

Chapter 2 - Starting The Game & Turns

Starting The Game

Starting the game consists of two steps:

Step A - Playing starting cards

There are five types of starting cards:

- Starting Effects: Each player may choose one Starting Effect from his deck.
- Starting location: A single location a player chooses to start the game. You may choose any location so long as it can meet any deployment conditions (see Starting Location).
- Objective: Type of card that represents long-term planning by providing specific starting cards, game play conditions, and short and long term rewards for completing tasks. (See Ch. 9 for detailed information on Objectives). A player who has an Objective card in his deck must start with it (on the 0 side) and may not have more than one. A player has either a starting location or an Objective, never both.
- Starting Interrupt: Each player may choose one Starting Interrupt from his deck.
- Cards that may not be placed into your Life Force. These are cards other than Objectives which are deployed at the start of game either by an Objective or via their own game text which include the stated restriction clause.

While these cards (along with any or all of the cards they permit or require) may legally be revealed in any order, either player may insist that both players adhere to the following sequence:

1. Both players simultaneously reveal their Starting Effect, if any, then resolves his Starting Effect now. After resolving your starting effect, unless otherwise instructed, any cards that state "reveal to opponent at start of game," or are cards which may not be placed into Life Force which state "reveal to opponent," are revealed at this time unless other timing is listed. Any text related to the "reveal" clause becomes active at this time

2. Both players simultaneously reveal their starting location/Objective. Resolve the starting locations/Objectives as follows:

- If one player selects an Objective and his opponent selects a starting location, deploy the starting location first, followed by the Objective and other cards it allows or requires (for free). If an Objective requires or allows the player to deploy a location that is already on the table, that player simply converts the copy on the table (converting means to place a copy of a location on top of the opponent's version of that identical location; the one on top is the one considered on table and the only version that applies). If a card or rule states that the location cannot be converted, take the location you would have deployed and place it out of play and continue as if you had deployed it.
- If both players select an Objective, the player who will go first in the game (usually the Dark Side player) deploys card(s) first, followed by his opponent.

- If both players select a different starting location, deploy them simultaneously.
- If both players select the same starting location, the dark side player has the option of allowing his location to be converted. If he declines, the light side player has the option of allowing his own location to be converted. If both decline, each player sets his choice aside and selects a new one: both players reveal their second choice simultaneously, and repeat this process until both locations are deployed or they select different locations (deploy both locations). Reshuffle any failed choices back into the Reserve deck.

In the event that one player's starting location may not be converted (either due to its own text or some other rule) that player is still permitted to allow his opponent to attempt to convert his location. In this event his opponent's location is placed out of play and the remaining "start of game" actions then continue as if the conversion took place.

3. If you have any cards in your deck that "may never be placed into your Reserve Deck," and their deployment requirements have not been met before revealing your Starting Interrupt, they shall be placed out of play.

4. Both players simultaneously reveal their Starting Interrupt, if any. The player who will go first in the game resolves his Starting Interrupt (if any) followed by his opponent.

If you intend to insist on this order, it is recommended that you advise your opponent before he begins laying out cards. If, however, your opponent has already begun laying out starting cards, he should simply pick them up and proceed again according to this sequence. He may not voluntarily change any of his selections, however. Also, regardless of the order in which the starting cards are revealed, resolve them as described.

Step B - Shuffle and draw starting hand

Remaining cards must be shuffled, and your opponent may briefly shuffle or cut. The remaining cards are placed face down in front of each player to form that player's Reserve Deck. Each player then draws 8 cards simultaneously. By default, the Dark Side player takes the first turn of the game, although certain cards may allow the Light Side player to go first.

For detailed information on Starting Effects, Objectives, Starting Interrupts and Locations, see Ch. 9.

Starting The Game - General Rules

Any cards deployed at the start of the game deploy for free (so you may deploy Visage Of The Emperor without losing Force or the Emperor using According To My Design without using Force). However, they must still obey all deployment conditions and rules. For example, you cannot deploy Tatooine Occupation if you do not occupy two Tatooine sites (since it has a deployment condition), you cannot deploy Princess Leia to the Detention Block Corridor (since Leia has a deployment restriction), and you cannot start with Han, Chewie, And The *Falcon* at the Audience Chamber (since starships may not deploy to interior sites by rule). During the start of game, any card that is not on table or in your hand is considered part of your Reserve Deck. Any optional or mandatory actions that are responses to a card being deployed are valid (e.g., If Chall Bekan is deployed using You Can Either Profit By This..., then Dark may **▲** a non-unique alien into hand from his Reserve Deck).

During the start of game, no player can activate, use, or lose Force. That part of any action is ignored.

Cards That May Not Be Placed Into Life Force

A card which by rule or game text contains the clause "May not be placed in Reserve Deck" or "May not be placed into Life Force," may NEVER be placed into the owner's Life Force, Lost Pile, or hand. If they are the target of an 'all cards' situation that would send them to one of those places, or is otherwise canceled or unable to deploy, treat the card as you normally would when it leaves the table.

Starting Hand

All the cards placed in your hand by start of game actions, and all cards you draw before the start of game. By default you draw 8 cards, but some cards may change that amount. The number of cards you draw is not affected by the number of cards in hand. For example: The Dark Side uses the Starting Interrupt Operational As Planned to take Death Star II, Jerjerrod and an Effect into hand; the Interrupt states that you draw only 6 more cards. Thus the starting hand is 9 cards, the 6 drawn plus the 3 taken into hand.

Starting Interrupts And Objectives - Mandatory Actions

Starting Interrupts and Objectives will list mandatory actions, optional actions, or both, for when they are played/deployed. Mandatory actions must be performed: if something prevents you from performing any of them, then the Objective or Starting Interrupt is illegal. If you have an illegal Objective, place it out of play and undo whatever that Objective did (usually putting cards back into the Reserve deck); you get no starting location or Objective this game. If you have an illegal Starting Interrupt, place it back into the Reserve deck and undo whatever that Starting Interrupt did; you get no Starting Interrupt this game (even if you have a different Starting Interrupt in your deck).

However, as stated in Step A.2, if your objective requires you to deploy a location, and it would require converting a location that cannot be converted, place your copy of the location out of play and continue as if you had deployed the location. This is a specific exception to the rules.

Starting Location

Location revealed by a player during Step A.2 of starting the game. A player with an Objective does not have a starting location (locations deployed by Objectives are not starting locations).

