STAR WARS™ DESTINY

RULES REFERENCE

VERSION 2.4 - CHANGE LOG

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- Added Double-sided cards - 7
- Added Parallel Die and Team Up - 18
- Updated Character Errata - 23
- Updated Clarifications - 29

STAR WARS™
DESTINY

INTRO

This document contains the complete rules for *Star Wars: Destiny*, as well as frequently asked questions and specific card clarifications. It is not meant to teach the game, but rather serve as a comprehensive reference for rules questions and card interactions. Use the guide below to navigate this document and our other online resources for this game:

I want to learn the basics of the game. Read the Starter Set rulesheet **here** or watch our tutorial video **here**.

I have a question about playing the game. Check the index on the last page of this document to find the relevant entries.

I have a question about a specific card. Check and see if the card is listed under Errata or Card Clarifications. Otherwise, look through the Rules section for some of the words that appear in the card's ability.

I want to learn the finer points of the rules. Read the Rules section from beginning to end, or look for the topic in the table of contents that interests you most.

I want to know what to expect when playing in or running a tournament. Consult our tournament rules document **here**.



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RULES

These are the complete rules for *Star Wars: Destiny*.

THE GOLDEN RULE

If the text of a card directly contradicts the rules of the game, the text of the card takes precedence. If you can follow both the rules of the game and the text of the card, do so.

PART 1. CARD TYPES & COLORS

All cards may have the following components: affiliation, color, type, subtype, title, ability, uniqueness, flavor, identification, rarity, and dice reference.

AFFILIATION

There are three different affiliations: hero, villain, and neutral. The affiliation of each card is written on the bottom of the card.

COLORS

Each card is associated with a specific color and is written on the bottom of the card.

- Red is Command, and represents military and logistical endeavors and characters.
- Blue is Force, and represents characters trained in using the Force and their varied abilities.
- Yellow is Rogue, and represents scum, villainy, spies, and smugglers.
- Gray is General, and represents everything that does not fall under one of the other three colors.

TYPE & SUBTYPE

Each card is one of six types: battlefield, character, event, upgrade, support, or plot. The type is listed above a card's abilities, except on battlefields, where it does not appear. Some cards have one or more subtypes listed after the type.

TITLE

A card's title is used to identify and describe what it represents in the *Star Wars* universe.

ABILITIES

Most cards have one or more abilities listed on them.

UNIQUENESS

Each card is either unique or non-unique. Unique cards are marked by a diamond (♦) before their titles. All other cards are non-unique.

A player cannot have more than one copy of a unique card in play at the same time. There cannot be more than one copy of a unique character on a team, and a player cannot play a unique support or unique upgrade if they already have another copy of that card (including a character) in play.

- The unique restriction applies to each player individually. Players can each have one copy of a unique card in play at the same time.
- If a player ever controls more than one copy of a unique card, then they must immediately discard one of those cards from play. If it is a character, it is defeated instead.
- The unique restriction does not apply to dice. A player can have multiples of the same die in play at the same time.
- Characters with the same title but a different subtitle are still considered to be the same character for determining uniqueness.

  Example: A player cannot use Darth Vader, Sith Lord and Darth Vader, Dark Apprentice on the same team.

FLAVOR TEXT

Flavor text has no in-game application when present.

IDENTIFICATION (ID)

A card's identification contains the set symbol (*Awakenings'* set symbol is ⏻) followed by a number. These help identify the cards and match them to dice.

RARITY

There are five levels of rarity. The rarity of a card is shown by a color behind the collector's info. A die that comes with a card shares its rarity with that card.

Fixed (Gray): Fixed cards have a non-random distribution and always come in the same product.

Common (Blue): There are three common cards per booster pack.

Uncommon (Yellow): There is one uncommon card per booster pack.

Rare (Green): There is one rare card and its matching die per booster pack.

Legendary (Purple): One in six booster packs has its rare card and die replaced by a legendary card and its die.

DICE REFERENCE

A card that comes with a die has reference boxes that show all six sides of that die.

CARD ANATOMY



BATTLEFIELDS

Battlefields represent various locations that players face off in. One battlefield is chosen at the beginning of the game, and the other battlefield is not used.

- One player at a time controls the battlefield, and places it next to their deck, either because they started the game with it or were the last person to claim it.
- Battlefields may have claim abilities on them. These abilities may be used when the Claim the Battlefield action is taken.
- The player who controls the battlefield takes the first action each round.
- All battlefields are considered to be Gray.



SUBTITLE (ALSO APPEARS ON CHARACTERS)

A subtitle defines the location or planet of a battlefield, and helps distinguish different versions of characters from each other.

PLOTS

Plots represent various schemes and strategies that players can begin with. Players may optionally include one plot (but no more than one) when building their team. Each plot has a point value that counts toward the 30 point limit, just like characters. Plots start the game in play and remain in play.

- A hero or villain plot can only be selected if there is a character of that affiliation on a player's team. A Blue, Red, or Yellow plot can only be selected if there is a character of that color on a player's team.
- Some plots have a negative point value which increase the point limit of a team. For example, a –1 point plot allows 31 points for characters on that team.



CHARACTERS

Characters represent notable individuals in the *Star Wars* universe. Each player spends up to 30 points on characters during customization. Characters start the game in play and remain in play until defeated. Each character has one or two matching dice that are rolled when that character is activated.

HEALTH

A character's health is how much damage it can take before being defeated.

- When an ability refers to a character's health, it is referring to their total health, not their remaining health.

POINT VALUE(S)

A card's point value(s) is how many points it costs to include it on a team. If there are two values, then the smaller value is how many points it costs to use one of that card's dice, and the larger value is how many points it costs to use two of that die. A character with two of its dice is called an elite character.

- This point value cannot be changed during gameplay; if a character becomes elite, its point value does not change.



EVENTS

Events represent tactical actions, schemes, twists of fate, and other unexpected developments that might occur during the game. When a player plays an event, they follow the card's instructions and then discard it to their discard pile.

- Provided any play restrictions (see "Play Restrictions" on page 19) are met, a player can play an event even if the event has no effect.

COST

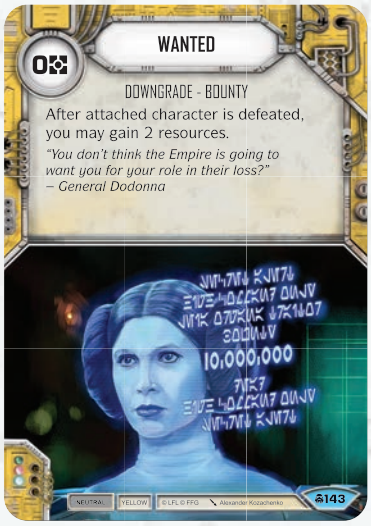
The cost of a card is listed in the upper-left hand corner of the card. A player must spend resources equal to the cost of a card in order to play it.



DOWNGRADES

Downgrades represent bounties, injuries, and other negative effects on a character. When a player plays a downgrade card, they attach it faceup to one of their opponent's characters (not their own). Downgrades have repeatable or ongoing abilities and stay in play unless an effect discards them, or the card they are attached to leaves play.

- A downgrade is controlled by the player that played it, even though it is in an opponent's play area.
- Each character has a downgrade limit of 3. If a character has more downgrades than its downgrade limit, its controller chooses and discards downgrades from it until its limit is met. (A player can play a downgrade on a card with 3 downgrades.)
- If a downgrade has a matching die, that die is rolled into its controller's pool after the attached character is activated.



SUPPORTS

Support cards represent various vehicles, connections, and forms of logistical aid. When a player plays a support card, they place it faceup in their play area and, if it has a matching die, places its die on the card. Supports have repeatable or ongoing effects and stay in play unless an effect or ability discards them.

- Support cards cannot take damage.
- If a support has a matching die, that die is rolled when the support is activated.
- There is no limit to the number of supports a player can have.

SUBTYPES

Some cards have subtypes listed after the card's type, such as "Vehicle" or "Weapon." Subtypes have no inherent rules associated with them, but other cards may reference them.

- When a card refers to a subtype in its text, the subtype is bold.
- A card cannot gain another copy of a subtype; it either has the subtype or does not have the subtype.



UPGRADES

Upgrades represent weapons, gear, and abilities. When a player plays an upgrade card, they attach it faceup to one of their characters (or supports if it has Modify) and, if it has a matching die, places its die on the card. Upgrades have repeatable or ongoing abilities and stay in play unless an effect or ability discards them, or the card they are attached to leaves play.

- A player may discard an upgrade already on a card to decrease the cost of a new upgrade being played on that card by the cost of the discarded one. This is called "replacing an upgrade" and each player can only do this once per round.
- Each card has an upgrade limit of 3. If a card has more upgrades than its upgrade limit, its controller chooses and discards upgrades from it until its limit is met. (A player can play an upgrade on a card with 3 upgrades.)
- The color of a card and its upgrades do not have to match, provided all deckbuilding and play restrictions were followed.
- There is no limit to the number of **weapons**, **equipment**, or **abilities** a card can have as part of its 3 upgrades.
- A card can have multiple copies of the same non-unique upgrade.
- If an upgrade has a matching die, that die is rolled when the attached card is activated. It does not matter if the upgrade is ready or exhausted, and the upgrade does not exhaust along with the card.



DOUBLE-SIDED CARDS

The print & play set Transformations introduces double-sided cards to the game. Each of these cards has two sides: a side A, and a side B (or C or D), indicated by the letter after its collector number. Each side A is either a character, plot, or battlefield, and its reverse side may be a different card type than side A. When building your team, you must use side A unless its reverse side has a point value. If its reverse side has a point value, you may use that side instead of side A.

- When a card in play flips, it is not considered to have left play, and its reverse side is not considered to have entered play or to have been played. All cards and tokens on it remain, and its state (ready or exhausted) does not change.
- When a card in play with a parallel die flips, set aside each of its parallel dice.
- When a card in play flips, if the side it flips to has a parallel die, it gains a number of those dice based on the point value on side A (one die for non-elite, two dice for elite).
- A card with a unique title on its reverse side cannot be included on a team with another card that has that title.

Example: A player activates an elite Anakin Skywalker (1A) and uses his ability to flip him. Both of Anakin's parallel dice are set aside, each upgrade, downgrade, shield token, and damage token remain on him, and he stays exhausted. Anakin is now Darth Vader, and since Anakin was elite, two parallel Darth Vader dice are placed on Darth Vader as matching dice.





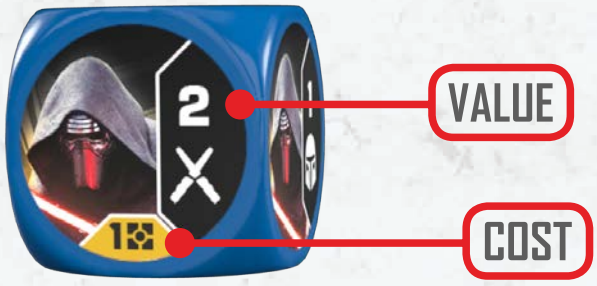
PART 2. DICE & DICE SYMBOLS

All dice have a matching card and may have the following components: value, symbol, cost, modifier, identification, rarity, affiliation, color, type, subtype, title, and uniqueness.

