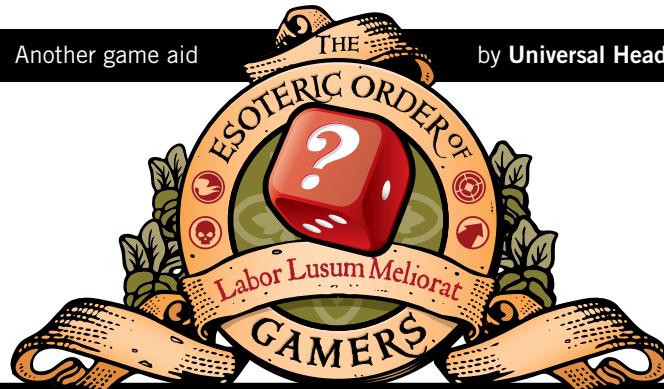


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by Universal Head



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Game: **STAR WARS: THE CARD GAME**

Publisher: **Fantasy Flight Games (2013)**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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STAR WARS

THE CARD GAME

SETUP

One player fights for the **Light Side of the Force** (LS) and the other the **Dark Side of the Force** (DS).

Each side recruits its allies from 3 different affiliations: the **rebel alliance, smugglers and spies, and Jedi** (LS), and the **imperial navy, scum and villainy, and Sith** (DS). Non-affiliated cards are **neutral**. A player's deck is constructed from **objective sets**, each made up of 6 cards: one **objective** card and 5 others (**unit, event, fate, or enhancement** cards).

Each player takes his side's 3 **Force** cards and his constructed deck, then places his **affiliation** card before him (this card is always in play and may be referenced by card abilities).

Place the **Balance of the Force** token in the game area with its **light side** faceup. All **focus, damage, and shield** tokens form the **token pool**.

Remove all objective cards from your deck and shuffle them facedown into a separate **objective deck**. Your remaining cards form your **command deck**. If you are instructed to **draw** cards you do so from your command deck, and any reference to your **deck** means this deck, unless stated otherwise.

The DS player sets the Death Star dial to **0**.

Secretly look at the top 4 cards of your objective deck, select 3, and place the fourth facedown at the bottom of the deck. Then place your 3 chosen objective cards facedown in your play area.

Shuffles your command deck and draw the top 6 cards to create your starting hand. If players agree, you may shuffle your cards back into your deck and draw a new starting hand ("*taking a mulligan*"), which you must keep.

The DS player puts his 3 chosen objective cards into play one at a time by flipping them faceup in the order of his choosing, resolving any relevant **interrupt** or **reaction** card effects on one card before putting the next into play. Then the LS player does the same with his 3 chosen objective cards. The 3 objective cards faceup in your play area are your **current objective** cards.

Any text on a card or in the rules that uses the word "*cannot*" is absolute and cannot be countermanded by another effect. Otherwise, when text on a card directly contradicts the text in the rules, the card takes precedence.

Focus You may **focus** one of your cards—to perform an ability or take some other action—by placing a **focus token** on it. A card without focus tokens is **ready**; one with one or more focus tokens is **exhausted**. You cannot focus an exhausted card.

If card abilities or game rules require focus tokens to be placed on a card, this does not cause the card to focus, but it does cause it to become exhausted.

Discarding means removing a card from your hand, deck, or play area and placing it faceup on the top of your command deck discard pile. If multiple cards are discarded simultaneously, choose the order in which they are placed in the discard pile.

A discarded Force card is returned to your supply of available Force cards. Discarded or removed tokens are returned to the token pool.

THE GAME ROUND

The DS player always takes the first turn of the game. Players take alternating turns.

1. BALANCE PHASE

The DS player is the active player:

Advance the Death Star dial by 1 point. If the Balance of the Force token is dark side faceup, advance it 1 *additional* point.

The LS player is the active player:

If the Balance of the Force token is light side faceup, you may deal 1 damage to any one DS current objective. If this destroys the objective card, places it in your victory pile.

2. REFRESH PHASE

1. **Remove 1 focus token** from each card in your play area.

During his first turn only, the LS player skips this step.

