



INTRODUCTORY TWO-PLAYER GAME

RULES BOOKLET



"The Force is what gives the Jedi his power. It is an energy field created by all living things. It surrounds us and penetrates us. It binds the galaxy together."

— Ben Kenobi, *Star Wars: A New Hope*

"For my ally is the Force. And a powerful ally it is. Life creates it, makes it grow. Its energy surrounds us and binds us."

— Yoda, *The Empire Strikes Back*

THE BASICS

If you loved *Star Wars* when you saw it on the big screen, you won't be disappointed as the adventure moves from a galaxy far, far away into your own backyard. With the *Star Wars: Customizable Card Game* (SW-CCG), players battle to control the dual forces of Light and Dark. Opponents use their skill and cunning to manipulate the Force by selecting the locations, characters, weapons and other cards that will test the limits of their talent and luck.

How does it work? It's easy. This game contains two decks of 60 cards: a Light Side deck (with the Rebel symbol on the back) and a Dark Side deck (with the Imperial symbol on the back). One player is the Light Side, the other is the Dark Side. The 60-card deck represents the amount of Life Force available to the player during the course of the game. The elegant design of the game means the cards become a natural scorekeeper; no tokens or counters are necessary. The object? Be the first player to deplete your opponent's Life Force (when he has no cards left in his deck) and you win. Okay, maybe it's a little more complicated than this description. But with minimal effort, you'll master the basics faster than a Jedi Knight.

Your Expansion Set — Also included is an 'expansion set,' a free sample of 15 cards, randomly selected from the total set of 324 cards in the SW-CCG universe, that players can play with and collect. **Do not mix these expansion set cards with your other cards yet.** You will want to play a few games using the basic decks, which have been especially designed for you, before you start the adventure of 'customizing' your own decks. When you feel confident, you can include some of these cards in your deck, or you can use them to trade, or to begin your own larger collection.

Luke versus Vader — This two-player set contains 6 new cards which are not found anywhere else: 2 new locations, 2 new Interrupt cards, a 'Luke' and a 'Vader' — two characters which are the stars of these pre-customized decks. The 'storyline' of these customized decks involves young Luke (before he joined the Rebel Alliance and learned the ways of the Force) and Vader (before his critical confrontation with Obi-Wan Kenobi). For this reason, the location cards and 'supporting cast' for the decks are centered around sites on the Death Star and on Tatooine, Luke's home planet.

ABOUT 'CUSTOMIZABLE' CARD GAMES

A "customizable card game" (CCG) is one in which there are hundreds of different cards available. In the SW-CCG you 'customize' a deck of 60 cards to play with from all the cards in your collection. Since your skill in customizing has an impact on your chances of winning, part of the fun is discovering what cards are available and trading with friends to get the ones you want.

The SW-CCG currently consists of over 320 different cards, and there will be more in the future. We are giving you an introduction by pre-customizing two decks for you.

There are distinct differences between Light Side and Dark Side cards. Designed to be in 'dynamic equilibrium,' the cards are relatively equal in strength but differ dramatically in composition. The Dark Side, represented by the Galactic Empire, is the side of the Force that tends to be more technically advanced, better equipped and the stronger aggressor. With its rugged appearance, the Rebel Alliance has some surprising advantages. Using the power of the Force, they enhance their defensive capabilities, maximize their resourcefulness and achieve a sense of honor that sets them apart from their glossier counterparts.

The highly visual cards create a unique panorama as the game proceeds. Battles and encounters all take place at 'locations' drawn from the *Star Wars* universe. If you're an avid fan, you will discover that many interesting new facts have been added to the game. Decipher Inc. and Lucasfilm Ltd. have incorporated information about background characters and other details not explicitly named in the films. For example, strange aliens only briefly glimpsed in the shadows of the Cantina now have names and biographies approved as official lore by Lucasfilm Ltd.

TO PLAY A SIMPLIFIED GAME

This two-player game set is mainly meant for beginners. The cards that have been included will provide a rich exciting game. **When you are reading the rules for the first time, skip the sections that are shaded.** You will only need to read these when you start to use cards beyond the 120 cards in the pre-customized decks provided in this two-player set.

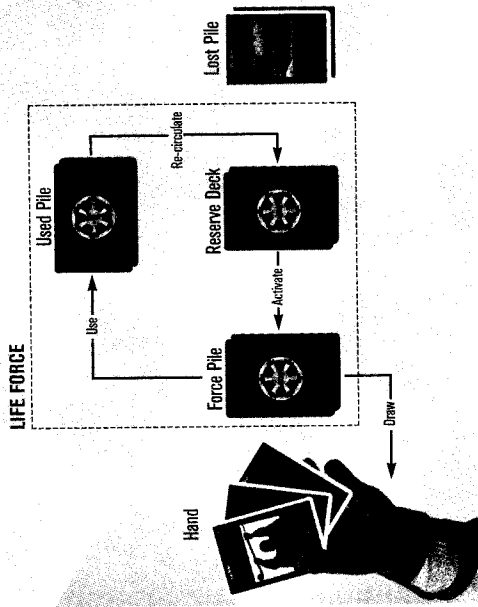
A QUICK START

You can choose to play with only 40 cards each if you wish. This will give a quicker game and is a good way to start learning. If you decide to do this we recommend you remove the following cards from your decks. These are the bottom 20 cards of the two decks as they are packed in your game box.

Light Side	Number	Dark Side	Number
Jawa	1	Jawa	1
LUN-V8K	1	Tusken Raider	1
Blaster	1	LUN-V8M	1
Timer Mine	2	Timer Mine	2
Tatooine Utility Belt	1	Imperial Blaster	1
Electrobinoculars	1	Stormtrooper Utility Belt	1
•Run Luke, Run!	1	•Vader's Obsession	1
Surprise Assault	1	Imperial Reinforcements	1
Rebel Reinforcements	1	Kintan Strider	1
We're Doomed	1	Counter Assault	1
Friendly Fire	2	Imperial Barrier	1
Han's Dice	1	Collateral Damage	1
It Could Be Worse	2	It's Worse	1
Rebel Barrier	1	Scanning Crew	1
•Death Star: Level 6 Core Shaft Corridor	1	Set For Stun	1
•Tatooine: Jawa Camp	1	Macroscan	1
•Tatooine: Docking Bay 94	1	•Death Star: Docking Bay Control Room 327	1
		•Tatooine: Jundland Wastes	1
		•Death Star: Docking Bay 327	1
Total	20	Total	20

Now, read on and prepare to journey into a whole new adventure where the Force is with you!

