Introduction

The Star Wars Customizable Card Game remains one of the most successful CCGs in history. First released in 1995, the game has reached amazing levels of both critical acclaim and market success (often second only to Magic: The Gathering itself in sales). While the game has not been published for quite some time, it remains alive and well. This is due in no small part to the way it so accurately captures in card form the many complexities and exciting events of the Star Wars films. From training to be a Jedi to tracking down and capturing fugitives, from launching attacks from your hidden rebel base to blowing up traitorous worlds, from constructing a Death Star to conquering the planet Naboo - as the game's advertisement so often put it, if it's in your head, it's in here. Star Wars CCG is equal parts a card game, miniatures game and role-playing game, except that you need no dice, tape measures, character sheets, life counters, or markers.

You do, however, have this great big book.

As one of the oldest CCG's still running, many things have arisen over the years to shape how the game works. This has led to some frustration about how to even play the game, a definite negative. With this in mind, this rulebook has been created to bring all the different ideas together in one place and try to not only offer the answers, but to help you understand *why* they are the answers we're using. Many things have changed to make this even easier for new players coming in and existing players who've never really looked at the "guts" of how the game works. But we have made two important compromises when it came to simplicity:

- No Card Left Behind - Our changes will not prevent you from using a card. It may no longer work the same, it may work better or worse, but it will still do *something*.
- Feel The Force - We have the unique honor of getting to play in the Star Wars universe, so we will try to represent its events in card form as often as possible. The game is the most fun when you feel like humming John Williams's music.

Some things have stayed the same and some things have changed. Rest assured that all those matters have been carefully weighed, because these decisions were not made by someone looking how best to get a buck out of your pocket, or finding the easiest way to come in and get their paycheck at the end of the day. This book was collected, written, examined, edited, debated, and finally published by people who love this game, and love Star Wars. They are players just like you, and what they want out of this most is to have fun playing it.

Even if they occasionally have to break out this great big book.

Charles Sonnenburg
Former SWCCG Player's Committee Rules Advocate

Advanced Rulebook 2023 Edition - Released August 2023

This Advanced Rulebook is the official rulebook for Star Wars: CCG, and replaces all previous rulebooks, glossaries, and rulings. Newer rulings are temporarily placed online (see Appendix F) until they are eventually compiled into the next edition of the Advanced Rulebook.

Some of the most important current rulings, errata, and updates in this revision of the Advanced Rulebook include:

- **Move Away** (p. 70-71) - The rules for game text that allows (or requires) cards to "move away" have received a major rewrite to clarify how this text works in a wide range of scenarios. Several examples are included.

- **Destiny Draw Targeting X** (p. 21) - What does it mean when a card such as A Few Maneuvers refers to a destiny draw targeting something? This has now been defined thoroughly with a new rulebook entry.

- **All Your Ability Is Provided By X** (p. 30) - This new entry clarifies that, for example, Scum And Villainy requires at least one alien on table to be providing ability in order for the benefits to be utilized.

- **"For any reason"** (p. 40) - This new game term allows an All Cards / All Characters situation to be averted.

- **Paying Costs** (p. 15) - Taking a just drawn destiny into hand to cancel and cause a redraw is not a "cost" of initiation, and instead occurs during the result step.

- **Substituted Destinies** (p. 32) - Although substituted destinies themselves are unmodifiable, it is possible that the source value (e.g. a card on Sando Aqua Monster) might already be modified beforehand, in which case it applies.

May the Force be with you!
Star Wars CCG Rules Team

Chapter 1 - Basics - Force, Actions, States, etc.

Section A. Force, Decks, Piles, & The Table

The Force is an energy field generated by all living things and represented as the basic unit of measurement in the game (1 unit of Life Force = 1 card). Since the game revolves around players offensively and defensively manipulating their Life Force, understanding how the Force is represented and used is extremely important. During play, your Force cards will circulate through your piles as shown in the diagram.

Life Force

Your Reserve Deck, Force Pile and Used Pile. If these three piles are totally depleted, you lose the game! Note that Unresolved Destiny Draws (see entry, Ch. 1) are also considered to be a part of your Life Force, as well as your sabacc hand (see Appendix C). Cards in your hand, on table or in the Lost Pile are not counted as part of your Life Force. Your Life Force is like a flow of energy. How well you manage this Force is a key strategic factor.

Reserve Deck

The 60-card deck you use to play the game becomes your Reserve Deck and represents the total Force available to you throughout the game. After deploying your starting card(s), shuffle the remaining cards and place them on table to form your Reserve Deck.

Force Pile

The first thing you do during your turn is 'activate' Force by counting cards from the top of your Reserve Deck, one at a time, and putting them face down in your Force Pile (see Activating Force, Ch. 3). Cards are only in the Force Pile temporarily. They represent the amount of Force energy that is available for you to use performing various game actions. During your turn, any or all Force cards can be used, drawn into your hand (during the Draw Phase, see Ch. 8) or left to accumulate for future use.

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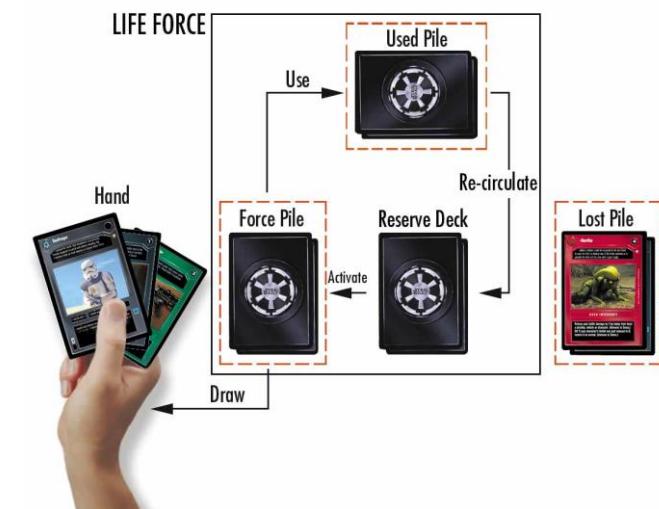
Deploying a card to the table often requires you to use Force; cards from your Force Pile are moved face down, one at a time, to your Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards 'used' during a turn. Sometimes cards are placed here from table or in other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

Lost Pile

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

Hand

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

Re-circulating

Act of placing your Used Pile (as a group) beneath your Reserve Deck. You re-circulate at the end of each player's turn. Re-circulated cards will work their way back to the top of the Reserve Deck during subsequent turns to be activated again. Re-circulating both Used Piles at the end of every player's turn is mandatory. If you forget, your opponent can insist that you re-circulate. A player who forgets (and is not reminded by the opponent before the next action has its result) may not re-circulate until the end of the next turn.

Stack

One or more cards placed on another card.

Counting A Deck, Pile, Or Stack

A player may count their deck, pile, hand, or stack (face down) at any time. Also, a player may request such a count from their opponent.

Looking At A Deck, Pile, Or Stack

As a general rule, you may not look through any deck, pile, or stack unless permitted to by a rule or card (even if it's face up, such as the Lost Pile). However, if your card is stacked on (or under) another of your cards (or any location), you may examine it at any time (unless a card or rule prohibits it). Thus Dark may examine his Bluff cards, combat cards, and cards under his Starting Effect, but not cards under Insignificant Rebellion (they're not his), or I Feel The Conflict (it's not his Effect).

Shuffle & Reshuffle

When directed to shuffle (or reshuffle) a deck or pile, you must shuffle it and then allow the opponent an opportunity to 'cut' (take a portion of the deck or pile from the top and place it underneath the remainder). Return the deck or pile to its appropriate place on table. The phrase "Shuffle, cut, and replace" was used on older cards; treat this the same as "reshuffle."

Empty Hand

See 1.C. Implied Target Rule

Empty Deck Or Pile

When a deck (Reserve Deck) or pile (Used Pile, Force Pile or Lost Pile) is empty, you may not:

- initiate any action that deploys, takes, exchanges or steals a card (or cards) from that deck or pile;
- initiate any action that searches, peeks, glances, examines, reveals, selects or looks at a card (or cards) in that deck or pile; or
- initiate any action that draws a card (or cards) from that deck or pile (this does not apply to destiny draws). For example, you may not play How Did We Get Into This Mess if your Reserve Deck is empty.
- play a card to shuffle that deck or pile;
- use any game text that says "if you are about to draw" when your Reserve Deck is empty. See Drawing Destiny - About To Draw.

Any of these actions (even if they require multiple cards) may be initiated as long as there is at least one card in the targeted deck or pile. If there are an insufficient quantity of cards in the deck or pile to complete the action, simply complete what is possible and then end the action. An empty Reserve Deck does not stop you from drawing destiny, that destiny draw simply fails (see 1.F. Failed Destiny Draws)

An empty Force Pile does not prevent a player from using "0 Force" or his "entire Force Pile."

An empty Lost Pile does not stop a player from initiating an action that retrieves Force (or retrieves card(s)). An empty Force Pile does not stop a player from moving that pile, such as placing it on an empty or non-empty Used Pile, with I Did It! An empty deck or pile does not stop a player from placing a card or cards under that deck or pile.

Losing Force

Act of discarding cards face up to Lost Pile. Like activation, you lose Force one at a time. You may choose cards to be lost from your hand, from the top of your Reserve Deck, Force Pile, or Used Pile, as well as from your sabacc hand or your most recent Unresolved Destiny Draw. Whenever you are required to lose Force, you must move the appropriate number of cards from your hand and/or Life Force to your Lost Pile. This is always written in the form of "lose [X] Force". When a card refers generally to "losing Force," this applies to losing "cards as units of Force," not to losing a specific card because of its name or some particular characteristic of that card. Thus, for example, Honor Of The Jedi or It Could Be Worse would not reduce the number of cards you must lose to a Monnok, a loss you suffer due to sabacc, or the loss of unique male Rebels in hand from M'iiyoom Onith.

Losing Force - From X

Sometimes a card will require that lost Force come from a specific place. This means that you must first lose Force from there, but if you cannot, lose the remainder from any appropriate place. For example, if you must lose 4 Force from Reserve Deck and have only 3 Force there, you would lose those 3 and the last one from somewhere else (hand, Force Pile, or Used Pile).

Peeking At Cards

A game action that allows you to peek at a card (or cards) allows you (and only you) to look at that card and then place it back where it came from (unless stated otherwise). If you're peeking at any cards in your opponent's hand, however, they are revealed to both players. When you peek at (examine, glance at, look at etc.) a card, you are entitled to see the entire card, and the intention is that you limit yourself to a reasonable amount of time to gather information (note: older cards stated that you had [X] seconds to peek; this text is obsolete by this rule and should be disregarded). See Empty Deck Or Pile, Empty Hand, Ch.1.

Revealing Cards From A Deck, Pile, Or Stack

A game action may instruct a player to reveal one or more cards from a deck, pile, or stack. Identify the cards to be revealed, then show them to both players, starting with the topmost card of the group. For example, if using Panic to reveal 3 cards from top of Reserve Deck, Light should show the top card of their deck, then the second card, and then the third, so that finally all three cards are visible to both players. Cards being revealed in this manner are still part of their deck, pile, or stack and do not change order. If anything moves, places, replaces, loses, shuffles, takes into hand, etc. a card while it was being revealed then it is moved/placed/replaced/lost/shuffled/taken/etc. normally and is no longer revealed.

If an action requires revealed cards to proceed but there are no longer any revealed cards remaining (perhaps because they were moved/placed/replaced/lost/shuffled/taken/etc.), end the action.

Revealing Cards From A Deck, Pile, Or Stack - Example 1

Emergency Deployment reveals Boba Fett, Dengar, and Bossk (in that order) from the top of Dark's Reserve Deck. Dark deploys Dengar first, Light responds with Rebel Barrier, which Dark decides to cancel by playing Sense. Dark draws the revealed Boba Fett off the top of their Reserve Deck as the Sense destiny, which is successful. The Boba Fett drawn for destiny is placed in the Used Pile and is no longer revealed. The card Do, Or Do Not is on table, so Dark must now lose 2 Force. If Dark chooses to lose any cards off the top of their Reserve Deck, the first one off the top would be the revealed Bossk. Instead, Dark chooses to lose 2 cards from hand. The revealed Bossk still remains, and so Dark continues with Emergency Deployment, deploying Bossk. Then there are no revealed cards remaining, so the Emergency Deployment action ends.

Revealing Cards From A Deck, Pile, Or Stack - Example 2

Emergency Deployment reveals Darth Vader, Cold Feet, and Blizzard 4. Dark deploys Blizzard 4 first and uses its text to search Reserve Deck for an Imperial warrior to deploy aboard. Dark searches their entire Reserve Deck, including the revealed cards Darth Vader and Cold Feet. Dark selects the Darth Vader, deploying him aboard Blizzard 4. Per Blizzard 4's game

text, Dark reshuffles their Reserve Deck, thus un-revealing the Cold Feet. There are no revealed cards remaining, so the Emergency Deployment action ends.

Retrieve

Act of taking the top card of your Lost Pile and placing it face down on your Used Pile. To retrieve multiple cards, simply retrieve multiple times (this is all one action). If game text allows you to retrieve 1 Force for each of a specific card on table (or some similar condition), count up all copies of that card as specified and then retrieve that total number (as one action). To randomly retrieve a card turn your Lost Pile face down, shuffle, cut and replace the Lost Pile face up and then retrieve normally. To retrieve a specific card (e.g., such as "retrieve Luke" or "retrieve an Imperial"), search the Lost Pile; if a copy of the card is there (it need not be the topmost one unless the retrieving card says so) you then retrieve it (to Used Pile, as usual); do not reshuffle or change the order of the cards in any way unless instructed to do so. Retrieving a specific card still counts as "retrieving Force." If retrieving "up to X" of a certain card, you may search your Lost Pile before choosing a number between 1 and X to initiate the retrieval. A retrieved card is always revealed to both players, even when the Lost Pile is face down (see Eyes In The Dark, Ap. B).

Leaves Table

If a card leaves the table by being relocated to a deck or pile, by being placed out of play, or by being returned to hand (for example, due to cards like Master Luke, ASP-707, Revealed or As Good As Gone) then all cards deployed on, carried by, or aboard that card's bridge, cockpit, or cargo bay, as well as any inactive or supporting cards on it must be placed in their owner's Lost Pile unless specified otherwise. All the cards (including the card leaving table) leave play simultaneously. Any owner of cards leaving table simultaneously chooses the order to place their cards in their Lost Pile (or other destination if specified). When a card leaves table, any game text that was canceled (even prior to an assigned duration) is restored as an automatic action. (See Unit of Force).
For complex timing interactions, consider the phrase "leaving the table" to be functionally equivalent to "about to leave the table." See Actions - Before, Ch. 1.

On Table

A term with two definitions, depending on context.
If checking whether a card is "on table", it refers to a card in play. See 1D. Card States for a detailed explanation of how cards are considered "on table" based upon game conditions.
If checking whether a card "deploys on table" (e.g. for Neimoidian Advisor) it refers to a card which deploys directly on the table itself, not at a location or onto another card.

