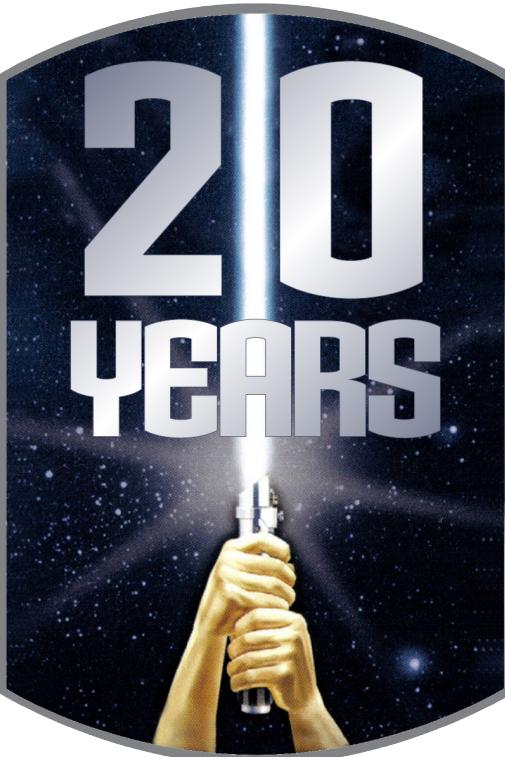




# FULL RULEBOOK

2022

## RULES



EDITION

PRINTER - FRIENDLY  
**EXPANDED RULEBOOK**

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## What's New

2	The expanded version of the SWTCG Rulebook was designed with judges and rule savvy individuals in mind. This edition includes updated rulings <b>highlighted in yellow</b> .
7	Following is a summary of updates in this edition:
8	• <b>Updated Location rules for completing Location cards and replacing Locations cards.</b>
9	• <b>Added rulings for when you can equip/detach an Equipment card.</b>
9	• <b>Expanded definitions of an effect and what each part of an effect is and how effects can be targeted.</b>
11	• <b>Added new keywords; Barrage, Surge, and Velocity</b>
13	• <b>Updated keyword definition and rulings on Hidden Cost, Pilot, Redirect, and Stealth</b>
13	• <b>Added a much clearer definition on how to deal with variable and unknown values.</b>
15	• <b>Added additional multi-word subtype exclusions and updated the ruling about references to specific Jedi and Sith subtypes.</b>
15	• <b>Updated the list of expansions past, present, and future.</b>
16	• <b>Updated the list of expansions past, present, and future.</b>
17	• <b>Other minor spelling, grammar and visual edits.</b>
22	
23	
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31	

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The Current IDC Website launched in 2016 with the largest set ever at the time: The Clone Wars: A Galaxy Divided.



The Cantina has an expanding online deck database. You can import and export to LackeyCCG or Table Top Simulator.

# THE BASICS

This rulebook focuses on correctly playing every aspect of the Star Wars Trading Card Game. The contents of this rulebook are the highest authority and should be referenced for any rules queries or disputes.

When no rule can be found, even if one is sure it exists but can't find it, it is acceptable for players to agree upon a rule or to rely upon a precedent that exists in a similar ruling.

## The Cards

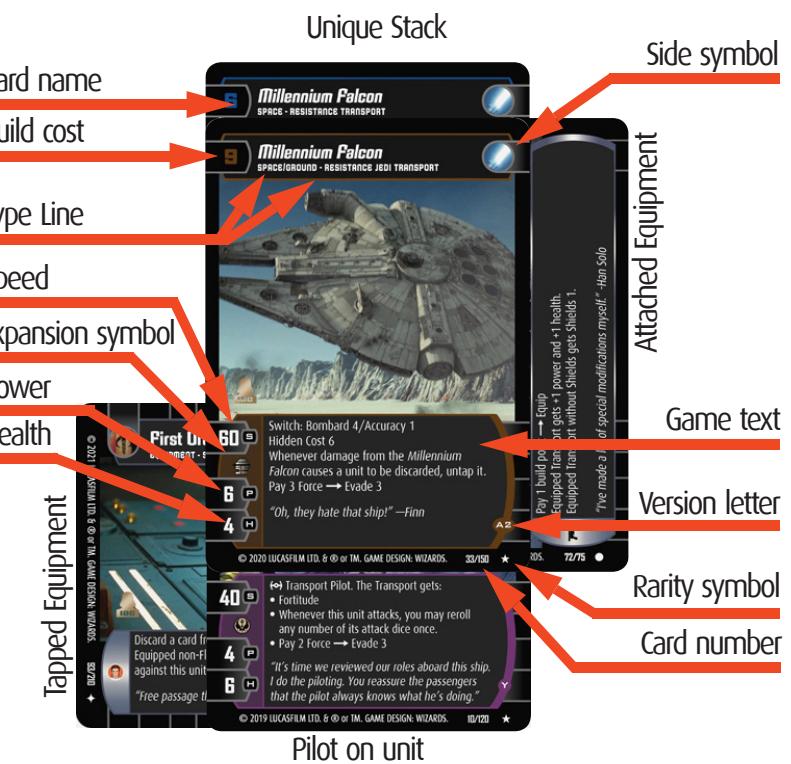
Unit cards, printed vertically, are used for battle. Non-unit cards, printed horizontally, are used to assist the battle. Adjacent is the anatomy of a card and following is the purpose of each card type:

### Unit Cards

**Unit cards** contain the Space, Ground, and/or Character types to correspond with the arenas in which they do battle. Space unit cards have a **blue** border. Ground unit cards have a **green** border. Character unit cards (or “Characters”) have a **purple** border. Unit cards that can battle in one of multiple arenas have a **brown** border and follow special rules. Effects that refer to “unit” mean the card only while it is in play in an arena or a player’s build zone. Effects that refer to a “unit card” mean the card no matter what zone it is.



You build units during your build step. If it isn’t disrupted when you try to “deploy” (complete) it, it is now a “unit” of its type and you may deploy it to an arena, the build zone, or into an existing unique unit stack. Only units are “deployed.” A unit card that’s ‘put into its arena,’ such as in setup or a Subordinate, isn’t “deployed.” Units deployed to an arena have moved through the build zone. Abilities aren’t active until the unit is in



play. (Deployment is instantaneous.) Abilities aren’t active until the unit is deployed. Deployment effects only trigger when it is deployed to an arena, not the build zone unless the effect says otherwise. You can deploy a multi-arena unit to any arena its unit type allows, but deployment effects only trigger for the arena to which it’s deployed.

### Battle Cards



**Battle cards** are non-unit cards with a **red** border. You play them during the battle phase by paying the activation cost, if any, to get the effect. (Battle cards without an activation cost have an activation cost of “Pay 0 force →”.) If your opponent doesn’t disrupt the Battle card after you pay the cost, you get the effect, then discard the card. If there are multiple effects on a Battle card, choose which one you will use and disregard the other. See Effects for more details on activated effects.

## Mission Cards



**Mission cards** are non-unit cards with effects that apply for a specific period of time. They usually have a **yellow** border, while those with the “Trap” subtype have a **turquoise** border and those with the “Campaign” subtype have a **lime** border. You build Mission cards during your build step. If it isn’t disrupted when you try to complete it, follow its instructions and discard it.

Mission cards with the “Campaign” subtype also follow special rules. When you complete a Mission with the “Campaign” subtype, turn it face-up and follow its instructions. A Mission card with the “Campaign” subtype stays in play in your build zone until it is disrupted or discarded by an ability or effect.

Mission cards with the “Trap” subtype also follow special rules. You build a Trap card during your build step (keeping it face-down) and then complete it and turn it face-up when its triggering conditions are met (even during the battle phase). If its conditions are met, you choose whether to complete it or not. If you choose not to complete it, its triggering conditions must be met again before you can complete it. A Mission card with the “Trap” subtype can only be completed when its conditions are met, it has enough build counters on it, and only if it isn’t disrupted.

## Location Cards



**Location cards** contain the Space, Ground, and/or Character subtypes to correspond with the three arenas in which you

may put them, but they aren’t unit cards and aren’t “deployed.” Space Locations have a **blue** border, Ground Locations have a **green** border, Character Locations have a **purple** border, and Locations that you can put into one of multiple arenas have a **brown** border and follow special rules. You build Location cards during your build step.

To complete a Location, put it face up between both players in an arena that matches its subtype. Each arena can only have one Location in it at any time. If there is already a Location in the arena where you want to put a Location you just completed, you may replace the existing Location immediately if the printed build cost of your completed Location is equal to or higher than the existing Location’s printed build cost or if you had build counters on your completed Location equal to or greater than the existing Location’s printed build cost. Otherwise, you must pay build points equal to the difference in printed build costs in order to replace the existing Location. A Location replaced this way is discarded immediately. If you don’t replace an existing Location or put the completed Location into an arena without a Location, discard your Location. A Location with no printed build cost has a build cost of “0”.

Multi-area Locations may have one copy in each arena to which its subtype refers and can’t be moved from one arena to another.



## Equipment Cards

**Equipment cards** usually have a **silver** border, while those with the “Skill” subtype have a **gold** border and those with the “Trait” subtype have a **bronze** border. They contain the Space, Ground, and/or Character subtypes to correspond with the unit types to which they may attach. Equipment with multiple arenas listed in its subtype follow special rules. You may build Equipment during your build step. To complete Equipment, put it in the build zone face-up until you’re ready to equip it to a unit during your build step (usually by paying the equip cost; see Equip). Attached Equipment is put face-up under the unit with its text box exposed to either side. Tapped Equipment doesn’t grant any bonuses or text to the unit.

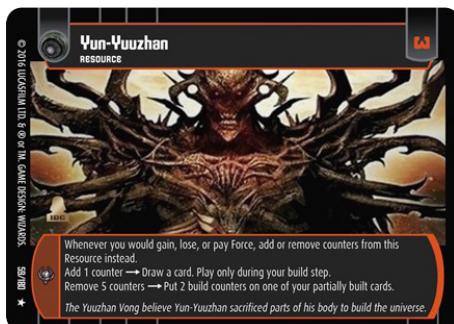
You may only equip each Equipment once per turn. The Equipment isn’t a part of or in the unit’s stack, but is attached to the unit’s stack. If the unit moves, is “put” into the discard

pile or returned to hand, the Equipment goes too unless the unit is discarded normally. If the unit is discarded, return the Equipment to the build zone. If a player gains control of an opponent's unit, the Equipment's controller may detach it from that unit and move it to his or her build zone during the build step or pay the equip cost to equip it to a different valid unit he or she controls. See also: Unique Cards. You may only detach each Equipment once per turn. When you want to move an Equipment from one unit onto another, first detach the Equipment and put it in the build zone. Then you may pay its equip cost to equip the Equipment to a new unit.

If an Equipment is attached to a unit and that unit no longer has a type that matches a subtype on that Equipment, that Equipment doesn't grant any effects until the units type matches the Equipment's subtype.

Equipment cards with the "Skill" or "Trait" subtype also follow special rules. You still complete them face-up like regular Equipment. Unlike regular Equipment cards that can have multiple copies attached to one unit (with the exception of unique cards), Equipment cards with the "Skill" or "Trait" subtype are limited to one copy per unit. You can still have multiple copies of Equipment cards with the "Skill" or "Trait" subtype in play, but only one copy of the same "Skill" or "Trait" per unit. Equipment with the "Skill" or "Trait" subtype can't be detached from units in play. If a unit is discarded/moved/returned to your hand, etc. discard/move/return any Equipment with the "Skill" or "Trait" subtype attached to it.

Equipment cards with the "Trait" subtype also have no equip cost and are instead attached to units when its triggering conditions are met (even during the battle phase). If its conditions are met, you choose whether to attach it or not. If you choose not to attach it, its triggering conditions must be met again before you can attach it.

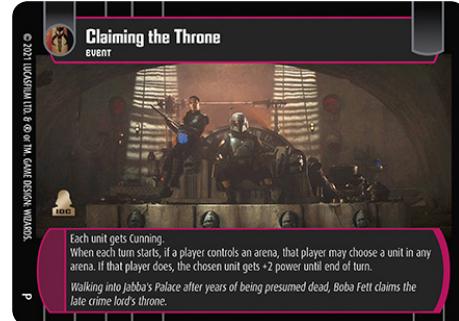


## Resource Cards

Resource cards have an **orange** border. You may build it during setup or during your build step. To complete the Resource, put it face-up next to the play area until end of game. You may follow its instructions to get its effects at any time according to the rules for effects.

Counters added to or removed from Resource cards to pay costs are known as "resource counters" (such as "Add 1 counter", meaning "Put X resource counters on this card" or "Remove X counters", meaning "Remove X resource counters from this

card") All effects that refer to resource counters refer to the counters on your Resource card.) Each turn you can only play one activated effect from your Resource and you can only play it once per turn (following the normal rules for activated effects and when they can be played) even if that effect could normally be played more than once per turn. You can't have more than one Resource card in play. You can't discard or replace your Resource card in play. (See also: Resource zone)



## Event Cards

Event cards have a **magenta** border. You can only play one during preparation (before setup). To complete the Event, take the Event card from your supply and put it face-up next to the play area until end of game. You may follow its instructions to get its effects at any time according to the rules for effects. You can't have more than one Event card in play. You can't discard or replace your Event card in play.

Event cards follow a set of special rules similar to Subordinates. Event cards do not form part of the 60 card minimum deck, an Event card is considered "out of play" and remains in the supply until the Play Event stage during Preparation. Event cards that remain in the supply can't be targeted by effects that search for a card in your deck. Event cards do not contribute to the number of cards in your deck and you can have only 1 copy of each Event card in your supply. (See also: Event zone and Play Event)

## Multi-arena Cards

Effects may refer to any of a multi-arena card's types or subtypes in its type line while not in an arena. If an effect references a specific arena (Space, Ground, or Character) in a multi-arena card's type or subtype while not in an arena, it means to treat that card as that type or subtype for that effect. For multi-arena cards in an arena, such an effect can only reference the card by its current arena or by the unit to which an Equipment is currently attached. For instance, you can't apply an effect that references "Character" to a multi-arena unit, Location or Equipment with the "Ground/Character" type or subtype while it is in the Ground arena. Also, if the effect says to put a card with the "Character" type or subtype "into its arena", the multi-arena card must go to the Character arena, not any other arena. During your build step, you may move each of your unit(s) with multiple arena types only once. (See also: Switch)

## Building Cards with Build Costs

Each turn, you get a number of build points used to pay costs. With these build points, you can build cards with build costs during the build step. A card's build cost is in the upper left-hand side of the card. References to a card's build cost refer to its printed cost. To build a card, choose a card with a build cost (unit, Equipment, Location, Mission, or Resource) from your hand and put it face-down in your build zone with at least 1 build counter on it deducted from your remaining build points. Any number of cards may be partially built this way and aren't in play. You can spend more build points to add more build counters during your build steps. Only you can look at your own partially built cards at any time. If its cost is fulfilled, you may complete the face-down card during your build step by fulfilling its cost along with any additional deployment cost stated in its text box, turning it face-up and removing the build counters. You may also complete it from your hand by fulfilling its build cost, if any, by deducting its cost from your build points. Then follow its card type instructions within its description.

Card effects may remove build counters from a partially built card until it is at 0 build counters. The card is still "partially built" and remains face-down in the build zone.

Cards that cost "0" build points to complete may be played immediately, but only during your build step. Card effects may reduce the build counters required to complete a card to 0, but if you wish to put the card face-down in your build zone, you must still build on the card with at least 1 build counter. You may not reduce a card's cost below 0 to gain build points from completing it, and you can't reuse or regain the excess build points from a card with build counters on it that exceed its build cost to complete it.

If an effect directs you to reveal a face-down card to your opponent by turning a partially built card face-up, treat that card as if it were face-down.

## Unique Cards

A version letter identifies a variation of a one-of-a-kind thing, such as specific people, droids, equipment and ships. For example, there are many versions of Boba Fett in various expansions and you may stack one of each of those versions as a single unit. (See Stacking and Rearranging)

A unique card that refers to itself by name (such as "Luke Skywalker gets...") refers only to the stack it is part of, not to one your opponent controls. A unique card referred to by name as a "card" (such as "a Luke Skywalker card") refers to any version of that unique card no matter what zone it is in, unless specified.

## Different Versions with Different Names

A few unique cards have different names, but treat them as though their names were the same for purposes of the rules for stacking and contesting. Those unique cards include the following:

Admiral Tarkin	→	Grand Moff Tarkin
Admiral Yularen	→	Colonel Wullf Yularen
Anakin Skywalker	→	Darth Vader
A'Sharad Hett	→	Darth Krayt
Ben Solo	→	Kylo Ren
Captain Ackbar	→	Admiral Ackbar
Chancellor Finis Valorum	→	Finis Valorum
Chancellor Palpatine	→	Darth Sidious
Senator Palpatine	→	Emperor Palpatine
Din Djarin	→	The Mandalorian
Dooku	→	Darth Tyranus
Grogu	→	The Child
Jacen Solo	→	Darth Caedus
Kreia	→	Darth Traya
Lieutenant Corran Horn	→	Corran Horn
Lieutenant Wes Janson	→	Captain Wes Janson
Malak	→	Darth Malak
Mara Jade	→	Mara Jade Skywalker
Maul	→	Darth Maul
Padmé Amidala	→	Queen Amidala
Princess Leia	→	Leia Organa Solo
Leia Organa	→	General Leia Organa Solo
Revan	→	Darth Revan
Rey	→	Rey Skywalker
Wedge Antilles	→	Commander Wedge Antilles

If one of your effects refers to any of these unique cards that have different names by its name, and you control a unique unit card with one of the alternate names that represents the same unit that is referenced by name, that effect still references your unique unit with a different name. However, if one of your effects refers to any unique card with different names, that effect does not reference any unique cards with an alternate name under your opponent's control.

## Contesting Unique Cards

You can't have more than one unique unit with the same name (such as "Luke Skywalker") in play. But you may complete a second unique unit or Equipment with the same name that you control, or gain control of your opponent's unique unit stack of the same name, then follow one of the options below. The second or duplicate unique unit or Equipment is not considered in play or deployed until you do one of the following:

- Discard the one with the lower build cost; or
- Pay Force equal to the difference in build cost between the two cards to discard the higher cost one.

Two unique cards with the same name in battle on opposite sides must contest immediately during the battle phase, before any effects trigger or conclude. To do so, both players bid

available Force, back and forth (Dark Side first), adding it to his or her contested unit's or Equipment's build cost total (including stacking bonuses) until neither player wants to raise the bid, then the player with the higher total wins the bid. (The Dark Side wins ties.)

The winner of the contest pays Force equal to his or her final Force bid and his or her unit or Equipment stays in battle untapped. The controller of the unit who lost the bid pays no Force, and moves his or her unit to the build zone without tapping. (This isn't a retreat.) When Equipment loses the contest, it taps and remains attached to the equipped unit.