THE FORCE



Like an energy field, the Force can be manipulated. Both sides of the Force are a part of the natural order, life-affirming and destructive.

Since the game revolves around players offensively and defensively manipulating their Life Force, understanding how the Force is represented and used is extremely important. Each card represents one unit of Life Force in the game. During play, your Force cards circulate through your piles as shown in the diagram above.

THE FLOW OF THE FORCE

Your Life Force – The Reserve Deck, Force Pile and Used Pile make up your Life Force. If these three piles are totally depleted, you lose! Cards in your hand, in play or in the Lost Pile are not counted as part of your Life Force. Your Life Force is like a flow of energy. How well you manage this Force is a key strategic factor.

Reserve Deck – The 60-card deck you use to play the game becomes your Reserve Deck and represents the total Force available to you throughout the game. After one location is placed on the table, this deck is placed face down on the table and 8 cards are drawn from the top to form your 'hand'.

Force Pile – The first thing you do during each turn is 'activate' Force by counting cards from the top of your Reserve Deck and putting them face down in your Force Pile. Cards are only in the Force Pile temporarily. They represent the amount of Force that is available to you during that turn. Any or all Force cards can be used during your turn, drawn into your hand at the end of your turn or left to accumulate for future use.

Used Pile – Deploying a card to the table usually requires an expenditure of Force; cards from your Force Pile are moved face down to the Used Pile to represent this expenditure. As the name implies, this temporary pile holds cards used during your turn. Sometimes cards are placed here from the table or in other ways.

Lost Pile – This is a pile off to the side of the table where 'lost' cards are placed face up. Usually cards are discarded to the Lost Pile as the result of 'battle damage' or when an opponent plays a card that causes you to lose Force. These cards are generally not available for use, but can sometimes be brought back into play by certain cards. For this reason, a character forfeited from battle is said to be 'lost' rather than 'killed'.

Re-circulating – At the end of each turn, you re-circulate your Used Pile by placing it beneath your Reserve Deck. These cards will work their way back to the top of the Reserve Deck during subsequent turns to be activated again. Re-circulate your cards as you announce your turn is over. If you forget, your opponent can insist that you re-circulate. There are also ways he can use it to his advantage if you forget.

Losing Force – When you are required to lose Force, you must discard your cards face up to your Lost Pile. Cards can be lost from your hand or from the top of your Reserve Deck, Force Pile, or Used Pile.

Before the rules are outlined, the following information will give you a detailed understanding of the cards. If you come across any terms you do not understand refer to the glossary at the back of this booklet.

THE CARDS

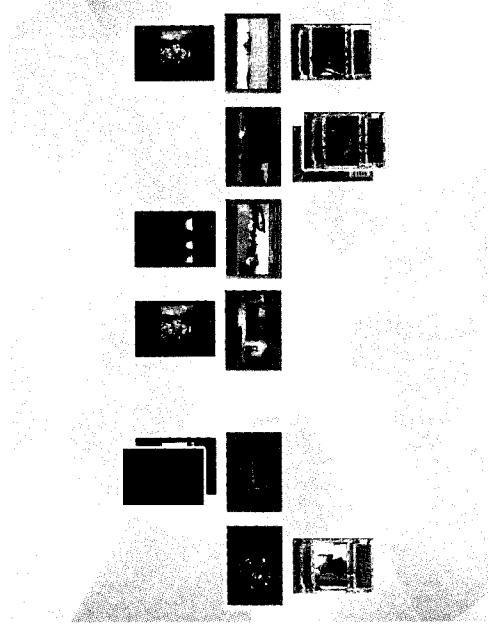
CARD FEATURES

CARD ICONS AND BACKGROUND COLORS

Category	Icon	Background Color	Various Other Icons
Characters	Light Side	White	Rebel Pilot
	Dark Side	Black	Imperial Pilot
	Starships	Blue	Warrior
	Vehicles	Blue	Astromech/Nav Comp
	Weapons	Green	Scamp Link
	Devices	Green	Rebel Force Icon
	Effects	Red	Imperial Force Icon
	Interrupts	Red	
			Planet
			Space
			Mobile
			Interior
			Exterior

LOCATION CARDS

There are two types of locations: site and system. In this two-player set there are only site locations. Location cards are placed on the table in a horizontal line between the two players. Site locations on the same system are played next to each other to form a group and normally are not broken apart. Site locations from different systems are slightly separated by a gap. The cards are oriented so the Light Side player is facing the side with the blue lightsaber icons and the Dark Side player is facing the side with the red lightsaber icons. Since locations have no deploy cost, they can be played on the table during your Deploy Phase with no expenditure of Force.



Site Locations (horizontally oriented) – Specific places within a system where characters and vehicles are played. There are exterior sites and interior sites. When a new site is brought into play, it must be placed to the right or left of any previously played site of that system.

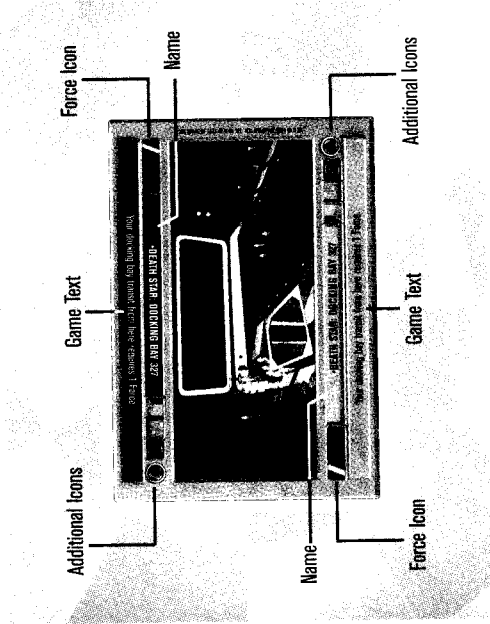
System Locations (vertically oriented) – These are planet, space or mobile cards played on either side of the end of a row of 'related' site locations (if already in play). Otherwise a system is played alone. A system card is related to all sites in the same system (e.g., the Tatooine system is related to all Tatooine sites). Having a system card and related sites in play together can yield added benefits.