VALUE

The value is a number that is listed above the symbol.

- Blanks and specials have no value printed on the die, and have a value of 0.



SYMBOL

Each side of a die may have a symbol on it. When a die is resolved, an effect is carried out based on the symbol that is showing on the die (see "Dice Symbols" on the next page).

- Some dice have one or more sides with no symbol, such as Lure of Power (16).

RESOURCE COST

Some dice have a resource cost, listed in a yellow box at the bottom of the side. A player must spend resources equal to the cost on the die side showing in order to resolve it. If they cannot pay the cost, they cannot resolve that die's side.

MODIFIER

Some dice have one or more blue sides with a plus sign (**+**) before the value. Sides with a plus can only be resolved at the same time as another die that shows the same symbol without a plus. While resolving, the plus value is added to the other die to create a new value.



Example: You roll a **+2** *symbol. You also roll a* **1** *symbol, so you can resolve the* **+2** *along with the* **1** *to deal 3 ranged damage to any one character. If you had not rolled the* **1**, *or had already spent it, you could not have resolved the* **+2** *die.*

- A modifier cannot be resolved by itself.

IDENTIFICATION (ID)

The identification contains the set symbol followed by a number. Each ID matches a corresponding card.



RARITY, AFFILIATION, COLOR, TYPE, SUBTYPES, TITLE, AND UNIQUENESS

The rarity, affiliation, color, type, subtypes, title, and uniqueness of a die are the same as its matching card.

- A player can have multiple unique dice with the same title in their pool.

DICE SYMBOLS

Activating various cards rolls dice into a player's dice pool. The dice can then be resolved for their symbols' effect as a later action. Each symbol has a different effect, as described below. Most symbols have a value above them that determines the scale of the effect.

MELEE DAMAGE

Deals damage to a character equal to the value of the symbol.

- All damage must be dealt to a single character. A player cannot split the damage from a single die (or a die that has been modified) among different characters. When resolving multiple dice in the same action, each die can deal damage to a different character.

RANGED DAMAGE

Deals damage to a character equal to the value of the symbol.

- All damage must be dealt to a single character. A player cannot split the damage from a single die (or a die that has been modified) among different characters. When resolving multiple dice in the same action, each die can deal damage to a different character.

INDIRECT DAMAGE

Deals damage to an opponent's character(s) equal to the value of the symbol, distributed as that opponent wishes.

- All damage can be split among multiple characters.

SHIELD

Gives a character shields equal to the value of the symbol.

- All shields must be given to a single character. A player cannot split the shields from a single die (or a die that has been modified) among different characters. When resolving multiple dice in the same action, each die can give shields to a different character.
- A character cannot have more than 3 shields. Any excess shields that would be given to the character are ignored.

RESOURCE

Gains resources equal to the value of the symbol.

DISRUPT

Forces an opponent to lose resources equal to the value of the symbol.

- If an opponent does not have as many resources as the value of the symbol, then they lose all of their remaining resources.
- The opponent cannot lose resources they don't have; a player cannot have fewer than zero resources.

DISCARD

Discards random cards from an opponent's hand equal to the value of the symbol.

- If an opponent does not have as many cards in hand as the value of the symbol, then they discard all of their remaining cards.

FOCUS

Turns a number of dice in the player's dice pool to the sides of their choice. The number of dice they turn is equal to or less than the value of the symbol.

- A player cannot turn their opponent's dice.

SPECIAL

Uses the special ability marked by a ⊕ symbol on that die's card. Specials have a value of 0 that cannot be increased or decreased.

- A player cannot use the special ability on a different card; they must use the special ability on the die's matching card.
- Just like other symbols, a player can use multiple special abilities during the same action, and chooses the order that they are resolved in.
- A special ability that rerolls its die cannot be resolved a second time during the same action.

BLANK

Blank symbols have no effect and cannot be resolved. Blanks have a value of 0 that cannot be increased or decreased.

RESOLVING DICE THROUGH CARDS

When a player resolves a die through a card effect, they use the normal die effect based on the symbol, and follow any extra instructions.

- A player must still pay any resource cost on that die.
- A player cannot resolve a modifier by itself unless the card allows them to resolve multiple dice of the same symbol.
- If one or more "after" abilities are triggered from resolving one or more dice through a card effect, those abilities enter the queue and will not resolve until after the card effect has fully resolved or until it is their turn in the queue.

DICE LEAVING PLAY

- If a card with a matching die leaves play, the matching die is also immediately returned to the set-aside zone. The die can enter play again at a later time, if its card enters play again.
- If a player has two copies of the same upgrade on a character, they do not need to keep track of which die is associated with which card, unless there is a reason to do so (like Con Artist). When both dice are in a dice pool and an ability targets one of their cards, the player resolving the ability chooses which die it affects.
- If a player has two copies of the same upgrade on different characters (one upgrade on each character), they must make sure to track each die separately.

PART 3. AREAS OF PLAY

Each player has their own in-play and out-of-play areas.

IN-PLAY

CHARACTERS, PLOTS, & PLAYED CARDS

After an upgrade, downgrade, or support is played, it is added to the in-play area. Characters and plots start the game in play.

- The abilities on cards in play can be used.
- A card enters play when it transitions from an out-of-play area to the in-play area.
- "From play" is short for "from the in-play area."
- If a card leaves play and re-enters play, it is considered a new instance of the card and there is no memory of having used its abilities.

DICE POOL

This is where dice are rolled. Each player has their own dice pool. Dice are always placed on their matching cards when not in a dice pool.

- A player can only resolve dice in their own dice pool.
- Dice in a player's dice pool can be manipulated (removed, turned, rerolled, or resolved) or used as a reference for card effects that require a specific side to be showing.

RESOURCES

A player's resources are kept next to their cards.

- The number of resources a player has is open information.

BATTLEFIELD (IF CONTROLLED)

If a player controls the battlefield, it's kept in their in-play area.

OUT-OF-PLAY

Cards in a player's hand, deck, discard pile, and set-aside zone are out of play and their abilities cannot be used until they are played or return to play, or a card says otherwise.

- A card leaves play when it transitions from the play area to an out-of-play area. Remove all tokens from that card.
- A player cannot have a card their opponent owns in their own out-of-play area.

HAND

Each player has a hand of cards. As an action, they are able to play a card from their hand by paying the card's resource cost.

- Each player has a hand size. A player's hand size determines how many cards they draw up to during the upkeep phase (after discarding any cards they want). The default hand size is 5 cards. A player does not have to discard cards when they have more than their hand size.
- The number of cards in a player's hand is open information, but the actual cards in it are hidden from a player's opponent.

DECK

Each player brings a deck of 30 cards to the game. During the game, the deck refers to the stack of facedown cards a player has not yet drawn.

- After being shuffled, the deck is kept with the cards facedown, and players cannot look through it or change its order except through game abilities.
- The number of cards in a player's deck is open information.

DISCARD PILE

The discard pile is a faceup pile near a player's deck where they place their discarded cards.

- The cards in a discard pile are open information. All players can look through any player's discard pile whenever they wish.
- The order of the discard pile is irrelevant. A player can adjust the order of the cards in their discard pile whenever they wish.

QUEUE

When a card is played, it is placed faceup on the table in the queue until it resolves. After the card resolves, it is either discarded (events) or put into play (non-events).

DICE ON CARDS

When dice are not in a dice pool, they are placed on their matching card.

- These dice are not active, cannot be manipulated, and none of their sides are considered to be showing.

SET-ASIDE ZONE

Each player has a set-aside zone. At the beginning of the game, some cards and dice are set aside and can be hidden from opponents. These are cards and dice that can enter play via cards. Players can set aside any number of dice that match cards in their deck and cards and dice that are referenced by cards on their team and in their deck.

Cards can also enter or leave the set-aside zone. Cards that enter the set-aside zone during play are open knowledge unless otherwise noted. Defeated characters are placed in the set-aside zone, and some cards, like battlefields that are not chosen during setup, also use this zone.

SUPPLY

This is where the various game tokens are placed. All tokens are taken from the supply when gained (resources), dealt (damage), or given (shields). All tokens are returned to the supply when spent (resources), lost (resources), healed (damage) or removed (shields). If players run out of tokens, they should find a proper proxy.

AREAS OF PLAY

DICE POOL



CHARACTERS





UPGRADE



BATTLEFIELD





SUPPLY

DECK



DISCARD PILE



SUPPORT





HAND

RESOURCES



SET-ASIDE ZONE



PART 4. CUSTOMIZATION

Customization happens before playing a game. Players can experience the game in new ways by developing one-of-a-kind strategies and combinations.

1. BUILDING A TEAM

To build a team, a player chooses up to 30 points of characters and up to one plot.

- Hero and villain characters cannot be on the same team. Neutral characters can be on any team.
- A player can select only one copy of each unique (✦) character, but they can select any number of copies of non-unique characters. When selecting a unique character, the player must choose whether to use the elite (larger point value, two dice) or non-elite (smaller point value, one die) version of that character.
- A player must choose at least one character.
- There are no restrictions based on a character's color. A player may include characters of the same color or different colors on their team.

2. BUILDING A DECK

- A deck includes exactly 30 cards. The deck cannot include more than 2 copies of the same card.
- If a team has hero characters, its deck cannot contain villain cards. If a team has villain characters, its deck cannot contain hero cards. If a team has all neutral characters, its deck cannot contain hero or villain cards. Neutral cards can be included in any deck.
- Blue, Red, and Yellow cards can only be included in the deck if the team includes a character of the matching color. Gray cards can be included in any deck.
- A deck can contain events, upgrades, downgrades, and supports. Characters, plots, and battlefields are not included in a deck and do not count toward its 30-card limit.
- Each deck building ability is applied separately. For example, a player's team with Enfys Nest and 2 Enfys Nest's Mauraders can include 4 hero cards and 4 villain cards in their deck. If that player also included the plot Double Down, they could not use it to include any additional copies of hero or villain cards since its ability is applied separately.

3. SELECTING A BATTLEFIELD

In addition to characters and a deck, a player selects one battlefield to bring with them to the game.

Example: A player chooses the elite version of Leia Organa (28) for 16 points, and the non-elite version of Han Solo (46) for 14 points. Their two characters are a combined 30 points, which is the most points there can be on a team.

Since Leia Organa and Han Solo are hero characters, the player cannot include villain cards in their deck. They can also not include Blue cards, since they did not choose a Blue character. The player selects 30 Red, Yellow, and Gray cards to add to their deck. They decide to take at least 10 cards that have dice, as it is important to draw and play cards that provide dice.

Finally, the player selects Rebel War Room (171) as their battlefield. If chosen during setup, this will allow them to use their dice with resource costs, like Han Solo's 3 ranged damage side, for free.



PART 5. GAME STRUCTURE

The game is a fast-paced, back-and-forth battle where players alternate taking turns.

