be piloted by specific character cards (a character with pilot ability in a pilot capacity slot) or a permanent pilot (as indicated by a pilot icon on the actual starship card - basically a "built in" pilot). A starship must have a pilot aboard to use its power and maneuver, and to move. It must have both a pilot and a nav computer aboard to use its hyperspeed. A starship must have a pilot aboard to use most of its game functions (see pilot), and it must have both a pilot and a nav computer aboard to use its hyperspeed (see movement). The exception is that a squadron requires three pilots and three nav computers.

starship - squadron class

A squadron is a class of starship card, separate from starfighter and capital starship, that represents more than one starship (usually of the same class) on one card.

Squadron class starships are identified by their starship icon in the upper-left corner of their card, and the keyword "Squadron" in their description box (just below the picture). It should be noted that not all starships with Squadron in their title are squadron class starships! Some titles, such as Gold Squadron 1, simply represents their flight squadron designations, and does not make them a squadron class starship.

A squadron is treated as

- one card
- one starship
- multiples of its starship class(es). For example, a B-Wing Squadron is considered to be 3 B-Wings, while the Death Star Assault Squadron counts as three TIEs (one TIE Advanced x1, 2 TIE/Ins).

A squadron is NOT targeted or treated as a starfighter in any way. Any game action that takes or places a squadron component (X-wings, Y-wings, TIEs etc.) to or from a Deck or pile (retrieve, deploy from Reserve, place in Used Pile etc.) can only work with a squadron if it affects all three of the starfighters depicted on the squadron card. Similarly, an action that moves a component of a squadron (such as You're All Clear Kid, which moves a TIE) can only move the squadron if it can move all of its components. The only exception to this rule is that any game action that causes one of the squadron's components to be lost, captured, or placed out of play affects the entire card.

starship - squadron class - deployment

Squadrons that have a deploy cost, such as The Emperor's Shield or the Death Star Assault Squadron, may deploy to:

- (1) docking bays, (2) your capital starships with sufficient capacity and (3) system and sector locations.

Normal deployment rules, that is you need presence or at least one Force icon on your side of the location, must be observed.

starship - squadron class examples.

The following examples illustrate the squadron class starship rules, often demonstrating the difference between a squadron class starship and a starfighter.

- An A-wing Squadron cannot board a Mon Calamari Cruiser (it has capacity only for starfighters) but a Star Destroyer may carry a TIE Squadron (which takes up the capacity of 3 TIEs).
- Imperial Reinforcements may retrieve a TIE Squadron if the destiny draw is 3 or more (or 2 TIE squadrons if it is a 6 or more), while Seinar Fleet Systems cannot place a just-lost TIE Squadron in the Used Pile (it can only relocate one TIE).
- Don't Get Cocky can destroy an entire TIE squadron.
- Proton Torpedoes and SW-4 Ion Cannon may deploy on an 'Y-wing'; thus a Y-wing squadron may fire up to three of these weapon cards per turn.
- The Death Star Assault Squadron, each turn, may fire one weapon that is applicable to a TIE advanced x1 as well as up to two weapons that are applicable to TIE/Ins.
- Surface Defense Cannon, Landing Claw and Astromech Translator work only on a 'starfighter' and thus are not usable by squadrons.
- Fusion Generator Supply Tanks and Targeting Computer deploy on a 'starship' and thus enhance the squadron by 1 (not by 3).
- Commander Brandei can take only one TIE, not a squadron, from Reserve Deck.
- Attack Run specifies "up to 3 TIEs" and thus allows a single TIE squadron to Enter Trench; however, X-wing and Y-wing squadrons may not make an Attack Run because the Epic Event requires 'starfighters'.

starship - squadron class - movement

See movement.

starship - squadron class - replacement

Some squadrons do not have a deploy cost, but instead replace three starfighters of a certain class (or classes) at the same location.

A squadron cannot replace another squadron.

The three 'replaced' starfighters and all cards deployed on them go to their owner's Used Pile except for characters, weapons and devices, which may transfer to the squadron (for free, capacity permitting). Any cards targeting a replaced starship transfer that targeting to the squadron, unless they are not applicable (for example, they only target starfighters) in which case they are lost.

Replacement is not deployment, and may be performed irrespective of deployment rules or restrictions.

See starships - squadron class.

starship - starfighter

Starfighters represent the smaller snub-class of starships, often manned by only a single pilot, or a small number of crew. Examples include the TIE Fighter and the Alliance's X-wing Fighter. Starfighters are identified by their starship icon in the upper-left corner of their card, and the keyword "Starfighter" in their description box (just below the picture).

starship — starfighter - deployment

Starships deploy only to locations where you have presence or Force icons. Starfighters that have a permanent pilot aboard may deploy to (1) docking bays, (2) your capital starships with sufficient capacity and (3) system and non-Death Star II sector locations.