Adjacent Site Locations – Some cards refer to adjacent sites (systems cannot be adjacent). These are sites on the same system that have been played next to each other and are therefore linked. New sites can only be played next to the outer cards and cannot be inserted between sites in play. During movement, characters and vehicles move from site to adjacent site like a sequence of connected spaces on a game board.

Converting Locations – There are Dark and Light versions of many locations. (Be aware, the game text and Force icons will vary!) Only one of each location may be in play at a time. A location in play can be converted by placing the opposing version on top. It is not uncommon for a location to change back and forth (Light to Dark, Dark to Light) several times during a game. When customizing your deck, you must decide whether to include one or more of each location. The special game text or the number of Force icons may make a card vital to your strategy. You never know when your opponent will play a version of the same location on top of yours; you may want to have another card to restore the location to your benefit!

Note: The concept of 'presence' is critical to determining who controls a location for Force drain and whether or not deployment and battling can take place. It is possible to have certain cards played at a location and still not have legitimate 'presence' there. A player has 'presence' if he has ability of 1 or higher at that location. Ability is found on character cards and on starships with permanent pilots. Most vehicles and droids, when played alone at a site, do not qualify as 'presence' because they have no inherent ability.

LOCATION CARD – SITE



A FEW DETAILS...

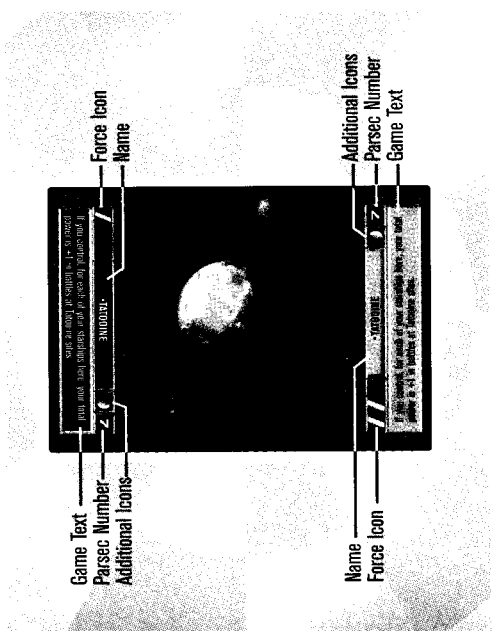
FORCE ICONS – Sites can have a number of lightsaber icons on each side (usually 0 to 3). The Light Side has blue icons and the Dark Side has red. These indicate the amount of Force generated for each side at that site.

ADDITIONAL ICONS – These areas indicate characteristics of the site such as whether it is interior, exterior; related to a planet, space or mobile system; or equipped with a Scomp link (a computer access connection referenced by other cards).

GAME TEXT AREAS – This describes details specific to the card's function.

(Note: All docking bays are special sites which allow for easy movement of characters and vehicles from system to system. This is accomplished by "docking bay transit," which is explained later in this booklet.)

LOCATION CARD – SYSTEM



A FEW DETAILS...

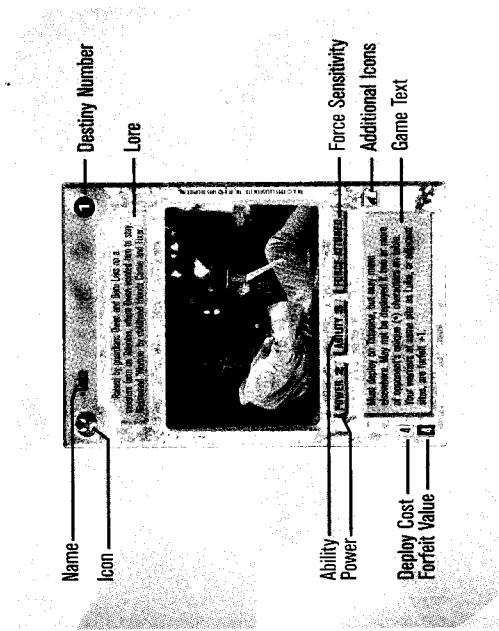
FORCE ICONS – Systems can have a number of lightsaber icons on each side (usually 0 to 3). The Light Side has blue icons and the Dark Side has red. This indicates the amount of Force generated for each side at that system.

ADDITIONAL ICONS – These areas indicate characteristics of the system such as planet, space or mobile.

PARSEC NUMBER – This number, which ranges from 1 to 9, is used to calculate the hyper-route distance between different systems.

CHARACTER CARDS (REBELS, IMPERIALS, ALIENS AND DROIDS)

Characters are the stars of the game. Their movement and interactions create the story that becomes the basis of your adventure.



A FEW DETAILS...

DESTINY NUMBER – Used in gameplay to represent the element of fate or chance involved in actions.

LORE – Information related to the *Star Wars* universe. Terms marked in boldface type indicate relevance to gameplay (e.g., **spy**).

POWER – An attribute that represents overall strength.

ABILITY – This number ranges from 0 to 7 and represents a character's ability to use the Force.

FORCE SENSITIVITY – Characters with high ability values have a measure of sensitivity to the Force which is referenced on other cards.

ADDITIONAL ICONS – These icons indicate skills for characters, such as warrior and pilot, which affect gameplay in various ways.

DEPLOY COST – Expenditure from Force Pile required to deploy a card. You can deploy cards where you have 'presence' (ability of 1 or higher) or where you have one or more Force icons present.

FORFEIT VALUE – Number representing the amount of battle damage that may be absorbed by 'sacrificing' this card to the Lost Pile.

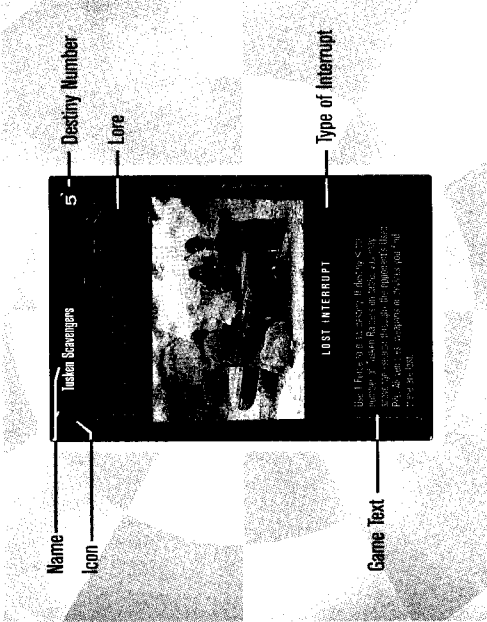
GAME TEXT – Special powers and game information are described here.