Locations that cannot be used as a starting location includes any location that could not be deployed to an "empty table." That is, any location that requires another card or location to be on table before it can be deployed. Thus any non-unique vehicle (or starship) site or a location with one or more **◇** in title cannot be chosen as a player's starting location, nor can Death Star: Trench. Likewise, a player cannot use a starting location with a deployment condition they cannot meet. If a player selects an illegal starting location, return it to Reserve Deck; that player begins the game without a starting location.

Starting The Game - Example 1

It's the start of the game, so Light and Dark both simultaneously reveal their Starting Effects: Anger, Fear, Aggression (V) for Light and Fear Is My Ally for Dark. The cards are deployed on the table and resolved according to their instructions (Dark places up to 10 cards from outside their deck under Fear Is My Ally, Light places any number of Defensive Shield cards from outside their deck under Anger, Fear, Aggression (V)). Next, the players reveal their starting location/Objective: Agents Of Black Sun for Dark, Plead My Case To The Senate for Light. Since both are Objectives and the dark player will go first, he deploys the Objective and all the cards it states: the Coruscant system, Coruscant: Imperial City and Prince Xizor there. Because the Objective deploys cards by title, Dark may choose any appropriate card, and so deploys the Coruscant system from the Coruscant expansion, and Prince Xizor. Xizor deploys for 4 normally, but since this is the start of the game, he instead deploys for free.

Now that Dark is finished deploying the Objective, Light deploys his. Light deploys Coruscant: Galactic Senate and a location with an Episode I icon. In this case, he has also chosen Coruscant. Since Coruscant is already on the table, it converts the dark Coruscant.

Both players now choose and reveal their Starting Interrupts: Light chooses Heading For The Medical Frigate, Dark chooses Surface Defense. Surface Defense states: "If you have deployed a battleground, deploy Resistance, Secret Plans and/or There Is No Try from Reserve Deck. Place Interrupt in Reserve Deck."

Even though the dark side no longer has a battleground location on table, he did actually deploy one (the Coruscant system that was converted), so he is permitted to play this card. Dark chooses not to deploy Resistance (in this case, all three are optional choices), but does deploy Imperial Arrest Order & Secret Plans and There Is No Try & Oppressive Enforcement (like


virtual and non-virtual cards, any reference to one of the titles in a combo card is a reference to that card too, so the dark side can play these combo versions). The Interrupt states that it is placed in Reserve deck, so it is shuffled in with the remaining cards in the deck (all cards remaining are part of the Reserve Deck).

Now Light's Interrupt resolves. "Deploy up to three Effects if each of them deploys for free, is always immune to Alter and has 'deploy on table' (or 'deploy on your side of table') in its game text. Place Interrupt in Lost Pile." The first condition means that any Effect with a deploy cost listed cannot be chosen, so Light cannot choose I Feel The Conflict, which deploys for 2. Light also cannot deploy S-Foils (it's only immune to Alter sometimes), or Civil Disorder (it doesn't have the required text in its game text). Light chooses Aim High, Chasm and K'lor'slug (V), then places the Interrupt in the Lost Pile as instructed.

Both players now draw 8 cards simultaneously. When this is done, the game begins, with the start of the dark side player's first turn.

Starting The Game - Example 2

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: Light has Agents In The Court, Dark has the Tatooine system. Since Dark has a starting location, that is deployed first, then Light deploys and resolves his Objective. The Objective then deploys Tatooine: Hutt Trade Route and a Jabba's Palace site; Light chooses Tatooine: Jabba's Palace, which says (for the dark side): "When deployed, lose 1 Force for each of your Jabba's Palace sites that you do not occupy." Since the dark side doesn't occupy any Jabba's Palace sites, that sounds bad, but since this is the start of the game, nothing happens, because no Force can be lost during the start of game. Light chooses not to deploy Yarna d'al' Gargan (it's optional), but must reveal a Rep (a unique alien with a defined species), which is Jar Jar Binks.

Starting Interrupts are now revealed: Light has Podrace Prep, Dark has Combat Readiness (V). Since Dark is going first, Combat Readiness (V) plays out: "If your starting location was a system, ▼ a related site (must be a battleground if the system is a non-battleground or Endor) with < 3  and up to three Effects that are always [Immune to Alter]. Place this Interrupt in Lost Pile." Dark deploys Tatooine: Bluffs (since the system was a battleground (and not Endor), the site need not be one). Dark deploys Imperial Arrest Order, Blaster Rack (V) and Insignificant Rebellion (which deploys for free; unlike Heading For The Medical Frigate, Combat Readiness (V) only requires that an Effect be immune to Alter, not that it deploy for free). The Interrupt then goes to the Lost Pile.

The Light Interrupt, Podrace Prep, resolves: "Deploy Podrace Arena (with a Podracer, opponent may also deploy a Podracer there), Boonta Eve Podrace, and any Effect that deploys for free. Place Interrupt in Reserve Deck." Light deploys the Podrace Arena, Boonta Eve Podrace, Anakin's Podracer (Dark declines

to deploy a Podracer), and Rebel Fleet (the Effect only needs to deploy for free, it doesn't need to be immune to Alter). Podrace Prep is shuffled into the Reserve Deck.

Starting hands are drawn simultaneously. Dark draws 8, as usual. Light draws 8 as well.

Starting The Game - Example 3

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: Light has Agents In The Court, Dark has Carbon Chamber Testing. Since Dark will go first, his Objective is the first to resolve: Dark deploys Cloud City: Carbonite Chamber, Carbonite Chamber Console there, and Cloud City: Security Tower. Also, the light side is required to give a Rebel to Dark to imprison at the Security Tower if there is one in his deck, and there is: Chewbacca. Chewbacca is imprisoned there. Now Agents In The Court resolves, and Light deploys Tatooine: Hutt Trade Route, Tatooine: Jabba's Palace and Yarna d'al' Gargan. However, there's a problem: Light is required to reveal a copy of their Rep (unique alien with defined species). Unfortunately, Chewie was the Rep, and the only copy included in the deck. Because Light cannot reveal his Rep from his deck (Chewie's on table), and he has no other aliens that can work as a Rep, Light cannot satisfy all the conditions of the Objective. As a result, the Objective is placed out of play, and the three cards deployed get put back into the Reserve Deck. The light side player is stuck with neither an Objective nor a starting location.

