

Chapter 5 - Deploy Phase, Deploying & Personas

Deploy Phase

Third phase of each turn, in which you may deploy cards from your hand to the table.

In addition to deployment, this is also when you are permitted to persona replace characters.

Deploy

To bring a card into play by placing it on table. Cards are usually deployed during your deploy phase. You can deploy characters, vehicles and starships where you have presence or a Force icon on your side of a location. Weapons, devices, Effects, creatures and similar cards may be deployed wherever appropriate, with or without presence or Force icons. The specific rules of how each card type deploys is covered in Ch. 9. Card deployment usually requires the expenditure of Force; if it doesn't the card may deploy for free. Paying the deploy cost is part of the initiation, so if the deploy is canceled the Force has still been used. If the deploy is successful, place the card on the location, table, etc. where it is supposed to go.

See Never - Location Restrictions, Ch. 1 for restrictions on where cards can deploy.

Actions that allow a card (or cards) to be deployed may only be initiated in the owner's deploy phase, unless the action lists a specific phase during which it can be deployed, or specifies an action that the deployment can be made as a valid response to. Cards that contain deployment conditions or modifiers may not necessarily specify when the card may be deployed. For example, "Deploys -1 to same site as..." adds a condition ("same site as") and a modifier ("-1") to deployment but does not add a specific timing and as such is limited to the owner's deploy phase. Similarly, "once per game" details how often the action may be performed, but specifies no timing for that action, and may therefore only be initiated within the owner's deploy phase. Thus, for example, Mara Jade may only deploy a weapon on her from Reserve Deck during her owner's deploy phase. Similarly, We'll Find Han and Jabba's Palace: Audience Chamber (DS) may only be used during the owner's deploy phase. However, Bargaining Table says "If Effect canceled ... may immediately deploy" which has a specific timing (when the Effect is canceled) and as such can be performed outside of the deploy phase. Interrupts, Defensive Shields and some Epic Events play rather than deploy, and thus are unaffected by cards which deploy or affect deployment (e.g. This Deal Is Getting Worse All The Time may deploy an Effect named Secret Plans but not a Defensive Shield).

Deploying Cards On Vehicles And Starships

See Starships - deploying on or aboard, Ch. 9

Deploys Like A Starfighter

See Starships - deploys like a starfighter, Ch. 9.

Deployment Restrictions

Some cards may deploy only to certain places or under specific circumstances.

Location Deployment Restrictions

Presence or Force Icons: Characters, vehicles and starships cannot deploy to a location unless they have presence there or at least one Force icon. However, see spy, Ap. D, and Undercover Spy Rules, Ap. C.

Ahch-To: Characters, vehicles, starships, Utinni Effects and some weapons and devices may not deploy to Ahch-To locations. See Dagobah and Ahch-To, Ap. C.

Dagobah: Characters, vehicles, starships, Utinni Effects and some weapons and devices may not deploy to Dagobah locations. See Dagobah and Ahch-To, Ap. C.

Shielded Sites: Dark Side characters, vehicles and starships may not deploy to a site where Hoth Energy Shield rules are in effect. See Hoth Energy Shield Rules, Ap. C.

Game Text: Some cards state in their game text they must deploy (or cannot deploy) to certain locations.

Rules Deployment Restrictions

General Rules: Certain card types and subtypes are restricted to certain locations (e.g., the *Executor* cannot deploy to a site, Rogue 1 cannot deploy to the Kessel system location, Blizzard 2 cannot deploy to Cantina, Red 1 cannot deploy to Bluffs).

Special Rules: Trench Rules (Ap. C), Dejarik Rules (Ap. C) and Death Star II Sector rules (Ch. 9) restrict deployment to Death Star: Trench, holosites and Death Star II sectors, respectively.

Objective Deployment Restrictions

Restricted by Objective: Anything listed on an objective that you cannot deploy (or that limits where you may deploy it).

Restricted to Objective: Anything on a card that states it can only deploy if a certain objective (or side of an objective) is on table.

Thus a card that ignores location deployment restrictions can deploy to Dagobah, to a shielded site, to a site where you have neither presence nor Force icons, and may ignore location requirements in their game text. However, that would only apply to that category; you could not, for instance, deploy *Home One* to the Endor: Back Door because as a rule capital starships cannot deploy to sites. Likewise you cannot deploy Prisoner 2187 without *Rescue The Princess* on the table or deploy Darth Vader if *Invasion* is on table, because those are objective deployment restrictions.

See Jedi Testing - Mind What You Have Learned, Ap. C for a specific exception to this rule.

As always, there may be cards that overrule these rules (e.g., a card that lets you deploy without presence or Force icons, a card that specifically permits you to deploy to Dagobah, etc.). Deployment modifiers are not deployment restrictions (e.g., if deploying Ki-Adi-Mundi to a place besides the Jedi Council Chamber, the extra

cost is not a deployment restriction; the same applies to non-smugglers modified by Watch Your Step).

Never Deploys Or Moves

See Never, Ch. 1.

React

See React, Ap. C

Simultaneous Deployment

If two cards are deployed simultaneously, one must deploy on the other. If this cannot occur (due to capacity restrictions etc.) the deployment action fails. For example, if deploying Luke and Red 5 simultaneously, Luke must deploy on board Red 5. If two cards are deployed simultaneously, and one is "bounced" (placed somewhere else as a response, such as It Can Wait returning a card to hand) or targeted by Imperial Barrier/Rebel Barrier, **(and both cards are valid targets for Barrier)** apply the results to both (e.g., if Aratech Corporation (V) deploys a Biker Scout Trooper and Speeder Bike simultaneously, and the trooper is targeted by Rebel Barrier, **only the trooper is affected by the Barrier since that card may not target vehicles**).

Deployment - Examples

Light has Yavin 4: Jungle in hand; locations do not have a deploy cost, thus deploy for free. Light places it on the table between the Yavin 4 system and Massassi Throne Room. Light wants to deploy a Rebel Trooper there; his deploy cost (found in the white box on the left) is 1, so Light uses 1 Force (taking the top card of Force Pile and placing it on the Used Pile) and deploys the trooper there. Light also has the Effect card Encampment; it doesn't have a deploy cost box, but it does state that it costs 2 Force to deploy it, so 2 Force is used and it's played on the Jungle. Son Of Skywalker is now played there (5 Force); his game text states that he can only deploy to Dagobah or Cloud City, so normally he couldn't do this (it is a location deployment restriction). However, Encampment allows Light's cards to deploy despite location deployment restrictions, so this is legal. Light has Squadron Assignments on table ("...may reveal one unpiloted starfighter from hand to take its matching pilot character from Reserve Deck (or vice versa) and deploy both simultaneously...") and so reveals Tycho Celchu to get Green Squadron 3; because they are deployed simultaneously, Tycho must deploy on the A-Wing. The A-Wing deploys for 2 Force; Tycho deploys for 1 (his deploy cost says 3, but his game text states that he deploys -2 to Green Squadron 3). The two cards are deployed to the Yavin 4 system. On the dark side player's turn, he would like to deploy to the Jungle also, but there are no dark icons there. However, he does have a Probe Droid which is a spy; thus it can deploy to the Jungle (2 Force is used). Dark still does not have presence there, however, so he still can't deploy much else. However, he can deploy the weapon Probe Droid Laser and device Probe Antennae on the Probe Droid because only characters, vehicles and starships are restricted from deploying under these circumstances. Neither of those cards has a deploy cost listed anywhere, and so deploy for free.

Dark now deploys the Effect card Undercover on the Probe Droid (no cost, so it's free). Dark can now deploy there because you may deploy to locations where you have no presence or Force icons if you have an undercover spy there. Dark deploys Blizzard 1 there (6 Force), then General Veers (3 Force). They were not deployed simultaneously, so Veers can deploy to the site or to the AT-AT; Dark chooses the AT-AT. Dark then deploys the creature Bubo to Massassi Throne Room for 3 Force (Dark has no presence or Force icons there, but it doesn't matter because Bubo's a creature). Over on Hoth, the Hoth: Main Power Generator, Defensive Perimeter and Ice Plains, are all on table. Because Hoth Energy Shield Rules are in effect, all those but the Ice Plains are shielded; this means that even though there are dark Force icons at the Defensive Perimeter, Dark still cannot deploy characters, vehicles and starships there, nor can they deploy a spy to the Main Power Generator (spies only ignore the presence/icon restriction). Dark had moved Blizzard 2 to the Defensive Perimeter, and now deploys AT-AT Cannon and Electro-Rangefinder on it and deploys a Wampa there; even though the site is shielded, it doesn't stop other card types from deploying there.

On Endor, the Rebel Landing Site, Spaceport Docking Bay and Bunker are all on table. Light deploys Daughter Of Skywalker to the Rebel Landing Site for 3 Force (she has a deploy cost of 7, but deploys -3 to Endor by her game text, and -1 to that site by its game text). Light can't deploy characters to the Bunker (it has no light Force icons), but Light can deploy the Epic Event card Deactivate The Shield Generator, the device Remote, the Effect card Wars Not Make One Great and the weapon Medium Repeating Blaster Cannon.

Dark plays Surface Defense (V), which allows him to use 1 Force to ▼ Aratech Corporation (V). However, Dark has to wait until his deploy phase, because that's when deployment actions happen. He does so, deploying it onto the table (no cost is listed so it's free). It works similar to Squadron Assignments, getting an Imperial pilot with a Speeder Bike or AT-ST, then saying to "deploy both simultaneously." Dark then uses this to deploy a Lieutenant Arnet and Blizzard Scout 1 to Spaceport Docking Bay; because they're deployed simultaneously, he must deploy on the AT-ST (normally vehicles and pilots do not deploy simultaneously, but Aratech Corporation specifically requires it). The AT-ST deploys for 3 Force, Arnet deploys for free (even though the site's text says that pilots deploys +1 there, Arnet's text states he deploys for free; free cannot be modified).

Persona

Different versions of a unique character, device, starship, vehicle, or weapon are all considered to be part of the same 'persona' (even if they are on different sides of the Force).

A player may not have more than one version of a unique persona on table at a time. Note that both players may each have the same unique persona on table at the same time (e.g., each player may have their own Lando persona card on table at same time).

There are two exceptions:

- Whenever a captive is on table, regardless of who owns the captive card, Light is prevented from deploying that persona (and Dark is prevented from deploying a captive of that persona).
- Whenever a player has a stolen starship, vehicle, weapon, or device on table, the other player is prevented from deploying that persona.

In both of the above exceptions, a player could be prevented from deploying a persona card, but if they already had such a persona card legally on table, it would not be removed.

Additionally, note that Uniqueness rules are still applicable (see Chapter 9 - Unique, Restricted, & Non-Unique). For example, if Light has a Lando persona card on table, Dark may also deploy their own Lando persona card, but not one with the exact same card title.

In very rare cases, a player may be able to legally obtain control of two of the same persona (e.g., by taking control of one from the opponent while also having their own copy already). In such cases, the owner of the two cards with the same persona must immediately place one in their Lost Pile (it is not considered "just lost"). This rule does not affect the jurisdiction of Tournament Directors in the handling of illegal misplays.

For a complete list of personas, see Ap. D.

Any card or action that targets or manipulates a persona may target or manipulate any card that contains that persona. For example: Lando In *Millennium Falcon* is considered a wild card for Cloud City Sabacc because it contains the persona of Lando. The Dark Side may deploy Boba Fett In *Slave I* for free to a Docking Bay where Lyn Me is present, because it contains the persona of Boba Fett. The exceptions to this rule are:

- Cards that deploy upon a specific persona may only deploy upon a card of that type (i.e. character weapons must deploy on a character persona, Effects deploying on weapon personas must deploy on weapons cards, etc.). For example, neither Vader's Lightsaber nor Uncontrollable Fury may deploy upon the Death Star Assault Squadron because even though it contains the persona of Vader, that card is nevertheless a starship, and not a legal target. See Ap. D for persona types.
- The persona replacement rule applies only to character cards. That is, only a character card can be replaced, and only by another applicable character card of that persona.

Even though different versions of a single persona conceptually represent the same person or thing, they are still different cards. For example, the Interrupt card Monnok affects "all cards opponent has two or more of" in hand. If you play Monnok on an opponent who is holding one Luke Skywalker and one Commander Luke Skywalker, those characters are unaffected by the Interrupt because it targets duplicate card titles.

If two unique characters (or unique permanent pilots), unique starships, or unique weapons have the exact same title, they are the same persona. Thus Lobot and Lobot (V) are the same persona; the Reflections III Obi-Wan's Lightsaber, Premiere Obi-Wan's Lightsaber, and the permanent weapon on Obi-Wan With Lightsaber are all the same weapon; and the character Dutch and the permanent pilot of Gold Leader In Gold 1 are the same persona. If a unique persona that is part of another card is suspended or removed (or the game text of that card is canceled or suspended), that persona's uniqueness still applies, unless the card that persona is part of is a starship or vehicle that was stolen, or a permanent weapon card that has been disarmed.

Persona Replacement

During your deploy phase, you may replace any of your unique character cards on table with a different version of that persona. Two cards are "different versions" if:

- Their titles are different, or
- One has an expansion icon the other does not have. Thus you could persona replace Commander Luke Skywalker with Son Of Skywalker (different title) or Commander Luke Skywalker (V) (has an expansion icon the other doesn't have).

You may only persona replace your own characters (some cards, such as Lobot, allow the opponent to "replace" them; this is actually converting; see Converting Characters).

To persona replace, during your deploy phase take a character card version of that persona from your hand and place it where your current version of that character on table is present, within the same passenger or pilot slot if applicable. If this is not possible (for example, because the character on table occupies a pilot slot, and the new version is not a pilot), then you may not perform the persona replacement. The new version:

- 1) must have both power and ability at least equal to those of the replaced character,
- 2) must not contain a unique permanent weapon persona already on table,
- 3) must obey all deployment restrictions listed on its own card,
- 4) must obey all other types of deployment restrictions as well, except for location deployment restrictions. (Deployment restrictions are found in the rules, and on other cards such as Master Kenobi. See Deployment Restrictions, Chapter 5.)

For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker says so on his own card). For another example, the card Artoo, Brave Little

Droid may replace the card R2-D2, even without presence or Force icons, and even on Dagobah. The Dagobah rules and presence/Force icon requirements are examples of location deployment restrictions, which may be ignored.

Any cards deployed on or targeting the character transfer to the new version of that character, if applicable. To determine if a card is applicable, look for any game text that examines attributes of the character card itself, not anything else on table. For example, Disarmed will transfer without needing to check again for weapons at the location. Field Promotion will check if the new character is still an Imperial of ability < 5, but does not require that Imperial to be present with Vader, Emperor, or an admiral/general/moff.