Exchange

An action that requires you to Exchange one or more card(s) with one or more card(s) in a different location.
When a card instructs you to exchange one or more cards with a card (or cards) from another location, perform that exchange during the result step of the action. During the result step, select the appropriate number of cards from either one of the decks, piles, or stacks targeted and set them aside, then select the appropriate number of cards from the other deck, pile, or stack targeted and set them aside. Once all target cards have been identified, perform the exchange and replace each deck, pile, or stack without shuffling, unless otherwise instructed. If you are exchanging cards in a deck, pile, or stack, the card(s) going into the deck, pile, or stack should be placed in the same order of the deck, pile, or stack as the card(s) coming out. When exchanging cards, the cards placed into or removed from a deck, pile, or stack shall be revealed to player when appropriate. See Removing Cards from a Hand, Deck, Pile, or Stack and Placing Cards Into A Hand, Deck, Or Pile.

Placing Cards Into A Hand, Deck, Pile, Or Stack

When a rule or game text allows or requires a card to be placed into (or on, on top of, on bottom of, etc.) a player's deck, pile, stack or hand, (either individually or as part of an exchange) and that text does not specify which player's hand, deck, or pile it should be placed in, the card is placed into (or on, on top of, on bottom of, etc.) the hand, deck, or pile belonging to its owner. Also, when an action places multiple cards into a player's hand, deck, or pile, and the card's game text does not state which player may decide the order of those cards, placing each card is considered a competing automatic action, and the order is decided by the player whose turn it is. When a card is placed into (or on, on top of, on bottom of, exchanged with a card within, etc.) a hand, deck, pile, or stack, do not reveal the card(s) unless instructed to do so, or in the following situations:
• If the card(s) is being placed into a face up condition, either by itself, or as part of a face up deck, pile, or stack (but not a hand) it may be seen by both players.
• If there are any criteria for what kind of card you may place into a deck, pile, stack, or hand, you must reveal that card regardless of initial face-down or face-up orientation.
• If a player is losing Force from hand and is to place such a lost card into a stack or pile face down (e.g. for I Feel The Conflict), the card is first revealed to both players.
However, if the action placing a card in a deck, pile, stack, or hand uses the word "unseen," then neither player may view the card(s) being placed (although the player of the card will likely have this knowledge if it came from hand).
Note that if a card was revealed when removing it from a stack, it need not be revealed a second time (if appropriate) when moving into another deck, pile, stack, or hand.

Removing Cards From A Hand, Deck, Pile, Or Stack

When a card removes (takes, plays, relocates, exchanges, retrieves, replaces, draws, etc.) any card(s) from a hand, deck, pile, or stack, do not reveal the card(s) unless instructed to do so, or in the following situations:

- If the card(s) being removed was face up, either by itself, or as part of a face up deck, pile, or stack, it may be seen by both players.
- If the card was face down or hidden (e.g. a card in hand), it may be seen by its owner if they were allowed to look at the card(s) normally.
- If the card will be played or deployed directly, it must be revealed to both players.

However, if the removing card uses the word "unseen," then neither player may view the card(s) being removed.

Section B. Taking Cards From A Deck/Pile

Many cards allow you to directly access your deck, pile, or stack, usually to take a card into hand, play a card, or to deploy a card from there directly. Whenever a card or rule allows you to take, play, deploy, exchange, relocate, retrieve, reveal, search for, etc. a card from a deck, pile or stack, and there are any criteria for what kind of card you may take, you must reveal that card after it is obtained (reveal the entire card) regardless of initial face-down or face-up orientation. In this way, your opponent can check that you took a card matching the criteria specified. However, when allowed to take "**any card**" you do not have to reveal the card chosen, unless you obtained that card from a face-up condition (see Removing Cards From A Hand, Deck, Pile, Or Stack). If the initiating text provides more than one candidate card that may be taken from the same deck, pile or stack, you are permitted to declare the action specifying only the card you are using to search (if the card has multiple search functions, the player must declare which function he is utilizing). You may then look through that deck, pile, or stack before choosing which of the cards you wish to take. Once the search has been initiated, a player must take a card if possible.

If your search fails to find any card matching the criteria given, your opponent is permitted to look through that deck, pile, or stack in order to prove that no candidate could have been taken; this is called "verifying." An exception to this is that an opponent may not verify your hand; however, they may call a judge to verify your hand for them. In addition, when the card or card type you searched for was not found and your opponent has verified this, you may not use that search function (even if on a card with the same name) to search or look through the same deck, pile, or stack again this turn. After searching, you should replace the deck, pile, or stack without shuffling, unless otherwise instructed.

"With X in title/lore/game text"
Game text that searches for a specific word on a card (usually in title, lore, or game text) cannot be matched if that word is part of another word (though if the word is a plural or possessive, that remains a valid target). If the action depends upon more than one word in the card title then all the search keywords must also be in the same order and without any other words in between. For example, ISB Operations looks for characters with "Rebel" in lore; thus anyone with "Rebel," "Rebel's," or "Rebels" is valid, but "rebellious" isn't, since it's part of another word.

Taking Cards From A Deck Or Pile - Example 1
Dark has Moff Jerjerrod ("Once during each of your turns, you make take one Death Star II sector or Superlaser Mark II into hand from Reserve Deck; reshuffle.") on table. Dark uses the ability and searches the Reserve Deck for such a card (he doesn't state which one). He finds Superlaser Mark II, reveals it to his opponent, and puts it in his hand. He then shuffles his Reserve Deck. The next turn he decides to search again; however, this time there is no such card. His opponent is handed the Reserve Deck and allowed to verify; this should be done in a reasonable amount of time. After this the deck is shuffled and returned. Dark cannot do another search with that portion of Jerjerrod's game text this turn.

Deploying/Playing From A Deck Or Pile
When permitted to deploy or play a card from a place other than your hand, you must still obey normal timing rules of the card being played or deployed (unless specifically told otherwise, such as Nal Hutta Operative). Thus you cannot deploy a site using Tatooine: Jabba's Palace except during your deploy phase, nor could you deploy a starfighter 'stacked' on Rebel Fleet outside of your deploy phase. **You cannot deploy or play such cards as a response unless the card allowing it states you may do so "as if from hand."** You do not reshuffle or reorder the cards there unless required to (note that the ▼ includes "reshuffle"). If the played card must be sent to a specific place (e.g., Watch Your Step requires an Interrupt played from Lost Pile be placed out of play) the card must go there, even if canceled. The only exception is if the card must be stacked on a grabber (see Icons - Grabber, Ch. 9). Any action that searches a deck or pile to deploy a card may be initiated as long as the conditions of the card allowing the search are met (even when there may not be a valid target to deploy, or a valid target to deploy on or to). If such an action is initiated, and upon searching the deck or pile no valid target is found, the normal rules of verification apply (see Taking Cards From A Deck/Pile). The one exception to this is when all possible targets listed for such an action are unique (•) or restricted (••, •••) and would violate Out of Play rules (Chapter 1) or uniqueness rules (Chapter 9) by being deployed, or are otherwise restricted from being deployed by name or persona due to rule or game-state; in such cases, the search action may not be initiated as conditions for search have not been met.

Taking Cards From A Deck Or Pile - Example 2
Light is playing Watch Your Step and has flipped to the back side of the objective ("Once during each turn, may play one interrupt from Lost Pile as if from hand (then place that card out of play)."). Thus, at any time (even in response to another action) he can state that he plans to play an interrupt from his Lost Pile; he doesn't have to state which one yet. Once he has done so he looks for any interrupt he can play at that time and chooses to play it; if none are found that he can play (he must play one if it is possible) the opponent verifies this. In either case the Lost Pile would not be reshuffled because the objective doesn't say to.

In this case, Light has chosen to play Out Of Commission & Transmission Terminated as a top-level action. Dark responds with Unsalvageable, canceling it. Normally canceled cards are placed in the Lost Pile, but because the objective states the card is placed out of play, Out Of Commission must be placed out of play. The next turn Light uses the ability in response to Dark attempting to deploy Visage Of The Emperor (a hologram). Light searches his Lost Pile, but it turns out he only had the one copy of OOC&TT. He looks for any other responses, but there are none, and he cannot initiate a top-level action as a response, so he allows Dark to verify and play continues; he cannot use the ability again this turn, even though it failed.

Taking Cards From A Deck Or Pile - Example 3
Light is playing Watch Your Step and has it flipped to the 7 side ("Once during each turn, may play one Interrupt from Lost Pile as if from hand (then place that card out of play)."). He plays It Could Be Worse using his objective's text to respond to a Force drain (it is legal to play It Could Be Worse as a response because the Objective allows it to be played "as if from hand") and his opponent responds by playing It's Worse! This cancels It Could Be Worse but it must still go out of play (instead of the Lost Pile like most canceled cards) because the Objective says to place it out of play.

Randomly Selected
When an action says to target a "randomly selected" card (or similar verbiage) within a stack, pile, deck, or hand, place all cards within that stack face down, shuffle, and cut. If the cards are normally face up to both players, flip the stack over, otherwise, leave face down. The top card of the stack is the targeted card.

Section C. Actions
Actions are the individual building blocks of game play. Actions occur quite naturally during the game; in fact, most of the time you don't even need to think about actions (just as you rarely need to think about the individual steps of how you get dressed in the morning). Occasionally, however, situations will arise where it is desirable to understand the intricate details of actions - particularly in tournaments, where players want strict and definitive rules governing the specific timing of game play. Almost everything you do in the game is an action. Examples of commonly occurring actions include:
- playing or deploying one card;
- performing one Force drain;
- performing one regular move, 'react' or unlimited move;
- conducting one battle;
- firing one weapon;
- drawing one destiny;
- activating, using, losing, drawing or retrieving one unit of Force (or any other act of moving a card from one deck, pile or hand to another);
- using optional game text on a card already in play;
- taking one card from a deck or pile;
- re-circulating your Used Pile; and
- choosing to use an optional modifier (e.g., a lightsaber bonus to a Force drain).

Automatic modifiers (e.g., "adds 2 to power of anything he pilots") and checking conditions (e.g., control of a location) are not actions, neither is announcing the beginning or end of a phase or turn. Everything else you do in the game is an action.

Every action has three steps that must occur in order: Initiation, Responses, Result (see Steps Of An Action).

Action Within An Action
Many times, an action causes other actions to occur within itself. For example, a Force drain is an action which typically causes the opponent to lose Force - another action. For a more complex example, consider playing Nabrun Leids; this action includes several other actions:
- targeting (selecting) the characters you wish to transport;
- targeting (selecting) the destination site;
- drawing destiny to determine Nabrun's asking price;
- choosing whether to accept or decline the transport;
- using Force to pay the asking price (a separate action for each Force used);
- transporting the group of characters to the destination site; and
- placing the Nabrun Leids card on your Used Pile or Lost Pile.

  Perhaps the ultimate example of actions within an action is battle - a single action comprising many other actions, some of which contain still other actions within themselves.

Types of Actions
Actions are initiated either as top-level actions or responses. **Top-level actions** are the most common action you'll perform; they're the actions that kick things off, such as deploying a character or activating a Force. **Responses** are actions that can only happen by responding to something else that has just happened, they can't be used as a top-level action. To understand the difference, think of actions as a tennis game: one player serves the ball, and then the other person may manage to hit it back. The person serving the ball is performing a top-level action, kicking things off, and the one hitting the ball coming to him is performing a response, reacting to what's just happened.

During your turn, you perform the first top-level action in each phase; once all the responses to that action are complete, your opponent may perform the next top-level action. When all responses to that are completed, it's your turn to perform a top-level action, and so on. Some actions you can choose to have happen, and some actions have to happen. For example, you don't have to Force drain, you can choose to do it or not do it (sometimes it's in your best interest not to), but you do have to have your creatures attack if they can (even when it would be bad, like attacking your own characters!).

So there are top level actions and responses, and there are things that you can choose to happen or that must happen. Thus, there are four types of actions that take place: Optional Actions, Automatic Actions, Mandatory Actions, and Just Actions.

	You Choose To Have It Happen	It Must Happen
Top-level action	**Optional Actions** Force draining Initiating a battle A group of characters attacking a creature Firing a weapon in a battle Playing Beru Stew	**Mandatory Actions** Drawing asteroid destiny Creatures attacking prey Losing Force to Visage of the Emperor Paying maintenance costs Forfeiting a hit character
Response	**Just Actions** Putting a just lost character on Bacta Tank Reacting to a Force Drain Canceling Alter with Sense Playing Trooper Assault in response to a battle Deploying Tentacle on a just played Interrupt	**Automatic Actions** Completing (reaching) an Utinni Effect Losing a seeker and target when they are together Retrieving 2 Force for Scum And Villainy Creatures attacking each other

Optional Actions
A top-level action you choose to initiate. Generally speaking, deploying or playing a card is optional, and anything which says "may."

Just Actions
A response to another action that you choose to initiate. To be a response, the action has to be connected to the action that just took place. For example, playing Beru Stew to activate Force is not a valid response to someone playing Sense; instead, you could play Control (which cancels Sense) or deploy What're You Trying To Push On Us? on it (it deploys on a just played Interrupt). Like in the tennis match example, when you perform a top-level action, your opponent gets the first optional response to it (you can't return your own serve, your opponent gets to, even if they pass). You can perform the next just action in response to that action, then your opponent, and so on. This will be covered in more detail under The Stack.

The word "just" is not needed for something to qualify as a just action.

Automatic Actions
A response that must take place. When the conditions are met for the automatic action to take place, it occurs (this is called triggering). While they are triggered automatically (not by choice), they are still actions like any other that may in turn be responded to.

Sometimes two or more automatic actions are triggered by the same event; for example:
- specifying multiple targets (e.g. losing a seeker and its target, or affecting both players)
- using an unordered sequence (e.g. a bulleted list)
- being mentioned on multiple cards in play and/or rules, (e.g. when the Dark Side initiates battle, both First Strike and Scum And Villainy are triggered)

Automatic actions are resolved one at a time. If it is on a single card, do the events in the order listed on that card (e.g., Draw Their Fire says "Whenever a battle is initiated, player initiating battle retrieves 1 Force and defender loses 1 Force" thus the retrieval happens first, then the Force loss). In all other circumstances, they are done in an order chosen by the player whose turn it is (in the First Strike/Scum And Villainy example, the player whose turn it is can choose to have either one of those card to happen first, and then the other to happen second).

Automatic Actions and Just Actions are both responses (see The Stack for details on responses); **however, for timing purposes, all Automatic Actions happen first, then Just Actions can take place.**

Mandatory Actions
A top-level action that must be performed. Mandatory actions are typically indicated (either on a card like It's On Automatic Pilot or in a rule such as Attacks) by saying they occur during a time frame, and indicate that there's no choice in the matter (such as losing Force to Search And Destroy or drawing asteroid destiny). Any time during that time frame (when the player is permitted to perform a top-level action), the owner of the card mandating the action may choose to initiate it. Unless specified otherwise, a mandatory action may only be initiated once per designated timeframe.

If both players are directed to do something by the same action, the player whose turn it is may choose when to initiate it, at which point those events are treated as competing automatic actions and resolved accordingly.