If there's more than one pair of contested units or Equipment, the Dark Side player chooses the order of bidding for units, then Equipment. (If the Equipment is still in an arena).

## Stacking and Rearranging

To create a unique stack, you may deploy one version of a unique card on top of or beneath another version of the same unique unit or Equipment during your build step. Expose the name of each unit in the stack above the name of the top card to show the number of cards and compatibility of each card. Show each version you deploy to your opponent. You may also rearrange a stack by putting a lower version in the stack on the top.

The following rules apply to building new versions of a unique unit and rearranging cards in a stack to put a new one on top.

- You can't stack cards that aren't unique.
- You can't add to a stack that already has 4 cards in it.
- You can't stack unique cards with different names unless they represent the same unit. (See [Different Versions with Different Names](#))
- You can't have two copies of the same version in a stack.
- Adding a new version of a unique unit to the top or beneath a stack costs 1 build point in addition to other costs.
- If the version of a unique unit or Equipment added or moved to the top of the stack has a higher printed build cost than the current top card, pay the difference. If the card you put on top has equal or lower printed build cost, the cost does not increase.
- For each version beneath the top card, the unit costs 1 extra build and gets +10 speed, +1 power, and +1 health. The result is part of its "total" build, speed, power or health.
- To rearrange a stacked Equipment, you pay the difference in build costs, but you do not need to pay an Equip cost to rearrange if the Equipment is already attached to a unit. If a stacked Equipment is in the build zone, you pay the Equip cost of the top card to attach it to a unit.
- Once a card is in a stack, you can't take it out. (See the [Stack](#) keyword for an exception)
- The entire stack is considered a single unit or Equipment in all ways. What applies to the top card, such as going to another zone or receiving a granted effect, applies to the whole stack.

- Ignore all the other cards under the top card in the stack, except an effect that refers to the card while stacked under a card, or beneath the top card of the stack. (Like [INSERT](#))
- Things possessed by a Character don't stack with that Character. Those cards may be a part of different stacks if they are unique cards themselves.
- Abilities printed on a card that trigger when it's deployed don't apply if the card is deployed beneath the top card of the stack. The card still counts as being deployed for the purpose of other effects, but its own trigger is never in play if it's deployed beneath the top card of a stack.
- Rearranging and adding cards to the top of a unit stack has no effect on the number of damage counters on the unit. If a version is moved to the top with lower total health than the number of damage counters, the unit is immediately discarded.
- You may deploy a version of a unit to the top of stack you control in an arena different than its type to cause it to move to a new arena, but only during the build step as its one move. (This does not affect units in the build zone) Otherwise, stack it under the top card.
- An effect that would force a version of the unique unit to be put on top of the unit stack in an arena during the battle step that does not have a compatible unit type for that arena will cause it to move to the appropriate arena for its type, even if it has already moved once during the build step.
- A version of Equipment moved to the top of its stack with a different arena subtype than the unit can't grant its effects to the unit, but stays attached to the unit.

See [Causing Pilots to "Fall Off"](#) for rules for rearranging a Pilot's stack while piloting.

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Announcements	Rebelbasers.com	Apr 27 2008, 12:34 AM	59	551	In: RB Member needs our thoughts
News	Rebelbasers.com	May 10 2008, 11:05 AM	165	574	In: New Forums Up and Running
Strategy	Rebelbasers.com	May 29 2007, 09:03 PM	21	165	In: Welcome to the new Strategy
Rebel Radio	Rebelbasers.com	Today, 03:01 PM	5	90	In: Episode 0 Impressions

*Before Facebook and Discord fans of the SWTCG would gather at fansites and webforums like Rebelbasers.com!*

# Subordinates



**Subordinate cards** are a type of card introduced in the IDC's 13th expansion, The Old Republic. Printed vertically, Subordinates are used for battle and have a number of similarities to regular unit cards.

Subordinate cards contain the Space, Ground, or Character subtypes to correspond with the three arenas in which you may put them, but they aren't "deployed". Space Subordinates have a **blue** border, Ground Subordinates have a **green** border, Character Subordinates have a **purple** border, and Subordinates that you can put in one of multiple arenas have a **brown** border and follow special rules.

## Subordinate Special Rules

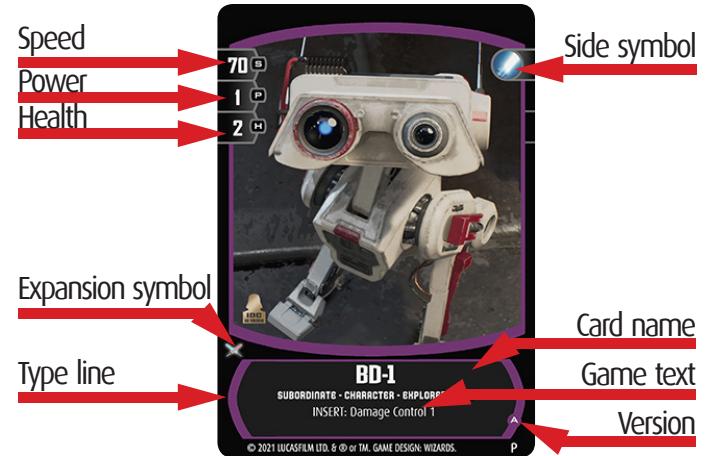
Subordinates follow a set of special rules unlike any of the other card types. Subordinates do not form part of the 60 card minimum deck. Instead, Subordinates are played from a game zone called the supply. A Subordinate is considered "out of play" and remains in the supply until a card effect generates that Subordinate into play. Subordinates that remain in the supply are not considered cards and can't be targeted by effects that search for a card in your deck. Subordinates do not contribute to the number of cards in your supply and you can have more than 4 copies of each Subordinate.

When Subordinates are generated, they are put into play in either the Space, Ground, or Character arenas. While a Subordinate is in one of the three arenas it is considered to be in play, treated as a unit, and may be targeted by cards and effects. Effects that target units and/or unit cards can only target a Subordinate while it is in play. Because Subordinates do not have printed build costs and are not completed or deployed, card effects that target cards with a build cost can't target a Subordinate.

Whenever a Subordinate is retreated, discarded, moved to the build zone, or removed from play by some other means, complete that action and then return that Subordinate to its owner's supply. Any Equipment attached to the Subordinate

when this would occur follows the normal rules for Equipment and does not get put in the supply.

## Generating Subordinates



A Subordinate is generated into play after a specific condition is met or cost has been paid. The generating effect is written as "take X [speed/power/health card name] Subordinate/s". Some Subordinates will be generated when a unit is deployed, while others will be generated by the effect of a non-unit card or an ability on one of your units. Subordinates are only generated into play when all conditions are met and all costs are paid.

## Unique Subordinates

Unique Subordinates follow the same rules as normal unique units, with the following modifications:

- Whenever your own unique Subordinates contest, discard the one that was in play first or discard the one that just came into play or under your control.
- Adding a new version of a unique Subordinate to the top or beneath a stack costs whatever the cost to generate that version of the Subordinate is.



*The introduction of Subordinates was one of the major turning points for the SWTG. This is an early concept.*

# Game Zones

**arenas:** The area where units do battle is split into the Space arena on the Dark Side player's left (Light Side player's right), the Ground arena in the middle, and the Character arena to the right. Battle proceeds from the Space arena. Face-up cards here are in play.

**build zone:** The area in front of you and below the arenas where you put retreated units. Units in the build zone can't attack or be attacked and their abilities aren't in play, except stand-alone "Treat as..." text, Upkeep, Pilot, Reserves, and effects that apply to "this card" or to the card while in "your build zone". Face-down cards here aren't in play and can't be affected by effects referencing card types or subtypes unless that effect also references partially built or face-down cards. (Such as Hidden Cost)

**deck:** The face-down pile from which you draw cards, to the side of the playing area, next to your discard pile. Cards here aren't in play. Most effects aren't in play while the cards they're on are in your deck except stand-alone "Treat as..." effects and effects that specifically apply to "this card" or to the card while in "your deck". If you run out of cards, just keep playing.

**discard pile:** The face-up pile where you put your cards discarded from play, to the side of the playing area near your deck. Players may look at the cards in each other's discard piles at any time. Most effects aren't in play while the cards they're on are in your discard pile, except stand-alone "Treat as..." text and effects that specifically apply to "this card" or to the card while in "your discard pile".

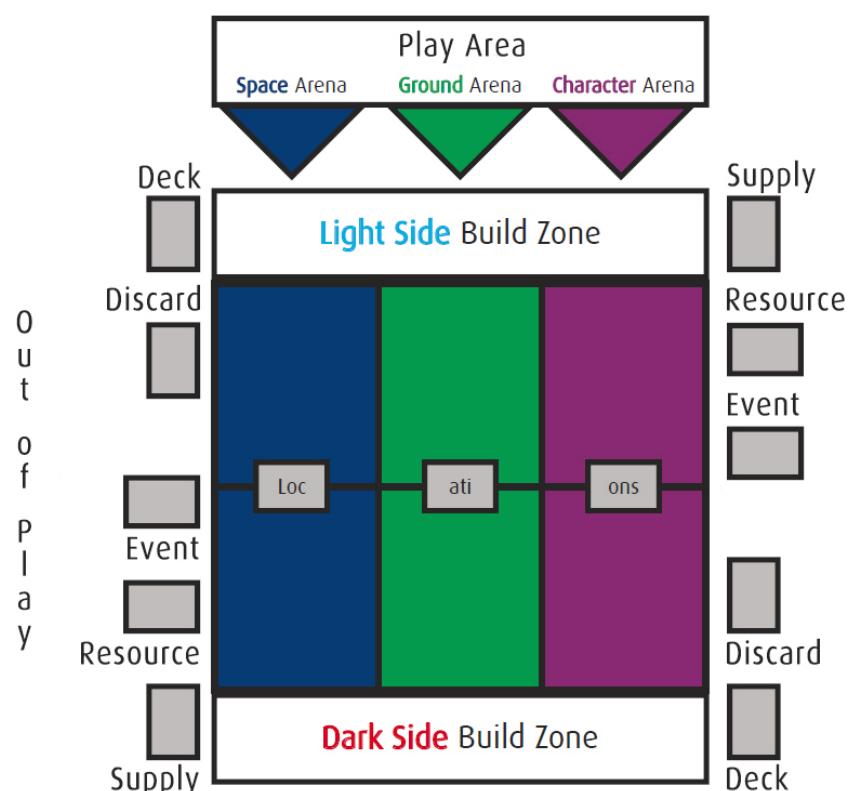
**Event zone:** Your Event card is kept face-up to the side of the build zone opposite your deck and discard pile. Players put only 1 Event card in their Event zone with the text facing the player. Event cards are always "on" while in play, even during setup.

**hand:** Your hand is where you put the cards you draw from your deck before you play them. You may only look at the cards in your own hand, not in your opponent's hand. There's no limit to the number of cards you can have in your hand. Most effects aren't in play while the cards are in your hand, except standalone "Treat as..." text and effects that specifically apply to "this card" or to the card while in "your hand".

**out of play:** Cards that are "out of game", "set aside", "removed from the game", or "put under" a card are all out of play (but are not interchangeable) and are put to the side of the play area or wherever you are directed by the effect. Each use creates a new group distinct from other groups. Cards that are out of play can't affect or be affected by game play in any way. (See "out of play" for more details.)

**Resource zone:** Your Resource card is kept face-up to the side of the build zone opposite your deck and discard pile. Players put only 1 Resource card in their Resource zone with the text facing the player. Resource cards are always "on" while in play (not in setup).

**supply:** The face-down pile where Subordinates and Event cards are stored. Cards here aren't in play. Cards and effects that direct you to take a Subordinate allow you to put the targeted Subordinate from the supply and put it into play.



# HOW TO PLAY

## Materials

You need a Dark Side deck and a Light Side deck or one Neutral deck, this Rulebook, several 6-sided dice, various counters, and ample playing room on a hard, flat surface. You may also play with an optional Yuuzhan Vong deck, but you are not required to do so.

## Deck

Each deck must adhere to the following rules:

- Must contain at least 60 cards. (There's no limit to the number of cards you can have in your deck.)
- Must have at least 36 unit cards consisting of at least 12 of each type of unit (Space, Ground, and Character). Multi-arena cards count 1 toward the 12 card minimum for each type on its type line, but only 1 toward the 36 card minimum regardless of its types.
- Can't have more than twice as many unit cards of one type than another.
- Can't have cards with side symbols for both Light Side (●) and Dark Side (●). Either type may have Neutral (○) cards and even be completely Neutral.
- The IDC's 22nd expansion, The New Jedi Order: Vector Prime, introduced a new side to the Star Wars Trading Card Game, Yuuzhan Vong. Decks that contain Yuuzhan Vong cards can't have Light Side or Dark Side cards but may contain Neutral cards. Cards affiliated with the Yuuzhan Vong use the following side symbol: (●).
- Can't have more than 4 copies of each card. (Each version of a unique card is a separate card. See Unique Cards)

## Supply

The supply is an optional game zone. The Star Wars Trading Card Game can be played with or without Subordinate and Event cards. You are permitted to play with a supply even if your deck does not use Subordinate or Event cards.

- Only Subordinate and Event cards permitted in the supply.
- No limit to the number of copies of each Subordinate card.
- Only one copy of each Event card in the supply.
- Can only contain cards with the same affiliation as the deck the supply accompanies or cards with a Neutral affiliation.



Original booster packs. One from each expansion released by WOTC from Attack of the Clones to Revenge of the Sith.

## Preparation

Each player starts the game with 30 build.

## Choose Sides

The players choose sides. They may also roll the highest die or flip for who gets a side or for who begins the bid for it. To bid, players lower their starting build points by any amount they are willing to let go of starting from 30 or lower, back and forth. (Example: •29•27•26, etc.) Continue until one player lets go of the bid. The winner of the side starts at the build points he or she bid. The other player starts the game at 30 build points. This often evens the sides. When bidding for sides, the Dark Side wins ties and the Light Side always loses ties. (Example: Dark Side•Yuuzhan Vong•Light Side)

## Play Event

You may take an Event card from your supply, show it to your opponent, and put it into your Event zone. The Dark Side player plays his or her Event card, if any, first. Complete any instructions on the Event card. Then the other player may play his or her Event card, if any.

## Pull Resource

You may search your deck for one Resource card, if any, show it to your opponent and put it into your hand. Dark Side first. Otherwise, you may draw it normally later.

## Shuffle and Draw

Shuffle your deck until it's in a random order. Then draw cards from your deck until you have 7 cards in hand. (Including your Resource card, if any.)

## Mulligan

You may reveal any number of non-unit cards (including any Resource Card you pulled) face up to your opponent and set them aside, then draw a number of cards equal to the number of cards you set aside. You can choose to discard those set aside cards or return them to your deck, but you must choose the same option for all cards set aside in this way. Shuffle your deck. Dark Side first.

Each player may mulligan only once and only before putting any units into arenas.

## Setup

Dark Side spends build points from his or her starting build to put a card of that cost into an appropriate arena or Resource zone from hand and draws a card. (Example: 30-7=23 remaining build points.) Then the other player builds cards until his or her total build cost is greater. (Example: 5+2+2=9) Each player continues to build more than the other, back and forth, until each player is done spending build points. Each one may reveal the last card he or she builds in setup and put it face-down in the build zone with build counters up to their remaining build points.

Players may even overbuild their last card or let their remaining build points be wasted. Any unspent build points do not carry over.

During setup, you can put a unit card with the same name but different version to a unit card already in an arena, but you must stack it with the existing one using the restrictions listed below.

The following restrictions apply during setup:

- You can't build anything other than unit cards (Units aren't considered "deployed" in setup) and 1 Resource card.

- Cards can't be put into the build zone until your last card is built.
- The only card effects or abilities that work during setup are those on any Event in play, abilities with "Treat this unit as" text, and the Stack keyword. You cannot use effects of any other kind.
- You can't move multi-arena units to another arena.
- You can't put a version of a unique unit on top of its stack if the new version has a lower build cost than the current top card or its type does not correspond to the arena the unit is in. Stack it underneath for 1 build point, instead. The stack is the cost of the top card +1 for each other card in the stack.
- Yours and your opponent's versions of the same unique unit don't contest until the battle phase.
- You can't rearrange stacks in setup.
- You can't put a card on top of a stack in an arena not listed on its type line.

*What a SWTCG playmat looks like for both in person and online play. We have come a long way in 20 years.*



# Playing the Game

## Object of the Game

To control two or more arenas by the end of a turn. You control an arena if you have at least 1 unit there and your opponent doesn't have any.

## The 4 Primary Rules

A few things are always true:

- 1. Owner Over Controller.** If a card would go to any discard pile, hand, or deck other than its owner's, it goes to the corresponding zone belonging to its owner instead. If a stacked unit is returned to hand, then each card in the stack goes to its rightful owner's hand. See also: control and owner.
- 2. Dark Over Vong Over Light.** The Dark Side goes first in all things and the Light Side goes last in all things. (Such as an attack when 2 or more units have the same speed.) If a decision between both players must be made, the Dark Side decides.
- 3. Card Over Rule.** If a card contradicts the written rules, the card wins, except if it violates the first primary rule, is reminder text or is out of game. The card overrides only the rule that applies to the particular situation.
- 4. Can't Over Can.** If one effect says something can happen and another says it can't, the "can't" (or "cannot") wins. This applies only to contradictions between cards, not between cards and rules. If a rule says you "can't", but a card says you can, the permission of the card overrides the "can't" of the rule, except rules that define keywords and "out of game" cards.

## Turn Structure

Following is the turn order. For information on POPs, go to p.16.

### Ready Phase

- 1. Turn Starts.** Players resolve any cards or effects that happen "When each turn starts" (Dark Side first.) You can't play most card effects during this step except effects that specifically apply during "the start of turn".
- 2. Untap.** Players untap their tapped cards in the build zone and arenas. (Dark Side first.) You can't play most card effects during this step except effects that specifically apply during "the untap step".
- 3. Gain Force.** Players gain 4 Force. (Dark Side first.) You can't play most card effects during this step except effects that specifically apply "when you gain Force".
- 4. Roll for Build.** Light Side rolls a die for the number of build points each player gets in order to build cards with build costs. If you have units in all 3 arenas, you get +1 build point. You can't play most card effects during this step except effects that specifically apply "when the roll for build points is made."

### Command Phase

- 5. Build Step.** Players take their build steps. (Dark Side first.)  
Start of Your Build Step POP. When your build step starts, you may take your draw step, gain bounties, pay Upkeep costs and play "when your build step starts" effects. You may do them in any order. "Start of your draw step" means "start of your build step". There's only one start of your build step per turn no matter how many build steps you get from effects. Effects that occur when you draw your card only happen when you draw it. You can't play "during your build step" effects at this time.  
During Your Build Step. You may build and complete cards with build costs, deploy units, move tapped or untapped units from your build zone to an arena, move each of your Pilots once, move units from one arena to another once, rearrange cards in a stack, and play effects that apply "during your build step." You may do them in any order. Any unspent build points are wasted when your build step ends.

