

STAR WARS
CUSTOMIZABLE CARD GAME™
PLAYERS COMMITTEE

Star Wars CCG – The Beginner's Rulebook. This Beginner's Rulebook contains everything you need to know to get started and play a basic game. It is intended for new players who know little or nothing about how to play SWCCG. While the rules in this rulebook describe how the game is played, many cards in Star Wars CCG contradict or allow players to break the rules. Whenever a card contradicts any part of this rulebook, the card text takes precedence.

Basic Overview – Throughout the course of a game of SWCCG, two players (one Dark Side, one Light Side) place various locations on the table and battle for control over those locations with major and minor characters from the Star Wars universe. Each turn, players make strategic decisions about which characters, vehicles, starships, and weapons they will deploy, and where to deploy them. Your 60-card game deck represents the amount of life (Force) available to you during the game. The basic unit of measurement in the game is 1 Force (1 unit of Force = 1 card). When your opponent runs out of cards, you win the game!

By controlling important locations, you can gradually deplete your opponent's Life Force a little bit each turn. The more locations you control, the more Force (cards) your opponent must lose. But if you spread your forces too thinly, you risk losing battles to your opponent. Losing a battle at a location could wipe out your forces there and/or cause you to lose large amounts of Force!

The central area between the two players is called "the table". This is where most of the action takes place – it's where players place their locations, characters, and other cards. Separate from the table, directly in front of each player is that player's Life Force, which consists of several piles of cards. At the start of the game, there are very few cards on the table and many cards in each player's Life Force. As the game progresses, the players will draw cards and deploy them to the table in an effort to overpower their opponent, take control of locations, and ultimately win the game.

Starting the Game

Choose Your Side

One player must have a deck containing 60 Light Side cards which have a light grey color on the back of each card. The other player must have a deck containing 60 Dark Side cards which have a dark grey color on the back of each card. New players can practice with fewer cards, such as 40 per player, but official games use 60.

Play Starting Cards

1. Starting Effect – Each player may search through their deck for a card labeled "Starting Effect", deploy it on the table, and follow the instructions on that card. **This step is optional and may be skipped by new players.**

2. Starting Location or Objective – Each player searches through their deck. If the deck contains an Objective (a purple two-sided card), they must deploy it on the table 0-side up and follow the instructions printed at the top of the card. If the player's deck does not contain an Objective, which is common for new players, simply choose any one location card in your deck and deploy it on the table. If both players select a different Starting Location, deploy them simultaneously. If both players select the same Starting Location, they put them aside and both select a new Starting Location.

3. Starting Interrupt – Each player may search through their deck for a card with the text "Starting Interrupt" and follow the instructions on that card. **This step is optional and may be skipped by new players.**

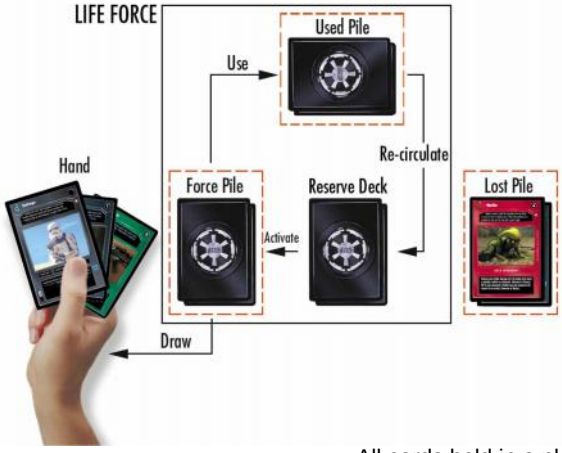
Shuffle and Draw Opening Hand

Each player shuffles the remaining cards in their deck and then draws the top 8 cards into their hand. The remaining cards form that player's Reserve Deck, which is placed face down directly in front of the player.

Begin the Game!

The Dark Side player goes first – it pays to be the bad guy.

THE FLOW OF THE FORCE:
Since the game revolves around players offensively and defensively manipulating their **Life Force**, understanding how the Force is represented and used is extremely important. Your Life Force is like a flow of energy and during play, your Force cards will circulate through your piles as shown in the diagram.



Life Force
Your Life Force consists of your Reserve Deck, Force Pile and Used Pile. If these three piles are totally depleted, you lose the game! Cards in your Hand, on table or in the Lost Pile are not counted as part of your Life Force.