SETUP

To set up the game, follow these steps in order:

1. Each player places their character and plot cards faceup in front of them, along with those characters' matching dice.
2. Each player sets aside their battlefield faceup.
3. Each player shuffles their 30-card deck and draws 5 cards from it.
4. Each player shuffles any number of cards from their hand back into their deck, and then redraws until they have 5 cards in hand.
   - Players should try and choose their cards simultaneously. If there is a disagreement over who chooses their cards first, then randomly determine a player to choose first.
5. Players sort the various game tokens (damage, shields, and resources) into piles near the play area. Each player gains 2 resources from this supply.
6. Players roll their starting character dice and add up the values rolled (the white numbers). If there is a tie, they roll again. The player with the highest total chooses which battlefield to fight on. If the highest total cannot be determined, randomly select which player chooses which battlefield to fight on. The player whose battlefield is being used controls the battlefield and places it next to their deck. The player whose battlefield is not being used sets their battlefield aside and gives 2 shields to their characters, distributed as they wish. After rolling, return all character dice to their matching cards.
7. "After setup" abilities trigger.

ROUNDS

Each game is played over a series of rounds. Each round has two different phases: an action phase and an upkeep phase.

ACTION PHASE

During the action phase, players alternate taking turns. The player who controls the battlefield takes the first turn. When it is a player's turn, they can perform one action or pass. When both players pass consecutively, the action phase ends and play proceeds to the upkeep phase.

UPKEEP PHASE

During the upkeep phase, each player does the following:

1. Readies their exhausted cards.
2. Returns all of the dice still in their dice pool to their matching cards.
3. Gains 2 resources.
4. Discards any number of cards from their hand, and then draws up until they have cards in hand equal to their hand size.
   - If, after discarding, a player has cards in their hand equal to or greater than their hand size, they do not draw any cards.
   - If a player does not have enough cards left to draw up to their hand size, they draw as many cards as they can.

ACTIONS

Actions are taken by a player whenever it is their turn. On a player's turn, they must take an action or pass. Whenever a player wishes to take an action, that player first declares their intent (and shows the card to be used, if necessary). The different actions are listed below:

- Play a card
- Activate a card
- Resolve dice
- Reroll dice
- Use a card action
- Claim the battlefield



PLAY A CARD

Whenever a player wishes to play a card, that player follows these steps, in order:

1. Declare intent by showing the card and add it to the queue.
2. Check play restrictions. If the play restrictions cannot be met, the action is illegal.
3. If the card is an upgrade or downgrade, choose a target to attach it to. If there are no eligible targets, the action is illegal.
4. Determine the cost (or costs, if multiple costs are required). If the cost(s) cannot be paid (taking all modifiers into account), the action is illegal.
5. Apply modifiers to the cost(s). Replacing an upgrade and "before you play" abilities may be triggered at this time.
6. Pay the cost(s).
7. If the card is next in line in the queue, resolve its effects. After the card resolves, it is either discarded (events) or put into play (non-events).

ACTIVATE A CARD

To activate a character or support card, a player exhausts that card and rolls all of its dice (character or support) and all of its upgrade dice (from attached upgrades) into their pool. Any of its dice already in the pool are not rerolled. These dice are now in that player's dice pool, and that player can take an action on a future turn to resolve their symbols. Supports without a die cannot be activated.

- An exhausted character or support cannot be activated.

RESOLVE DICE

Each side of a die may have a symbol on it (see page 9). A player may resolve one or more dice in their pool that are showing the same symbol, one at a time (unless adding a modified die, then the dice are resolved simultaneously). To resolve a die, a player must pay any costs and carry out the effect represented by the symbol on that die. Then they return it to the card that it came from.

- A player can only resolve dice in their own dice pool.
- A player can resolve dice with different values during the same action, provided the dice share a symbol.
- A player cannot choose to resolve dice symbols if they have no symbols of that type to resolve. A player must resolve at least one die when taking this action.
- A player can resolve any dice showing the same symbol, even if those dice were not showing that symbol when the player started resolving dice.
- A player cannot resolve the same die more than once per action.
- If a player's effect would resolve an opponent's die, that die is resolved as if it were in that player's pool instead.

REROLL DICE

A player can discard one card of their choice from their hand to reroll any number of their dice in their pool. They must choose all dice they want to reroll before rerolling.

USE A CARD ACTION

Some cards have special actions listed on them. These actions are preceded by the word "**Action**" in bold. To resolve this action, follow the card's instructions.

- **Power Actions**. A power action is an action that can only be used once per round, even if the card with a power action changes control. A player can use each power action once on each card, even if the cards have the same title.

CLAIM THE BATTLEFIELD

When a player claims the battlefield, if they do not control it, they take control of it and move the battlefield card to their in-play area. Then that player may use its "**Claim**" ability. For the rest of the round, that player automatically passes all of their future turns and declines to act if they have the opportunity to take an action. Their opponents continues taking turns until they also pass. Only one player can claim the battlefield each round.

- A player does not have to use the claim ability.
- A player can claim the battlefield even if they already control it in order to keep control of it and use its claim ability.
- The player who controls the battlefield takes the first turn each round.
- Players can still use their card abilities after they claim the battlefield.

ILLEGAL ACTIONS

If a player takes an illegal action or attempts to take an action that cannot be completed, the entire action is reversed. No abilities trigger and no effects resolve as a result of a reversed action. Then that player takes an action or passes. Actions that shuffle a deck, reveal cards from a deck, or move cards to or from a deck cannot be reversed.

EXTRA ACTIONS

When a player is allowed to take additional actions on their turn, they must immediately take them following the resolution of the current action or decline to act (this is not the same as passing your turn). If they are allowed to take an action outside of their turn, they also must take it immediately or decline to act.

Each action, and any abilities its resolution triggers, must fully resolve before an additional action is taken. Actions wait to be resolved in the order they were created in. They do not enter the queue (see page 17) like other game effects.

Example: A player plays an upgrade that has the Ambush keyword on Rey (38) while their opponent has a Jango Fett (21) ready. They now have two additional actions to resolve, one from the Ambush and one from Rey's ability. They use one of the additional actions to activate Rey. As a consequence of Rey activating, Jango's after ability meets its trigger condition and is added to the queue. Because additional actions exist outside the queue, waiting for the current action to complete, his ability resolves before the Rey player spends their second additional action.

PASSING

If a player does not wish to take an action on their turn, they may pass their turn. They do nothing, but they retain the option to take an action after their opponent. After both players pass consecutively, the round proceeds to the upkeep phase.

If a player takes an action that does nothing, then they are considered to have passed their turn instead.

Example 1: A player uses the Action on General Veers (4), but there is no Veers die for them to remove. As such, nothing happens and they are considered to have passed their turn.

Example 2: A player uses the Action on Backup Muscle (99) when the card is ready and there's no damage on it to move. However, since the Backup Muscle exhausts, something happened and the action does not count as a pass.

CHANGING CARD TYPES

When a card becomes a new card type, it is no longer its previous type, all tokens on it are removed, and all upgrades on it are discarded. The card remains exhausted or ready and all of its dice are returned to its card. If a character becomes a new card type, it no longer has health or point values.

CHOOSING CHARACTER SUBTYPES

When a player would "choose a character subtype," that player must choose one of the following: advisor, apprentice, bounty hunter, droid, engineer, Ewok, guard, Gungan, inquisitor, Jawa, Jedi, leader, nightbrother, pilot, pirate, scavenger, scoundrel, shapeshifter, Sith, Spectre, trooper, witch, or Wookiee.

LIMITS

Some upgrades have a limit to the number of specific upgrades that can be attached to a character (*for example, "Limit 1* ***form*** *per character"*). A limit applies only to the character that the upgrade is attached to. If a character has more limit upgrades than specified, its controller chooses and discards upgrades from it until that limit is met.

REMINDER TEXT

Reminder text is text in parentheses that clarifies game text. It is used to remind players of rules and does not supersede the rules.

WINNING THE GAME

There are two ways for a game to end:

- If a player controls no characters, the game ends immediately and the other player wins the game.
- If a player has no cards in their hand and deck at the end of a round (after the upkeep phase), they lose and the other player wins. If both players would lose this way, the player who controls the battlefield at the end of the round wins.

PART 6. GAME CONCEPTS

These are important rules that are used every game.



DAMAGE

When a character is dealt damage, place that much damage on the character. When a character has damage on it equal to or more than its health, it is immediately defeated.

- Unblockable damage cannot be blocked by shields or card effects. Any shields on a character who is dealt unblockable damage remain on that character; the shields are ignored for the purposes of dealing the unblockable damage.
- Unless specified, damage is neither ranged or melee. "That damage" is short for "that amount of damage."

  Example: A player uses Deflect (145) to remove a die showing ranged damage and deal 2 damage to a character. The damage that was just dealt is not considered to be ranged damage.
- 0 damage means no damage was considered to have been dealt.
- Damage dealt during the same action is usually dealt at different times since the dice are resolved one at a time. The only time multiple dice deal damage at the exact same time is when a die is being modified by other dice.
- Any excess damage taken by a character above its health is ignored.
- When a player distributes damage "as they wish:"

1. The player assigns their characters the amount of damage they will be dealt.

A player cannot assign an amount of damage greater than the remaining health plus the number of shields on the character, unless a player cannot assign any more damage to their characters and there is still damage remaining to be assigned, then the player must assign the remaining damage to their characters as they choose.

2. Once all damage is assigned, it is dealt simultaneously.

Example: A player has two characters with 1 remaining health each. They are forced to distribute 2 damage from the special on the F-11D Rifle (8). They must deal each of their characters 1 damage, instead of dealing one of the characters 2 damage. If one of those characters had 1 shield, then both of the damage could have been dealt to that character.

DEFEATED CHARACTERS

When a character has damage on it equal to its health, it is immediately defeated. Set aside its character card and all of its dice (both its character and upgrade dice), and discard all upgrades on it. (While set aside, the character and its dice are no longer in play and cannot be used.)

- When a player controls no characters, they lose.



RESOURCES

Resources are the game's currency and are used to pay for cards, card abilities, and resolving dice. The amount of resources a player has available at any given time is represented by their resource tokens. Resources begin the game in the supply. When a player gains resources, they take tokens from the supply. When a player spends or loses resources, they return tokens to the supply.

- Each player gains 2 resources during the upkeep phase.
- If the supply of resource tokens runs out, substitute a different token or track resources using a different method.



SHIELDS

Shields block damage. Each shield blocks 1 damage that is dealt to the character. After blocking damage, the shield token is removed.

- Shields block damage before it is taken. Shields must be used to block damage, if possible. Other effects that block damage do so at the same time, and can be used before or after shields, the same as any other simultaneous abilities.
- Each character has a shield limit of 3. If a character has more shields than its shield limit, discard shields from it until its limit is met.
- If the supply of shield tokens runs out, substitute a different token or track shields using a different method.

DRAW

Whenever a player draws a card, they take the top card of their deck and add it to their hand.

- When players draw multiple cards, the cards are drawn simultaneously.
- If a player does not have as many cards left in their deck as they are supposed to draw, then they draw as many of the remaining cards as possible. If a player cannot draw any cards, then nothing happens.