Any cards which are not applicable are placed in the owner's Lost Pile, followed by the replaced version of the character (at which point the new version of the character is now on table). Note that the replaced persona going lost is not considered "about to be lost" or "just lost" for any purposes (e.g. Bacta Tank). Any 'residual' game play effects (such as being the target of Imperial Barrier) will likewise apply to the new version on table. For example, if Darth Maul was targeted by Clash Of Sabers and then persona replaced by Lord Maul, the Lord Maul would still be under the effect of Clash Of Sabers (even though Lord Maul is immune to that card).

When replacing a persona, remember that any direct modifiers affect only the card they are deployed upon, not all versions. Thus when Darth Vader, Dark Lord Of The Sith has Uncontrollable Fury (which provides power +2) deployed upon him (making him power 8), he cannot be replaced by Lord Maul (power 7).

Persona replacement is not deployment, and as such has no cost. Uniqueness rules do not inhibit persona replacement, meaning you may persona replace a character during the same turn in which that character was deployed, and you may persona replace the same character multiple times per turn.

You may not replace a persona because a card allows you to deploy (including deploying from a deck or pile), persona replacement is unaffected by the out of play rule, and replacing a persona does not allow any "just deployed" actions to be initiated.

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

Persona Replacement - Non-unique Persona

"Skywalker" and "Fett" are examples of non-unique persona names. Because persona replacement only applies to unique personas, you may not persona replace a Skywalker or a Fett with another one who is

not the same unique persona (e.g. Son Of Skywalker may not persona replace Princess Leia).

Persona - Converting Characters

Conceptually, some characters have no real loyalty to a side of the Force they are on and can be brought to work on the opposing side, such as when Lando ended his alliance with Vader and freed Leia and Chewie. This is called converting characters, and can be achieved in two ways. The card Double Agent will cause Tonnika Sisters to convert via its "crosses over to your side" text. In this case, the card (and all cards on it) moves to your side of the location and becomes yours; it fights on your side, obeys your orders, goes to your Lost Pile, etc. The other way to convert is with a character's game text; cards like Dark Side Lando Calrissian and Lobot that reference being 'replaced' or preventing 'replacement' are referencing conversion, NOT persona replacement in any way. To do this, the opposing side puts their version of that character at the location during their deploy phase, transfers over any legal cards to deploy on them, and places the original version in opponent's Lost Pile (along with any cards not transferred). Note that the original version is not considered to be a 'just lost' character....the persona was converted.

No matter how it happens, a converted character operates the same. The new character card is still the same persona, and cards deployed on or targeting the character continue to function normally. The opponent is not prevented from re-deploying that character, barring the uniqueness rules (e.g. each player can have their own Lando on table at the same time, but because they are unique they must not have identical card titles). **Converting is not deployment, persona replacement, or crossing over.**

Persona Replacement - Examples

Tedn Dahai (with another musician) is on table and targets Cloud City Boba Fett (who is carrying Binders) at Mos Eisley (which adds 1 to the power of bounty hunters there), canceling Fett's game text for remainder of turn. Dark has Special Edition Boba Fett, Boba Fett With Blaster Rifle, Boba Fett In *Slave I* and Boba Fett, Bounty Hunter in hand. Of those, only the last can persona replace the one on table. The first lacks sufficient power (3 versus 5). The second also lacks sufficient power (the bonus from the site only affects the version there, not the one in hand). The third is a starship, and only character cards may persona replace. So, during Dark's deploy phase he places Boba Fett, Bounty Hunter at Mos Eisley and transfers Binders to him. The Cloud City Boba Fett card is placed in the Lost Pile. Starting at that moment, the new Fett's game text is canceled by 'residual' effect of Tedn Dahai's earlier cancellation and it will continue until end of turn.

Lobot (a power 0 Light character) is at the Cloud City: Casino. Dark has their own Lobot (a power 2 Dark character) in hand.

The Lobot have identical card titles, so uniqueness rules prevent Dark from deploying his Lobot. Also, Dark

may not persona replace the version that is on the table; even though all the other persona requirements are satisfied, it's not the dark side's card, and thus cannot be persona replaced by Dark.

Persona - Example

Qui-Gon Jinn With Lightsaber and Obi-Wan Kenobi, Padawan Learner are both at the Back Door. Light has Qui-Gon's Lightsaber, Ben Kenobi and Master Qui-Gon in hand. None of those cards may be deployed: Both Qui-Gons are the same persona. Likewise, both Kenobis are the same (even though they are from different eras). Qui-Gon also contains a version of the weapon Qui-Gon's Lightsaber, so no additional versions of that weapon persona may be deployed.

Multiple Personas Example

Light has Wookiee Roar, which may take Chewie into hand from Reserve Deck. Han, Chewie, And The Falcon is found, which contains Chewie as a permanent pilot; it is taken and deployed. Quad Laser Cannon (which deploys on Falcon) is deployed on the ship, but not Chewie's Bowcaster or That's One (they have to deploy on a character version of Chewie). When Dark attacks, Light plays Punch It! to add 2 destiny (Han is piloting Falcon) and Life Debt to add 2 more (Han and Chewie are in battle together). Dengar may make Han, Chewie, And The Falcon forfeit = 0 if it is landed at a docking bay if he is present at the site.

Persona And Simultaneous Deployment - Example

Squadron Assignments, which permits Light to reveal a unique starfighter to find the matching pilot and deploy both simultaneously, is on table. Light reveals Red 5, whose matching pilot is Luke. Thus any version of the Luke persona may be found in Reserve: Luke Skywalker, Son Of Skywalker, Master Luke, etc. Luke Skywalker is selected, and both he and Red 5 are deployed. Because they must be deployed simultaneously, Luke must deploy on board Red 5, regardless of where they are deployed.

Converting Characters - Examples

Tonnika Sisters with Mandalorian Armor and a Scout Pistol are present at the Cantina. Light plays Double Agent, converting them to his side. The Tonnika Sisters are placed on the light side of the Cantina. They keep the armor and the pistol. Nothing has changed about them except the side they're on; they can still fire the pistol for free (as a spy), are still aliens, thieves, female, etc. When lost, they - along with the armor and pistol - go to the light side's Lost Pile.

Dark Side Lando Calrissian ("If present at a site, can be replaced by opponent with any Light Side Lando.") is at the Security Tower. He too has Mandalorian Armor and a Scout Pistol. During Light's deploy phase, Light chooses to replace him with General Calrissian (that he couldn't normally deploy there doesn't matter; it's not deployment). General Calrissian has only 4 power compared to the 5 (3+2) of the one on the table, but that doesn't matter because converting is not the same as persona replacement. The pistol is placed on General Calrissian (he is a warrior) but not the armor because

he is neither an alien nor an Imperial. The armor and Lando Calrissian are both placed in Dark's Lost Pile.

Persona - Crossing Over

Crossing over occurs when a character conceptually "gives in" to the opposite side of the Force (this is not the same as converting, which represents a change of loyalties, but rather a change between good and evil, a change of self). A character who crosses over conceptually takes on a new identity, just as Anakin Skywalker became Darth Vader.

When game text causes a character card to cross over, that card is placed on the opposite side of the location and several aspects of that card change for the remainder of the game (even if it leaves table):

- It changes owners (from Dark to Light or vice versa)
- Certain icons belonging to the character change:
 - Rebel becomes Imperial (or vice versa)
 - Clone Army becomes Separatist (or vice versa)
 - Resistance becomes First Order (or vice versa)
 - Jedi Master becomes Dark Jedi Master (or vice versa)
 - Republic becomes Sith (or vice versa)
- It changes persona name (see Table 5-1)
- It takes on a new card title matching the new persona name (the card remains unique (•))
- If the original persona name is mentioned anywhere in the card's game text, it changes to the new persona name
- If crossing to the Light Side, the card becomes a Skywalker. If crossing to the Dark Side, the card ceases to be a Skywalker.

• Force sensitivity box changes (e.g. Jedi to Dark Jedi) Only the one card that crosses over experiences the changes listed above. Any other copies of that character or persona are unaffected. However, the original persona may not be deployed again for the remainder of the game.

The character's own allegiance icons change according to the list above. Icons and words in the character's game text which refer to allegiances do not switch.

Thus, the rarely used card Vader, whose game text chokes Imperials, will continue to choke Imperials after crossing over to the Light Side.

Any cards which affect that character by their former name, former title, former card type, etc. do not apply (lose any such cards deployed on or targeting the character at the moment of crossing over; place them in the original player's lost pile), except Jedi Tests. When a character crosses over to the Dark Side, the benefits of any Jedi Tests that character has completed apply to the Dark Side player (and are not lost).

Table 5-1

Light	Dark
Anakin Skywalker	Vader
Leia	Lady Vader
Luke	Son Of Vader
Ben Solo	Kylo

For example, if Commander Luke Skywalker crossed over, he would become Son Of Vader (he would remain

a commander only because he still has the word "commander" in his lore).

If Leia (V) were crossed over, she would take on the new persona name and new card title of Lady Vader and her text which states "may lose 1 Force to place Leia" now states "may lose 1 Force to place Lady Vader". Likewise if Luke With Lightsaber crosses over, his permanent weapon changes from "Luke's Lightsaber" to "Son Of Vader's Lightsaber." Note that these changes are only for the crossed over character card, not for any other cards, so Uncontrollable Fury could not deploy on Anakin because that card deploys only on Vader.

A card that intends to reference one of the "crossable" personas listed above on both sides of the Force will use both persona names, such as "Vader or Anakin;" otherwise it is always a reference to only one side (so that "any Luke" would never refer to Son Of Vader).

Crossing Over Example

Light has used the objective Mind What You Have Learned to have Son of Skywalker complete all six Jedi Tests, and he is currently armed with Luke's Blaster Pistol and Luke's Lightsaber (which Light deployed using Son of Skywalker's "once per game" text). Dark then defeats Luke using Epic Duel and Luke crosses over. At this moment:

- This copy of the Luke character card ceases being Luke and becomes Son Of Vader (both in persona name and in card title)
- Luke ceases being a Skywalker
- Luke ceases being a Rebel and becomes an Imperial
- Luke ceases being a Jedi and becomes a Dark Jedi
- Any cards on him that target him as being Luke (such as Luke's Lightsaber) are lost, except for You Must Confront Vader, since it's a Jedi Test. Luke's Blaster Pistol remains because it deploys on a warrior, which he is (but it does not gain any of the benefits of being "targeted by Luke" because he is no longer Luke).
- The dark side gets the benefits of all Luke's Jedi tests.
- Son of Skywalker's game text now states "a lightsaber may deploy on Son Of Vader (for free)" and furthermore, because the card is now actually titled Son Of Vader, this new "once per game" text is considered to have never been used for this card title, so the Dark player may use it.

Save You It Can does not affect the Jedi Tests, because it affects Luke's tests, not Son Of Vader's (they are not suspended now that Luke is no longer on table, but if Son Of Vader leaves table they'll be lost).

Likewise it no longer allows the character to ignore location deployment restrictions.

Chapter 6 - Battle Phase, Battles & Attacks

Battle Phase

Fourth phase of each turn, in which you may initiate one or more battles against your opponent's characters, vehicles and starships. Also the phase when your characters may attack creatures and when your creatures attack.

Battle

A conflict you initiate during your battle phase in an effort to deplete your opponent's Life Force. Battles can occur at a location only if both players occupy that location - i.e., they both have presence there. If all presence is completely removed from either side before the battle's damage segment, the battle ends. This happens instantly, not as an action, so there is no time between the exclusion and the end of the battle for anything to take place. Events that occur at the end of battle -or last until end of battle- happen at this point, so long as they do not depend on the battle successfully completing.

Although weapon cards are useful during battle, weapons are not required for a battle to take place. Weapons simply allow you to target specific characters, vehicles, starships, etc. You may battle more than once during a turn, but not at the same location. Each of your characters, vehicles and starships may battle only once per turn, and those cards are considered to have participated in a battle from the moment it is initiated; even if they are somehow moved away from the battle or the battle is canceled, those cards may not participate in another battle that turn. Also, game text that prevents a character, vehicle, or starship from being excluded from battle may not be used to allow that card to participate in more than one battle per turn. Other cards such as devices, weapons, and Effects could potentially be used during more than one battle per turn, if applicable (e.g. A280 Sharpshooter Rifle or Wrist Comlink).

Battle is an action, and follows the normal timing rules for actions. A battle is divided into three segments which occur in a set order, similar to the phases of a turn. They are the Weapons segment, Power segment, and Damage segment.

The following sections explain what types of actions may be played in each segment. However, if a card provides specific instructions on when to play it (e.g. You Do Have Your Moments or Zutton), follow the instructions on that card instead.

Steps of a Battle

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

The following overview on the steps of a battle is comprehensive; for a more concise overview, see Battle In Brief.

Initiate The Battle

Because a battle is an action, it follows the normal rules of actions: meeting conditions, choosing targets, paying costs. The condition is both you and your opponent having presence at a location, and the target is that location. The cost of initiating battle is 1 Force, though this may be modified (e.g. Wars Not Make One Great), reset (e.g. Feltipern Trevagg), or allowed to occur for free (e.g. Battle Plan).

Once the initiation steps are completed, then a battle has been initiated at that location for all purposes.

- At this time, any automatic actions triggered by the initiation will occur (e.g. Scum And Villainy).

After all automatic actions are complete, optional responses ("just actions") occur. Players may play the following types of actions at this time:

- Actions that play as a response to a battle being initiated, typically indicated by the phrasing "if a battle was just initiated", "at the start of a battle", or similar (e.g. Rapid Fire).
- The opponent of the player who initiated battle may use 'react' game text on their cards to deploy a card as a 'react' (e.g. Comlink or Spiral) or move a card as a 'react' (e.g. Arcona or Blizzard Scout 1). See React, Ap. C.

These optional responses alternate between players, beginning with the opponent of the player who initiated the battle. The optional responses continue until both players pass consecutively, then the Weapons Segment begins.

Weapons Segment

During the weapons segment, players fire weapons and perform other top level actions as outlined below. Players alternate taking weapons segment actions, beginning with the player who initiated the battle. When both players 'pass' their top-level weapons segment actions consecutively, the weapons segment ends.

Also note:

- Characters, vehicles, and starships introduced to the battle location during the weapons segment WILL participate in the battle (unless prohibited, such as due to having already battled that turn).
- If all presence is removed from either side during the weapons segment, the battle WILL end immediately.

Weapons Segment - Firing Weapons

It is a special rule of battle that any weapons in the battle (and any long-range weapons capable of firing into the battle) may be fired once (and only once, unless specifically permitted otherwise - this applies even if the weapon is somehow on a different card during the battle than the one who fired). Weapons fired this way must target a card participating in the battle.