Starting Interrupts are now revealed, The Signal for Light, Any Methods Necessary for Dark. Dark's resolves first: "Take into hand from Reserve Deck one prison and one bounty hunter (may also take a matching weapon and/or starship). When you draw your starting hand, draw six more cards instead of eight. Place Interrupt in Reserve Deck." He takes into hand IG-88 and Jabba's Palace: Dungeon. He has no use for the prison, but it's mandatory so he must take one; if he didn't he would lose his Starting Interrupt and the cards it would take, just like the light side player had. He also takes IG-88's Pulse Cannon, but doesn't take the matching ship (that's optional, and he also has no use for it). The Interrupt is put in Reserve Deck.

Light's The Signal now resolves: "Deploy from your Reserve Deck one Effect which has no deploy cost; reshuffle. Place Interrupt in Lost Pile." He deploys Goo Nee Tay. It isn't immune to Alter, and it doesn't deploy on his side of table, but The Signal doesn't require any of that, just that it deploys for free. The Interrupt is placed in the Lost Pile.

Starting hands are now drawn simultaneously: 8 for Light, 6 for Dark (giving Dark a starting hand total of 9).

Starting The Game - Example 4

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: both players reveal the (Special Edition) Coruscant system. Dark is given the choice to have his location converted but declines. Light is now given the choice; unfortunately for him, he needs that as his starting location, so he deploys Coruscant and Dark converts it with his own. Starting Interrupts are now revealed; Dark uses Twi'lek Advisor to deploy Bad Feeling Have I. Light uses Careful Planning (V) (the same as Combat Readiness (V)); even though his location was converted, it was a system so he may still play it; he deploys a related site and three Effects. He need not deploy a battleground site because even though his system was converted, it was a battleground. After that is done, starting hands are drawn.

Starting The Game - Example 5

Both players simultaneously reveal their Starting Effects, then deploy them and place cards underneath. Objectives/starting locations are now revealed: both players reveal Tatooine: Cantina. Dark is given the choice to have his location converted, but declines. Light also declines. The two Cantinas are set aside and they both select a second location; Dark chooses Kessel and light chooses Tatooine: Cantina (he had two in his deck). Since the locations are both different, they are both deployed and the two Cantinas are returned to their owners' decks. Starting interrupts are then revealed and resolve, then starting hands are drawn.

Turn

Six consecutive phases of play (activate, control, deploy, battle, move and draw) executed by one player. Information on what those phases are and common events that occur during them are listed in Chapters 3-8.

Anything that states that it happens during a turn never happens before the first turn begins or after the last turn ends. In addition, top-level actions such as playing a Used Interrupt cannot be initiated before the first turn begins, or after the last turn ends.

Start Of Turn/Beginning Of Your Turn

See Start of Turn, Ch. 3.

End Of Turn

See End Of Turn, Ch. 8.

Order Of Events In A Turn**Mandatory Start of Turn Events****Optional Start of Turn Events**

Activate Phase

Control Phase

Deploy Phase

Battle Phase

Move Phase

Draw Phase

Mandatory End of Turn Events**Optional End of Turn Events**

Chapter 3 - Activation Phase & Activating

Activate Phase

The first phase of each of your turns, in which you activate Force for subsequent use.

- Count the Force icons on your side of each location on table.
- Add 1 to represent the personal Force you generate yourself.
- Add 1 for each of your Jedi Masters (for the Light Side) or Dark Jedi Masters (for the Dark Side).

This total (along with any modifiers to your "total Force generation") represents the full amount of Force you are entitled to activate during your Activate Phase for that turn. This total may not be altered after the count is completed. The only actions that may affect your total activation count are those that occur at the 'beginning of a turn.' For example, say that the DS player's total count for activation at the start of his turn is 12. After he activates 2, the LS player plays Clash of Sabers to cancel a Presence Of The Force on table. Because this was not a 'beginning of turn' action, the DS player's total remains unaffected, and his available activation remains at 12 for this turn. You may activate up to that total number of cards by transferring them, one at a time and face down, from the top of your Reserve Deck to the top of your Force Pile (see Ch. 1). Do not look at the cards or put them into your hand.

Note that as your deck gets drained of Force by the opponent, your options diminish. When you have fewer than 10 or so cards remaining, you must be especially careful how you handle your Force. For example, if you activate all the cards in your Reserve Deck, you will not be able to draw destiny if a battle occurs. When you reach this point in the game, consider leaving some cards in your Reserve Deck so you can draw destiny, if necessary. In a close game, when both players have only a few cards left, the way you manage your remaining Life Force will be critical to your success!

Activating Force

Moving any number of cards, one at a time, from your Reserve Deck to your Force Pile.

Activating each unit of Force is a separate action. During your activate phase, presence is not required to generate Force at locations where you have Force icons, and you are not required to activate all the Force to which you are entitled. However, when other cards or rules (e.g., Blue Milk) instruct you to activate Force, you must activate all of it (or as much as possible). Whenever Force activation is allowed by cards or rules, it is taken from the top of the Reserve Deck and placed on top of the Force Pile, one card at a time.

Activating Force - Example

The light side is playing Watch Your Step/This Place Can Be A Little Rough against the dark side's Bring Him Before Me/Take Your Father's Place. At the moment, Light has Tatooine: Cantina, Tatooine: Docking Bay 94, Tatooine and Kessel on table. Dark has Death Star II: Throne Room (with Emperor Palpatine there), Death Star II: Docking Bay (with Admiral Ozzel there) and Endor: Landing Platform (with Blizzard 2 there), and the Effect card Establish Control (V). Both objectives are on their 0 side.

It's the start of the light side player's turn, so they begin their activate phase. Light counts the number of light Force icons, and gets 7, then adds 1 for the personal Force, for a total of 8. Thus Light may activate up to 8 Force during the activate phase (though he doesn't need to activate any if he doesn't want to). Each activation is a separate action, so the light activates 3 Force by placing the top card of Reserve Deck on his Force Pile one at a time, then uses all three to play The Signal to take an Effect into hand from Reserve Deck. After that, Light activates an additional 5 Force one at a time. Over the course of Light's turn, they flip their objective. At the start of the dark player's turn, they begin their activate phase. This is slightly complicated because of Light's objective. Watch Your Step says: "For remainder of game, opponent activates no Force at your Cantina." Thus the two dark Force icons are not counted when calculating what Dark can activate. Also, This Place Can Be A Little Rough says: "Opponent's Force generation at non-battlegrounds is limited to 1." Tatooine, Kessel, and Docking Bay 94 are battlegrounds, so Dark gets 1, 2 and 1, respectively, at those locations. Throne Room is not a battleground, so even though it has 2 icons, Dark can only activate 1 there. Establish Control (V) says: "Your Force generation is +1 at docking bays you occupy." The Death Star II: Docking Bay is occupied, so it should allow total generation of 2, but because it's not a battleground, the total there is only 1. However, the Landing Platform is a battleground and is occupied, so it is permitted to generate 2. So all these total up to 8. The Dark adds 1 for personal Force, for a total of 9. The Dark also adds 1 for having a Dark Jedi Master (even though the Emperor is at a non-battleground, the 1 he generates is not in any way connected to his location so the light objective cannot stop it). Thus Dark can activate a total of 10. However, since he has only 10 cards in Reserve, Dark chooses to activate only 9 (in case he needs to draw a destiny). Light realizes this, and so plays Beru Stew ("Each player must immediately activate 2 Force."). Light activates 2 Force. Since it's not optional, Dark must activate 1 Force, since that's all he has.

