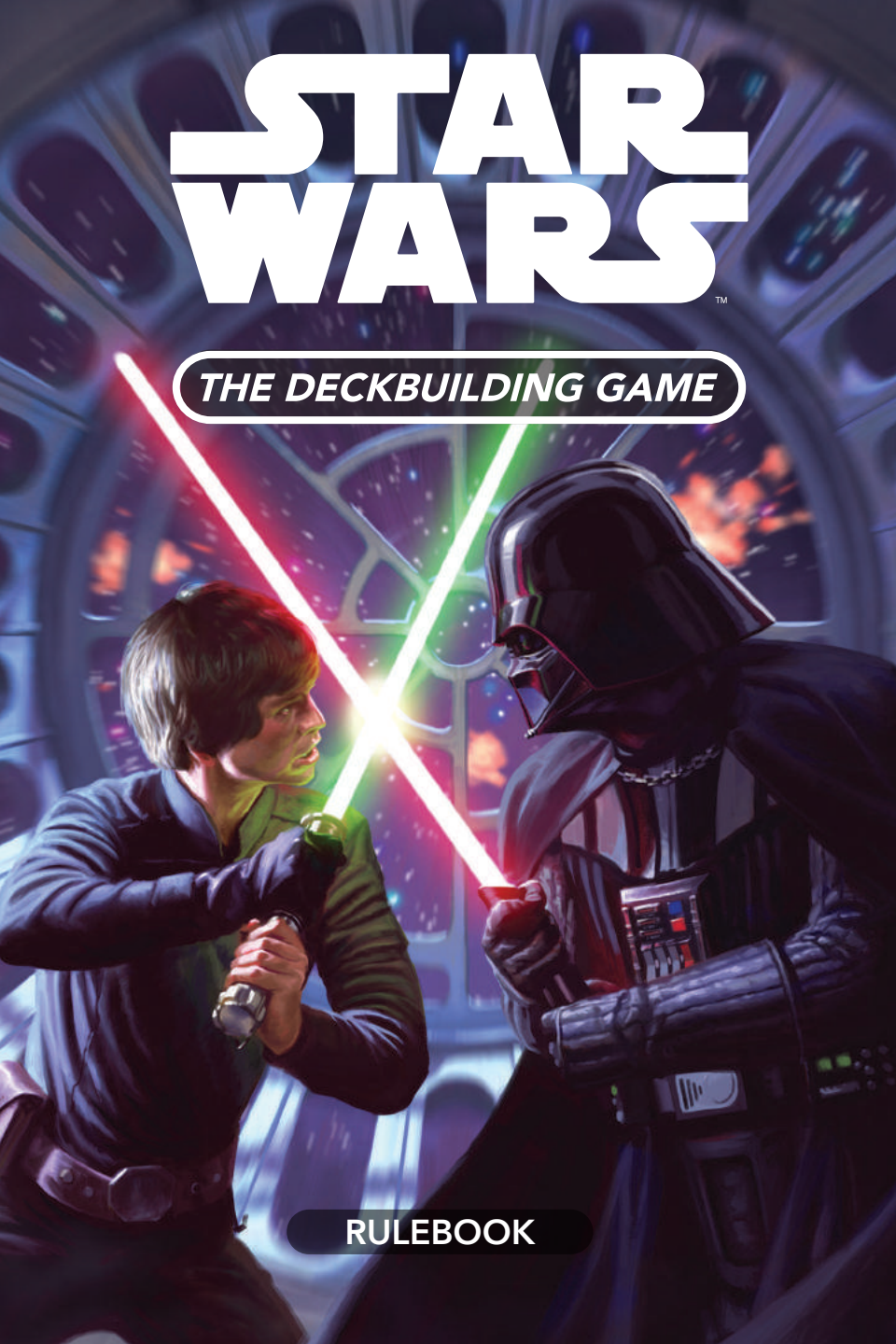

STAR WARS™
THE DECKBUILDING GAME
RULEBOOK



A long time ago in a galaxy far, far away....