Any weapons involved in the battle may be fired one at a time; each use of a weapon is one top-level action within the battle. Each weapon describes how it works, including the kinds of cards it may target, the Force required to fire it, the destiny draw required for success and, if successful, the consequences for the target. Most weapons specify that they 'hit' their target when successful. (Some weapons, instead of causing a 'hit,' specify some other kind of outcome.) Any 'hit' cards are turned sideways, but they still continue to participate in the battle. For example, a card that is 'hit' can still fire its own weapon, if it has one.

Later on in the battle, 'hit' cards will be lost. If the battle ends prematurely, any 'hit' cards are immediately lost. For detailed information on weapons, their use, being 'hit,' etc., see Weapons, Ch. 9.

Weapons Segment - Battle-Specific Actions

Most top-level actions that are specific to battling can only be played during the weapons segment. Examples of top-level weapons segment actions include:

- Actions which modify or reset power without also affecting attrition (e.g. Black 11, Skull).
- Actions which optionally modify or reset the number of battle destinies, power destinies, or attrition destinies (e.g. Haven, Skywalkerers). Such actions are played now, but the destinies are not actually drawn until the power segment.
- Actions which set conditions on destinies in general (not targeting specific destinies) (e.g. I Don't Like Sand, Jabba's Haven).
- Actions which modify or reset total battle destiny are played now. Such actions schedule a change upon the total battle destiny to occur later (e.g. I'm With You Too, Insertion Planning, Lando's Not A System He's A Man).
- Actions which modify or reset total battle destiny are played now. Such actions schedule a change upon the total battle destiny to occur later (e.g. I'm With You Too, Insertion Planning, Lando's Not A System He's A Man).
- By default, actions which take place during battle that do not fall under any other specific timeframe (e.g. Combined Attack, Losing Track).

See Power Segment and Damage Segment for information about actions that play during those segments instead.

Weapons Segment - Other Actions

Top-level actions unrelated to the battle may also be initiated during the weapons segment (e.g. Beru Stew, Gravel Storm, or peeking at your Reserve Deck with Electrobinoculars).

Note that this is unique to the weapons segment. Very few types of top-level actions are eligible to be played during the power and damage segments.

During battle, you may not initiate another battle, nor an attack.

Power Segment

During the power segment, players will calculate their total power to determine who wins the battle, and by how much. But first, players may have the opportunity to draw power destinies, battle destinies, and attrition destinies to improve their outcome. A few other types of actions can also be played during this segment, as detailed below.

The steps of the Power Segment are always carried out in the following order:

1. Draw Power Destinies
2. Draw Battle Destinies
3. Draw Attrition Destinies
4. Optional Power Segment Actions
5. Totaling Power
6. Calculating Attrition
7. Determining Winner and Loser

Also note:

- Cards introduced to the battle location during the power segment WILL NOT participate in the battle.
- If all presence is removed from either side during the power segment, the battle WILL end immediately.

Power Segment - Draw Power Destinies

Power destinies are often referred to on cards as a "destiny to power" or "destiny to total power".

The player who initiated the battle is first to calculate how many power destinies they must draw:

- Cards that automatically add power destinies (e.g. Theron Nett) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add power destinies when participating in battle (unless specified otherwise).
- Actions that optionally add power destinies were played during the weapons segment. They were "locked in" at that time and are counted now.

The player must draw all of their power destinies (there is no option to decline). Each power destiny increases the player's total power in the battle.

Next, the other player repeats this process, calculating how many power destinies they must draw and then drawing them, increasing their total power.

Power Segment - Draw Battle Destinies

The player who initiated the battle is first to calculate how many battle destinies they are entitled to.

As a general rule, a player who has a combined ability of 4 or more participating in the battle may make one battle destiny draw. (Having 8 ability present does not entitle you to draw two battle destiny.) To meet the 4 ability requirement, you count the ability of:

- Your cards that are present during the battle
- Your characters/permanent pilots that are piloting or driving during the battle

A player who fails to meet the 4 ability requirement is entitled to draw 0 battle destinies, but even this 0 can still be modified by other cards.

- Cards that automatically add battle destinies (e.g. Captain Han Solo) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add battle destinies when participating in battle (unless specified otherwise).
- Actions that optionally add battle destinies (e.g. Skywalkerers) were played during the weapons segment. They were "locked in" at that time and are counted now.
- Other actions or game text, such as "Draws X battle destiny if unable to otherwise", may also impact the number of battle destinies a player is entitled to. For

a more detailed explanation, see the Battle Destiny section later in this chapter.

Once the player has calculated the number of battle destinies they are entitled to draw, they must choose to either draw all of them, or decline and draw none of them.

A player who chooses to draw their battle destinies might be prevented from drawing all of them (due to insufficient cards in Reserve Deck, for example). In that situation the player simply draws as many as they can. After a player finishes drawing battle destinies, their total battle destiny is calculated:

- Any automatic modifiers (e.g. Jeroen Webb) or resets (e.g. Zuckuss In Mist Hunter) are applied at this time if their conditions are currently met.
- Any optional actions to affect total battle destiny (e.g. Insertion Planning) were played during the weapons segment. They were "locked in" at that time and are applied now.

Next, the other player repeats this process, calculating how many battle destinies they may draw and then choosing to either draw them all, or decline, and determines their total battle destiny.

- Some actions may play now as a response to both players completing all of their battle destiny draws (e.g. Kal'Falnl C'ndros, Takeel).

At this time, each player's total battle destiny creates an attrition value against their opponent, for the same amount. For example, if your total battle destiny is 5, then the attrition against your opponent is 5.

If a player does not successfully complete any battle destiny draws, their total battle destiny does not exist and thus attrition against their opponent does not exist! This is distinct from having a total battle destiny of 0 (and thus an attrition of 0).

Power Segment - Draw Attrition Destinies

Players may be entitled to draw attrition destinies, also written on cards as "destiny to attrition".

The player who initiated the battle is first to calculate how many attrition destinies they must draw:

- Cards that automatically add attrition destinies (e.g. Officer Ellberger) are counted at this time if their conditions are currently met. Characters, vehicles, and starships only add attrition destinies when participating in battle (unless specified otherwise).
- Actions that optionally add attrition destinies were played during the weapons segment. They were "locked in" at that time and are counted now.
- If a player's total battle destiny does not exist, the number of attrition destinies the player will draw is reduced to an unmodifiable zero.

The player must draw all of their attrition destinies (there is no option to decline). Each attrition destiny increases the attrition against the opponent this battle.

Next, the other player repeats this process, calculating how many attrition destinies they must draw and then drawing them, increasing the attrition against their opponent.

Power Segment - Optional Power Segment Actions

Players now alternate playing other optional power segment actions, beginning with the player who initiated the battle.

Only the following types of top-level actions are permitted at this point in time:

- Top-level actions which specify they are played during the power segment.

The following actions may also be played only if attrition exists (even if the attrition = 0):

- Top-level actions which modify or reset attrition (not "satisfy" or "cancel" attrition) (e.g. Balanced Attack, Blown Clear, Ric Olie).
- Top-level actions which modify or reset both attrition AND total power together (e.g. Sergeant Barich, Furry Fury).

This portion of the power segment ends when both players consecutively pass their top-level action.

Power Segment - Totaling Power

Each player calculates their total power by adding up the power of the cards they have present at the battle location. Be sure to include any applicable modifiers, such as found on participating cards (e.g. Myo), locations (e.g. Cantina), piloting text (e.g. Han Solo), and even on cards elsewhere on the table (e.g. Echo Base Operations).

Each player then increases their total power by the amount of their power destinies, if they drew any.

Each player also increases their total power by the amount of their total battle destiny, if it exists.

The power totals of the two players will soon be used to calculate battle damage for the loser.

Power Segment - Calculating Attrition

Each player calculates the total attrition against their opponent by starting with their total battle destiny, if it exists. If the total battle destiny does not exist, then the attrition does not exist, and cannot be modified or reset. Next, the players add any attrition destinies drawn, followed by other modifiers or resets:

- Any automatic modifiers (e.g. Bossk) or resets are applied at this time if their conditions are currently met.
- Any optional actions to affect attrition (e.g. Balanced Attack) were played slightly earlier in the segment. They were "locked in" at that time and are applied now.

For more information on attrition, see Damage Segment - Attrition.

Power Segment - Winner And Loser

The player with the higher overall total power (including all modifiers, power destinies, and total battle destiny) wins the battle (the other player loses). If there is a tie, there is no winner and no loser of the battle.

- Perform any automatic responses to a player winning or losing a battle (e.g. Insignificant Rebellion, Tawss Khaa).
- Players then alternate playing optional responses to a player winning or losing a battle (e.g. Explosive Charge), beginning with the opponent of the player

who initiated the battle. Players alternate until they both pass consecutively.

Damage Segment

In this segment, players typically lose and/or forfeit cards because of three factors: weapon 'hits,' attrition and battle damage.

Players alternate taking damage segment actions, beginning with the player who initiated the battle.

Only the following types of top-level actions are permitted during the damage segment:

- Top-level actions which specify they are played during the damage segment (e.g. Houjix).
- Forfeiting a card participating in battle (only if the card is 'hit' or if the player has pending battle damage or pending attrition).
- Losing 1 Force to satisfy 1 unit of battle damage (only if the player has pending battle damage).
- Top-level actions which modify, satisfy, or cancel battle damage (only if the player has pending battle damage) (e.g. The Professor).
- Top-level actions which "satisfy" or "cancel" attrition (only if the player has pending attrition) (e.g. Self-Destruct Mechanism).
- Top-level actions which "satisfy" or "cancel" both battle damage AND attrition together (only if the player has either pending battle damage, pending attrition, or both. This is a specific exception to the Implied Target Rule) (e.g. Protector). This special exception also applies to response actions that satisfy or cancel battle damage and attrition together (e.g. Ephant Mon).
- Players may NOT pass during the damage segment if they have any 'hit' cards in battle, or if they have pending battle damage, or if they have pending attrition that exceeds the immunity of any of their participants.

A player has "pending battle damage" (or "pending attrition") if the battle damage (or attrition, respectively) remaining against them is greater than zero. A player whose cards are immune to the attrition may still voluntarily satisfy pending attrition.

Also note:

- Cards introduced to the battle location during the damage segment WILL NOT participate in the battle.
- If all presence is removed from either side during the damage segment, the battle WILL NOT end immediately.

Players may forfeit cards, lose Force, and perform other actions in any sequence as long as the above guidelines are followed. After both players pass consecutively during the damage segment, the battle ends (see End Of A Battle).

Damage Segment - Forfeit

Act of losing cards from a battle to satisfy attrition, battle damage and weapon hits. You may forfeit cards only during the damage segment of a battle. Other actions might cause a card to be lost, but this is not the same as forfeiting. (A forfeited card is always 'lost,' but a lost card is not always 'forfeited.') You may forfeit a card

only if it has a forfeit value, is currently participating in battle during the damage segment, and only if it is either 'hit' or is being forfeited to satisfy attrition and/or battle damage affecting you. Any card which is still participating in battle during the damage segment is eligible to be forfeited, and is subject to attrition, even cards which have had their forfeit reset to zero. Since a forfeited card leaves the table, it causes everything on that card to be lost as well. It's usually best to forfeit the cards aboard a vehicle or starship before forfeiting the vehicle or starship itself.

Damage Segment - Weapon 'Hits'

Cards hit during the weapons segment must be forfeited (lost) during the damage segment. However, this only means that their forfeiture is mandatory, not that they must be forfeited first. For example, if Luke Skywalker is piloting Red 5 and Red 5 is hit, you may forfeit Luke first and then Red 5 second.

Damage Segment - Attrition

Attrition represents inevitable losses in battle that occur regardless of who wins the battle. (For example, in Episode V, the Dark Side clearly won the Battle of Hoth, yet they still lost some Imperial walkers to attrition.) Attrition against each player is calculated during the "Power Segment - Calculating Attrition" step. In short, it equals the opponent's total battle destiny, plus any modifiers to attrition.

If your opponent does not successfully complete any battle destiny draws, then there is no attrition against you (meaning that this amount cannot be modified, such as by cards that "add 1 to attrition"). This is distinct from an opponent with a total battle destiny of 0, creating 0 attrition (which can then be modified).

The attrition against you requires a mandatory forfeiture of your cards from that battle location. For example, if your opponent's total battle destiny is 5 (with no modifiers to attrition), the attrition against you is 5 and you will be required to forfeit (if possible) one or more cards whose forfeit values total at least 5. When hit cards are forfeited, you still apply their forfeit values toward satisfying attrition (and battle damage). If forfeiting all your hit cards does not satisfy all of the attrition against you, then you must forfeit additional cards until your attrition has been satisfied (unless all of your remaining cards are immune to the attrition, in which case the remainder may be ignored - see Immune To Attrition, Ch. 6). If you have no cards left to forfeit, any remaining attrition against you may be ignored. Sometimes you have to forfeit cards with a total forfeit value in excess of your attrition; for example, if attrition against you is 5 and your cards that participated in the battle each have a forfeit value of 3, to satisfy your attrition you will have to forfeit two of those cards for a total of 6 forfeit.

Damage Segment - Battle Damage

Unlike weapon 'hits' and attrition, battle damage applies only to the player who lost the battle. The loser's battle damage is equal to the difference between the winner's total power and the loser's total power (see Power Segment - Totaling Power). For example, if your

opponent's total was 11 and yours was 7, you suffer battle damage of 4. You may satisfy battle damage by forfeiting cards from the battle. Each card you forfeit, including those forfeited because of weapon 'hits' or attrition, satisfies battle damage up to its forfeit value. Unlike weapon 'hits' and attrition, battle damage may also be satisfied by losing Force from your hand and/or Life Force. Each card lost satisfies 1 unit of battle damage. You may select which cards to lose from your hand, but if you wish to lose cards from your Life Force they must come from the top of your Force Pile, Used Pile and/or Reserve Deck. To satisfy your battle damage, you may use any combination of forfeiture and losing Force. As with attrition, sometimes you will forfeit cards with a total forfeit value in excess of your battle damage. For example, if your battle damage is 4 but your only card that participated in the battle has a forfeit value of 6, to satisfy your battle damage you could forfeit that card or lose 4 Force.

Remember that all cards that you forfeit - including your cards that were 'hit' - automatically count toward both your attrition and your battle damage. For example, if you forfeit a 'hit' card whose forfeit value is 5, this simultaneously satisfies attrition of up to 5 and battle damage of up to 5.

End Of A Battle

Any action that occurs at the "end of a battle" (e.g. Tractor Beam) happens after both players pass consecutively in the damage segment. The cards are still considered to be "in a battle", and any modifiers etc. that last for "remainder of battle" are still in effect. Remember that values that were changed during battle (except those caused by weapons or with a specific time frame stated) return to normal after the battle.

Battle Just Ended

Any action that refers to a battle "just ended" takes place immediately after a battle ends, as the battle action is leaving the stack (See Responding To Coming Off The Stack). Thus such actions are no longer considered to be during battle and any modifiers or effects that last until the end of battle have already expired. This is distinct from actions that take place at the "end of a battle" or at the "end of battle".

