



2nd Edition - Released August 2021

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Star Wars CCG – The Beginner's Rulebook. This rulebook is intended for new players and contains everything you need to know to get started and play a basic game. While the rules in this rulebook describe how the game is played, many cards in Star Wars CCG contradict the rules. When a card contradicts the rulebook, the card takes precedence.

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

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

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

Starting the Game

Choose Your Side

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

Play Starting Cards

1. Starting Effect – Each player may search through their deck for a card labeled "Starting Effect", deploy it on the table, and follow the instructions on that card. **This step may be skipped by new players.**
2. Starting Location or Objective – Each player searches through their deck. If the deck contains an Objective (a purple two-sided card), they must deploy it on the table

0-side up and follow the instructions printed at the top of the card. If your deck does not contain an Objective, which is common for new players, choose a location card in your deck and deploy it on the table.

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

Shuffle and Draw Opening Hand

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

Begin the Game!

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

THE FLOW OF THE FORCE:

During play, your Life Force cards will circulate through your piles as shown in the diagram.

Life Force

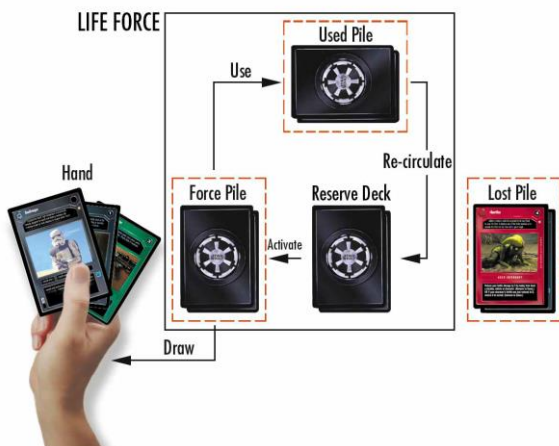
Your Life Force consists of your Reserve Deck, Force Pile and Used Pile. If these three piles are totally depleted, you lose the game! Cards in your Hand, on table or in the Lost Pile are not part of your Life Force.

Reserve Deck

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

Force Pile

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



Used Pile

Deploying a card to the table often requires you to 'use' Force: cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure.

Lost Pile

This is a pile where lost cards are placed face up. Usually cards are discarded to the Lost Pile as the result of battle or at any time the opponent causes you to lose Force. Sometimes it is possible to "retrieve" a Lost card and use it again.

Hand

You start the game with 8 cards in hand and may draw more during your **Draw Phase**.

Re-circulating

Act of placing your Used Pile (as a group) beneath your Reserve Deck. You re-circulate at the end of each player's turn.

Losing Force

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

Retrieving Force

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

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

1. **Activate** - Count your Force icons on all locations on table (blue lightsaber icons for Light Side; red icons for Dark Side). Add 1 to represent Force you generate yourself. This is the maximum amount of Force you may **activate** this turn. Move that number of cards one at a time from the top of your Reserve Deck to the top of your Force Pile. You may activate less than the maximum if you wish.
2. **Control** - If you have total ability of 1 or more (from characters or other cards) at a location, then you **occupy** that location. If you occupy a location and your opponent does not, then you also **control** that location.
At each location you control during this phase, you may initiate a **Force drain** equal to the number of opponent's Force icons there. Your opponent loses a corresponding number of cards from their hand and/or Life Force, and places them on their Lost Pile.
3. **Deploy** - You may deploy cards from your hand to the table. You may deploy as many cards as you wish, one at a time, provided that you can pay the necessary **deploy cost**. Locations have no deployment cost.
Characters, vehicles and starships list their deploy cost in the white box in the lower left corner of the card. Pay the cost by **using Force** which means moving the necessary number of cards, one at a time, from your Force Pile to your Used Pile. Then place the deployed card where you want it on the table. A player may only deploy characters, vehicles, and starships where they have at least one Force icon or **presence** (total ability of 1 or more at a location). A character whose lore indicates they are a **spy** may deploy regardless of presence and Force icons.
 - *Characters* deploy to sites, or aboard vehicles and starships.
 - *Vehicles* deploy to *exterior* sites, or aboard starships.
 - *Capital Starships* deploy to system locations.
 - *Starfighters* deploy to system locations, docking bay sites, or aboard capital starships.
 - *Weapons, Devices, and Effects* deploy according to their game text. If no deploy cost is listed, it deploys for free.
4. **Battle** - You may initiate a battle at each location that you and your opponent both **occupy**. Battles usually result in one or both players losing characters, vehicles, and/or starships from the location. A severely outmatched player may be required to lose Force as well. (See page 5 for details.)
5. **Move** - A wide variety of movement is available to characters, vehicles, and starships (see page 6 for more detail). Moving from one location to another is called a "regular move" and usually costs 1 Force. Each card can only make one regular move per turn. Moving without changing locations (such as embarking aboard a Sandcrawler) is usually free and unlimited.
6. **Draw** - You may choose to take cards from your Force pile into your hand, one at a time (consider leaving some for future use). Then end your turn by re-circulating (place your entire Used Pile under your Reserve Deck, and your opponent must do the same). Your opponent now begins their turn.