Force Icons

Symbols (lightsabers) that identify the amount of Force generated by a location. Force icons also indicate locations where you may deploy characters, vehicles and starships. The existence of Force icons on both sides of a location is the primary requirement for a location to be a battleground (see Locations - Battlegrounds, Ch. 9).

The icons on Jedi (or Dark Jedi) Masters are not Force icons.

Force Generation

The amount of Force you may activate each turn during your activate phase. Your Force is generated by three primary sources:

- The Force icons on your side of the locations deployed on table.
- The personal Force you generate yourself.
- The icon on your Jedi (or Dark Jedi) Master.

A location without Force icons is considered to have 'zero' Force icons; thus, it can be modified to allow Force generation (see Force drains vs. Force generation).

Force Generation Bonus

This refers to any positive Force generation modifier.

Force Generation Modifier

This term refers to any game text that adds to or subtracts from Force generated from Force icons.

Force Drains vs. Force Generation

The Force drains and Force generation allowed at a particular location may be modified independently or together. Cards that modify "Force drain" (e.g., Obi-Wan's Lightsaber) or "Force generation" (e.g., Dagobah: Bog Clearing) affect one and not the other, whereas cards that modify Force icons (e.g., Sleen, Presence Of The Force) affect both.

Force Drains vs. Force Generation - Example



As the game continues Light deploys Theron Nett to the Cantina. The following turn, he Force drains for 2 at the Cantina. Even though the generation at that site is canceled for the dark side, there are nevertheless 2 dark icons there, which means he can be drained, and that it's a battleground. Thus there is nothing to prevent Dark deploying Vader With Lightsaber there the next turn and pummeling Nett mercilessly.


Light then deploys Spaceport Docking Bay to Tatooine, and Dark deploys No Escape ("At each opponent's ◇ site, your characters and vehicles are each deploy -3 and your Force generation is +1."). From now on, Dark is activating 2 Force at that site, the 1 from the icon plus the bonus from No Escape. Light deploys Yotts Orren there to Force drain, but can only drain for 1, because the bonus is solely to generation, not to Force drains. The number of icons there is unaffected.

Force Icons - Example

On Tatooine, the following sites are on table: Obi-Wan's Hut, Anchorhead, Desert Landing Site and Bluffs. Also, Endor: Bunker is on table. Only Anchorhead is a

battleground, because it is the only location with Force icons on both sides.

The Dark Side deploys Presence Of The Force on Bluffs ("Deploy on any location to add one  Icon and one  Icon."). Because it now has icons on both sides, Bluffs is now a battleground, and both side's Force generation and Force drains there are increased by 1. Light deploys B'omarr Monk ("While at a site, adds Force icons to equalize them for both sides.") to Obi-Wan's Hut, which means there are now 2 light and 2 dark Force icons there. That site is now a battleground, both players activate 2 there, and Light threatens to Force drain there for 2.

Dark deploys a Swamp next to Endor: Bunker. Swamp has 1 icon on both sides, so it is a battleground. However, Dark then deploys Sleen there ("Cumulatively absorbs (temporarily cancels) one  icon present."). Thus, Swamp stops being a battleground, because there are no light Force icons there; Light activates 0 Force there and Dark drains for 0.


Yoda is transported to the Bunker using Nabrun Leids. Although he's a Jedi Master, his icon is not a Force icon. Thus Bunker is still not a battleground, there are no light Force icons here. Light's Force generation here is 0 (but Light will receive 1 from Yoda to his total Force generation by virtue of the fact he's on the table, but that's unrelated to the Bunker).

Dark moves the Sleen over to the Bunker the next turn. This brings the icon back at the Swamp, so it is restored to normal. At Bunker it has no effect; it cannot cancel Yoda's Jedi Master icon because it only affects Force icons.

Start Of Turn

Once both players have no end of turn actions to play or resolve, that turn ends. Any mandatory start of turn actions are now initiated, and they resolve normally as automatic actions. Any optional start of turn actions may now be initiated (the player whose turn it is gets the first chance to initiate an optional 'start of turn' action, and players then take turns). Only start of turn actions (or valid responses) may be played at this time - no other actions are legal. Once all start of turn actions are resolved and both players have passed on their right to initiate any other start of turn actions, the player who's turn it is now begins their activate phase.

Start of Turn - Simple Example

It's the start of the dark side player's turn, and he has Your Destiny on table, with Vader at Endor: Back Door and Vote Of No Confidence. Luke is not on table. Your Destiny states: When Vader is present at a battleground site, at start of your turn opponent loses 3 Force unless Luke is captured, out of play, or present at a battleground site. Vote Of No Confidence states: Once per turn (even at start of turn), may target a  Political Effect; it is suspended for the remainder of the turn. Since Your Destiny is mandatory and Vote Of No Confidence is optional, opponent first loses 3 Force, and then Dark may choose to trigger the Defensive Shield. Both happen before the activate phase even begins.

Chapter 4 - Control Phase, Presence, & Force Draining

Control Phase

Second phase of each turn, in which you may initiate Force drains. There are also many other actions permitted by cards that occur during the control phase; you may perform them before, after, or in-between Force drains as any other top level action.

Force Drain

Causing opponent to lose Force based on their icons at locations you control. (See Control Of A Location).

Conceptually, if the Dark Side dominates a portion of a planet or an area of space, the Light Side Force in that area is diminished, and vice versa. Accordingly, at each location you control during your control phase, once during your control phase, you may choose to cause your opponent to lose Life Force.

During your control phase, initiate each Force drain one at a time (Force draining costs 0 Force, meaning this value can be modified or reset). You may Force drain an amount equal to the number of Force icons on your opponent's side of the location where you initiated the Force drain. (Some cards require or allow a modifier to be added to or subtracted from a Force drain.) Your opponent must lose that much Force, taking the lost cards from hand, Life Force or both. A location without Force icons is considered to have 'zero' Force icons. Thus, you can actually drain there for zero Force, and you can use modifiers to increase that Force drain (see Force Drains vs. Force Generation, Ch. 3).