Battle In Brief

What follows is a checklist of the steps to follow when you battle during your own turn.

Initiate the battle

- Use 1 Force. Both players must have presence at the location; each character, vehicle, starship and location is limited to one battle per turn.
- Responses such as 'reacts' and "start of battle" actions may occur now. First all automatic actions take place (you choose the order). Optional responses then take place (opponent takes the first response).

Weapons segment

- You initiate the first action, then alternate actions with your opponent.
- Fire weapons and/or initiate other actions (e.g. Electrobinoculars and Beru Stew) during this segment.

Even actions not specifically related to battle may be initiated during the weapons segment.

- 'Hit' cards are turned sideways but continue to participate in the battle. If all presence is removed from either side of the battle (e.g., because of Tauntauns 'reacting' away from the battle, or a card play such as Hit And Run) prior to the damage segment, the battle ends. (Any hit cards must still be lost.)

Power segment

1. Draw your power destinies (if any), then your opponent does the same.
 2. Draw your battle destinies (if any), then your opponent does the same.
- Each player with total ability of 4 or more present or piloting/driving in the battle may draw one battle destiny - assuming no other factors change that number.
3. Draw your attrition destinies (if any), then your opponent does the same.
 4. Perform optional power segment actions (e.g. Sergeant Barich) alternating between players.
 5. Each player adds up the total power of their cards present in the battle (plus any power destinies, total battle destiny, and other modifiers to power).
 6. Each player calculates the attrition against their opponent, which is equal to their total battle destiny plus attrition destinies and other modifiers.
- A player who has not successfully completed any battle destiny draws does not create attrition (it does not exist and cannot be modified).
7. The player with the higher overall total power (including power destinies, total battle destiny, and other modifiers) wins the battle.

Damage segment

- Damage segment actions alternate between players, beginning with you. Such actions typically include forfeiting cards, losing force, and other actions to satisfy attrition and battle damage. Although players may take such actions in any order, it is recommended that new players follow the sequence below.
- All cards hit by weapons must be forfeited.
- Each player's total battle destiny causes attrition for their opponent. Each player who is affected by attrition must forfeit enough cards to satisfy attrition. If you have no cards left to forfeit, or if all your cards remaining are immune to the attrition, any remaining attrition may be ignored.
- The loser of the battle suffers battle damage equal to the difference between the overall power totals that were calculated in the power segment. The loser must forfeit cards and/or lose Force to satisfy battle damage. Each card forfeited satisfies battle damage up to its forfeit value; each card lost (from hand or Life Force) satisfies 1 unit of battle damage.

Every card that you forfeit, even if hit, satisfies both attrition and battle damage.

Besieged Battles

See Capturing Starships, Besieged Battles, Ap. C

Bombing Run Battles

See Bombing Runs, Ap. C

Battle - Defender

The defender of a battle is the player who did not initiate the battle and any of his or her cards participating in that battle.

Battle - May Be Battled

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

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

Thus, canceling that card's game text, excluding it from battle, or removing it from the location could cause the battle to end immediately.

Battle - May Initiate Battle

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

- the player controlling the card initiating a battle
- participating in battles that are initiated by the player controlling the card

Thus, canceling that card's game text, excluding it from battle, or removing it from the location could cause the battle to end immediately.

Battle - May Initiate Battle And Be Battled

A droid with this phrase in its game text (e.g., K-3PO, 4-LOM, IG-88, Probe Droid) occupies its location (unless inactive) only for the purpose of initiating battle and participating in battle.

Thus, canceling that card's game text, excluding it from battle, or removing it from the location could cause the battle to end immediately.

Battles - A Simple Example

Princess Leia is piloting Rogue 1 at same site as Snoova. During his battle phase, Light uses 1 Force to initiate battle there. There are no responses or reacts, so the weapon segment begins. Neither player has an action, so after both have passed the power segment begins. Light has 4 ability there and so gets a battle destiny, which is 1. Light totals up his power, which is 4 (the speeder is power 3 plus the 1 Leia adds; Leia's personal power isn't applied because she's inside the speeder), and with the battle destiny gets a total of 5. Dark gets no battle destiny, so only Snoova's power is applied, which is 6. Thus Dark wins the battle. The damage segment now begins. The difference between the two totals is 1, so Light must satisfy 1 battle damage; this can be done by forfeiting or losing cards from hand or Life Force. Light chooses to lose a card from hand. Now Dark must satisfy the 1 attrition from the battle destiny (even though Dark won he must still satisfy attrition). Attrition requires forfeiting cards, so Snoova must be forfeited. With all attrition and battle damage satisfied, the battle ends.

Battles - A More Complex Example

Insignificant Rebellion is on table. At Kessel, Baron Soontir Fel is piloting Saber 1 armed with SFS L-s9.3 Laser Cannons, and Light has Red Leader piloting Red 1. Dark uses 1 Force to initiate battle. Light gets the first response and chooses to deploy *Spiral* as a react to the battle (Dark can't react because you cannot react to your own battles). Dark does have a response to the battle and plays All Power To Weapons, which among other things makes his TIE power +2. Neither player has any further responses and so the weapon segment begins. Dark gets the first action since it's his battle and he chooses to fire his cannon at Red 1. His draw succeeds, so Red 1 is hit and thus turned sideways to indicate it. Light gets the next action; he chooses to play The Signal to search his Reserve Deck and take an Effect into hand (even though it has nothing to do with the battle, you may perform top level actions during a battle that may occur at any time). Dark gets the next action and plays Relentless Pursuit targeting the *Spiral*, resetting its power to 0. Light has no action, Dark has no action, so the power segment begins. Both players may draw battle destiny (Light has 4 ability, Dark has Fel's text) so both do: 2 for Dark (including the +1 from Fel's game text), 0 for Light. Dark's total power (including battle destiny) is 10 (Saber 1's 3 + 3 from Fel + 2 from All Power To Weapons + 2 from the battle destiny). Light's total power is 5 (Red 1's 3 + 2 from Red Leader + 0 from *Spiral* + 0 from the battle destiny). Dark has won the battle; Light must now lose 1 Force to Insignificant Rebellion. The damage segment begins, and Light must forfeit Red 1 at some point because it is hit. However, he first chooses to forfeit Red Leader (Forfeit of 5) reducing battle damage and attrition to 0. Dark has 0 attrition against him and thus forfeits nothing. Light also has 0 for both, but Red 1 must still be forfeited because it was hit. The battle then ends.

Battles - A Complex Example

Battle Plan, Draw Their Fire and I Can't Believe He's Gone are on table. Han With Heavy Blaster Pistol, Leia Organa, Darth Vader With Lightsaber and Commander Igar are at the ♦Forest. At the next site over is Luke Skywalker, Jedi Knight armed with a lightsaber. The next site over has a Biker Scout Trooper with a Comlink riding a Speeder Bike.

Light initiates battle for free (because of Battle Plan). As an automatic action, he retrieves 1 Force (because of Draw Their Fire) and Dark loses 1 Force. Dark then gets the first response to the initiation and moves the Speeder Bike to the Forest as a react. Light uses 1 Force to increase Light's total power by 5 using I Can't Believe He's Gone. Dark has a Comlink at the site of the battle now and chooses to deploy Blizzard 1 as a react (this is still the time when responses -including reacts- take place, so even though the Comlink didn't show up until later it still can be used). Light plays Run Luke, Run! to move Luke over (Light cannot react to his own battles, but this interrupt isn't a react so that's legal). Dark deploys Grand Moff Tarkin as a react aboard Blizzard 1. Light passes, Dark passes, and so the weapon segment begins.

Light initiated the battle and so gets the first action. Han fires his blaster at Igard and hits; Igard is turned sideways. Dark's action is for Vader to swing at Han, and misses. Light gets the next action and plays You'll Find I'm Full Of Surprises to initiate a duel between Luke and Vader (an action that can occur at any time may occur even during battle, so the duel takes place). During the duel, Tarkin cancels one of Luke's duel destiny draws (he may cancel any destiny during battle, and this is still occurring during a battle) and Luke loses and is placed out of play. Dark gets the next action and plays Trample, targeting Han. He succeeds, and Han is immediately lost. Light has no action. Dark plays Focused Attack (the Forest gives Vader immunity to attrition), adding Vader's ability to his power. Both players then pass and the power segment begins. Light has power of 8 (3 from Leia plus 5 from I Can't Believe He's Gone) and cannot draw battle destiny. Dark has total power of 24 plus a battle destiny draw of 3 for a total of 27, clearly winning. Dark plays Physical Choke as a response to having won and attempts to choke Leia, succeeding and causing Leia to be lost. With no more responses the damage segment begins.

Light goes first and must satisfy 19 battle damage. Light chooses to play Houjix to cancel all the remaining battle damage since he lost the battle and has no cards left to forfeit. Since Light didn't draw a battle destiny there is no attrition so dark doesn't have to forfeit for battle damage or attrition. However, Igard was still hit, and thus is required to be forfeited, so he is. With no further actions the battle ends.

Battle Destiny

Under most circumstances, battle destiny is fairly straightforward. However, sometimes there will be actions or conditions that can complicate this normally simple process. This section will address all issues related to the drawing of battle destiny. By default, the number of battle destinies you draw is 0; thus the number of draws may be modified. **Drawing battle destiny is always optional.**

Battle Destiny - Draws X Battle Destiny If Unable To Otherwise

This game text is only applicable during the power segment of the battle, and only when fewer than X battle destinies are eligible to be drawn by any other means. Thus, this text may never be used in combination with any other destiny drawing text to gain more than X destiny draws. However, if other destiny drawing text provides fewer than X destiny draws, this text may be used to provide X destiny draws. The use of this text is always optional, because drawing battle destiny is always optional. This game text will override any battle destiny conditions such as "Ability of 6 or more required to draw battle destiny" or "opponent draws no more than Y battle destiny" (where Y is less than X). Any of these draws may still be cancelled or reduced normally. Note that if a battle destiny draw is canceled and redrawn, the new destiny draw may be performed utilizing 'if unable to otherwise' text, if

applicable, even if the original draw was already made using that same text.

Battle Destiny - Conditions On Drawing

If game text imposes conditions for drawing battle destiny (for example, "Ability of 6 or more required to draw battle destiny here"), then those conditions affect all battle destiny draws except those granted by the game text "if not able to otherwise." **Ability used to satisfy such a requirement must itself be eligible to be used to draw battle destiny.**

Battle Destiny - Modifying The Number Of Destinies

Like all modifiers, any modifiers to the number of battle destinies you draw will be either automatic or optional. They are handled in different ways.

Automatic destiny modifiers do not use the word "may," thus they are constantly applied while their conditions are met. For example, Leia With Blaster Rifle says "Adds one battle destiny if with Han." This is an automatic modifier, because there's no option to use it. Automatic modifiers to the number of destinies are checked immediately before you draw the first battle destiny in the power segment. In this case, Leia and Han must still be participating in the battle to use this modifier.

Other actions add destinies as an option. All interrupts, for example, apply optional modifiers. Also, text such as "May add one battle destiny" is optional, because the choice to initiate this is up to the player. Any optional actions that are "top level" actions, that is, they are not responses to another action, which means they can only be initiated during the weapons segment of battle. The required initiation conditions for any optional actions are checked when that action is initiated. For example, if playing Skywalkers, the condition of Luke and Leia being in a battle together is checked at the time the interrupt is played. If the action successfully resolves, the additional draw(s) is scheduled as an automatic modifier that will occur when battle destiny is drawn. At that time, the conditions for initiating that action are not checked again. Using the Skywalkers example, if Leia was lost or captured after playing Skywalkers, the two additional destinies from Skywalkers would still be drawn.

The cumulative rule applies to any modifiers to the number of destinies you draw, whether automatic or optional. Thus two Armored Attack Tanks will add 2 battle destiny, not 4.

For a character, starship, vehicle, weapon, or device to add battle destiny (or destiny to power or attrition), that card must be participating in battle (unless specified otherwise). For other card types, simply follow the conditions on the cards themselves.

Battle Destiny - In Brief

Follow this for a simplified breakdown for how many battle destiny draws you are allowed.

Step 1: Counting

Start with 0.

Add 1 if you have 4 or more ability in the battle (except passengers of starships or enclosed vehicles)

Add any optional modifiers that you played during the weapon segment (such as Skywalker's)

Add any automatic modifiers that are currently satisfied (such as Leia With Blaster Rifle)

That number is your total: X

Step 2: Prohibiting Conditions

Check for any conditions such as "ability of 6 or more required to draw battle destiny" or "draws no more than 1 battle destiny" that prevent or limit your draws. If there are none, or if you meet those conditions, go to the next step. If there is at least one, and you do not meet those conditions, then X is reduced to whatever the condition states.

Step 3: Unable To Otherwise Conditions

Check to see if you have any cards participating that say "Draws Y Battle Destiny If Unable To Otherwise."

Step 4: Total Destinies

You may draw X or Y destinies, whichever is larger.

Battle Destiny - Example

For example: Light Side has Han With Heavy Blaster Pistol and Commander Luke Skywalker (V) (who is piloting Rogue 1) at Jundland Wastes. The Dark Side initiates a battle there; during the weapons segment Light Side plays Don't Get Cocky to add 2 battle destinies (Han and Luke are together). The Dark Side shoots Han with a Disruptor Pistol, a weapon which makes its target immediately lost, so Han goes to the Lost Pile. During the power segment, the Light Side starts with 0, adds 1 for four ability (Luke), adds 0 for automatic modifiers (Han's game text would have added a destiny with Luke if he were here now, but because he left the table he can't), adds 2 for Don't Get Cocky (because conditions were met when it was played, and are not rechecked) for a total of 3.

However, the location states "Total ability of 6 or more required for you to draw battle destiny here." Luke does not have enough ability alone, so the 3 is reduced to 0. Now, Luke states that when he's piloting Rogue 1 he draws 2 battle destiny if not able to otherwise. Two is the larger number, thus you may draw 2 battle destiny.

Participating In Battle

All characters, starships, vehicles, weapons, or devices at the location where a battle takes place (whether present or not) are participating in that battle (unless they are excluded). A card is considered to be participating in a battle as soon as the battle has been initiated, or as soon as that card is introduced to the battle location as long as that card is introduced before the power segment begins. Any card introduced after the power segment has begun may never participate in that battle.

Even if the battle ends prematurely (or is canceled) the cards have still participated in a battle. Cards which participate in one battle may not normally participate in

battle again during the same turn, with the following exception: a captive who has just been released will rejoin a battle they were previously participating in. See Captives - Releasing.

A card that fires a long-range weapon into a battle from another location is not participating in that battle for game purposes.

Any card which leaves the location of a battle immediately ceases participating in that battle.