Any mandatory actions that have not been performed by the end of the required time frame become automatic actions triggered as a response to the end of the time frame and must be resolved before play can continue. For this reason, if the time frame is itself an end of something (end of battle, end of turn, etc.) the mandatory actions will always happen first before the optional actions.

Steps Of An Action - 1: Initiation
Initiation of an action (such as a character's game text or playing an Interrupt card) includes any or all of the following requirements, in this order: (1) meeting all conditions; (2) choosing all targets; (3) paying all costs If all requirements for initiating an action cannot be met,

that action may not be initiated. Once it has been successfully initiated, it doesn't matter if something affects one of those, it has still been initiated (in other words, a change doesn't back up and say the action was invalid, the action simply continues). For example, if you target a player with Monnok while they have 14 cards in hand, and during the responses they lose 3 cards from hand, Monnok will still have its result as normal.

Meeting Conditions

You can't initiate an action unless all of the applicable conditions of rules and/or game text are satisfied. For example, to deploy a character, location deployment restrictions listed in that character's game text must be satisfied. In addition, presence or a Force icon is required by the rules for all non-spy characters, as is observance of special rule-based deployment restrictions such as the Hoth Energy Shield rules or Dagobah deployment rules. Similarly, a response (such as an interrupt that plays "if a battle was just initiated") cannot occur unless it is responding to the appropriate situation (in this case, it can't be played once the weapon segment of a battle has commenced). As responses take place those responses may change conditions so that other responses would no longer be valid; for example, if a just lost character is stacked, taken into hand, or placed out of play, they're no longer just lost, and no response that had "just lost" as a condition can be initiated.

Choosing Targets

An action cannot be initiated unless all of the targets required by its game text are able to be specified. That is, they all have to be able to be targeted by the action. The only exceptions are optional items, and those items that cannot be known as a target (because it requires knowing information about a card you cannot see or the results of a random action). In such cases, targeting occurs once the potential targets are revealed (this is still considered targeting). See Implied Target Rule. An action only affects the appropriate targets (e.g., Lateral Damage resets the forfeit of a starship to zero, but not any characters aboard).

Paying Costs

An action cannot be initiated unless all of the stated costs of rules and/or game text are satisfied. Examples include using Force to deploy a character or initiate a battle, or losing 2 Force to deploy Visage Of The Emperor. Nabrun Leids requires you to draw destiny to determine the cost of that transport action. Sometimes costs do not involve Force, but can involve another card, or even foregoing another action. For example, Noble Sacrifice's cost is that you must place one of your characters out of play.

Some actions have Force loss as a cost of initiation, such as playing Blaster Proficiency. Cards which modify or substitute another action for Force loss cannot be applied to this cost of initiation - it must be paid in full (barring anything that specifically refers to the cost of initiating an action, such as a deployment modifier). For example, Blaster Proficiency allows you to cause a just

hit character to be immediately lost; the cost is losing 1 Force. You cannot play this unless you choose to lose 1 Force, which means that cards such as It Could Be Worse cannot be used to get around losing that 1 Force. Maintenance Costs are considered costs, so you likewise cannot use an action that modifies or substitutes Force loss to avoid losing Force for them. Some cards (e.g. Daultay Dofine) state to take a just drawn destiny into hand (usually to cancel and redraw that destiny). Although phrased like a cost, taking a destiny into hand is not a cost and instead is part of the result. This is a specific exception to the usual definition of a cost.

Sometimes additional separate costs may be added by other cards on table. Such costs are also paid during this step of initiation. If a player cannot pay all costs, the action is not initiated and none of the costs are paid. See also Separate Costs.

Steps Of An Action - 2: Responses

After the action has been initiated and before it has begun its result, responses are allowed. See The Stack for details on how this works.

Once all responses are complete (assuming the action hasn't been canceled) it has its result.

Actions - Just Targeted

One card is considered to have 'just targeted' another for 'response action' purposes during this second step of action resolution. This means that a player must wait for his opponent to completely finish the Initiation of the first action (including Meeting Conditions, Specifying Targets, and Paying Costs) before he can play a response action, even if that action uses the phrase 'just targeted.'

Steps Of An Action - 3: Result

The result of the action is then carried out. The results of the action are themselves automatic actions, and resolved as described under automatic actions. For example, the result of Beru Stew is that each player must activate 2 Force; since there are multiple targets (you and your opponent) the player whose turn it is decides who activates first and who activates second. Responses may take place to those actions and the steps that make them up (activating each Force is a separate action), but not to Beru Stew itself because the time for responses to that action have passed.

Actions - At Any Time

This phrase is intended to indicate that an action may be used during any phase of either player's turn. **Actions that may be initiated "at any time" are not exceptions to the normal timing rules; that is, they may not respond to other unrelated actions**. (To be more precise, "at any time" actions may be initiated only as a top-level action.) For example, if Dark plays Limited Resources, Light cannot respond to that by placing A Vergence In The Force in Used Pile to draw 2 cards, because even though it says "at any time," that is not an actual response to the current action. Light would have to wait until the stack was empty to perform that top-level action.

Actions - Duration

Some actions result in an effect that will persist for a certain period of time (e.g., is power +2 until end of turn). Once such an action resolves, that effect will continue -regardless of what happens to the card that caused it- until that duration is complete. For example, if Maul's Sith Infiltrator uses its game text to "cloak," then even if its game text is canceled, it will remain cloaked until the stated duration ends. Likewise, If the Light Side player deploys Massassi Base Operations, and later flips the Objective (or Yavin 4 is 'blown away', placing the Objective out of play), that player would still be unable to play Revolution as the Objective restricted its deployment "for remainder of game."

Most of the time when a value (or other aspect of a card) is changed by an Interrupt or some other non-continuous action a duration will be given (e.g., until end of turn). For instances where it is not stated, follow this guideline:

- If it happens during a battle, it lasts until the end of the battle OR until the affected card leaves play, which ever happens first.
- If it happens outside of battle, it lasts until the card leaves play.
- If it was caused by a weapon (even during battle), it lasts until the card leaves play.

For example, if Dark Jedi Presence doubles the power of Imperials, Power Pivot resets a starships power, or Lando Calrissian, Scoundrel increases his power by a card's destiny, those changes will last only until the end of the battle, because no duration is specified and they're performed during a battle. However, if someone is shot with Amidala's Blaster or a starship is hit by an ion cannon, those changes will last until the card leaves play (or something restores it to normal) because weapons always last indefinitely, even when fired during a battle.

Actions - For Each/For Every

Any time game text permits you to use, lose, activate, or retrieve Force "for each" (or "every") of a certain card, characteristic, etc., that action is performed as one action for the full calculated amount. For example, if you occupy 3 Tatooine battleground sites, then Tatooine Celebration will permit you to initiate an action to retrieve 3 Force during your control phase (not three retrieval actions of one Force each). Whenever something happens "for each" or "for every" of X, and there are no X's that qualify, the value is treated as an unmodifiable zero (this is a specific exception to the Implied Target rule).

For instance, the Force loss from Vengeance Of The Dark Prince is based on "opponent loses 1 Force for each battleground location occupied by Xizor or Emperor." If there are no battleground sites occupied by Xizor or Emperor, then that Force loss is 0 and cannot be modified.

Actions - Immune

A card that is immune to an action is not a valid target for that action (and thus is not a legal response). If a card becomes immune to another card already deployed upon it (or becomes immune to an Utinni Effect already targeting it), that other card is canceled. When a card in a hand, deck or pile has game text that says it is immune to another card, that game text is considered active and will function normally if that other card is searching through that hand, deck, or pile (e.g. a card in Reserve Deck that says "Immune to Life Debt" cannot be taken into hand by Life Debt).

The statement "Immune to Control" refers to the card Control, not other uses of that word.

Occasionally, some portions of a card will be immune to another card, while other portions of the card are not. All of the game text of a card that precedes the phrase "Immune to X" (where X is Sense, Alter, Control, or some other card) is protected from X. The only exception to this rule is an Interrupt that contains multiple types of functions (Used, Lost, Starting, etc.). When determining what part of one these types of Interrupts is "Immune to X", apply the same rule, but ONLY to the function type in which the "Immune to X" phrase is listed.

An Effect is considered "always immune to Alter" only if it is unconditionally immune to Alter according to its own game text. A card that is "immune to your Alter" has the condition of checking which player's Alter is targeting it, and thus is not considered "always immune to Alter. " Also, any card that checks whether a card is immune to Alter (or conversely, non-immune to Alter) only checks whether or not that card is currently immune, unless it uses the word "always. " This applies similarly to text that checks for immunity to other cards, e.g. Sense, Control, etc.

Actions - Just Deployed, Just Played

For Just Deployed actions, see The Stack. A card is "Just Played" after the action is initiated but before it has had its result (so responses to a just played card occur during the Responses step).

Actions - Before

In certain rare instances, an action will indicate it is a response to an attempt to initiate an action (often by saying it happens "before" the action takes place). When such a "before" action takes place, it occurs before the other action is even initiated. Once the "before" action is completed, the player who had been attempting to initiate the original action may choose to again initiate it, or not to (unless, of course, the action is mandatory).

If you are using a "before" action to preempt one of your opponent's actions, it may require backing up (because this happens outside the normal order of play). You may not back up when you are preempting one of your own actions; you state that you are about to do something, and then play the "before" action.

For example, Dark's first action of the Power Segment is to draw battle destiny, but Light wants to use Zutton's game text ("just before opponent draws battle destiny") to reduce opponent's total battle destiny by 1. Play backs up to before dark side draws their destiny (no responses to the destiny draw have triggered). Once Zutton's text has resolved, Dark Side may then draw their battle destiny.

Another example: if Light targets an unpiloted Speeder Bike (maneuver = 0) with a Blaster Rifle, he may play Lucky Shot just as he was about to draw the weapon destiny; it would resolve before the weapon does. He still must draw the weapon destiny (even though it's not needed for him to hit the target) because all destiny draws except battle destinies are mandatory. Light may not draw the weapon destiny and then back up and play Lucky Shot, because you do not back up from your own actions.
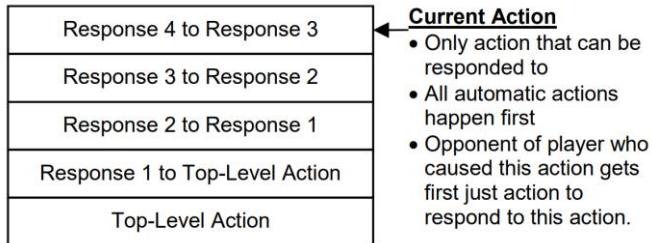
Actions - Just Lost
Some actions are dependent upon the condition "just lost". Unless stated otherwise, "just lost" actions are applied only to active and inactive cards. A card that has been "just lost" is already in the Lost Pile, and as such all cards aboard, deployed on, or targeting that just lost card have already been placed in the Lost Pile also. Thus **when an action relocates a "just lost" card to a place other than the Lost Pile, only that card is relocated** (no other cards that were connected to that card before becoming lost are relocated unless specifically stated). For example, if Luke wearing Luke's Backpack and armed with Anakin's Lightsaber is lost from table, he can be relocated from the Lost Pile to the Bacta Tank, but his weapons and devices stay lost. If a just lost card is returned to a site, this is not considered deployment or movement.
When a just lost card is removed from the Lost Pile, it is no longer considered just lost.

The Stack
The Stack is a conceptual tool to understand the order things happen in under complex situations. We think of this in terms of an imaginary stack of cards (sometimes with pseudo-cards representing actions that aren't an actual card, like a Force drain); the **current action** (the one on top of the stack) is always currently happening, while all the ones beneath it are considered temporarily suspended. **You can only ever respond to the current action**, not to one of the other actions lower in the stack. Once the current action is completed, it comes off the stack and the one beneath it becomes the new current action.

Let's go back to our tennis match example: Player 1 serves the ball (a top-level action), after which Player 2 hits the ball back (a response). Player 1 can't respond to his original serve, because right now the only thing on his mind is the ball coming back at him; he can only react to that (by performing a response). Also, he's got to hit it back, he's not allowed to catch it and serve it again (by performing a top-level action). That's similar to the way this works: while there's an action taking place, you can't perform any top-level actions, and you

can't do anything except respond to the latest action, not to any other action.
When responding to the current action, unless otherwise noted: each automatic action triggers only once each time the triggering action occurs, and each just action may be initiated only once per occurrence of the action it is responding to. This does not prevent multiple copies of a card from responding separately to a single action, however any modifiers from such responses are still subject to the cumulative rule (see cumulatively).

What Is A Response?
To be considered a response, the action must do something to the current action or state it can (or must) happen if the current action takes place (their condition is that current action causing those circumstances). Modifying or canceling a just drawn destiny is a response to a destiny draw (it's doing something to the action) as is stacking it on Joh Yowza (it can happen when there's a just drawn destiny on the stack).

How The Stack Works
While the current action is taking place, automatic actions will be initiated first, and then just actions may be done. The opponent of the player who performed the current action gets the first just action, and then the other player. Any time you can't perform a just action (or just don't want to, since just actions are optional) you can choose to pass. When both players pass consecutively, then all the responses to that action are over and the action has its result. Once the action has all its results it comes off the stack and the one below becomes the current action. Responses to that action take place (first automatic actions, then just actions) until there are two passes and that action comes off, making the one below that the current action. This continues until the stack is empty.
Actions are removed from the stack if:
- They resolve (have their result).
- They are canceled.
- The conditions have changed so they are no longer a legal target for responses.

Responding To Coming Off The Stack
Sometimes the act of an action coming off the stack will itself be considered an action, and thus can be responded to. For example, when a card is deployed, the action that deployed it comes off the stack (it has had its result); actions that respond to a just deployed card will be responding to that as the current action, before the action that was underneath can begin. Likewise, when a card finishes moving, the movement action is complete and is taken off the stack, but anything that responds to a just moved card can happen before going to the next item in the stack. This only applies to responses to the completion of an action (e.g., you cannot respond to a canceled Alter coming off the stack).

Simultaneous Actions
Sometimes events will happen simultaneously (this is not the same as when automatic actions are triggered

by the same event; those items still happen one at a time). Simultaneous actions are rare; nothing happens simultaneously unless a rule or card specifically says so. In these cases, all the actions are briefly considered to be on the top of the stack, and any of them may be responded to. However, once one of them is responded to (whether by an automatic action or a just action), that action then is stacked on top of the others, and the response to it is placed on top of that. Once that response and the action it was responding to resolve, the other actions are again on the stack together and responses to any one of them may continue, moving it on top of its fellows, and so on. For just actions timing, alternate who responds to the simultaneous action as if it were a single action.

Actions - Example 1 - Deploying A Card
It's the start of Light's deploy phase, which means he gets the first top-level action. Light Side deploys an Effect card, Crash Site Memorial (placing it on table to start a 'stack'). This is the current action. Dark responds with an Interrupt card, Alter, stacking it on top of Crash Site Memorial (Alter specifically says it can cancel an Effect). This suspends the deployment of Crash Site Memorial and creates a new current action. Light responds to Alter with Sense, stacking it on top of Alter. Neither player responds to Sense (both players consecutively pass), so it has its result. It successfully cancels Alter and both Interrupt cards are removed from the stack. The deployment of Crash Site Memorial becomes the current action once again, and Light now has the next opportunity to respond to it, since Dark made the previous response (Alter). Neither player has another response to the Crash Site Memorial deployment (both players consecutively pass again), so it has its result and is placed with Light's other Effect cards (as described in game text). The stack is now empty, so Dark gets to perform the next top-level action.