READY

A card is ready when it is in an upright position. Ready cards can be exhausted (turned sideways). A player instructed to ready a card should turn the card to an upright position.

- A card that is already ready cannot be readied.
- Ready supports and characters can exhaust to activate. Ready upgrades can only be exhausted through card effects.

EXHAUSTED

A card is exhausted when it is turned sideways. Exhausted cards can be readied (turned upright). A player instructed to exhaust a card should turn the card to a sideways position.

- A card that is already exhausted cannot be exhausted again.

PART 7. ABILITIES

An ability is the special game text that a card contributes to the game. There are five types of abilities: action abilities, claim abilities, ongoing abilities, special abilities, and triggered abilities. There are also keywords, which are shorthands for abilities that appear on multiple cards. Cards can have more than one ability; each ability is its own paragraph on the card.

Example: Finn (45) has two different abilities.

An ability becomes usable as soon as its card enters play, unless it says otherwise such as being used from an out-of-play area or that the card must be out of play for the ability to resolve. An ability from an event is resolved when that event is played.

Players must resolve as much of an ability as they are able to, unless it includes the word "may" or explicitly gives the player a choice. Special abilities () are mandatory if that side of its die is resolved.

QUEUE

The queue is an imaginary line that most game effects and abilities enter and leave in chronological order, based on a "first in, first out" principle. Each effect must fully resolve before the next one resolves. If during the resolution of something in the queue, another effect is added, it moves to "the end" of the queue and is resolved last.

- After abilities enter the queue.
- Before abilities do not enter the queue, but interrupt it.
- Additional actions that are gained do not enter the queue, but instead wait their turn since a player can only resolve one action at a time.

Example: A player resolves one of their dice to deal 2 damage to a character. The 2 damage enters the queue, and since nothing else is in the queue it resolves.

Example 2: A player plays the event Reap the Reward (97) and it enters the queue. When that event resolves, that player chooses their Chewbacca (88) die showing 2X to resolve. If Chewbacca has 6 or more damage on him, his before ability triggers and interrupts Reap the Reward, increasing it to 3X. Then Reap the Reward finishes resolving and that player gains 3 resources.

ACTION ABILITIES

Some support, upgrade, and character cards have unique actions listed on them. These actions are preceded by the word "**Action**" or "**Power Action**" in bold. To resolve this ability, a player must spend one action on it during their turn and then follow the instructions on the card.

Example: Underworld Connections (101) has the action ability "Action - Exhaust this support to gain 1 resource."

CLAIM ABILITIES

Battlefields may have claim abilities on them, preceded by the word "**Claim**" in bold. These abilities are optional and may be resolved by the player who claims the battlefield.

ONGOING ABILITIES

Any non-keyword ability whose text contains no trigger condition and does not have a bold word in front of it (like "Action" or "Claim") is an ongoing ability.

Example: Personal Escort (78) has the ongoing ability "Attached character has the Guardian keyword."

INHERENT DICE ABILITIES

Some cards have ongoing abilities on them which are considered to be inherent to the die, and always affect how the die resolves, independent of the card being in play. An inherent dice ability is always one of the following: a special ability, an "X" value, or a die with no symbols.

- Dice with a non-special inherent die ability: Launch Bay (31), Lure of Power (16), ID-9 Seeker Droid (13), Training Remote (35), Gang Up (68), Imperial Troop Transport (32), X-wing (86), AT-RT (134).

SPECIAL ABILITIES

These are a type of inherent dice abilities that appear on some cards and are marked by the special () symbol. When a die with that symbol is resolved, the special ability on its matching card is resolved.

- The special () cannot be resolved to use the special ability on a different card.
- If a card has more than one special ability, the player who resolves it may choose which one to use.

KEYWORDS

Keywords are shorthands for abilities that appear on multiple cards.

- A card cannot gain another copy of a keyword; it either has the keyword or does not have the keyword.
- If a card loses a keyword, then it loses the keyword no matter how many times it would gain it.
- The italicized text that explains keywords on cards is solely reminder text, and is overridden by the full rules written below.

AMBUSH

After playing (and resolving) a card with Ambush, a player may take another action.

- If a player is allowed to take an action outside of their turn, they immediately take it.

GUARDIAN

After a character with Guardian is activated, its controller may deal it damage equal to the value of a die showing damage (, X, or) in an opponent's dice pool. Then remove that die.

MODIFY

Some upgrades have the keyword "Modify" and the subtype "**mod**." When playing a card with Modify, a player must choose an eligible target under their control. What target a **mod** can be played on is defined by its Modify keyword. A **mod** that has "Modify **vehicle** support" can only be played on a **vehicle** support; it cannot be played on a **vehicle** upgrade.

- Modify is not a play restriction.
- A card cannot have more than 3 upgrades.

PARALLEL DIE

A card with a parallel die uses a die from another set as that card's matching die.

PILOTING

After a character with Piloting is activated, its controller may choose a **vehicle** they control and activate it. That character is piloting that **vehicle.** Piloting expires at the end of the round.

A character can only pilot one **vehicle** at a time. A single **vehicle** can be piloted by more than one character. If a character starts piloting a **vehicle**, they are no longer piloting any **vehicle** they were previously piloting. A character is no longer piloting a **vehicle** if the **vehicle** they were piloting leaves play, and a **vehicle** is no longer being piloted if all of its pilots leave play. A character can pilot an exhausted **vehicle** even if they were unable to activate it.

REDEPLOY

This keyword only appears on upgrades. Before this upgrade would be discarded by its character being defeated, you may instead move it to one of your other characters. The upgrade die moves to the new character card, even if it was in the dice pool.

- The Redeploy keyword ignores play restrictions when attaching to a new character.

TEAM UP

While building your team, Team Up decreases the point values of each card listed by the Team Up value.

*Example: "Team Up 1: Each unique **bounty hunter**" decreases the point values of each unique **bounty hunter** on your team by 1 during team building.*

TRIGGERED ABILITIES

A triggered ability has a trigger condition and an effect. When a triggered ability meets its trigger condition, the ability resolves. There are two types of triggered abilities: "after" and "before" abilities.

- Triggered abilities exist independently of their source. Once triggered, the entire ability resolves, even if the card it was on leaves play.

TRIGGER CONDITION

A trigger condition indicates the timing point at which an ability may be used, and always follows either the word "after" or "before." A trigger condition matches a specific occurrence that takes place in the game.

Example: Qui-Gon Jinn (37) is about to gain a shield, which is the trigger condition for his ability that says "Before this character gains 1 or more shields, you may remove 1 of his shields to deal 1 damage to a character."

BEFORE ABILITIES

If, during the course of a game, a before ability meets its trigger condition, immediately resolve the before ability prior to resolving the rest of the effect. In this way, before abilities can interrupt the flow of the game and ignore the queue.

Example: One with the Force (42) says "Before attached character is defeated, this card becomes a support for the rest of the game." The trigger condition is "attached character is defeated," and the timing word "before" tells you to resolve the rest of the effect before the trigger condition resolves.

AFTER ABILITIES

If, during the course of a game, an after ability meets its trigger condition, it resolves following the resolution of the trigger condition. Unlike before abilities, after abilities do not interrupt the flow of the game, and instead wait their turn in the queue to resolve.

Example: Comlink (61) says "After you play this upgrade, you may reroll any number of your dice or any number of your opponent's dice." The effect of playing the card must fully resolve (paying the cost, choosing a character to attach it to), and then the after ability resolves.

- If the trigger condition of an after ability was part of another ability, that entire ability is completed before the new after ability resolves.

SIMULTANEOUS ABILITIES

When two or more triggered abilities meet their trigger conditions at the same time, the player who is resolving those abilities chooses the order they resolve in (in the case of before abilities) or enter the queue in (in the case of after abilities). If more than one player has abilities that are simultaneous, the player who controls the battlefield chooses the order in which each player resolves their own abilities or has them enter the queue.

Example: A Tusken Raider (22) with Fast Hands (150) is activated when there is also a Jango Fett (21) with Fast Hands in play. Each card is controlled by a different player. Both players have after abilities that can resolve after the Tusken Raider activates, so it is the battlefield controller's choice as to which player resolves theirs first.

EFFECTS

An effect is anything that results from an ability. An effect lasts for as long as the action described in it.

DELAYED EFFECTS

Some abilities contain delayed effects. Such abilities specify a future timing point, or indicate a future condition that may arise, and contain an effect that is to happen at that time.

Example: Crime Lord (23) says "You may pay 5 resources to choose a character. Before this round ends, defeat that character." The character being defeated is a delayed effect because it does not fully resolve until a future point in time.

- An event with a delayed effect creates the effect, and then the event is discarded.



REPLACEMENT EFFECTS

A replacement effect uses the word "instead" somewhere in its text. If a replacement effect resolves, the original effect is considered to have not resolved, and no abilities can be triggered off of it. (Abilities can be triggered off of the replacement effect.)

Example: Second Chance (137) says "Before attached character would be defeated, instead heal 5 damage from it and discard this upgrade." Because this prevents the character from being defeated, the character is never considered to have been defeated.

Some replacement effects that are part of before abilities use the word "would be" in their text. These effects are faster than other before abilities, and no abilities can be triggered off of the original effect.

Example: Second Chance (137) resolves before the before ability on General Grievous (3). Since the character affected by Second Chance is no longer defeated, General Grievous' ability cannot be triggered.

- When two or more replacement effects are trying to replace the same thing, the player who is resolving those abilities chooses the order they resolve/enter the queue in. If more than one player has abilities that are simultaneous, the player who controls the battlefield chooses the order they resolve in. The other replacement effect(s) no longer resolve, since the thing they are replacing no longer exists (it has already been replaced).

SELF-REFERENTIAL EFFECTS

When a card's ability text refers to its own card type, such as "this upgrade" or "this character," it refers to itself only, and not to other copies (by title) of the card.

NEGATIVE EFFECTS

Negative effects take precedence over positive effects. If an effect says a player cannot do something, then they cannot do it, even if another effect says they can.

"THEN" EFFECTS

In order to resolve an effect that is preceded by the word "then," the previous effects on the card must have fully resolved (i.e., the game state changes to reflect the intent of the effect in its entirety). If the part of an ability that precedes the word "then" does not successfully resolve in full, the part of the ability that follows the word "then" does not attempt to resolve.

Example: Scavenge (132) says "Discard the top 3 cards of your deck. Then you may add an upgrade or a support from your discard pile to your hand." If less than 3 cards remain in your deck, you cannot add a card to your hand because the previous effect did not fully resolve.

If the part of the ability that precedes the word "then" is an optional "may" effect, you must have chosen to resolve that effect and successfully resolved it in full for the part of the ability that follows the word "then" to resolve.

PART 8. TERMS

Below are definitions and explanations of important terms that players should know, listed in alphabetical order.

CHARACTER DIE

A character die is a die that matches a character.

- Upgrade dice are not character dice, even though characters also use them when they activate.

CHEAPEST

Something that is cheapest has the lowest cost.

- Any effect modifying the cost should be taken into account.