- 6. Retreat Step.** You may tap and retreat any number of untapped units. (Dark Side first.) You can't retreat a unit that's already tapped during your retreat step. Locations can't retreat. Then you may play effects that are played only during the retreat step. Retreated units can't attack or be attacked, and most of their abilities are ignored. (See build zone, for exceptions.) After you have retreated all the units you want to retreat, you may play "when your retreat step ends" effects.

### Battle Phase

- 7. Start of the Battle Phase POP.** The battle phase ["battle"] begins. Play "when the battle phase starts" effects, then begin the Space battle step.
- 8. Space arena's Battle Step.** Battle steps occur in each of the 3 arenas, starting with Space, then Ground, then Character.  
Start of the Battle Step POP. When each battle step starts, there's a chance to play "when the [Space/Ground/Character] battle step starts" effects or pass.  
During the Battle Step. Before the first attack, between attacks, and after the last attack in each arena, there's a chance to play standard effects, known as the general POP. Activated effects are played at this time and during attacks. Play speed-boosting effects before an attack is declared to get the benefit. Then untapped units attack an opponent's units in the same arena one by one in order of their speed, from highest to lowest. Choose the order in which your units with the same speed attack. (The Dark Side wins ties for speed.) To skip an attack, tap the unit. (It has not attacked.) If your opponent doesn't have any units in an arena, you still go through each of your units in speed order to play abilities or perform attacks to other arenas. If a card effect untapped a unit during its battle step, you can attack with it again, use effects playable only when the unit "would attack", or play tap-activated effects that it can still play that turn.

**End of the Battle Step POP.** When an arena has no more untapped units, there's a final chance to play "when the [Space/Ground/Character] battle step ends" card effects. Then proceed to the next battle step or the end of turn (in the case of the Character battle step). Units from a previous battle step can't attack, even if they become untapped somehow. Effects causing you to fight another battle in a battle step will generate new start and end POPs for that step.

## 9. Ground arena Battle Step

## 10. Character arena Battle Step

### End of Turn

**11. End of Turn.** When the battle phase ends, end all effects that last "until end of turn" and "until end of battle" in their order, then resolve all effects that happen "when the battle phase ends" and at the "end of turn."

**12. Check for Win Condition.** If a player has not won or lost the game at end of turn then the player that controls 2 or more arenas wins. If no player controls 2 or more arenas, a new turn starts. You "control the arena" when you have 1 or more units in that arena and your opponent doesn't have any.

## Attacking

**1. Disrupt POP (Declare Attack).** Choose an opponent's unit as a defending unit, then tap your attacking unit. Then you and your opponent have a chance to play an effect to disrupt the attack or pass. (Dark Side first. See Disrupt POP) Disrupted attacks never occur and the unit remains tapped.

**2. Attack POP.** You may now play general effects and effects that affect the attack. (Dark Side first.) If either unit leaves play or is retreated by an effect at this time, the attack ends and no dice are rolled (unless an effect removes the restriction on the build zone).

### Rolling Hits

**3. Dice Roll (Reroll) POP.** Roll a number of attack dice equal to your unit's power. Then follow the Dice Roll (Reroll) POP instructions under the Play or Pass (POP) heading. Total the hits. Each die that rolls a 3 or less is a miss. Each die that rolls 4 or more is 1 hit. If a unit rolls no dice, or the attack is stopped, it has still rolled 0 hits.

### Damage Resolution

**4. Pending Damage POP.** When at least one hit or direct damage is assigned, there's a chance to play card effects that modify the pending damage or that assign it to another unit, (such as effects that say "would do damage"; Dark Side plays first.) This is also when Foresight and Forewarning resolve.

**5. Damage Prevention POP.** Follow the Damage Prevention POP instructions under the Play or Pass (POP) heading.

### Damage Counter Placement

**6. Damage Placement POP.** When both players pass in a row in the Damage Prevention POP, put 1 damage counter on the defending unit for each 1 damage that wasn't prevented. Then if the number of damage counters equals or exceeds the defending unit's health, players may play effects that affect the unit discard, (example: replacement effects such as damage counter removal or putting the unit into another zone instead of discarding it when a unit "would be discarded") (Dark Side first.)

**7. Unit Discard POP.** When the damage equals or exceeds the unit's health and no effect is played to affect it, discard it. Then you may play effects that resolve upon its discard.

**8. Attack End POP.** Whether the unit is discarded by damage or not, then your opponent may fulfil any effects waiting for resolution, (such as Retaliate) and then apply effects that trigger "when the attack ends". (Dark Side first.)



### Star Wars TCG Championship 2003

#### • [Invitation List](#)

Held at GenCon 2003 in Indianapolis on July 26, 2003, with over \$20,000 worth of prizes!

#### Where and How to Qualify

Wizards of the Coast will offer Star Wars Championship Series Qualifiers to give out invites to the Championship. Every Qualifier offers four invitations to the Championship, and the winner of each Qualifier gets free airfare and accommodations at GenCon! [Click here](#) for detailed information on the Qualifiers and prizes.

We will be holding Star Wars Championship Series Qualifiers across the United States from December 2002 through June 2003. [Click here](#) for a current and up-to-date list of scheduled Qualifiers.

#### Championship Format

Star Wars TCG Constructed and Booster Draft, with number of rounds determined by player participation. The first three (with 64 players or less) or four (with more than 64 players) Swiss rounds will be Star Wars TCG Constructed, and the last three rounds will be Booster Draft played in 8-person pods. The top eight players will then participate in single-elimination Constructed to determine the Champion. All formats follow the 2002-2003 DCI Universal Tournament Rules, DCI Penalty Guidelines, and all DCI rules pertaining to Star Wars: TCG Tournaments. Rounds consist of best of three matches with 60-minute time limits. All Star Wars: TCG sets and promotional cards may be used.

#### [Invitation List](#)

- Top 4 finishers from each Star Wars: TCG Championship Series Qualifier
- Top 16 finishers in the Star Wars: TCG Championship Series Open (details below)
- Top twenty-five Star Wars: TCG DCI worldwide ratings players (not currently invited), announced six weeks before the Championship
- The Star Wars: TCG Championship 2002 Champion

*Organised play may not have as rich a prize pool as when supported by a big company but it is still going strong!*



# Shortcuts and Informal Sequencing

Due to the complex turn structure and operation of effects and play or pass chances, players may perform shortcuts and informal sequences of actions as long as they arrive at a legal and clearly understood game state when done that would remain the same if the actions had been performed in the correct complete sequence.

Informal sequencing is the performance of actions out of sequence from the order listed in the Rulebook. Shortcuts skip parts of the sequence without explicitly announcing them. Shortcuts and informal sequencing help the game to progress smoothly, allowing players to move more quickly through the game without obsessing over the letter of the rules.

Most shortcuts skip one or more play or pass chances mutually understood by all players. Players are not allowed to use a shortcut or informal sequence that has not been agreed upon beforehand or to modify a shortcut or informal sequence in order to be ambiguous. They must announce any modification and be clear where the game state will end up at the end of the sequence. They may even interrupt the modified sequence to explain any deviation or at what point he or she wishes to take the modified action.

Several common shortcuts, formal or informal, are listed below. Note that some assume passing on certain play or pass chances.

- During the ready phase, both players may perform the actions in any order and simultaneously. Play or pass chances can be taken in their order afterward, if any action is desired.
- “Go”, “Your turn”, “Done” and similar statements indicate offers for the other player to continue past the POP.
- “Ready for battle”, “battle step?” and similar statements indicate an offer to proceed directly to the battle phase without any other actions in the build step or retreat step. Ascent to the request can’t be rescinded.
- “No attacks” or similar statement and tapping all of one’s own units down allows the opponent to proceed through the battle step without speed checks, but each unit that was tapped is still counted as tapping in its speed order, though technically out of order.
- A player may announce his or her choices when playing a card or ability and then must adhere to those choices while resolving the effect unless an opponent disrupts that card or ability.
- An inquiry about choices made during resolution assumes that the card will not be disrupted.
- By presenting all the cards for a common combo, (such as Nute Gunray (C) and Rune Haako (A) in order to tap and retreat Rune to intercept and cancel an attack) especially one already played previously, and saying “ready?”, “any plans?” or similar statement assumes the completion of the combo while passing up all play or pass chances before the

end if the other player gives consent.

- If the whole turn looks like it will play out exactly as the previous turn, a play may say “same?” or similar statement and the two players simply go through the motions as with the previous turn, passing up all play or pass opportunities, until something forces a change in the mechanics such as a unit getting discarded by damage.

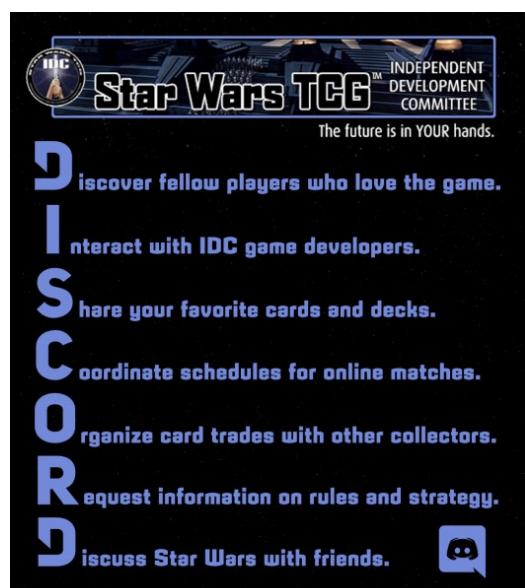
## Requesting Correct Sequencing

An opponent or judge can ask the player to redo the actions in the correct and complete sequence so that players can respond at the appropriate time or make sure the actions were correct (at which point players will not be held to any still-pending actions). Likewise, if there is any confusion on the part of the one performing the shortcut or informal sequence, the actions must be done again in the correct and complete sequence. (Though they should be reminded to play more clearly.)

A player must not be allowed to gain game-affecting information prematurely as a result of an informal sequence or gain advantage from a shortcut. Likewise, an opponent’s reactions to some portion of a shortcut or informal sequence should not be used as a pretext to modify actions or try to take additional ones. Nor may informal sequencing allow a player to retroactively take an action they missed at the appropriate time.

## Keep it Brief

The point to shortcuts and informal sequencing is to reduce the time it takes to perform actions. Thus, whether performing shortcuts and informal sequencing or not, players should perform actions in a timely way regardless of the complexity of the play situation and may be prompted to take an action if they should lag beyond reasonable expectations. However, patience is also encouraged. As a rule of thumb, any substantial unsolicited pause may be perceived as an indication that all actions have been taken and the end of the sequence has been reached.



The SWTCG Discord Server is the current ‘home’ of the SWTCG Fan community alongside the IDC’s Facebook and website.

## Information Sharing

Knowledge, familiarity and tactical planning all provide an advantage in game play. Thus players are under no obligation to assist their opponents in playing the game beyond open and honest communication regarding free information. However, the difference between bluffing and fraud should be well defined, presenting what statements and representations players can and can't make.

There are three categories of information: free, derived and private.

### Free Information

All players are entitled to the following information without misrepresentation, omission or refusal made by their opponents. All players should provide this information upon request or when a game sequence is played incorrectly in a way that would affect the game. This includes:

- Past and present actions in the game that affect the current game state.
- How certain cards interact with each other and the game state.
- The name of any object in play.
- The physical status (tapped/face-down/stacked in, on or under a unit) and current zone of any object in play.
- Player build and Force totals.
- Game rules and card text.

### Derived Information

Players are under no obligation to assist their opponent in determining information that may require some skill or calculation to determine, but which should not be misrepresented:

- How many of a particular object are present in any game zone.
- All object characteristics not defined as free information.

### Private Information

Information that is not free or derived is private information and may be freely misrepresented. This includes:

- Deck, hand and face-down cards in the build zone.
- Personal strategies.
- Information that can't be gleaned from the current visual game state or their own record of previous game actions.

## Rules of Communication

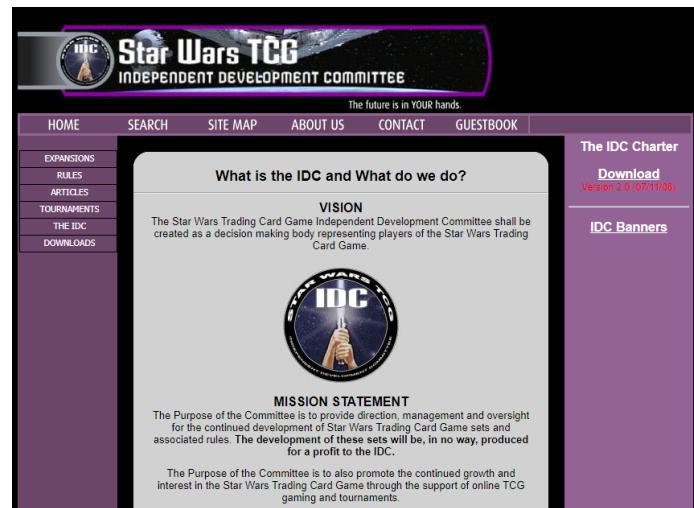
Player communication is subject to the following rules:

- Players must not misrepresent free or derived information.
- Players must answer specific questions pertaining to free information as completely as needed for the other player to be correctly informed.
- Players must give complete and honest answers to questions asked by a judge at a tournament, regardless of the kind of information requested. Players may request to answer the judge's questions away from the game.

Judges at tournaments should help players with free information, but are not permitted to assist players in deriving information about the game state.



The official SWTCG website from WOTC way back when it all began in 2002 with Attack of the Clones.



The IDC was formed to continue the SWTCG. Here you can see the IDC's original logo and the IDC's first website.

# CARD EFFECTS

The text box on a card contains the game effects. Stand-alone italicized flavor text doesn't affect the game. Effects cause things to happen in the game and can change game rules. There is a general chance to play any kind of effects during the battle step, except those on Missions, unless otherwise directed.

Effects on units, and only effects on units, are called "abilities". Abilities don't work in the build zone, under the top card of a unique stack, or in a deck, hand, or discard pile. (See Game Zones for exceptions)

## Effect Types

There are 3 types of effects that take priority in this order.

**Triggered effects** start with "when," "whenever," or "at" and state when they can be played. Triggered effects resolve in the order they occur, back and forth between players. (Dark Side first.) You choose the order that your own triggered effects occur.

Once a triggered effect triggers, it will take effect even if, while it is in effect, one or more of the triggering conditions later becomes untrue, or even if its source is discarded or removed from play.

Many triggered effects are not optional. Either player can make sure the triggered effect gets played. However, once the opportunity passes, it can't be played.

A triggered ability triggers only if all its "when" and "if" conditions are true.

If more than one triggered ability tries to take effect at the same time, the Dark Side player chooses one of his or her abilities for resolution first. Then the Light Side Player chooses one of his or her abilities for resolution. The players continue taking turns until no triggered abilities are left. If one triggered ability causes another ability to trigger, the second ability waits with any other effects that are awaiting resolution.

A triggered ability that's "held" is one that's waiting for a time when it can take effect. A triggered ability can't take effect while another card or ability is taking effect unless the triggered ability allows rerolls or prevents damage.

- Triggered abilities that allow rerolls can take effect only during chances to reroll dice.
- Triggered abilities that prevent damage can take effect only during chances to prevent damage.
- No other triggered abilities can take effect during chances to reroll dice or prevent damage.
- While the effects of an ability (even another triggered ability) or Battle card play out, all waiting triggered abilities are "held" until after the effects are complete.
- During a chance to reroll dice or prevent damage, all waiting triggered abilities are "held" until after that chance passes.

Any abilities that trigger during the chance join the abilities already waiting and are also "held."

"Held" triggered abilities simply wait until they're not held anymore (usually after the current chance to play activated abilities and Battle cards) and then take effect normally. There are two exceptions to these rules:

- Triggered abilities that allow rerolls aren't "held" during a chance to reroll dice (but are always held outside such a chance).
- Triggered abilities that prevent damage aren't "held" during a chance to prevent damage (but are always held outside such a chance).

**Static effects** have no activation cost, trigger or duration, and may have a qualifier that allows the effect to be either on or off (such as "As long as..."). It allows players to do things whenever they choose, if no other effect is being fulfilled, or to affect a game event such as with Bombard X.

**Activated effects** are identified by an "→" between the cost to the left and the effect to the right. You activate them once per turn during the battle phase and only after all other effects resolve. If you can't fulfil the cost completely, the effect can't take place. Disrupted activated abilities never took place and their costs remain paid. Activated effects that are played at a specified time can be played multiple times per turn, but only once during the specified times, such as "when this unit attacks". You can't play abilities quickly several times and add up the effects. Some activated effects allow you to play the effect outside the battle phase through a condition, such as "would be damaged" or "Play only during your build step."

You need only to declare your intention to play an effect with a cost of "Pay 0 Force" in order to activate it.

The result of an effect can't be used to pay the cost of an effect with an activation cost. For example, you couldn't play an effect that says to discard a card as part of the effect, and then use that discard as the payment for another effect with "Discard a card" as the cost. And you can't pay for two effects with the same payment. If two effects say "discard a card" as the cost, you must discard a card for each effect activated, even if it is two instances of the same activated effect.

Activation costs are not cumulative. Each activated ability must be treated separately, even if they have identical costs and effects.

In some instances, when a player attempts to pay a cost, a replacement effect may cause the cost not to be fulfilled. If this happens, the cost hasn't been paid, and the effect doesn't happen and no disrupt POP occurs.

Some card effects specifically affect the costs to play effects with an activation cost. It doesn't change the actual printed cost of the effect you played. If a card effect can be enhanced, the total cost to play the effect is reduced if this card effect is in play, not both costs separately.

## Parts of an Effect

Each effect has one or more parts and each effect on a card is separated and identified by a new paragraph line in the game text box. Effects that have more than one part are still only one effect and any other effect that targets an effect can only target the whole effect in its entirety and not the individual parts of an effect. (e.g. An effect that says "Pay 1 Force → Absorb 1. This unit gets Intimidation until end of turn." cannot have its parts isolated into two effects "Pay 1 Force → Absorb 1." and "This unit gets Intimidation until end of turn." as they are not two effects and are instead two parts of one effect as defined by both parts being in the same paragraph.)