INTERRUPT CARDS

An interrupt is a special card that generally has a temporary impact on the game. Like a plot twist in a story, it is a surprise that can occur at any time, even during an opponent's turn. To play one, say, "interrupt!" and bring out the card. An expenditure of Force is often required. To play it during your opponent's turn, you will need to have left the necessary number of Force cards in your Force Pile.

Interrupts always have priority over other cards. After use, 'used' interrupts go face down on the top of the Used Pile to re-circulate; 'lost' interrupts are placed face up on top of the Lost Pile and are out of the game (unless 'retrieved').

If several interrupts are played, they are handled in the order in which they were played. An exception occurs when you play an interrupt that cancels or affects the previous interrupt. In this instance, you get an opportunity to cancel the previous card and, if successful, the earlier interrupt is immediately discarded to its owner's Lost Pile. Any Force your opponent expended to play his interrupt (which you subsequently canceled) remains in his Used Pile. After you play an interrupt, place it on the appropriate pile.



A FEW DETAILS...

DESTINY NUMBER – The 'destiny' numbers on interrupts are generally high.

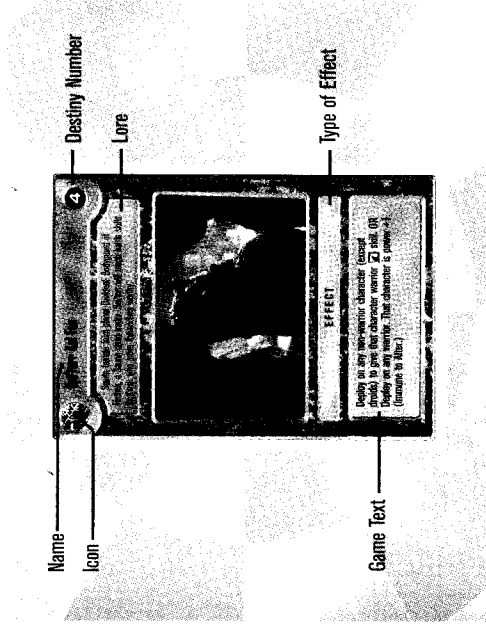
INTERRUPT TYPE – There are two types: used and lost.

GAME TEXT – The nature of the interrupt and the amount of Force required to play it are listed here.

EFFECT CARDS

Effects modify certain cards or aspects of the game. They are played during the Deploy Phase of your turn on characters, locations, etc., or on the table. An effect generally applies only to the side of the table where it is played. Effects can be canceled by other cards (e.g., a specific interrupt), in which case any cards or conditions the effect was modifying revert to their previous status.

UTIMNI EFFECTS are a special type of effect that you can play to hinder your opponent or help yourself. They are usually played on one location to cause a specific character to move to that location in order to cancel a negative effect or benefit from a positive effect. If the target of an Utinni effect is lost, the Utinni effect is lost at the same time.



A FEW DETAILS...

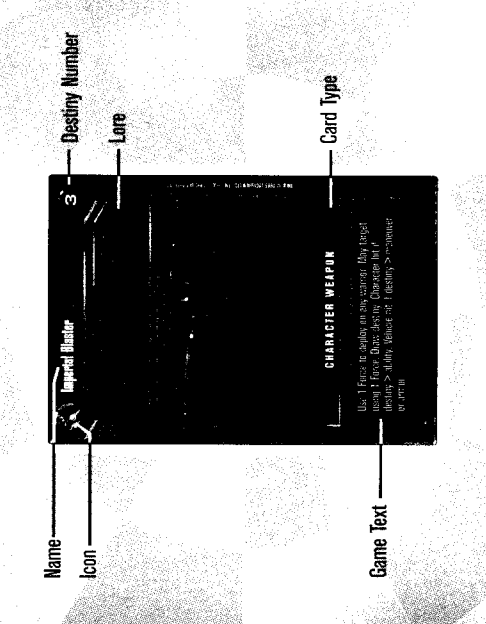
DESTINY NUMBER – The 'destiny' numbers on effects are generally high. Keep this in mind when customizing your decks.

EFFECT TYPE – There are two types: effect and Utinni effect.

WEAPON CARDS

A character with a warrior icon can carry one character weapon. Weapons can be transferred (re-deployed) between characters at the same location for an expenditure of Force equal to the weapon's deploy cost.

Starfighters can carry one starship weapon and capital starships can carry any number of starship weapons. Automated weapons move on their own as defined on the cards. A vehicle can only transport a weapon if the game text permits or the weapon is being carried by a character.



A FEW DETAILS...

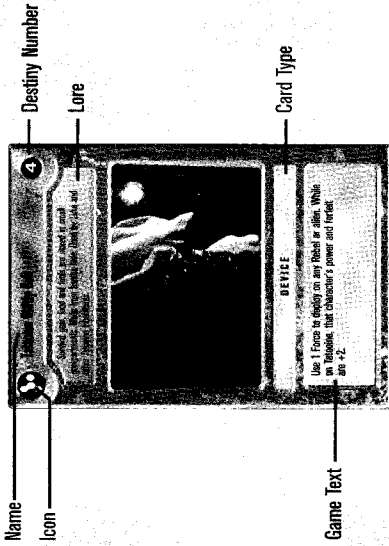
WEAPON TYPE – There are three types: character, starship and automated.

GAME TEXT – A weapon's deploy cost and amount of Force required to use it are listed here. Most weapons require an expenditure of Force each time they are used.

DEVICE CARDS

Characters can carry one device. Devices can be transferred (re-deployed) between characters at the same location for an expenditure of Force equal to the weapon's deploy cost.

Starfighters can carry one device and capital starships can carry any number. A vehicle can only transport a device if its game text permits or the device is being carried by a character.