CHOOSE- EITHER

If an ability uses "choose" and "either," the player using the ability may choose either option, even if the chosen one will have no effect. Once the player has made their choice, they have to resolve as much of it as possible.

- Some cards force an opponent to make a choice. The opponent can also choose either option.

CHOOSE- TARGET

A target is a card or die to which an effect will happen. The term "choose" indicates that a target must be chosen in order for the ability to resolve. The player resolving the effect must choose a game element that meets the targeting requirements of the ability.

- When making a choice, a player cannot choose invalid targets. If there are no valid targets, then the card does nothing.
- If multiple targets are required to be chosen by the same player, these are chosen simultaneously.
- An effect that can choose "any number" of targets can successfully resolve if zero of those targets are chosen, though it might have no effect.

COMBINED VALUE

The combined value is the sum of the values showing on all the cards or dice being referenced.

CONTROLLER

The controller of a card or die is the player who has it in their in play area. By default, players control all of the cards and dice they own.

- When an ability refers to "your" card or die, it is referring to a card or die under your control.

COPY (OF A CARD)

A copy of a card is defined by its title. Any other card that shares the same title is considered a copy, regardless of card type, text, artwork, or any other characteristic of the card.

DECREASES

Effects which decrease something only last for the duration of the effect. Some effects have an ongoing duration.

Example: It Binds All Things (150) says "Before you play a Blue upgrade, you may exhaust this support to decrease its cost by 1." This only applies while paying the cost to play the upgrade; once it is played, its cost returns to the normal value since you have now played a Blue upgrade.

DICELESS CARD

A card that has no matching die.

FREE

When a card or die is played or resolved for free, decrease its cost to 0.

HEAL

When damage is healed from a character, remove that amount of damage from it.

- Heal as much damage as possible. Excess healing is ignored.
- If no damage was removed by the healing effect, then the character is not considered to have been healed.

INCREASES

Effects which increase something only last for the duration of the effect. Some effects have an ongoing duration.

LOOK AT

Sometimes an effect allows a player to look at cards in a player's hand or deck. Looking at a card does not change the position of the card, and after being looked at the card should be returned to its previous location.

MOVE

Some effects allow players to move cards or tokens.

- When something moves, it cannot move to its same (current) placement. If there is no valid destination for a move, the move cannot resolve.
- When an upgrade moves to another character, it maintains its state (ready or exhausted) and its die returns to its matching card.
- An upgrade with a play restriction can be moved to any character, as the upgrade is not being played.
- When damage moves to another character, it ignores shields and the character is not considered to have taken damage.
- A player can move shields, upgrades, and downgrades to a character who is at their respective limit. A player cannot move damage to a character over its remaining health.

OWNER

The owner of a card or die is the player who brought the card or die to the game. A player can own a card or die but lose control over it (such as losing control of the battlefield).

PLAY RESTRICTIONS

Play restrictions sometimes appear on a card and are marked by the word "only." A player cannot play the card unless the play restriction is met.

Upgrade cards sometimes say "(Color) character only". If a player does not have a character of that color to attach the upgrade to, the upgrade cannot be played.

- Upgrades do not get removed from a character if the play restriction is no longer fulfilled. The character must only fulfill the play restriction when the card is first played.

REMAINING HEALTH

Remaining health is the health of a character minus the amount of damage on it.

REMOVING DICE

Removing dice moves them from a player's dice pool back to their matching card.

- A die cannot be removed unless it is in a player's dice pool.
- If dice of a specific symbol must be removed to trigger an effect, then it does not matter if those dice can currently be resolved. Symbols that are modifiers or require a resource match still count as that symbol.

REPLACE

When an upgrade is discarded to decrease the cost of another upgrade, the new upgrade replaces the old one. Each player can only replace an upgrade once per round.

ROLLING

When a card refers to rolling a die, this applies to both rolling it into your pool and rerolling it (if it was already in your pool).

SEARCH

When a player searches for a card, that player is allowed to look at all of the cards in the searched area without revealing them to opponents.

- A player does not have to find the object of a search effect.

SHOWING

A die side is showing if it is the faceup side after being rolled into a dice pool.

- Dice sides that are not faceup cannot be referenced when a card requires a symbol to be showing.
- Effects which reference a certain symbol showing on a die work with any side showing that symbol, even if it is a modified side. Showing damage includes ranged, melee, and indirect damage.
- Dice on cards do not have any sides showing. A die can only show a side once it has been rolled into a player's dice pool.

SPOTTING

Some cards require a player to spot a specific game element in order to use its ability. To spot an element, a player must control that element in play. Most cards just require a player to spot a character of a specific color.

Example: Use the Force (149) says "Spot a Blue character to turn a die to any side" You must have an undefeated Blue character on your team, or the card does nothing.

- A player cannot spot their opponents' characters or cards, unless the card explicitly says so.
- If a player is not able to spot the required element, then the effect does nothing.

TAKING DAMAGE

Damage is taken only when one or more damage tokens are placed on the character. If all damage dealt was blocked by shields or some other ability, then no damage was taken.

- Damage not taken is still dealt.

  Example: Hunker Down (164) says "After this character takes melee damage, discard this upgrade." If two melee damage is dealt to the character but is blocked by 2 shields, then no damage was taken by the character and Hunker Down is not discarded.

TURN (DIE)

When a player turns a die to a side, they rotate it so that side is faceup (showing).

- When turning a die, it must turn to a different side. A player cannot turn a die to the same side it was on before turning it. (If the die has the same symbol and value on two or more of its sides, it can be turned to an identical side).

UNBLOCKABLE DAMAGE

Unblockable damage cannot be blocked by shields or card effects. Any shields on a character dealt unblockable damage remain on that character.

- All modifiers added to a die that deals unblockable damage will also be unblockable.

X AS A VARIABLE

Some cards refer to X as a variable. X is always a number that is defined by the card, and does not have a standard value.

PART 9. MULTIPLAYER RULES

FREE-FOR-ALL

More than two players can participate in a free-for-all game, though 3-4 is recommended. Players should follow the normal rules of the game, with the following exceptions and additions:

SETUP

To set up the game, follow these steps in order:

1. Randomly seat the players at the table.

2. All players roll off for the battlefield. The player with the highest value wins the roll off, and chooses a battlefield to use for the game. Each player whose battlefield was not chosen gets 1 shield to give to one of their characters and sets their battlefield aside. If players tie during the roll off, only the tied players roll again to break the tie.

ACTIONS

Players take actions clockwise around the play area, starting with the player who controls the battlefield. All players must consecutively pass to end the round. Only one person can claim the battlefield.

CHOOSING OPPONENTS

When an ability refers to an opponent, the player using the ability chooses which opponent it affects.

PLAYER ELIMINATION

If a player controls no characters, or there are no cards left in their deck and hand at the end of the round, that player is immediately eliminated from the game. Any of their cards and dice are removed from the game, except for cards that they no longer control or their battlefield if it is active. If the eliminated player controlled the battlefield, then no one controls the battlefield until someone else claims it (and if it has already been claimed this round, then players must wait until the next round). The player to their left decides how simultaneous abilities controlled by more than one player are resolved until someone else controls the battlefield. The other players continue playing until there is only one player left in the game; that player wins.

ALLIANCES

Alliances is a way to play with four players. This format is a team format where two allied players play on an alliance against two allied opponents. Each alliance will either win or lose the game together. This section details the changes to the standard rules that are adopted when playing this format.

SETUP

Each player on an alliance sits next to each other and across from one of their opponents. Each alliance can only include hero and/or neutral characters, OR villain and/or neutral characters (unless a player is using the plot Temporary Truce). The uniqueness rule applies to each alliance, not per player, and each alliance cannot bring multiple copies of a battlefield or plot to the game. Follow the setup rules in the Rules Reference with these changes:

- During step 6, the alliance with the highest combined total chooses which battlefield to fight on, instead of the player with the highest total. All battlefields that were not selected are set aside, faceup. The player whose battlefield is being used is considered "Player 1" for the duration of the game. The player sitting across from Player 1 is Player 2. Player 1's teammate is Player 3, and Player 2's teammate is Player 4. Then the Player 2 and Player 4 alliance gives a total of 2 shields to their characters, distributed as they wish.

WINNING THE GAME

An alliance wins the game when the opposing alliance loses the game. A player is not eliminated from the game until their alliance loses. An alliance loses the game when each player on that alliance meets one or both of these conditions:

- They control no characters.
- At the end of a round, they have no cards in hand and no cards in their deck.

TURN ORDER

The player who controls the battlefield takes the first turn each round. Then each other player takes a turn, in player order (Player 1 is followed by Player 2, then Player 3, then Player 4, and then back to Player 1). This way, alliances alternate taking turns. Players keep taking turns until each player passes consecutively.

CLAIMING THE BATTLEFIELD

When a player claims the battlefield, if they do not control it, they take control of it and may use its "Claim" ability. That player chooses one of the 3 faceup set-aside battlefields, flips it over, and may use its "Claim" ability OR its power action. At the beginning of each round, flip each battlefield faceup.

Three players can claim the battlefield each round. The second and third players to claim the battlefield do not take control of it and do not use its "Claim" ability. Instead, they each choose one of the remaining faceup set-aside battlefields, flips it over, and may use its "Claim" ability OR its power action.

ADDITIONAL RULES AND CLARIFICATIONS

- A player can play an upgrade on one of their teammate's characters, or use Redeploy to move an upgrade on one of their characters to a teammate's character.
- When resolving a focus side, a player can turn their teammate's dice.
- If a player controls 4 or more supports with a matching die, they must choose and discard those supports until they control 3 of them.
- Each player has their own resources and cannot share them.
- A single player controls the battlefield, not an alliance.
- Cards that refer to "you" or "your" cannot refer to a teammate.
- A player cannot: spot their teammate's cards, play a support under their teammate's control, assign indirect damage to their teammate's characters, or reroll their teammate's dice by taking the reroll dice action.

ERRATA

This section includes a list of changes made to cards that are not reflected on the printed card, sorted by set.

AWARD CEREMONY (138)

Should read: "Spot a Red character to draw cards equal to the number of exhausted characters you have. **Set that many cards from your hand aside**."

HYPERSPACE JUMP (129)

Should read: "End the action phase. You may switch the battlefield with the battlefield that is not being used. **Set this event aside instead of discarding it**."

IT'S A TRAP (107)

No longer has Ambush and should read: "Choose a symbol showing on an opponent's die. Then turn **up to 2** of your Red dice to sides showing that symbol."

STRATEGIC PLANNING (111) (37)

Should read: "Ready **a support that has no mods** or exhaust a support."

AFTERMATH (123)

Should read: "After a character is defeated, **you may exhaust this support to** gain 1 resource."

AMMO BELT (141)

Should read: "Before a **weapon** upgrade on attached character would be discarded by a card effect, you may discard this upgrade instead."

FAST HANDS (150)

Should read: "**Yellow character only.** After you activate attached character, you may resolve one of its character or upgrade dice."