Each part may be instantaneous, continuous, or take effect at a specific point. The instantaneous parts resolve immediately. (e.g., "You gain +1 Force", "Draw a card.", etc.) The continuous parts last for a given amount of time (e.g., "This unit gets +2 power for this attack." or "This unit gets +2 power as long as you have a Capital Ship in the Space arena."). The parts that are continuous or take effect at a later time are treated according to the rules for static and triggered effects respectively, but they are not static or triggered effects. (They can't be targeted by effects that target static and triggered effects.) When the effect that takes effect at a later time takes place, treat it as instantaneous. Only the instantaneous parts of those effects resolve at the time the effect or that part of the effect is played; perform those parts of an effect in the order they are written in as much as they can be played in that order.

## Using Effects

**Condition:** A condition is a statement that must be true for the effect to go off. An Effect works only when all of its conditions are fulfilled. Conditions in an "or" construction only need one listed condition to be true. Conditions in an "and" construction need every listed condition to be true.

**Waiting (held):** If an effect is triggered while another effect is resolving, it waits for the other effect to finish. Most effects wait in their order. Only effects that occur during a chance to disrupt an effect, reroll dice or prevent damage don't wait.

**Granting Effects:** Some effects grant abilities, bonuses, types or subtypes to units. If a game zone isn't specified, the effect applies to all eligible units whether they're in an arena or the build zone; Granted abilities remain subject to the rule against abilities in the build zone.

## Duplicate Effects and Bonuses

Granting effects can cause effects to overlap. Following are the ways to deal with duplicated effects.

**Cumulative** effects and bonuses with a numerical value that is added to or subtracted from other copies of the same effect to become a new value. For example, if one of your units gets a second Accuracy ability, add both Accuracy values to get the unit's total Accuracy value. If one or more has a negative ("−X") value, subtract instead.

**Isolated** effects can only exist once on a unit no matter how many copies of the effect are granted to it (such as Armor). If an effect without duration causes the unit to lose the isolated effect, it may regain it from a new granting effect unless it lasts until end of turn.

**Layered.** Each copy of a "Layered" effect is its own effect and may be played consecutively with other copies of the effect from the same unit (such as activated prevention effects). You may choose the order in which layered effects resolve.

**Selective** effects require that you choose which copy of the effect to use at the moment and disregard the presence of all other copies on that card during that chance to use the effect (such as Hidden Cost). The card still has those effects.

## Play or Pass (POP) Chances

At certain times, both players have chances to play card effects and abilities or pass (Dark Side first) until both players pass in a row, following the order of effect types. You can't speed past these POP chances in the hopes of keeping your opponent from having the chance. However, once both players agree to move to the next step in the attack or the turn, you lose your chance to play an effect during that POP chance. To take the opportunity, you may ask your opponent to hold while you check for a card effect to use.

If a card effect includes rolling dice or doing damage, chances for rerolling and preventing damage still happen in the middle of fulfilling the instructions on the card. The effect itself may provide a chance to disrupt, reroll, or prevent damage; disrupt chances are resolved immediately, before the effect takes place.

Three play or pass chances must be always mutually acknowledged no matter what's happening (This is often done by asking the other player: "Play or pass?" at the beginning of the POP chance.):

- 1. Disrupt POP.** Effects with the word "disrupt" cancel actions and effects. They may be played immediately after an attack is declared or an effect is activated or card is played. If the completion or deployment of a card is disrupted, discard it. When a unit's attack is disrupted, it doesn't untap. Disrupts may be disrupted.
- 2. Dice Roll (Reroll) POP.** After dice are rolled, including the roll for build, players may play effects that add dice, cause a player to reroll, or alter the dice roll, in that order. (This overrides the rule of the order of effects except where they apply to the same part of this order.) Altered dice may be altered, and rerolled dice rerolled, by another effect.

**3. Damage Prevention POP.** Anytime damage is pending, effects with “prevent” are played after other “would be damaged” effects; they don’t prevent the placement of damage counters. Damage waits until all damage prevention effects resolve.

Other play or pass chances that wait for effects or prior events to resolve are shown in the Turn Structure and Attacking subheadings. Anytime damage must be done, follow the order of points 4 to 7 in the Attacking subheading. Anytime damage counters are placed by an effect, follow points 6 and 7 in the Attacking subheading.

Some effects specify times when they can be played outside the battle phase, such as during the build step.

## Keywords

Keywords reference the definitions below. These override the reminder text printed on cards. The keyword effects are:

Absorb	Equip	Persuade
Accuracy	Evade	Pilot
Alternative Cost	Ferocity	Precision
Area Damage	Focus	Protect
Ambush	Foresight	Redirect
Armor	Forewarning	Reduced Cost
Avenge	Fortitude	Reserves
Backfire	Fury	Resilience
<b>Barrage</b>	Hidden Cost	Retaliate
Bombard	INSERT	Riposte
Bounty	Inspiration	Shields
Critical Hit	Intercept	Stack
Cunning	Intimidation	Stealth
Damage Control	Ion Cannon	Stun
Deflect	Lucky	Surge
Double Damage	Meditate	Switch
Double Strike	Overkill	Upkeep
Enhance	Parry	Velocity

**Absorb X:** A layered ability activated during the Damage Prevention play or pass chance that means, “Prevent up to X damage to this unit, and it gains power for its next attack equal to the amount of damage prevented this way.”

**Accuracy X/-X:** A cumulative, static ability that means, “Add X to each of this unit’s attack dice.” and “Subtract X from each of this unit’s attack dice.” respectively. Accuracy can’t alter “natural” rolls to affect Backfire, Critical Hit, Focus, Fury, Parry, or Riposte, but it can affect your chance against Armor. If a unit gets the Accuracy ability after you roll attack dice, it’s too late to affect the hits.

**Alternative Cost: [cost]:** A selective, static effect that means, “Instead of paying the build cost of this card, you may complete this card by paying the [cost] listed.” Alternative Cost must be

paid in full, if it is not possible to pay the [cost] completely, you can’t complete the card. You must pay the [cost] in the order listed. Any ability that reduces the normal cost to complete a card does not reduce the [cost] in that card’s Alternative Cost, unless the ability specifically says so.

**Ambush X:** A layered, activated ability that means, “If your opponent deploys, moves, or puts a unit into this arena, this unit does X dice of damage to that unit.” Each Ambush can be used once per instance of a unit being deployed, moved, or put.

**Area Damage X:** A cumulative, triggered ability that means, “Whenever damage from this unit’s attack causes a unit to be discarded, this unit may do X dice of damage to another unit in the same arena as the discarded unit.”

**Armor:** An isolated, static ability that means, “This unit can only be hit on a roll of 5 or more.” Armor works against dice of damage and attack dice. It redefines what die roll is required to hit a unit. It doesn’t modify the die roll like Accuracy. A unit with Accuracy 1 attacking a unit with Armor hits with 4’s, 5’s, and 6’s.

**Avenge X:** A cumulative, triggered ability that means, “Whenever damage from an attacking unit causes one of your other units in the same arena as this unit to be discarded, this unit does X dice of damage to the attacking unit when the attack ends.”

**Backfire X:** A cumulative ability triggered by the initial dice roll that means, “When you roll at least one natural three with this unit’s attack dice before reroll, this unit does X dice of damage to itself when the attack ends.” Backfire applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate.

**Barrage X:** A cumulative, static ability that means, “This unit may attack a unit in the Character arena instead of this arena, using X power plus any other effects.” You choose whether to use Barrage to attack a unit in the Character arena or to make an attack in the arena your unit is in. You can’t attack a unit in the Space or Ground arena using Barrage. Power changes affect Barrage including those granted by stacking.

**Bombard X:** A cumulative, static ability that means, “This unit may attack a unit in the Ground arena instead of this arena, using X power plus any other effects.” You choose whether to use Bombard to attack a unit in the Ground arena or to make a normal attack in the arena your unit is in. You can’t attack a unit in the Space arena using Bombard. Power changes affect Bombard including those granted by stacking.

**Bounty: [bonus]:** A layered ability triggered during a unit discard that means, “When another unit is discarded by damage from this unit, you gain the following when your next build step starts.” Bounty triggers even if the attacking unit leaves play. Bounty works in the build zone. You will gain the bounty even if the attacking unit is sent to the discard pile. The unit can’t collect a bounty on itself.

**Critical Hit X:** A cumulative ability triggered during the pending damage step that means, “If you rolled at least one natural six with this unit’s attack dice, this unit does X more damage for this attack.” Only one natural “6” counts in the attack roll after rerolls. If a unit gets the Critical Hit ability after you roll attack dice, it’s too late to affect the damage. Accuracy can’t increase the die roll to a natural “6”. However, you or your opponent may use an effect to reroll dice to affect the number of natural sixes. (You only count the six, if any, from the roll used for the attack.) Critical Hit applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate.

**Cunning:** An isolated, static ability that means, “Roll this unit’s attack dice secretly. Show them to your opponent after damage prevention.” If a player can’t roll the attack dice secretly, perform the Damage Prevention POP chance before rolling attack dice. When the attacking unit has Cunning there will always be a damage prevention play or pass chance, even if no pending damage is created by the attack.

**Damage Control X:** A cumulative, triggered ability that means, “When your build step starts, you may remove up to X damage counters from this unit.”

**Deflect X:** A layered ability activated during the damage prevention POP that means, “Prevent X damage to this unit, and this unit may do that much damage to a unit of your choice in the same arena.” Deflect creates new damage that can be done to any unit in the same arena as the unit that activated Deflect (even itself). Deflect may be deflected any number of times. Damage is applied after all prevention and deflects resolve. The damage that the unit does equals the damage it prevented. You can play each Deflect effect only once for each source of damage. Deflect as much damage as you can up to the Deflect value.

**Double Damage:** An isolated, static ability played during the damage placement POP that means, “Put 1 additional damage counter on the defending unit for each 1 damage that wasn’t prevented.” Damage counters placed by a unit with Double Damage are in addition to the counters that would be placed normally if the attacking unit did not have Double Damage.

**Double Strike:** An isolated, static ability played after the attack end POP that means, “You may choose an opponent’s unit that this unit can attack. This unit attacks that unit. Play only if this unit just attacked and only if it tapped for that attack.” The unit must tap for the first attack, not the second. If it untaps, it may double strike again. Double Strike doesn’t allow you to attack your own units.

**Elude:** See Precision.

**Enhance: [Effect]:** A selective, static effect that means, “You may play the following effect by paying the additional cost.” The effect states whether you play it “instead” or “also”. You must declare it to get its effect and you must pay it before any effects resolve and before the Disrupt play or pass chance.

**Equip:** A selective effect on Equipment activated during the build step that means, “Attach this Equipment to a card with a type that matches one of this Equipment’s subtypes. Play only during your build step.” You can pay the Equip cost only once per turn.

**Evade X:** A layered ability activated during the damage prevention POP that means, “Prevent up to X damage to this unit.” You can play Evade only once for each instance of damage. You don’t have to use all of the Evade. You choose how much damage to Evade up to X, even if the full amount of damage or more is pending.

**Ferocity:** An isolated, static ability that means, “Damage from this unit can’t be prevented.” Damage that can’t be prevented includes all damage coming from the unit with Ferocity, including damage from attacks, Ambush, Deflect, Retaliate, and other effects that specify the source of damage as the unit with Ferocity. Units with Fortitude override this ability, and can prevent damage to themselves from units with Ferocity.

**Focus X:** A cumulative ability triggered by the initial dice roll that means, “When you roll at least one natural five with this unit’s attack dice before reroll, this unit gets +X power for its next attack.” Only the first natural “5” counts. A five rolled after reroll doesn’t matter. Focus applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate. Accuracy can’t increase the die roll to a natural “5.” The bonus power only lasts for one attack, but it can be triggered again each attack.

**Foresight: [Effect]:** A static, layered effect that means, “Whenever this unit attacks, you may predict the number of hits that will be rolled for that attack. If you’re correct, gain the [effect].” For example, a unit with “Foresight: Gain 2 Force” will give you 2 Force if you guess the number of hits rolled correctly.

**Forewarning: [Effect]:** A static, layered effect that means, “Whenever this unit is attacked, you may predict the number of hits that will be rolled for that attack. If you’re correct, gain the [effect].” For example, a unit with “Forewarning: Gain 2 Force” will give you 2 Force if you guess the number of hits rolled correctly.

**Fortitude:** An isolated, static ability that means, “This unit can prevent unpreventable damage to itself.” Units with Fortitude can prevent damage from units with Ferocity and “damage... that can’t be prevented” by using Deflect, Evade, Parry, and other damage prevention abilities. Fortitude only allows a unit to prevent unpreventable damage to itself, not to other units. Putting damage counters directly on a unit is not the same thing as doing damage, and also can’t be stopped by Fortitude.

**Fury X:** A cumulative ability triggered by the initial dice roll that means, “When you roll at least one natural four with this unit’s attack dice before reroll, roll X additional attack dice.” Only the first natural “4” counts. A four rolled after reroll doesn’t matter. If your unit gets the Fury ability after you roll attack dice, it’s too late to roll additional attack dice. Fury applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate. Accuracy can’t increase the die roll to a natural “4.”

**Hidden Cost X:** A selective, static effect that means, “As long as you have a number of build counters on this card equal to X or the card’s current build cost (whichever is less), you may complete it anytime by paying Force for the remaining build cost, if any.” **Hidden Cost** can only be played if the card is partially built and has the required number of build counters on it. Effects and stacking rules may reduce the build cost required to complete the card and may even reduce the cost beneath the X value. You do not need to pay Force if there are enough build counters on the card to complete the card. You may use **Hidden Cost** anytime, except during any Play-or-Pass chances reserved for reroll, damage prevention, or disrupt POP chances. You may not use **Hidden Cost** to deploy a Pilot to a unit.

**INSERT:** A layered, static ability that means, “When this card is the top card of a stack, or stacked under the top card, the top card gets the following effect;” **Insert** works while in the build zone. The effect works while anywhere in the stack. The granted effect remains to be the effect of its type. (For example, activated abilities granted by **Insert** may be disrupted.) While the **INSERT** effect itself (the ability to grant the listed effect to the top card of the stack from anywhere in the stack) works when the stacked card is in the build zone, the effect listed as being granted by **INSERT** will only work per the normal rules of the game and will only work in the build zone if the granted effect would work in the build zone.

**Inspiration:** An isolated, static ability that means, “Each of your other units in this arena gets +10 speed, +1 power, and +1 health.” A non-unique card cannot have **Inspiration**.

**Intercept:** A selective ability activated during the attack POP that means, “If one of your other units is being attacked in the same arena, the attacking unit now attacks this unit instead.” **Intercept** doesn’t end the attack. Any number of units may intercept an attack once for each instance of the effect. Each intercepting unit has been attacked. **Intercept** isn’t a prevention ability. **Intercept** doesn’t cause a new attack. (It is the same attack.)

Your unit may intercept an attack from one of your own units (but not from itself) as long as the unit that activates **Intercept** can be attacked by the attacking unit. If the attacking unit can’t attack the intercepting unit, you can still pay the activation cost for **Intercept**, but the defending unit won’t change.

“For this attack” effects do not trigger for each **Intercept**. Some effects may end because they don’t apply to the new defending unit unless the effect’s conditions are met by the new defending unit. An effect that addresses the attack can’t be played for each intercept, but could continue.

**Intimidation:** An isolated, static ability that means, “This unit gets +10 speed, +1 power, and +1 health for each of your opponent’s units in this arena.” A non-unique unit cannot have **Intimidation**.

**Ion Cannon X:** A cumulative, static ability that means, “This unit may attack a unit in the Space arena instead of this arena,

using X power plus any other effects.” You choose whether to use **Ion Cannon** to attack a unit in the Space arena or to make a normal attack in the arena your unit is in. You can’t attack a unit in the Ground arena using **Ion Cannon**. Power changes affect **Ion Cannon** including those granted by stacking.

**Lucky X:** A cumulative, static ability that means, “Each time this unit attacks or is attacked, you may reroll up to X of this unit’s attack dice or have your opponent reroll up to X attack dice against this unit.” Both players can use **Lucky** effects according to the rules for POP chances. **Lucky** is used only once after all triggered reroll effects resolve. You can’t reroll more dice than are rolled for the attack. You may choose to roll any number of dice up to the **Lucky** value.

**Meditate:** An isolated activated effect that means, “You may play this card from your discard pile without paying the printed build, Force, or alternate cost. When a card that was played using **Meditate** would be discarded, remove it from the game instead.” **Meditate** can only be activated when the card is in your discard pile. Battle cards can only have **Meditate** activated when that Battle card would normally be played. Trap cards can only have **Meditate** activated when the triggering condition for that Trap card is met. All other cards can only have **Meditate** activated during your build step. Paying the **Meditate** activation cost means you don’t pay the normal printed cost of the card.

**Overkill:** An isolated ability triggered during the pending damage POP that means, “When this unit attacks, you may divide hits in excess of the defending unit’s remaining health between that unit and another unit in the same arena.” The player who controls the attacking unit decides how many hits (if any) in excess of the defending unit’s remaining health to reassign as damage to the second unit. (That player can’t change their mind afterward.) A number of hits equal to the defending unit’s health must be assigned to the defending unit, and the remainder may be assigned to the defending unit or another unit in the same arena. **Overkill** damage is caused by the ability, not the die roll. Shields, Parry, and Armor have no effect against it, but damage prevention not specifying dice works normally. Both units resolve damage in tandem.

**Parry X:** A cumulative ability triggered during the damage prevention POP that means, “If the attacking unit rolled at least one natural ‘1’ against this unit, prevent up to X damage to this unit.” Only one natural “1” is counted from the attack roll after rerolls. **Parry** doesn’t prevent damage from a parrying unit unless it attacks itself. **Parry** can’t affect unpreventable damage. If a unit gets the **Parry** ability after you roll attack dice, it’s too late to affect the damage. Accuracy can’t decrease the die roll to a natural “1”. However, you or your opponent may use an effect to reroll dice to affect the number of natural ones. (You only count the 1, if any, from the roll used for the attack.) **Parry** applies only to dice rolled for an attack, not to dice rolls for abilities like **Retaliate**.

**Persuade X:** A layered ability activated during the Damage Prevention POP that means, "Prevent up to X damage to this unit, and the attacking unit, if any, loses power for its next attack equal to the amount of damage prevented this way."

**Pilot:** A layered, static ability written as " $\leftrightarrow$  [subtype] Pilot. The [subtype] gets:... ." that means, "You may move this card onto or off of a non-Droid unit of the correct subtype once during the build step. Ignore all other text on this card except its name, subtype and health. The piloted unit can only be piloted by the number of Pilots that its subtype allows." Treat all of a unit's Pilot abilities for a subtype as a single Pilot ability for that subtype. It grants abilities to that unit alone. (See Pilots, for more details.)

**Precision:** An isolated, static ability that means, "When this unit attacks the defending unit can't be changed from the chosen target." An attacking unit with Precision cannot have the target of its attack changed by a unit with the Intercept, Redirect, or any other effect. "Elude" is the former name of this keyword. Treat any unit with Elude as if it has Precision instead.