The Rebel Alliance fights valiantly against the tyranny of the Galactic Empire. Each new victory brings the Rebels hope, and each heroic sacrifice strengthens their resolve. Still, the Empire's resources are vast and the firepower of its Imperial Navy is unmatched. With neither side willing to accept defeat, their war rages across the galaxy...

GAME OVERVIEW

"You know of the Rebellion against the Empire?" – Luke Skywalker

STAR WARS: THE DECKBUILDING GAME is a competitive game for two players that brings the galaxy-spanning war between the Galactic Empire and the Rebel Alliance to your tabletop. You and your opponent each choose a side, playing as either the Empire or the Rebels. As the game progresses, you must strengthen the power of your starting deck by purchasing cards that provide more firepower and increased resources so that you can successfully attack and defeat your opponent's base. The first player to destroy three of their opponent's bases wins the game!

LEARN TO PLAY ONLINE!
Find a tutorial video at
FantasyFlightGames.com/star-wars-the-deckbuilding-game

COMPONENTS



10 Empire Starter Cards



10 Rebel Starter Cards



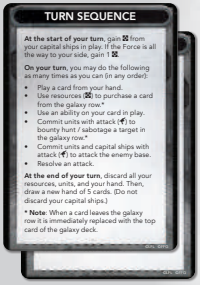
90 Galaxy Cards



10 Outer Rim Pilot Cards



20 Base Cards (10 Rebel, 10 Empire)



2 Reference Cards



1 Balance of the Force Track



50 Damage Counters (Purple)



1 Force Marker (White)



20 Resource Counters (Yellow)

SETUP

To set up the game, you and your opponent perform the following steps. (When you are instructed to perform a step with your bases or your starter deck, your opponent does the same with theirs.)

1. Choose your faction: Rebel or Empire.

2. Find the five Rebel base cards and the five Empire base cards listed below. These are the Rebel base deck and the Empire base deck. (Leave the remaining bases in the box, these are only used with the advanced game rules found on page 28.)

REBEL BASE DECK

- Dantooine (starting base)
- Hoth
- Mon Cala
- Sullust
- Yavin IV

EMPIRE BASE DECK

- Lothal (starting base)
- Corellia
- Coruscant
- Death Star
- Endor

3. Place your starting base faceup in front of you, and place your remaining base cards facedown underneath it (the order does not matter).

4. Separate the 10 Empire starter cards and 10 Rebel starter cards (listed below) from the other cards. Take the cards that match your chosen faction and shuffle them together. This is your player deck. Place your player deck facedown near your base deck.



Starter Deck Designation

REBEL STARTER CARDS

- Alliance Shuttle x 7
- Rebel Trooper x 2
- Temple Guardian x 1

EMPIRE STARTER CARDS

- Imperial Shuttle x 7
- Stormtrooper x 2
- Inquisitor x 1

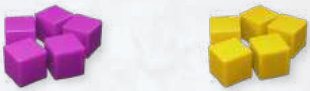
5. Shuffle the 90 galaxy cards together to form the galaxy deck. Deal the top six cards in a line to create the galaxy row. Orient Empire cards to face the Empire player and Rebel cards to face the Rebel player. Turn neutral cards sideways so both players can read them. Place the galaxy deck facedown at one end of the galaxy row.

6. Place the 10 Outer Rim Pilot cards in a stack faceup at the opposite end of the galaxy row. This is the Outer Rim Pilot deck.



The galaxy deck, the galaxy row, and the Outer Rim Pilot deck.

7. Place the damage counters and the resource counters near the galaxy deck where both players can reach them.



Damage Counters (Purple), Resource Counters (Yellow)

8. Unfold the Balance of the Force track and place it next to the Outer Rim Pilot stack with the Rebel symbol facing the Rebel player. Place the Force marker on the space all the way to the Rebel side of the Balance of the Force track.