Actions - Example 2 - Triggered Automatic Action
There are currently no actions on the stack and Dark plays Set For Stun. Set For Stun is now the current action and begins its three steps of initiation, responses and result.
Initiation - First Dark must target an opponent's character, so this targeting becomes the current action, Set For Stun, is temporarily "covered up" (suspended). Once Dark has selected his target, that action comes off the stack; Set For Stun is the current action again so play continues with its game text. Next Dark must use 2 Force; thus, Set For Stun is again suspended while using the first Force is the current action, then while using the second Force is the current action. After he has finished using Force, that action comes off the stack and Set For Stun is once again the current action, and its initiation is now complete.
Responses - Light responds to Set For Stun by playing Sense. Sense is now the current action, and goes through its own steps of initiation, optional responses and result. The result is that Light fails the destiny draw; the Sense card goes to the Used Pile and Set For Stun is once again the current action.

Result - The first part of Set For Stun's result is its destiny draw. This destiny draw becomes the current action. Since the destiny draw is an action, it has its own initiation, optional responses and result. Light does not respond to the destiny draw, so it has its result (which is actually drawing the destiny card). Dark draws a destiny of 2 and Light has Tauntaun Bones on table. This immediately triggers an automatic action for Light, who must activate 1 Force. This action is the current action until it is completed, at which time Dark's destiny draw becomes the current action again. Dark places his destiny card on his Used Pile, and Set For Stun is now the current action once again. Assuming the character targeted had ability of 2 or more, the destiny draw is not sufficient to return that character to opponent's hand, so Set For Stun is placed on the Lost Pile, conceptually removing itself from the stack, and there is once again no current action -the stack is empty.

Actions - Time To Respond
In the spirit of sportsmanship, at any time a player is allowed to request a brief pause to consider options. In actual play, of course, players rarely need to think about timing of actions. Typically the game flows smoothly from action to action, without complication. However, a player may feel that he didn't have enough time to initiate an action or at least to request a brief pause (because things moved too quickly, not because something happened that he doesn't like). In these cases, the player is justified in asking the opponent to "back up" so that he may initiate his action in the proper sequence.

Actions - Example 3 - Just Actions And Backing Up
Light plays Nabrun Leids (temporarily placing it on table as the current action); verbally targets Luke, R2-D2 and a destination site (Jabba's Palace: Audience Chamber); draws destiny to determine the cost (3); and uses 3 Force to pay Nabrun's asking price. Nabrun Leids is now initiated. Dark responds with Tentacle, placing it on top of Nabrun Leids and using 1 Force. Neither player responds to the use of 1 Force or to Tentacle itself, so it has its result and is placed on table. Nabrun Leids is now unique (•) and so no more may be initiated this turn. However, the current copy of Nabrun Leids is still played out (it is now the current action again). Neither player wishes to respond further to Nabrun Leids, so it has its result (the Light characters are relocated). The Nabrun Leids card is placed on top of Tentacle. Nabrun is removed from the stack, and the stack is empty (normally meaning that Dark performs the next top-level action). However, Light quickly announces the play of A Gift, which says "If you just moved a droid to Audience Chamber..." Since this is a just action (a response, in this case, to an action coming off the stack), it must come before Dark's top-level action. But Dark, not to be outdone, announces his own just action: Double-Crossing, No-Good Swindler ("If Nabrun Leids just completed a transport…"). Dark's just action happens first (because Dark gets the first response to any of Light's actions), so Light must return A Gift to his hand. (Note that A Gift is not suspended or canceled; rather, it was never really initiated at all. **This is an example of**

a player having to "back up" so the opponent has time to initiate an action in the proper sequence.)
After Double-Crossing, No-Good Swindler has its result, Light has the next opportunity to initiate a just action and thus may decide whether or not to initiate A Gift.

Actions - Example 4 - Competing Just Actions

Dark deploys Blizzard 4, which states "When deployed, you may deploy (for free) an Imperial warrior aboard from your Reserve Deck; reshuffle." The deployment of the Imperial is optional (you may deploy) so it is a just action. Light has the first just action, but passes. Dark uses Blizzard 4's text as a just action to deploy Darth Vader on board from Reserve Deck. Light is allowed the first just action to Vader's deployment (and passes); it then passes to Dark, who also passes. Two passes means that the time for just actions responding to Vader's deployment is over and is removed from the stack, and Blizzard 4's deployment is again the current action. Light is now allowed the next just action to Blizzard 4's deployment, since there have not been two consecutive passes yet for that action. Light plays It Can Wait to send Blizzard 4 back to opponent's hand; no just actions to that occur and the Interrupt resolves, sending the walker back to the Dark hand and Vader to the Lost Pile (per the Leaves Table rule). Had the Dark player not deployed Vader, It Can Wait could not have been played, because two consecutive passes would have taken place. No backing up is permitted because Light voluntarily passed.

Actions - Example 5 - Battle, Just Actions And "Sense vs Alter"

Light initiates a battle at a site, using 1 Force. (Since a battle has no card associated with it, picture a "pseudo card" symbolically placed on the stack to represent the action.) Dark responds to the battle by playing You Overestimate Their Chances, placing it on top of the stack. Neither player responds to this Interrupt, so You Overestimate Their Chances has its result (an automatic modifier is scheduled to triple battle damage) and the Interrupt is placed on the Lost Pile. Light has the next opportunity to respond to the battle initiation, but chooses to pass. Dark responds to the battle initiation a second time by 'reacting' with a vehicle (Ubrikkian 9000 Z001) from an adjacent site (a react is a special kind of just action). Neither player responds to the react, so the Ubrikkian is moved, along with three Dark characters aboard, to the site of the battle. Two of the characters then disembark as part of the 'react.' Light has another opportunity to respond to the battle initiation, but again declines to do so. Dark has no more responses, so the battle proceeds to its result step, which begins with the weapons segment. (The weapons segment has the special property of allowing actions to occur even if they do not say they play during battle.) Light may initiate the first action of each segment; since the battle involves Luke and Han, Light initiates Don't Get Cocky. (Don't Get Cocky is not a response to battle, but rather plays during battle, and thus must occur in the weapons segment.) Dark responds to Don't Get Cocky with Sense. Light responds to Sense with Alter. Dark responds to Alter with Control. At this point, the

stack of actions looks like this: Control (current action)-Alter-Sense-Don't Get Cocky-battle (in its weapons segment). Neither player responds to Control, so it has its result (canceling Alter). Both cards are placed in the appropriate Lost Piles (Alter is removed from the stack with Control because canceled actions are always removed from the stack) and Sense is again the current action. Neither player responds to Sense, so it has its result. Dark draws destiny but fails to cancel Don't Get Cocky. Light has the next opportunity to respond to Don't Get Cocky, but chooses not to do so. Dark responds to Don't Get Cocky with another Sense. Neither player responds, so Sense has its result. Dark draws destiny, this time successfully canceling Don't Get Cocky. Now the battle is the current action again, and Dark has the next opportunity to initiate a top-level action in the weapons segment. After both players are finished initiating actions in the weapons segment, the battle proceeds to the power segment, to be followed by the damage segment. When the eventual winner is determined, the automatic action scheduled by You Overestimate Their Chances will initiate itself to triple the loser's battle damage.

Actions - Example 6 - Turn Progression

It's Dark's turn during the deploy phase, and Light has 1 Force in their Force pile. Dr. Evazan is armed with a Blaster Rifle at same site as Obi-Wan Kenobi and a Talz, meaning that if a battle takes place there this turn, the Dark player would get the first action of the battle phase (and thus be able to initiate a battle) and the first action of the weapon phase of that battle (and thus be able to fire at Obi-Wan and remove him from the battle, resulting in significant battle damage). Light has Depa Billaba on the table who can be used for 1 Force to help ensure that the destiny card that will be drawn will miss, but once the battle phase starts the Light will have no opportunity to do so before Dr. Evazan fires, because Depa's ability is a top-level action. In order to use her ability first, it must be performed during the deploy phase. However, the Light is also worried that additional characters may be deployed to that site and join in the battle, and has a Rebel Barrier they would like to play to prevent that, which costs 1 Force. Ideally, the Light player would want to have the last action of the phase (and thus ensure no more cards would be deployed that they would need to use the Rebel Barrier on). Unfortunately for the Light player, that can never happen. One of two things will happen:

- Dark player performs an action, the Light player passes, and then the Dark player passes. Two consecutive passes means the deploy phase ends and the battle phase begins, without the opportunity to use Depa Billaba.
- Light player performs an action, the Dark player passes, and then the Light player uses Depa Billaba. Since there were not two consecutive passes, the deploy phase continues and the Dark player gets the next current action, which may include deploying a character to the site.

Either way, the Light must choose between using Depa and taking their chances on deployment, or not using

Depa to be ready for the Rebel Barrier. They cannot compel the Dark player to allow them to use Depa's ability before the deploy phase ends (such as by asking "tell me when the deploy phase ends" and then initiating the action), nor can they prohibit the Dark player from deploying characters if her ability is used.

Actions - Example 7 - Automatic vs. Just Actions
Light deploys Deneb Both to a site. Dark knows Deneb Both will interfere in their activities, and would like to remove him; I'd Just As Soon Kiss A Wookiee can do this, because it targets a just deployed character and sends them back to the opponent's hand. However, Deneb Both's game text states "When deployed, draw up to 2 cards from top of Reserve Deck." Because this is not optional, this is an automatic action that occurs before any kind of responses to the deployment can take place. Light immediately draws 2 cards, one of which is Protector. Dark now gets the first just action to the deployment, and plays their Interrupt. The light side responds to this new current action with Protector, which cancels it. Light has no just action to the deployment, and neither does Dark, so play continues with Deneb still in play and the Dark allowed the next top-level action.
By an amazing coincidence, the scenario happens again the following turn, except this time the character is Arleil Schous ("When deployed, you may take one non-unique alien into hand from Reserve Deck; reshuffle."). Because it's optional ("you may take") this isn't an automatic action, it's a just action (remember that the word "just" is not required). Because Dark gets the first just action they may play I'd Just As Soon Kiss A Wookiee to send him back to hand. Since the Light no longer has a Protector in hand, the Interrupt resolves, Arleil leaves the table, and the just action in his game text never happens (nor can any other responses to the deployment take place, because he's no longer "just deployed").

Actions - Example 8 - Mandatory Actions
It's the start of Dark's battle phase, so they get the first action. That player has a number of characters at the same site an opponent occupies. At another site, Bubo is present with Han Solo. Dark may choose to battle, attack, or perform some other top-level action (such as using Ommni Box to shuffle a Reserve Deck). Dark chooses to initiate a battle. Once the battle is over Light has the opportunity for an action; they pass. Dark can choose to initiate an attack with Bubo, but decides not to, thus ending the battle phase. However, Bubo must attack (because creature attacks are a mandatory action during the battle phase). Thus before the phase ends the attack is triggered as an automatic action and takes place as normal. Once the attack is complete the battle phase is over and the move phase begins. Neither side can perform any more actions during the battle phase because two consecutive passes had still taken place. Had Dark instead voluntarily initiated the attack rather than passing, then after the attack was finished Light would have had an opportunity to initiate an action, and so on until two consecutive passes

ended the battle phase (with no attack being triggered because all creatures had already attacked).

Actions - Example 9 - Simultaneous Actions
During battle at the Death Star system, *Avenger* (with Emperor Palpatine and a Laser Cannon Battery on board) is hit by a Heavy Turbolaser Battery, then made immediately lost by Power Pivot. As a result, *Avenger* and both cards on board are simultaneously lost. All are placed in the Lost Pile. No automatic actions are triggered, so just actions may now take place; Dark gets the first just action (it was Light's action that caused them to be lost, so placing them in the Lost Pile is Light's action). Dark can choose to respond to the loss of any of those three cards, because all are momentarily on top of the stack. He chooses the *Avenger*, targeting to place it on Return To Base. The stack is now: Return To Base-*Avenger*-Emperor/Laser Cannon Battery-hit *Avenger* -battle (in its weapon segment). Light has no response to Return To Base, so *Avenger* is stacked on that card. *Avenger* being just lost is also removed from the stack, because it's no longer just lost (it's left the lost pile). The loss of the two remaining cards are now on the stack, and because Dark had taken the first action, Light may now perform the next response to their loss. He gets to choose which he'll respond to, so he chooses to play End Of A Reign, which targets a just lost Emperor. The stack is now End Of A Reign-Emperor-Laser Cannon Battery-hit *Avenger*-battle. Dark responds to End Of A Reign by playing Sense, and Light responds with Control to cancel Sense. Both leave the stack and End Of A Reign is again the current action. Light has no response, nor does Dark, so it resolves: Light draws a 4 for destiny, so Dark loses 4 Force. End Of A Reign leaves the stack and Dark gets the next response to the loss of the Emperor (he cannot respond to the loss of the Laser Cannon Battery yet because when Emperor Palpatine was targeted it was moved above it on the stack). Dark responds with Evader, to place the Emperor on his Used Pile. Light has no response to Evader, neither does Dark, so it resolves and the Emperor is placed on the Used Pile. The loss of the Emperor is removed from the stack (he's no longer in the Lost Pile so he's no longer just lost), leaving the loss of the Laser Cannon Battery as the lone current action. Dark gets the next just action (Light had responded to the loss of both cards by targeting the Emperor), but passes. Light also passes. With no responses, the loss of the weapon resolves and its removed from the stack, leaving the hitting of *Avenger* as the current action. It is then removed from the stack (because the *Avenger* isn't on table, there is no legal target for any response), leaving the battle in its weapon segment as the current action. Dark may now perform a top-level action (since Light's top-level action was to shoot the *Avenger*).

Targeting
To target is to select and identify a particular thing such as a card, pile, hand, player, icon, etc. for a purpose specified by a card or rule. (It is also a synonym for the thing that is targeted.) It's important to note that a card

does not have to explicitly use the word "target" to target something.

All the items listed on a card for a given purpose, such as to initiate an action or apply an automatic modifier (even the results of the action or modifier) are targeted by that card.

Targeting - Destiny Draw Targeting X

Some cards reference a destiny draw that is targeting a particular value (e.g. A Few Maneuvers looks for a destiny draw targeting a starfighter's maneuver).

A destiny draw is said to be targeting a value if the destiny draw is to be used in a comparison (greater than, less than, or equal to) with that value (e.g. I've Got A Problem Here) or a calculation that includes that value. This includes comparisons with multi-step calculations (e.g. Tallon Roll).

If an action causes both players to draw destiny (e.g. Lando With Vibro-Ax, Tallon Roll, Wookiee Strangle, Vader's Obsession), only the destiny draw(s) of the player initiating the action are considered to be targeting any values. For example, when Light plays Wookiee Strangle, Light's destiny draw targets the ability and power of both characters, and Dark's destiny draw does not.