**Protect X:** A layered ability activated during the damage prevention POP that means, "Prevent up to X damage to one of your other units in this arena." You can play Protect only once for each instance of damage. You don't have to use all of the Protect. You choose how much damage to Protect up to X, even if the full amount of damage or more is pending. If a card that activated the Protect ability leaves the arena as part of the cost to activate that Protect ability, treat that card as if it were still in that arena until the Protect ability resolves.

**Redirect:** A selective, activated ability that means, "If this unit is attacked, choose one of your other units that can be attacked and damaged in this arena and does not have an ability that automatically prevents all damage to it. The attacking unit attacks the chosen unit instead." Note: An attacking unit with Precision will mean Redirect will have no effect during that attack.

**Reduced Cost X: [condition]** A selective, static effect that means, "This card's cost is X if the listed condition is met." Reduced Cost on cards refers to the build cost, except for Battle cards, where it refers to the Force activation cost. For this keyword, the conditional statement will always start with "If" for clarity. The condition must be met in order for you to be able to pay the "Reduced Cost."

*Example: One of your cards has "Reduced Cost 6: If you have a unit in the Space arena." You must have a unit in the Space arena in order to deploy the unit using the Reduced Cost of 6 build counters.*

*Note: Other effects and stacking rules may further decrease the build cost. In the previous example, you might have another effect which causes that same card to cost "1 less build counter to deploy." Therefore, you can deploy that card as long as it has at least 5 build counters on it (6 - 1 = 5).*

**Reserves: [Ability]:** A layered, static ability that means, "The following ability works while, and only while, it's in the build zone." The granted ability remains to be the ability of its type. (For example, activated abilities granted by Reserves may be disrupted.)

**Resilience +/- 'X':** A cumulative, static ability that means, "As long as this unit has at least 'X' damage counters on it, that unit's power is modified by +/- 'X'." As you cannot have negative damage counters on a unit, the cumulative numeral of 'X' always refers to the number of damage counters on the unit. Effects that provide a + Resilience may be written simply as 'Resilience 1' instead of 'Resilience +1'. If the cumulative Resilience 'X' is a positive number that unit gets + 'X' power. If the cumulative Resilience 'X' is a negative number that unit gets - 'X' power.

**Retaliate X:** A layered ability activated during the attack POP that means, "If a unit in the same arena as this unit is attacking this unit, this unit does X dice of damage to that unit when the attack ends." A Retaliate ability without an activation cost has a printed cost of "Pay 0 Force  $\rightarrow$ ". Retaliate resolves when the attack ends, even if your unit gets discarded. Retaliate dice are just dice of damage, not attack dice, and can trigger Stun. Retaliate based on a unit's power is based on its total power at the time the Retaliate is activated. Retaliate doesn't work with attacks from another arena (such as Bombard and Ion Cannon) or the build zone. A unit may retaliate against itself if it attacks itself. Each Retaliate may be used once per attack. Each defending unit can activate Retaliate during the attack POP, which resolve in their order when the attack ends, even if the retaliating unit is discarded.

**Riposte X:** A cumulative ability triggered by the roll of a natural two during an attack that means, "If the attacking unit rolled at least one natural two against this unit, this unit does X damage to it when the attack ends." Only one natural "2" is counted from the attack roll after rerolls. Negative Accuracy can't decrease the die roll to a natural "2". However, you or your opponent may use an effect to reroll dice to affect the number of natural twos. (You only count the 2, if any, from the roll used for the attack.) Riposte applies only to dice rolled for an attack, not to dice rolls for abilities like Retaliate.

**Shields X:** A cumulative, static ability that means, "The attacking unit gets -X power against this unit." Shields only matters when attack dice are rolled. If you give a unit Shields after your opponent has rolled for damage, it doesn't affect the roll.

**Stack: [List]:** A layered, static ability that means "You may put a listed card under this unit as part of its stack." The listed cards can't be on top of the stack. Cards with the Stack ability don't count as the cards listed and don't contest with any of the listed cards. If a card is listed by its name you can't stack a card with a different name unless it satisfies a different criteria in the [list] or they represent the same unit. (See Different Versions with Different Names) Unlike a normal stack, you can only have

one version of each unique unit from the [list] in the stack. Non-unique cards listed on a card with the Stack ability are permitted to form a part of the stack and you can have multiple cards with the same name in the stack as long as they are non-unique. Cards added to a card's stack using the Stack ability cannot exceed the 4 card maximum normal stacking rule. If a unique card with the Stack ability loses that Stack ability, or is longer the top card of the stack, immediately remove any cards from the stack that can't be stacked with the current top card of the stack and put those cards in their owner's discard pile.

**Stealth:** An isolated, static ability that means, "This unit can't be attacked unless it's tapped or has damage counters on it." An untapped and undamaged unit with Stealth can still be affected by alternative types of damage. (Such as Overkill.) As long as the unit has any number of damage counters on it, it can't use Stealth and can now be attacked. A unit with Stealth can activate its own Intercept ability, but will not become the defending unit unless it has at least 1 damage counter on it or it is tapped, or the attacking unit has the ability to attack stealth units for some other reason. **Units can't gain Stealth after Velocity has already triggered and the change in speed is already in effect.**

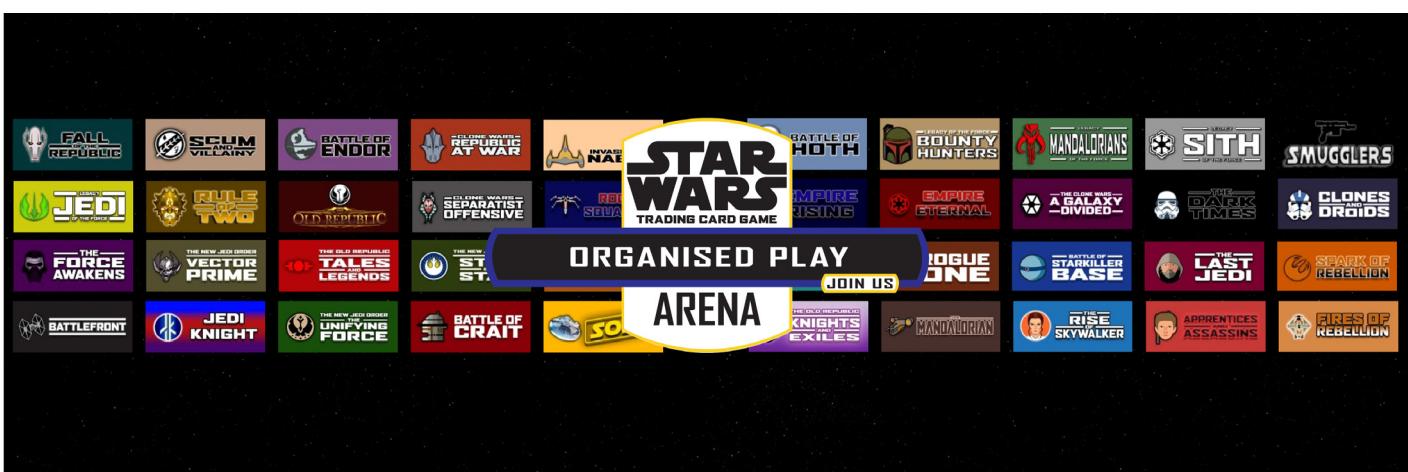
**Stun X:** A cumulative ability triggered during the damage placement POP that means, "When this unit damages another unit, that unit gets -X power until end of battle." If no damage counters are placed as a result of damage, Stun doesn't occur. Stun works anytime the unit damages another unit, not just when it attacks. Only the unit with both Deflect and Stun abilities can stun when it activates its Deflect.

**Surge X:** A cumulative ability triggered during the damage placement POP that means, "Whenever another unit damages this unit, you may give a unit of your choice in this arena +X power until end of turn." If no damage counters are placed as a result of damage, Surge doesn't occur. Surge works any time another unit is the source of damage, not just during attacks. You can choose any unit in the same arena as the unit with Surge to be the recipient of the +X power, including itself and even your opponent's units.

**Switch: [First/Second/Third unit type effect]:** A layered, static ability that means, "As long as this unit is in the first arena listed on its type line, it gets the effects listed to the left of the first slash. As long as this unit is in the second arena listed on its type line, it gets the effects listed to the right of the first slash. As long as this unit is in the third arena listed on its type line, if any, it gets the effects listed to the right of the second slash, if any." If it says "None" as one of the arena type's effects, it means that it gets no extra effects while in that arena. The unit's Switch effects will correspond to the types listed on the unit's type line. There won't be a slash for an arena not listed in the unit's type. Switch doesn't allow units to change arenas during the battle phase.

**Upkeep: [Cost]:** A layered ability triggered when the build step starts that means, "When the build step starts each turn, you must pay the following cost." You must choose one of the costs that you can pay each turn, and ignore the others. You must still pay the Upkeep costs of a unit even if that unit is in the build zone, becomes the top card of a unique unit stack, or Pilots another unit. The Upkeep must be paid if you can pay it. If you can't pay any of the listed costs in full, then ignore Upkeep. If a unit has multiple instances of Upkeep abilities, fulfilling just one of the Upkeep abilities (such as tapping the unit) does not satisfy all the Upkeep costs at once; it would only satisfy that instance of Upkeep. You may choose the order of multiple Upkeep abilities to keep an Upkeep from being paid, though a different order might pay it.

**Velocity X:** A selective static ability triggered at the start of the arena battle step that means, "When this arena's battle step starts, you may give this unit +X speed until end of turn. If this unit doesn't have Stealth, you may give it -X speed until end of turn instead." Velocity only triggers if the unit that has Velocity is in the arena at the start of the battle step. Units can't gain Stealth after Velocity has already triggered and the change in speed is already in effect. Velocity cannot reduce a unit's speed below 0.



The IDC hosts events each month using the Vintage or Standard formats and will commence monthly draft events!

# Pilots

References to "Pilot" mean "a unit card with the Pilot keyword" even if in your deck, hand or discard pile. It is not a subtype. Pilots can't pilot units during setup. Pilots can't be deployed directly to a unit; it must first be deployed to an arena for its type or to the build zone. (This doesn't affect the rules for moving Pilots.) Piloted units don't get any stacking bonuses from the Pilots. The abilities listed in the Pilot keyword on the card don't work if the Pilot isn't on a unit.

A unit stays where it is if its Pilot moves or goes to any other zone. But if the piloted unit moves, is discarded or returned to hand, the Pilot goes too. During the build step, Pilots may move onto or off of a unit only once. (This restriction doesn't apply during any other part of the turn).

## Piloting Units

When putting a Pilot on a unit, put it beneath the unit's stack with each Pilot's text box in view. Pilots may only pilot units that match the subtype given after the Pilot symbol ( $\leftrightarrow$ ) and before the word "Pilot".

The following rules apply to Pilots on units:

- You can't put Pilots on units with the Droid subtype, even if that Pilot is also a Droid.
- Units with one of the following subtypes can have up to 3 Pilots: Army, Capital Ship, Cruiser, Fleet, Fortification, Station.
- Units with one of the following subtypes can have up to 2 Pilots: Gunship, Patrol Ship, Squad, Squadron, Transport, Walker.
- All other units can only have 1 Pilot, unless the card or Pilot ability specifies otherwise.
- Any units that can have an "extra Pilot," are +1 whatever number they are allowed. Example: Millennium Falcon could have up to 3 Pilots (2 for being a Transport + 1 "extra Pilot")
- Pilot works in the build zone, but not the abilities granted to the unit, unless one of the exceptions.
- A unit's Pilot can't be attacked. Pilots may still be damaged by effects and discarded, but not attacked. Units are unaffected by damage to the Pilot, and vice versa.
- Ignore abilities outside the "Pilot" ability while the Pilot is piloting except those referring to it piloting a unit or the piloted unit.
- Pilots aren't units while piloting. Only card effects referencing a "Pilot" or its subtype, without using "Character" or "unit" (unless it also says "card") can affect a Pilot.
- Pilots on units untap normally during the ready phase.
- Upkeep on Pilots must still be paid while piloting.
- Pilots keep Equipment attached when piloting. Equipment can't be attached to or detached from a Pilot that is not a Character while piloting.

## Causing Pilots to "Fall Off"

You can cause a Pilot to "fall off" a unit when you rearrange or deploy to the top of the Pilot's stack or change the piloted unit's type or subtype, and must do so if the Pilot can no longer pilot the unit. But you can't do this to circumvent the one move rule during the build step. An effect may let you circumvent the rule by specifically permitting you to rearrange the stack.

*Example: You have Luke Skywalker with the "Starfighter Pilot" ability stacked on top of Luke Skywalker with the "Speeder Pilot" ability. Luke is on a Starfighter. If you wanted to bring Speeder Pilot Luke to the top of the stack, you would have to move him to a Speeder, to the Character arena, or to the build zone.*

If a unique Pilot can't pilot the unit, you may bring a different version of the Pilot to the top of the stack that can still pilot the same unit without counting against its one move.

## Retreating Pilots

To retreat a piloted unit during the retreat step, tap and move both to the build zone together. If the unit's Pilot is already tapped, you may move the Pilot directly to the build zone from the unit during the build step separately, then retreat the unit during the retreat step. If more than one Pilot, remove the Pilots until 1 is left on the unit.

## Control of Pilots and Piloted Units

Control of pilots doesn't change when a unit's controller changes, but they still grant effects to it. The Pilot's controller may move the Pilot during his or her build step, unless its one move has already been used this turn. If both players have Pilots on the unit when it is retreated, all Pilots return to their controllers. Only one of the unit's controller's Pilots may remain.

Effects that return control of a Character take place even when piloting, but it stays until removed by its original controller. The Pilot's one move per turn applies only to the individual controller.



*This card was the result of a fan "You make the card" series in the lead up to the IDC's 3rd expansion Battle of Endor.*

# GLOSSARY

The Glossary contains many rules not found elsewhere in the Rulebook and is also an index. An entry may have page numbers, a definition, or both. Some entries also list other entries that may help you understand the subject or help you find what you're looking for. There may also be additional rules. Page references that reference "Note" refer to one of the Notes on that page. Header names are used to help you pinpoint a subject on a page.

## Terms

→: Activated Effects symbol.

↔: Pilot keyword symbol.

⌚: Tap symbol.

+/-: Effects that change a unit's values (speed, power, health, build cost). These effects are cumulative. Negative values have a value of 0 for all purposes except when calculating toward its final value.

\*: Variable speed, power or health values instead of a number. The variable value is defined by the card's effects which becomes the printed value for that variable speed, variable power, or variable health. The variable value that the "\*" represents is the printed value and not the total value. Variable values are "unknown" (not "0") during setup and remain unknown until the effect that determines the variable value can be resolved for the first time. Once an unknown variable becomes known it is determined by the effect that defines its value. Effects that determine variable values work in the build zone and while a unit is piloting. Damage counters on a unit have no effect until the unit's health value is first known. Once an unknown variable value becomes known for the first time, if that value becomes unknown again for any reason and remains unknown at end of turn, treat that value to be zero. If the variable health is unknown at end of turn, the health is now treated as having a value of 0 and that unit is discarded immediately.

**ability:** (p.15).

**activated effect:** (p.15).

**activation cost:** Activated (p.15).

**arena:** (Also "in battle" and battle arena) (p.8) Additional Rules: There's no limit to the number of units that can be in an arena.

**attach:** Equipment card (pp.3-4).

**attack:** Attacking. (p.12) See also: attack dice (below), attacking unit (below), Attack Sequence Summary (p.31), "when this unit attacks" (p.30).

**attack dice:** Dice rolled to do damage with an attack. (Not dice of damage.) See also: Attacking, Dice Roll (Reroll) POP, hit, and roll.

**Battle card:** (p.2) See also: Effects (p.15).

**battle phase:** (p.11)

**battle step:** Battle Steps. (p.11)

**bidding:** During a game, there may be opportunities to bid for things such as who starts the game with which side of a deck (Light Side or Dark Side; see Bidding sides to start the game), who gains control of a unit, and who wins a contest for versions of a unique unit. (Contesting Unique Cards) Bidding during the game is usually done with bidding Force. To gain control of a unit with a bidding effect, the players determine secretly how much they're willing to bid. This can be done by putting a number of bid counters in one's hand and the two players reveal the number of bid counters they're holding. Whoever bids higher wins the bid and must pay that much Force to gain control of the unit. The player who lost the bid doesn't pay any Force. Dark Side wins bidding ties unless the effect says otherwise.

**build:** Building Cards with Build Costs. (p.4) See also: build zone (p.8), During Your Build Step (p.11), and Roll for Build (p.11).

**build cost:** (Also total build cost) (p.4)

**build counter:** A counter put on a unit to build it. Putting 1 build counter on a card costs 1 build point.

**build point:** Points spent to pay for building cards and for paying activated effect costs. See also: Roll for Build Points.

**build step:** (p.11)

**build zone:** (Also "retreated") (p.8)

**card number:** A number at the bottom right of the card (diagram, p.2) that players use to identify cards.

**cards:** (pp.2-7).

**Character unit:** (p.2) See also: Contesting Unique cards (p.5)

**complete (a card):** Building Cards with Build Costs. (p.4)

**condition (effect):** See: Using Effects. (p.15)

**control:** (Also, controller.) To be the only one with a unit holding an arena or to use a card as if it were your own. Effects may cause the controller of units, Pilots, and Equipment to change during the game. With the exception of the first primary rule or effects that refer to the card's owner, a player who controls a unit, Equipment, or Pilot controls all aspects of it, including all versions of that card in its stack when he or she gains control of that card, until control is turned back over to the original controlling player. The new controller may add to the stack with his or her own versions as normal. Control effects last for a specified time (such as "until end of turn"). When the specified time occurs, the card or stack returns to the player who controlled it before the control effect took place no matter what version of the card is on top of the stack (even if the name changes). When an effect refers to "you" or "your" it refers to the effect's controller. A "you" or "your" that's part of an effect that triggers when a unit or Pilot goes into the discard pile, hand, or deck refers to the controller to the extent the

effect doesn't violate Owner Over Controller. See also: Control of Pilots and Piloted Units and "control the arena".

**counter:** A bead, poker chip, chit, coin, die, plink, pog or other marker that tracks changes to the card it's on. The primary counters are build counters and damage counters. Other counter types do different things depending on what cards are in play. These counters include captivity counters, corruption counters, credit counters, mastery counters, redemption counters, and resource counters. Counters are removed when the card is discarded. An effect that removes counters from units can't remove them from Pilots on units unless it specifies Pilots. Each type of counter must be distinct from the others and be identical to others of the same kind. Sleeves or card backs cannot be used as counters. Do not use inappropriate, offensive, or confusing counters.