Reserve Deck
After you have played your starting cards and drawn an opening hand, the remainder of your 60-card deck becomes your Reserve Deck and represents the total Force available to you. Throughout the game, cards will flow from your Reserve Deck to your Force Pile to your Used Pile and back again to the bottom of your Reserve Deck.

Force Pile
During your **Activate** phase, you will move some of your cards from your Reserve Deck to your Force Pile. Your Force Pile represents the amount of Force energy that is available for you to use to perform various game actions. For example, during your turn, you will decide how much Force to use to deploy cards (during your **Deploy Phase**), how much to draw into your hand (during your **Draw Phase**), and how much to save for future use.

Used Pile
Deploying a card to the table often requires you to 'use' Force: cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards 'used' during a turn. Sometimes cards are placed here from table or in other ways (such as Interrupts).

Lost Pile
This is a pile where lost cards are placed face up. Usually cards are discarded to the Lost Pile as the result of battle or at any time the opponent causes you to lose Force. These cards are generally not available for the rest of the game, but you can use certain cards to **retrieve** them.

Hand
All cards held in a player's hand. Each player's hand usually starts with 8 cards; thereafter, there are no limits to its size.

Re-circulating
Act of placing your Used Pile (as a group) beneath your Reserve Deck. You re-circulate at the end of each player's turn. Re-circulated cards will work their way back to the top of the Reserve Deck during subsequent turns to be activated again.

Losing Force
Whenever you are required to "lose Force" you must discard the appropriate number of cards (one at a time) to your Lost Pile. You may choose cards to be lost from your hand or from the top of your Reserve Deck, Force Pile, or Used Pile (or any combination of these).

Retrieving Force
Whenever you are instructed to "retrieve Force", move the appropriate number of cards (one at a time) from the top of your Lost Pile to the top of your Used Pile. If you are instructed to retrieve a specific card or a specific type of card, you may search your entire Lost Pile for it.

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Turns - Players alternate taking turns. Each turn consists of six phases in the following order.

1. **Activate** – Count your Force icons on all locations on table (blue lightsaber icons for the Light Side; red lightsaber icons for the Dark Side). Add 1 to represent your personal Force (the Force you generate yourself). The total represents the amount of Force you may *activate* this turn (move that number of cards one at a time from the top of your Reserve Deck to the top of your Force Pile). Do not look at the cards; they remain face down as you move them. You do not have to activate all of the Force you are entitled to, although you will usually want to.

2. **Control** –If you have total ability of 1 or more (from characters or other cards) at a location, then you *occupy* that location. If you occupy a location and your opponent does not, then you also *control* that location.
   At each of location you control during this phase, you may initiate a *Force drain* for an amount equal to the opponent's Force icons at that location. Your opponent must lose one card for each Force that you drained. Your opponent may choose to lose those cards from their hand and/or Life Force, and must place the lost cards face up on their Lost Pile.
   Some cards provide a bonus to be added to a Force drain (for example, a location might say "Force drain +1 here"). Add this bonus to the total Force that must be lost by your opponent.

3. **Deploy** – You may deploy cards from your hand to the table. You may deploy as many cards as you wish, one at a time, provided that you can pay the necessary *deploy cost*.
   Locations have no deployment cost.
   Characters, vehicles and starships list their *deploy cost* in a small white box in the lower left corner of the card. Use Force to pay the cost by moving the necessary number of cards, one at a time, from your Force Pile to your Used Pile. Then place the deployed card where you want it on the table.
   A player may only deploy characters, vehicles, and starships where they have at least one Force icon or *presence* - total ability of 1 or more at a location. (A character whose lore indicates they are a **spy** may deploy regardless of presence and Force icons.).
   - *Characters* may deploy to sites, or aboard vehicles and starships.
   - *Vehicles* may deploy to *exterior* sites, or aboard starships.
   - *Capital* Starships may deploy to system locations.
   - *Starfighters* may deploy to system locations, docking bay sites, or aboard capital starships.
   - *Weapons, Devices,* and *Effects* deploy according to their game text.

4. **Battle** – You may initiate a battle at each location that you and your opponent both *occupy*. Battles usually result in one or both players losing characters, vehicles, and/or starships from the location. A severely outmatched player may be required to lose Force as well. (See page 4 for more detail.)