Participating In Battle - May Not Participate In Battle (Cannot Battle)

Some game actions may restrict a card from participating in battle. A card that may not participate cannot contribute presence towards the initiation of a battle (nor can any cards on board it), nor can its game text be applied in order to initiate a battle. The game text of other cards (such as Artoo & Threepio) may not be used to initiate a battle at that location either unless there are other applicable cards there that may participate in battle. If a battle is initiated at that card's location (because there are other cards that allow battle to be initiated), or a card is subject to a may not participate effect while participating in a battle, then that card is immediately excluded from that battle. See Excluded From Battle. A card that may not participate in battle can still attack and be attacked by creatures.

Participating In Battle - Excluded From Battle

Excluding a card from battle removes a card from participating in the current battle in progress. Cards that are excluded from battle are considered inactive for the duration of the battle (remember that when a card is inactive, then all cards deployed on and aboard it are inactive as well); however, being excluded will not cause objectives to flip or other cards to be canceled or otherwise removed from table (these are specific exceptions to the rules). When a battle ends, all cards that were excluded from that battle are simultaneously reactivated as an automatic response to that "battle just ended" event. See Battle Just Ended, Ch. 6. Inactive pilots and passengers will still occupy pilot/passenger capacity slots.

Only a card currently participating in a battle is a suitable target for an exclusion action (except for cards subjected to a "may not participate" condition).

Inactive cards do not participate in battle (since they are not on table for such purposes); however, simply making a card inactive does not count as excluding it for the purposes of actions that prevent or are triggered by exclusion. Likewise, leaving table does not count as exclusion. Thus, while Coruscant: Night Club prevents Han from being excluded, he can still be captured, missing, lost, taken into hand, or sent to the Used Pile. However, game text that prevents a card from being excluded from battle may not be used to allow that card to participate in more than one battle per turn.

Participating In Battle - In Battle

This phrase is equivalent to participating in battle.

Participating In Battle - In A Battle Together/In Battle With/Involved In The Same Battle

Two or more characters are "in a battle together" if they are participating in the same battle.

Participating In Battle - During Battle

All characters, starships, vehicles, weapons, or devices that can perform an action "during battle" (or provide an automatic modifier or otherwise alter the game state in some way "during battle") only can be used if that card is participating in battle.

Interrupts that indicate that they are played only during battle (by use of language such as "during battle" or "if a battle was just initiated", etc) require their appropriate targets to be participating in that battle unless indicated otherwise.

Participating In Battle - Examples

Sergeant Wallen deploys as a react to a battle; he is participating in battle.

Panic deploys a starship to the system where a battle is taking place; the starship is participating in battle.

A battle destiny draw triggers Tauntaun Bones, allowing Light to deploy a character immediately for free. Since the power segment has begun, the character is not participating in the battle.

A captive is released during the damage segment of a battle after his escort is forfeited, moving to the Light side of the location. He is not participating in battle.

Luke is forfeited during battle; he immediately ceases participating in that battle. Old Ben is used to return him to the site; he is still not participating in the battle (because he returned after the power segment began).

Participating In Battle - Excluded - Example 1

Leia With Blaster Rifle ("Adds one battle destiny if with Han.") and Han (V) are at the Battle Plains. Dark deploys Blizzard 1, and then General Veers aboard it. Light responds to the playing of Veers with Rebel Barrier ("Use 1 Force to prevent any character or starship just deployed by the opponent from battling or moving for the remainder of this turn."). Dark now deploys Snoova and a Vibro-ax on him ("Target immediately excluded from battle if...").

Dark initiates battle; Veers is excluded as an automatic action (he is now inactive). Because there are no other pilots aboard, Blizzard 1 is unpiloted for this battle. Dark takes the first action and targets Han with the ax, and wins the draw. Han is now excluded and thus inactive. Leia fires at Snoova and misses. With no further actions the power segment begins. Light gets 1 battle destiny for having four ability there, but does not add 1 for Leia being with Han (because Han is inactive and thus not there); his draw is 2 and total power is 5. Dark gets no destiny (Veers' ability is not applied because he's inactive) so his total is 7. Light loses 2 Force from hand to cover the battle damage. Dark loses Snoova to cover the attrition (he could have chosen Blizzard 1, which even unpiloted was still participating, which would have caused Veers to be lost as well. Veers couldn't be forfeited because he was inactive). With the damage segment completed the battle ends and Han and Veers are no longer inactive.

Participating In Battle - Excluded - Example 2

Dark plays Imperial Barrier on Luke, and Light battles (Light has another character present that may participate in battles). Luke will be excluded as an automatic action when the battle begins. Although Light initiated the battle, if a card were to check which player excluded Luke, the answer would be Dark (his Imperial Barrier card excluded Luke).

Participating In Battle - Excluded - Example 3

Dark has Maul piloting Maul's Sith Infiltrator at Kessel, and 'cloaks' (it doesn't participate in battles). A battle occurs there (Dark has other ships present). Maul's Sith Infiltrator is immediately excluded, becoming inactive. Maul also becomes inactive (because cards on an inactive card are also inactive). If a card were to check whether Maul is "excluded from battle", the answer would be no. Maul is not excluded, just inactive.

Participating In Battle - During Battle Example

4-LOM ("Once during each battle, if present with Zuckuss, may use 1 Force to search any Used Pile and relocate one character there to the lost pile.") is present with Zuckuss at the Cantina. A battle occurs at Kessel. Dark cannot use 4-LOM's ability because he isn't participating in the battle at Kessel.

Immune To Attrition

Some characters, vehicles and starships are protected from varying levels of attrition (written as "immune to attrition < 5"). When forfeiting cards to satisfy attrition, you are not required to forfeit any card that has this immunity (unless the total attrition is greater than the card's immunity level).

At the start of the damage segment, check all cards that list immunity to attrition, and compare that to the current attrition against you. Any cards with an immunity number greater than that are unaffected by attrition this battle (you do not have to forfeit them); all others are affected. After this is done it cannot be changed for this battle (i.e., you can't recheck it again later to see if immunity had changed, such as Luke Skywalker, Jedi Knight having his immunity increased when he's alone). An enclosed vehicle or starship with immunity to attrition protects itself and all cards aboard the bridge, cockpit, or cargo bay (it does not protect cards at related starship or vehicle sites).

Immunity is not cumulative; thus, **if a card is granted immunity to attrition from more than one source, it benefits only from the highest such immunity**. Any card which is immune to attrition may still be voluntarily forfeited to satisfy attrition or battle damage.

Immune To Attrition - Gaining And Losing

Whenever an action or game text that grants immunity to attrition is in conflict with an action or game text that removes immunity to attrition, the removing action overrides the gaining action. For example, the Light Side player has Sometimes I Amaze Even Myself on table, causing all Imperials to lose their immunity to attrition. Thus a Stormtrooper alone at the (Dark Side) Yavin 4: Jungle still has no immunity. In a battle there, if the dark side plays Trooper Assault it will provide a

power bonus to the Stormtrooper, but will not provide that trooper with any attrition immunity.

Remember that you cannot lose something that does not exist (see Implied Target Rule, Ch. 1), so you may not initiate an action that results in losing immunity to attrition if you do not have immunity.

Immune To Attrition - Example 1

Your Lord Vader and one Stormtrooper (forfeit = 2) are in a battle and the attrition against you is 4. You do not have to forfeit Vader because of his immunity to attrition < 6 , but you must still satisfy as much attrition as possible; thus you must forfeit the Stormtrooper. (Because you forfeited all cards which were vulnerable to attrition, you may ignore the remaining attrition.) On the other hand, if the attrition against you is 6 or more, your Vader is no longer protected. In this instance, he would have to be forfeited, even if you forfeit the Stormtrooper first, because you do not have enough other cards available to satisfy all attrition against you. (You cannot forfeit the Stormtrooper and then compare Vader's immunity to the remaining unsatisfied attrition, because immunity is only applicable against total attrition as compared at the start of the damage segment.)

Immune To Attrition - Example 2

Daughter of Skywalker is Jedi Testing. She completes Size Matters Not, which grants her immunity to attrition < 3 . However, her game text already provides her with immunity to attrition < 4 , so it does nothing; the 4 is the value used. She completes It Is The Future You See, which provides immunity to attrition < 4 ; that too does nothing. She completes You Must Confront Vader, which provides immunity to attrition < 5 . This is higher than the 4 of her game text, so she is now immune to attrition < 5 .

Immune To Attrition - Example 3

Emperor Palpatine is involved in a battle at the Galactic Senate. My Lord, Is That Legal? is on table, which states "game text of non-Republic characters is canceled" there. Dark would like to play Force Lightning ("Emperor loses immunity to attrition and is defense value -2 for remainder of turn. Draw destiny. Target lost if destiny +1 > defense value.") but can't because, due to having canceled game text, the Emperor currently has no immunity to attrition; losing immunity is part of the cost of this Interrupt. However, the next turn Dark deploys Vader's Cape on him ("Immune to attrition < 5 . When in battle, adds 1 to each of your battle destiny draws."). Now he may use Force Lightning, because he has immunity that can be lost.

A few turns later, Light flips his objective to Sometimes I Amaze Even Myself. Since all Imperials now lose their immunity to attrition, the Emperor can no longer use Force Lightning; the canceling action supersedes the adding action.

Attacks

Creatures do not participate in battles (and thus weapons cannot normally target a creature during a battle); instead, they participate in attacks. Attacks are like battles in some ways:

- You attack only during your battle phase
- You follow the steps of a battle (weapon segment, power segment, damage segment)
- Participating cards may fire weapons at the participating creature as if the attack were a battle
- Hit cards are lost during the damage segment
- No action that is forbidden during a battle may occur during an attack (e.g., no Elis Helrot, initiating battle, or initiating a secondary attack)
- During the power segment, if a character, vehicle, or starship is participating in an attack, that player may choose to draw a destiny if they have 4 or more ability present at a site and/or piloting a vehicle or starship present with the creature. This destiny draw will later be added to the total power, similar to a battle destiny.

There are some important differences:

- It is not a battle, so any action or condition related to battles does not apply
- It is not a battle, so any modifiers, costs, resets, or restrictions to battle destinies do not apply.
- Attacks do not create battle damage or attrition, and there is no forfeiting
- Actions that add destinies to power cannot be used unless allowed during an attack
- Attacks are free and do not require presence
- You may attack your own cards (in fact, you might be required to)
- Creatures may attack inactive cards (inactive cards may not initiate an attack on creatures). During an attack, inactive cards remain inactive (missing, captured, etc.) but may be targeted, use weapons or devices (even if inactive), and their own game text as if active but will never trigger objectives to flip, etc. They return to their normal state after the attack has ended.

If during an attack all cards on one side of the attack are removed, the attack immediately ends.

Attacks are mandatory actions, optional actions, or automatic actions, depending on the type of attack.

- Whenever a creature is present (even outside of the Battle phase) with another creature (and they are not selective creatures that are members of the same species) they immediately attack each other as an automatic action.
- During your battle phase, your creature present with a potential target (these vary depending on the type of creature) must attack a potential target as a mandatory action - even if it's your own card that would be attacked. Each creature may participate in only one such attack per turn.
- During your battle phase, your characters, vehicles, and starships present with a creature (even your own) may attack that creature; this is an optional action (meaning you don't have to do it if you don't

want to). You may initiate only one such attack per location during your battle phase.

Attacks - Ferocity And Defense Value

Creatures do not have power, they have ferocity. If a creature has a variable ferocity, such as "3 + destiny," draw such destiny each time the creature participates in an attack, or when its ferocity is required by a card (e.g., Yaggle Gakkle). Each creature also has its own defense value, such as "SLITHER 5" or "VICIOUS HOWL 3."

Attacks - Attacking Outside Of Battle Phase

Occasionally, a card will permit a creature to initiate an attack (or be attacked) outside of the battle phase. When this happens, it still is treated as a normal attack, but it does not count towards the number of attacks that are performed by the attacker that turn (e.g., a Sarlacc attacking a captive using Great Pit Of Carkoon's text must still make its mandatory attack that turn).

Attacks - The Steps Of An Attack

An Attack is an action, so it follows the normal rules of actions: meeting conditions, choosing targets, paying costs. Conditions are something that can attack being with something that can be attacked (obviously).

Choosing target means first selecting a side of the Force (you or your opponent) that has a potential target, then randomly selecting one of their potential targets to attack; any other cards are excluded from the attack. The cost is free.

Once this is complete any automatic actions triggered by the attack occur, then any just actions may be initiated (with the opponent getting the first response, even if they're not actually participating in the attack).

When there are no more responses, the **weapon segment** begins. This is handled just like the weapon segment of a battle, with the important differences kept in mind from the list on the left. A creature may be targeted by weapons during an attack (the normal rule that you cannot target your own cards with weapons does not apply in this instance; you may fire your weapon at your own creature). You may only fire a weapon at a creature if it states it targets creatures (many weapons have been errata'd to reflect this; see Ap. A). Only cards participating in an attack may fire weapons (no one else may use weapons, even long-range weapons, unless specifically permitted to) and they may only fire at participating creatures. Even if the creature is hit by a weapon, the attack still continues. When both players consecutively pass, the weapon segment ends, and the **power segment** occurs:

compare the attackers total against the defenders total (including all applicable modifiers). If the attacker's total is greater, the attacker wins and the defender is defeated.

The **damage segment** then begins. If the defender is defeated, the appropriate action takes place (eaten, lost, relocated, etc.). Hit creatures are then lost. After that, the attack then ends.

The details of how attacks work will vary depending on who does the attacking; see the following entries for specific points.

Attacks - Creatures Being Attacked

Attackers: All your characters, vehicles and starships there.

Potential Targets: Any creature.

Your cards with long-range weapons may fire into this type of attack (this is a specific exception to the rules).

Attacker Total: Total of all your power participating + all modifiers + a destiny draw (if they have four or more ability total)

Defender Total: Creature's Ferocity + Defense Value + all modifiers

If the creature was defeated, it will be lost unless another action intervenes.

Attacks - Creatures Attacking

There are two types of creatures: Parasites and Non-Parasites (See Creatures, Ch. 9 for details on these types). While they attack differently, they are both still attacks for all purposes. Each creature attacks separately.

Attacks - Non-Parasite Creatures Attacking

Attackers: Your non-parasite creature

Potential Targets: Creature Vehicles, Non-Droid characters (even if inactive) who aren't on starships or vehicles (even open ones, such as Skiffs).

Attacker Total: Creature's Ferocity + all modifiers

Defender Total: Defender's Power + a destiny draw (if they have four or more ability) + all modifiers.

Defeated targets are normally 'eaten' (lost), but they may have other things happen instead, depending on the attacker or other factors.

Attacks - Parasites Attacking

Attackers: Your parasite creature (except those already attached to a host)

Potential Targets: Stated on the creatures card, in the form of Parasite: X. However, parasites will not attack targets that are aboard a starship or vehicle (even if that vehicle is not enclosed) unless the creature is also aboard that starship or vehicle.

