Chapter 7 - Move Phase & Movement

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

Movement
There are three distinct types of movement defined for characters, creatures, starships, vehicles and mobile Death Star systems. They are regular moves; unlimited moves; and 'reacts'. Any form of relocation of cards during the game that is not a react, a regular move or an unlimited move is not considered movement, and therefore is not restricted by game conditions that restrict, modify, cancel or suspend movement. Remember that a vehicle or starship that is unpiloted cannot move (see Starships - Unpiloted, Ch. 9). **Also remember that an astromech/nav computer is only required for a starship to use hyperspeed; all other forms of movement may be performed without one.** See Never - Location Restrictions, Ch. 1 for restrictions on where cards can move.

React
See React, Ap. C.

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

Regular - Attack Runs
See Blown Away - Death Star, Ap. C.

Regular - Bombing Runs
See Bombing Runs, Ap. C.

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

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

Regular - Follow
Some cards, such as Air-2 Racing Swoop and Aratech Corporation, allow one card to "follow" another card. Unless specified otherwise, these conditions apply when "Card A" moves and "Card B" follows:
- Card A can move by any means (even via docking bay transit, Nabrun Leids, etc).
- Card B may only follow by using landspeed, hyperspeed, sector movement, landing/taking off, moving between a mobile system and its orbited system, or entering/exiting a starship or vehicle site.
- Card B may only follow if Card A moved from (or through) Card B's location.
- Card B must target to move to Card A's new location (if Card A is out of range, Card B may not "follow partway").
- Card B's movement requires the normal expenditure of Force for the movement utilized.
- Card B's movement is a regular move.

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

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

Regular - Landing And Taking Off
Your starfighter or squadron may "land" or "take off" by
- moving between a system location and a related exterior site
- moving between a sector and a related site (see Regular - Sector Movement)
- moving between a starship docking bay site and the system that starship is present at.

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

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

Regular - Landspeed

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

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

Regular - Mobile System - Moving Death Stars

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

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

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

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

Death Star Movement - Examples

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

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

Regular - Sector Movement

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

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

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

Regular - Shuttling

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

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

Regular - Starship And Vehicle Sites

You may move your cards to or from your starship or

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

• Moving between the starship/vehicle site and the related starship/vehicle card (capacity permitting)

• Moving between a vehicle site and the starship card that vehicle is aboard.

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

Regular - Using The Movement Text On A Location Card

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

> ### Regular Moves - Examples
> The *Executor* is on table (at Hoth), along with the *Executor* sites Comm Station, Main Corridor, Control Room, Holotheatre, Meditation Chamber, and Docking Bay (in that order). Stormtrooper, Chief Bast, TIE Fighter, Corporal Drazin, Admiral Ozzel, and a Lift Tube (with Captain Piett on board) are all at the Docking Bay. Black 2 (with DS-61-2 as pilot) is at Hoth. It is the dark side player's move phase, and he does the following:
>
> • The Stormtrooper moves to the Meditation Chamber using his landspeed of 1, which costs 1 Force.
>
> • Chief Bast moves to Yavin 4: Docking Bay using Docking Bay transit, which is free (by the docking bay's game text), though he still cannot make another regular move this turn (the free means there's no cost for the movement, not that it doesn't count as a regular move).
>
> • The TIE Fighter takes off from the Docking Bay to Hoth. This is free (normally it would be 1 Force, but taking off from a docking bay is always free). Like Bast, it cannot make another regular move this turn.
>
> • Admiral Ozzel moves to the "bridge" of the *Executor* (meaning that he moves to the *Executor* starship card). This is moving from a starship site, so it's free (but still counts as a regular move for Ozzel).
>
> • Corporal Drazin uses the movement text of Main Corridor ("During your move phase, you may move free between here and *Executor* or any *Executor* site."). It's free (by the site's text) but again still counts as a regular move for Drazin.
>
> • The Lift Tube uses its landspeed to move; it can move 1, 2, or 3 sites away, so it moves to the Control Room. This costs 1 Force. Piett is automatically moved with it

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

Movement - Unlimited

The following moves are unlimited moves: embarking, disembarking, moving between docked starships, moving between pilot/passenger capacity slots, relocating cards between locations, prisoner transfers. Cards may perform any number of unlimited moves.