5. **Move** – A wide variety of movement is available to characters, vehicles, and starships. (See page 5 for detailed information on the various types of movement.) Landspeed, docking bay transit, shuttling, hyperspeed, landing and taking off are mutually exclusive; each card may make only one of those moves per turn. Transferring, embarking and disembarking are unlimited and may be performed any number of times per turn.

6. **Draw** – You may take any number of cards from your Force pile into your hand, one at a time. Once you are done, end your turn by recirculating (place your entire Used Pile under your Reserve Deck, and your opponent must do the same). Your opponent now begins their turn.

THE TABLE:



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Card Types:



Character — Character cards represent the individuals who participated in the events of Star Wars, such as Luke, Leia, Han, Vader, Chewbacca, etc. The icons shown above represent (in order) Alien, Droid, Imperial, Rebel, Republic, and Sith characters.

Characters primarily deploy, battle, and move at ground locations (called 'sites'). However, they can also be used at space locations (called 'systems') by deploying or moving them aboard one of your starships, where they can serve as pilots, gunners, and more. A character cannot exist at a system location unless aboard a starship.

Characters are deployed during your Deploy Phase. To deploy a character from your hand to a location, you must use the appropriate amount of Force (called the 'deploy cost'), shown in the white box in the lower left corner of the card.

Device — Device cards represent useful tools and other equipment. Examples include Luke's bionic hand, Boba Fett's Jetpack, and even the tractor beam aboard the Death Star. Devices are deployed during your Deploy Phase. To deploy and use a Device, simply follow the instructions written in its game text. If no deploy cost is listed in the game text, the Device deploys for free. Each character, vehicle or starfighter may fire only one weapon and may use only one device per turn. (Capital starships may use any number of weapons and devices per turn.)

Effect — Effect cards represent long-term alterations to other cards or aspects of the game. For example, the Effect card "Lightsaber Proficiency" deploys on a single character and makes that character more powerful. "Incom Corporation", deploys on a site makes all X-Wing starfighters in the game more powerful.



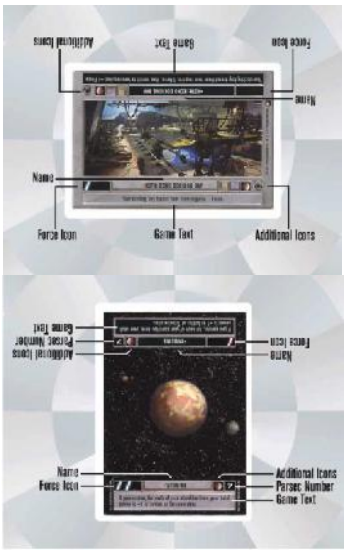
Effects are played during the Deploy Phase of your turn on the table or on characters, locations etc. An effect generally applies only to the side of the table where it is played. If an Effect is canceled by another card, any modified conditions revert to their previous status. Place the canceled Effect in the owner's Lost Pile.



Interrupt — Interrupt cards represent a surprise or sudden turn of events. To play an Interrupt card, simply follow the instructions in the game text. Unless specified otherwise, an Interrupt may be played during any phase, even during battle or during the opponent's turn.

If an Interrupt does not list a cost in its game text, it plays for free. There are two kinds of Interrupts: Used and Lost. After you play it, a 'used' Interrupt is placed face down on top of your Used Pile; a 'lost' Interrupt is placed face up on top of your Lost Pile.

Location — There are primarily two types of locations used in SWCCG: sites (horizontally orientated) represent locations on the ground where characters and vehicles deploy, battle, and move, such as the Echo Base Docking Bay. Systems (vertically oriented) represent major destinations in outer space where starships deploy, battle and move, such as Tatooine. Locations are vitally important in that they provide the Force generation (the blue and red lightsaber icons) that each player needs to deploy other cards such as characters, weapons, and starships. A player who controls a location is able to "Force drain" their opponent during their control phase, causing the opponent to lose cards.



Objectives — Objective cards represent long-term planning by providing a player with specific starting cards, game play conditions, and short and long term rewards for completing tasks. 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 at the beginning of the game. Objectives have game text on both sides of the card. An Objective card always deploys with its front side (as indicated by the destiny value of zero) face up.



Starships— Starship cards portray machines, such as Star Destroyers, used to travel and battle in space. Starships primarily deploy, battle, and move at system locations. Many Starships have capacity to carry character cards aboard as pilots or passengers. This capacity is described in the Starship's game text.