9. Draw the top five cards of your deck. You are ready to begin the game!

SAMPLE GAME AFTER SETUP

Rebel Base





Damage Supply



Galaxy Discard



Galaxy Deck



Galaxy Row



Resource Supply



Empire Player Discard



Empire Player Deck

EMPIRE PLAY AREA

REBEL PLAY AREA

Rebel Player Deck



Rebel Player Discard

Rebel Victory Pile







Galaxy Row



Outer Rim Pilot Deck



Balance of the Force Track



Empire Base

Empire Victory Pile



CORE CONCEPTS

The following section introduces the core concepts you need to know to play ***STAR WARS: THE DECKBUILDING GAME***.

DECKBUILDING 101

"I want to learn the ways of the Force." – Luke Skywalker

In ***STAR WARS: THE DECKBUILDING GAME***, you and your opponent each begin the game with your own deck of 10 cards. These starter decks are not very powerful; they mostly provide resources. Early in the game, use these resources to purchase new cards and add them to your deck. This improves your deck, so that you can generate more resources and launch bigger attacks on future turns.

Pay attention to the abilities on the cards you are purchasing, so that the cards you add to your deck work well together. And keep a watchful eye on the cards your opponent purchases, as this will help you understand their strategy, so you can put together a plan to counter it.

THE BALANCE OF THE FORCE

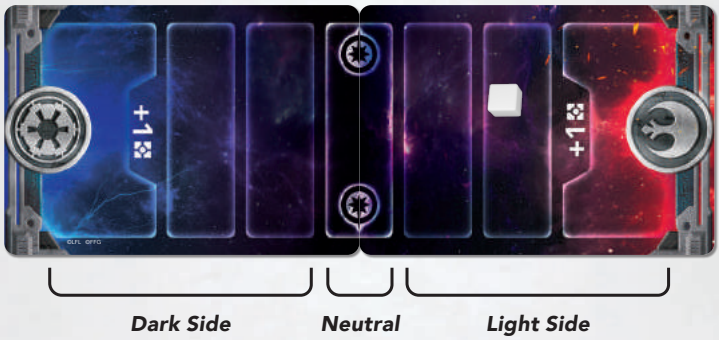
"It's an energy field created by all living things." – Obi-Wan Kenobi

The balance of the Force can tip the scales between the Empire and the Rebels. During the game, various effects may cause the balance of the Force to shift between the two factions. The Balance of the Force track is used to track this shifting.

Some card abilites use the phrase: "If the Force is with you." These abilities can be used only when the Force marker is on one of the three spaces on your side of the Balance of the Force track.

- If the Force marker is on one of the three dark side spaces, then the Force is with the Empire player.
- If the Force marker is on one of the three light side spaces, then the Force is with the Rebel player.
- While the Force marker is on the neutral space in the middle, the Force is not with either player.

When you gain Force (), move the Force marker toward you on the Balance of the Force track by the indicated amount. If the Force is all the way to your side at the start of your turn, you gain one additional resource that you can use that turn.



The Force is currently with the Rebel player because it is on one of the three light side spaces.

CARD ANATOMY

STAR WARS: THE DECKBUILDING GAME has three card types: units, bases, and capital ships. This section details the symbols and information shown on each card.

COST
The number of resources that must be spent to purchase this card from the galaxy row

ATTACK
The amount of damage this card deals

RESOURCES
The number of resources this card generates

FORCE
The amount of Force this card generates

TITLE
The name of this card



TARGET VALUE
The total attack required to defeat this card while it is in the galaxy row

REWARD
The benefits for defeating this card from the galaxy row

UNIQUE SYMBOL
Indicates this card is unique and may be referenced by other cards

CARD TYPE
Determines how this card functions in the game

FACTION SYMBOL
Indicates what faction this card belongs to

TRAITS
Flavorful attributes that may be referenced by other cards

ABILITY
This card's specialized means of interacting with the game



HIT POINTS
The amount of damage required to destroy this card while it is in a faction's play area



FACTION AFFILIATION

"I've been in this fight since I was six years old!" – Cassian Andor

STAR WARS: THE DECKBUILDING GAME is a battle between two factions: Empire and Rebel. Both factions have their own specific characters, vehicles, ships, and bases, giving each side its own *Star Wars* theme and play style! Additionally, there are neutral cards that represent ships, vehicles, and characters who are willing to align with either side…for a price.