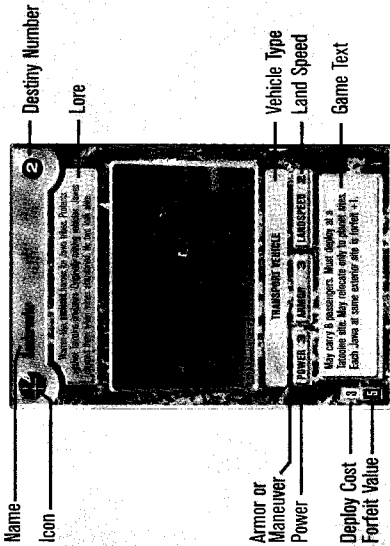


A FEW DETAILS...

GAME TEXT – A device's deploy cost and amount of Force required to use it are listed here. Most devices require an expenditure of Force each time they are used.

VEHICLE CARDS

Vehicles move between sites carrying passengers. A vehicle must have 'presence' aboard in order to move. A vehicle's power may be used in battles at exterior sites.



A FEW DETAILS...

VEHICLE TYPE – There are currently two types: transport and creature.

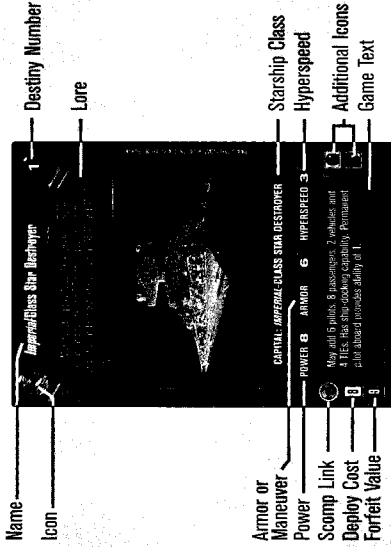
POWER – Vehicles can be used in battles; however, vehicles at interior sites are considered 'parked' outside and cannot participate in battle or forfeiture.

ARMOR or MANEUVER – These are measures of a vehicle's resistance to attack and are generally used to calculate damage by weapons.

LANDSPEED – The landspeed number indicates how far a vehicle can travel along adjacent sites in one turn. Vehicles can move and transport characters from site to site.

STARSHIP CARDS

Starships can only be deployed at system locations. Characters use starships to travel and battle throughout the galaxy.



A FEW DETAILS...

STARSHIP CLASS – There are two classes: starfighter and capital.

POWER – A starship's power can be enhanced by pilots but not by passengers.

ARMOR or MANEUVER – These are measures of a starship's resistance to attack and are generally used to calculate damage by weapons. Capital starships have armor; starfighters have maneuverability.

HYPER SPEED – The hyperspeed number indicates the maximum distance (in parsecs) a starship can move in one turn.

SCOMP LINK – An icon indicating a computer connection used mainly by droids (also found on some location cards). Referenced by other cards.

ADDITIONAL ICONS – These icons represent enhancements to starships such as 'permanent' pilots and astromech-nav computers.

DEPLOY COST – Starships are deployed to system locations. You can deploy a character (pilot or passenger), weapon, vehicle or device onto a starship if it is capable of carrying it.

FORFEIT VALUE – Starships and their pilots can be forfeited; however, passengers and vehicles aboard cannot.

GAME TEXT – Special capabilities such as pilot and passenger capacity are listed here. Some starships can carry more than one pilot, plus a number of passengers, vehicles and other equipment. Starships with a 'permanent' pilot aboard have ability as listed on the cards.

THE RULES

As with any collectable card game, the depth and complexity of this game requires intricate rules. At some point, you will probably want to play competitively with friends or in tournament play. You will need to know the cards and rules well in order to use this knowledge to your strategic advantage.

We have tried to be as comprehensive and detailed as space allows in outlining the rules of the game. Many cards have special powers that create exceptions to the rules. In this case, the card's game text takes precedence. In addition, situations not anticipated or addressed in the rules may arise. If you have a question that is not covered here, simply use common sense or agree to a ruling between the players. You can also contact Decipher if you have rules questions.

SELECT STARTING LOCATIONS

At the beginning, each side plays one location card to the table. Both players reveal their starting locations at the same time. If players choose the exact same location, they set them aside temporarily and choose again. Once two different starting locations have been selected, any locations set aside are added back into the decks.

SHUFFLE REMAINING CARDS

Shuffle the remaining cards and place your Reserve Deck face down.

DRAW 8 CARDS

Each player draws 8 cards from the top of his Reserve Deck to make a hand.

DARK SIDE GOES FIRST

Sometimes it pays to be the bad guy.

TAKING TURNS

Each turn has six phases:

Activate – Control – Deploy – Battle – Move – Draw

Phase One: Activate

The first thing you do is count the Force icons on your side of each location. Add 1 to represent the personal Force you generate yourself. Activate that total number of cards by transferring them, one at a time and face down, from the top of your Reserve Deck to the top of your Force Pile (see diagram on page 4). Do not look at the cards or put them into your hand.

Phase Two: Control

When you control a location, you have an advantage. To control a location, you must have 'presence' there (ability of 1 or higher) when your opponent does not. If you desire, you may drain Life Force from your opponent at each location you control. You may drain an amount equal to the number of Force icons on your opponent's side of the location. This is called a 'Force drain'.

If Rebels control a location, the Force in that area is drained of the Dark Side's energy, and vice versa. Since locations generate Force, having many locations on the table increases the amount of Force you can activate each turn. Controlling a substantial number of locations means that you can drain Force from your opponent at each one, but you are weaker and more vulnerable to attack when your forces are spread thin. Concentrating your forces in one place makes you stronger in those areas, but susceptible to Force drains at others. "The more you tighten your grip, the more star systems will slip through your fingers."

Some locations and weapons mandate that a bonus be added to a Force drain. This bonus is added to the total number of Force icons (but only for the purpose of Force draining). If an opponent's Force icons are canceled due to an interrupt or effect card, or your opponent has no Force icon, you can't drain Force from that location. Once both players have a 'presence,' neither controls the location unless one player loses his 'presence.'

When Force is drained from your opponent, he places the appropriate number of cards (face up) on his Lost Pile. During the Control Phase, announce each Force Drain you wish to attempt, one at a time. At each point, your opponent has the option to 'react' (See explanation of 'react' below.) If he does not, then he must suffer the Force drain as described above.