Vehicles — Vehicle cards portray machines like AT-ATs that battle and move on the ground. Vehicles deploy to exterior site locations. A vehicle must have a pilot (or driver) aboard to perform most of its game related functions, such as moving or providing power during a battle.



Weapons — Weapon cards represent the armaments utilized by characters, starships, vehicles or even Death Stars during battle in order to inflict damage against opposing forces. You do not need a weapon to initiate a battle, but they can provide advantages.

Other Card Types — SWCCG contains a number of other less commonly played card types, such as Creatures, Epic Events, Jedi Tests, and more. Consult the Intermediate Rules Guide for more information on these other types of cards.

Drawing Destiny:

Drawing destiny represents the element of fate or chance involved in actions. Destiny draws sometimes have special labels such as "battle destiny" or "weapon destiny", but all destiny draws are accomplished in the same manner. If an action (such as firing a weapon) requires you to draw destiny, but your Reserve Deck is empty, the action simply fails (for example, the weapon would fail to hit its target).

How to Draw Destiny

1) Reveal the top card of your Reserve Deck. The number in the top right corner is its destiny number; locations have a destiny number of zero.
2) Players may play any applicable responses (for example, the card Han's Dice causes a destiny to be canceled and redrawn); your opponent has the choice to respond first.
3) Place the destiny on top of your Used Pile.

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Battling
You may initiate a battle at a location that both players occupy during the Battle Phase of your turn. By battling your opponent, you can attempt to eliminate his forces and take control of the location for yourself. You may battle more than once during a turn, but only once per location. Each of your characters, vehicles and starships may battle only once per turn, even if they somehow move to a new location between battles. Other cards may be used in more than one battle per turn if applicable. Weapon cards are useful in battles, but they are not required.

Initiate the Battle
To initiate a battle, use 1 Force and let your opponent know where you are battling them. Some cards state that they may be played when a battle has been "just initiated" or as a 'react'. Such cards are played at this time, however reacts are only allowed for the defender (see Reacts on page 5). Since you initiated the battle, the opponent is allowed the first such response and then players alternate responses until both players pass.

Weapons Segment
During the Weapons Segment, players take turns firing weapons and using other cards such as interrupts or devices beginning with the player who initiated the battle then alternating between the players. During the weapons segment, players may play interrupts and perform other types of actions normally. This is not true of the upcoming Power and Damage segments, where players must follow the steps of those segments strictly. The weapons segment ends once both players finish firing weapons and playing other cards.
Each weapon describes how it works, including the kinds of cards it may target, the Force required to fire it, the destiny draw required for success and, if successful, the consequences for the target. Generally, a weapon must be present with its target to be fired. For example, character weapons may not fire into or out of a starship (or a vehicle labeled 'enclosed'). Each weapon may only be fired once per battle, unless specified otherwise.
Most weapons specify that they 'hit' their target when successful. Any 'hit' cards are turned sideways, but they still participate in the battle. For example, a card that is 'hit' can still fire its own weapon, if it has one. Later on, during the damage segment, all 'hit' cards will be lost, regardless of who wins the battle.

Power Segment
To determine who wins the battle, add up the total power you have participating in the battle; your opponent does likewise. If the battle is taking place at a system, add the power of each of your piloted starships; if at a site, add the power of each of your piloted vehicles and each of your character cards except those inside starships and enclosed vehicles. Remember that 'hit' cards still count towards your total power.
Often you can increase your total power in a battle by drawing battle destiny. Each player who has a combined total ability of 4 or more participating in the battle may make one destiny draw. To meet the 4 ability requirement, you may count the ability of all of your cards in that battle, except for passengers who are inside starships or enclosed vehicles. Also note that having greater than 4 ability, does not entitle you to make an additional battle destiny draws.
The player who initiated battle draws their battle destiny first, and then the other player does the same (see Drawing Destinies on Page 3). Some cards instruct you to draw additional battle destinies, or to add additional destinies to your total power or to attrition. All such destinies are drawn during the Power Segment with power first, then battle and finally attrition destinies.

- Your **total power** is increased by your power destinies and battle destinies.
- If you drew any battle destinies, your **attrition against opponent** is the total of your battle destinies and attrition destinies. If you did not draw any battle destinies, the attrition against your opponent is 0 and cannot be increased (not even by attrition destinies). Attrition is explained in the Damage Segment.