THE TABLE:



Card Types:



Character - Character cards represent individuals such as Luke, Leia, Han, Vader, Chewbacca, etc. The icons shown above represent (in order) Alien, Droid, First Order, Imperial, Rebel, Republic, Resistance, and Sith characters.

Characters primarily deploy, battle, and move at ground locations (called 'sites'). However, they can also be used at space locations (called 'systems') by deploying or moving them aboard one of your starships as a pilot or passenger.

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

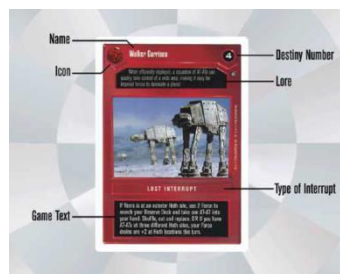
Device - Device cards represent useful tools and other equipment. Examples include Luke's bionic hand and Boba Fett's Jetpack. Devices are deployed during your Deploy Phase.

Effect - Effect cards represent long-term alterations to the game. For example, the Effect card "Incom Corporation", deploys on a site and makes all X-Wings in the game more powerful.



Effects are deployed during the Deploy Phase. If an Effect is canceled by another card, place the canceled Effect in the owner's Lost Pile.

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

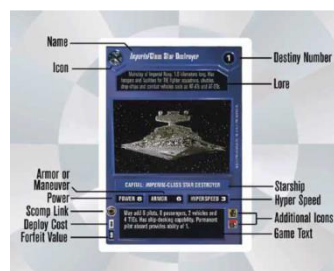


If an Interrupt does not list a cost in its game text, it plays for free. There are two kinds of Interrupts: Used and Lost. After you play it, a Used Interrupt is placed face down on top of the Used Pile; a Lost Interrupt is placed face up on top of the Lost Pile.

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



Objective - Objectives provide a player with specific starting cards, as well as short and long term rewards for completing tasks. A player may only include one Objective card in a deck, and if you choose to include one, you must deploy it instead of a starting location at the beginning of the game. Objectives have text on both sides of the card. An Objective card always deploys with its front side (as indicated by the destiny value of zero) face up.



Starship - Starships such as Star Destroyers primarily deploy, battle, and move at system locations. Many starships state that they have capacity to carry character cards aboard as pilots or passengers. A starship must have a pilot character (or a built-in "permanent" pilot) to move or

provide any power during battles.

Vehicle - Vehicles such as AT-ATs primarily deploy, battle, and move on the ground, at exterior site locations. Vehicles require a pilot/driver character (or a built-in "permanent" pilot) to move or provide any power during battles.

Weapon - Weapon cards are utilized by characters, vehicles, and starships in order to inflict damage against opposing forces. Weapons are not required for battles, but they help!



Other

Card Types - Less commonly used cards such as Creatures, Jedi Tests, and more are explained in the Advanced Rulebook.

Drawing Destiny:

Destiny represents an element of fate or chance. Destiny draws often have special labels such as "battle destiny" or "weapon destiny", but are still performed the same way. If an action (such as firing a weapon) requires a destiny draw, but the Reserve Deck is empty, the action fails (e.g. the weapon fire would miss).

How to Draw Destiny

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

Battling

During your Battle Phase, you may initiate a battle at any location that both players occupy. By battling, you can attempt to eliminate your opponent's forces and take control of the location for yourself. You may battle more than once during a turn, but only once per location.