Targeting - Retargeting

For the purposes of cards that let you retarget (which are extremely rare), you need only be able to change a primary target to another valid primary target. Any secondary targets will change automatically as needed. When a primary target is a card or group of cards, the new primary target must not include any of the cards of the original primary target. Primary and secondary targeting have no effect upon the implied target rule nor targeting in general, and shall only be considered for the purposes of "retargeting" a card or action.

- Primary Target - A target that a player explicitly chooses. Examples include the group of characters to be moved by Elis Helrot, a character targeted with a weapon when firing, and starships LS tries to destroy with Collision!.
- Secondary Target - A target that is incidentally determined as a result of a player choosing a primary target. Examples include the origin site in Elis Helrot (it's determined by the characters chosen), the location where the targeted character is present (it's determined by the character chosen), and the system or sector in Collision! (it's determined by the starships chosen).

For example: When using I Have a Bad Feeling About This against Elis Helrot, you should either change the group of characters or the destination site (both primary targets). If you choose to change the group of characters, the origin site (a secondary target) will naturally be changed as well. You may not select any previously selected characters as a new primary target, as they were part of the original primary target. You may, however, retarget to another character at the same inital site that was not part of the original group, as any secondary targets may be duplicated in the retargeting action.

Implied Target Rule

You must be able to target all listed aspects of a card in order to target it using an action; this is referred to as the Implied Target Rule. If you cannot target every item, you cannot initiate an action. Thus:

- You cannot cancel (or lose) something that doesn't exist or that cannot be canceled.
- You cannot modify, reset, or otherwise target a value which does not exist (Droids are a specific exception; they may be targeted by cards that compare against ability; in which case their ability is treated as an unmodifiable 0).
- You cannot move a card that doesn't exist, relocate it to a stack, pile, deck, place it out of play, or take it into hand.
- You cannot move a card to a site, system, or sector that doesn't exist.
- You cannot deploy, take, exchange, or steal a card from an empty deck, pile, or stack, nor can you search it, peek at it (examine, revealing, etc.), shuffle it, or draw a card from it (An empty Reserve Deck does not prevent a player from drawing a destiny; the draw simply fails. An empty Lost Pile does not stop a player from initiating an action that retrieves Force/cards. Empty piles may still be moved.). Cards may still be placed under an empty deck or pile.
- You cannot look at (glance, reveal, etc.) a player's hand if they have no cards in hand, nor can cards be removed from an empty hand.

There are four exceptions to this:

1) Optional targets: Some items do not have to be targeted; their absence will not prevent the action from being initiated (For example, when A Jedi's Resilience says "return Interrupt (if any) used to initiate duel to owner's hand" the Interrupt is an optional target, and thus you can still perform the action -canceling a duel- if it was initiated without using an Interrupt).

2) Gaining aspects: If something is gained by the action, you obviously are not targeting it.

3) Unknown targets: For some items, you cannot know what the target is when the action is initiated, because it cannot be directly observed at the moment or is the result of a random act. (For example, if you play The Signal to take an Effect into hand from your Reserve Deck, you cannot know what cards are in your deck when the card is played. Once you have looked through your Reserve Deck, however, you can identify any potential targets.) Any card in a deck or pile (even if they are somehow face up, e.g., the cards in your Lost Pile), that is currently face down, or that is in your opponent's hand is considered unobserved.

4) Members of an 'all' group: Some cards target certain groups of other cards. For example, Dark Jedi Presence targets 'all other Imperials' and Stunning Leader targets 'all characters of ability > 2 and all leaders.' There may be individual members of that group that may be immune to the card targeting the group either due to their own game text or some other condition. This does not prevent the targeting card from being played, instead, the card simply ignores the protected cards and targets as many other members of

the group that it can. Note that this does not adversely impact the rules on 'all cards' situations. See All Cards/All Characters.

Remember that automatic modifiers are <u>not</u> actions, and thus do not have to be initiated. They still operate even if some of their targets are not available. For example, when R2-D2 is on a starship without hyperspeed, he is providing an automatic modifier. Although he is not able to target any hyperspeed, he would still modify the starship's power and any existing maneuver.

Implied Target Rule - Examples

Shocking Information ("Target a location. Scomp Links there cannot be used for remainder of turn") targets a location and scomp links at the location. If a location does not have scomp links, it cannot be targeted by this card.

Evader ("Cancel all Revolutions in play") targets the card Revolution. If there are no Revolutions on table, this card cannot be played.

Focused Attack ("If Vader is present during a battle at a site, for remainder of turn, he loses his immunity to attrition, but adds ability to power (he may not apply ability toward drawing battle destiny).") targets Vader and his immunity to attrition. If Vader has no immunity to attrition, he cannot use this card (you cannot lose something that doesn't exist).

The Bith Shuffle ("Shuffle any player's Reserve Deck or Lost Pile or Used Pile.") targets a deck or pile. It cannot shuffle a Used Pile if there are no cards in that player's Used Pile (you cannot shuffle an empty pile).

Defensive Fire ("Randomly select one card from opponent's hand and place it, unseen, in Used Pile.") targets a card in opponent's hand. If Light has no cards in hand, this card cannot be played (because you cannot remove cards from an empty hand).

Armed And Dangerous ("If a battle or duel was just initiated at a site, search your hand or Reserve Deck for one unique weapon matching one of your participating characters.") targets a unique weapon matching a character in a battle or duel. If Luke was in a battle just initiated, he would be a target; since you cannot know if a unique matching weapon is in your Reserve Deck unless you look, you don't target it yet. Once the action has its results, you then look through the Reserve Deck and attempt to find a valid target; if you cannot, the action merely has no result (the action cannot be undone because it has already successfully resolved) and the Interrupt is placed wherever it normally would be (in this case, the Lost Pile, because it's a Lost Interrupt). If you do find such a weapon (even if you don't want it) it is still targeted and you would have to deploy it.

A Few Maneuvers ("Add 2 to hyperspeed and maneuver of any starfighter for the remainder of this turn.") Targets a starfighter, its hyperspeed, and its maneuver. Thus, it cannot target a TIE Fighter because a TIE Fighter has no hyperspeed (you cannot modify a value that doesn't exist). Note, however, that if you use S-Foils to reset an X-Wing's hyperspeed to 0 you could target it; the Implied Target Rule prevents you from targeting a value that doesn't exist, but you may still target one that cannot be modified (it simply fails to modify that value).

Canceling And Suspending

When you cancel an action, you prevent that action (such as a card play or a battle) from having its result. You cancel an action after the initiation of that action is complete (during the optional responses step) which means that any costs paid to initiate that action remain paid. When you cancel an action that was limited to once during a particular time period (such as a turn, a control phase or a battle), that action may not be initiated again during that same time period. When a card is canceled, it is placed in the Lost Pile unless otherwise directed. However, if a destiny draw is canceled, the card drawn goes to the Used Pile because only the destiny draw was canceled, not the actual card itself.

Canceling a card will not affect any action that is stated to occur for a specific duration (see Actions - Duration). Characters, vehicles, and starships may not be canceled.

Canceling Game Text

Actions that in any way suspend or stop the use of all game text on a card are considered to be "canceling the game text" (and can be prevented by text that says "game text may not be canceled"). Canceling game text effectively 'clears' the game text from the targeted card for a specific duration, while the canceling card is in play, or until the canceled card leaves table (see Leaves Table). No actions or modifiers may be initiated or triggered from the canceled card's game text. Statistics, card title, icons and other card information is unaffected, unless the game text of the card defines those statistics (see Values & Numbers - Undefined Values). If the game text of a starship or vehicle is canceled, a few other critical pieces of information are also unaffected:

- Capacity (e.g., "May add 2 pilots or passengers, and 1 astromech")
- Identity of any unique personas listed
- Amount of ability provided by permanent pilots
- Game text stating "deploys and moves like a starfighter"

A card whose game text is canceled still remains on table - it is not placed in the Lost Pile as a canceled card would be, nor is it considered suspended (see Suspending Cards). When a card's game text "returns", if that card is then found to be performing an illegal operation (for example, Kal'Falnl C'ndros is found to be aboard a starfighter), that card is immediately placed in the owner's Lost Pile (this does not count as being just lost).

If a card's game text triggers an automatic action at the same time that its game text is canceled, the cancellation is considered a competing automatic action, and is resolved accordingly (see Actions -Automatic Actions). For example, if Sith Probe Droid is deployed to the Galactic Senate while Plead My Case To The Senate is on table, the droid's "When deployed, immediately retrieve 1 Force" text is triggered at the same time that the objective cancels its game text. Thus, the active player chooses which would resolve first; if it is the droid, Force is retrieved, then the

game text is canceled. If not, the game text is canceled and the retrieval will not happen (because canceled game text cannot be initiated).

Suspending Cards

Rather than canceling or suspending game text, some actions instead cause cards to become suspended. A suspended card is inactive (see 1D. Card States).

Conditions Versus Costs

An important distinction must be made between conditions and costs; both are part of the initiation of an action, but both are different parts of that initiation. Some cards or rules will allow you to ignore conditions, others allow you to ignore costs (or occur for free), but those are always independent of each other. For example, Cloud City Occupation has a deployment condition (occupying two sites); even though the rules allow cards deployed at the start of game to deploy for free, that doesn't affect the deployment condition, so the card can't be deployed. Likewise, Encampment allows you to ignore the deployment conditions of Yoda, but this does not affect his deploy cost.

Never

The word "never" is used on cards and in rules for anything that cannot be circumvented. For example, since shielded sites are never battlegrounds, then Establish Control (V) cannot make a shielded Hoth: Echo Docking Bay a battleground. Likewise since inactive cards never provide presence, an undercover Probot cannot provide presence.

A card with a deployment restriction using the word "never" cannot be circumvented by cards such as Quarren and Cane Adiss.

A character with a movement restriction of "never" cannot use any form of movement if it would violate the stated restriction (though it may be carried, unless this is also prohibited), and cannot be relocated from a pile, card, etc. that would violate that restriction (as if it were moving there).

A 'never' limitation is always applied, even if the card's game text is canceled or the card is in a non-active state.

Never - Location Restrictions

Some cards are, by rule, restricted to certain locations:

- Characters may exist only at sites (unless aboard a vehicle or starship). However, characters may not deploy to the Death Star: Trench, and may only exist there aboard a starship.
- Vehicles may exist only at exterior sites (unless aboard a starship). The only exceptions are Cloud Cars, Patrol Craft, and Shuttle Vehicles, which may also exist at cloud sectors. Lift Tubes are also a special exception in that they can exist only at interior mobile sites.
- Capital starships (except those that deploy and move like a starfighter) may exist only at systems and asteroid sectors.
- Starfighters (and starships that deploy and move like a starfighter) may exist at exterior sites, systems, and sectors.

- Characters, creatures, devices, starships, vehicles and weapons may not exist at a holosite.

A card cannot deploy or move to a location where it cannot exist. If it is ever in such a situation, it is performing an illegal operation and must be placed in Lost Pile (this does not count as being "just lost").

The One Rule

When a card that is on table, such as a character or Effect, allows you to perform an action during a particular time frame (e.g., a turn, a phase, or a battle), and the context indicates that the action is singular (typically by use of the word "one," "a" or "an"), then you may perform that action only once during that time frame. If there are multiple copies of that card on table, you may perform it once for each of those cards. For example, Baragwin says "During your control phase, may exchange one card in hand for one weapon or device in your Lost Pile." Thus, the Baragwin may exchange only one card per control phase (though if you had two Baragwin's on table you could do it once for each). Cards in play that do not specify a particular time frame for an action allow you to perform that action as many times as you like. Also, you may play multiple copies of an Interrupt that allows an action during a particular time frame in order to perform that action multiple times, subject to the limitations on unique and restricted cards. Note that when a card references the "top card" of a particular deck or pile, the phrase "top card" is considered singular for the purposes of this rule.

Once Per Game

Actions that are limited by their game text to "once per game" may never be initiated more than once per game (even if it fails or is canceled). Once initiated, a card's "once per game" function may not be initiated again by either player, whether with that card or any other card with the same title, regardless of card back (for example, if the Light Side Boonta Eve Podrace begins a podrace, the Dark Side Boonta Eve may not be used to start a podrace because they have the same card title). Actions that allow you to deploy "once per game" are still limited to the owner's deploy phase (unless specifically stated otherwise).

This rule applies similarly to cards and actions that are limited to a certain number of uses in excess of once per game. For example, if a player uses Padmé Naberrie's deployment text twice, they cannot use it again that game, even if Padmé leaves table and another copy of her is deployed.

The One Rule - Examples

Trade Federation Landing Craft ("While at a site, once during your deploy phase may take an MTT into hand from Reserve Deck; reshuffle.")
Here the "once" and the phase (deploy phase) make this a clear application of the one rule. You can only take into hand one MTT per turn.

It Is The Future You See ("Whenever you are about to draw a card for destiny, you may instead use the upside-down card")

The action is singular ("a card") but no time frame is provided ("whenever you are about to draw" is a condition, not a time frame). The one rule does not apply, so you may substitute the destiny any number of times per turn.

There are three Biker Scout Troopers at the Back Door. Biker Scout Trooper ("Once during each of your deploy phases, may deploy a speeder bike to same site from Reserve Deck; reshuffle.")
The one rule applies; the action is singular ("Once") and a time frame is given ("deploy phases"). Each Biker Scout Trooper may deploy one speeder bike (once per turn per copy) for a total of three bikes per turn, though each is a separate action initiated by a different card (in other words, if Scout #1 deploys a bike, and Scout #2 has his game text canceled, Scout #1 can't deploy it for him, because he's already done as much as the one rule allows).

Captain Piett ("May use 1 Force to take one Probe Droid into hand from Reserve Deck; reshuffle.")
In this case, while the action is singular ("one Probe droid"), there is no actual time frame stated on the card. This means the one rule does not apply and you can take into hand any number of Probe Droids so long as you pay the costs (though each counts as a single, separate topmost action).

Droid Racks ("If your battle droid was just lost, may place it here. During your control phase, may use 2 Force (1 Force if your piloted MTT on table) to take any battle droid from here into hand.")
A phase is listed. However, because the action is not singular (note the use of "any battle droid" rather than "one battle droid" or "any one battle droid") the one rule does not apply; you may take any number of battle droids in your hand that you can pay the cost for (though each is a single, separate top level action).
Interrogation Array ("Also, during your control phase, may use 1 Force to search your Reserve Deck, take one Torture or Aiiii! Aaa! Agggggggggg! into hand.")
A time frame is given, and the action is singular, thus the one rule applies. Note that "one Torture or Aiiii! Aaa! Agggggggggg!" applies the singular to all cards in the list, so you cannot take multiples of the second card into hand, nor can you take one of each.

Section D. Card States - Active, Inactive, Supporting, Unit of Force, Out of Play

Any card in your deck will be in one of these five states at any time. A card can never be in more than one state at a time; for example, a card that is a Unit of Force cannot be considered Active for any purpose.