**cumulative effects:** (p.16)

**damage:** Causing a unit to be damaged by attack dice, (above) dice of damage, (below) or direct damage effects. Put a damage counter (below) on the unit for each point of damage. Damage from an attack is damage from the attacking unit. Damage comes from a specific unit if an effect says "this [or that] unit does X damage [or dice of damage]." Otherwise the damage has no source. See (p.12) for the standard damage resolution steps. See also: dice of damage (below) and prevent damage.

**damage counter:** A counter put on a card to reduce its total health. You put damage counters on a card when it takes damage from an attack or effect or when they're directly placed by an effect. Damage counters aren't the same as doing damage and can't be prevented. Unless a card is specified, the damage counters have no source. See also: damage (above).

**damage prevention:** See prevent damage (p.24). See also: Damage Prevention POP (p.16).

**deck:** Deck. (p.9) Game Zones. (p.8)

**defending unit:** The unit that's being attacked. The defending unit doesn't do damage to the attacking unit without an effect. The defending unit may be tapped or untapped. See also: Attacking.

**deploy:** Unit Cards. (p.2)

**detach:** Move an Equipment card from a unit into the build zone. The unit loses all effects granted by the Equipment. Effects that have already been triggered or activated will continue to be active during that turn (or the duration stated by the effect) if continuous. See also: Equipment card (pp.3-4).

**dice of damage:** Roll a number of dice to determine hits. (below) "Dice of damage" is not itself damage and is not the same as "attack dice". Dice of damage may be affected by Armor, cause Stun, trigger Bounty, and be deflected, but isn't affected by any other keyword effect. See also: Standard Damage Resolution.

**discard:** Move a card from where it is to the discard pile. Cards that are "put into the discard pile" by an effect are not

"discarded". Effects that simply say "discard a card" mean to discard it from hand. When the number of damage counters on a unit is equal to or greater than that unit's health, it is discarded. If a card must be discarded to pay a cost, the card must actually be sent to the discard pile. Effects that say "would be discarded" don't let the discard take place. If a card is supposed to be "discarded" but is kept in play by another card's effect, then the discarding effect's cost isn't paid and doesn't take place. See also: Unit Discard POP.

**discard pile:** (p.8)

**disrupt:** See Disrupt POP (p.16). Additional rules: The cost of the action or effect must be paid before it is disrupted. It is considered played according to the rules for activated abilities, but provides no benefit. (If it can be played only once per turn, then it's once per turn usage has been used and it cannot be used again during the current turn.) Some disrupt effects include other effects, such as "Disrupt a Battle card unless its controller pays 2 Force" and "Disrupt a Mission card. Gain Force equal to that Mission card's total build cost." These effects only occur If and when the disrupt effect resolves. Even disrupt effects can be disrupted. If a disrupt is disrupted, then the original effect that was to be disrupted has its effect. Any number of Disrupt effects can be disrupted in a row. A player can even disrupt his or her own effects or actions.

**draw:** Take the top card from your deck and put it into your hand. See also: Start of the Build Step. (p.11)

**draw step:** When you draw a card when the build step starts. (p.11) This is not a step of the command phase, but distinguishes the action from other card draws.

**duplicate effects:** (p.16)

**effect:** Effects. (p.15) See also: replacement effect (p.25)

**equip:** (Also equipped). A synonym for "attach". The act of paying the Equip cost to attach Equipment to a unit. See Equip. See also: Equipment Cards (pp.3-4).

**equip cost:** The cost paid to attach on Equipment.

**Equipment card:** (pp.3-4)

**Event card:** (p.4)

**Event zone:** (p.8)

**face-down:** A unit card that's put face-down isn't a unit. Face-down cards aren't "in play". Face-down cards in the build zone are "partially built". Face-down cards under a unit don't count toward stacking bonuses. Those cards stay with the unit until it is discarded or returned to one's hand or deck, in which it remains set aside (i.e., "out of game") until the game ends. If a different version of a unique unit is put on top of its stack, any face-down cards remain under it, but the effect that put them there would no longer apply if printed on the card. However, any version put on top with an ability relying on cards face-down under it may benefit from the face-down cards. The original directions regarding what to do with the cards at a trigger point (such as when the unit is discarded) given at the time the face-down cards were put beneath the stack still apply.

**Force:** Points used to pay costs. When you gain, spend or lose Force, alter your Force total by the given amount. You can never pay more Force than you have. See also: “[gain/lose] X Force” (p.27) and “pay X [Force/build points]”.

**game zones:** (p.8)

**Ground unit:** (p.2) See also: Contesting Unique cards (p.5)

**hand:** (p.8)

**health:** The number of damage counters a unit can take before it's discarded. (Diagram, p.2) A unit's remaining health is equal to its total health minus the number of damage counters on it. References to a unit's health refer to its total health, not its remaining health. When the number of damage counters on a unit is equal to or greater than that unit's health, it is discarded.

**hit:** (also “miss”) Rolling Hits. (p.12) See also: attack dice,

**isolated effects:** (p.16)

**layered effects:** (p.16)

**Location card:** (p.3)

**Mission card:** (p.3)

**move:** Units, Pilots, and Equipment may move from one arena to another to which it is allowed. Pilots can move to the build zone only if you are moving a Pilot off a unit it was piloting. During your build step, you can move each of your multi-arena units and Pilots only once. Moving through the build zone when deployed, and being discarded, do not count against the one move per turn for Pilots or Multi-arena units.

**multi-area card:** (p.4)

**multi-area unit:** (p.2) Multi-area Cards (p.4) See also: Contesting Unique cards

**name:** The text written along the top of the card. (Diagram, p.2) (It doesn't include the version letter, or any other trait of the card.) Effects that refer to a Character name (such as Luke Skywalker) don't refer to any unit owned by that Character (such as Luke's X-Wing). Non-unique cards sharing the same name as other cards (such as Blockade from Battle of Yavin and Blockade from The Phantom Menace expansion) are independent from those cards. Two cards have the same name if the English versions of their names are identical. When a different card refers to a card's name, it may refer to that card and other cards with the exact same name. Text that includes the name of the card it's on or “this unit” refers only to that card. See also: Unique Cards.

**non-activated:** An effect without an activation cost. Namely triggered and static effects. (p.15)

**non-unit:** (p.2)

**non-[subtype]:** A subtype preceded by “non-” means any card that does not have that subtype. It does not mean a card with “non-” in its subtype.

**object of the game:** (p.11)

**owner:** The owner of a card is the player who begins the game with the card in his or her deck. The owner of a card never changes. See also: Owner Over Controller.

**partially built:** Building Cards with Build Costs. (p.4)

**Play or Pass Chance (a.k.a. “POP”):** (p.16)

**power:** The number next to the “P” (Diagram, p.2) to the left of a unit's text box that determines how many attack dice you roll for its attack. Effects referencing a unit's power mean its total power. Face-down cards under a unit don't count toward the unit's power. Changing an attacking unit's power after rolling attack dice won't change the number of dice rolled.

**prevent damage:** Stop damage from reaching a unit. Effects with the word “prevent” can prevent damage during the damage prevention POP anytime damage would be done to a unit and only then. Prevention doesn't work in the build zone. If an attack does a number of damage to a unit and you play a card that can prevent that much and more, the card prevents only the damage needing prevention. The extra damage prevention is wasted. For instance, if 2 damage needs prevention, but an effect can prevent 5, only 2 damage is prevented, while the rest is wasted. (The extra damage prevention does not heal the unit.)

**primary rules:** (p.11)

**printed [build cost, speed, power, or health]:** The value of the build cost, speed, power, or health as displayed on the top card of a unit's stack. The printed build cost of a non-unit card is the value of the build cost printed on the card. When referencing a card's printed cost, ignore any bonuses granted to the card and instead refer to the value printed on the card.

**rarity symbol:** A symbol that tells you whether a card is common (●), uncommon (◆), or rare (★). Promotional cards have a (P) and are considered ultra rare. Subordinate cards have a (S) and are considered ultra common.

**Reminder text:** Text that appears in parentheses on cards is meant to remind the player of the rules. However, if text in the most current rulebook contradicts reminder text, the rule overrides the reminder text. In the absence of a rule in the rulebook, the reminder text is the rule.

**replacement effect:** An effect identified by words such as “would” and “instead” that replaces an event that would normally occur as defined by a rule in the rulebook. A replacement effect keeps the event from occurring. Anything that triggers from that replaced event won't trigger.

**reroll:** Roll the dice again. All card effects and abilities that require a player to reroll dice are played during the dice roll (reroll) POP. When you reroll dice, ignore the first roll entirely unless an effect references the initial roll. Reroll effects let you reroll the dice only once. See also: roll (below) and Lucky.

**Resource card:** (p.4) See also: Resource zone (p.8).

**resource counter:** Resource Card. (p.4)

**Resource zone:** (p.8)

**retreat:** Move a unit from one of the three arenas to its controller's build zone. Retreating with an effect doesn't tap or untap the unit. If a unit retreats during an attack POP, the attack

ends. However, retreating a unit (yours or your opponent's) can't prevent damage to it. (A unit that retreats after rolling attack dice still takes the hits.) See also: Retreat Step

**retreat step:** (p.11) See also: retreat.

**reveal:** Show a card to your opponent.

**roll:** Roll the assigned number of six-sided dice onto a level, unobstructed area of the table. If you roll too many dice, roll all the dice again with the correct number. If rolling too few dice, roll a number of other dice to make up the difference. If the result of any of the dice is unclear, (falls to the floor or is stopped before it could complete the roll) reroll those dice. Rolling dice prompts the dice roll POP, generating a chance to reroll (above) the dice.

**selective effects:** (p.16)

**set aside:** See Out of Play and "out of play"

**setup:** (p.9)

**Space unit:** (p.2) See also: Contesting Unique cards

**speed:** The number next to the "S" (Diagram, p.2) to the left of a unit's text box. Units on both sides attack in speed order. The Dark Side wins ties for speed. Effects referencing a unit's speed mean its total (below) speed. Face-down cards under a unit don't count toward the unit's speed. A unit with negative speed has a speed of 0 for all purposes except calculating speed value by applying all bonuses and penalties. Increasing a unit's speed after a faster unit declares an attack won't end that attack. See also: During the Battle Step.

**stack:** (Also stacking) Stacking Unique Cards (p.5) and Stack keyword (p.20).

**stand-alone:** Text (Such as "Treat this unit as a Bounty Hunter") that's not nested with other text (such as "While this unit is in the Character arena, treat this unit as a Bounty Hunter.").

**static effect:** (p.15)

**Subordinate card:** (p.7)

**subtype:** The text on the type line (below) after the first hyphen next to the card's type. (below) A subtype with the same word as a type is still just a subtype. If an effect refers to a particular subtype, "Droid" for example, it refers only to a card with that subtype in its type line, or that has the effect "Treat this unit as a Droid". Words in the card's name or type don't count. **Multi-word subtypes** only need to have the subtypes (e.g., "Imperial" and "Officer") somewhere in the type line. The current exceptions to this rule include the following: "Battle Station", "Black Sun", "Bounty Hunter", "Capital Ship", "Commerce Guild", "Council Member", "Crime Gang", "Crime Lord", "Dark Jedi", "Death Watch", "Fel Imperial", "Final Order", "First Order", "Force Sensitive", "Force Wielder", "Galactic Alliance", "Heavy Starfighter", "IG Banking Clan", "Kel Dor", "Lost Tribe", "Military Droid", "Mining Collective", "Mon Calamari", "Nar Shaddaa", "New Imperial", "New Republic", "Nite Owl", "Old Republic", "Patrol Ship", "Polis Massa", "Rogue One", "Silvasu Fi", "Star System", "Techno Union", "Trade Federation", "Yuuzhan Vong",

a subtype followed by the "owner" subtype, and subtypes with the words "Jedi" or "Sith" must appear exactly as stated when referenced as Jedi Master, Jedi Knight, Jedi Padawan, Sith Master, Sith Lord, or Sith Apprentice.

**Tap:** Tapped cards are turned sideways (long side facing player; see diagram, p.2). A card can't tap unless it's in play in the untagged (short end toward the player) position. The "⌚" symbol means to tap the unit to pay a cost.

**total [build cost, speed, power, or health]:** The sum of stacking and effect bonuses or penalties and the printed build cost, speed, power, or health. References to a unit's speed, power, or health refer to its total value. References to a unit's total health do not include damage counters.

**triggered effect:** (p.15)

**turn:** Turn Structure. (p.11)

**type:** The text on the type line (below) before the first hyphen. (See diagram, p.2) A type may be granted to a unit by an effect or be referenced by an effect. Words in the card's name or subtype don't count.

**type line:** If an effect refers to the "type line", it refers to the entire type line, including types and subtypes. (above) If it says that it must have the same type line, then the entire type line of the cards must match word for word.

**unique:** See Unique Cards. (p.5) See also: name

**unit card:** (p.2) Additional rules: Effects designating a Character or Characters that don't designate "Character card" or "Character Location" refer specifically to Character units in play. See also: multi-area unit, partially built and Unit Card.

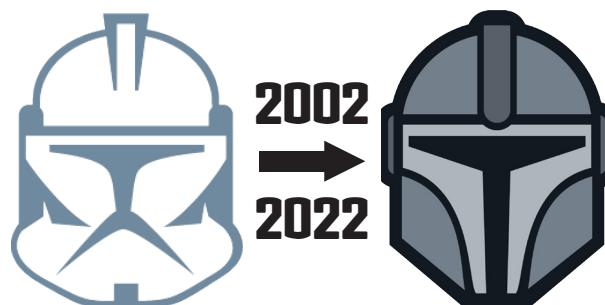
**untap:** Put a unit or Equipment back to its normal upright position. (Short end toward the player.) See also: Untap Step.

**untap step:** (p.11)

**version letter:** (p.4)

**X:** A variable value determined by a card's effect. When it represents the number of cards in a unique unit's stack, it includes the top card in the stack, so that if there's only one version of the unit in play, "X" equals "1".

**win condition:** A condition to fulfill to win the game. Certain cards might also mention conditions where a player "can't lose" or "can't win" the game at a specific time. See also: Object of the Game, End of Turn, and "you win"



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## Phrases

**"all cards stacked with it"**: This means all cards in, on, under and attached to the unit's stack, including Pilots, Equipment and face-down cards. This only refers to the cards that were with it in the arena. If the card is returned to your hand or to an arena from another game zone, such as discard, only those cards that were in its stack when it was sent there and may still be found in that game zone may be returned with it. Equipment that was simply detached and moved to the build zone does not return to the unit.

**"and its Pilot"**: This refers to all the Pilots on the unit, not just one. Rules for "all cards stacked with it" apply. (Above.)

**"anytime"**: Play the effect even during steps outside the battle phase, (such as the build step, and during the start POP and end POP chances; Example: Hidden Cost), or during the chances specified by the effect, except during damage prevention, reroll, and disrupt POP chances. Effects that start with "anytime" are static effects.

**"as if it were"**: This means that the card or unit acts like the name, type, subtype or other state it is not in order to fulfill an effect condition and continues not to be that name, type, subtype, or other state in all other ways.

**"as long as"**: The effect applies only for the duration of time that the condition is true. If the condition changes, the benefit discontinues. Effects that start with "as long as" are static effects.

**"as long as this unit is in its arena"**: Simply ignore this statement except where it applies to one of the abilities that normally work outside the arenas.

**"can't attack"**: (Also "can't be attacked" and "can't attack a [subtype].") If your unit can't attack any units, tap it in its speed order. If an attack doesn't happen, attack effects can't happen. You check for "can't attack" and "can't be attacked" only before the attack. If a unit is already attacking or defending and gets one of these effects, the attack still happens. Units that "can't be attacked" can still be targeted by effects.

**"can't be prevented"**: If an ability says "Damage from this unit can't be prevented", damage prevention effects can still be played; but they won't do anything. The damage may still be affected in other ways.

**"can't use"**: Effects can't be played for a specified duration or event. It may specify triggered, static, or activated effects or effects that are more specific. For instance, an effect that says "You can't use Evade" only stops you from playing an Evade keyword ability to prevent damage, but doesn't cover other damage prevention effects like Deflect or "prevent X damage".

**"choose"**: An option that the player must decide and indicate to their opponent. You can't change your mind later.

**"choose an arena"**: The effect applies to the arena, not to the units in that arena.. It sets up a condition that applies even to units that come into the arena later. See also: "choose" (above).

**"choose one"**: Some effects may tell you to choose between two or more options. These options might work at different times of the turn. Either a condition for all the choices or each choice will determine when the effect can be played. See also: "choose" (above).

**"control the arena"**: (Also "doesn't control the arena") Effects that modify whether or not a unit controls an arena regardless of whether your opponent has units in the arena or not. Controlling the arena in this way counts as one of the two arenas you must control to win the game. Not controlling it means that your opponent controls it if they have units in the arena and you have no units in the arena that don't have that text, or no one controls the arena if your opponent doesn't have units in the arena. However, it's still a unit of its type and counts toward the extra build point for having a unit in each arena.

**"costs X [more/less]"**: (Also "costs X fewer") Effects that raise or lower costs adjust them only for that use of the card or activated effect, unless the effect applies to a unit card or a card's controller or is static. So any costs applied to or deducted from a Battle card when it was played, but aren't in effect for the effect's user when an effect that copies that card's effect is played, the copied effect does not get the cost adjustment.

**"damaged by your opponent"**: Attack damage, direct damage or dice of damage from any unit, ability or card effect (e.g., Battle, Mission, Location, etc.) played by your opponent. It does not apply to the placement of damage counters.

**"damage done"**: (Also "damaged", "damages", "do damage", "does damage" and "is damaged".) A unit "is damaged" once all damage counters are placed on it after damage prevention has resolved. Effects that trigger from "damage done" or when a unit "does damage" or "damages" only trigger during the damage placement POP. See also: damage counter.

**"discard X...unless you discard a [subtype] card"**: If you would discard 2 or more cards, you may discard the card with the particular subtype instead. This usually specifies unit cards of a particular subtype. You may still discard the 2 or more cards even if one or more of them has the necessary subtype; it's your choice.

**"divide hits" or "divide the damage"**: When an effect allows you to divide damage between multiple units, you must play the effect during the attack POP or whenever specified by the effect. You choose the second unit after dice are rolled (and rerolled, if applicable) during the pending damage POP. Unless otherwise stated, you may choose to apply 0 damage to either of the two units. (Not both.)

**"does no damage"**: Effects that refer to when a unit does no damage refer both to it rolling no hits and to when all the damage is prevented. If it also states "when this unit attacks," then if the attack is cancelled by retreating, it also does no damage. All that matters is that no damage counters were placed. See also: damage.

**“...does Y [damage/dice of damage] to itself”:** Effects that grant a bonus in exchange for damage. The unit can prevent, Evade, and Deflect the damage, just like any other damage. If the unit attacks again, the unit gets the power bonus again, and it damages itself again at the end of the attack.