Each card in the galaxy deck is designated as Empire, Rebel, or neutral. Only the Empire player can purchase Empire cards, and only the Rebel player can purchase Rebel cards. Both players can purchase neutral cards. A card that belongs to your opponent's faction is an enemy card.



Empire Symbol



Rebel Symbol

These are the game's two faction symbols.
A card without either faction symbol is a neutral card.



PLAYING THE GAME



"This is where the fun begins!" – Anakin Skywalker

The game is played over a series of turns. The Empire takes the first turn, followed by the Rebels, and turns alternate between the two sides until one player wins by destroying three of their opponent's bases.

BEGINNING OF TURN

The following process occurs at the beginning of every turn.

First, if you do not have a base (because your opponent destroyed your base during their last turn), look at your remaining base cards and choose one to reveal as your new base.

Next, if the Force is all the way to your side, gain one resource by taking a resource counter from the supply and placing it in your play area.

Finally, gain the resources from each capital ship you have in play. (Early in the game, you will not have any capital ships in play, and will therefore skip this step.)

- To gain resources for a card, take resource counters from the supply equal to the card's resource value.
- Resources you gain on your turn are called your 'resource pool.'

TAKING YOUR TURN

On your turn, you can do any or all of the following in the order of your choice as many times as you are able and would like to:

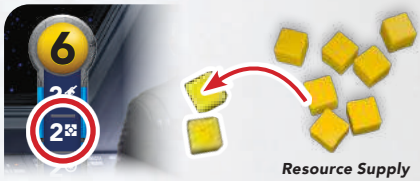
- Play a card.
- Purchase a card.
- Use a card ability.
- Commit to an attack.
- Resolve an attack.
- End your turn.

Each of these is explained in detail in the following sections.

PLAY A CARD

To play a card, take it out of your hand and place it faceup into your play area. The card is now considered 'in play.'

After you play a card, immediately collect resources equal to the resource value of the card.



Resource Supply

Then, move the Force marker a number of spaces equal to the Force value of the card, toward your side on the Balance of the Force track.





The Empire player plays Grand Moff Tarkin, a unit with two Force. They gain two Force, and move the Force marker two spaces toward the Empire side to indicate this.

Once a card is in play, you can use its ability and/or commit it to an attack (see Commit to an Attack, page 17).

Unit cards remain in play until the end of your turn (see End Your Turn, page 21). Each of your capital ship cards remains in play until it has damage on it equal to or greater than its hit points (see Resolving Attacks, page 18).

PURCHASE A CARD

Cards in the galaxy row and in the Outer Rim Pilot deck are available for purchase.

- The Rebel player can purchase Rebel cards and neutral cards, but cannot purchase Empire cards.
- The Empire player can purchase Empire cards and neutral cards, but cannot purchase Rebel cards.

To purchase a card, spend resources equal to the card's cost. This is done by removing that number of resources from your resource pool and returning them to the supply. Then, remove the card from the galaxy row (or the Outer Rim Pilot deck) and place it faceup on top of your discard pile. The next time you shuffle your discard pile into your deck, that card will be a part of your deck, and you will be able to use it when you draw it on future turns.

- When a card is removed from the galaxy row, immediately replace it by revealing the top card of the galaxy deck and placing it faceup in the galaxy row.



USE A CARD ABILITY

"You'll find I'm full of surprises!" – Luke Skywalker

To use a card ability on a card in play, indicate to your opponent which card's ability you would like to use, and then resolve the effects of the ability.

- Resolving the abilities on your cards is optional.
- While resolving an ability, perform as much of the effect as you are able, and ignore anything that cannot be performed.
- You can use the ability of each card that you have in play once during each turn.
  - Card abilities can be used during the same turn the card was played.
  - After using a card's ability, tilt the card slightly as a reminder that you have used its ability, and therefore cannot use it again this turn.



When a card's ability is used, tilt the card slightly as a reminder that you have used it.