One State Only - An Example

Two cards are stacked beneath Cyborg Construct; they are supporting. As such, they are not units of Force, and thus are not considered a part of your Life Force.

Active

Active generally describes a card doing what it says it does, whether it's an Interrupt being played or a

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character at a site or an Effect on the table. Once you successfully initiate an action to play or deploy a card, that card is considered active. If the result is the card being deployed on the table (or played on table, in the case of Defensive Shields), that card is now active as well, and will remain active until it leaves table or is made inactive. When a card's state is not referred to, it applies only to active cards.

Inactive

An inactive card represents a card that is in some sense on the table, but isn't actually doing anything. Examples of this are a starship that has been captured, a character that has gone missing, a weapon that has been stolen, a battle droid on Droid Racks, or an Effect that has been suspended. **Rules will state when a card becomes inactive. Also, some stacked cards are inactive** (see Stacked Cards And Card State). When a card is inactive, it is no longer considered to be on the table or at its location (if any) except:

- Rules, actions, or conditions that specifically refer to its inactive state (e.g. Frostbite causes Force loss based on missing characters), target a card in that state (e.g. Take Your Father's Place allows Vader to duel a captive Luke; Besieged deploys on a captured starship), or checking to see if it remains inactive.
- A unique (•) or restricted (••, •••) card still counts towards the restrictions specified by the uniqueness and persona rules
- If at a location, is still affected by cards that target "all cards" or "all characters," etc.
- If aboard a vehicle or starship, counts towards capacity limits.

Inactive cards never provide presence.

When a card goes from active to inactive, it has not left the table, thus it does not follow the Leaves Table rule. Any active cards deployed on or carried by a card that becomes inactive (or Utinni Effect that targets it) are not lost (unless a card or rule indicates they would be in this state); instead they become inactive as well, unless they indicate they may deploy on or otherwise still function while the card is in this state (e.g., Bounty works while a character is a captive). If the card becomes active again, those cards return to being active as well.

If a card has an action "scheduled" and it becomes inactive, the action still occurs. For example, Beggar would still be lost at end of turn even if suspended. Note, however, that this does not apply to continuous modifiers, resets, or similar changes on suspended cards that contain scheduled actions. Those changes would also be suspended. For example, if Maneuvering Flaps or S-Foils is triggered during a Light Side player's control phase, its effects are scheduled to last until the following Light Side player turn. The game will remember that that card is in effect until that time (even if suspended) but its modifiers and resets would <u>not</u> apply at locations where it is suspended.

Active Cards - Example
Weapon Of An Ungrateful Son allows you to put devices and character weapons on Used Pile. Since it

does not refer to a card state, it only affects active cards; it cannot affect those that are stacked on Blaster Rack or deployed on a 'missing' character (inactive), stacked on a podracer (supporting), or out of play.

Inactive Cards - Example 1
After being released from Carbonite (flipping the objective You Can Either Profit By This...), getting his Heavy Blaster Pistol and then having a Death Mark placed on him, the unfortunate Han Solo steps into a Sandwhirl and goes missing. Missing rules state that Han is inactive, thus:

- The objective You Can Either Profit By This... / Or Be Destroyed flips back to its destiny 0 side because Han is no longer on table.
- Death Mark is an Utinni Effect that targeted Han before he went missing; it became inactive when Han did, so no Force is lost from it, nor can it be targeted to be lost.
- No cards can be deployed on the missing Han (he is not on table for such purposes) unless they specifically deploy on missing characters.
- If Leia With Blaster Rifle is in a battle at the same site where Han is missing, she would not get to add a battle destiny because her destiny adding text does not specifically refer to a missing Han. Han will not participate in the battle because he is not on table.
- The Dark Side cannot target Han's Heavy Blaster Pistol with Overload (it became inactive when Han did).
- The Light Side player may not: deploy another version of Han, deploy another copy of Han's Heavy Blaster Pistol, or persona replace the missing Han.
- Han may be captured by Corporal Oberk (he specifically targets missing characters).
- If Exhaustion is played (which counts missing characters on table) it will count Han since it looks for cards that are missing.
- Han may not be targeted by This Is Even Better, which targets captives (even though a captive is also inactive, Han is not a captive, he's missing).

Inactive Cards - Example 2
Koensayr Manufacturing states that it is suspended while the opponent controls the Ralltiir system. If the Dark Side does control Ralltiir, then it is no longer considered to be on table and its game text does nothing. You may not deploy another copy of Koensayr Manufacturing (because inactive cards still count towards uniqueness). The opponent cannot deploy Sudden Impact on it (even though the "Immune to Alter" game text is canceled, Sudden Impact does not state that it can deploy on suspended Effects, so Koensayr Manufacturing is not a valid target). Since part of Koensayr Manufacturing's game text is relevant to seeing if the suspension continues, that text is applied whenever appropriate (i.e. when opponent no longer controls that system).

Inactive Cards - Example 3
Vader is carrying a stolen Obi-Wan's Lightsaber. Since he cannot use that weapon, it is inactive; no copy of that unique weapon can be played. He is considered to

be 'carrying' a stolen weapon, but it isn't on table for any other purpose (he is not "armed", "using" or "with" a weapon; he may not swing it, may not gain a Force drain bonus from it, does not get a bonus during an Epic Duel, and may not receive a power bonus at the Cloud City: Lower Corridor). The lightsaber cannot be targeted, except as a stolen weapon (Weapon Of A Fallen Mentor), or by attempts to steal that weapon back (Weapon Levitation), because the rules state that stolen weapons may be targeted to be stolen.

Unit of Force

Any card that is in your hand, Life Force, or Lost Pile is a unit of Force. A unit of Force is never on table, even if revealed or face up (e.g. drawing a destiny; peeking at the top card of a pile; turning the cards in a Used Pile face up with Polarized Negative Power Coupling; or any card in your Lost Pile). A card does not have any aspects to it while it is a unit of Force, except when a rule, action, or condition specifically looks in the appropriate place for that aspect (e.g. The Signal looking through Reserve Deck for an Effect; Scanning Crew looking through hand for a Rebel; Kintan Strider retrieving a character from your Lost Pile; Forced Servitude reducing Force loss by the forfeit of a droid in Life Force; Mantellian Savrip allowing forfeiting of cards from hand.).

When a card in a hand, deck, or pile has game text that allows itself to be targeted by another card, that game text is considered active and will function normally if the targeting card is searching through that hand, deck, or pile (see Actions - Immune for a similar ruling about cards that are immune to other cards).

When a card is drawn for destiny, text related to the destiny (or the condition of being "just drawn") is considered active (see Defined Destiny Values).

Unit of Force - Example 1
EG-6 is drawn for destiny. Because its text states that you can compare power totals in battle when it is drawn for battle destiny, you may do so (the game text refers to its state as a unit of Force).

Unit of Force - Example 2
M'iiyoom Onith looks at opponent's hand to cause all unique male Rebels and aliens to be lost. Each card is then checked to see if it is of the card type Rebel or alien, whether it is unique, and whether it has the characteristic of male. Those cards are then selected and put in the Lost Pile. The Light side player cannot use Bacta Tank to save any of them because they are units of Force being lost, even though the only reason they are being lost is because they had to meet the above criteria. M'iiyoom Onith specifically looks at units of Force, Bacta Tank does not.

Unit of Force - Example 3
Abyss and the unique Effect card Insurrection are both on table. Another copy of Insurrection is drawn for destiny. Normally this would have no special effect other than the draw (the second Insurrection is a unit of Force, and thus its uniqueness is unimportant). However, Abyss looks at the uniqueness of cards

drawn for destiny; since the draw is a copy of a unique card in play, it is lost and the destiny is reset to 0.

Supporting

A supporting card is one which is not on table for game purposes but is nevertheless having some effect on the game. Examples of this are a card stacked on It Is The Future You See, one or more Interrupts stacked on Allegations Of Corruption, a card placed under Hem Dazon, an alien stacked on My Kind Of Scum, a senator on a Political Effect, or a stack of cards under Fear Is My Ally. Any card that is face down is always supporting (except for any deck or pile). Also, some stacked cards are supporting (see Stacked Cards And Card State).

A card that is supporting is not considered to be on the table or at its location (if any) except for rules, actions, or conditions that specifically refer to its supporting state (e.g. Our Only Hope takes a card off Insignificant Rebellion; There'll Be Hell To Pay counts the cards stacked on it; Tentacle affects the uniqueness of other Interrupts based on the name of the card on it; An Unusual Amount Of Fear will play Defensive Shields from underneath it; The Ebb Of Battle states it may be played when under your Dark Jedi as a combat card).

Supporting Cards - Example 1
A podrace is taking place at the Podrace Arena, and the light side draws a card for race destiny. That card is Red Leader In Red 1, and it is stacked on the site. As a supporting card, it is not considered on table. While it is there:
- Red Leader In Red 1 is neither on table nor at that site. You may deploy copies of Red Leader or Red 1 as normal. Red Leader In Red 1 may not be targeted by an E-Web Blaster (it is not at the site), is unaffected by an exploding Thermal Detonator (even though it targets all cards there), and cannot have Rectenna deployed on it or be targeted by A Few Maneuvers.
- It may be placed in the Used Pile by A Step Backwards, because that Interrupt specifically targets race destinies.

Supporting Cards - Example 2
Let The Wookiee Win disarms a trooper and is stacked on him. As a supporting card (because it's stacked after it resolves) it no longer can be canceled by Sense.

Supporting Cards - Example 3
The Political Effect I Will Not Defer is on table, and Queen Amidala, Ruler of the Naboo has been stacked on it.
- Amidala is not considered on table, which means that you can deploy copies of her persona as normal, and you may neither target nor deploy anything on the copy of her stacked on the Political Effect.
- I Will Not Defer looks at agendas of cards stacked on it; thus her peace agenda will trigger its extra abilities.
- I Will Not Defer looks at characters for the senator characteristic; since Amidala does not have that characteristic, it does not affect that aspect of the card. Sanity And Compassion may move her to your Used Pile, as it specifically targets cards on Political Effects.

Out of Play

<u>Cards which are taken out of the game entirely are placed out of play.</u> To place a card out of play, the card's current owner places it in an "out of play" area next to their Lost Pile. Each player has their own "out of play" area.

An out of play card is not on table and has no effect on game play except:

- Rules, actions, or conditions that specifically refer to its out of play state (e.g. Dannik Jerriko gaining a power bonus from cards he has placed out of play)
- Any unique character, vehicle, or starship that is out of play prevents any additional copies of that card (or other versions of its persona) from being played by that same player (this does not affect the other player).

Unless stated otherwise, 'just placed out of play' actions are applied only to active and inactive cards. The only exception to this is when a card is placed out of play while it is just lost; in that case, treat it as having been active (or inactive) for purposes of its state when placed out of play.

Players may inspect the cards in the "out of play" areas.

Out of Play - Example 1
Noble Sacrifice places Light's Dutch out of play, or Dannik Jerriko "eats Dutch's soup." Light may not deploy any version of the Dutch persona for the remainder of the game, including Gold Leader In Gold 1 (because it includes the Dutch persona as a permanent pilot).

Out of Play - Example 2
Dark's Death Star Assault Squadron is randomly placed out of play by Out Of Commission. Dark may not deploy any versions of the following personas for the remainder of the game: Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3. If Light has a stolen Black 3 card, they may still deploy it.

Stacked Cards And Card State

When a card is stacked or placed on another card outside the normal rules of deployment, movement, etc., it is either Inactive or Supporting.

- If the card is being placed there from an active or inactive state, it is inactive.
- If the card is being placed there from a supporting or unit of Force state, it is supporting.
- However, if the card is stacked on a grabber, the card is <u>always</u> supporting (see Icons - Grabbers, Ch. 9).
- Face down cards are always supporting.

Exception - Just Lost
A card that is "just lost" (or "just forfeited") goes to the Lost Pile before being placed wherever it ends up (for example, if Luke is lost he is placed in the Lost Pile briefly before being stacked on the Bacta Tank; see 1.C. Just Lost). Even though the card is briefly entering the Lost Pile (and thus becoming a unit of Force), treat it as having been active (or inactive) for purposes of determining its state when it is actually stacked (in this example, Luke would be inactive on Bacta Tank rather than supporting).

Stacked Cards And Card State - Example
Light side has Senator Palpatine at Cloud City: Chasm Walkway. During a battle he is about to be hit; by that site's game text, he is placed on the Weather Vane. Since he went there from being on the table (active) he is now in an inactive state (meaning among other things that you could not deploy another copy of Senator Palpatine). The Light side uses Desperate Reach to place him at the Cloud City: Platform 327 (Docking Bay) and he later transits to Coruscant and moves to the Galactic Senate, then is taken into hand with I've Decided To Go Back. Now that he's in hand, the Light side places him on I Will Not Defer. Because this time he came from hand (unit of Force), he will be in a supporting state while on that Political Effect.

Global Effects And Card State

When a card is being affected "globally" (i.e., it is not targeting a specific card on table), it affects all versions of that card everywhere, regardless of its state. When a rule, action, or condition affects a card directly (such as when Uncontrollable Fury is deployed on Vader, giving him +2 power), it only affects that single copy of that card, and no others, regardless of their state.

Global Effects And Card State - Example 1
Bad Feeling Have I is on table, making Leia deploy +2. This means that Boushh (a persona of Leia) is deploy=8 (printed 6 + 2) in all states.

- Active: If you attempt to deploy her, it will cost 8 Force. Likewise if opponent wants to break her cover with Take Them Away, it will cost them 8 Force.
- Inactive: If on your Bacta Tank, it will cost 8 Force to take her into hand.
- Unit of Force: If opponent targets her with Frustration while she is in your hand, he must identify 8 Force icons.

Global Effects And Card State - Example 2
Raithal makes your troopers destiny +2 if you control it. This means that Stormtrooper is destiny 3 (printed 1 + 2) in all states.

- Unit of Force: If drawn for battle destiny, it is a destiny of 3.
- Supporting: If stacked on a podracer, it is a destiny of 3.
- Active: If targeted by Thermal Detonator to be lost, it would require a destiny of 3.

Global Effects And Card State - Example 3
The Dark Side deploys Baniss Keeg on Elite Squadron Stromtrooper to make him a pilot. This only affects that single card; other copies of Elite Squadron Stormtrooper will not be able to pilot, and will still get deploy, defense value, and forfeit modifiers from Intensify The Forward Batteries.

Global Effects And Card State - Example 4
Owen Lars & Beru Lars cause all versions of the Luke character persona to be power +6 until the end of the next LS player turn.

- Active: Any such version of Luke on table would be power +6 even if he was not previously on table when Owen Lars & Beru Lars were lost.

• Unit of Force: Camie can try to deploy a Luke of power < 4 from Reserve, but would be unable to deploy the Premiere version of Luke Skywalker (printed power 3) because he is power 9 for remainder of turn.

Section E. Values & Numbers

Most game actions will depend on values and numbers, and so the manipulation of both will eventually determine the winner. Cards have some values printed on them, such as deploy, ability and destiny, but these numbers are not absolute; they can be changed. There are two ways to change value: modifying and resetting.

