Star Wars™ CCG™ Rules Supplement

Section 0. Preface

Although rulings and clarifications may be made by SW CCG P layer Advocates in various forums, they are not considered official unless specifically noted, or unless they are included as part of an officially published rules document. Using this document: When a ruling arises, you should check all documents in order of publication, checking the most recent document first, using either the card name, word or phrase, or card typ e.

All en tries in t his do cum ent rep lace an y existin g entrie s in the Glossary or Glossary S upplement, u nless the n ote "See Glossary" or "See Supplement" is included, in which case the en try he re sup plemen ts wha tever w as prev iously written in those documents.

All rulin gs are e ffec tive imm ediately upon public ation o f this documen t.

Rulings denoted as '*interim*' are current, official rulings, but are still un der rev iew and may be subje ct to ch ange in the next rules u pdate docum ent.

Entr ies mar ked with the sy mbol ∆ have been added or have su bstantially chan ged in intent.

Like the glossa ry supplemen t, this documen t is divided into five sections, and is ordered alpha betically:
Sec tion O ne R ulings by car d title
Section Two Rulings by game term (phrase or rule)
Section Three Rulings by card type.
Section Four List of characteristics
Section Five List of persona names.
All Star Wars Customizable Card Game rules questions and comments should be mailed to Greg Anderson at
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Sec tion 1. R ulin gs b y Ca rd T itle

Agents In The Cou rt/No Love For The E mpire
See Supplement
Copies of your rep card placed on the objective must also have their species specified in the lore (or by a Glossary S upplement en try).

∆ All Wrapped Up (*interim*)
See Supplement
This card merely requires that the bounty hunter be present at the loca tion. He need not be presen t with the forfeited ch aracter.

Blaster Rack (V)
You may deploy one weapon per turn for each copy of this effect on table.

∆ Beedo - CLARIFICATION
* Replaces any other male Rodian for free (Rodian goes to the used pile) or deploys for 3 Force. While at Audience Chamber, all your Rodians are power +2, and whenever Greedo threatens a smuggler, may add 2 to destiny draw.

Bravo Fighter
While it is landed, this card retains all game text that applies while at a site..

∆ Colo Claw Fish
This card allows you to exchange a card drawn for destiny with a card stacked on this effect. As such, the exchanged card is not considered to have been drawn, and ma y not be modified by cards that operate on ca rds dra wn for destin y. All oth er applic able modifiers transfer to the exchanged card, regardless of when they were played, and that destiny draw may continue to be modified.
For example: The dark side is playing My Lord, Is That Legal/I will Make It Legal and has Orn Free Taa stacked on the Colo Claw Fish. During a battle, the dark side has Darth Vader, and the light side has Artoo, C-3PO, General Solo and Chewbacca. The dark side draws G rand Mo ff Tarkin f or battle destiny. Becaus e of Darth V ader, the destiny draw value is 2. The light side player chooses to apply Artoo's text, and reduces that draw to 1. The dark side plays Prepared Defenses to make the draw 2 again. The light side player choos es not to apply G eneral Solo's ga me text. The dark side player then chooses to exchange the destiny draw, replacin g Tarkin with O rn. The + 2 for I will Make It Legal does not apply, because the senator was exc hang ed, no t drawn , for des tiny. V ader's automatic +1 transfers to the new card, as does Artoo's optional -1. The bonus from Prepared Defenses will not transfer to the new card, as it applies to a drawn battle destiny, and General Solo's text may not now be used to cancel the battle destiny, because the card being used for the draw was exchanged, not drawn.

Come With M e - ERRATA
Use 1 F orce to target a starfighter h aving one or m ore permanent pilots. Draw destiny. If Destiny > 2, deploy on starfighter to rem ove all permanen t pilots (otherwise, effect is lost.) May add one pilot for each permanen t pilot removed. (Immun e to Alter.)

Death Star Sentry (V)
This effect creates a new, separate cost that must be paid before paying the deploy cost of the card being deployed. This cost is not modified by anything that modifies the deploy cost of that card and therefore must be paid, even if the card deploys for free.