IMPERIAL INSPECTION (70)

Should read: "After one of your dice rolls a disrupt (), you may **set this support aside** to return an upgrade in play that costs 2 or less to its owner's hand."

LONG CON (113)

Should read: "Gain **1 resource for each other** copy of this event in your discard pile."

OUTER RIM SMUGGLER (46)

Should read: "**The first time each round** you play the last card from your hand, gain 1 resource."

VIBROKNIFE (57)

Should read: "Ambush. **Damage dealt by this die or by dice it modifies is unblockable.**"

CIENA REE (1)

Should read: "**Power** Action - Spend 2 resources to ready a vehicle."

HEAT OF BATTLE (123)

Should read: "Choose an opponent. That opponent turns **up to 2** of their dice to sides showing damage (, , or). Turn **up to 2** of your dice to sides showing damage."

RUNNING INTERFERENCE (115)

Should read: "After you take an action, you may **set** this support **aside** to choose an opponent. That opponent cannot take the same action that you just took on their next turn.

MAUL'S LIGHTSABER (8)

Should read: "Blue character only. Power Action - If an opponent has no shields on all of their characters, **spend 1 resource** to roll this die into your pool."

SNOKE (8)

Should read: "Power Action - Deal 1 damage to another one of your characters to resolve one of its character dice **showing damage**, increasing its value by 2."

ARMORED REINFORCEMENT (129)

Should read: "Action - Set this plot aside to search your deck or discard pile for a **Red** vehicle support and play it, decreasing its cost by 1. If you searched your deck, shuffle it."

THEED PALACE (159)

Should read: "Power Action - **Remove one of your dice to** gain 1 resource. Spot a neutral character to take one additional action."

FORCE STORM (14)

Should read: "Blue character only. - **Exhaust this upgrade to place 1 resource on it**. Deal damage to a character equal to the number of resources on this upgrade. Reroll this die instead of removing it."

LAAT GUNSHIP (84)

Should read: " - Roll a trooper die on one of your cards in play into your pool **and resolve it. Otherwise, remove it.** Reroll this support's die instead of removing it.

WAT TAMBOR (22)

Should read: "Power Action - Play a **Red** support from your hand *(paying its cost)*. Then roll that support's die into your pool.

WATTO (38)

First ability should read: "This character's character dice cannot be removed by opponents' **Blue** events."

CHARACTER SUBTYPES

This section includes a list of characters that have subtypes that are not reflected on the printed card.

ADMIRAL ACKBAR (27) LEADER
ANAKIN SKYWALKER (1) APPRENTICE
ASAJJ VENTRESS (9) APPRENTICE
AURRA SING (18) BOUNTY HUNTER
BALA-TIK (19) LEADER - SCOUNDREL
BAZE MALBUS (26) GUARD
BAZINE NETAL (16) ADVISOR
BIB FORTUNA (18) ADVISOR
BOSSK (17) BOUNTY HUNTER
CAD BANE (18) BOUNTY HUNTER
CAPTAIN PHASMA (1), (2) LEADER - TROOPER
CHEWBACCA (43) WOOKIEE - SCOUNDREL
CHIRRUT ÎMWE (35) GUARD
CIENA REE (1) PILOT
COUNT DOOKU (9) SITH
DARK ADVISOR (1) ADVISOR
DARTH VADER (10) SITH
DARTH VADER (10) APPRENTICE - SITH
DEATH TROOPER (1) TROOPER
DIRECTOR KRENNIC (3) LEADER
EZRA BRIDGER (38) SCAVENGER
FINN (45) SCOUNDREL
FIRST ORDER STORMTROOPER (2) TROOPER
FN-2199 (2) TROOPER
GAMORREAN GUARD (19) GUARD
GENERAL GRIEVOUS (3) LEADER
GENERAL HUX (2) LEADER
GENERAL RIEEKAN (24) LEADER
GENERAL VEERS (4) LEADER
GRAND INQUISITOR (11) INQUISITOR
GUAVIAN ENFORCER (19) SCOUNDREL
HAN SOLO (46) SCOUNDREL
HERA SYNDULLA (25) LEADER - PILOT - SPECTRE
HIRED GUN (47) SCOUNDREL
HONDO OHNAKA (65) PIRATE - SCOUNDREL
IG-88 (20) BOUNTY HUNTER - DROID
JABBA THE HUTT (20) LEADER - SCOUNDREL
JANGO FETT (21) BOUNTY HUNTER
JAWA SCAVENGER (4) JAWA - SCAVENGER
JEDI ACOLYTE (34) APPRENTICE
JEDI INSTRUCTOR (32) JEDI
JYN ERSO (44) SCOUNDREL
K-2SO (26) DROID
KALLUS (10) LEADER - TROOPER
KANAN JARRUS (33) JEDI - SPECTRE
KYLO REN (11), (1) APPRENTICE
LANDO CALRISSIAN (39) SCOUNDREL
LEIA ORGANA (28) LEADER
LOBOT (2) ADVISOR
LUKE SKYWALKER (35) JEDI
LUKE SKYWALKER (31) APPRENTICE
LUMINARA UNDULI (36) JEDI - LEADER
MACE WINDU (34) JEDI - LEADER
MAGNAGUARD (3) DROID - GUARD
MAUL (2) SCAVENGER - SITH
MAZ KANATA (45) SCOUNDREL
MON MOTHMA (27) LEADER
NIGHTSISTER (12) WITCH
OBI-WAN KENOBI (37) JEDI
OUTER RIM SMUGGLER (46) SCOUNDREL
PADAWAN (36) APPRENTICE
PADME AMIDALA (48) LEADER
PALPATINE (11) LEADER - SITH
POE DAMERON (29) PILOT
POE DAMERON (25) LEADER - PILOT
QUI-GON JINN (37) JEDI
QUINLAN VOS (8) APPRENTICE
REBEL COMMANDO (28) TROOPER
REBEL TROOPER (30) TROOPER
REY (38) SCAVENGER
REY (24) APPRENTICE
ROOKIE PILOT (27) PILOT
ROSE (40) ENGINEER
ROYAL GUARD (12) GUARD
SABINE WREN (40) SPECTRE
SERVANT OF THE DARK SIDE (9) SCAVENGER
SEVENTH SISTER (10) INQUISITOR
TEMMIN (29) PILOT
THRAWN (4) LEADER
TIE PILOT (4) PILOT
TUSKEN RAIDER (22) SCAVENGER
UNKAR PLUTT (21) SCAVENGER
WOOKIEE WARRIOR (41) WOOKIEE - TROOPER

CARD CLARIFICATIONS

This section provides answers for specific cards, sorted by set.

AWAKENINGS

ABANDON ALL HOPE (79)

- Either option can be chosen, no matter how many resources or cards in hand a player has.

ACE IN THE HOLE (92)

- Any inherent dice ability (this includes special abilities) on the die can still be resolved as normal.
- Any non-inherent dice ability on the card that the die is associated with does not apply to the die.

BOUNDLESS AMBITION (80)

- You can only draw cards with this until you have cards in your hand equal to your hand size.

COUNT DOOKU (9)

- If two or more non-modified dice are spent during the same action, Dooku could gain a shield for each one, because each die is resolved separately.

CRIME LORD (23)

- If the character with Crime Lord is defeated after Crime Lord's ability is triggered, Crime Lord still triggers at the end of the round even if it is no longer in play.
- Crime Lord's ability resolves before players lose from having no cards in their hand and deck.

DARING ESCAPE (126)

- After rerolling the dice, you remove all of your opponent's dice showing blanks, even if they were not rerolled.

FORCE TRAINING (58)

- You must pick two different options when resolving its special ability; you cannot pick the same ability twice.

GENERAL GRIEVOUS (3)

- General Grievous steals an upgrade before it can be redeployed.

HUNKER DOWN (164)

- If shields block all melee damage that was dealt to a character with Hunker Down attached, then the character did not take any damage and keeps the upgrade.

HYPERSPACE JUMP (129)

- Control of the battlefield does not change, even if the battlefield is switched out, and its claim ability is not used.

LET THE WOOKIE WIN (130)

- Either option can be chosen, even if there are fewer than 2 dice in the pool or no exhausted characters.

NIGHTSISTER (12)

- The Nightsister can reroll a die and then take the final damage to defeat herself.

ONE WITH THE FORCE (42)

- When this card becomes a support, move its die to the support card.

PADAWAN (36)

- If you replace an upgrade on the Padawan in order to decrease the cost of a new **weapon** upgrade you are playing, the replaced upgrade stays on the Padawan until the new upgrade enters play. As such, the Padawan's ability cannot decrease the cost of the new upgrade.

POE DAMERON (29)

- During the resolution of Poe's special, if another special ability is chosen on the card that is discarded, that special fully resolves before the "Then" effect.

QUI-GON JINN (37)

- When Qui-Gon Jinn has max shields, you can use his ability and remove one of them before gaining the new shield.

RETREAT (110)

- "Then end the action phase" is a delayed effect that will occur after the additional action has been taken or after the opponent declines to act.

REY (38)

- If you play an upgrade with Ambush on Rey, you may take two additional actions during your turn.

SECOND CHANCE (137)

- Second Chance is a replacement effect so if a character has two copies of Second Chance and would be defeated, only one copy resolves. The other one can no longer replace being defeated and stays attached to the character.
- When healing with Second Chance, any excess damage that would be dealt to the character is ignored. Thus if the character is defeated by damage you always heal the character down to 5 damage less than its health.

SITH HOLOCRON (16)

- You can switch cards that say "Blue character only" onto a character that is not Blue.
- You do not pay any resources for switching to a new card.

SURGICAL STRIKE (112)

- You cannot remove zero dice to discard a support. If no dice are removed, then there is no value to reference.

SPIRIT OF REBELLION

ASAJJ VENTRESS (9)

- You force your opponent to discard an additional card with her ability, not choose a different card entirely.

ASCENSION GUN (59)

- You can only use the ability on battlefields brought to the game as part of a player's deck that are in the set-aside zone.

BLACKMAIL (23)

- An opponent can give you one resource after each time you reroll Blackmail as well as roll it into your pool.

C-3PO (30)

- C-3PO does not allow you to resolve the die without paying its resource cost, nor does he allow you to ignore modifiers.
- C-3PO can turn other dice into specials, at which point the value of the die does change to 0.

CARBON-FREEZING CHAMBER (151)

- You can choose a character die that is not in a dice pool.

CARGO HOLD (152)

- You can move an upgrade to a character that has 3 upgrades, but one of the upgrades has to be discarded.
- Moving upgrades ignores play restrictions.

DESTINY (101)

- "Before" effects that decrease the cost of a card cannot be used in combination with Destiny to play a card with a higher value.

FN-2199 (2)

- If you do not resolve the weapon die rolled in with his ability immediately, then it stays in your pool until resolved or removed, as per the normal rules.

FORCE ILLUSION (135)

- If you discard less cards than the amount of damage being dealt (by running out of cards in your deck), then none of the damage is blocked.
- You can choose whether Force Illusion or shields block damage first.

FORCE LIGHTNING (14)

- Force Lightning can remove an opponent's blank (–).