**“draw X cards”:** If an effect (not a cost or Upkeep) tells you to “draw X cards”, you draw as many as you can up to X cards.

**“draw up to X cards”:** If an effect tells you to “draw up to X cards”, you draw as many cards as you want between 1 and X’ number of cards.

**“during battle”:** The general POP during the battle phase.

**“each of those units”:** A part of an effect that applies only to the units mentioned previously in the effect.

**“each of your units”:** The effect applies to your units in play at the time the effect is played, not to the arena (The effect will not apply to any units that come in later) unless the effect says otherwise. This text also applies to the unit it’s on as long as it meets any requirements stated by the effect and doesn’t specify “other units”.

**“for this attack”:** You can play it only if a unit is attacking and only once per attack, but as frequently as the unit makes attacks. It lasts until the attack ends, even if the attack is intercepted.

**“[gain/lose] X Force”:** If an effect causes you to gain X Force at the end of an effect, you can’t use that Force to activate effects to help you while that card takes effect. For instance, if the effect does damage, then causes you to gain 2 Force, you can’t use it to activate damage prevention effects for that effect. If an effect would cause you to lose more Force than you have, you lose all of it. (You can’t have negative Force.)

**“has no effect”:** (Also “lose all game text” and “lose [specific Effect]”) When a unit loses one or more of its abilities or all its game text, those abilities can’t be played for the duration of the effect that caused the loss. All effects of that type stop working, whether printed on the card or granted by an effect. An effect that specifically “has no effect” can be granted to the unit, and even activated or triggered, but it simply won’t work.

**“if this card is in your [zone]”:** A card may reference itself in any zone. Its effect overrides the rule about from where the effect can be played.

**“in battle”:** arena (p.19)

**“in play”:** Equipment cards, Location cards, Resource cards, and unit cards aren’t “in play” until they’re turned face-up (i.e. deployed or completed). Abilities that are usable while a card is face-down don’t make the card “in play.” Partially built cards that are face-up aren’t “in play.” Effects that state “While [...] is in play...” allow any effects that follow it to work while in any arena or the build zone.

**“instead”:** replacement effect.

**“may attack”:** (Also “may have [it] attack”) This allows you to choose to have your unit perform an attack it wouldn’t normally make unless it can’t attack. If the unit can’t attack, then the effect won’t work.

**“must attack”:** If one of your units “must attack” another unit, and it can attack that unit, you have no choice but to attack with it, unless it “can’t attack”. It can’t attack units that “can’t be attacked”. You can’t have that unit attack any other unit than units specified by the effect, if any. You also can’t play abilities that say, “Play only when this unit would attack.” If your unit with “must attack” text has more than one unit to choose from, you choose which unit it attacks. If your unit “must attack”, but there are no units in the arena specified by the effect, then it may attack, or not, as normal. Playing this effect after an attack has been declared won’t change the defending unit.

**“natural X”:** A natural number is one in which the die physically shows the number on top. (There are no effects that change that number.) Reroll effects may affect the natural results. The rerolled result is also “natural”.

**“normal stacking rules”:** These are the stacking rules present at the time the effect resolves, usually the rules in this rulebook. If an effect changes a stacking rule, then the modified effect is the “normal stacking rule” for that card as long as that effect applies.

**“on a unit”:** This is where a Character using the Pilot ability is in the Space or Ground arenas. (This doesn’t actually mean on top of the unit.) See also: Pilot.

**“one of your units”:** This means to choose any of your units that qualifies for the effect. Only one unit can be affected.

**“other effects”:** These are normal effects that may affect a particular result. (Such as providing additional power to a power replacement effect like Bombard.)

**“out of game”:** (Also “set aside” and “removed from game”.) See Out of Play.) Cards that are removed from the game aren’t a part of your hand, discard pile, or any other zone and can’t be referenced by effects or used to pay costs of any kind. However, units remain to be units and all cards under them or in their stack stay with it. A group of one or more cards that are set aside are exclusive to that instance of the effect only and may be used only if the effect that put them there says so and only for the purpose stated and may return them to play.

Another copy of a unique card that has been removed from play can be played. (Follow the rules for contesting unique cards if the out of game card is returned to the game). Control effects no longer apply. (If the unit returns to the game, it returns to its owner.)

When the unit that the out of game cards are placed under is discarded, those cards remain set aside for the rest of the game. When the game ends, those cards must be returned to their owners.

**“pay X [Force/build points]”:** Lower your Force or build point total by the given amount. You can never pay more Force or build points than you have. A card might ask you to pay a cost in addition to Force or build points (such as discarding a card or tapping a unit). Anything that asks you to pay other kinds of points works the same way as anything that asks you to pay

Force or build points. Sometimes another effect may change the cost. If this happens, the granted X effect is based on the unchanged cost, not the cost actually paid.

**"play only [condition]"**: You can play an effect with this text only if you meet the condition. This overrides the rules about when or from where the effect can be played.

**"play this card"**: This means you may complete a unit card, Mission card, Location card or Resource card OR Equip an Equipment card OR play a Battle card into the appropriate arena, build zone, or Resource zone. Cards completed this way are not 'deployed' and enter the appropriate arena untapped.

**"put"**: When a card is "put" into an arena, it is neither "moved" nor "deployed", and doesn't allow a "deploy" or "move" effect to trigger. If a card says to "put" it into the discard pile, it doesn't trigger discard effects. When a card is "put" into your hand from your deck, it doesn't trigger draw effects.

**"put X build counters"**: This lets you put free build counters on a face-down card. (These build counters aren't deducted from your build points.)

**"remove from the game"**: See Out of Play and "out of game."

**"remove X build counters"**: Effects that remove build counters remove as many build counters as can be removed up to the number specified by the effect unless it pays a cost. If the effect removes all the build counters on the card, the card remains face-down and is still partially built.

**"return this [unit] to your hand"**: If a card with this text doesn't specify from where the unit is to be returned, it may only be returned to your hand from an arena.

**"reveal this card from your hand"**: The effect only works while in your hand. This overrides the rule against effects not working outside an arena.

**"rolled no hits"**: When no damage is done from attack dice. No dice are rolled for a unit with 0 power, so your opponent rolls no hits for such a unit. If your opponent rolled any hits but the damage was prevented, the effect would not apply. If the attack is disrupted or the defending unit is removed from battle after the attack begins, but before the dice are rolled, then no hits are rolled.

**"roll for build points"**: (p.10)

**"roll the unit's attack dice secretly"**: This means to roll the attack dice without your opponent knowing what the result is until all effects have been applied. When the damage prevention POP ends (there will always be a damage prevention play or pass chance, even if no pending damage is created by the attack), reveal the die roll result. It is best simply to roll the dice after your opponent applies dice roll, pending damage, and damage prevention POP effects, especially when playing the game using online programs. Triggered effects (such as Fury) that are dependent upon what the dice show are only applied after you actually roll dice. The number of dice to reroll

is chosen before knowing, but which dice to reroll are chosen after the dice are revealed. Resolve all effects in their correct order after the dice are revealed.

**"search your [deck/hand/discard pile]"**: If you don't have the specified card in the specific zone, fulfill what you can of the effect. For instance, if you are to search your deck for three particular units, but you can only find two, you may take those two without the third.

**"source" (of damage)**: Damage from an attack comes from the attacking unit. If an effect on a card says "this unit does X dice of damage," or "this unit does X damage," etc., then the source of the damage is from the unit referenced. If an effect doesn't specify one of your units as the source, the damage done to a unit or damage counters put on it have no source. See also: damage.

**"start of the build step"**: (p.10).

**"take X [speed/power/health subtype] Subordinate/s"**: This means you can search your "side-board" for Subordinate cards that match the game text specified and play those Subordinates as if they are in your hand.

**"that card [or unit]"**: The last card identified as the subject of the effect or its cost (in that order).

**"the last unit it attacked"**: Whichever defending unit that the unit this text is on rolled attack dice against last is the last unit it attacked, even if several turns prior, unless the effect indicates the current turn.

**"this card"**: An effect that refers to the unit card it is on (This includes "this unit card", "discard this card from your hand" or "put this card into its arena from your hand"), instead of just "this unit", works while that unit card is in any zone except when removed from the game or while in a unit's stack. Non-unit cards with this text must actually be played as normal or else specify the zone from which it's played. Effects with an activation cost with these terms can be played only once each turn, even if the card is returned to your hand.

**"this turn"**: (Also "until end of turn" and "until end of battle"). An effect that says "this turn," "until end of turn" or "until end of battle" lasts until the turn ends. "Until end of battle" means "until the end of this turn's Battle phase" (which occurs at the end of turn) after the battles in all 3 arenas are over. If the words come at the beginning of the effect, then the effect works for all units specified regardless of when they come into play that turn.

**"to complete this [card with a build cost]..."**: An effect that provides a cost in addition to the build cost of the card. You must pay the additional cost to complete the card and get the effect. See also: Building Cards with Build Costs and disrupt.

**"treat this unit as a..."**: (Also "becomes a subtype") Some units have text, either stand-alone or within an ability, that tells you to 'treat them as a...' subtype (Dark Jedi, Droid, etc.), type (Space, Ground, etc.), or other game condition (such as "non-unique"). The new type or subtype is in addition to its normal

types or subtypes, unless it says otherwise. A new condition, however, replaces the normal condition. Stand-alone (p.22) “treat as” text that provides a type or subtype is always active in your deck, the build zone, your hand, or your discard pile. (It is not active while in a unit’s stack under the top card of a unit.) If it is granted by an ability, then it is only active while the unit is in an arena. (See Game Zones for exceptions, p.6.) If the statement is part of another effect, or granted by an effect, then follow the normal effects rules for when an effect is active or not. Treat “becomes a [subtype]” as “treat this unit as a [subtype]”; it’s a retired term.

**“unless that Character is a Jedi Master”:** (Also “Can only be prevented by a Jedi Master”) Cards that say “This damage can’t be prevented [or Evaded] unless that Character is a Jedi Master” mean that the Jedi Master is the only one eligible to do it, even if it is preventing the damage to another unit. (Such as Yoda (E)’s ability.). See also: “Can’t be prevented” and “can’t use.”

**“when no unit is attacking”:** Play effects that say “Play only if no unit is attacking,” only during the battle phase outside of the Attack POP.

**“when the battle phase starts”:** This effect takes place at the start of the battle phase. If the effect also has you choose one of your opponent’s units in an arena, the effect does not take place if there are no units in that arena.

**“when the roll for build points is made”:** (also “when you roll for build points”.) This effect triggers only when the roll for build points is made during the roll for build. (p.10) If no roll for build points is made, the effect does not take place. See also: Dice Roll POP.

**“when this unit attacks”:** (also “when this unit attacks a unit”.) An ability that says ‘when this unit attacks’ triggers only once when the unit taps to attack, and doesn’t trigger with each defender chosen, nor selects only one of the defending units for that attack. It doesn’t trigger again if the defender changes (such as with Intercept) because it’s still the same attack. It does, however, trigger for each attack made with Double Strike. The effect can only be played when the unit attacks. If a unit taps instead of attacks or performs an effect when it “would attack”, it can’t use “when this unit attacks” effects.

**“when this unit damages a unit”:** This is a trigger that occurs when the unit damages another unit after damage prevention. The effect triggers even when the unit damages itself.

**“when this unit is discarded”:** (Also “when a unit is discarded.”) This effect takes place when the unit actually goes into the discard pile. If an effect puts the unit into another zone (such as your hand) after the unit is discarded, it has still gone into the discard pile and will therefore trigger other effects that say “when a unit is discarded”; it is not a replacement effect. An effect that replaces the discard stops this effect from being played.

**“when you draw a card”:** This effect triggers every time a card is drawn throughout the turn. If multiple cards are drawn,

then this effect waits until all the cards are drawn, then it is fulfilled for each card drawn.

**“where X equals the number listed below”:** Effects with this wording have multiple effects listed. If the effect says “as long as you have at least X”, then you add the effects granted by the lower values to the matching value.

**“with X power”:** This usually appears as “with X power, plus any other effects”. Instead of using the power printed on an attacking unit, you replace the power that was printed on the card (including any other power bonuses from cards stacked with it) with X. See also: replacement effect (p.21).

**“would”:** replacement effect.

**“would attack”:** Abilities that say “When this unit would attack...” or “Play only when this unit would attack” aren’t attacks, (unless the ability states that it is; the unit does not tap unless the ability says so.) and no effects that would trigger off of an attack can come into play. You must choose whether to attack or use an ability that says “play only when this unit would attack.” You can’t change your mind later. You can’t layer “when this unit would attack” abilities. (They’re selective.). As long as the unit is untapped, you can play the ability multiple times per turn, but only once each time the unit would attack, even if the ability’s effect lasts until the turn or battle phase ends. After each use of the ability, you must check for any changes to unit speeds. You can’t play the ability while the unit is tapped. See also: Attack POP and replacement effect.

**“would be damaged”:** (Also “would damage” and “would do damage”) These occur during the pending damage POP after re- roll effects and before the damage prevention POP, unless it prevents damage. (p.21) Damage counters are placed the instant the damage prevention POP ends. See also: replacement effect.

**“you can’t lose the game this turn”:** This means that no matter whether your opponent controls two arenas or plays a card that declares that they win the game, they have not won the game, because the player with this effect can’t lose. See also: Can’t Over Can (p.10).

**“your Characters can attack this unit”:** This text overrides the rule against attacking your own units. (Card over Rule, p.10) If the unit that can be attacked by your Characters also has “must attack” (p.24) text that applies to them, then your characters must attack that unit.

**“you win”:** An effect that means that you don’t have to control 2 arenas as long as the conditions in the effect are met. This effect replaces the win condition. For resolution timing purposes, treat the win condition as a triggered effect that triggers when the win condition is met. If an effect provides a win condition “at end of turn”, the effect’s win condition comes before either side can check the game’s 2 arena win condition, so the player with the effect wins the game even if the other player controls two arenas.

# APPENDIX A - CHARTS

## Turn Sequence Summary

### Ready Phase

1. Turn Starts
2. Untap
3. Gain Force
4. Roll for build points (Reroll POP)

### Command Phase

#### 5. Build Step (Dark Side completes the entire build step first, then Light Side)

Start-of-build-step (Do the following in any order)

- Start ("start of build step" effects)
- Draw step (not a turn step)
- Gain Bounty
- Pay Upkeep

Normal build step functions. (in any order)

- Build or complete units and non-units
- Rearrange versions in a unit's stack
- Attach Equipment to units
- Use "Play only during your build step" effects.
- Move Pilots onto or off of units.
- Move units from your build zone to an arena

#### 6. Retreat Step

Dark Side retreats untapped units first.

Light Side retreats untapped units second.

### Battle Phase

#### 7. Start of Battle POP

#### 8. Space Battle Step

Start POP ("Start of the Space battle step" effects)

- During the battle step
- General POP Play general effects.
- Speed check. If there are no units left to attack with, go to End POP. If opponent's unit is the same speed, Dark Side attacks first.
- Attack POP. See the Attack Sequence Summary chart. When the attack ends, return to General POP.
- End POP ("End of the Space battle step" effects)

#### 9. Ground Battle Step (as above)

#### 10. Character Battle Step (as above)

### End of Turn

#### 11. End of turn ("end of turn" and "end of the battle phase" effects)

#### 12. Check for win condition.

## Attack Sequence Summary

### 1. Declare Attack (Attack Disrupt POP):

- Tap the attacking unit (or begin the second attack with Double Strike).
- Choose a defending unit
- Both players may play attack disrupt effects. If disrupted, the attack never took place and the unit attempting the attack remains tapped.

### 2. Attack POP:

- Attack triggers ("When this unit attacks") resolve.
- Play general and attack effects with an activation cost. (Intercept, Redirect, and Retaliate are activated here.)

### 3. Dice Roll (Reroll) POP:

- Predict for Foresight and Forewarning first.
- Roll dice to determine hits.
- Dice roll effects played in the attack POP resolve.
- Dice roll and reroll triggers resolve.
- Static reroll and Lucky effects may be played.
- Activated dice roll effects resolve.

### 4. Pending Damage:

- Assign hits. (Play Overkill here.)
- Static/Triggered effects that modify damage resolve.
- Activated effects affecting the damage are played.

### 5. Damage Prevention POP:

- Damage prevention triggers resolve.
- Activate damage prevention effects.

### 6. Damage Placement:

- Determine if damage counters equal or exceed defending unit's health. If no unit would be discarded, skip to step 7.
- "Would be discarded" triggers resolve.
- Activated effects affecting the unit discard are played.

### 7. Unit Discard:

- Unit discard triggers resolve.
- Activated unit discard effects are played.

### 8. Attack End:

- End of attack effects trigger but wait to resolve.
- Any triggered effects waiting for resolution when the attack ends may now be resolved in their order.
- Any activated effects (such as Retaliate) waiting for resolution when the attack ends may now be resolved in their order.
- Activated "When the attack ends" effects are played.

## Order of Operations for Effects

1. Triggered effects trigger or resolve.
2. Static effects may be utilized.
3. Effects with an activation cost can be played or resolve.

# APPENDIX B - REMINDER CARDS

## Prep/Setup Phase

- 1 GATHER MATERIALS - Ensure you have your deck and other materials handy.
- 2 GAIN 30 BUILD POINTS - Each player starts the game with 30 build points.
- 3 CHOOSE SIDES - The players choose sides. You can do this at random or by bidding for sides.
- 4 PLAY EVENT - The DS Player plays their event and then the LS Player may play theirs.
- 5 PULL RESOURCE - Search your deck for one Resource, reveal it, and put it into your hand.
- 6 SHUFFLE AND DRAW - Shuffle your deck. Draw cards until you have seven cards in hand.
- 7 MULLIGAN - Discard any number of non-unit cards and draw cards to replace them.
- 8 SETUP - Spend your build points on units or a Resource. Each player builds until they have spent more points than their opponent.

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## Ready Phase

- 1 START OF TURN - Resolve any triggers that happen when the turn starts.
- 2 UNTAP - Players untap their tapped cards in the build zone and arenas. DS player first.
- 3 GAIN FORCE - Players gain 4 Force.
- 4 ROLL FOR BUILD - The LS player rolls a die for the number of build points each player gets. If you have a unit in each arena you get +1 build.