Modifiers

Anything that adds to, subtracts from, multiplies, or divides a 'base value'. For example, Anakin's Lightsaber modifies a Force drain ("May add 1 to your Force drain where present") while Jedi Presence modifies a Rebel's power ("battle at double power"). Multiple copies of the same card cannot cumulatively modify the same 'base value' (e.g. deploying two copies of Tatooine Utility Belt on Luke will still only give him +2, not +4) unless they specifically state that they are cumulative.

When any card value is checked by a game action or rule, that targeted value is modified by any game text that is in effect. For example: to take Yoda into hand from the Bacta Tank when Bad Feeling Have I is on the table will require the Light Side player to use 7 Force. If the Dark Side occupies Fondor, then a Corellian Corvette forfeited from hand with Mantellian Savrip will have a forfeit value of 4 etc. (See Global Effects And Card State)

All modifiers are applied in the order that they occur. For example, if a character has his power of 6 reduced by 2 and then doubled, the result will be 8 (6-2=4, 4x2=8) not 10 (6x2=12, 12-2=10) because the subtraction came before the multiplication. Likewise, if a modifier is removed from play, the affected value should be completely recalculated, using any remaining modifiers in the order that they originally occurred.

Automatic Modifiers

Any modifier which simply states that it occurs (without a word such as "may" to indicate that it is optional). For example, "if you control, Force drain +1 here" (Alderaan) is an automatic modifier when the condition (controlling that location) is met. "May add 1 to a Force drain at a related site" (Clouds) is optional. As a rule of thumb, any time you choose to apply a modifier, it's not automatic. In addition, interrupts are always played by choice, and as such they usually constitute optional modifiers (dependent upon context). Automatic modifiers are considered to be instantaneous, and are included before any actions or comparisons can be made.

Unmodifiable Values

A value that cannot be changed by modifying. See Reset. This value is not prevented from being targeted to be modified (it simply fails to modify that value). See Implied Target Rule.

If a value cannot be modified, this even prevents global modifiers. However, see Substituted Destinies for

examples of how a "source" value could be modified and then substituted in as an unmodifiable value.

Substituted Values

A value that you use instead of another value (either on a card, or some previously existing total). In some rare cases, these can be used even if the total was canceled. For example, Ng'ok War Beast tells a Dark player to forfeit a card for 0. This is not a reset (see Reset), just a required use of a substituted value. Note that this new value may not be further modified or reset.

Reset

The changing of a value to a specific new value (such as power=0), even if the new value is numerically equivalent to the original. When a value is reset (e.g., ion cannons, crashed vehicles, weapons that set forfeit = 0, Lateral Damage), that value is unmodifiable until restored to normal (or until the affected card leaves play). Some cards define their values in their own game text, (e.g. Kal'Falnl C'ndros, Jawa or Brainiac). This is not resetting and may be modified. If a card defines a previously non-existent value on another card (e.g. Mercenary Armor providing armor), it is only defining a base value to the card (this is not a reset, and may be modified). Note that this means that one card could be either resetting or defining a value depending on the order of other cards played.

Resets - Examples

Tarkin is on table. Mandalorian Armor is deployed on Tarkin, defining an armor value of 5 for him. This is not a reset - the amount of armor may be modified.

Trooper Davin Felth and Corporal Drazin (both Stormtroopers) are on table. An Entire Legion Of My Best Troops is also on table, defining an armor value of 4 for each of them. Their armor value may be modified. Mandalorian Armor is then deployed on Drazin. Because Drazin already had an armor value, his armor is reset (rather than defined) to a new value of 5, and this new reset value is unmodifiable.

Reset - Competing Resets

If a card has its value reset, and another action will reset that value, whichever value is lower is the one that is applied. For example, Taym Dren-garen resets a Tusken Raider's power to 3, but Speeder Bike resets its pilot's power to 0. A Tusken Raider (under the tutelage of Baniss Keeg) piloting a Speeder Bike (while Taym was at the Audience Chamber), would be power 0, because that is the lower value.

Increase

Any time a value is modified or reset to a higher number, that value has been increased.

Reduce

Any time a value is modified or reset to a lower number, that value has been reduced.

Limited

Things are "limited" if you are not permitted all of what you are otherwise entitled to. For instance, if you can normally generate 3 Force for your Force icons at the Death Star, and This Place Can Be A Little Rough only

allows you to generate 1 there, your Force generation has been limited to 1. However, if you generate 1 Force at the Death Star: Detention Block Corridor under the same conditions, your Force generation has not been limited, because you are generating what would be the 'normal' amount. Likewise, if you can draw two battle destinies, and Imperial Command says you may only draw one, your battle destiny has been limited to one. However, if you were only entitled to draw one battle destiny, your battle destiny has not been limited, because you are drawing what you are otherwise allowed to. Anything which cancels modifiers is NOT limiting. Never apply a modifier directly to a value that's been limited. Instead, recalculate the entire value with all modifiers (in their original order) and then apply the limit at the end.

Cumulatively
Term used in game text to indicate that multiple copies of a card (or multiple applications of the same game text, as for political effects) can increasingly modify the same thing. For example, Rebel Tech says, 'Cumulatively adds 1 to the total of Attack Run.' Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, 'Each Jawa at same exterior site is forfeit +1.' The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (No modifiers are cumulative unless they specifically say they are.) Similarly, you may not place multiple copies of Queen Amidala, Ruler Of Naboo on I Will Not Defer to add more than 2 to a Force drain (you may place them, but they will have no effect).

Duration (How Long a Change Lasts)
See Actions - Duration.

Modifying/Resetting Totals
Anything that modifies or resets the total of something does not affect the individuals that made up that total. For example, Affect Mind will modify the total ability at a site, and Leia, Rebel Princess will reset it, but neither will change the ability of any of the individual cards.

Separate Costs
Separate Costs occur when a card imposes some new cost rather than modifying or resetting an existing cost. Separate costs are often indicated by stating that a player "must first use" Force, or similar language. Separate costs are paid during the Paying Costs step of initiation of an action, before the base cost. Unless specified otherwise, modifiers, resets, and the word "Free" only apply to the original base cost; separate costs are unaffected. See also Free.

Free
Any action that is "free" ignores its base cost, even if that cost is being modified or reset. Keep in mind that this only affects the base cost; separate costs related to the action still apply. If a condition states that a card must be able to deploy for free (such as Prepared Defenses) it means the card must have no deploy cost listed in its game text.

Free - Example
Battle Plan (which allows Light to initiate battle for free) is on table. This means that Wars Not Make One Great (which modifies the cost of battles) and Feltipern Trevagg (which resets the cost of battles) are ignored. Stormtroopers deploy free to the same site as Lieutenant Suba; however, if Yavin Sentry (V) on table (which requires you to first pay an additional cost for non-unique cards) you must still pay for its cost (if there's a stormtrooper there) because its cost is separate from the deploy cost of the stormtrooper.

Separate Costs - A Complex Example
Light has the effect Draw Their Fire on table ("during a battle you initiate, each time opponent plays an Interrupt, opponent must first use 1 Force"). Light has also stacked a copy of a Dark Interrupt titled We Have a Prisoner on A Tragedy Has Occurred ("To play any new Interrupt of the same name, player must first stack it here and use +1 Force for each Interrupt in stack"). All Wrapped Up (which states that We Have A Prisoner plays for free) is on table.
Light initiates battle and towards the end of that battle, Dark wishes to play another copy of We Have A Prisoner. We Have A Prisoner normally costs 2 Force, but this base cost is free due to All Wrapped Up. As a separate cost, Dark must use 1 Force for Draw Their Fire. As another separate cost, Dark must stack the We Have A Prisoner on A Tragedy Has Occurred and then use 2 Force (for the 2 copies stacked). If Dark does not have at least 3 Force saved to pay for both Draw Their Fire and A Tragedy Has Occurred, Dark may not initiate the We Have A Prisoner action in the first place (and therefore, would not stack their Interrupt).

Up to
Treat the phrase 'up to X' as '1 to X'. Thus zero is not a valid choice (unless, obviously, X *is* 0). Also, in the phrase 'up to X', X cannot exceed the number of cards available in the deck or pile that will be used to complete the action.

Even Number And Zero
For game play purposes, zero is defined as an even number.

Negative Numbers/Cannot Fall Below Zero/Minimum Zero
Some cards instruct you to subtract numbers, in which case the final result may not fall below zero. If a situation arises and you further modify a value that fell below zero, reapply all the modifiers (in order) to determine the final result (e.g., if a power 2 character has his power reduced by 3, he would be power 0. If he then has his power increased by 2, he would be power 1, not power 2).

Values & Numbers - Undefined Values
Treat any undefined numerical value as zero. The only exceptions are those values which literally do not exist. For example,
- "No hyperdrive" is not hyperspeed of zero and so it cannot be increased through the addition of an astromech droid.

- When a destiny draw is required but the player does not have any cards in the Reserve Deck, the destiny does not exist and thus fails (see Failed Destiny Draws).

Undefined values are not modifiable.

No Ability, No Hyperdrive, Etc.
See Values & Numbers - Undefined Values .

Card With Ability
A card with ability is any card that has an ability of greater than zero. See droid, Ch. 9.

All Your Ability Is Provided By X
Some cards state that they provide some benefit or outcome when all of a player's ability (on table, or at a particular battle, location, etc.) is provided by specific types of cards. Examples include Scum And Villainy and Sergeant Bruckman.

To utilize this game text, the player must have at least one card with ability that meets the specified conditions, and of course must not have any cards with ability that violate the specified conditions (only active cards are checked to see if they meet or violate conditions). For example, Scum And Villainy does not provide any benefits while Dark has no active cards with ability on table.

Such game text is only concerned with checking individual cards with ability. Modifying or resetting a player's total ability at a location does not affect these requirements in any way (e.g. using Affect Mind, Darth Maul, or Leia, Rebel Princess).

A card is still considered to be a "card with ability" even if it may not apply ability toward drawing battle destiny (e.g. because it is a passenger in a starship or affected by Wounded Warrior), even when the outcome of the game text would be to draw or add a battle destiny (e.g. Ewok Celebration).

Rounding
You do not round unless specifically told to. If you are told to round, but not told to round up or round down, you round as normal (to the nearest whole number).

Section F. Drawing Destiny
Drawing destiny represents the element of fate or chance involved in actions. Although destiny draws sometimes have special labels such as battle destiny, weapon destiny, asteroid destiny and training destiny, all destiny draws are accomplished in the same manner, as described below (For information on the various types of destinies see their appropriate section). Drawing destiny is mandatory, except for battle destiny and draws that indicate they are optional (usually by saying "may draw destiny"). You never draw destiny when your Reserve Deck is empty (even when you don't plan to physically draw the destiny). Automatic modifiers to the number of destinies are checked immediately before you draw the first destiny.

How To Draw Destiny
1) Draw the destiny
2) Apply automatic draw modifiers
3) Automatic actions
4) Just actions
5) Complete draw
6) Return to step one if more draws must be made
7) Add up destiny values and modifiers to total destiny
8) Complete all draws

Step 1: Drawing the destiny
Reveal the top card of your Reserve Deck and move it to the table. It is now an unresolved destiny draw (see Unresolved Destiny Draws, Ch. 1). The destiny number in the top right corner of that card is the value of the destiny draw (location cards have destiny of zero). This is called the destiny value.

Sometimes you are permitted to use another action in place of drawing a card for destiny value, such as Darklighter Spin using a starfighter's maneuver or It Is The Future You See using a card stacked upon it (these are a substituted destiny). This destiny value cannot be modified, canceled, or reset. See Substituted Destinies. An important distinction must be made between the destiny value and the card itself. If something happens to the card, the destiny value remains unless the action specifically refers to it. Likewise, if a destiny is canceled, only the destiny value is being canceled; the card itself is not affected (again, unless it's specifically referred to by the canceling action). Substituted destinies are perhaps the ultimate example of this, as you have a destiny value without a physical card at all.

Step 2: Apply automatic draw modifiers
These are modifiers to the destiny value, not to be confused with modifiers to the total destiny.

Step 3: Automatic actions
Automatic actions triggered by the draw now take place (per the normal rules of automatic actions). These include actions such as Krayt Dragon Bones, Program Trap, and Abyss. Some cards state an action which takes place whenever they are drawn for destiny (remember that automatic modifiers are not actions, thus the game text on Sith Probe Droid (V) or Grand Moff Tarkin (V) was applied in step 2). If that card is an Interrupt, it is considered to have been played (and thus may be canceled, grabbed, etc, as usual). If it is not an Interrupt (such as EG-4) this is simply triggered game text.

Step 4) Just actions
Any just actions that respond to the draw take place, following the normal rules of just actions (your opponent having the first response and the two players alternating). When both players consecutively pass, the draw is completed.

Step 5) Complete draw
If the destiny value is currently below zero, it is now immediately reset to zero before anything else can happen. Any responses to a completed destiny draw (e.g., We'll Need A New One's retrieval) now take place. After they are done, place the card face down on your Used Pile.

Step 6) Return to step one if more draws must be made
Unless additional draws are optional, you must make the additional draws if at all possible. If you cannot, move on to the next step. Draws that you cannot make do not exist, thus they cannot be modified, etc.

Step 7) Add up destiny values and modifiers to total destiny

Modifiers to total destiny are different than modifiers to each destiny draw. Anything which stops destinies from being modified does not affect modifiers to your total destiny (for example, if your only destiny was a substituted destiny -which cannot be modified- you are not prevented from modifying your total now). Note that unless otherwise specified, modifiers to weapon destiny are applied during this step, to the total weapon destiny, and NOT to individual destiny draws during previous steps.

After all destiny values and modifiers are applied, if the value is below zero, it is now reset to zero. If all your draws failed and/or were canceled, you have no total. Sometimes you may have been told to draw a certain number of destinies, but then to choose among them. Make your choices before the values are added up and the total is modified. You cannot choose a value which doesn't exist.

Step 8) Complete all draws

If you have no destiny total, the draw now immediately fails (see Failed Destiny Draws).

If you have a destiny total, continue with the action that required it (usually meaning a comparison and resolution of the action, though sometimes it might mean your opponent drawing destiny first).

Failed Destiny Draws

Some actions instruct a player to perform one or multiple destiny draws (the draws are not optional unless specified as such). There are a few reasons why a player might not be able to complete the destiny draw(s) successfully:

- The player cannot draw destiny because their Reserve Deck is empty.
- The player cannot draw destiny because some card or game condition prohibits it, or requires a cost that the player is unable (or unwilling) to pay.
- The player draws the destiny but some card or action cancels the destiny draw.

A player needs to successfully complete a destiny draw in order to have a destiny total for an action (even if the player was instructed to perform multiple destiny draws, only one draw needs to be successfully completed to have a destiny total). If a player has no destiny total because they did not successfully complete any draws, it is called a Failed Destiny Draw situation. The player with no destiny total fails the action, meaning the action resolves in favor of their opponent. This does not mean that the opponent may decide how to resolve it; rather, it means that the result is whatever is in the opponent's immediate favor for that action.

In rare cases, both players may experience a Failed Destiny Draw situation for the same action (neither player successfully completed a single destiny draw). In such cases, the action has no result. For example, Tallon Roll would not cause either starship to be lost, a duel would have no winner and no loser, etc.