COMMIT TO AN ATTACK

"You're pretty good in a fight. We could use you." – Han Solo

You can use your units and capital ships to attack your opponent's base (which may be protected by capital ships they have in play). Additionally, you can use your units to attack enemy cards in the galaxy row through either sabotage for the Rebels or bounty hunting for the Empire (see Bounty Hunting and Sabotage on page 19).

To commit your cards to an attack against the enemy base, group them together in your play area to indicate that they are doing so (some players may even want to place them directly in front of the base). To commit units to a bounty hunting or sabotage attack, place them in front of the target card in the galaxy row.



The Rebel player is attacking the Empire player's base and sabotaging the Scout Trooper in the galaxy row.

Each card you have in play can commit to one attack each turn. When moving a card to its committed attack position, maintain the proper orientation status that indicates whether or not you have used its ability. Maintaining a clear board state in this manner makes the turns much easier for you and your opponent to play accurately!

Note that committing a card to an attack does not cause that attack to immediately resolve. This is because multiple cards can commit before you decide to resolve their attack together. Resolving attacks is explained in the next section.

RESOLVE AN ATTACK

Attacks may resolve against an opponent's base, and bounty hunting or sabotage attacks can resolve against cards in the galaxy row. The rules for each of these attack types are described below.

Attacking an Opponent's Base

To resolve an attack against an opponent's base, total the attack value of all of the units and capital ships you have committed to the attack. Take that many damage counters from the supply. This total is the amount of damage you deal to your opponent. This damage must be dealt and applied in the following manner:

- Each capital ship your opponent has in play must be destroyed before damage can be applied to their base.
    - When a capital ship has damage counters equal to or greater than its hit points, it is destroyed and placed in its owner's discard pile.
    - If your opponent has more than one capital ship in play, you decide how the damage is distributed among those ships.
- If you have any damage counters remaining after destroying all of your opponent's capital ships, that damage is dealt to their base.
    - Damage counters placed on a base (or capital ship) remain there unless that damage is repaired by a card ability.
- When the number of damage counters on a base is equal to or greater than its hit points, that base is destroyed.
    - When your opponent's base is detroyed, place it at your end of the Balance of the Force track; this is your victory pile. Return each damage counter on that base to the supply.
    - When a player's base is destroyed, they choose a new base from their remaining base cards at the start of their next turn.
    - Damage exceeding a base's hit points is returned to the supply. It is not applied to the next base.

After resolving an attack against the opponent's base, keep the cards that participated in that attack in a group until the end of your turn. This is to remind you that those cards have attacked, so that you do not commit them to a second attack.



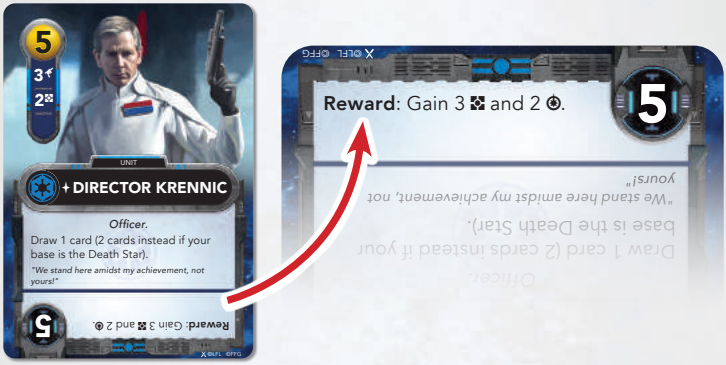
Bounty Hunting and Sabotage

"There will be a substantial reward for the one who finds the Millennium Falcon.*" – Darth Vader*

Bounty hunting and sabotage are thematic names for the same type of attack.

Each Empire unit and Rebel unit in the galaxy deck has a target value and a reward listed upside-down on the bottom of that card. While in the galaxy row, these are oriented so that the player who can target them is able to read them easily.

To resolve a bounty hunting attack (as the Empire) or a sabotage attack (as the Rebels), first target a card in the galaxy row from the opposing faction. Next, total the attack value of all of the units you have committed to that attack. If that total is equal to or greater than the target value on the card being attacked, the attack is successful. Discard the defeated card from the galaxy row (and place it in the galaxy discard pile), then replace that card with the top card of the galaxy deck. Lastly, you may choose to receive the reward on the card that was just defeated.