If a card or rule specifically states that what is normally an unlimited move is a regular move, it is conducted as normal, except that it counts towards the number of regular moves a card may make per turn.

Unlimited - Embarking And Disembarking

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

• moving your character or vehicle between your vehicle (or landed starship) and the site it is present at.

• moving your starship between a carrying starship's cargo hold and the system that carrying starship is present at.

• moving a character between Luke's Backpack and the site Luke's Backpack is present at.

• moving a character between a starship or vehicle in the cargo hold of a carrying starship to the "bridge" of the carrying starship.

A card may not embark or disembark another card (using movement) unless using one of the types of movement listed above, and this movement always occurs as a separate action from any other type of movement. For example: Nabrun Leids, the text on Tatooine: Mos Eisley (Light), and shuttling (without a shuttle vehicle) do not permit a character to embark or disembark a vehicle as part of that movement. However, certain non-movement actions (such as a character going missing) will cause a card to disembark, and other appropriate non-movement actions (such as seizing a captive) could cause a card to embark.

See React, Ap. C.

Unlimited - Escaping Death Star II

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

Unlimited - Moving Between Capacity Slots

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

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

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

Unlimited - Prisoner Transfers
During the Dark Side's move phase, that player may perform any of the following "prisoner transfers." These are unlimited moves for both the escort and the captive (See Capturing Characters, Ap. C) and are free:
- An escort present at a prison may transfer (deliver) its captive to that prison. Place that captive face-up below the prison. That captive is 'delivered' and 'imprisoned.'
- A bounty hunter, battle droid, or warrior present at a prison may take a captive imprisoned there into custody.
- An escort present at any site may leave a frozen captive he is escorting at that site. That frozen character is now "unattended" and is no longer considered to be escorted.
- An unattended frozen captive may be taken into custody by any Dark Side bounty hunter, battle droid, or warrior present.

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

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

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

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

Regular Moves And Unlimited Moves - Examples
Home One (with Luke Skywalker, Jedi Knight, Red 5, and *Millennium Falcon* on board) and a Red Squadron X-Wing are at Yavin 4, Red Leader In Red 1 is at the uppermost cloud sector at Yavin, the Death Star is at Parsec 4 (in deep space) with *Bright Hope* piloted by Pops, and the Trench is there with Attack Run. Han Solo is at the Death Star: Docking Bay 327. Gold 1 and Gold 5 are both at the *Home One*: Docking Bay, and Dutch is at *Home One*: War Room. During Light's control phase he uses S-Foils ("...until beginning of your next turn, each of your X-wings and B-wings is power +2 and hyperspeed = 0...").
Light performs the following moves:
- Red Leader In Red 1 uses cloud sector movement to move from the upper cloud sector to Yavin 4 (for 1 Force). Having performed a regular move, he cannot perform any more, though he can still perform any number of unlimited moves. He embarks (for free) onto *Home One* (to the cargo bay).
- Red Squadron X-Wing needs to get to the Death Star for the Attack Run, but it has hyperspeed=0 from S-Foils. Because of this it cannot use its hyperspeed to move to the Death Star, because even though the difference between Yavin 4 and the Death Star's parsec is 0, you need hyperspeed greater than 0 to use hyperspeed. Instead the X-Wing embarks on *Home One* as well.
- *Home One* uses its hyperspeed to move to the Death Star (it has a nav computer and sufficient hyperspeed) for 1 Force. All the cards on it are carried with it.
- Luke embarks on Red 5 by moving from the bridge to the cargo hold (this is free). Red 5 then disembarks (for free) to the system (the Death Star).
- Han shuttles from his docking bay to *Home One* (for 1 Force), which is a regular move. He's now at the bridge. Han then embarks on the *Falcon* (moving to

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

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

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

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

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

cannot be moved/may not be moved/may not move
These phrases are all synonymous with "cannot move."