2. **Remove all shield tokens** from each card in your play area.

3. **If you have fewer than 3 current objective cards**, replace each missing card with a card from your objective deck. If a card just put into play has a "*When this card enters play ...*" (or similar) effect, immediately resolve it.

Any effect with the text "after you refresh" can now be used.

3. DRAW PHASE

You may choose 1 card in your hand and discard it. Then you must return your hand to a number of cards equal to your current **reserve** value, drawing from your deck or choosing and discarding from your hand as necessary.

At the start of the game, each player's reserve value is **6**.

4. DEPLOYMENT PHASE

You may play as many unit and enhancement cards from your hand as you can afford. A card played *must* be paid for by paying its **resource cost**, or if cannot be played.

Each time you play a unit or enhancement card, it is an **action**. Each action must be fully resolved before the next can begin.

When a card enters play, it is immediately eligible to perform any permitted game function that same turn.

Unit cards are always played faceup into your play area.

Enhancement cards usually enhance unit cards, but other game elements can be enhanced (see the card's text).

An enhancement card with the text "*Enhance [card type]*," is placed partially beneath a card in play of the specified type, keeping the enhancement card visible; the enhancement card is now **attached** to that card.

When a card leaves play, any enhancements attached to it are immediately discarded to *their owner's discard pile*. There is no limit to the number of enhancements that can be attached to a card or game element.

An enhancement that enhances a play area is placed faceup in the specified player's play area. An enhancement instructing its player to enhance something not in play cannot be played.

5. CONFLICT PHASE

You may engage one or more of the enemy's current objective cards, one at a time.

During his first turn, the DS player skips this entire phase.

You may decide to not engage and instead proceed directly to the Force phase.

Each engagement is declared and resolved one at a time, and each current enemy objective card may only be engaged once per turn. After each engagement, you may engage another current enemy objective card. If you don't, or if you've already engaged each current enemy objective card, this phase ends.

6. FORCE PHASE

1. Force Commitment

You may **commit** any unit cards in your play area to the Force (except for a unit card already committed to the Force).

To commit a unit, take one of your available Force cards and place it underneath the unit card. When a unit committed to the Force leaves play, the attached Force card is returned to its owner's supply of available Force cards.

Force cards are not considered "*cards*" and are never "*in play*." They only identify which units are committed to the Force.

After you have attached all of your 3 Force cards to your units, you cannot commit additional units to the Force until one or more of your Force cards become available. **You are strictly limited to 3 Force cards.**

After a unit is committed to the Force, it is able to participate in a **Force struggle**. When the unit is focused to strike during an engagement (as an attacker or a defender), it receives 2 focus tokens instead of one.

A unit committed to the Force remains committed as long as it is in play; you may not voluntarily remove Force cards from your units.

2. Force Struggle

Each player now adds the number of **Force icons** on his ready units that are committed to the Force to find his **force total**.

The player with the highest Force total flips the Balance of the Force token so that his side of the Force is faceup. On a tie, the token remains as it is.

Force icons on enhancements are not counted towards a player's Force total, even if an enhancement is attached to a unit that is committed to the Force. Count only the Force icons on the unit card itself.

After you complete your Force phase, your turn is over, and your opponent begins a new turn.

While playing the game, the **Balance of the Force** is with the side that is currently faceup on the Balance of the Force token.

WINNING THE GAME

The LS player wins the game immediately when:

- 3 or more DS objective cards are destroyed.
- The DS player must draw a card from his command deck or objective deck, but that deck is empty.

The DS player wins the game immediately when:

- The Death Star dial advances to 12.
- The LS player must draw a card from his command deck or objective deck, but that deck is empty.

RESOURCES

When you wish to play a card or are required to spend resources to execute an ability, reveal the card or ability to your opponent, then generate the required number of resources from one or more *ready*, resource-providing cards in your play area to pay the **resource cost** (upper left corner).

Your affiliation card, objective cards, and some unit and enhancement cards have a **resource value** (the number inside the card's **resource icon**) and can generate resources.