If a parasite's potential target is already a host, (or a creature attached to a host), it is still a valid target.

If the attack reaches the power segment, the parasite automatically wins. At the beginning of the damage segment, it attaches to the target (now called the "host") with whatever result is listed in its game text. If the creature was hit, it will be lost after it has attached. While a parasite is attached to an inactive host, the parasite remains active. This is a specific exception to the Inactive rules.

Attacks - Creatures Attacking Each Other

This is a special kind of attack that does not follow these rules. If at any time at least two creatures are present together (and not the same kind of selective creature), they immediately attack each other; this is an automatic action.

Randomly select two creatures that can attack each other. Compare the total ferocity between the two creatures. The creature with the lower ferocity is 'eaten' (lost). If there is a tie, both creatures are lost. If after the attack, there are still more than two creatures present that can attack each other, repeat the process of

creatures attacking each other until there are no longer creatures present that will attack each other.

Attacks - Example 1

Commander Narra (with a Blaster Rifle), Stormtrooper and One-Arm are together at the Echo Docking Bay. It is the dark side player's battle phase, so he is required to have One-Arm attack. This can occur any time during his battle phase (he can also choose not to initiate it, in which case when the battle phase ends it will happen as an automatic action; either way, One-Arm's attacking someone). Given this, he decides not to battle there, but let the Wampa try to eat Commander Narra. To do this he declares that he's going to attack, which is free. He then chooses a side, light or dark (if he chose dark One-Arm would attack the Stormtrooper). He chooses light, so the target is randomly chosen from one of the potential targets light has (since there's only Commander Narra, he's chosen).

After the attack begins and enters the weapon segment, Dark gets first action; he has nothing. Light gets the next action; he fires at One-Arm with the Blaster Rifle (he cannot fire at the Stormtrooper, because he is not participating in the attack). His total weapon destiny of 5 exceeds One-Arm's defense value (Roar 4). One-Arm is hit, and thus turned sideways (as hit cards always are during battle). Dark has no action, nor does Light, so the weapon segment ends and the power segment begins.

Dark's attack total is 3 (One-Arm's ferocity). Light's total is 2 (Commander Narra's power). He doesn't add a destiny to this because he doesn't have 4 ability in the attack. Commander Narra's game text ("Draws one battle destiny if unable to otherwise.") doesn't apply because this is not a battle. The totals are thus compared, and Dark exceeds Light, so One-Arm wins and Commander Narra is defeated.

The damage segment now begins. Because Commander Narra was defeated, he is now "eaten" (placed in the Lost Pile). One-Arm is then lost because he was hit. With no further actions necessary, the damage segment (and the attack) ends.

Attacks - Example 2

Han With Heavy Blaster Pistol, Princess Leia (V), Darth Vader and Bubo are all at the Yavin 4: Jungle. It is the Dark Side player's turn, so he is required to have Bubo perform an attack. He chooses to initiate an attack at the Jungle; he cannot choose for Bubo to attack the dark side because Bubo says he won't attack his characters, and without any creature vehicles he has no legal targets. Thus Dark selects the light side. The target is randomly selected between Leia and Han, with Leia being the result. The attack is free so no Force is used. The attack triggers no automatic actions, and neither player has a just action to perform, so the weapon segment begins. The Dark Side goes first, and passes. Han is there with a weapon, but because he is not participating in the attack he can't fire it. The Light Side has Nabrun Leids in hand, but can't use it to transport Leia away because Nabrun cannot be played during a battle (even though this is not a battle, cards forbidden during battles are forbidden during attacks

too). Thus the Light Side also has nothing they can do and must pass. Two consecutive passes means the weapon segment ends and the power segment begins. Bubo has ferocity of 4. Leia has power of 3, but she also has ability of 4, which means she may add a destiny (note that her game text allows her to add a battle destiny with Han or Vader, but since this is an attack, this does nothing, because there is no battle destiny). The Light Side draws a 3, giving Leia a total power of 6. She is not defeated, so the damage segment begins and then immediately ends; both she and Bubo stay where they are.

The next turn the Light Side chooses to battle Vader there (note that Vader gets the benefit of the Jungle's text because Bubo is a creature and thus doesn't stop Vader from being alone). After the battle ends (no one has been lost), the Light Side chooses to initiate an attack against Bubo (characters, vehicles and starships may make one battle and one attack during their turn). Both Leia and Han are there, so both must participate. This is free. No automatic actions or just actions take place, so the weapon segment begins. The Light Side gets the first action, and Han fires at Bubo. Han draws a 3 and Bubo has a defense value of 5, so Bubo is not hit (though even if he had been, Bubo would remain until the damage segment). The Dark Side gets the next action and passes. The Light Side passes (Han cannot fire again because -like a battle- you can only fire weapons once during an attack unless specifically told otherwise). Thus the weapon segment ends and the power segment begins. The results are now checked: Han and Leia have a power of 7 between them, and get a destiny because of their 4 or more ability, so they draw a destiny of 3, for a total of 10. Bubo's ferocity and defense value total 9, so Bubo is defeated. The damage segment begins and Bubo is then lost.

Attacks - Example 3

The Light Side has Uutkik riding a Rogue Bantha at Tatooine: Docking Bay 327, and Senator Palpatine is present with them. The Dark Side has a Rancor there. The Dark Side must attack, so he chooses a side (Light, since it is the only one with legal targets available) and the targets are randomly chosen. The legal targets are Palpatine and the Bantha (Uutkik is on a vehicle and thus is safe from creature attacks). The result is Palpatine, and the attack is initiated for free. No automatic actions or just actions occur, and the weapon segment begins. The Dark Side passes. The Light Side plays Stay Here, Where It's Safe (it adds a destiny to power, which turns out to be a 4), leaving Palpatine with a power of 5. The Dark Side passes, as does the Light, and the weapon segment ends, beginning the power segment. The Rancor text indicates it has ferocity of 8+a destiny, which unfortunately is a 0, leaving Rancor with a total of 8. Palpatine has 4 ability, and so draws a destiny, getting a 3, leaving him also with a total of 8. Because the ferocity wasn't greater than the power (ties aren't good enough), Palpatine is safe for the moment. During his own battle phase, Light has the option of attacking the Rancor and chooses to do so (unlike a battle, there are no negative consequences if they fail,

even though the odds are against them). The attack is initiated for free, and all the Light Side cards there are participating. There are no automatic actions or just actions, so the weapon segment begins. The Light Side gets the first action and plays another Stay Here, Where It's Safe on Palpatine (this time it's a 5) giving him a power of 6. The Dark Side player plays Yaggle Gakkle. The Bantha's landspeed + maneuver =3, and the Rancor's destiny added to 8 is more than that, so the Bantha is eaten (Uutkik 'jumps off' because he was aboard a creature vehicle) and the Rancor's ferocity is increased by 2 (this is a separate act from the attack itself; it's caused by the Interrupt only). Neither side has another action; the weapon segment ends, beginning the power segment. Ferocity is again calculated (ferocity is always rechecked when it is needed). The destiny draw is a 4, so $8+4=12$, plus the permanent +2 from Yaggle Gakkle makes a 14. The Light Side draws destiny and gets a 2, giving them a total of 9, not enough, the Rancor lives.

The Light Side draws during their draw phase, and during the Dark Side player's turn he uses Scanning Crew to look at Light's hand and sees Fallen Portal, which could spell trouble for his Rancor. Nevertheless, the Rancor must attack, so during the battle phase it does so; again Palpatine is chosen (Uutkik is no longer on a vehicle and thus was a potential target). It is initiated for free. There are no automatic actions, but there is a just action: Fallen Portal. The total destinies exceed the Rancor's defense value and it is lost, ending the attack before the weapon segment even starts.

Chapter 7 - Move Phase & Movement

Move Phase

Fifth phase of each turn, in which you may move your characters, vehicles, starships, and other cards that are permitted to move.

Movement

There are three distinct types of movement defined for characters, creatures, starships, vehicles and mobile Death Star systems. They are regular moves; unlimited moves; and 'reacts'. Any form of relocation of cards during the game that is not a react, a regular move or an unlimited move is not considered movement, and therefore is not restricted by game conditions that restrict, modify, cancel or suspend movement.

Remember that a vehicle or starship that is unpiloted cannot move (see Starships - Unpiloted, Ch. 9). **Also remember that an astromech/nav computer is only required for a starship to use hyperspeed; all other forms of movement may be performed without one.** See Never - Location Restrictions, Ch. 1 for restrictions on where cards can move.

React

See React, Ap. C.

Movement - Regular

The following moves are regular moves for the card making the move action as long as the movement is not part of a 'react': using landspeed, using hyperspeed, moving between sectors (or sectors and the related system), using the movement text on a location, Docking Bay Transit, landing, taking off, shuttling, moving between a starship/vehicle card and the related starship/vehicle site, a Light side starfighter moving into the Death Star: Trench to start an Attack Run, moving a Death Star, moving starships to or from an orbiting Death Star, moving to start (or finish) a TIE Bombing Run. **A card is only permitted one regular move per turn. All regular moves occur during your move phase unless a card or rule says otherwise.** Some regular moves are permitted by rules, while others are allowed due to game text.

Regular - Attack Runs

See Blown Away - Death Star, Ap. C.

Regular - Bombing Runs

See Bombing Runs, Ap. C.

Regular - Docking Bay Transit

Docking Bay Transit allows you to relocate any or all of your characters, vehicles, and any weapons that deploy on a site and can be moved using their own game text (such as Medium Repeating Blaster Cannon) as a group from one docking bay to any other docking bay on table (by the symbolic use of starships for hire) for an expenditure of Force as listed on the docking bay card(s). If a vehicle that has characters aboard moves using Docking Bay Transit, this is not considered a move for those characters aboard. See movement - carrying cards.

If a docking bay has no cost listed, docking bay transit is still possible, and the cost is considered zero (although the docking bay at the other end may modify this cost).

Regular - Follow

Some cards, such as Air-2 Racing Swoop and Aratech Corporation, allow one card to "follow" another card. Unless specified otherwise, these conditions apply when "Card A" moves and "Card B" follows:

- Card A can move by any means (even via docking bay transit, Nabrun Leids, etc).
- Card B may only follow by using landspeed, hyperspeed, sector movement, landing/taking off, moving between a mobile system and its orbited system, or entering/exiting a starship or vehicle site.
- Card B may only follow if Card A moved from (or through) Card B's location.
- Card B must target to move to Card A's new location (if Card A is out of range, Card B may not "follow partway").
- Card B's movement requires the normal expenditure of Force for the movement utilized.
- Card B's movement is a regular move.

The above conditions can be overridden by a card's text. For example, Aratech Corporation allows a speeder bike to follow for free.

Regular - Hyperspeed

A starship with an astromech or nav computer aboard may utilize its hyperspeed; additionally, Death Stars have (or may gain) hyperspeed. Using hyperspeed costs **1 Force** and involves moving from the orbit of one system card to the orbit of another system card (you are not permitted to end your hyperspeed movement anywhere but at a system card). The limit is equal to the hyperspeed value for that card (so that a card with hyperspeed of 2 may move 0, 1, or 2 parsecs in either direction). **Moving 0 parsecs requires a hyperspeed > 0 and still requires an astromech or nav computer** (the exception is when moving between a Death Star and the system it is orbiting; see Regular - Mobile Systems - moving to or from a Death Star). See Regular - Mobile Systems - Moving Death Stars

Regular - Landing And Taking Off

Your starfighter or squadron may "land" or "take off" by

- moving between a system location and a related exterior site
- moving between a sector and a related site (see Regular - Sector Movement)
- moving between a starship docking bay site and the system that starship is present at.

Landing and taking off costs **1 Force**, unless landing or taking off at a Docking Bay, which is free. TIEs require docking bay facilities and may land only at docking bay sites. Landed starships are considered unpiloted (see Starship - Landed, Ch. 9). **If cloud sectors are deployed at that system, applicable starships may not land or take off directly between the system and**

its related sites - they must "fly through" the cloud sectors first and may only land from or take off to the lowest-altitude cloud sector to/from a related exterior site. See Regular - Sector Movement.

Regular - Landspeed

A character, creature or vehicle may use its landspeed to traverse adjacent site locations (vehicles may only traverse exterior sites) as a regular move for an expenditure of 1 Force. While vehicles have their landspeed indicated on their card, characters and creatures have a landspeed of 1, unless stated otherwise. A card's landspeed indicates how many adjacent sites that card may move (at most as a single move). Thus a vehicle with a landspeed of two may move up to two exterior sites in one move.

It should be noted that some locations require extra landspeed to move to or from (for example, the Tatooine: Desert) and this will reduce the landspeed "range" of cards moving from/to/through it by that amount. When using landspeed, a character, creature or vehicle may not reverse direction, and once stopped, that regular move is considered completed. See also Movement - moving through locations.

Regular - Mobile System - Moving Death Stars

Death Stars (Death Star and Death Star II) are permitted only one form of movement: using hyperspeed. The hyperspeed of the original Death Star is defined in its game text (or by other cards), while that of Death Star II is defined by That Thing's Operational. Death Stars follow the normal rules of hyperspeed (see Regular - Hyperspeed), except they do not need a nav computer or astromech. In addition, Death Stars are also permitted to move into "deep space;" that is, they do not have to finish in orbit around a system.

Whenever a Death Star moves, state at what parsec it will be and whether it is in deep space or in orbit around one of the system locations at that parsec.

When a Death Star moves, it carries with it all cards that are at the Death Star's location. Death Stars are not starships, they're mobile systems, and thus are unaffected by cards that cancel, modify, or otherwise affect hyperspeed (unless they specifically indicate otherwise).

Regular - Mobile System - Moving To Or From A Death Star

Because the Death Stars are systems, a starship may move to or from a Death Star using the normal hyperspeed rules (even when the Death Star is in deep space). In addition, a starship may move from a Death Star to a planet the Death Star is orbiting (or vice versa) for 1 Force without using hyperspeed (meaning that if it in some way is prevented from using its hyperspeed, or has no hyperspeed at all, it may still make this move).

Death Star Movement - Examples

The Death Star is in deep space at parsec 4 and has hyperspeed=1. There is an X-Wing at Yavin 4 (parsec 4) and a TIE fighter at Hoth (parsec 5). The dark side uses hyperspeed to move the Death Star to parsec 5 (which costs 1 Force, per the hyperspeed rules); the player may choose deep space again or to orbit Hoth.

He chooses to orbit Hoth. Even though the TIE fighter has no hyperspeed, it may move to the Death Star because the Death Star is in orbit around the same system. The next turn the dark side player uses the hyperspeed to move the Death Star 0 parsecs and chooses deep space (the Death Star is no longer orbiting Hoth but is still at parsec 5); the TIE must go with it. The TIE may no longer move back to Hoth because they're no longer in orbit there and it has no hyperspeed. However, the X-Wing may move to the Death Star because even though it's in deep space, it is within the X-Wing's hyperspeed of 5. On a later turn, the X-Wing may move from the Death Star to Hoth using its hyperspeed as normal.