Note: Force icons are a double-edged sword. The more Force icons on your side of a location, the more Life Force you can activate at the start of your turn. But if your opponent gains control of that location, you lose more Force there as well.

Phase Three: Deploy

You can deploy where you have a 'presence' or a Force icon on your side of a location. Card deployment requires the expenditure of Force. This is achieved by moving the appropriate number of Force cards face down, one at a time, from the top of your Force Pile to the top of your Used Pile. Then place the card or cards you are deploying on the table. You will find the deploy cost of effect, weapon or device cards in the game text. If a card does not list a deploy cost, you can deploy it for free. (Spies can deploy where there are no Force icons or 'presence'.)

Phase Four: Battle

Battles are fought one at a time, and can powerfully deplete the opponent's Force.

Announce a Battle

Battles can only occur at locations where both you and your opponent have a 'presence.' Select the location where you want to initiate a battle. You can battle more than once during a turn, but not twice at the same location.

Use Force to Initiate Battle

You must use 1 Force to initiate each battle.

Your Opponent May 'React'

Your opponent can respond to a battle declaration by saying, "React!" (a game function similar to an interrupt) and moving or deploying specific cards to that location (Cards will list details of how and when a 'react' can occur.) If your opponent reacts, he must have the appropriate amount of Force to move or deploy cards. If he did not leave enough cards in his Force pile, he cannot 'react'.

Fire Weapons

For each weapon, you may fire at one target at the same location. Weapons are fired one at a time. The player who initiates battle fires weapons first, then the opponent returns fire. Expend any Force required to fire, and draw the required 'destiny' card(s) to see if you successfully 'hit' your target.

Each weapon has its own way of working, which is specified on the card. In order to hit your target, the 'weapon destiny' drawn (as specified on the weapon) must generally exceed the target's ability (for a character), armor (for a capital starship or armored vehicle) or maneuver (for a starfighter or vehicle).

Drawing 'destiny': Most cards have a 'destiny' in the top right corner. This number represents the element of fate or chance involved in actions. When a player is required to draw 'destiny,' he must take the top card from his Reserve Deck, turn it over to read the 'destiny' number and then place it face down on top of his Used Pile. If a card has no 'destiny' number (such as locations) its 'destiny' value is zero.

'Hit' Cards

Targets 'hit' by a weapon are immediately turned sideways. Unless specified on the weapon, cards that are 'hit' still participate in the battle until its resolution. A targeted character that is 'hit' can still fire back. (The stages of the battle are occurring simultaneously, although enacted sequentially. Regardless of who wins the battle, 'hit' cards are forfeited at the end by both players.)

Total Players' Power

Now, total each player's power values for all cards at the battle location. 'Hit' characters still add power, so include their value(s) as well. (Read the game text on all cards, including the location, as this might alter the power totals.)

Aid Battle Destiny Value

Sometimes you can increase your power by drawing 'destiny.' After each player has totaled his power value, he should check to see if he has a combined ability of 4 or higher at that location. If a player has combined ability of 4 or higher, he may make a 'destiny' draw.

(Note: If you have an ability value of 8, you do not get to draw 2 'destiny' cards. Also, do not add any weapon 'destiny' values that you may have drawn during the battle to the total power value. Some cards do allow you to add extra 'destiny' draws to your battle.) When revealed, the 'destiny' value is added to the total power value described above to indicate the player's combined power in this battle.

Since every battle involves some degree of risk, the battle 'destiny' number is also used to determine 'attrition,' which is a mandatory loss that may result from battling.

Battle Resolution

Now compare the Light and Dark Side power totals. If it is not a tie, the player with the least power must lose Force equal to the difference between the two power totals. For example, if player A's total is 9 and player B's total is 5, player B loses 4 Force. If it's a tie, no battle damage occurs unless attrition comes into play (see 'attrition,' below).

Losing Force

Lost Force can be taken from your hand, your Life Force (which includes your Reserve Deck, Force Pile and Used Pile) or by forfeiting (see 'forfeiting,' below). Each card transferred to the Lost Pile counts as 1 Force. Losing a card from your hand is not always bad because you know what you're giving up. When the Lost Force cards have been selected one by one, place them face up on top of the Lost Pile. Both you and your opponent are allowed to see the cards you place in your Lost Pile.

Forfeiting

When you lose Force in a battle, you can reduce the number of cards lost by 'forfeiting' cards that were involved in the battle. In that case, the forfeit value of the card is counted against your total loss. For example, if you were required to lose 6 Force, and Luke was present at the battle location, you could forfeit him (forfeit value of 4) and two other cards from your hand or Life Force. This reduces the total number of cards lost, but sacrifices an important character in the process. You can make multiple forfeits from the location in order to equal or exceed the required 'battle damage.' Cards 'hit' by weapons must be forfeited, but their forfeit values do count against your total loss for 'battle damage.'

Attrition

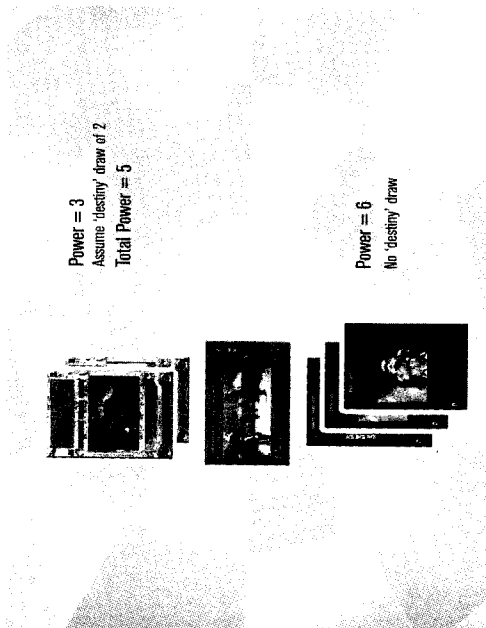
'Attrition' represents the danger inherent in conflict, the chance of 'losing' cards regardless of who wins or loses the battle. 'Attrition' can be an important offensive strategy as it allows a smaller force to attack a larger force and still inflict significant damage. If one player involved in a battle draws 'destiny' greater than zero, loss by 'attrition' will occur for his opponent. If both players draw 'destiny' greater than zero, both will suffer 'attrition'. A player's required 'attrition' loss is equal to his opponent's 'destiny' number.