Generate resources by placing **focus tokens** on the card up to its resource value (one resource for each focus token placed). You may generate resources from multiple ready and resource-providing cards in your play area. Cards with focus tokens are **exhausted**; you may not generate resources from an exhausted card.

After generating sufficient resources, play the card you revealed or execute the ability you designated. **The generated resources cannot pay for multiple cards or abilities.** Any resources generated in excess of the resource cost are lost.

If you cannot generate enough resources to pay the cost, the card cannot be played (it returns to your hand) nor the ability executed.

When playing a card from your hand, at least one of the cards used to generate the resources **must match the affiliation of the card being played.** This is called a **resource match.**

Neutral cards, or cards with a resource cost of **0**, do not require a resource match. Neutral resource-providing cards do not qualify as a resource match for any affiliation.

RESOLVING AN ENGAGEMENT

When the active player engages an enemy objective card, resolve the following engagement steps:

1. Declare Objective

Declare which one of your enemy's current objective cards you will engage. Each enemy objective may be engaged only **once per conflict phase.** If you have already engaged all of your enemy's current objectives this phase, you must proceed to the Force phase.

2. Declare Attackers

Declare which of your ready units will engage. Push these **attackers** towards the middle of the table.

At least one unit must be declared as an attacker, or you cannot initiate an engagement.

3. Declare Defenders

The defending player declares which of his ready units will engage. Push these **defenders** towards the middle of the table.

The defending player has the option to declare no defenders.

Any unit card that has been declared as either an attacker or a defender during an engagement is **participating** in the engagement until it is removed from the engagement, leaves play, or all steps of the engagement are complete.

4. Fight Edge Battle

The winner of the **edge battle** makes the first strike during the Resolve Strikes step of the engagement, and is able to use the white-framed **edge-enabled combat icons** on his striking units.

You must control at least one participating unit to place cards in the edge battle. If the defending player controls no defending units, the attacking player automatically wins the edge battle (although he may still place cards into the edge battle if he wishes).

1. Place Edge Cards

The attacker may place one card facedown from his hand in front of him, forming his **edge stack**; or he may pass. The defender then has the same options.

Players alternate, each placing one card facedown into his edge stack or passing, until both consecutively pass.

You may place any card from your hand into your edge stack, ignoring its cost or affiliation. Fate cards can only be placed into an edge stack; they have no other function.

2. Reveal Edge Stacks

Both edge stacks are simultaneously revealed. Except for fate cards and all Force icons, the cards placed in an edge stack are considered blank cards (cards with no attributes, costs, effects, text, or affiliation).

3. Resolve Fate Cards

In ascending order (lowest to highest) of priority number, each player resolves the effects of fate cards in his edge stack.

If the priority number of two or more fate cards are equal, the attacker decides the order in which they are resolved.

The effect of each fate card must be fully resolved before the resolution of the next fate card begins.

4. Finishing the Edge Battle

Each player counts the number of Force icons on cards in his edge stack. The player with the higher total wins the edge battle and has the edge for the remainder of the engagement. On a tie, the edge goes to the defender. Each player then discards the cards he placed into his edge stack.

5. Resolve Strikes

Starting with the player with the edge, each player in turn focuses one of his participating **ready** units to **strike.** Resolve each strike fully before the next strike begins.

Then his opponent focuses one of his ready participating units to strike. Players alternate, focusing a unit and resolving its strike, until no participating ready unit remains.

You may not pass during this step; if you have at least one ready participating unit, it must focus to strike.

If all of your participating ready units are exhausted, but your opponent's are not, the opponent continues to focus and strike with his ready participating units, resolving one strike at a time, until all participating units are exhausted.

Resolving a Strike

1. Choose one of your participating ready units.
2. Focus the unit to strike (place a focus token on the card).
3. Resolve the striking unit's combat icons by type, in an order of your choice. The number of icons of a type is the card's **icon strength** of that icon type.



Unit Damage: Chooses one participating enemy unit and deal damage to that unit equal to the  strength of the striking unit.



Tactics: Place a number of focus tokens equal to the  strength of the striking unit, on enemy units. Multiple tokens may be placed on the same unit, or on different units in any combination. The unit(s) can be any controlled by the opposing player, not just his participating units.