A starfighter that does not have a permanent pilot aboard may deploy • to any of the three places listed above if it is deployed simultaneously with a pilot character card aboard (which counts as a single action), at normal use of the Force; or • 'empty' to a docking bay or one of your capital starships with starfighter capacity — not to a system location.

starship - starfighter - movement

See movement.

vehicle

Type of card as indicated by the icon in the upper-left corner of the card (see inside cover of rulebook or Glossary a list of icons). Characters use vehicles to move faster across the ground and through the clouds.

Vehicles are divided into the following distinct subtypes - combat vehicles, creature vehicles, shuttle vehicles and transport vehicles.

vehicle - combat vehicle

Combat vehicles represent the class of vehicles which is specialized for battle. Combat vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Combat" in their description box (just below the picture).

A combat vehicle must have a pilot aboard to use most of its game functions (see pilot). However, it may be shuttled or moved between docked starships without a pilot aboard.

vehicle - combat vehicle - deployment

In addition to normal vehicle deployment rules, a combat vehicle of the subtype Cloud Car may also deploy to a cloud sector where you have presence or at least one Force icon on your side of the location.

vehicle - creature vehicles

Creature vehicles represent the class of vehicles which are actually domesticated animals used as transport of people and goods. Creature vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Creature" in their description box (just below the picture).

Creature vehicles have ability, and thus do not require drivers or pilots. For this reason, a creature vehicle is never considered "unpiloted". If a creature vehicle is lost, any characters aboard it may "jump off" — disembark — at the same site and survive.

vehicle - deployment

Vehicles deploy only to locations where you have presence or at least one Force icon on your side of that location.

All vehicles may deploy to a site, or to the cargo bay" of a starship or vehicle if sufficient capacity exists.

vehicle - leaves table

If a vehicle is lost or otherwise leaves the table, any cards aboard it are lost. The rule exception to this is creature vehicles, whereby any passengers may immediately disembark before the creature vehicle is lost. See leaves table.

vehicle - movement

See movement.

vehicle - shuttle vehicle

Shuttle vehicles represent the class of vehicles specialized for short hops from a planet site to an orbiting capital starship. Shuttle vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Shuttle" in their description box (just below the picture).

A shuttle vehicle must have a pilot aboard to use most of its game functions (see pilot), however, it may be shuttled or moved between docked starships without a pilot aboard.

Shuttle vehicles may deploy and operate at cloud sectors.

A piloted shuttle vehicle may use its regular move to either make any normal vehicle move (including being shuttled) or to shuttle characters to or from any starship. See movement – regular – shuttling.

vehicle - shuttle vehicle - deployment

In addition to normal vehicle deployment rules, a shuttle vehicle may also deploy to a cloud sector where you have presence or at least one Force icon on your side of the location. If the shuttle vehicle has no permanent pilot, it may be deployed there simultaneously with a pilot character (as one action, at normal use of Force).

vehicle - transport vehicle

Transport vehicles represent the class of vehicles used for ground transportation, such as the landspeeder. Transport vehicles are identified by their vehicle icon in the upper-left corner of their card, and the keyword "Transport" in their description box (just below the picture).

A transport vehicle (except a Lift Tube) must have a driver to use most of its functions (see driver), but it may be shuttled or moved between docked starships without a driver aboard.

vehicle - transport vehicle - deployment

In addition to normal vehicle deployment rules, a transport vehicle with the title Patrol Craft may also deploy to a cloud sector where you have presence or at least one Force icon on your side of the location. Since the Patrol Craft vehicle has no permanent pilot, it may be deployed there simultaneously with a pilot character (as one action, at normal use of Force). These type of deployment actions are also valid as a 'react' (due to the game text of the Patrol Craft).

weapon

Type of card as indicated by the icon in the upper-left corner of the card (see inside cover of rulebook or Glossary a list of icons). Weapon cards indicate the hardware utilized by characters, starships, vehicles or even a Death Star during battle in order to inflict specific damage against an opponent's forces. You do not need a weapon to initiate a battle, but they provide advantages to your side if you have them!

Weapons are divided into distinct subtypes that describe where the deploy and ion some cases, how they operate. These subtypes are - artillery weapons, automated weapons, character weapons, Death Star weapon, Death Star II weapon, starship weapons, vehicle weapons and squadrons.

weapon - artillery

A kind of weapon which is deployed on a site. Unlike most other weapons, artillery weapons usually have deploy and forfeit boxes. To fire your artillery weapon, you must have your own power source (a power droid or any fusion generator) present. The Hoth: Main Power Generators site also says that it can power Light Side artillery weapons.