To satisfy 'attrition' loss, you must sacrifice card(s) with a forfeit value equal to or greater than your opponent's 'destiny'. For example, if you won the battle, satisfy the 'attrition' loss by forfeiting the necessary cards from this location. If you lost the battle, you must satisfy the 'attrition' loss by forfeiting the necessary cards and then make up any difference you have yet to incur from 'battle damage'.

(Note: 'Attrition' loss incurred by the loser of a battle is not in addition to 'battle damage,' but it can affect the way he absorbs the 'battle damage' by forcing the forfeiture of cards.)

For example, in the battle diagram on the next page you had a total power of 6 but could not draw 'destiny' as your total ability present was only 3. Your opponent had a total power of 3, but because his total ability present was 4, he could draw 'destiny'. Assume in this case he drew a 'destiny' of 2. This makes his combined power total 5.

Since you won the battle (6 vs. 5), your opponent would lose 1 Force. However, his 'destiny' of 2 means that even though you won the battle, your 'attrition' loss is 2. You must now lose at least 2 in forfeit value from that location. It is your choice whom you forfeit as long as you meet the minimum requirement of 2.



Immunity to Attrition

Some cards have a special trait called "immunity to attrition." For example, if Darth Vader's card says "Immune to Attrition <S>" and your opponent's 'destiny' during a battle is less than 5, this means that Vader is not affected by attrition loss. Other cards at this site are still vulnerable. Let's examine how.

If your opponent draws a 'destiny' value of 4 during a battle against Darth Vader (immune) and one stormtrooper (forfeit value of 2), the stormtrooper would be forfeited due to attrition loss. The remaining forfeit value of 2 is ignored; it would not affect Vader because of his immunity to attrition less than 5. However, if the 'destiny' drawn is 5, Vader is no longer immune. In this instance, Vader would be forfeited and the stormtrooper would remain.

Interruption of a Battle

If a battle is stopped due to an interrupt, all cards expended for the battle remain in players' Used Piles.

Phase Five: Move

After all battles have been resolved, you can move your characters between locations. As a general rule, you must expend 1 Force to move a character from one location to another. A player cannot expend 2 Force in order to move twice on the same turn.

Moving Characters

Characters can move on their own, or use various methods of transport.

Characters can move by themselves, from one site to an adjacent site, by expending 1 Force. This movement is restricted to once per turn.

Any or all of your characters at a docking bay can transfer to another docking bay (defined as "docking bay transit") for an expenditure of Force as listed on the card. There is no restriction on the number of times this can occur during a turn.

Characters can 'shuttle' between any site and any starship with ship-docking capability (up or down), at the related system by expending 1 Force. There is no restriction on the number of times this movement can occur during a turn.

Boarding and disembarking from a vehicle is free and unrestricted. Up to its capacity, characters can board a vehicle at the same location and all characters, weapons and devices can move with the vehicle for its movement expenditure of 1 Force. If a character is carried by a vehicle or starship, the character's movement capability is not used up while the character is in transport.

Moving Starships

Most Starships have a hyperspeed number. A starship has to have a pilot and an astromech or a nav computer aboard before it can move. A starship moves from system to system, up to its hyperspeed range, for an expenditure of 1 Force. Each system has a parsec number on the card (representing the relative hyper-route distance from Coruscant). The hyper-route distance from one system to another is the difference in their parsec numbers. For example, if the parsec number for one system is 8 and another is 2, the hyper-route distance is 6. If the parsec numbers are the same, the distance is considered minimal (zero for gameplay). A starship's hyperspeed is the number of parsecs it can travel in one turn.

If a starship's hyperspeed value is less than the distance between systems, it can't get there in one turn. It must first travel to a system within its range, stop there and then travel further on a subsequent turn. The maximum cumulative distance a starship can travel during one turn is equal to its hyperspeed but it can make several stops along the way. For example, a starship could move from one system to another, a character could shuttle aboard (for 1 Force), and both could then move to a third system (hyperspeed range permitting) where the character could shuttle to a new site (for 1 Force).

Starships with 'no hyperspeed' (e.g., a TIE fighter) cannot move from its original deployment location, except when carried aboard a capital starship as cargo.

Moving Vehicles

If it has a 'presence' aboard, a vehicle can move from site to site. A vehicle can move across the number of adjacent sites equal to its landspeed number, but normally this movement is restricted to once per turn. The entire movement requires a total expenditure of 1 Force. For example, a vehicle with a landspeed of 3 could move to one adjacent site, stop and pick up passengers and continue moving up to two more adjacent sites. Many vehicles have a special ability, when they have a 'presence' aboard, to move during an opponent's turn ('react'). If a vehicle has been moved during a player's turn, it may still 'react' during an opponent's turn. (Note: vehicles can also move via "docking bay transit")

When a vehicle moves for 1 Force, no additional expenditure of Force is required to carry its occupants (and their weapons and devices). Characters are considered to be aboard a vehicle only when it is moving. As soon as a vehicle stops, the characters disembark and are therefore vulnerable to attack.

Vehicles may be shuttled aboard capital starships as cargo and transported to other systems for an expenditure of 1 Force. While aboard a starship, vehicles do not participate in space battles. Starfighters are too small to carry existing vehicles, but future vehicles may permit this.

Moving Pilots

Pilots are characters and move as such. A pilot (or passenger) can shuttle from a site to a starship at a related system. A pilot (or passenger) can also move from one starship to another starship at the same system if at least one has ship-docking capability and the capacity allows. Such movement requires 1 Force.

By using 1 Force each, two pilots (or passengers) in two separate starships can switch places simultaneously at a starship with ship-docking capabilities.

Phase Six: Draw (and end your turn)

This is the final phase of a player's turn. If you have some cards left in your Force Pile, you can draw any number of them into your hand, one by one. There is no limit to the size of a player's hand. You also may want to leave some cards in the Force Pile; these can be expended to 'react' or play interrupts during your opponent's turn. When you are through, put the Used Pile under your Reserve Deck. Then announce to your opponent, "The Force is with you!" to end your turn.

WINNING THE GAME AND SCORING POINTS

The first few times you play the game it could take an hour or more. When you become more familiar with the structure and rules, most games take about 30-45 minutes. Players usually like to play a two-game match, playing one game with a Light Side deck and another game with a Dark Side deck. To do this, keep score by determining the winner's margin of victory in each game played, and combine these numbers to determine an overall winner. For example, if Player A wins the first game with 11 Life Force remaining, he won an 11-point victory. In the second game, Player B would need to win by 12 or more points to win the overall match.