MY ALLY IS THE FORCE (105)

- You can turn a die showing a focus to another one of its sides.

PREMONITIONS (131)

- If your opponent has a copy of Premonitions in their set aside zone, you can play the card on it for free, and then discard it to their discard pile. You cannot look at their card before you play Premonitions.
- If there is a play restriction that prevents the card from being played, discard it to its owner's discard pile.

SALVO (121)

- If the die has a resource cost, you pay the cost one time, but deal the damage to each character.

TRAINING (125)

- The second die comes from your set-aside zone. If you do not have another of that character's die, then this ability does nothing.
- Playing a second copy of Training on a character does nothing, as the character is already elite.
- The die from Training is also that character's die. If Training ever leaves play, the controller of the character chooses which of its dice is set aside.

EMPIRE AT WAR

AHSOKA TANO (31)

- You must pay for dice from upgrades on her as well.

ANCIENT LIGHTSABER (49)

- When this upgrade's action is used, place it on the bottom of its owner's deck.

BATTLE OF WILLS (128)

- If multiple players are tied for the lowest combined value, remove all character dice just rolled by each tied player.

COERCION (81)

- If the player cannot pay for the event (or fulfill any play restrictions on it), then they do not have to play it and can take any action they wish.
- Even if the event has no effect, a player must play it and resolve as much of it as possible (provided they fulfill any play restrictions listed on the card).
- Passing is not an action so a player can choose to pass their turn instead of taking an action. The next time they would take an action that round, they must still play the chosen event, if able.

EMP GRENADES (58)

- This special ability cannot discard a **droid** character.

GENERAL HUX (2)

- This special ability counts each character you have in play, not any of your defeated characters.

GRAND INQUISITOR'S LIGHTSABER (15)

- When resolving this special, you can reroll it instead of removing it from your pool even if you did not turn a character die to a blank.

HUTT TIES (85)

- Either option can be chosen, even if a player does not have any resources or dice.

ID-9 SEEKER DROID (13)

- The value of this die is constantly checked and will decrease whenever another ID9 Seeker Droid die leaves your pool.

KANAN JARRUS (33)

- You do not have to declare what action you are taking before using Kanan's ability.

MACE WINDU (34)

- Shields do not affect remaining health.

MAGNAGUARD (3)

- Even if this character is healed after its ability triggers, it will still be defeated at the end of the round.
- Damage can be dealt to this character even it has 8 damage on it; any excess damage over that is ignored.
- This character's ability does not alter how a player distributes damage "as they wish" on page 16.

PORT DISTRICT (159)

- If you decrease the cost of a card being played below 3, or play it for free, then it does not gain ambush.

RUNNING INTERFERENCE (115)

- After taking an action, using two copies of this support on the same opponent will only prevent them from taking that action on their next turn that round, not their next two turns.
- This ability only triggers and can be used on one of the six actions listed on page 13. Card abilities that are similar to actions, such as resolving dice with Maz Kanata (45), cannot be used to trigger Running Interference.
- A player choosing to pass on their turn is considered to have taken a turn and the delayed effect of Running Interference will expire at the end of that turn.

LEGACIES

CANTINA BRAWL (148)

- Players can keep repeating this effect as long as they discard a card from their hand.

DOCTOR APHRA (20)

- You cannot draw a card from an opponent's card or die effect that deals indirect damage to you.

GREEDO (21)

- This ability is self-referential; you only roll dice that are on his card into your pool. His dice that are already in your pool do not get rerolled.

HASTY EXIT (153)

- You must control the battlefield in order to give control of it to an opponent.

JAR JAR BINKS (47)

- The first ability is considered a "Use a card action."
- If the second ability resolves and Jar Jar Binks has none of his character dice in a pool, then all dice will be rerolled.

MAUL (2)

- Maul's ability does not trigger if a special ability on a die removes his dice because special abilities are inherent dice abilities, not card effects.

REBEL TRAITOR (22)

- The opponent chooses which of their characters to activate.

RESILIENT (135)

- Resilient's ability does not trigger if a special ability on a die removes that character's dice because special abilities are inherent dice abilities, not card effects.

UNBREAKABLE (105)

- This ability can remove a die showing a value of 0 if your characters have no shields.

VANDALIZE (156)

- You do not remove any of your character dice to discard a support or upgrade that costs 0 from play.

WAY OF THE FORCE

CLANDESTINE OPERATION (92)

- A player can resolve their dice showing the same symbol, even if those dice were not showing that symbol when this card began to resolve.

DJ (35)

- This ability deals indirect damage to an opponent equal to the number of that opponent's dice you just removed. This damage is dealt as one source.
- This ability only triggers when you remove one or more dice, not when dice are removed by an opponent or by the game. If a character is defeated or a card is discarded from play, the game removes its matching dice, not a player.

HOME TURF ADVANTAGE (127)

- Any battlefield brought to the game and set aside can be chosen by cards like Hyperspace Jump and New Orders.

PLO KOON (57)

- Plo Koon can have multiple instances of the same non-keyword ability.

REX'S BLASTER PISTOL (87)

- If this card is on Rex, you can play a second copy of it on another one of your characters. However, if this card is on one of your characters not titled Rex, you cannot play a second copy of it since both copies are unique.

SNOKE (4)

- A character that is defeated by taking 1 damage from this power action cannot resolve its die since its dice are set aside before this power action resolves.

ACROSS THE GALAXY

AT ODDS (108)

- This event is placed on the bottom of its owner's deck.

DARTH VADER'S MEDITATION CHAMBER (10)

- The last sentence of this support's ability is considered a "then" effect and should read: "Then spot Darth Vader to draw a card."

DOUBLE DOWN (143)

- This plot allows a hero deck to include 5 copies of X-wing.

ESCAPE CRAFT (102)

- This card can enter play through Millennium Falcon's (101) ability even if a player already controls another copy of it. In this case, that player must choose and discard one of those copies due to uniqueness.

L3-37 (91)

- When this character becomes an upgrade, she is not defeated and abilities that trigger from a character being defeated do not trigger.

- If this character is elite, she keeps both of her dice when she becomes an upgrade.

QUI-GON JINN'S LIGHTSABER (71)

- The last sentence of this upgrade's ability is considered a "then" effect and should read: "Then, if this upgrade is on Qui-Gon Jinn, you may draw a card."

STIFLE (12)

- This ability is not optional.

TOBIAS BECKETT (36)

- This special ability does not use the word "then" so a player does not have to take 1 resource in order to gain 1 resource.

VAL (37)

- This special ability does not use the word "then" so a player does not have to take 1 resource in order to deal 2 damage.

CONVERGENCE

ADVANCED TRAINING (133)

- This plot used with Captain Phasma's ability (18) allows that player to resolve their **trooper** dice showing a blank as 1 melee damage.

BARTER WITH BLOOD (41)

- The player playing this event is the source of the damage.

CAPTAIN PHASMA (18), MEGABLASTER TROOPERS (31)

- Players can use functionally identical cards and dice from previous sets, such as First Order Stormtrooper (2).

CONVERGENCE (93)

- A player can spot 0 characters to discard a support, upgrade, or downgrade that costs 0 from play.

HAMPERED (121)

- If the attached character's die has a modifier side, that die can be resolved with another die that is not a copy of it. This ability is once per turn, not per round.

LIGHTSABER MASTERY (114)

- The move events brought to the game are not a part of the deck and ignore deckbuilding restrictions, such as affiliation and number of copies of a card. For tournaments, the move events must be chosen beforehand and cannot be changed during the tournament.

- A player that controls this plot can look at the facedown events under it at any time.

MAZ KANATA (90)

- The opponent chooses and resolves their effect as if it were their own. Then Maz Kanata's controller chooses and resolves 2 different effects from the remaining 3.

NO ANSWER (128)

- The last sentence of this event's ability is considered a "then" effect and should read: "Then, if that opponent has no cards in hand, discard the top 3 cards of their deck."

UNETI FORCE TREE (66)

- The last sentence of this support's ability is considered a "then" effect and should read: "Then, you and that player each draw a card."

SPARK OF HOPE

B-WING (86)

- This ability will trigger and resolve before the first turn is taken during the action phase.

CRUSHING ADVANTAGE (26)

- This event can remove one character die, one support die, and/or one upgrade die. It cannot remove 3 character dice.

HAN SOLO'S DICE (109)

- While on Han Solo, you can keep using this ability until each of his character dice are no longer showing blanks.

LIGHTSPEED ASSAULT (81)

- If the opponent does not control a vehicle, deal indirect damage to them equal to the cost of your discarded vehicle.

MOVING ROCKS (66)

- It isn't clear where this card moves shields from; this card can move shields only from any number of characters.

NIGHTSISTER ZOMBIE (4)

- This character's first ability is ignored if it has the card Target Acquired on it, or if its controller controls no characters other than Nightsister Zombies.

OLD DAKA (5)

- Set aside Nightsister Zombies are not considered defeated.

TALISMAN OF RESURRECTION (19)

- Spend resources equal to the defeated character's point value used at the start of the game, ignoring card abilities.

THRAWN (23)

- You must meet all play restrictions in order to play cards with his ability. Cards not played with his ability are placed back without changing their order.

COVERT MISSIONS

COAXIUM HEIST (139)

- After the Pyke Sentinel you brought to the game with this card is defeated, place it in your set-aside zone as a defeated character.

COMMANDER PYRE (20)/CRUEL METHODS (25)

- If you do not control the battlefield and then claim the battlefield, Commander Pyre and Cruel Methods will each only trigger once.

DEATH STAR PLANS (126)

- If an opponent moves this card to one of their characters, they gain control of this card.

JEDI TRIALS (65)

- This card may allow a character to have 3 character dice. That character is still considered elite.

MAGNA-GLOVE (145)

- You gain control of the **equipment** or **weapon** upgrade you moved onto your character with this special ability.

RULE OF TWO (12)

- A player may use this action even if they have non-character dice in their pool.

TACTICAL DELAY (125)

- This "after" ability triggers and resolves before the first turn of each round.

TRUST YOUR FEELINGS (63)

- If you use the action on the Destroy the Death Star plot with this card, that action ability is added to the queue and will resolve after each ability that was already in the queue.

TRANSFORMATIONS

CAPTURED (68)

- The player who controls this downgrade may give themselves 1 resource to flip it.

MORTIS (10A/10B)

- This battlefied begins the game on side A.

OBI-WAN KENOBI (3A)

- If Obi-Wan Kenobi is elite and is defeated, Obi-Wan Kenobi's Spirit will enter play with only 1 parallel die.

SEND IN THE TROOPERS (5A)

- This card has three different variations depending on its reverse side. At the beginning of the game, you choose which reverse side out of the three to use for that game.

FAQ

Here are a few common questions that a player might have while playing.

Can I play with my friend if we are both using villain (or hero) decks?

- Yes. You can play against anyone, regardless of what affiliation their deck is. You could even use the same characters they are using!

When one of my characters is about to take damage, do I have to use their shields?

- Yes, if able.

If I play an upgrade on an exhausted character, can I immediately roll its die into my pool?