- All of your characters, vehicles, starships, weapons, and devices at the location of the Force drain are considered to participate in that Force drain.
- Unless stated otherwise (e.g. Organa's Ceremonial Necklace), each of your characters, vehicles, starships, weapons, and devices may participate in only one Force drain per turn.

Thus, if you have a card that has already participated in a Force drain this turn, you cannot Force drain at that card's location even if you haven't yet drained at that specific location (for example, if Luke is at Tatooine: Mos Eisley and Force drains there, then uses that site's movement game text to move to the Cantina where he has BoShek, Light cannot Force drain there because Luke has already done so this turn, even though BoShek has not).

Instead Of Force Draining

Some cards permit you to perform a certain action "instead of Force draining". For example, Corporal Prescott or Cloud City: Security Tower (Light Side). These texts cannot be used unless you are capable of Force draining. That is, you control the location and Force draining there would be a legal action in that phase (remember that it is legal to Force drain for 0, so the absence of icons does not make drains at such sites illegal). Using such text means you may not Force drain at that location this turn.

May Force Drain

A droid with this phrase in its game text (e.g., EV-9D9, Probe Droid) can control its location only for the purpose of initiating and enhancing Force drains (unless that droid is undercover).

Timing Of Responses To Force Drains

Cards use somewhat different phrasing when stating when they can be played in response to a force drain. To standardize the timing of such actions, use the timing indicated below for the following phrases.

- When a card uses the wording "whenever you/opponent force drain(s)" OR "if you/opponent just initiated a force drain", perform that action during the Response step to the force drain action, after the force drain is initiated but before it resolves.
- When a card uses the wording "if you/opponent just force drained", perform that action just after the force drain action has resolved, as the force drain action is coming off the stack (see Responding To Coming Off The Stack).

Force Drain Modifier

Any game text that directly adds to, subtracts from, multiplies, or divides the amount of a Force drain. For example, Projection Of A Skywalker and Ralltiir Operations / In The Hands Of The Empire have game text that is considered a Force drain modifier. Harc Seff and It Could Be Worse do not provide Force drain modifiers as they affect the way the Force loss is satisfied, but not the amount itself. Similarly, Resistance and We're Doomed also do not provide Force drain modifiers, as they simply limit the maximum loss to a Force drain, but do not modify the amount of the Force drain. See Force Drains May Not Be Modified Or Canceled By Opponent.

Force Drain Bonus

Any positive Force drain modifier.

Force Drains May Not Be Modified Or Canceled By Opponent

"May not be modified by opponent" prevents your opponent's game text from modifying (adding, subtracting, multiplying, or dividing) your Force drain. See Force Drain Modifier for examples. This text does not prevent them from attempting to modify your force drain (it simply fails to do so), nor does it prevent your opponent from resetting your Force Drain (as this is not modifying).

"May not be canceled by opponent" prevents your opponent from initiating any action (in response to your initiated Force drain) that would directly cancel that drain without also providing presence. For example playing Control, placing a non-unique alien on the Den Of Thieves, or using the 'canceling' text on Hidden Base/Systems Will Slip Through Your Fingers. **This text does not stop a player from canceling a Force drain using a 'react'.**

This text does not prevent your opponent from canceling or modifying your Force drain modifiers. Thus

it will not prevent Great Warrior, Imperial Decree, The Planet It's Farthest From or A Bright Center To The Universe from working normally.



In addition, it has no effect on game text that "limits" the amount of a Force drain. Thus Ultimatum and Resistance would also work normally. It should also be noted that 'preventing a drain' from being initiated (for example, location text that says "You may not Force drain here") is not the same as 'canceling a drain.' Thus an undercover spy, or the game text on You Can Either Profit By This... (which prevents the Dark Side from Force draining at the Audience Chamber) is unaffected.

"Opponent's Force Drain Modifiers"

Any text that refers to "opponent's Force drain modifiers" or "opponent's Force drain bonuses" is referring only to the opponent's modifiers (or bonuses) (coming from their cards) to the opponent's Force drains.

Force Drains And Modifiers Example 1

The dark side has deployed Naboo: Swamp, whose light text states "If your Gungan present, Force drain +1 here." Light deploys Jar Jar Binks (a Gungan) to that site, and the next turn initiates a Force drain at the swamp (which is free). The dark side gets the first response, and does nothing; Light also does nothing. The drain resolves, and the dark side loses a total of 2 Force, one from the single dark icon and +1 from the game text.

That same turn, Light deploys an Ithorian to the swamp ("While at any jungle, swamp, forest or exterior Endor site, adds one  icon and one  icon."). The following turn, the light side initiates a Force drain there; there are no responses, so the drain is for 3, 2 from the two Dark icons and +1 from the site. The following turn Light initiates a drain there again, but this time Dark has a response with Control, which cancels a Force drain. Thus the dark side loses no Force that turn.

During the dark side's turn they deploy and satisfy Imperial Decree ("Whenever you control any two Rebel Base locations, or any one planet site and two systems, the effects of Revolution and all opponent's Force drain bonuses are canceled."). For good measure, they deploy Dark Waters on the swamp as well ("Opponent's Force drains are -1 here."). The following turn the light side Force drains there, and there are no responses. Thus the dark side is drained of 2 Force:

- the +1 from the site is not canceled by Imperial Decree (it is on a Dark side card)
 - the icon added by the Ithorian is still added, because it does not modify Force drains, but instead modifies the number of Force icons there
 - 1 is then subtracted from the total by Dark Waters
- Thus, 2 icons, -1, +1, for a total drain of 2.