Blast Damage: If the striking player is attacking, he deals an amount of damage to the engaged enemy objective equal to the  strength of the striking unit. If the striking unit is defending, its  icon type does not resolve.

When a card receives damage, place damage tokens on it equal to amount of damage received. When a card has damage tokens with value equal to or greater than its damage capacity, it is immediately destroyed. Excess damage is ignored.

Destroyed Unit Cards

A destroyed unit is placed faceup on its owner's discard pile. Any cards that were attached to it are placed in their respective owners' discard piles. If a destroyed unit card was committed to the Force, return its Force card to its owner's available Force cards.

Destroyed Objectives

When one of your current objective cards is destroyed, place it in your opponent's **victory pile.** Your victory pile tracks how many of your opponent's objective cards have been destroyed.

Immediately after an LS objective card is placed in the DS victory pile, the DS player advances the **Death Star dial** 1 point for **each** LS objective card in his victory pile. **If the dial reaches 12 or higher, the DS player immediately wins the game.**

Immediately after a DS objective card is placed in the LS victory pile, the LS player counts the number of cards in his victory pile. **When the LS player has 3 or more DS objective cards in his victory pile, he immediately wins the game.**

Any captured cards attached to a destroyed objective are rescued and returned to their owner's hand.

Shield Tokens

Some effects place a **shield token** on units or objectives. A shield token may not be assigned to a card that already has one. A player may discard a card's shield token to prevent 1 damage or 1 focus token that would be placed on the shielded card by an **attack** or an **enemy effect.**

6. Reward Unopposed

Any participating unit (attacking or defending) that has not been destroyed by the end of the Resolve Strikes step has **survived** the engagement. If at least one attacking unit has survived, and there are no surviving defenders, this is an unopposed engagement and the attacking player deals 1 bonus damage to the engaged objective card (an **unopposed bonus**).

If the engaged objective was destroyed before the Reward Unopposed step, there is no unopposed bonus.

Play now returns to the active player's conflict phase. He may initiate a new engagement against a different enemy objective or continue to the Force phase of his turn.

CAPTURE AND RESCUE

When the DS player **captures** a card, only LS cards can be captured. Attach the captured card facedown to the DS objective designated in the effect's text. If no DS objective is specified, the DS player may choose which of his objectives the captured card is attached to.

Discard the captured card's tokens, enhancements, and return its Force card (if any) to its owner's supply. The card has no characteristics, and is considered solely a captured card until rescued or discarded.

If a DS objective card with one or more attached captured cards is destroyed, the captured cards are **rescued** and returned to their owner's hand.

When a card effect instructs the LS player to rescue a captured card, he chooses a DS objective and randomly selects one captured card there to return to his hand.

CUSTOM DECKS

To build a custom deck, choose an **affiliation card** as the deck's foundation. Then choose at least 10 eligible **objective sets** to form the deck. A deck must be built for either LS or DS play.

There is no maximum number of objective sets you may include in your deck. Any objective set may be included twice in a constructed deck unless its objective card states *'limit one per objective deck'*.

The affiliation of an objective set does not need to match your affiliation card, unless the set's objective card text includes *'(name of) affiliation only'*. However objective sets must still belong to the side that matches your affiliation card. Neutral objective sets may also be used for custom decks.

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THE CARD GAME

1. BALANCE PHASE

DS turn only: Increase Death Star dial.

DS Balance: Increase Death Star dial (DS turn only).

LS Balance: Damage 1 DS objective (LS turn only).

2. REFRESH PHASE

Active player:

- removes 1 focus token from each card he controls.
- removes all shield tokens from each card he controls.
- replaces each of his missing objectives.

PLAYER ACTIONS

3. DRAW PHASE

Active player may discard 1 card from his hand and must then return his hand size to reserve value.

PLAYER ACTIONS

4. DEPLOYMENT PHASE

PLAYER ACTIONS

As an action, the active player may play a unit or enhancement card from his hand.

5. CONFLICT PHASE

PLAYER ACTIONS

Active player may engage one enemy objective.