Regular - Sector Movement

Starships may move to and from asteroid sectors. Starfighters and certain vehicles (patrol craft, shuttle vehicles, and cloud cars) with landspeed > 0 may move to cloud sectors. Such movement costs 1 Force. You may perform any of the following moves:

- from the system to the nearest related sector or vice versa.
- from a sector to any adjacent sector (starfighters - and cards that move like starfighters - may move up to two sectors away per move).
- Take off or land (either by moving between the Big One site and Big One sector or the lowest-altitude cloud sector and a related exterior site). (see Regular - Landing And Taking Off)

It should be noted that Death Star II sectors work differently. For movement at those sectors, see Blown Away - Death Star II, Ap. C.

Regular - Shuttling

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

A shuttle vehicle like the Bespin Motors Void Spider or the T-16 Skyhopper can shuttle characters to or from any starship (even a starfighter, as they are specially equipped to deal with smaller starships) at the related system. In this case, this is considered to be a regular move for the character (who is aboard the shuttle vehicle as a passenger) and the shuttle vehicle itself. This movement is free (and unaffected by intervening cloud sectors). The vehicle conceptually makes a round trip, and thus remains at the site. The passenger(s), as a simultaneous action when shuttling using a shuttle vehicle from a site, will disembark the shuttle vehicle, and embark upon the targeted starship. In reverse, the characters will disembark the starship and embark upon the shuttle vehicle as part of the shuttle movement. (This is a specific exception to the Embarking and Disembarking Rules). See Vehicles - shuttle vehicle, Ch. 9.

Regular - Starship And Vehicle Sites

You may move your cards to or from your starship or

vehicle card (or its location) and a related starship/vehicle site for free. You may perform any of the following moves:

- Moving between the starship/vehicle site and the related starship/vehicle card (capacity permitting)
- Moving between a vehicle site and the starship card that vehicle is aboard.
- While the starship/vehicle at a site, moving between a starship/vehicle site and the location the related starship/vehicle is present at (This is the only one of these moves your opponent may use. Follow the cost listed on the starship/vehicle site; if no cost listed, it is free).

Regular - Using The Movement Text On A Location Card

Many locations allow one or more cards to utilize special movement between specific sites. For example: Light Side Tatooine: Mos Eisley, the Cloud City: Upper Walkway or the Endor: Back Door. These are all considered regular moves (unless they are listed as a 'react'), and the cost, timing and conditions of these moves are specified on the location cards in question (for example, Mos Eisley allows the movement to occur for free and during your control phase). **Unless otherwise noted, each move is a separate action for each card using such text, and if no cost is specified, each move costs 1 force.**

Regular Moves - Examples

The *Executor* is on table (at Hoth), along with the *Executor* sites Comm Station, Main Corridor, Control Room, Holotheatre, Meditation Chamber, and Docking Bay (in that order). Stormtrooper, Chief Bast, TIE Fighter, Corporal Drazin, Admiral Ozzel, and a Lift Tube (with Captain Piett on board) are all at the Docking Bay. Black 2 (with DS-61-2 as pilot) is at Hoth. It is the dark side player's move phase, and he does the following:

- The Stormtrooper moves to the Meditation Chamber using his landspeed of 1, which costs 1 Force.
- Chief Bast moves to Yavin 4: Docking Bay using Docking Bay transit, which is free (by the docking bay's game text), though he still cannot make another regular move this turn (the free means there's no cost for the movement, not that it doesn't count as a regular move).
- The TIE Fighter takes off from the Docking Bay to Hoth. This is free (normally it would be 1 Force, but taking off from a docking bay is always free). Like Bast, it cannot make another regular move this turn.
- Admiral Ozzel moves to the "bridge" of the *Executor* (meaning that he moves to the *Executor* starship card). This is moving from a starship site, so it's free (but still counts as a regular move for Ozzel).

- Corporal Drazin uses the movement text of Main Corridor ("During your move phase, you may move free between here and *Executor* or any *Executor* site."). It's free (by the site's text) but again still counts as a regular move for Drazin.
- The Lift Tube uses its landspeed to move; it can move 1, 2, or 3 sites away, so it moves to the Control Room. This costs 1 Force. Piett is automatically moved with it

(for free), and because he was carried, he hasn't actually moved as far as the rules are concerned. He can still make a regular move, but the Lift Tube can't. Black 2 lands at the *Executor*: Docking Bay. This is free (because it's a docking bay, otherwise it would cost 1 Force), though Black 2 cannot perform another regular move. However, DS-61-2 was carried like Piett had been, so he hasn't performed a move. He disembarks from his ship and performs his own regular move, moving to the bridge of the *Executor* as Ozzel had done (for free, as a regular move).

Movement - Unlimited

The following moves are unlimited moves: embarking, disembarking, moving between docked starships, moving between pilot/passenger capacity slots, relocating cards between locations, prisoner transfers. Cards may perform any number of unlimited moves. If a card or rule specifically states that what is normally an unlimited move is a regular move, it is conducted as normal, except that it counts towards the number of regular moves a card may make per turn.

Unlimited - Embarking And Disembarking

Certain cards may embark (move onto) or disembark (move off of) other non-location cards. This movement is free. A card that has embarked on another card is being carried (see carrying). The following forms of embarking and disembarking are allowed (capacity permitting):

- moving your character or vehicle between your vehicle (or landed starship) and the site it is present at.
- moving your starship between a carrying starship's cargo hold and the system that carrying starship is present at.
- moving a character between Luke's Backpack and the site Luke's Backpack is present at.
- moving a character between a starship or vehicle in the cargo hold of a carrying starship to the "bridge" of the carrying starship.

A card may not embark or disembark another card (using movement) unless using one of the types of movement listed above, and this movement always occurs as a separate action from any other type of movement. For example: Nabrun Leids, the text on Tatooine: Mos Eisley (Light), and shuttling (without a shuttle vehicle) do not permit a character to embark or disembark a vehicle as part of that movement.

However, certain non-movement actions (such as a character going missing) will cause a card to disembark, and other appropriate non-movement actions (such as seizing a captive) could cause a card to embark.

See React, Ap. C.

Unlimited - Escaping Death Star II

See Blown Away - Death Star II, Ap. C.

Unlimited - Moving Between Capacity Slots

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

permitting). See Starships - pilot, Ch. 9. Similarly, anytime during your deploy or move phase you may designate any character aboard your transport vehicle as the driver or as a passenger. Also, any starfighter or vehicle that is capable of taking up either a starfighter slot OR a vehicle slot may change slots at this time. If a slot may be used for multiple purposes, you may also change it at this time (such as designating a filled pilot/passenger slot in a Y-Wing as a pilot or a passenger). This movement is free.

Unlimited - Moving Between Docked Starships

During your move phase, you may "dock" two of your starships present at the same system or sector with the intention of moving cargo or personnel back and forth between the two. This movement can only be performed if at least one of the starships has "ship-docking capability" and at least one of the starships is being piloted. It is important to note, however, that all capital starships are considered to have 'ship-docking capability by rule. For 1 Force your two starships dock, relocate any number of characters, vehicles or starships between the two docked starships (capacity permitting), and then undock. Characters moved must be pilots or passengers moving from (or to) the 'bridge'. Starships or vehicles moved can only move between the starships "cargo" capacity. No characters, vehicles or starships can be moved to or from starship sites in this way. This is considered movement for the starships only, not the cards that are transferred.

Unlimited - Prisoner Transfers

During the Dark Side's move phase, that player may perform any of the following "prisoner transfers." These are unlimited moves for both the escort and the captive (See Capturing Characters, Ap. C) and are free:

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

Remember that since prisoner transfers are movement, a captive that cannot move may not undergo any type of prisoner transfer.

Unlimited - Relocating Cards Between Locations

Some cards initiate actions that will allow (or force) a character to relocate from one location to another location. For example, Nabrun Leids moves a group of characters from one location to another, Trap Door will relocate a character from the Audience Chamber to the Rancor Pit, and Path Of Least Resistance allows a character to move between interior mobile sites when played. All of these relocations are considered to be unlimited moves, meaning that the card is considered to

be moving, thus a card which cannot move is not permitted to perform this type of relocation. If a card is relocated but does not change actual locations, then it is not considered to have performed any move. For example, sending your spy undercover relocates your card from your side of the table to the opponent's side of the table, but this is not changing locations so is not considered to be movement. Similarly, forfeiting a character from a battle to the Lost Pile does not move that card from one location to another, nor does putting a character on Bacta Tank or Weather Vane; none of these are considered to be any type of movement. It should be noted that a card being carried aboard another card is not considered to be moving. See movement - carrying cards.

The timing of relocation is stated on the card allowing the movement (such as the control phase for Lando System?). If no timing is given, it can be performed at any time as a top level action (Elis Helrot). If the relocation does not specify the destination (or what kind of destination it must be) it may be to any location (barring restrictions on movement or relocation, such as the Trench or Dagobah). If a card gives no cost for the movement, that movement is considered free.

Regular Moves And Unlimited Moves - Examples

Home One (with Luke Skywalker, Jedi Knight, Red 5, and *Millennium Falcon* on board) and a Red Squadron X-Wing are at Yavin 4, Red Leader In Red 1 is at the uppermost cloud sector at Yavin, the Death Star is at Parsec 4 (in deep space) with *Bright Hope* piloted by Pops, and the Trench is there with Attack Run. Han Solo is at the Death Star: Docking Bay 327. Gold 1 and Gold 5 are both at the *Home One*: Docking Bay, and Dutch is at *Home One*: War Room. During Light's control phase he uses S-Foils ("...until beginning of your next turn, each of your X-wings and B-wings is power +2 and hyperspeed = 0...").

Light performs the following moves:

- Red Leader In Red 1 uses cloud sector movement to move from the upper cloud sector to Yavin 4 (for 1 Force). Having performed a regular move, he cannot perform any more, though he can still perform any number of unlimited moves. He embarks (for free) onto *Home One* (to the cargo bay).
- Red Squadron X-Wing needs to get to the Death Star for the Attack Run, but it has hyperspeed=0 from S-Foils. Because of this it cannot use its hyperspeed to move to the Death Star, because even though the difference between Yavin 4 and the Death Star's parsec is 0, you need hyperspeed greater than 0 to use hyperspeed. Instead the X-Wing embarks on *Home One* as well.
- *Home One* uses its hyperspeed to move to the Death Star (it has a nav computer and sufficient hyperspeed) for 1 Force. All the cards on it are carried with it.
- Luke embarks on Red 5 by moving from the bridge to the cargo hold (this is free). Red 5 then disembarks (for free) to the system (the Death Star).
- Han shuttles from his docking bay to *Home One* (for 1 Force), which is a regular move. He's now at the bridge. Han then embarks on the *Falcon* (moving to

the cargo bay), and the *Falcon* disembarks (both moves are unlimited and free).

- Dutch uses his landspeed (1 Force) to move from the War Room to the docking bay (regular move). He embarks on Gold 1 (unlimited move). Gold 1 then takes off to the Death Star (a regular move for the fighter; Dutch is carried by it) for free.
- For 1 Force, *Bright Hope* and *Home One* dock and Pops moves over to *Home One* (unlimited move for the ships and Pops). Pops then moves to the *Home One*: Docking Bay for 1 Force (regular move). He embarks on Gold 5, and the ship then takes off to the Death Star for free.
- Red Leader In Red 1 and Red Squadron X-Wing both disembark from *Home One* (unlimited moves).
- Light makes an Attack Run (Red 5 has Proton Torpedoes) which is a regular move. Red 5, Red Squadron X-Wing, and *Millennium Falcon* move into the Trench (for free). No other ships may do so; Gold 1, Gold 5, and Red 1 have all made regular moves already, *Home One* is not a starfighter, nor is *Bright Hope* (even though it may move like a starfighter, it still cannot be targeted as if one, even by Attack Run).
- The three starfighters return to the Death Star system after the destiny draws (this is free and unlimited). The destiny draws failed so the Death Star is still there.
- Red 5 embarks on *Home One*. Luke disembarks from Red 5 and heads to the bridge (both unlimited moves).
- Luke moves to the War Room for 1 Force (he himself had not made a regular move yet).

Light plays Nabrun Leids targeting Luke at the War Room; the cost listed on the card is paid and Luke is relocated to Endor: Back Door. This is an unlimited move (relocating a card between locations).

Movement - but may move elsewhere

Cards with deployment restrictions such as "deploys only on Hoth" are generally allowed to move elsewhere unless otherwise specified; thus, this redundant phrase is no longer used on cards and can be ignored.

Movement - cannot move

The phrase "cannot move" means that a card cannot make any regular move, unlimited move, or 'react'. See Movement. This does not stop a card from being "carried." See Movement - carrying cards. When an action attempts to move a group of cards, and one or some of those cards cannot move, the action is not canceled; simply move all cards in the group that are able to move.

cannot be moved/may not be moved/may not move

These phrases are all synonymous with "cannot move."

Movement - carrying cards

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

Luke's Backpack) cannot move aboard a vehicle or starship unless there is sufficient capacity for the carrying character and the carried character. Whenever one card is carrying another, indicate this by placing the carried card underneath the carrying card. See Starships - Capacity, Ch. 9.

Movement - costs +X to move/moves for free

Anything that modifies the cost of movement or allows movement for free (and does not specify what type of movement it is modifying) affects all forms of movement. Modifiers that apply to movement to or away does not count movement where the location doesn't change, such as moving cargo between docked starships. Any change to movement cost applies only to the applicable cards; all other cards travel normally. Keep in mind that "free" cannot be modified, thus movement that is free is always free. When moving cards as a group (such as with Nabrun Leids) with differing movement costs, apply the highest movement cost of that group.

For example, Lirin Car'n adds to the cost of characters to move to his location, thus using landspeed, shuttling, docking bay transit, and using the movement text of a location. However, if the docking bay transit were free, or if a shuttle vehicle was performing the shuttling, the movement would remain free; likewise, anyone who is moving away moves as normal, and a character being carried to the site has nothing to worry about (carrying isn't movement).

Movement - if within range

When a card uses landspeed or hyperspeed, it must always move within its own range unless specifically stated otherwise; thus this redundant phrase is no longer used on cards and can be ignored.

Movement - move away

Some actions cause a card to "move away." Unless specified otherwise, this is a regular move at normal use of the Force. "Move away" actions are carried out as follows:

• **Initiation - Meet Conditions:** In addition to meeting any requirements listed on the action itself, the player must verify that there exists at least one location on table that would be a valid destination location for the card to arrive at. This does not entail checking if the destination location is within range, or if costs can be paid. You are not choosing a destination, just checking that at least one valid option exists. See below for details on valid destinations for different card types.