The player with the higher total power (including destiny) wins the battle. The other player loses, but both players may incur some losses during the Damage Segment.

Damage Segment
In this segment, players typically lose Force and/or forfeit cards because of three factors: weapon hits, attrition and battle damage. Forfeiting is the act of losing cards from a battle to satisfy those three factors. You may only forfeit cards that participated in the battle. When a forfeited card leaves the table, it causes everything on that card to be lost as well.
Beginning with the player who initiated the battle, players alternate losing Force / forfeiting cards to satisfy weapon hits, attrition and battle damage. Once you have forfeited all of your cards that were hit and satisfied all your attrition and battle damage, you may not voluntarily forfeit any additional cards. After both players have forfeited all hit cards and have satisfied all attrition and battle damage, the battle ends.

- Cards **hit** during the weapons segment must be forfeited during the damage segment. However, this only means that their forfeiture is mandatory, not that they must be forfeited first.
- **Attrition** represents inevitable losses in battle that occur regardless of who wins the battle. The attrition against you was calculated during the power segment. This attrition against you requires a mandatory forfeiture of your cards from that battle location. If you have no cards left to forfeit, any remaining attrition against you is ignored. Some cards are immune to a certain amount of attrition. This immunity is checked at the beginning of the damage segment and only then. All pilots and passengers share the immunity of the vehicle or starship they are aboard.
- Unlike weapon hits and attrition, **battle damage** applies only to the player who lost the battle. The loser's battle damage is equal to the difference between the winner's total power and the loser's total power. You may satisfy battle damage by forfeiting cards from the battle. Unlike weapon hits and attrition, battle damage may also be satisfied by losing Force from your hand and/or Life Force. Each card lost satisfies 1 unit of battle damage. You may select which cards to lose from your hand, but if you wish to lose cards from your Life Force they must come from the top of your Force Pile, Used Pile and/or Reserve Deck. To satisfy your battle damage, you may use any combination of forfeiture and losing Force.

It is critical to note that forfeiting a single card satisfies both attrition and battle damage, even if it is 'hit'.

Steps of a Battle

Initiate The Battle
Weapons Segment
Power Segment
Damage Segment
End of Battle

SPECIFIC RULES

Converting Locations — Many locations have both a Light Side and a Dark Side version. Only one of each **unique** (•) location may be in play at a time. A location on table can be converted by deploying the opposing side's version on top.

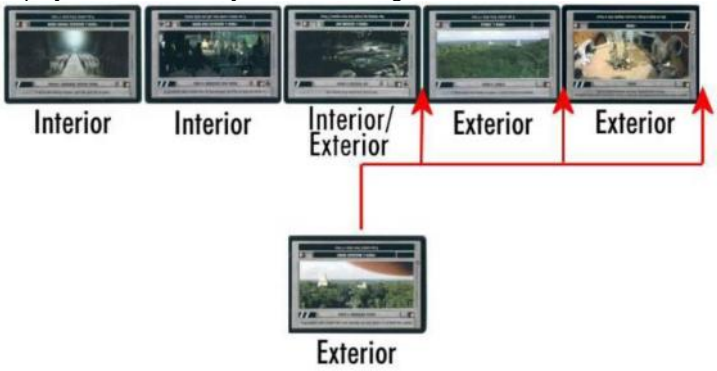
Location Deployment

Site locations may deploy even when their system isn't on table, and vice versa. For example, the Tatooine Cantina may be deployed even if the Tatooine system location is not on the table.

Locations on the table must always be grouped together by system. The figure at the bottom of Page 2 of this guide shows three Tatooine locations (two sites, plus the system) grouped together, as well as one Death Star site which is physically separated off to the side. This helps to make it more obvious that a character such as Boba Fett cannot simply walk from the Death Star site to a Tatooine site.

Every site has an interior icon, an exterior icon, or both. When multiple sites have been deployed to the same system, all interior sites should be grouped together, all exterior sites should be grouped together, and all sites with both icons should be placed between those two groups.

When a new site is deployed to an existing group of sites, it may be inserted between or placed at the end of the related sites. Once deployed, locations may not be rearranged.



***Movement* - Docking bay transit** — You may relocate any or all of your characters and vehicles as a group from one docking bay to another docking bay (by the symbolic use of independent starships for hire) for an expenditure of Force as listed on the docking bay card.