Initiate the Battle

To initiate a battle at a location, use 1 Force. Some cards state that they may be played when a battle has been "just initiated" or as a 'react'. The defender (the player who did not initiate battle) is allowed the first response and then players alternate responses until both players pass. Only the defender may 'react' (see Reacts on page 6).

Weapons Segment

During the Weapons Segment, players take turns firing weapons and using other cards such as Interrupts or devices beginning with the player who initiated the battle, then alternating between the players. The Weapons Segment ends once both players finish firing weapons and playing other cards.

Each weapon describes how it works, including the kinds of cards it may target, the Force required to fire it, the destiny draw required for success and, if successful, the consequences for the target.

Each weapon may only be fired once per battle. Character weapons (such as a Blaster Rifle) may not fire into or out of a starship (or an "enclosed" vehicle).

Most weapons specify that they 'hit' their target when successful. Any 'hit' cards are turned sideways, but they still participate in the battle. For example, a card that is 'hit' can still fire its own weapon, if it has one. Later on, during the damage segment, all 'hit' cards will be lost.

Power Segment

Add up the total power each side has participating in the battle. If the battle is at a system, add up the power of each of your piloted starships (not the power of the characters inside). At a site, add the power of each of your piloted vehicles and each of your character cards (except those inside starships and enclosed vehicles). Any 'hit' cards still count towards your total power.

Additionally, each player who has a combined total ability of 4 or more participating in the battle may make one battle destiny draw. To meet the 4 ability requirement, you may count the ability of all of your cards in that battle, except for passengers who are inside starships or enclosed vehicles. Having 8 ability does not entitle you to make two battle destiny draws.

The player who initiated battle draws their battle destiny first. See Drawing Destiny on page 4. Some cards instruct you to draw additional battle destinies, or to add destinies to your total power or to attrition. All such destinies are drawn now, with power first, then battle and finally attrition destinies.

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

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

Damage Segment

In this segment, players lose Force and/or forfeit cards because of three factors: weapon hits, attrition, and battle damage. Cards are forfeited from the battle to satisfy attrition and battle damage up to their **forfeit value** – the number in the black box in the lower left corner of the card.

It is critical to note that forfeiting a single card satisfies both attrition and battle damage. For example, forfeiting Darth Vader (forfeit value 8) simultaneously satisfies both 8 points of attrition and 8 points of battle damage, even if Vader is hit.

When a forfeited card leaves the table, it causes everything on that card to be lost as well. So you'll probably want to forfeit characters aboard a starship before forfeiting the starship itself!

Once you have forfeited all of your cards that were hit and satisfied all your attrition and battle damage, you may not voluntarily forfeit any additional cards. After both players have forfeited all hit cards and have satisfied all attrition and battle damage, the battle ends.

- Cards **hit** during the battle must be forfeited during the damage segment. When forfeiting a hit card, it still satisfies attrition and battle damage (but check the weapon that hit them – it might specify otherwise!).
- **Attrition** represents inevitable losses that occur on both sides of a battle. The attrition against you was calculated during the power segment. Attrition requires a mandatory forfeiture of cards from the battle location. Some cards have text such as "Immune to attrition < 5." This means that if the attrition against the player was less than 5 at the start of the damage segment (before forfeiting anything) then that card is immune to the attrition. If it's a starship or enclosed vehicle, that immunity is shared with the cards inside as well. If a player has no cards left to forfeit, or if all of their remaining cards are immune to the attrition, any remaining attrition is ignored.
- **Battle damage** applies only to the player who lost the battle. The loser's battle damage is equal to the difference between the winner's total power and the loser's total power. You may satisfy battle damage by forfeiting cards from the battle. Battle damage may also be satisfied by losing Force from your hand and Life Force. Each card lost satisfies 1 unit of battle damage. Cards lost from your Life Force (Reserve Deck, Force Pile, Used Pile) must come from the top of the pile. You may use a combination of forfeiture and losing Force.

Again, it is critical to note that forfeiting a single card (even a hit card) satisfies both attrition and battle damage!

