

RULES FROM DUEL OF THE FATES

Starship Rules

*This section is an addition to the rules for **Starships and Evacuation** from the *Young Jedi rulebook* (Battle of Naboo version, page 22).*

Hyperspace

Your starships now deploy face up to their own pile on the table, called "Hyperspace." Each player has his own Hyperspace pile, which is simply a holding area for your starships. Hyperspace is not related to any planet. Either player may look through any Hyperspace pile at any time. Starships are never deployed face down. You may start your Hyperspace pile on your first turn.

Starship battles happen only when a player decides to attempt an evacuation. When you decide to begin an evacuation, you must use all starships from your Hyperspace pile. As usual, you must have at least one transport to attempt an evacuation. However, now additional starships (including other transports) may fight in the upcoming space battle.

*You may attempt an evacuation only at a planet where you have at least one **Weapon** or **Character** card. All of your cards there must be evacuated at the same time (there are no "partial evacuations").*

Your opponent may then add starships from his hand to his Hyperspace pile, and then must use all of them if he chooses to intercept (including his transports). If your opponent chooses to intercept, a space battle begins at the location of the evacuation.

Starship Battle Plans

Both players pick up their starships and make a battle plan. Battle cards may be inserted from your hand into the battle plan as usual. Some of the new Battle cards in *Duel of the Fates* give a power bonus to your starfighters or transports, or allow them to "fight together." The intercepting player is the attacker, and must declare how many Battle cards he is using first, then the evacuating player (who is the defender).

The starship battle proceeds much like a character battle, with starfighters drawing destiny and adding to their power. Defeated starships are discarded, and the owner must take DAMAGE. However, there is no breakthrough in a starship battle.

All of the starships that survive the battle are placed back into their owner's Hyperspace piles. If one or more of the defender's transports in the battle survived, then the evacuation is successful: the characters and weapons from the evacuated planet are shuffled back into the owner's draw deck. If none of the defender's transports survived, then those characters and weapons are discarded. (Conceptually, they were aboard one of the destroyed transports.)

Effect Card rules

*This section is an addition to the rules for **Effect Cards** from the *Young Jedi rulebook* (Battle Of Naboo version, page 26).*

When either player puts the first location into play on a new planet, each of you may get one Effect from your respective draw decks, show it to your opponent, place it in your hand, and reshuffle your draw deck. The player who put the new location into play gets his Effect and shows it to his opponent first.

This rule applies both at the start of the game (right after both players draw their starting hands) and when either player takes control of a planet. You may look through your starting hand before you decide to get an Effect. If you get an Effect from your draw deck, you'll start the game with seven cards in your hand instead of six.

Rules for Character Cards with Game Text

*This section is an addition to the rules for **Character Cards with Game Text** from the *Young Jedi rulebook* (Battle Of Naboo version, page 28).*

Deploying cards from your draw deck

Some cards have game text like this: "When he deploys, you may deploy one **blaster rifle** here from your draw deck." Here's how that works:

- You may deploy only one copy of the named card each time a card with that game text deploys.
- If you deploy a card from your draw deck, you must still use up some of your counters to pay for it, unless the game text tells you otherwise. (Sometimes the game text will say you can deploy the card "for free" or at a reduced number of counters.)
- When you're done searching through your draw deck for the specified card, you must reshuffle that deck.
- Also, if you didn't deploy that card from your draw deck (because you didn't find one or you couldn't because the cost is greater than the counters you have remaining or you changed your mind), then you must take 1 DAMAGE as a penalty after you reshuffle. (You don't have to show your opponent the cards in your draw deck to verify this.)

Remember, you can't use the game text of a hidden card until that card is turned face up. So if you deploy a card that has this kind of game text as a hidden card, you can't use that game text.

Lightsaber Dueling

Your powerful Jedi and Sith characters can now fight in epic duels just like the lightsaber battles you saw in *Star Wars Episode I: The Phantom Menace!*

You may initiate only one duel during each of your turns. The duel takes place on the current planet during your Battle step, *before* that turn's battle there, if any. (It does not replace the battle.) You may initiate a duel at the current location if you have a dueling character and a lightsaber that character can use there.

A duel is also a fight so you can use game text like, "Adds power bonus if Qui-Gon has fought this turn," or "Adds power bonus when fighting any Jedi."

What is a dueling character?

A *dueling character* is defined as a character who is able to fight with a lightsaber. This includes **Obi-Wan Kenobi**, **Qui-Gon Jinn** and all other **Jedi** characters for the Light Side (but not Anakin... he is not a Jedi yet). Their Dark Side dueling opponents include **Darth Maul**, **Darth Sidious** and **Aurra Sing**.