• **Initiation - Choose Targets:** Target the card(s) to attempt to move away, along with any other targets listed on the action itself. A card that cannot move (e.g. Rebel Guard or an unpiloted vehicle) may be targeted, but will ultimately fail to move during the Result step. A destination location is not targeted at this time unless specified (e.g. Fall Back!).

• **Initiation - Pay Costs:** Pay only the costs listed on the "move away" action itself. Do not pay movement costs at this time.

• **Response Step:** Response actions are played as per usual (e.g. playing Sense to try to cancel Hyper Escape).

• **Result Step:** The owner of the card to be moved attempts to initiate a movement action to move it away. If multiple cards are moving away, the owner attempts to initiate a separate movement action for each, one at a time, in an order chosen by their owner. These attempts to initiate movement could fail, for example if the card cannot move, or the movement cost cannot be paid, or if trying to move a starship but all possible destinations are out of hyperspeed range. If attempting to move multiple cards and one fails, simply continue on with the next card. Unless specified otherwise, if moving multiple cards, they do not need to move to the same destination.

For a character to "move away" (by cards such as Obi-Wan Kenobi, Move Along..., Neb Dulo, Dodge), the character must use its landspeed to move from one site to a related site. Thus a "move away" action for a character can only be initiated if at a site (and a related site is on table). If on a vehicle or landed starship, the character automatically disembarks, but only if successfully moving away. If a character is on a vehicle and both are to move away, moving the vehicle first will naturally carry the character away as well, at which point the character may no longer make a "move away" move.

For a vehicle to "move away" (Keep Your Eyes Open, Hyper Escape), the vehicle must use its landspeed to move from one site to a related site, or use regular sector movement to move from one sector to a related sector. Thus a "move away" action for a vehicle can only be initiated if at a site (and a related site is on table) OR if at a sector (and a related sector is on table).

For a starship to "move away" (Keep Your Eyes Open, Hit And Run, Hyper Escape), that starship must use its hyperspeed to move from one system to another system, or use regular sector movement to move from one sector to a related sector (or between a sector and a related system), or move between a Death Star and the system it is orbiting. Thus a "move away" action for a starship can only be initiated if at a system (and another system or a related sector on table) OR if at a sector (and a related sector or related system is on table).

Move away - Example 1

Light has a Y-wing (hyperspeed 4) at Kessel (parsec 8). Dark initiates battle there and Light wishes to play Hyper Escape. To initiate Hyper Escape, there must be at least one valid destination location on table, and there is one, Coruscant (parsec 0). Light is permitted to initiate Hyper Escape.

During the Result step, Light must actually attempt to move the Y-wing away. Unfortunately, it does not have sufficient hyperspeed to move from Kessel to Coruscant, so the movement attempt fails. Light does not pay 1 Force to move the Y-wing since it was not

actually able to move. The battle Dark had initiated against the Y-wing proceeds.

Move away - Example 2

Now Light has three starships at Kessel (parsec 8). Light has a Y-wing (hyperspeed 4), an X-wing (hyperspeed 5), and Millennium Falcon (hyperspeed 6) there. Once again Dark initiates battle at Kessel and Light wishes to play Hyper Escape to try to move all three starships away. There are multiple other systems on table: Coruscant (parsec 0), Kiffex (parsec 2), and Raithal (parsec 3).

Light chooses the order to move their starships. First, they attempt to move the X-wing. The only system the X-wing can reach from Kessel is Raithal, so Light uses 1 Force to move it there. Dark responds with Gravity Shadow which stops the X-wing from moving. Next, Light uses 1 Force to move the Falcon to Kiffex successfully. Lastly, Light wants to move the Y-wing, but there is no system in range, so it fails to move and the Hyper Escape action is now completed.

The battle Dark had initiated at Kessel proceeds, but only against the X-wing and the Y-wing (the Falcon does not participate because it has moved away to Kiffex).

Move away - Example 3

Luke Skywalker and a landed X-wing (which has a permanent pilot) are at Tatooine: Docking Bay 94. Dark initiates battle there and Light wishes to play Narrow Escape which says "move all of your cards with ability there away (using their landspeed)."

There are two problems for Light. First, Narrow Escape specifically targets Lights cards with ability to ensure that they have landspeed when initiating this Interrupt. X-wing has ability but does not have landspeed, so Narrow Escape may not be initiated.

Second, it's noteworthy that even if Light had been able to initiate the Interrupt, it is not possible for a landed starship to "move away", since taking off / landing is not a valid option for a starship making a "move away" move. So even if Light had been able to play Narrow Escape, the landed X-wing would have failed to move.

Movement - moves like a character

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

Movement - moves like a starfighter

Cards that move like a starfighter, whether by rule (squadrons) or game text (*Hound's Tooth*, *Mynock*) obey all movement rules for a starfighter. Nevertheless, they are not starfighters and may not be targeted as such (e.g., *Mynock* may move at cloud sectors like a starfighter, but may not embark on *Home One* because it does not have capacity for creatures).

Movement - moving through locations

Some types of movement allow a card to make a move 'through' (or across) a location to get to another final destination, such as a character, vehicle, etc. moving using landspeed (> 1), or starfighter sector movement. To initiate a long-range movement from location A to C (through location B), the full "path" is considered in order to confirm if it is within range (see Regular - Landspeed), and that nothing is at the final location preventing you from moving there based upon the initial location (such as the game text of Endor: Bunker). The final condition which must be met is the ability to move from location A to Location B. If anything prevents a card at A from moving to B (such as Ephant Mon preventing opponent's spies, gamblers, or thieves from moving to his site) the movement cannot be initiated.

Movement costs are paid based upon moving from the initial location to the final location. Any movement costs for locations passed "through" to get to that final destination are considered to be "free" and, thus, may not be modified or reset.

Once all conditions and costs for long-range movement are met, the movement can be initiated. At each point along the path, the movement from one location to the next in the series is reviewed to verify movement can continue. A character, vehicle, etc. moving 'through' (or across) a location is considered to be at that location as it passes through it. This can trigger automatic actions (for example, an Utinni Effect) and can satisfy conditions (for example, control of a location). If any of these triggered actions or conditions force the vehicle to stop at an intermediate location (for example, a Sandwhirl makes the skiff driver go missing), or game text prevents moving to the next location in the series (such as if Captain Bewil is in the midst of a series of mobile sites), the movement ends at that location. It should be noted that new (non-automatic) actions may not be initiated until the movement action is finished. For example, a Dark Side player can only play The Circle Is Now Complete if Vader ends his movement at Obi-Wan's location, not if Vader simply "passes" Obi-Wan.

Movement - never deploys or moves

See Never, Ch. 1.

Movement At A Glance

Attack Run (Dk Starships)	Unlimited	Free
Attack Run (Lt Starships)	Regular	Free
Between Capacity Slots	Unlimited	Free
Bombing Run (from site)	Regular	Free
Bombing Run (to site)	Regular	1 Force*
Dock Starships	Unlimited	1 Force
Docking Bay Transit	Regular	See Card
DS II Sectors (Entering)	Regular	1 Force
DS II Sectors (Escaping)	Unlimited	Free
Embarking/Disembarking	Unlimited	Free
Hyperspeed	Regular	1 Force
Landing/Taking Off	Regular	1 Force†
Landspeed	Regular	1 Force
Location Text	Regular	See Card
Moving to Death Star	Regular	1 Force
Prisoner Transfer	Unlimited	Free
Relocation	Unlimited	See Card
Sector Movement	Regular	1 Force
Shuttling	Regular	1 Force* ‡
Starship/Vehicle Sites	Regular	Free (for you)

* +1 for each cloud sector

† free to a docking bay

‡ free with a shuttle vehicle

Chapter 8 - Draw Phase & End Of Turn

Draw Phase

Sixth and final phase of your turn, in which you may draw cards off your Force Pile and then complete your turn.

You may draw cards and perform other draw phase actions at this time. When you have finished drawing, re-circulate your Used Pile under your Reserve Deck (your opponent must do the same). Then inform your opponent that your turn is over (such as by saying "The Force is with you!").

Drawing Cards

Taking any number of cards, one at a time, from your Force Pile into your hand.

Drawing each card during your draw phase is a separate action, which means that you may draw, perform another action, and then continue drawing if you wish. There is no limit to the size of your hand. (You also may want to leave some cards in your Force Pile; these can be expended to do such things as reacting and playing Interrupts during your opponent's turn.) Drawing is optional, unless required by a card, in which case you must draw that amount (or as much as possible). By default you draw from your Force Pile, though you may be instructed to draw from another deck or pile.

End Of Turn

The "end of the turn" occurs after the final part of the draw phase, which is both players re-circulating their Used Piles. For issues of timing, assume that it is still the turn of the player's whose turn just ended (so if it is the end of the light side player's turn, treat it as if it were the light side player's turn for any relevant point).

Any mandatory and automatic actions are now initiated and resolve normally as automatic actions. Any optional end of turn actions may then be initiated (the player whose turn it just was gets the first chance to initiate an optional "end of turn" action, and players then take turns). For example, losing Force to Frostbite must occur before a player can perform an optional action like using 2 Force to remove cards from their Political Effects, as shown on My Lord, Is That Legal? / I Will Make It Legal. See also Start Of Turn, Ch. 3. Only end of turn actions (or valid responses) may be played at this time - no other actions are legal. **Once players have no end of turn actions to play or resolve, that turn ends.** The next player's turn immediately begins with their start of turn; there is no time between turns for things to happen.

Until End Of Turn

Actions which last "until end of turn" cease during the end of turn. This is treated as automatic actions and thus are resolved accordingly. For example, if Trooper Assault has made Stormtrooper power +2 until end of turn, then one of the automatic actions taking place at the end of that turn is his power restoring to normal. As they are automatic actions, they can happen in any order the player whose turn just ended chooses, but

they must occur before any optional actions take place. Remember that these actions may cause changes relevant to this end of turn period. For example, if a maintenance card has its game text canceled until end of turn, then its game text will be restored during this time. Since its maintenance cost hasn't been paid yet, it must still be paid before any optional end of turn actions occur (see Icons - Maintenance Costs, Ch. 9).

Drawing, Draw Phase, And End of Turn - Examples

It's the dark side's draw phase and he has six cards in his Force Pile. He draws the first -Darth Vader- into hand. He then draws the second -Imperial Command- into hand. He draws the third, which is another Imperial Command. Because Imperial Command is a unique card he can only play one per turn, so he stops drawing for the moment to play one of them to take an admiral into hand from his Reserve Deck; this way he can take a second admiral into hand during his opponent's turn. Having done this, he chooses to draw the fourth card -Avenger- into hand. He decides to stop at this point, saving those two Force in case he needs to use it during his opponent's turn. He re-circulates his Used Pile by placing it under his Reserve Deck; Light does the same. He then announces it's the end of his turn. It's now the light side player's turn, and he activates, goes through his control phase, and reaches his deploy phase. He deploys Deneb Both ("When deployed, draw up to 2 cards from top of Reserve Deck."). By its phrasing, this draw is mandatory, so Light must draw up to 2 cards (remember that "up to X" means at least 1, so he cannot say he will draw 0 cards). It also comes from the Reserve Deck rather than the Force Pile; he draws 2 cards. One is an Ishi Tib, the other is Chewie, Enraged; both are deployed to Deneb's site.

When Light's draw phase arrives he has five cards in his Force Pile. He draws the first, another Deneb, which he has no use for. However, Ishi Tib ("During your draw phase, may place one card from your hand on bottom of Used Pile to draw a card from Reserve Deck.") lets him use it to draw another card, although from Reserve Deck rather than Force Pile. It's a card he doesn't need, but he can't use Ishi Tib again because of the One Rule (the action was singular and a timeframe was mentioned). Grudgingly he goes back to drawing off his Force Pile and takes one more card. After this he re-circulates by placing his Used Pile under his Reserve Deck; Dark does the same. Light announces it's the end of his turn, and now the end of turn events happen, which includes Chewie's maintenance cost. Paying maintenance costs is mandatory and thus is resolved as an automatic action; Light chooses to use 2 Force to keep Chewie in play. Dark had forgotten to use his Imperial Command until now, and unfortunately he still can't play it; only end of turn actions or responses may take place at this time, so he'll have to use it during his own turn. With no more end of turn actions it proceeds immediately to the dark side player's turn - note that there are two cards on Light's Used Pile; he does not

re-circulate again even though there are cards there; they will be re-circulated at the end of the dark side player's turn.

End of Turn - Examples

Dark is playing Hunt Down And Destroy The Jedi versus Light's Plead My Case To The Senate. Both have flipped their objectives. Light has placed Senator Palpatine on the Political Effect card I Will Not Defer, and both Darth Vader and Blizzard 4 are at the Yavin 4: Docking Bay. It's the dark side player's turn, during which he had played Sense, which Light had grabbed using Grappling Hook (making Sense unique). Dark still has Visage Of The Emperor ("At the end of each player's turn, each player must lose 1 Force.") on table. It is now the end of Dark's turn, and both players re-circulate. There are two mandatory end of turn actions: the Force loss from Visage Of The Emperor, and the maintenance cost of Blizzard 4, which are then treated as competing automatic actions. Since it's the end of the dark side player's turn it is treated as if it were his turn for all purposes, so he may choose which order for these events to occur in. He chooses to pay for Blizzard 4 first, using 1 Force and placing it on his empty Used Pile. Now the Force loss from Visage happens; Dark loses nothing because his objective protects him, so only Light loses Force.

Light has three cards in hand: It's A Hit!, It Could Be Worse, and Transmission Terminated. Transmission Terminated can cancel holograms, but that cannot occur at this time because it's not a valid end of turn action. However, Light is about to lose Force, and thus can play It Could Be Worse now, because responses may still be played. He does so, using 1 Force (which goes on his empty Used Pile. Dark plays It's Worse to cancel it; responses don't have to be to end of turn actions, they may play out normally. Light plays It's A Hit! to cancel It's Worse. Dark has a Sense in hand, but unfortunately he can't play it because Sense is now unique and he played a copy during his turn (it is still treated as if it were his turn for all purposes, including card uniqueness). Dark has no more responses, so It's Worse is canceled, It Could Be Worse goes through, and the loss from Visage Of The Emperor is thus canceled.

With no more mandatory actions, optional end of turn actions may now be initiated. Since it was the dark side player's turn, he may take the first action; he passes (he has no legal end of turn actions he can perform). Light uses 2 Force to take Senator Palpatine off his Political Effect and place him on the Used Pile. Dark passes, Light passes, so now that start of the light side player's turn begins. Dark has 1 card in his Used Pile, Light has 5 (the 1 used to pay for It Could Be Worse, It Could Be Worse, the 2 used to pay for moving Palpatine, and Palpatine himself). Those cards will continue to remain there until they are re-circulated at the end of Light's turn.