MORE INFORMATION

COUNTING OFF CARDS

Many times during the game you will have to 'count off' cards from one deck or pile to another. This should always be done one card at a time, not in a group.

REACTING

The 'react' feature interrupts the game much the same way as an interrupt card, but only during an opponent's turn. This feature can be used during an opponent's turn by saying, "React!" and moving or deploying specified cards to the location involved. Many vehicles can 'react' and move to a location immediately. Other special cards (e.g., the 'Comlink' card) will permit deployment as a 'react'. In order to 'react', you must have the necessary number of cards available in your Force Pile to expend. Specific cards will list details of how and when a 'react' can occur.

UNIQUE AND RESTRICTED CARDS

If the name on a card is preceded by a dot (•), this indicates that it is a unique card. Although you are free to place more than one unique card in your deck, you cannot have more than one face up on the table at any time during the game. If cards have two (••) or three (•••) dots, the number of identical cards that can be on the table at the same time is restricted to the number of dots on the card. When there are no dots preceding a card name, there are no restrictions on the number of these cards you can have on the table. [Note: An interrupt card with one dot (•) indicates only one interrupt of that name may be played per turn.]

GETTING TO THE DEATH STAR

The Death Star Mobile System location will be one of the exciting new cards coming in the expansion set, *A New Hope*. Currently, there are a number of ways for the Light Side to get aboard the Death Star. For example, use the Light Side version of the Death Star Docking Bay, play a Death Star site with Light Side Force icons, play a 'Nabrun Leids' card, or deploy a spy on a Death Star site to create a 'presence,' allowing the deployment of other characters.

SHIP-DOCKING CAPABILITY

Capital starships and some starfighters have ship-docking capability allowing other starships to transfer cargo, pilots or passengers. Characters and vehicles can 'shuttle' (up or down) by expending 1 Force.

VEHICLES

Vehicles cannot move unless they have a 'presence' aboard. Vehicles can move between sites, but if they stop at a site with an inter-ior icon, they are considered to be parked outside and do not participate in any battles at that interior site.

CAPACITY OF STARSHIPS

Starships can carry a variety of things such as pilots, passengers, vehicles, and other cargo. Each starship has a maximum capacity which is listed on the card. Weapons and devices carried by crew and passengers do not participate in battle or count against a starship's capacity. Beyond what is listed in each starship's game text, capital starships may carry any number of starship weapons, while starfighters may carry only one starship weapon.

LORE

This contains information related to the *Star Wars* universe. However, lore also contains terms that are relevant to gameplay. These terms are identified by the use of bold type and will be referenced by other cards.

FORCE SENSITIVITY OF CHARACTERS

A character's sensitivity to the Force is directly related to ability and is referenced by other cards. Levels of Force sensitivity are as follows:

Ability	Sensitivity
0	droids, inanimate objects
1 - 2	weak characters
3	Force-Attuned
4 - 5	Force-Sensitive
6	Jedi Knight
7	Jedi Master

THE EXCITING CONCLUSION...

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

FUTURE RULES

We will continue adapting the rules and expanding the game. In the future, players will be able to 'capture' their opponent's cards ('bounty hunting') and participate in a wider variety of adventures. Rules for multiple players, advanced rule variations and revised rules may be published with future expansion sets.

CUSTOMIZING A DECK

The ability to customize your deck and plan a game strategy is what makes collectible card games so challenging. The SW:CCG rules require that each player use a deck of 60 cards. You can play with fewer cards, but it's critical that both players have the same number of cards in their deck because each card represents one unit of Life Force.

When you move beyond these two pre-customized decks and begin to add cards to your collection, you will have complete control over the cards you use and the strategies you employ. The only things you can't control are luck ('destiny') and your opponent's plan of action. Consider both offensive and defensive strategies as you design your decks.

You can include any variety of card categories in your deck, although you will normally want to have locations, characters and a generous mixture of the other cards. As you expand your collection by trading and buying additional cards, you will become more creative in customizing your decks. Interesting strategies (and a few rare cards) can increase your chances of winning!

GLOSSARY

Ability — an attribute of characters that represents their ability to use the Force

Activate Force — moving cards from the Reserve Deck to the Force Pile at the start of each turn (one for each of your Force icons in play, plus one for yourself)

Activate Phase — turn sequence that comes at the beginning of the turn before the Control Phase

Adjacent — site located directly next to a neighboring site

Alien — type of character other than Rebel, Imperial or droid (can be Light Side or Dark Side)

Armor — defensive number generally used on capital starships and large vehicles as an indicator of shields against weapon fire

Astromech — type of droid necessary for starfighters to move through hyperspace

Astromech-New Computer Icon — symbol that indicates a built-in mechanism that allows a starship to move (astronotch for starfighters and new computer for capital starships)

Attrition — gameplay mechanism that simulates casualties (mandatory losses) determined by 'destiny' drawn during battle, regardless of which player wins or loses the battle

Battle — conflict initiated at a location where both players have 'presence' in an effort to deplete the opponent's Life Force (requires the expenditure of 1 Force to initiate)

Battle Damage — amount of Life Force lost as a result of a battle

Battle Destiny — destiny drawn at end of battle for power and attrition only (not for weapons)

Battle Phase — turn sequence that comes between the Deploy Phase and the Move Phase

Boldface type — marking used in the lore section of cards to indicate terms that are relevant to gameplay and referenced by other cards

Bounty Hunter — character attribute referenced in boldface type in the lore

Cancel — act of preventing a card from having its consequences (card is placed in the Lost Pile unless otherwise directed)

Capacity — limit that a starship, vehicle or character can carry (starship and vehicle capacities are defined on the cards; character capacity is limited to one weapon and one device)

Character — type of card that represents Rebels, Imperials, aliens and droids

Control — 'presence' at a location where the opponent has no 'presence'

Control Phase — turn sequence that comes between the Activate Phase and the Deploy Phase

Customize — select cards from your collection to create a personalized 60-card deck

Dark Side — dark side of the Force (represented by all cards with an Imperial logo on the back)

Deploy — to place a card in play on the table