***Movement* - Embarking and disembarking** — Your characters at a site may embark on or disembark from your vehicle (or landed starship) at that same site, capacity permitting. Similarly, starfighters may embark on and disembark from a capital starship at the same system.

***Movement* - Hyperspeed** — A piloted starship may use 1 Force to move from one system to another system. The starship's hyperspeed indicates the maximum distance the starship may travel, measured in parsecs (1 parsec = 1 unit of hyperspeed). The parsec distance between two systems is determined by subtracting the lower parsec number from the higher. (It is not necessary for the parsec numbers "in between" to be on table; for example, a starship with hyperspeed of 3 may move from a planet at parsec 5 to a planet at parsec 8, even if no systems with parsec numbers 6 and 7 happen to be on table.)

***Movement* - Landspeed** — Each character or vehicle may use 1 Force to move from one site to another related site. A card's landspeed indicates the maximum distance it may travel, measured in sites (1 site = 1 unit of landspeed). Characters have landspeed of 1. Vehicles have landspeed as indicated on the card, but must have a driver or pilot aboard to move. Vehicles move only to exterior sites, but they can carry any number of characters (capacity permitting) for that use of 1 Force.

***Movement* – Landing and taking off** - A piloted starfighter at a site may take off to the related system. Similarly, a piloted starfighter at a system location may land at any related exterior site (TIEs, however, may only land at docking bays). Landing or taking off requires 1 Force, but is free to/from a docking bay. A landed starfighter has no landspeed, power or maneuver. It may not utilize game text (except game text relating to occupant capacity or permanent pilots), normal starship weapons or any cards which would logically require the starfighter to be moving.

***Movement* – Shuttling** - A character or vehicle may be shuttled (by the symbolic use of dedicated shuttles, which are assumed to be aboard every capital starship) from an exterior site to a capital starship at the related system (or vice versa) for 1 Force. Shuttling is not allowed to or from a starfighter.

***Movement* – Transferring** - Any number of characters and vehicles may be transferred (by the symbolic docking of two starships or use of dedicated shuttles) from one starship to another at the same system for 1 Force if at least one of those starships is piloted and has ship-docking capability, or is a capital starship.

Occupants of Vehicles and Starships — Characters aboard a vehicle or starship fall into three categories: pilots, drivers and passengers. Indicate which characters are aboard a vehicle or starship by placing them underneath that card. You may designate which characters are acting as pilots or drivers at any time during your deploy phase or move phase.

- *Pilots* — A starship, combat vehicle or shuttle vehicle must be piloted (by a character pilot or a permanent pilot) to move or to use its power or maneuver. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus do not pilot the starship or vehicle.
- *Drivers* — A transport vehicle must have a driver aboard to move or to use its power or maneuver. Typically, the driver must be a character with ability. If more than one character is aboard, you must designate which one is driving.
- *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 do not contribute their ability towards drawing battle destiny (see "Power Segment" on Page 4). The passengers aboard a creature vehicle are sometimes referred to as 'riders.'

React — This is a special form of deployment or movement, granted by cards that say 'react' in their gametext, that may occur during your opponent's turn (at normal use of the Force). A react occurs just after your opponent initiates a battle or Force drain and is initiated by saying: "React!"

Reacting to a Force drain cancels the Force drain if you bring **presence** to the location. All cards involved in a react are prevented from being involved in another react during the same turn (even the first react was canceled). If a card is allowed to move as a react, it is only permitted to move using its landspeed, embarking/disembarking, or (in the case of starfighters) landing/taking off.

Unique/Restricted — If the name on a card is preceded by a dot (•), this indicates that it is a unique card. Although you are free to place more than one unique card of the same title in your deck, you cannot have more than one face up on the table at any time during the game. If cards have two (••) or three (•••) dots, the number of identical cards of the same title that can be on the table at the same time is restricted to the number of dots on the card. When there are no dots preceding a card name, there are no restrictions on the number of these cards you can have on the table. Note: An interrupt card with one dot (•) indicates that only one interrupt of that name may be played per turn. If both players have a unique (•) card with the same name, only one copy of that card may be on the table at a time. It doesn't matter that one is a Dark Side card and one is a Light Side card.

Uniqueness also extends further to cover *personas*. For example, "Lord Vader" and "Darth Vader, Dark Lord Of The Sith" are not technically the same card title, but they both represent the persona of Vader and thus the Dark Side player cannot have both on the table at the same time.