Director Krennic has a target value of 5, and a reward of three resources and two Force.

The following rules also apply to bounty hunting and sabotage attacks:

- Capital ships cannot be committed to a bounty hunting or sabotage attack.
- Attack value exceeding the target value is lost.
- Damage is not placed on cards targeted by bounty hunting or sabotage. If the total attack on the units committed to the bounty hunting or sabotage attack is less than the target value, nothing happens.



The Rebel player sends a Rebel Commando and an X-Wing to sabotage for a total of six attack. This meets or exceeds the target value on Director Krennic, so Director Krennic is placed in the galaxy discard pile and replaced with the top card of the galaxy deck. The Rebel player chooses to receive the reward on Director Krennic, and gains three resources and two Force they can use this turn.

After a bounty hunting or sabotage attack resolves, keep the cards that participated in that attack in a group and place them to the side until the end of your turn. This is to remind you that those cards have attacked, and cannot commit to any more attacks this turn.

END YOUR TURN

When you have done all that you are able (or want) to do, indicate to your opponent that your turn is over.

When your turn ends, do the following:

- First, discard all of your unit cards from play.
- Then, return your base and each capital ship you have in play to their proper orientation in your play area.
- Next, discard any cards that remain in your hand and return any resource counters in your resource pool to the supply.
- Finally, draw five cards from your deck. If there are zero cards in your deck when you need to draw a card, shuffle your discard pile to reform your deck and continue drawing.

Example: At the end of your turn, you have three cards remaining in your deck. You draw those three cards into your hand, then shuffle your discard pile to create a new deck. Finally, draw two cards from the newly shuffled deck to bring your hand up to five total cards.

WINNING THE GAME

"Great shot, kid! That was one in a million!" – Han Solo

The first player to destroy three of their opponent's bases wins the game! The game immediately ends after a player's third base is destroyed; no other cards or abilities are resolved and no other Force, attack, or resources are used.



SAMPLE GAME IN PROGRESS

Rebel Base





Damage Supply

Capital Ships







Galaxy Discard



Galaxy Deck







Galaxy Row



Resource Supply



Empire Player Discard



Empire Player Deck

EMPIRE PLAY AREA

REBEL PLAY AREA

Rebel Player Deck



Rebel Player Discard



Rebel Victory Pile









Galaxy Row



Outer Rim Pilot Deck



Balance of the Force Track



Capital Ships



Empire Base



Empire Victory Pile

ADDITIONAL RULES

"You've taken your first steps into a larger world." – Obi-Wan Kenobi

This section contains the rules for important terms and situations you will encounter while playing the game.

ABILITIES

Some cards have abilities you can resolve on your turn. The ability text indicates when and how the ability can be used.

- Abilities that do not specify when they are used can be used at any time on your turn while that card is in play.
  - Each of these card abilities can only be used once per turn.
- Resolving the abilities on your cards is optional.
- While resolving an ability, resolve as much of that ability as you are able.
  - For example, if an ability instructs you to repair three damage from your base, but your base only has two damage, you repair two damage.

CHOOSE

Some cards instruct you to choose from more than one ability. When you decide to resolve a 'choose' ability on your turn, you must pick an option that you can resolve. You cannot choose an ability that you cannot resolve.

DEAL DAMAGE

Some abilities allow you to deal damage to the enemy base. This damage is dealt directly to the base, ignoring capital ships.

DESTROY

Some abilities allow you to destroy a capital ship your opponent has in play or in the galaxy row. Destroyed capital ships are immediately discarded and placed in their respective discard pile.

- If you destroy a capital ship in your opponent's play area, it is placed in their discard pile.
- If you destroy a capital ship in the galaxy row, it is placed in the galaxy discard pile.

DISCARD

Some abilities allow you to discard cards from your hand, your opponent's hand, or the galaxy row.