An artillery weapon may not be moved unless it so specifies. If an artillery weapon that can be carried is destroyed (such as, by Overload) while being carried, cards carrying that weapon will be lost also.

weapon – automated

Most automated weapons specify when they may be 'fired' (or when they 'explode') within their game text. If an automated weapon does not specify this, then it may be fired during battle like any other weapon. Because they are 'automated,' you do not need a character present to use them. Cards that allow you to fire a weapon outside of the battle phase (for example Sniper, Sorry About The Mess, Blasted Droid or Suppressive Fire) may only be used to 'fire' an automated weapon that contains no other specific timing for its firing action. Thus you may not use Sniper to 'fire' a seeker, a mine or an Explosive Charge, but it may be used to fire a Laser Projector.

weapon – deploying and carrying

Each weapon (and device) specifies who or what it may be deployed on and what the deploy cost is (if any). Although many character weapons specify that they deploy only on warriors, other character weapons deploy on bounty hunters, Jawas, Han etc. and thus do not require a warrior. You may not deploy weapons or devices on your opponent's characters (unless specifically allowed to by the card itself).

You may deploy as many weapons and devices as you like on your character, vehicle or starship — even duplicates, but you are restricted as to how many weapons can be used in battle. See weapon – firing or swinging (using). Some characters, such as Kabe and RA-7, have game text that allows them to carry weapons that they cannot use.

weapon - fire repeatedly

A weapon that says it may "fire repeatedly" (e.g., Antipersonnel Laser Cannon, Boba Fett's Blaster Rifle, Light Repeating Blaster Rifle) must make all of its firings in succession, as one action. In other words, you may not fire that weapon, then fire a different weapon, then come back to the first weapon to make use of its repeat firing capability. You must complete all of the firings you wish to make with that weapon before passing the opportunity to fire a weapon to your opponent. See weapons - firing or swinging (using). Each individual firing is a separate action within the main action of firing repeatedly.

These weapons may fire repeatedly whenever they are permitted to fire, even with cards such as Sniper and Blasted Droid. If a weapon that fires repeatedly has its firing cost modified (for example, a character wearing Mercenary Armor may fire blasters for free), that modifier will only apply to the first shot fired in a repeated firing sequence. All subsequent shots fired are at normal cost.

weapon - firing or swinging (using)

"Firing" is a general term that applies to the act of targeting any weapon, including swinging a lightsaber, ax or Gaffi Stick.

Unless specified otherwise, each character, vehicle or starfighter may use only one weapon and one device per turn. Squadron-class starships may use three different weapons and three devices per turn. Capital starships may use any number of weapons and devices per turn. Any single weapon may only be fired once per battle and once per attack (unless it can fire repeatedly).

A weapon or device being carried by a character, starship or vehicle that cannot normally have that weapon or device deployed on itself is on table only for uniqueness, actions that remove that weapon from the character, and actions that target stolen weapons or devices (if they were, indeed, stolen). For example, Vader carrying a stolen Obi-Wan Kenobi's Lightsaber is considered to be "carrying" a stolen weapon (lightsaber), but is not "armed", "using" or "with" a weapon. Vader may not swing it, may not gain a Force drain bonus from it, does not get a bonus during an Epic Duel, and may not receive a power bonus at the Cloud City: Lower Corridor, but the Light Side may target that saber to steal (for example, Weapon Levitation) it back. Although starship, vehicle and artillery weapons may require a pilot, driver or a character present or 'aboard' in order to be fired, firing such a weapon does not count as "using a weapon" for that character (although it does count as weapon use for the vehicle or starship involved). Thus a Biker Scout piloting a Speeder Bike may fire the Speeder Bike Cannon and his character weapon in the same battle.

A weapon or device providing a continuous modifier (e.g., Tatooine Utility Belt, a lightsaber's "Add to Force drain" text) does not count as "using" that weapon or device against the "may use only one weapon (device) per turn" rule. Thus Qui-Gon may add to a Force drain with Qui-Gon Jinn's Lightsaber, and still fire a blaster during battle. Additionally, applying such modifiers is not counted as firing or swinging that weapon either. Weapons fire occurs as follows:

- (1) Choose your weapon to fire - your weapon and the card it is deployed on must be participating in a battle to begin the firing action. A weapon may only fire once per battle and once per attack, and remember that your character, vehicle and non-capital starships are may only use one weapon per turn. All firing costs are paid.
- (2) Select your target - you may only target an opponent's card that participating in the battle, and that is present with your firing weapon.
- (3) Resolve weapon fire - draw destiny (if applicable) and apply any weapon effects.
- (4) Repeat 1 to 3 if your weapon "may fire repeatedly". See weapons - fire repeatedly.