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

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

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

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

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

Movement - move away
Some actions cause a card to "move away." Unless specified otherwise, this is a regular move at normal use of the Force. "Move away" actions are carried out as follows:
- Initiation - Meet Conditions: In addition to meeting any requirements listed on the action itself, the player must verify that there exists at least one location on table that would be a valid destination location for the card to arrive at. This does not entail checking if the destination location is within range, or if costs can be paid. You are not choosing a destination, just checking that at least one valid option exists. See below for details on valid destinations for different card types.
- Initiation - Choose Targets: Target the card(s) to attempt to move away, along with any other targets listed on the action itself. A card that cannot move (e.g. Rebel Guard or an unpiloted vehicle) may be targeted, but will ultimately fail to move during the Result step. A destination location is not targeted at this time unless specified (e.g. Fall Back!).
- Initiation - Pay Costs: Pay only the costs listed on the "move away" action itself. Do not pay movement costs at this time.

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

•Result Step: The owner of the card to be moved attempts to initiate a movement action to move it away. If multiple cards are moving away, the owner attempts to initiate a separate movement action for each, one at a time, in an order chosen by their owner.

These attempts to initiate movement could fail, for example if the card cannot move, or the movement cost cannot be paid, or if trying to move a starship but all possible destinations are out of hyperspeed range. If attempting to move multiple cards and one fails, simply continue on with the next card.

Unless specified otherwise, if moving multiple cards, they do not need to move to the same destination.

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

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

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

Move away - Example 1
Light has a Y-wing (hyperspeed 4) at Kessel (parsec 8). Dark initiates battle there and Light wishes to play Hyper Escape. To initiate Hyper Escape, there must be at least one valid destination location on table, and there is one, Coruscant (parsec 0). Light is permitted to initiate Hyper Escape.
During the Result step, Light must actually attempt to move the Y-wing away. Unfortunately, it does not have sufficient hyperspeed to move from Kessel to Coruscant, so the movement attempt fails. Light does not pay 1 Force to move the Y-wing since it was not

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

Move away - Example 2
Now Light has three starships at Kessel (parsec 8). Light has a Y-wing (hyperspeed 4), an X-wing (hyperspeed 5), and Millennium Falcon (hyperspeed 6) there. Once again Dark initiates battle at Kessel and Light wishes to play Hyper Escape to try to move all three starships away. There are multiple other systems on table: Coruscant (parsec 0), Kiffex (parsec 2), and Raithal (parsec 3).
Light chooses the order to move their starships. First, they attempt to move the X-wing. The only system the X-wing can reach from Kessel is Raithal, so Light uses 1 Force to move it there. Dark responds with Gravity Shadow which stops the X-wing from moving. Next, Light uses 1 Force to move the Falcon to Kiffex successfully. Lastly, Light wants to move the Y-wing, but there is no system in range, so it fails to move and the Hyper Escape action is now completed.
The battle Dark had initiated at Kessel proceeds, but only against the X-wing and the Y-wing (the Falcon does not participate because it has moved away to Kiffex).

Move away - Example 3
Luke Skywalker and a landed X-wing (which has a permanent pilot) are at Tatooine: Docking Bay 94. Dark initiates battle there and Light wishes to play Narrow Escape which says "move all of your cards with ability there away (using their landspeed)."
There are two problems for Light. First, Narrow Escape specifically targets Lights cards with ability to ensure that they have landspeed when initiating this Interrupt. X-wing has ability but does not have landspeed, so Narrow Escape may not be initiated.
Second, it's noteworthy that even if Light had been able to initiate the Interrupt, it is not possible for a landed starship to "move away", since taking off / landing is not a valid option for a starship making a "move away" move. So even if Light had been able to play Narrow Escape, the landed X-wing would have failed to move.

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

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

Movement - moving through locations

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

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

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

Movement - never deploys or moves

See Never, Ch. 1.

Movement At A Glance

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

* +1 for each cloud sector
† free to a docking bay
‡ free with a shuttle vehicle

Chapter 8 - Draw Phase & End Of Turn

Draw Phase

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

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

Drawing Cards

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

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

End Of Turn

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

Until End Of Turn

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

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

Drawing, Draw Phase, And End of Turn - Examples

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

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

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

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

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

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