Force Drains And Modifiers Example 2

Light controls the Endor system and the Light Endor sites Bunker and Landing Platform (where Luke is armed with a lightsaber), as well as the Dark Endor sites Dark Forest and Ewok Village (both with Ewoks). Dark targets that system using A Bright Center To The Universe ("At locations related to target system,

opponent's Force drain modifiers are canceled."). Thus all the light side's modifiers to his Force drains are canceled. This means that the drains will be:

- 1 at Endor (the system's -1 modifier is not canceled because the system is not related to itself)
- 1 at Bunker (the site's +1 modifier is canceled)
- 1 at Landing Platform (the lightsaber's +1 modifier is canceled)
- 3 at Dark Forest (the +1 modifier comes from a dark side card and is thus applied)
- 2 at Ewok Village (the +1 modifier comes from a dark side card and is thus applied)

Force Drains And Canceling Example

Darth Vader is at the Hoth: Echo Med Lab, which has a +1 Force drain modifier. When the dark side Force drains there, and there is no response, the light side loses 2 Force (one for the icon, one for the bonus). The following turn, when Dark drains again, Light responds with Control, which cancels the Force drain, thus no Force will be lost. For good measure, Light plays the defensive shield Simple Tricks And Nonsense ("While you occupy a battleground and opponent occupies less than two battlegrounds, cancel opponent's Force drains at non-battleground locations and opponent's Force retrieval."). Because the light side has a Snowspeeder at Hoth: Defensive Perimeter (thus occupying a battleground), and the dark side occupies no battlegrounds (the Echo Med Lab has icons on only one side, so it is not a battleground), Dark cannot successfully drain the following turn (as soon as it is successfully initiated, it will be canceled). Dark deploys Prepare For A Surface Attack ("Your Force drains at Hoth sites may not be canceled.")

Thus, when Dark initiates the drain at the Echo Med Lab, Simple Tricks And Nonsense cannot cancel it, nor can the light side use any other means of canceling it, like another Control. Thus, they must lose 2 Force. Dark then initiates a drain at the Hoth: North Ridge, where Dark has some other characters. Light cannot cancel that drain, at least not normally. However, the Snowspeeder may move as a react, and things which prevent a drain from being canceled cannot stop reacts, so the light side pays 1 Force to use the Snowspeeder's landspeed to move to the North Ridge and cancel the drain.

During the light side's turn he deploys Boushh, an undercover spy, to the Echo Med Lab. The dark side now cannot initiate a Force drain at either site. At the North Ridge, both players have presence, meaning both occupy the site, and you may only initiate Force drains at locations you control. The Echo Med Lab is slightly different, as Boushh the undercover spy has no presence, meaning Dark controls the site. However, undercover spies prevent drains from being initiated wherever they are; Boushh isn't canceling the drain, she's preventing it from being done in the first place.

Presence

Think of presence in the spiritual or mystical sense, as the Force emanating from an individual. Remember Vader saying, "I sense something. A presence I've not felt since..." In game terms, each of your characters with ability creates a 'presence' at one location that your opponent's characters can sense (even when they are at the bridge, cockpit or cargo bay of an enclosed vehicle or starship).

Having presence at a location is defined as (1) having total ability of 1 or higher at that location, or (2) having a card with the Presence icon at that location. Note that this means even cards that are inside of starships and enclosed vehicles contribute their ability or Presence icon towards creating presence at that location. See Icons - Presence Icon.

No card may create presence at more than one location. For example, if the *Executor* is at Dantooine with Ozzel on the bridge and Vader at the *Executor*: Main Corridor site, then Ozzel (and the permanent pilots) create presence only at the Dantooine system, whereas Vader creates presence only at the corridor site.

See Prepositions.

Present

Think of the term present as applying to something that is physically at a certain place (e.g., a starship can be in physical contact with the 'space' at a system location, but a character cannot). No card is considered to be present at more than one place at the same time. There are four places where a card can be present in the game:

- at a site location;
- at a sector location;
- at a system location; or
- on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay) or enclosed in a prison.

For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5 (although Luke is at the Hoth system, he is not present at the system).

An inactive card is not considered present, except for situations where it is considered "on table" (e.g., a captive is present when targeted by Ice Storm). Permanent pilots, passengers, and astromechs are present aboard their respective starship or vehicle (and are therefore "present with" any other cards that are also present at the bridge, cockpit, or cargo bay of that same starship or vehicle).

Present versus Present With

When a card refers to another card being "present," that applies only to the card being present at a location (even if the other card is not actually present itself). "Present with" is used to describe two (or more) cards that are present together (e.g., two characters on the same enclosed vehicle are present with each other, but one on and one off are not present with each other).

Where Present

When a card uses the phrase "where present", that means that card must be present at its location. For example, "Where present, cancels game text of C-3PO or R2-D2" on Commander Praji means that if Praji is present at a location, he cancels the game text of C-3PO or R2-D2 at that location (they don't need to be present there, only Praji).

Control Of A Location

You control a location if you have presence there and your opponent does not. Control of a location is checked whenever required, not just during the control phase. The condition is continuous, not an action.

Unoccupied

A location where no player has presence. However, an undercover spy at a location prevents that location from being unoccupied.

Occupy

A location where you have presence (regardless of whether the opponent has presence there).

Here

The word 'here' in game text means "at this location," unless context indicates otherwise. (For example, Bacta Tank, Commence Recharging and Cyborg Construct use the word 'here' to mean "on this card.")

System Location

When a card or rule refers to a "system location" it means the location itself. For example, Great Shot, Kid! ("Whenever you deploy a unique (*) starship to a system location, retrieve 3 Force") will not allow you to retrieve if you deploy a starship aboard a capital starship, because it has not been deployed to the system location.

Prepositions

Prepositions (at, on, aboard, to, with, from, in etc.) are used to express simple relationships between cards, and have their normal English language connotations. A character, starship, vehicle, weapon, or device is "on" a system if it is: (1) Present at any site, cloud or Death Star II sector related to that system name. (2) At the bridge, cockpit or cargo bay of a starship or vehicle that is present at any site, cloud or Death Star II sector related to that system name. Thus, for example, Luke is "on Hoth" if he is present at the Echo Command Center, inside the Wampa Cave, or piloting Rogue 1 at the Ice Plains.

For "on Cloud City," see Cloud City Locations in Chapter 9.

A character, starship, vehicle, weapon, or device is "at" a system if (1) it is on that planet or mobile system, (2) orbiting that system, or (3) At the bridge, cockpit or cargo bay of a starship that is present at (orbiting) that system. For example, Luke is "at Hoth" if he is piloting Red 5 and Red 5 is present at the Hoth system. A card that deploys so that it is "at" a location has deployed "to" said location.

A card is "with" another card if they are both at the same location. A card can be "at same location" as

itself, but a card cannot be "with" itself (see Combo Cards in Appendix C for an exception).

A character, starship, vehicle, weapon or device is "aboard" (or "on") a starship or vehicle if it is: (1) At any site related to that starship or vehicle. (2) At the bridge, cockpit or cargo bay of that starship or vehicle. This means that Luke would not be at Hoth if he was at the *Home One*: Docking Bay while the Star Cruiser *Home One* was present at the Hoth system. In this case, Luke is at the *Home One*: Docking Bay, and aboard *Home One*. Similarly, Tarkin at the Death Star: War Room while the Death Star orbits Alderaan is not "at Alderaan", but the Death Star is. See Presence and Present.