- When you discard from your hand, you choose the card that is discarded unless the ability instructs you to discard a random card.
- Discarded cards are always placed in their respective discard piles:
  - If a card is discarded from your hand, it goes into your discard pile.
  - If a card is discarded from your opponent's hand, it goes into their discard pile.
  - If a card is discarded from the galaxy row, it goes into the galaxy discard pile.
- When a card's ability discards another card from the galaxy row, do not gain the rewards listed on the discarded card.

GAIN

Some abilities allow you to gain additional attack, resources, or Force. The circumstances under which these are available are indicated by the ability text.

- Each value on a card can be used only once each turn.



Rodian Gunslinger can gain extra attack.

IF

Some abilities use the word 'if.' These abilities are called 'conditional abilities' because they can be used only when their condition is met. For example, some cards have an ability that begins: "If the Force is with you..." These abilities can only be used while the Force marker is on your side of the Balance of the Force track.

LOOK

Some abilities instruct you to look at the top card of the galaxy deck. When you look at a card, you do so secretly so that your opponent cannot see the card's face, then return the card to its original state.

EXILE

Some abilities allow you to exile cards. This can help remove low-powered cards from your deck and thereby increase your chances of drawing more powerful cards in the future. When you exile a card, it is immediately removed from the game and returned to the box.

- When you play a card that has an ability that exiles itself, you can use that card's attack, resources, and Force before exiling it.
- When a card ability instructs you to exile a card from your hand or discard pile, the chosen card must be in your hand or discard pile at the time you resolve the exile ability.
    - If you exile a card from your hand, you will not be able to play that card that turn.

Example: The Empire player wants to use their Kel Dor Mystic's ability to exile an Imperial Shuttle from their hand. They resolve the Force value on the Kel Dor Mystic, then they use its exile ability to exile the Imperial Shuttle from their hand.



REPAIR

Some abilities allow you to repair damage from your base. To repair damage, remove a number of damage counters equal to the number indicated by the repair ability.

REVEAL

Some abilities instruct you to reveal the top card of the galaxy deck. When you reveal a card, flip it over so everyone can read it. If you are not instructed to discard the card, return it to the top of the galaxy deck, facedown.

WHEN

Some abilities use the word 'when.' These abilities are called 'triggered abilities' because they trigger off a specific moment. For example, some bases have an ability that begins with: "When you reveal this base..." These abilities can be resolved only at the moment you first reveal them.

- Triggered abilities are not limited to once per turn. They can be resolved each time their timing trigger is met.
- If a 'when' ability conflicts with resolving a Reward ability, resolve the Reward first.

WHILE

Some abilities use the word 'while.' These are abilites are called 'constant abilities' because their ability is always active while the specified condition is true. When a card with a constant ability leaves play, its effect immediately ends.

Example: While you have Imperial Carrier in play, it provides an attack boost to some of your units. That boost ends as soon as Imperial Carrier leaves play.

EMPTY DECK

If a deck is ever empty when a card needs to be drawn from it, shuffle that deck's discard pile to reform that deck.

- Do not reform a deck from its discard pile just because it is empty. Wait until a card needs to be drawn from it.
  - If your player deck is empty, wait until you need to draw a card to shuffle your discard pile back into your deck.
  - If the galaxy deck is empty, wait until a card needs to be added to the galaxy row to shuffle the galaxy discard pile back into the galaxy deck.

ADVANCED GAME MODES

"You would prefer another target, a military target? Then name the system!"
– Grand Moff Tarkin

STAR WARS: THE DECKBUILDING GAME comes with 10 Empire bases and 10 Rebel bases. However, the setup instructions on page 4 have each player put five of their bases back in the box for the beginner game. Once you have mastered the basics of the game, you are ready to play one of the advanced game modes listed below.

FULL GALAXY

This is the game as it is intended to be played. It is the same as the beginner game in every way except that you and your opponent each begin the game with all 10 bases from your faction in your base deck. When choosing a new base in this mode, you have more options available, allowing you to better adapt your strategy to the current moment in the game.

- When playing full galaxy mode, we recommend playing to four bases as described in the adjustable game length rules on page 29.