Who fights in the duel?

When you initiate a duel, choose *one* of your dueling character cards and a lightsaber Weapon card usable by that character. Then choose any one of your opponent's character cards at the same location to defend. That character does not have to be a dueling character (although it could be). If your opponent has a dueling character at the same location, then your opponent may choose that character to defend instead (even if the first selected defender is also a dueling character). The defender may choose *one* Weapon card usable by the defending character (it doesn't have to be a lightsaber). Only one Character card is chosen from each side, even if there is more than one card in play for that character's stack.

Example: I choose Darth Maul (and his lightsaber) to duel your R2-D2. You also have Qui-Gon there, so you choose Qui-Gon to defend instead.

Example: I choose Darth Maul (and his lightsaber) to duel your Obi-Wan Kenobi. You also have Qui-Gon there, so you may choose Qui-Gon to defend instead.

Example: I choose Darth Maul (and his lightsaber) to duel your Anakin Skywalker, Podracer Pilot on Coruscant. You also have Anakin Skywalker, Child of Prophecy (with a power bonus on Coruscant) there, but you may not select your Coruscant version to defend instead.

Example: I choose Darth Maul (and his lightsaber) to duel your Obi-Wan Kenobi, Jedi Padawan on Coruscant. You also have Obi-Wan Kenobi, Jedi Apprentice (with a power bonus on Coruscant) there, so you may choose your Coruscant version to defend instead.

Draw your dueling hand!

Put your hand face down on the table, away from your draw deck. Total up the power of your character, using all available power bonus dots (including bonuses for location and weapon). However, *don't* draw destiny to add power to the weapon like you would in a battle.

When Anakin has to fight in a duel, draw a destiny for his power (don't forget to add in all his power bonus dots) and put that card in your hand before you put your hand down to draw your dueling hand.

Then draw a number of cards equal to that total power number to make your dueling hand. Your opponent does the same. If you can't draw enough cards to make your dueling hand from your draw deck, you'll just have to make do with as many as you have.

The cards you use when dueling are still considered to be part of draw deck. (If you draw the last card from your draw deck to make your dueling hand, you *don't* lose the game due to a deck victory.)

How is the duel fought?

Players take turns making attacks and blocks. If you initiated the duel, you attack first. Play a card from your dueling hand face up on the table. Its destiny number represents your attack. Make a separate dueling pile of the cards you play from your dueling hand.

Your opponent can block that attack by playing any card from his dueling hand (to his dueling pile) that has the same Destiny number as your attack card. If your opponent plays a block, then that card becomes his attack card. You now have to block that attack with a card from your dueling hand.

If he doesn't have a card to block with (or simply chooses not to block), then your attack scores a hit. Place a hit token on his character. You can mark a hit with a coin, bead, die or any other kind of token. After he marks the hit, then he gets to play the next attack.

Players alternate making attacks and blocks until one of the characters is defeated or both players run out of cards in their dueling hands.

How does special dueling game text work?

Some of the Battle cards in *Duel of the Fates* have special dueling game text. If you're building a deck with lots of dueling characters and their lightsabers, you'll want to include some of these special Battle cards.

If your dueling character is using a lightsaber, then when the card that scores a hit has special dueling game text, you do what the card says.

The special text begins with the phrase, "When dueling..." It lets you add cards to your dueling hand, or do some extra hits, or have some other benefit.

How does a character get defeated in a duel?

If the number of hits a Character card has taken equals or exceeds the *printed* DAMAGE number on that character's card, then that character is defeated. Discard the Character card and the Weapon card the character was using (if any). Also, the Character card's owner must take damage. But don't take that damage just yet!

When a character with a printed DAMAGE of 0 has to fight in a duel, simply discard that character. (Sorry, Artoo.) Don't even draw dueling hands... the duel is immediately over.

Each player takes his own dueling hand cards (including the ones played to his dueling pile) and reshuffles them all back into his draw deck. Now, the loser of the duel (if any) must take damage for his defeated character. If there is game text that reduces or adds to that character's damage (on an Effect card or Character card, for example), apply that game text now. Remove remaining hit tokens on the winning character (if any).

What happens if neither character is defeated?

If the duel ended because both players ran out of cards in their dueling hands, then the player with the most hit tokens on his dueling character must now take damage to his draw deck equal to the number of those hit tokens. If there's a tie, then neither player takes damage. Then remove all remaining hit tokens.

When the duel is over, the Battle step continues. Any cards (characters or weapons) that participated in a duel may also participate in a battle this turn.