The exceptions to these rules are:

- * some weapons (such as mines) and some card text (such as Sniper), allow a weapon to fire when not in battle. See weapon - firing outside of the battle phase, and weapon - automated.
- * some weapons (and some cards) allow you to target a card in battle at a different location (not present with the weapon). In this case, both the weapon and target must be present at their respective locations (that is, neither can be enclosed). The firing weapon does not have to be participating in battle, but the target must be. See long-range weapons.

weapon - firing outside of the battle phase

Some interrupts (such as Sniper) or character game text (such as the Weequay Marksman) allow you to fire a weapon outside of the battle phase. When firing a weapon in this way:

- * The normal requirement for the weapon's target to be participating in a battle or attack does not apply.
 - * A weapon that targets characters may target an Undercover spy.
 - * A long-range weapon may use its full range.
 - * A weapon that can fire repeatedly may do so, but if the Interrupt or game text allows the weapon to "fire for free", only the first shot taken with a repeating weapon is free - all other shots are at normal use of Force.
- The phrase "Any 'hit' targets are immediately lost" applies only to weapons which actually 'hit' targets. Other weapons have their normal result.

weapon - firing starship weapons

Your starship may fire its weapons if you have a permanent pilot or any non-droid character aboard.

weapon - firing vehicle weapons

Your vehicle may fire its weapons if you have a permanent pilot or any non-droid character aboard. A warrior-icn droid such as IG-88 or 4-LOM can also fire vehicle weapons.

weapon - hit

Term for a target that has been successfully shot by any weapon that specifies "target hit" in its game text. The target is marked by turning the card sideways until the damage segment of the battle, at which time the target must be forfeited. If the battle ends before the damage segment, then all "hit" cards are immediately lost. Any card "hit" when there is no battle occurring (for example, a weapon is fired using an Interrupt such as Sniper) is immediately lost.

It should be noted that any other weapon effect besides "hit" (for example, captured, forfeit = 0, lost) is applied immediately upon resolution of the weapon destiny draw.

weapon - ion weapons

An ion weapon conceptually disables electronic circuitry and mechanical systems of starships and droids, but does not cause a target to be 'hit'. The results of an ion weapon are immediate. Most ion weapons are ion cannons, which can reduce power, armor, maneuver and/or hyperspeed to zero (see unmodifiable values). This reduction is permanent unless repaired by a card specifically able to do so (e.g., R5-D4, R5-A2, Fire Extinguisher). The phrase "all weapons aboard target are lost" refers only to weapons the targeted starship can use (i.e., starship weapons deployed on the starship, not weapons deployed on other cards inside the starship).

weapon - long-range weapons

Some weapons (e.g., Assault Rifle) specify that they may target cards at locations other than the weapon's location. Your warrior, vehicle etc. carrying such a weapon does not have to be participating in a battle or attack in order to fire that weapon. However, you must be

- targeting something that is participating in a battle; or
- targeting a creature that you are attacking; or
- using a special card text such as Sniper, Blasted Droid or Target The Main Generator.

Long-range weapons may be used more than once per turn, although they are still limited to once per battle (like all other weapons).

weapon - transferring

During your deploy phase, you may transfer a weapon (or device) from one of your characters, vehicles or starships to another such card present by using Force equal to the deploy cost of the weapon (or device). Although this is not considered deployment, you must obey all relevant deployment restrictions.

Section 4. List Of Characteristics

The following listing shows which keyword(s) are characteristics, and what card category they are applicable to. Refer to the CRD entry "characteristics" for further description. Note also, that the "non-" of any characteristic may also be referenced.