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## Command Phase

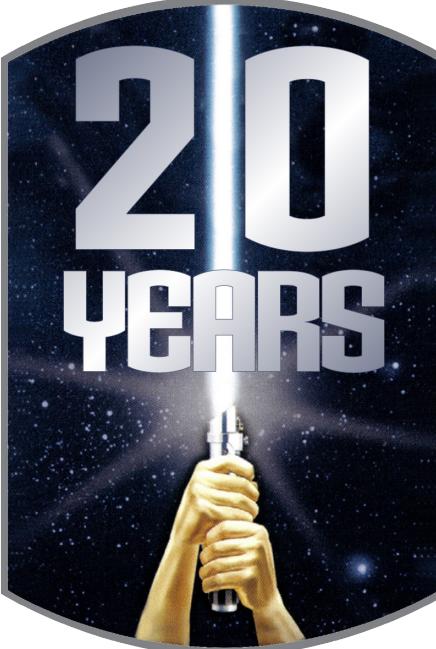
- 1 DS BUILD STEP - The DS player can pay Upkeep, gain Bounty, draw their card, and play "When your build step starts" effects. You can do these in any order. Then spend build points, complete cards, move units, and play build step effects.
- 2 LS BUILD STEP - The LS player now has their build step.
- 3 DS RETREAT STEP - The DS player may tap and retreat any number of their untapped units.
- 4 LS RETREAT STEP - The LS player now has their retreat step.

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## Battle Phase

- 1 START OF BATTLE PHASE - The battle phase begins. Resolve all triggered effects then each player may play activated effects that can be played "When the battle phase starts" DS first, then LS until both players pass.
- 2 SPACE ARENA BATTLE STEP - First resolve any effects that trigger "When the space battle step starts" then any activated ones (DS First). There is a general Play or Pass chance before the first attack, between attacks, and after the last attack. Untapped units attack in order of their speed (fastest first). Once the Space arena battle ends, units in the arena can't attack.
- 3 GROUND ARENA BATTLE STEP - Then do the same steps but for the Ground arena.
- 4 CHARACTER ARENA BATTLE STEP - Then do the same steps but for the Character arena.

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## End of Turn

- 1 END OF TURN - When the Battle phase ends, all effects that last "until end of turn" and "until end of battle" now end. Then resolve effects that trigger "When the battle phase ends" and "at end of turn".
- 2 CHECK FOR WIN CONDITION - If a player did not win or lose the game by a win condition effect during the END OF TURN, the player that has control of two or more arenas wins. If there is no winner or loser a new turn starts. To control an arena a player must have one or more units in that arena and their opponent has none in that arena.

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## Attack Sequence

- 1 DECLARE ATTACK - Choose a defending unit and tap the attacking unit. (Disrupt POP occurs)
- 2 ATTACK POP - This is a general Play Or Pass chance. Activate Intercept, Redirect, Retaliate during this step. Once the defending unit is final, predict using Foresight and Forewarning.
- 3 DICE ROLL - Roll a number of dice equal to the attacking units power. Backfire, Focus, and Fury trigger. (Reroll POP occurs) Accuracy, Armor, Parry, and Riposte trigger. Die results 4,5,6 hit.
- 4 PENDING DAMAGE - Resolve any "would do damage" effects. Play Critical Hit and Overkill.
- 5 DAMAGE PREVENTION - Triggered prevention resolves first. (Damage Prevention POP)
- 6 DAMAGE PLACEMENT - Put one damage counter on the defending unit for each unpreventable damage. Double Damage and Stun resolves.
- 7 UNIT DISCARD - When damage counters equal or exceed the defending units health, discard it. Avenge and Bounty trigger.
- 8 ATTACK END - Resolve effects triggered by the attack now. Backfire, Retaliate, Riposte

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## Play Or Pass (POP)

- 1 DISRUPT POP - Effects with the word "disrupt" cancel actions and effects. Disrupted effects didn't happen but their costs were paid. Disrupted attacks stop and the attacker remains tapped. Disrupted card completions result in card discard. Disrupts can be disrupted.
- 2 REROLL POP - After any die roll there is a time to alter the roll. First play effects that add dice, then play effects that reroll dice, finally play effects that alter the die result.
- 3 DAMAGE PREVENTION POP - Anytime damage is pending, effects with "prevent" can be used after any "would be damaged" effects.
- 4 GENERAL POP - This chance to play cards and effects occurs at the start and end of each of the three arena battle steps, between each attack, and after an attack is declared (called the Attack POP).
- 5 PLAY OR PASS - When these chances occur the DS player goes first, then LS, until both pass.

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## Subordinates

- 1 Steps to generate a Subordinate in LackeyCCG.
- 2 Select this card.
- 3 Clear this card.
- 4 Select the card that generates the Subordinate.
- 5 Right click on the Subordinate generator.
- 6 Select 'Generate Subordinate' from the drop down list. Note. This will add the correct Subordinate to the table under your control. It will also automatically pay and Build, Force, or Tap related costs. All other costs must be paid manually. Also if you can choose which Subordinate can be generated you must get that card manually from your Supply.

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## APPENDIX C - OPTIONAL RULES

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### **Flying Solo**

This is a playing format for a single player game. It is played without traditional decks. In addition to being a fast single player option, Flying Solo can also be useful for testing cards.

#### **Preparation and Setup**

Choose the number of units you want to have in each arena. Then choose a side and take that many Space unit cards, Ground unit cards, and Character unit cards for your chosen side and put them into their arenas. If you select a multi-arena card, choose one of its arenas and put it there. You can form unique stacks. You can also put Pilots on units they can pilot.

Then choose a side to play against as “your opponent” and take any number of Space unit cards with combined total build cost equal to or greater than the combined total build cost of your Space units and put them into “your opponent’s” side of the Space arena. Repeat this for the Ground and Character arenas. Remember, unique stacks and Pilots count towards the combined total build costs. You will be acting as “your opponent” during the game. To increase the difficulty, simply give “your opponent” units with higher and higher build costs. You can then skip to the “Playing the Game” section, or follow the “Optional Advanced Setup” below. For a challenging game, when you act as “your opponent,” play to win.

#### **Optional Advanced Setup**

You may attach any number of Equipment to units under your control. If you do, attach any number of Equipment with combined total build and equip costs equal to or greater than your Equipment to units under “your opponent’s” control. You may also put 1 Location in each arena. You decide whether

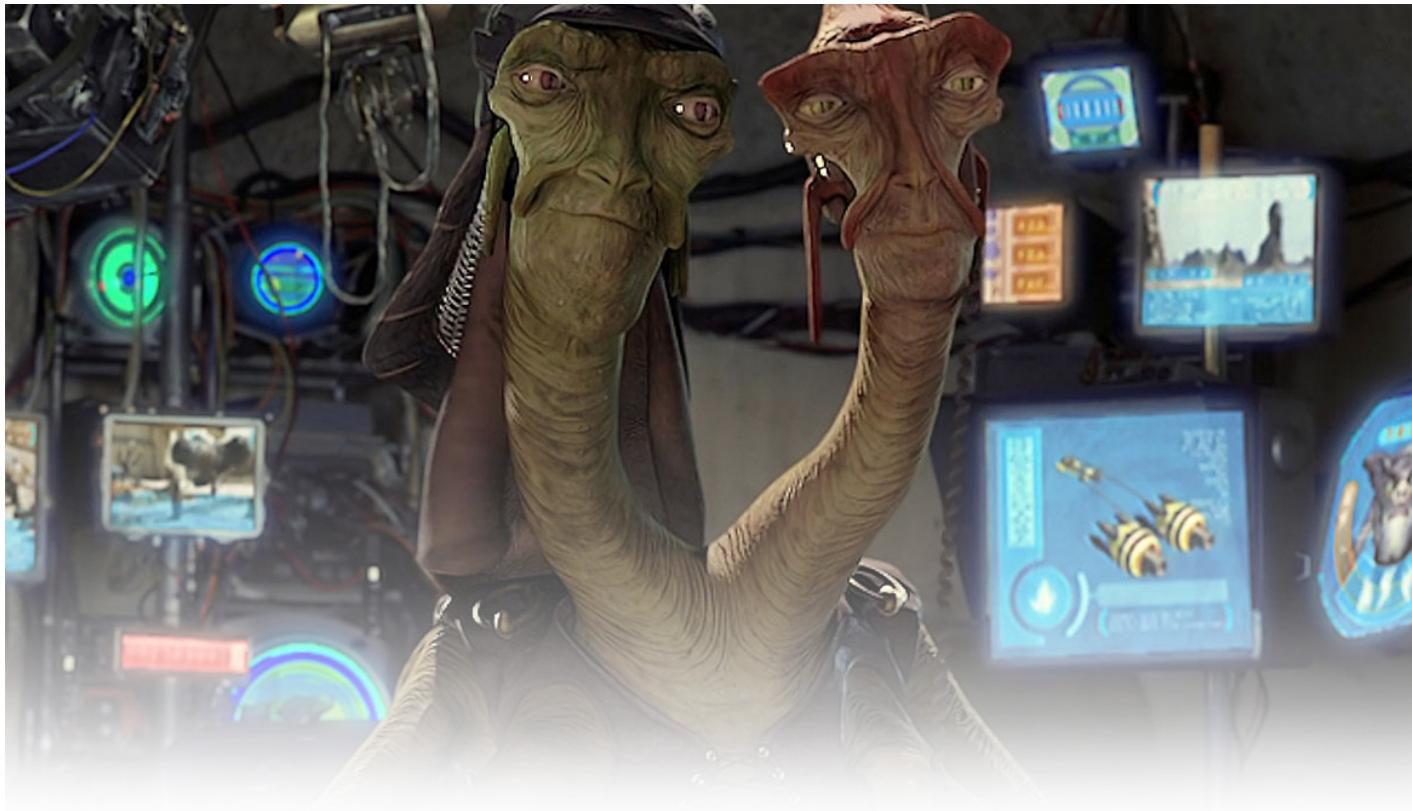
to put no Location, one of your Locations, or one of “your opponent’s” Locations into an arena. You may also put 1 Event in play under your control and 1 under your opponent’s control. You may also put 1 Resource in play under your control and 1 with equal or greater build cost under your opponent’s control.

Then, you may put up to 12 cards of any type off to the side in a “draw pile” under your control and up to 12 cards with similar costs in a pile under your opponent’s control. For a quicker game, only include Battle and Mission cards in the draw piles. For a longer game, you may add other types of cards, including unit cards, to the draw piles. You may also increase the size of the draw piles for even longer games. Shuffle both draw piles.

#### **Playing the Game**

1. Untap all units.
2. You and “your opponent” each gain 4 Force.
3. You roll for build points.
4. You and “your opponent” each take a build step. Remember, if you followed the Advanced Setup, each player draws a card from his or her “draw pile.” Any card or effect which refers to a “deck” refers to the “draw pile” instead.
5. Retreat Step.
6. Start of Battle.
7. Space Battle Step.
8. Ground Battle Step.
9. Character Battle Step.
10. End of Turn.
11. Check for win condition.
12. Repeat the steps above until you win or lose your solo game.

# APPENDIX C - OPTIONAL RULES



## Two-Headed Troig

This is a playing format for 2 Teams of 2 players each. A team decides the order in which its players sit together on one side of the play area.

The player seated on the right is the primary player, and the player seated on the left is the secondary player. The primary player makes the decisions. You may flip a coin or roll dice to decide. Each team takes turns rather than each player.

## Cooperation

Both players on a team take their “team turn” at the same time. Teammates may review each other’s hands and openly discuss strategies at any time (Taking team turns in a timely manner). Players may not whisper or pass notes to each other, nor manipulate each other’s cards or units (except to move a card in play out of the way).

## Sharing

Each team has a shared build total starting at 50 build in setup. With the exception of the build total in setup and the use of Locations in play (See below), players on a team do not share cards in hand, build points gained, Force, decks, discard piles, supplies, Event cards, or Resource cards, unless a card specifically addresses the “Light Side”, “Dark Side”, or “Yuuzhan Vong” player, meaning both players on that side.

*Example: If a player from any side plays Clear the Skies, then the Dark Side team may choose among both Dark Side players’ units which one they discard from each arena. Then the other players do the same with their own units.*

## Order

The primary player chooses the order that effects occur on his or her team. (Triggered effects first.)

## Distinctions

If a card says “you” or “your”, it means only the player who controls the card. (Only 1 player can control a card.) But on a Location, “you” and “your” refer to players who control Characters in that arena on that side of the board.

*Example: Player A has a Malakili (A) in play. Only Player A’s creatures will get +1 power, +1 health, and “Pay 1 Force → Intercept”. His teammate’s Creatures do not. However, player B has Lars Homestead in play, so both player A’s and player B’s units that cost 5 or less cost 1 less build to play.*

When a game rule or card says that your unit “may attack your units”, this means only the units of the player to whom the attacking unit belongs. The other player on the same side would be immune.

*Example: If player A plays Wampa, Wampa may attack player A’s units, but not player B’s units.*

“Your opponent” means both players on the other side of the play area.

## APPENDIX D - ORGANISED PLAY FORMATS

### Competitive Modern Format



#### STANDARD ARENA

### Competitive Original Format



#### VINTAGE ARENA

The Standard format is a format designed specifically for competitive organised play. Standard is an ever-evolving format as it will always contain the latest expansions released for the SWTCG. The card pool for Standard will always have the 5 most recent expansions in the card pool and can contain up to 8 expansions. When the latest expansion is released, if it would bring the number of expansions in the pool for Standard to 9, it instead resets to the 5 newest and the older sets are dropped.

### Star Wars Era Formats

#### OLD REPUBLIC ERA

#### REPUBLIC ERA

#### REBELLION ERA

#### NEW REPUBLIC ERA

#### RESISTANCE ERA

#### LEGACY ERA

The Vintage format is a format designed specifically to capture the original game-play elements from the original WOTC game design. None of the IDC's new card types are available in this format. The Vintage format is made up of all 10 expansions from WOTC and the first 6 expansions from the IDC, making the card pool cover every set from Attack of the Clones all the way through to Battle of Hoth.

### Larger Card Pools

#### GALAXY

#### WOTC ONLY

#### IDC ONLY

Some players may want to play with only cards from WOTC or only cards from the IDC so we have formats designed to cater to both of those development teams. The Galaxy format of the SWTCG is the largest of all as it includes all official SWTCG expansions covering nearly 20 years of content including over 15 years of the IDC keeping the game alive!

### Game Modes

#### DS/LS    SEALED    DRAFT

The SWTCG has three main game modes:

- Constructed - Where players build two 60 card decks.
- Sealed - Players open a number of booster packs.
- Draft - Players draft 1 card at a time from booster packs.

### Tournament Formats

#### 2xELIM    SWISS    R.ROBIN

IDC organised play events will be run with either a double elimination, swiss, or round robin (the later two with a single elimination finals).

# APPENDIX E - CREDITS

## SWTCG 20th Anniversary

### Edition Design Staff:

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**WOTC Production Management:** Michael Kent, Patrick Ross Tanya Zambrowsky Thanks to our project team members and the many others too numerous to mention who have contributed to this product.

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**WOTC's Special Thanks To:** Michael Mikaelian, "Jango" Jay Purvis, and David Cornford for their help with the rules; Joey Leake and all of Team Bus for their playtesting efforts; Johnathan Hill for his virtual realism skills; and everyone at TheForce.net and rebelbasers.com for their fantastic support of this game.

**The IDC Special Thanks to:** Our fans, everyone at Lucasfilm, the folks at wookieepedia.com, the talented artists whose work we use in the design of our cards, **our community on the SWTCG Discord**, and all previous members of the IDC as we celebrate **20 years of this fantastic game and of "keeping the game alive!"**

**A Very Special Thanks to:** George Lucas

## Playing SWTCG Online

The Star Wars TCG can be played online using one of various online programs. The official program used by the IDC is the LackeyCCG program. To download a copy of the LackeyCCG program, go to [lackeyccg.com](http://lackeyccg.com). To download the plugins for the SWTCG for the LackeyCCG program, go to [lackeyccg.com/starwars](http://lackeyccg.com/starwars).

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# APPENDIX F - CARD SETS

Below are all the SWTCG expansions in their order and by association. The expansion symbol (diagram, p.2) shows the expansion from which the card comes.

## Wizards of the Coast (WOTC)

- 1. Attack of the Clones (AOTC)
- 2. Sith Rising (SR)
- 3. A New Hope (ANH)
- 4. Battle of Yavin (BOY)
- 5. Jedi Guardians (JG)
- 6. The Empire Strikes Back (ESB)
- 7. Rogues and Scoundrels (RAS)
- 8. The Phantom Menace (TPM)
- 9. Return of the Jedi (ROTJ)
- 10. Revenge of the Sith (ROTS)

## Independent Development Committee (IDC)

- 11. Fall of the Republic (FOTR)
- 12. Scum and Villainy (SAV)
- 13. Battle of Endor (BOE)
- 14. Clone Wars: Republic at War (RAW)
- 15. Invasion of Naboo (ION)
- 16. Battle of Hoth (BOH)
- 17. Legacy of the Force: Bounty Hunters (BH)
- 18. Legacy of the Force: Mandalorians (MAND)
- 19. Legacy of the Force: Sith (SITH)
- 20. Legacy of the Force: Smugglers (SMUG)
- 21. Legacy of the Force: Jedi (JEDI)
- 22. Rule of Two (ROT)
- 23. The Old Republic (TOR)
- 24. Clone Wars: Separatist Offensive (SO)
- 25. Rogue Squadron (RS)
- 26. Empire Rising (ER)
- 27. Empire Eternal (EE)
- 28. The Clone Wars: A Galaxy Divided (AGD)
- 29. The Dark Times (TDT)
- 30. Clones and Droids (CAD)
- 31. The Force Awakens (TFA)
- 32. The New Jedi Order: Vector Prime (VP)
- 33. The Old Republic: Tales and Legends (TAL)
- 34. The New Jedi Order: Star by Star (SBS)
- 35. The Old Republic: Days and Nights (DAN)
- 36. The Clone Wars: Battle Lines (BL)
- 37. Rogue One (RO)

## Independent Development Committee (IDC)

- 38. Battle of Starkiller Base (BOSB)
- 39. The Last Jedi (TLJ)
- 40. Spark of Rebellion (SOR)
- 41. Battlefront (BF)
- 42. Jedi Knight (JK)
- 43. The New Jedi Order: The Unifying Force (TUF)
- 44. Battle of Crait (BOC)
- 45. Solo (SOLO)
- 46. The Old Republic: Knights and Exiles (KAE)
- 47. The Mandalorian (TM)
- 48. The Rise of Skywalker (TROS)
- 49. Apprentices and Assassins (AAA)
- 50. Fires of Rebellion (FOR)
- 51. Battle of the Sarlacc (BOTS)
- 52. The Mandalorian Way (TMW)
- 53. Book of Boba Fett (BOBF)
- 54. Battle at Exegol (BAE)
- 55. A Long Time Ago (ALTA)

### Mini Sets

- Imperial Assault (IA)
- Empire at War (EAW)
- Boonta Eve Podrace (BEP)
- Dynasty of Evil (DOE)

### Promotional Sets

- Battle for Endor (Uses BOE set icon)
- 10th Anniversary (Uses various set icons)
- Lego (Uses various set icons)
- 15th Anniversary

### Non-Star Wars Sets

- Marvel Cinematic Universe
- Avengers: Endgame
- Spider-Man



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