Present, Presence And Prepositions

These three concepts, though closely related, have very important differences in the game. As explained under the corresponding entries, think of prepositions as relational, presence as spiritual and present as physical. These terms overlap somewhat, and are often used together to make a card operate in a specific manner. The three concepts are easy to understand if you take them one at a time, as seen in the examples on the following page.

Alone/Lone

Your character or permanent pilot is alone at a location if it is active and you have no other cards at that location that have ability or are characters. Combo Cards (such as Artoo & Threepio or Tonnika Sisters), and a permanent pilot of a starship or vehicle that has multiple permanent pilots (such as *Executor* or a TIE Squadron), are not considered to be alone.

Your starship or vehicle is alone at a location if the only active characters, vehicles and starships you have at that location are aboard that starship or vehicle.

All Cards/All Characters

Any game text or rule that causes "all cards" (or "all characters", etc.) to be lost, missing, captured, or otherwise leave the table will affect cards on both sides (even inactive cards), unless specifically told otherwise. Cards with such game text includes Cantina Brawl, Thermal Detonator, Proton Bombs, Program Trap and Debris Zone. Rules include those for "blown away" as well as "collapsed." It should be noted that an imprisoned character and a frozen captive are treated a little differently. See captives - imprisoned, Ap. C; captives - frozen, Ap. C.

Any weapon or interrupt that causes "all cards" to be lost (or missing, captured, or otherwise leave the table) at a location only affects characters, vehicles, starships, weapons and devices. Also, the effect on any target of an "all cards" situation cannot be prevented (such as Force Field trying to stop Concussion Grenade, Jerus Jannick trying to protect a leader from a Thermal Detonator, or Droid Shutdown to protect a droid from a seeker; none of the above can be used) unless it is specifically permitted (such as I Thought They Smelled Bad On The Outside protecting a character from Ice Storm), or if a card states that it can prevent such effects "for any reason".

Note that this applies solely to the effect, you may still cancel weapon destinies as normal.

Present, Presence And Prepositions - A Simple Example

If Bossk is aboard the Beshpin Motors Void Spider at Tatooine: Lars' Moisture Farm, the following are true:

Prepositions

- Bossk is at the farm, at Tatooine, on Tatooine and on (or aboard) the Void Spider.
- The Void Spider is at the farm, at (and on) Tatooine.

Presence

- Bossk creates presence at the farm.
- The Void Spider does not create presence at the farm, but its permanent pilot does.

Present

- Bossk is present aboard the Void Spider.
- The Void Spider is present at the farm.

An important distinction in this example is that Bossk is at the farm but, because the Void Spider is enclosed, he is not present at the farm.

Present, Presence And Prepositions - A More Detailed Example

This example describes a complex game situation, and is provided primarily for reference. It is not necessary for most players to concern themselves with this level of detail. Assume that the Death Star is orbiting Yavin 4 and the following starships are at the Death Star system: *Millennium Falcon* (with Han and C-3PO in the cockpit), Red 6 (with Jek Porkins piloting) and the *Executor* (with Piett on the bridge; also, Vader and Luke are at the Comm Station site, Tarkin is aboard a Lift Tube at the Comm Station and Leia is at the Main Corridor site). This example results in the following:

Prepositions

- The characters are all on (also aboard) their respective starships.
- The Death Star is at Yavin 4, and the starships are all at the Death Star.
- Han, C-3PO, Jek and Piett are all at the Death Star.
- Han is at same location as C-3PO, Jek and Piett.
- Vader, Tarkin, the Lift Tube and Luke are at the Comm Station site, at same location and at same site.
- Tarkin is on (also aboard) the Lift Tube, and Leia is at the Main Corridor site.

Battle: A battle is initiated at the Death Star system, which means that Han, C-3PO and Jek (aboard *Falcon* and Red 6) are in a battle together, against Piett and the *Executor*. If a battle is occurring at the Comm Station site, Vader and Tarkin are in a battle together (this may also be expressed as "Tarkin is with Vader in a battle").

Presence

- Han, Jek, Piett and the *Executor's* permanent pilots each create presence at the Death Star system. (The other characters do not.)

- Vader, Tarkin and Luke each create presence at the Comm Station site.
- Leia creates presence at the Main Corridor site.
- C-3PO, the starships and the Lift Tube do not create presence anywhere.
- None of these cards create presence at Yavin 4.

Present

- Han is present with C-3PO and both are present aboard the *Falcon*.
- Piett is present aboard the *Executor*.
- Vader is present with Luke and both are present at the Comm Station site.
- The Lift Tube is present at the Comm Station site.
- Tarkin is present aboard the Lift Tube. Leia is present at the Main Corridor site.

Present versus Present With - Example

Master Luke, Chewie With Blaster Rifle, Sandcrawler (with Endor Scout Trooper and Corporal Kensaric both aboard), Grand Moff Tarkin and Blizzard 4 (with Darth Vader, Dark Lord Of The Sith and Emperor Palpatine both aboard) are at the same site, and Molator is on the table. Light initiates battle, and targets Tarkin with Chewie's Blaster Rifle. The draw succeeds, so Dark chooses to cancel it using Tarkin's game text ("When with Vader in a battle, once per battle may cancel one opponent's destiny just drawn."). This works because Tarkin needs to be with Vader, but he doesn't have to be present with Vader.

Dark gets the next action. He'd like to play the Force Lightning ("Target any character (even a captive) present with Emperor.") in his hand, but the Emperor isn't present with anyone but Vader, so he can't do anything useful with it. Also, he'd like to play his Dark Jedi Presence ("If one of your Dark Jedi is present during any battle, use 1 Force to cause all other Imperials there to battle at double power."). Unfortunately, none of his Dark Jedi are present at the site, so he can't play that either. However, Vader's game text ("When in battle, may target one opponent's character present. Draw destiny. Target 'choked' (lost) if destiny > ability.") can be used, because it targets a character present, even when Vader himself is not present (recall that in Episode V Vader choked Admiral Ozzel even when the two weren't in the same room together). Vader targets Chewie, draws successfully, and Chewie is lost.

(Could Chewie have targeted someone on the walker with his weapon; "may target a character or creature for free; draw destiny; target hit, and its forfeit = 0, if destiny > defense value"? It doesn't state the target has to be present; however, that's because it doesn't need to. The rules of weapons state that all weapons can only target a card they are present with, so Chewie's weapon could only target someone present with him.)