admiral	Character
biker scout trooper	Character
Black Sun agent (see objective Agents Of Black Sun)	Character
blaster rifle	Weapon (or permanent weapon)
blaster	Weapon (or permanent weapon)
bomber	Starship
bounty hunter	Character
cannon	Weapon
Cloud City trooper	Character
commander	Character
Coruscant Guard	Character
Death Star trooper	Character
dejarik	Interrupt or Effect
Echo Base trooper	Character
enclosed (all starships are considered to be enclosed)	Starship
enclosed	Vehicle
female (see entry "gender")	Character
gambler	Character
gangster	Character
general	Character
gunner	Character
handmaiden	Character
hologram	Interrupt or Effect
Imperial (starship)	Starship
information broker	Character
ion cannon	Weapon
ISB agent (see objective ISB Operations)	Character
Jedi Council member	Character
laser cannon	Weapon
laser cannon battery	Weapon
leader	Character
lightsaber	Weapon (or permanent weapon)
male (see entry "gender")	Character
miner (gas miner, Tibanna Gas miner)	Character
missile	Weapon
moff	Character
musician	Character
operative (see Glossary definition)	Character
proton torpedoes	Weapon
race (Jawa, Tusken Raider, Wookiee, Corellian, Ewok, Ugnaught, Abyssin, etc.)	Character
Rebel (starship)	Starship
rebel trooper	Character
renegade planet (see Objective Local Uprising / Liberation)	Location
rifle	Weapon (or permanent weapon)
r-unit (see Glossary definition)	Character
sandtrooper	Character
senator	Character
scout	Character
ship-docking capability	Starship
smuggler	Character
snowtrooper	Character
spy	Character
squadron designations (refer to CRD entry)Character, Starship, Vehicle	Character
stormtrooper	Character
subjugated planet (see Objective Local Uprising / Liberation)Location	Location
tax collector	Character
thief	Character
Trade Federation	Character
trooper guard	Character
trooper	Character
turbolaser battery	Weapon

The following card attributes may also be referenced by game text.

- * card back (Light Side, Dark Side)
- * card category (character, weapon, starship, Admiral's Order, location etc.)
- * card type (same as card category, except for characters which are alien, Imperial, Rebel, and droid and locations which are system, sites and sectors)
- * card subtype (Jedi, dark Jedi master, astromech, artillery, TIE, TIE/ln, X-wing, bantha, AT-ST, cloud car, freighter, lambda shuttle, maintenance droid, asteroid sector, etc.)
- * icons (pilot, permanent weapon, force icons, scomp link, exterior, expansion set etc.)
- * unique or restricted (found in card title)
- * statistics (destiny, deploy, power, ability, forfeit, parsec number etc.)
- * card state (missing, undercover, captured, just lost, just forfeited etc.)

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Section 5. List Of Persona Names

Most of the time, a shorthand reference to a particular Star Wars character or item is obvious, usually utilizing only the first name or the last name. For example, any reference to Vader is obviously referring to all cards representing the persona of Darth Vader. Similarly, Vader's Lightsaber and Darth Vader's Lightsaber are the same weapon, and thus only one can be on table at any one time. Piett is the persona name for either Captain Piett or Admiral Piett, and, Boba Fett is represented by Boba Fett, Boba Fett With Blaster Rifle, and Boba Fett in Slave I.

The following list shows the standard names for various "personas" of the Star Wars universe wherever that card may be known by more than one name. Whenever any card or rule text refers to the standard persona name, it is referring to ANY card that represents that persona. For example, a reference to 'Lando' would affect all cards that 'contain' a persona of Lando Calrissian, such as the Dark or Light side character card Lando Calrissian, Lando With Blaster Pistol, Tamtel Skreej, and Lando In Millennium Falcon.

Amidala (also depicted in her handmaiden disguise as Padmé)
 C-3PO (also represented as Threepio, See-Threepio etc.).
 Chewie (the Wookiee, Chewbacca)
 Dofine (the Neimoidian, Daultay Dofine)
 Emperor (all cards representing Emperor Palpatine, as depicted in Episodes IV - VI).
 Falcon (the Millennium Falcon, also Gold Squadron 1 at the Battle Of Endor)
 Gunray (the Neimoidian, Nute Gunray)
 Haako (the Neimoidian, Rune Haako)
 Han (also seen disguised as stormtrooper TK-422)
 How (the Neimoidian, Tey How)
 Lando (also seen disguised in Jabba's court, Tamtel Skreej)
 Leia (also seen disguised in Jabba's court as Boushh, and referred to as Daughter Of Skywalker)
 Luke (also referred to as Son Of Skywalker)
 Maul (Darth Maul)
 Maul's Lightsaber (also depicted as Maul's Double-Bladed Lightsaber)
 Mara Jade (also depicted as Arica)
 Obi-Wan (includes all Ben Kenobi)
 Palpatine (all cards representing the Senator for the Naboo, as depicted in Episode I: The Phantom Menace).
 R2-D2 (also referred to as Artoo, Artoo-Detoo etc.)
 Red 2 (Wedge's starship, also called Red Squadron 1)
 Skywalker (refers to any version of Luke, Leia, Shmi, or a 'crossed' Vader [Anakin]).

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