Steps of a Battle



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

SPECIFIC RULES

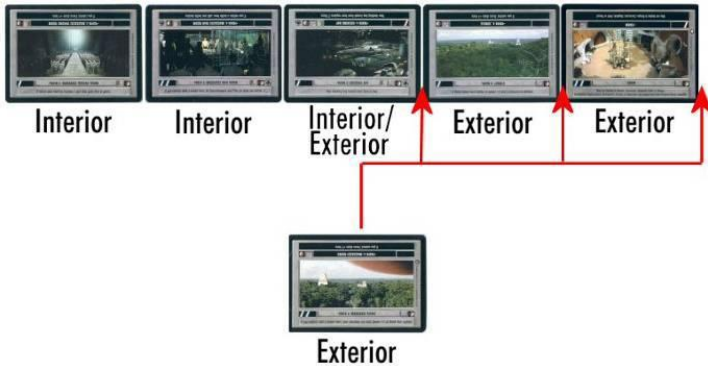
Converting Locations - Many locations have both a Light Side and a Dark Side version. Only one of each **unique** (•) location may be in play at a time. You may convert your opponent's location by deploying your version on top.

Location Deployment

Locations on the table are grouped together by system. The figure on page 3 shows three Tatooine locations (two sites, plus the system) grouped together, as well as one Death Star site which is physically separated off to the side. A character such as Boba Fett cannot simply walk from the Death Star site to a Tatooine site.

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

When a new site is deployed, it may be inserted between or placed at the end of the group where it belongs:



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

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

Movement - Hyperspeed - A piloted starship may use 1 Force to move from one system to another system. The starship's hyperspeed indicates the maximum parsec distance the starship may travel. For example, a starship with hyperspeed of 3 could not move from Corulag (parsec 4) to Endor (parsec 8). If Tatooine (parsec 7) is also on table, that starship could move from Corulag to Tatooine on one turn, and then from Tatooine to Endor on a subsequent turn.

Movement - Landspeed - Each character or vehicle may use 1 Force to move from one site to another site on the same planet. A card's landspeed indicates the maximum distance it may travel. Characters have landspeed of 1, so they move from one site to an adjacent site. Vehicles have landspeed as indicated on the card, carrying any characters aboard at no additional cost. Vehicles move only to exterior sites, and must have a driver or pilot to move.

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

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

Movement - Transferring - Characters and vehicles may be transferred from one starship to another at the same system if at least one of those starships is piloted and has ship-docking capability, or is a capital starship. It costs 1 Force to transfer any number of cards between the two starships.

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

- **Pilots** — A starship, combat vehicle or shuttle vehicle must be piloted (by a character pilot or a permanent pilot) to move or to use its power or maneuver. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers.
- **Drivers** — A transport vehicle must have a driver aboard to move or to use its power or maneuver. Typically, the driver must be a character with ability.
- **Passengers** — Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle. Passengers do not contribute their ability towards drawing battle destiny (see "Power Segment" on page 5).

React - When one player initiates a battle or Force drain, the other player can immediately deploy or move cards to that location by using game text that says they may deploy or move as a 'react'. Reacting to a Force drain cancels the Force drain if the draining player no longer controls the location. Reacts require the usual expenditure of Force.

Unique/Restricted - A card title preceded by a dot (•) is a *unique* card. You may include multiple copies of a unique card in your deck, but only one can be in play at a time. For example, if •Luke Skywalker is at the Cantina, Light Side cannot deploy another •Luke Skywalker there or anywhere else.

This also applies to *personas*. •Lord Vader and •Darth Vader have different card titles, but they both represent the persona of Vader and thus the Dark Side player cannot have both on the table at the same time.



If a card has two (••) or three (•••) dots, the number of dots indicates how many copies of that card can be on the table at once. Cards with no dots have no limits.

On Interrupt cards, the dots (•) indicate how many copies of that Interrupt may be played per turn.

Identifying Cards - Some cards check for certain attributes, e.g. Jedi Presence says "If one of your **Jedi** is present during any battle, use 1 Force to cause all other **Rebels** there to battle at double power."

Attributes like "Jedi" and "Rebel" are indicated on the cards. For example, Luke Skywalker, Rebel Scout says "Jedi Knight" on the card. Meanwhile, Commander Luke Skywalker is not a Jedi (it doesn't say Jedi anywhere on this card; it depicts Luke back when he was on Hoth, with much still to learn).

Many attributes are indicated by icons on the card, such as the

warrior  and pilot  icons. The icons at the top of page 4 indicate icons for Alien, Droid, Rebel, Imperial, and more. Some attributes are found bolded in the lore box, such as "leader" and "spy".

Example Game – [Click here](#) to see a sample game of SWCCG.