Light plays *Courage Of A Skywalker* ("One of your Skywalkers present during a battle at a site, for remainder of turn, loses immunity to attrition but adds ability to power (he or she may not apply ability toward drawing battle destiny).") Luke is present, thus he can be targeted, and he is now Power 11 (he does not use

the -2 in his game text because he is not present with Vader; Vader is present on the walker while Luke is present at the site).

Dark now uses *Molator* ("For each unit of ability you have present during a battle, you may use 1 Force to raise your total power by 1. Ability used in this way cannot also be used to draw destiny."). Dark uses 3 Force to raise his power by 3; he can't do any more than that, because he only has 3 ability present (Tarkin); the rest of his ability is on board the walker. During the next turn, Dark wonders if his deploy costs are affected by Corporal Kensaric ("When present at an exterior battleground site with your other scout, adds 2 (or 1 if Goo Nee Tay on table) to deploy cost of opponent's characters, vehicles, and starships to same site."). Kensaric's text may not be applied, because Kensaric is not present at a battleground site, even though he is with another scout.

Force Draining And Presence - A Set Of Complex Examples

Tatooine: Watto's Junkyard (with a Sandspeeder), Tatooine: Jabba's Palace (with a dark side Skiff and Sy Snootles), Jabba's Palace: Droid Workshop (with EV-9D9 and R2-Q2), Jabba's Palace: Dungeon (with Bossk), and Jabba's Palace: Audience Chamber (with Jabba The Hutt) are on table in that order. Also, *Credits Will Do Fine* ("If you just initiated a Force drain (or won a battle) at Watto's Junkyard, opponent loses 1 Force (cannot be reduced) and stacks lost card here face down."). It's the light side player's turn, so he initiates a Force drain at Watto's Junkyard. As an automatic action, the opponent must now immediately stack a card on *Credits Will Do Fine*, before anything else can happen. Once this is completed the opponent gets the first response, and plays *Control* to cancel the Force drain. Even though they canceled the drain, the card stacked on *Credits* is still left there, though they do not have to lose any Force to the drain itself.

During the dark side's turn, he Force drains at the Audience Chamber for one Force because Jabba controls the site. At the Droid Workshop, the dark side player has no presence. However, EV-9D9 states that she may Force drain there, thus she can control the location for the purpose of draining there, and does so; there are no icons on the light side, but EV-9D9 provides a bonus of 1, for a total drain of 1. Dark now initiates a drain at the Dungeon with Bossk, who controls that site. There are no light icons or drain bonuses here, so the total drain is 0. However, because Jabba The Hutt says "While at Audience Chamber... allows you to activate 1 Force whenever you Force drain with an alien," Dark may now activate 1 Force, as he did Force drain with an alien (even though no Force was lost). Dark chooses not to Force drain at Jabba's Palace (Force draining is always optional). During Light's turn, he initiates a Force drain at Watto's Junkyard, and Dark must immediately stack a card on *Credits*. Dark now responds by having Sy Snootles and the Skiff move over as a react (for 1 Force) to cancel the drain, but again, the card on *Credits* remains stacked. During Light's turn, he deploys Leia Organa (a

spy, but not an undercover spy) to the Droid Workshop. Light also battles at Watto's Junkyard and Sy Snootles is lost.

During Dark's control phase, he drains for 1 at the Audience Chamber with Jabba, and activates 1 Force (Jabba is an alien, after all). Dark also drains at the Dungeon, but Light plays Control to cancel it; the dark side doesn't get to activate a Force because a Force drain didn't actually take place (unlike Credits, which is triggered by initiating a drain, Jabba's ability is triggered by actually draining). Because Leia has presence at the Workshop, EV-9D9 cannot drain there. Dark then plays the defensive shield Battle Order ("...for either player to initiate a Force drain, that player must first use 3 Force unless that player occupies a battleground site and a battleground system.").

Neither player occupies a battleground system, so Battle Order will affect both players from now on until they occupy a battleground site and system. Dark also deploys Desilijic Tattoo ("While at Audience Chamber, no battles or Force drains may take place here unless a Rebel present.") on Jabba.

Light wants to drain at Watto's Junkyard, and he can do so because while the dark side has cards there, there's no actual ability, thus Dark has no presence there and Light controls the site. In order to drain, however, Light must use 3 Force for Battle Order; if he didn't, then the drain wouldn't be initiated and Dark wouldn't have to stack a card on Credits. So Light uses 3 Force, initiating the drain; Dark places a card on Credits, then loses 1 to the drain itself. Over at the Droid Workshop, Leia also controls the site, because although Dark has two characters there, neither of them have ability, and thus provide no presence. Light uses 3 Force and drains for 1 there.

It's now Dark's control phase. Desilijic Tattoo stops Jabba from draining; he cannot even initiate it. EV-9D9 still cannot drain because Leia has presence there; it too cannot even be initiated. Bossk could drain if he wished, but it would cost 3 Force to do so, and since it would only allow him to activate 1 Force with Jabba's ability it's not worth the bother. So Dark performs no Force drains this turn. He deploys Arica (an undercover spy) to Watto's Junkyard. He also moves Bossk over to Leia's site.

It's the light side's turn, and he finds himself in the same boat. Leia and Bossk both occupy the Droid Workshop, so neither may Force drain there. At Watto's Junkyard, the Sandspeeder controls it, but Arica as an undercover spy prevents the drain from being initiated; thus, the dark side need not stack a card on Credits. Instead Light deploys Undercover on Leia, causing her to also become an undercover spy, and moves the Sandspeeder over to Jabba's Palace.

It's the dark side's turn, and he still cannot drain at the Audience Chamber. Also, he may not drain at the Droid Workshop because even though Leia has no presence, she's an undercover spy, and that prevents drains from being initiated (EV-9D9's game text only allows her to drain as if she has presence, it does not allow her to

drain when she's not otherwise allowed to). Arica is now all alone over at Watto's Junkyard, but because undercover spies have no presence, she cannot control the site, and thus cannot Force drain either. Dark decides to move Bossk back to the Dungeon. Light is rather annoyed at this sudden move; he had a Motti Seeker in hand ("Deploys for 1 Force to an unoccupied site. Deploys and moves like an undercover spy. When present with Motti (or pilot) of ability < 3, choose one to be immediately lost (treat as an "all cards" situation). Seeker is also lost.") which could be used to kill Bossk. However, there is no place to deploy it, because there are no unoccupied sites; even though Arica and Leia provide no presence, their sites are still not considered unoccupied.