SECRET BASES

This mode introduces an element of intrigue to the game. During step 3 of setup, you and your opponent each begin with your respective starting bases, then secretly choose four bases from your faction's nine remaining base cards. Place your four chosen bases facedown under your starting base. Return each unselected base card to the box facedown. The rest of the game plays the same way as the beginner game, except you do not know which bases are in your opponent's base deck and vice versa. This bit of uncertainty adds a new dimension to your decision-making process during the game.

- When playing secret bases mode, we recommend playing to four bases as described in the adjustable game length rules on page 29.

2V2 MULTIPLAYER

Multiplayer mode is a two-on-two battle for control of the galaxy that requires two copies of ***STAR WARS: THE DECKBUILDING GAME*** to play. For all the rules and diagrams demonstrating how to play multiplayer mode, please visit FantasyFlightGames.com/star-wars-the-deckbuilding-game

OPTIONAL RULES

"I am altering the deal. Pray I don't alter it any further." – Darth Vader

STAR WARS: THE DECKBUILDING GAME has a modular design that allows you to alter the rules to better suit your tastes. Combine one or more optional rule(s) with any of the game modes to craft the experience you like best.

ADJUSTABLE GAME LENGTH

In the beginner game of ***STAR WARS: THE DECKBUILDING GAME***, the first player to destroy three of their opponent's bases wins. This number can be adjusted to increase or decrease the length of the game. Players who desire deeper strategy and more deck customization can increase the victory condition to four or five bases. Players who prefer a faster game can decrease the goal to two bases instead. Players should agree on the number of bases needed to win at the beginning of the game.

PAYING OFF NEUTRAL CARDS

"Your friend is quite a mercenary. I wonder if he really cares about anything." – Princess Leia

You cannot bounty hunt or sabotage neutral cards in the galaxy row, but with this optional rule you can pay them off. To pay off a neutral card in the galaxy row, you must spend resources equal to that card's cost; you then discard the card (by placing it in the galaxy deck discard pile). This allows you to remove unwanted neutral cards from the galaxy row without adding them to your deck.



When playing with this optional rule, the Empire player can spend their resources to discard the Rodian Gunslinger or the C-ROC Cruiser from the galaxy row.

FREQUENTLY ASKED QUESTIONS

These are answers to some frequently asked questions about the rules for ***STAR WARS*: THE DECKBUILDING GAME**.

Q. Do I have to play every card in my hand?
A. No. You can choose which cards to play or not play, but cards you don't play are still discarded at the end of your turn.

Q. Do I have to resolve a card's ability immediately after I play it?
A. No. You can choose when to resolve a card's ability, unless it begins with the word 'when' (see When on page 27).

Q. Do I have to use the card abilities on my base or cards I play?
A. No. Each card ability is optional.

Q. Can I choose to resolve only part of an ability?
A. No, if you choose to resolve an ability, you must resolve as much of that ability as you can.

Q. Do I have to resolve the reward when I defeat a bounty?
A. No. Rewards are optional.

Q. If a card ability says I can exile cards from my hand or discard pile, can I exile cards from both places?
A. Yes. You can exile cards from your hand, from your discard pile, or a combination of both.

Q. Can I look at any discard pile whenever I want to?
A. Yes. All three discard piles are open information, but you cannot change the order of the cards when you look at them.

Q. If my opponent's base is destroyed by a card ability, can I still attack their capital ships?
A. Yes. You can resolve an attack against an opponent's base even if it has already been destroyed. This will allow you to damage any capital ships they have in play. Any damage that would be applied to their base is lost.

Q. What happens when I reveal the top card of the galaxy deck with a Scout Trooper's ability and it is a neutral card?
A. Nothing. Turn that card facedown again.

Q. If the Force is all the way to the Rebel side when my opponent plays Duros Spy, can I choose for them to gain a Force?
A. No. You must discard one card from your hand because it is the only option you can fully resolve.

Q. How many times can I resolve Yavin IV's ability on my turn?
A. Most abilities can only be resolved once each turn, but triggered abilities, such as Yavin IV's, can be resolved each time you meet their trigger condition (see When on page 27).

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