An action that depends on "matching" a destiny draw (e.g. Cantina Brawl) cannot match with a failed destiny draw. Unlike normal failed destiny draws, when a

destiny draw for a "match" action fails, the action is not resolved in favor of the opponent, but continues without the failed draw if possible; otherwise, the action ends with no result.

Failed Destiny Draws - Example 1

Dark plays Tallon Roll ("Target two starfighters (your TIE/ln and any Rebel starfighter) present at same system or sector. Each player draws destiny. Opponent totals destiny and starship's power. You total destiny, TIE's power and TIE's maneuver. Lowest total loses starfighter."). Dark chooses a TIE with such high power and maneuver that they could win even if they draw a destiny of 0. However, Dark has an empty Reserve Deck, so they fail the Tallon Roll automatically and lose the TIE.

Light is unhappy about this - they were planning to win a big battle against that TIE in the near future, so they actually would have preferred the TIE to win the Tallon Roll and stay on the table so that they could battle it. However, Light is not entitled to choose the result of the Tallon Roll. Dark must fail the Tallon Roll due to their Failed Destiny Draw situation.

Failed Destiny Draws - Example 2

During an exciting battle, Darth Vader swings his lightsaber at Han Solo ("Draw two destiny. Target hit, and its forfeit = 0, if total destiny > defense value."). The first destiny draw is a 4. The second destiny draw cannot be completed because Dark has no cards remaining in their Reserve Deck. Dark did complete one draw, however, so they have a destiny total of 4. This is greater than Han Solo's defense value of 3, so Han is hit by the lightsaber.

In another battle, a Stormtrooper fires a Blaster Rifle at C-3PO ("Draw destiny. Target hit if destiny +1 > defense value."). Dark draws a 0, which is still enough to hit C-3PO who has a defense of 0. However, Light responds by using Obi-Wan's Journal ("once per battle may cancel a weapon destiny just drawn") to cancel the destiny draw of 0. Now Dark has a Failed Destiny Draw situation, so C-3PO is not hit. Dark could have hit C-3PO with a 0, but not with no destiny total at all.

Failed Destiny Draws - Example 3

Light has an empty Reserve Deck, and Dark initiates a duel using Take Your Father's Place. Light fails their duel destiny draws and thus loses the duel automatically. In some cases Dark might prefer to lose this duel, because it would present them with an opportunity to cross Luke, but it is not up to either player to choose the outcome.

Unresolved Destiny Draws

These are destiny draws that have been drawn from the Reserve Deck but are not yet 'completed' (see Step 5 of How To Draw Destiny, Ch. 1). They are still subject to modifiers and may be targeted by automatic or "Response" actions. They are still Units of Force and are not considered to be 'on table' for any purposes. Your unresolved destiny draws are considered part of your Life Force. As such, cards you have drawn for destiny but not yet resolved may be lost to satisfy required Force losses that might occur during that time

frame (such as from an 'insert' card). Remember that the destiny value and the card itself are separate entities, so if you lose an unresolved destiny draw card to satisfy force loss, the destiny value still exists. Note, however, that if an unresolved destiny draw card is sent to a player's hand (such as via Orn Free Taa) or to some other deck, pile, or stack (In Complete Control) that destiny card itself may no longer be targeted by any further actions. The destiny value may still of course be modified, canceled, or reset, etc as normal.

Canceled And/Or Redrawn Destiny Draws
A canceled destiny draw counts towards the number of destinies able to be drawn, counts against limits, and counts for any other cards or rules that check the number of draws made during a particular time frame, unless it is redrawn. In such cases, the redrawn destiny is counted instead of the canceled destiny.

Draw X Choose Y
When a card instructs you to draw X destiny and choose Y, perform the following steps:
Step 1) Draw a destiny. This draw can be modified, canceled, reset, or otherwise responded to normally just after it is drawn; however, after being drawn, unless canceled, it remains an Unresolved Destiny Draw and is not yet placed in Used Pile. The draw is considered a weapon destiny, battle destiny, etc. where appropriate, and counts against any applicable limits. If a limit prevents a player from drawing more than X destinies, they instead draw a number of destinies equal to the limit. Repeat this step until X destinies have been drawn.
Step 2) Once X destines have been drawn, choose a destiny from among the Unresolved Destiny Draws and resolve it normally. Repeat this step until an appropriate number of destinies have been chosen as specified by Y.
Step 3) Place any remaining unresolved draws in used pile (unless otherwise instructed) in the order they were drawn (if possible).
No Infinite Loops. For example, the card Mind What You Have Learned says "Whenever you draw training destiny, draw two and choose one." Both of those two destinies are also training destinies and might appear to trigger this same text again, replacing each one of those destinies with two more new ones, and so on. Such "Draw X Choose Y" text should not be interpreted to respond to itself in a loop.

Multiple Destiny Values
When a card has multiple printed destiny values (such as R2-D2) its actual destiny is chosen by the owner. Typically, once chosen, that destiny value will be 'locked in' until the action or destiny draw fully resolves. Here are some common examples:
- If R2-D2 is drawn for destiny, Light must immediately choose if it is a 2 or a 5. If a 5 is chosen then the card is considered a printed 5 for all purposes.
- If R2-D2 is drawn for destiny to be 'stacked' on another card on table (for podrace destiny, Sando Aqua Monster, etc) Light must likewise select the

value immediately and it may not change as long as it is stacked there until after it leaves.
- If R2-D2 is stacked from hand, table, or Life Force when a destiny draw is not required (Colo Claw Fish, Crash Site Memorial, or It Is The Future You See, etc) the value is NOT "locked in." Instead R2's destiny value is selected whenever it is required by another action (it then will stay locked in for the remainder of that action). Once the action is fully resolved, the destiny value becomes ambiguous again until another action requires a definitive value.
- If R2-D2 is on table as an active character, likewise his destiny number is ambiguous until an action starts that targets his destiny number. It is then locked in for the remainder of that action. For example, assume Dark fires a Thermal Detonator at R2's site, and he draws 3 destinies: 2, 5, 4. Light could choose R2's destiny value to be a 5 to get around the first destiny, but he could not change it again back to 2 to dodge the second destiny.

Defined Values
When a card has a value that is defined in its game text (e.g. it has an asterisk (*) instead of a numerical value where one would be expected) its actual value is determined whenever that value is being checked by an action (even if the card is inactive, supporting, or a unit of Force). A value represented by an asterisk may never be considered to be a 'printed value' or 'printed number.'

Substituted Destinies
A destiny you have not physically drawn. A substituted destiny value cannot be modified, canceled, or reset and does not count towards limits on the number of destinies that may be drawn. With those restrictions in mind, a substituted destiny value is considered a "destiny draw," has been "just drawn," etc. However, the physical card (if any) used to provide that substituted value is NOT considered a "destiny draw", "just drawn", etc. For example, a substituted destiny value may trigger Tauntaun Bones or R2-D2, but the physical card providing that value cannot be 'jammed' by Joh Yowza.
If you are using a value from a different card (such as a starfighter's maneuver with Darklighter Spin, or the destiny number of a card on Sando Aqua Monster), the destiny value is determined the moment the substituted action takes place (using all existing modifiers). Note, however, that all you are using is the destiny value, no other aspects.

Substituted Destinies - About to Draw
Some cards such as Smoke Screen, Artoo I Have A Bad Feeling About This, Count Me In and Watch Your Back! allow a player to 'sacrifice' a destiny about to be drawn in order to substitute it with another value. Such game text can only be initiated if:
• the player is capable of making the draw (for example, you cannot use Smoke Screen if you are not capable of drawing battle destiny); and

• the Reserve Deck has at least one card in it (see empty deck or pile).
If such a card is canceled before resolving, then the player is still entitled to draw the destiny normally.

Substituted Destinies - Modifying Totals
Certain cards instruct you to draw destiny, apply modifiers, and examine a total. In these instances, all those modifiers are considered to modify the destiny total, not the individual destiny draws (unless it states that it is modifying each destiny, in which case the normal rules of no modifying apply).

Substituted Destinies - Targeting The Card
In unusual circumstances, some actions occur as a response to a just drawn destiny by targeting the <u>card</u> that was drawn. Since you have substituted a destiny, you do not have a physical card, so none of this will apply: it cannot be taken into hand, lost, stacked, or placed in life Force, it will not trigger Abyss/Chasm, it does not have a card type, it does not have game text (meaning that cards such as EG-4 would not have any effect), etc.

Examples of destinies "about to be drawn"
Dark has Zuckuss piloting the *Mist Hunter* at the Kashyyyk (Light Side) system. Kashyyyk's Dark Side text says "Total ability of 6 or more required for you to draw battle destiny here." Light initiates battle against them with Luke Skywalker (V) piloting Red 5. Dark has the card Short Range Fighters & Watch Your Back! in hand, and knows that there is a good chance he has a location card on top. He is unable to play it however to substitute the maneuver of the *Mist Hunter* for his battle destiny, because of the text on the system. He is not 'about to draw' battle destiny, because Kashyyyk prevents him from drawing any kind of battle destiny whatsoever unless he has 6 ability piloting at the system. Even if Zuckuss was piloting said ship with 4-LOM With Concussion Rifle (adds a battle destiny with Zuckuss) as a passenger, he would still not even get a single battle destiny draw (because he cannot meet the condition **required** to draw battle destiny, which is 6 ability piloting). It is important to note that a pilot that "draws battle destiny if unable to otherwise" would be able to get around the condition in Kashyyyk's text and in that case Dark could substitute his draw if desired.

Dark has Zuckuss piloting the *Mist Hunter* at the Bespin system with 4-LOM With Concussion Rifle aboard as a passenger. Light initiates battle with Dash Rendar aboard the *Outrider* (immune to attrition < 4). Dark has only one card in his Reserve Deck, and he wants to play Short Range Fighters & Watch Your Back! to substitute the maneuver of the *Mist Hunter* (3), but he wants to take advantage of his extra battle destiny draw from 4-LOM as well. This is possible *only* if he substitutes the maneuver for the *first* destiny, and then draws the second normally. If he draws the first destiny, then he has no cards left in Reserve, and then cannot substitute a destiny since he would no longer be able to draw any destinies in the first place.

Examples of substituted destinies
Jedi Levitation (V) is stacked on It Is The Future You See. When a destiny draw is required, instead of physically drawing a destiny, Light chooses to substitute this for a destiny draw, giving him a destiny value of 4. That 4 cannot be modified, canceled, or reset, because it's a substituted destiny. However, for most other purposes it is considered a just drawn destiny: it can trigger Krayt Dragon Bones, but note that it does not count against battle destiny limits. Jedi Levitation (V) itself was not drawn, so it cannot be placed in Lost Pile by Rachalt Hyst, or stacked on Tentacle.
Grand Moff Tarkin (V) is stacked on Sando Aqua Monster. When used for a destiny, dark gets a destiny value of 1, but he has not drawn Grand Moff Tarkin (V) for destiny - thus Dark doesn't get the destiny modifier from Tarkin's game text, nor could he take him into hand to cancel and redraw the destiny with Imperial Enforcement.

During a battle, the card Coarse And Rough And Irritating limits Light to only one battle destiny. Light plays Out Of Nowhere at the start of the battle to add a battle destiny. He uses Darklighter Spin, targeting Artoo-Detoo In Red 5, which is piloted by Luke Skywalker and affected by A Few Manuvers (total maneuver of 10). Light's destiny value is 10 (the destiny value has not been modified because that was the value when it was substituted). This counts as Light's first battle destiny, and he may draw his second normally because substituted draws do not count against battle destiny limits. If Light had drawn his first destiny normally however, he would not be entitled to play Darklighter Spin to substitute the second draw.

Examples of substituted destinies and modifying totals
Chewbacca fires a Bowcaster at Vader ("May target a character or creature using X Force. Draw destiny. Add 1 if targeting a character, 2 if targeting a creature. Target hit if total destiny > defense value."). He uses a destiny 6 card stacked on Sando Aqua Monster and adds 1, for a total of 7 that hits Vader (the +1 is to the destiny total, so it may be applied).

Under Attack ("During your control phase, target a vehicle with armor present with your warrior. Draw destiny. If warrior has a Concussion Grenade or a lightsaber, add 3 to destiny draw (7 if both). Vehicle (and grenade) lost if total destiny > armor.") is used with a destiny 4 stacked on Jedi Test 5. That draw cannot be modified; however, Luke has a lightsaber, so the +3 modifier is applied (it applies to total destiny even though it says "destiny draw").

Epic Duel ("If Vader is present with specified target, each player draws two destiny (add 1 to each destiny draw if using a lightsaber") is used to initiate a duel between Vader With Lightsaber and Luke. Dark uses a combat card (destiny 6) for his duel destiny. This value cannot be modified by the +1 because that is modifying each draw rather than the total.

Draw X Choose Y - Example 1
Dash in Rogue 12 (applicable text: During battle, if with another T-47 and about to draw a battle destiny, may draw two and choose one.) is in a battle with another T-47, and the Light Side player is limited to ONE battle destiny. In this situation Dash in Rogue 12's "draw 2 and choose 1" text cannot be used because both destinies drawn with Dash count as battle destiny draws.

Draw X Choose Y - Example 2
If a similar situation played out, but the Light Side player was limited 2 battle destinies instead of 1, the Light Side player using Dash in Rogue 12's text on 1 destiny would reach the limit of two battle destinies on its own, because even though only one such destiny would be chosen, two destinies were still drawn. If the light side player had a way to add a battle destiny in this example, they would be better off NOT using Dash in Rogue 12's text and simply drawing 2 normal destinies, because using Dash in Rogue 12's text on the first destiny would cause them to reach the limit of 2, preventing them from drawing the added battle destiny after.

Draw X Choose Y - Example 3
Dash in Rogue 12 is in a battle with Commander Luke Skywalker (V) piloting Rogue 1 (so that Luke draws 2 battle destiny if unable to otherwise). Luke's text will be usable because when it checks how many destinies Light Side is scheduled to draw at the beginning of the power segment, it will only see 1. (Luke's text only counts one destiny able to be drawn because Dash in Rogue 12's text has not triggered yet - it is only usable when the Light Side is about to draw a battle destiny). While the Light Side may theoretically use Dash in Rogue 12's text to draw 2 and choose 1 on the first destiny drawn, they would no longer be able to draw the 2nd destiny with Luke's text, because players may never combine multiple destiny drawing to draw more than the "if unable to otherwise" text allows (see "Battle Destiny - Draws X Battle Destiny If Unable To Otherwise", Ch. 6). In this case, drawing 2 and choosing 1 on the first destiny and attempting to draw the second would mean the Light Side would be drawing 3 battle destinies, which would be prevented by "if unable to otherwise" rules. If the first destiny with Luke's text is drawn normally, the Light Side player may not use Dash in Rogue 12's text on the second destiny from Luke's text, because again, that would result in the Light Side player drawing 3 destinies and would be prevented. In short, like example 2, the Light Side player would be better off simply drawing 2 normal battle destinies rather than using Dash in Rogue 12's text in this situation.