- No. You must wait until the character readies again to roll the new die into your pool, along with the rest of the character's dice.

Can I redeploy an upgrade to a character who already has the maximum number of upgrades?

- Yes, but you would have to discard one of the character's upgrades to make room.

What is the difference between ranged, melee, and indirect damage?

- The only difference between ranged and melee damage is the cards that interact with them and that you cannot resolve them as part of the same action. Indirect damage differs in the same ways and, in addition, the opponent deals damage to their characters, distributed as they wish.

Can I use the special ability on an exhausted card?

- You can use the special ability on an exhausted card, provided the ability does not require you to exhaust the card in order to use it.

Can I have more than five cards in my hand?

- Yes. You can have more cards in your hand than your hand size. You would not draw more cards during the upkeep phase, though, if you have more cards in hand than your hand size after discarding.

Can I discard a Gray upgrade to decrease the cost of a non-Gray upgrade, and vice versa?

- Yes. You can discard an upgrade of any color to decrease the cost of another upgrade, regardless of its color.

Do I have to resolve all of my dice of the same symbol at once?

- No. You resolve only as many dice of one symbol as you wish while taking the Resolve Dice action.

What happens if I play a support card that has "Action" on it?

- You now have a new action that you can take. You do not resolve the action when you play the card.



What happens if I want to play a copy of a unique card but my opponent has one in play?

- Each player can have one copy of a unique card in play (though you can still have two in your deck). So you can play your copy, but once you have a copy of it in play, you cannot play another one.

If I am using multiples of the same character, do I have to remember which dice came from which character?

- Yes. Make sure that each character's dice are positioned in such a way that it is obvious which character they came from. If a character is defeated, its specific dice must be removed from the pool, if they are there.

What happens if I replace an upgrade with another upgrade that costs fewer resources?

- You play the new upgrade for free.

Is a character die any die that the character has?

- No. A character die is a die that corresponds to the character card. An upgrade is never a character die and is always called out by card text as an upgrade die.

What is the difference between a turn and a round?

- A turn is one player's action. A round consists of an action phase and an upkeep phase.

Can I use the special ability on Crime Lord (U23) if I roll it into my pool with Ace in the Hole (U92)?

- Yes. Because special abilities are inherent to the die, they can be used even if the card is not in play.

Can Rey (U38) take an additional action if I claim the Imperial Armory (U169) with her?

- No. You must pass all future actions once you claim the battlefield, including the additional action that Rey gives you.

If I resolve Poe Dameron's (U29) special to use the special on Black One (U32), can I roll Black One's die into the pool even though it says "reroll"?

- No. The Black One die is not actually in your pool, so you cannot reroll it.

What happens when an after ability triggers off of a before ability, and there is another after ability in the queue?

- After abilities enter a queue and wait their turn to resolve. If an after ability triggers during the resolution of any other ability, it will resolve after that ability and any other after ability already in the queue.

Can I use Cunning (U65) to trigger discard an opponent's Thermal Detonator (U67) or Infantry Grenades (U17)?

- Yes. You will deal the damage to an opponent's characters and then discard the Thermal Detonator or Infantry Grenades.

Can I use Cunning (U65) to switch an opponent's Sith Holocron (U16) with a card in my hand?

- No. You cannot have an opponent's card in your hand or deck. The end result is that the Sith Holocron has no effect.

Can I ignore spending 5 resources to trigger the special ability on Crime Lord (U23) when I claim Rebel War Room (U171)?

- No. The Rebel War Room only ignores the resource cost printed on a die.

How does Cunning (U65) interact with an opponent's Black One (U32)?

- When you use the special ability on Cunning, you resolve it as if the card with the special ability you are using is your own. However, you do not ever remove the Black One die from your pool so you cannot resolve the replacement effect to reroll it.

Can I use Sith Holocron (U16) to switch an upgrade onto a Royal Guard (E12)?

- Yes. Switching an upgrade onto a character is not the same as playing one.

Can I exhaust or play a card that has an action that I cannot fully resolve in order to stall the round? Like a Backup Muscle (U99) with no damage on it or playing Noble Sacrifice (U118) when I have no Blue characters.

- Yes. Playing a card from your hand, even if it has no effect, removes a card from your hand and does not count as doing nothing. The same applies to exhausting a card or rerolling a die to its same side.

What happens to a character's dice that are still in the dice pool when they are readied again, like with Bala-Tik (U19) or Leadership (U141)? Are they removed? Are they rerolled when the character activates again?

- If a character is readied, none of their dice are removed. If they activate again, then any dice that have been returned to the character are rolled in like normal, but nothing happens to their dice already in their pool.

I have a Count Dooku (U9) with 1 remaining health, and my opponent resolves a die showing 2 ranged damage against it. However, they also have an Admiral Ackbar (U27) in play and before I take the damage I discard the last card in my hand to block one of the incoming damage. Can I then assign the 2 damage from Ackbar's ability before the 2 ranged damage resolves, killing Dooku and dodging the 2 damage from the die?

- When you resolve Count Dooku's "Before" ability and discard the last card in your hand, Admiral Ackbar's "After" ability is added to the queue. However, the 2 ranged damage die has already been added to the queue, and was just interrupted by the "Before" ability. Therefore, Ackbar's ability enters the queue behind the 2 ranged damage. So the die will resolve, killing Dooku, and then you will have to take 2 damage on one of your other characters.

What happens if I use Obi-Wan Kenobi's before ability (E37) with a Rejuvenate (E132) or other healing effect? Does he remain in play since he no longer has damage on him equal to his health?

- He does not remain in play. Obi-Wan Kenobi took damage equal to his health, and without a replacement effect there is no way to change this. Since a healing ability like Rejuvenate is not a replacement effect, Obi-Wan is set aside after the event he plays is resolved.

If my opponent has a TIE Pilot (E4) die and several other dice showing ranged damage, what happens if I play Dodge (U155)?

- Since Dodge removes all of the dice at the same time, only the TIE Pilot die is removed. Though if there are two different TIE Pilot dice in their pool, then all of their dice are protected from Dodge.

Can I roll in a Blackmail (E23) die and resolve it with Fast Hands (E150) before an opponent can give me a resource to remove it?

- Yes. The abilities are simultaneous so you can choose to resolve either one in order of your choice.

I play a Z6 Riot Control Baton (E8) on FN-2199 (E2) and roll it into my pool. I roll a blank and then reroll it. Can I still resolve it per FN-2199's ability?

- You are not able to resolve it after rerolling. While resolving FN-2199's ability, the "after" ability on the Z6 Riot Control Baton is added to the queue. But FN-2199's ability must fully resolve before anything waiting in the queue can. If you choose to resolve the Baton die, its "after" ability would do nothing since the die is no longer in your pool. You can either resolve it or reroll it, not both.

If I use Obi-Wan Kenobi's (37) ability to play a Noble Sacrifice (118) from my discard pile before he is defeated, what happens? Can I play a second copy of Noble Sacrifice, and then another card off of the second Noble Sacrifice?

- You can play a second copy of Noble Sacrifice. However, only one Noble Sacrifice has an effect. Before Obi-Wan Kenobi is defeated, you can trigger his ability to play a Noble Sacrifice. Then, before he is defeated from that Noble Sacrifice, you can play another copy of it since "Before" effects interrupt the game. Repeat this to then play any other Blue card you want from your discard pile or hand. Then the second Noble Sacrifice resolves, and Obi-Wan is defeated and you can choose and exhaust a character. However, the next Noble Sacrifice that resolves does nothing, since you can no longer defeat Obi-Wan; he is already defeated.

Can I gain the resource from Outer Rim Smuggler (46) when I play Smuggling (134) to discard the last card from my hand?

- No. The last card was not played from your hand, but discarded.

Can I deal 2 damage from Palpatine's (11) ability if I resolve one of his dice with Anger (71)?

- No. Palpatine's ability only works when the controller of Palpatine resolves one of his dice, not an opponent.

If I use my action to claim Docking Bay (153), and I use it to play Outmaneuver (149), do I get the resource from Outmanuever?

- No. You do not get the resource. The card was not in play when you claimed the battlefield, so its ability did not enter the queue.

Can I discard a unique upgrade in play to play and lower the cost of another copy?

- No. You cannot play a unique upgrade if you have another copy of it in play.

Can I play Endurance (147) if my opponent removed one of my dice with Prized Possession (102) during their last turn?

- No. You cannot play Endurance. The die is placed on Prized Possession and is therefore under your opponent's control.

If I resolve the special ability on Ascension Gun (59) to use the claim ability on Main Plaza (157), can I move damage from it or onto it?

- Yes. Ascension Gun allows you to move damage from it or onto it.

If a player plays Lure (154) and chooses Sabine Wren (40) and her "Before" ability plays a weapon with Ambush, who takes the first additional action?

- The player that played Lure would take the first additional action. When Lure resolves, that additional action is created first, followed by Sabine Wren's activation, and additional actions are taken in the order that they were created.

For game effects, is zero considered an odd or even number?

- Zero is an even number.

Can a power action be used to no effect? If so, does it count as a pass?

- Yes. A power action can be used to no effect. No. This does not count as a pass since using a power action is considered to have changed the game state (that power action can no longer be used for the round). For example, a player can use the power action on *Slave I* (25) even if they have no Yellow dice in their pool. This does not count as a pass since using it is a change in game state.

I activate a Clone Trooper (38) with a Training (125) on it. Can I reroll both of its dice?

- No. You can only reroll one of its dice of your choice. "This die" always refers to a single die, not multiple dice.

Can I play Ataru Strike (101) or Finishing Strike (60) and resolve one of Luke Skywalker's (56) dice showing a shield with it?

- Yes. Ataru Strike and Finishing Strike resolve a die, so you can use Luke's ongoing ability to resolve his die showing a shield as melee damage. Luke's die is considered to be showing melee damage as you resolve it. Luke's ability only works when his die would be resolved, not when it would be removed.

Can I play Circle of Shelter (107) and resolve one of Luke Skywalker's (56) dice for melee damage?

- Yes. You can resolve his character die with Circle of Shelter to change the symbol to a shield, then Luke Skywalker's ability can change it to a melee symbol.

If I have Profiteering (151) and activate a scoundrel with Grand Entrance (122), can I resolve one of its dice that first rolled a resource and then rerolled into another non-blank symbol?

- Yes. Profiteering's "after" ability triggers each time one of your scoundrel dice rolls a resource. That ability is added to the queue and will not resolve until Grand Entrance has completely resolved. Then you can resolve each die that triggered Profiteering on whichever side it is now showing.

If I use Mace Windu's (56) power action to play Knighthood on a non-Jedi character, will that character get 1 shield?

- No. When you play Knighthood, it is added to the queue, and that character isn't yet a Jedi when the power action resolves.

If I include Rule of Two (12) with my deck without a Sith character, can I draw a card with Doctor Aphra (20)?

- No. Rule of Two will be set aside during step 1 of setup and you'll deal 1 indirect damage to yourself. Doctor Aphra's ability will trigger and resolve, but since you don't put your deck into play until step 3, you'll have no deck to draw from.

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