RESOLVE ENGAGEMENT

PLAYER ACTIONS

6. FORCE PHASE

Active player may commit units to the Force struggle.

Resolve Force struggle.

PLAYER ACTIONS

ENGAGEMENT RESOLUTION

Active player chooses one enemy objective card to engage.

Active player declares attackers.

PLAYER ACTIONS

Opponent declares defenders.

PLAYER ACTIONS

Starting with the active player, players place cards into their edge stacks.

Reveal edge stacks, resolve fate cards, and resolve edge battle.

PLAYER ACTIONS

The player who won the edge battle resolves one strike, if able.

PLAYER ACTIONS

The player who lost the edge battle resolves one strike, if able.

PLAYER ACTIONS

Repeat if any participating units are still ready.

Check for surviving units and reward unopposed bonus.

RETURN TO CONFLICT PHASE

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CARD ABILITIES

All card abilities fall into one of the following types: **constant effects**, **actions**, **traits**, **interrupts**, **reactions**, and **keywords**.

Specific timing rules for card abilities must be observed, but card abilities can usually be executed both during a player's and his opponent's turn.

Many **event cards** may be played at any time, even during an opponent's turn. Pay the card's resource cost (if any), execute its ability, then discard it

Constant Effects

Cards that announce an effect with no bold precursor are **constant effects**, and become active as soon as the card comes into play and remain active as long as it is in play.

Actions

Action abilities are labelled with the word **Action** followed by effect text. An action may be initiated by a player during any **action window**.

The active player has the option to initiate the first action during an action window, followed by his opponent. Players take one action at a time until both consecutively pass and the action window closes.

Traits

A trait (at the top of the text box and in italics) has no inherent effect, but grants its card an attribute that may be referenced by other effects.

Interrupts

Interrupt abilities are labelled by the word **Interrupt** followed by effect text. Interrupts may be executed when the specified triggering condition occurs.

Multiple interrupts (and reaction abilities) may be executed from the same triggering condition. Resolve interrupts before resolving the effects of the triggering condition itself.

The active player has the option to resolve the first interrupt to a triggering condition, followed by his opponent. Players execute one interrupt at a time until both consecutively pass. Resolve each interrupt completely before the next.

An interrupt effect is resolved before the triggering condition is allowed to complete—often cancelling or changing the outcome of the triggering condition.

A card's interrupt effect may only be resolved once per triggering condition.

Reactions

Reaction abilities are labelled by the word **Reaction** followed by effect text. Reactions may only be resolved after a specified triggering condition occurs. Reactions are played after the effects of the triggering condition have resolved.

The active player has the option to resolve the first reaction to a triggering condition, followed by his opponent. Players execute one reaction at a time until both consecutively pass. Resolve each reaction completely before the next.

A card's reaction effect may only be resolved once per triggering condition.

Forced

Some interrupt and reaction effects are preceded by the word **Forced** and must be resolved immediately whenever their specified trigger occurs.

Keywords

A keyword is an attribute which conveys specific rules to its card. Some are followed by reminder text in italics.

Edge (x) The value is the number of additional Force icons the card's controller counts in an edge battle resolved during an engagement in which the card with this keyword participates.

Elite This card removes one additional focus token from itself (if able) when it refreshes during the refresh phase.

Limited A player can play only one card with this keyword during each turn. Non-fate cards placed into an edge stack during an edge battle are not considered 'played' and have no attributes or text (other than their Force icons).

No Enhancements This card cannot have enhancement cards attached to it. A Force card is not an enhancement.

Protect [Trait] This card may take damage instead of any friendly card in play with the specified trait. Damage beyond a protecting unit's remaining damage capacity may not be re-assigned to the protecting unit. A shield does not change the amount of damage you can transfer via this keyword.

Shielding When this card is declared as either attacker or defender, its controller may immediately place one shield token on any friendly unshielded participating unit, or to the engaged objective card, if unshielded.

Targeted Strike When this card strikes during an engagement as an attacker, damage from its  icon type may be assigned to one target enemy unit card, even if that unit is not participating in the engagement.