∆ Dantooine Base Operations/More Dangerous Than You Realize
This card establishes a deploy cost for squadrons equal to their current power. The squadron's power may be modified (e.g. S-Foils), but because the deploy cost is equal to this power, the cost may not be modified (e.g. Hav en, Ren dezvous P oint).

∆ DFS Squadron Starfighter
Deploys -1 to Naboo or same system as your battleship. While at same system as your battleship, may deploy D roid Starfighter La ser Can nons aboa rd from Reserve Deck. Reshuffle.

∆ Docking And Repair Facilities
When removing a squadron for which a deploy cost has been defined (e.g. More Dangerous Than You Realize, The y're On D antooine), us e this deploy cos t to determine the cost of the action.

Eject, Eject!
See Come With Me

∆ Exposure - CLARIFICATION
Use X Force during your control phase, where X = the total number of characters present or missing at exterior marker sites un der "nighttime con ditions." Those c haracters are lost.

Fear Will Kee p Them In Line (V)
The opponent loses Force for each battleground system you control with a Star Destroyer within 2 parsecs of y our Death Star.
If your Death Star becomes a battleground (through the use of Presence Of The Force, for example) and you control it with a Star Destroyer, your opponent does not lose 2 Force.
Curren t text:
Deploy on Death S tar. (Limit one per De ath Star) During your control phase, opponent loses 2 Force for each battleground system you control with a Star Destroye r (within 2 parsecs of D eath Star).

∆ Han, Chewie And The Falcon
See Supplement
For purposes of cards that require you to use a pilot's Ability, Han provides 3 Ability and Chewie provides 2 Ability.

Headin g For The Medic al Frigate
See Supplement
See Prepared Defenses

∆ Imperial Occupation(V)/Imperial Control(V)
This objectiv e provid es a sp ecific except ion to th e rule that your game deck must contain 60 cards, all from the sa me side of the Force. W hen p laying this objective, your game deck must contain 59 dark side cards (including the objective) and the light side location Hoth: Main Power Generators. When you deploy the M ain P ower G enera tors, y ou mu st still orient th e card s uch that th e blue lig htsab er icon is facing the light side player.

Let The m M ake Th e First M ove/At L ast We W ill Have Revenge
If a player cannot draw any destiny for lightsaber combat, treat their combat total as an unmodifiable 0.

Molator(V)
This card is considered to have the same uniqueness as the original (•).

My Kind o f Scum/Fea rless and Inven tive
See Age nts In Th e Court/N o Love Fo r The Em pire

∆ Naboo : Theed P alace G enerato r Core
This card should be considered to read:
Any characters of ability <5 'hit' here (and all cards on them) are instead placed in owner's Used Pile.

Prepared Defenses
See Supplement

When deploying effects using this starting interrupt, each effect deploys separately, and all automatic actions resolve normally. Thus if this starting interrupt is used to deploy Naboo Occupation, No Escape, and Imperial Arrest Order, Naboo Occupation may be deployed first (and will be immediately lost), followed by No Escape (which allows the dark side player to take the top card of the lost pile into hand) followed by Imperial Arrest Order.

Queen Amidala, Ruler of Naboo
The game text that allows Queen Amidala to be treated as a senator applies only when placing her onto a Political Effect. That text does not give her the senator characteristic, and so when checking to see if Political Effect is occupied by a senator, Queen Amidala does not count as a senator.

Sai'torr Kal Fas (V)
See Blaster Rack (V)

Send A Detachment Down (V)
This card is considered to have the same uniqueness as the original (•)

The use of the term 'target' is slightly ambiguous on this card. The intended gameplay is that when the trooper reaches the droid, weapon or device, he steals it, retrieves Force equal to its destiny number and is Power +2.

△ They're On Dantooine (V)
See Dantooine Base Operations

△ They're Still Coming Through!
When re-targeting Fallen Portal, this interrupt need not follow the original targetting restrictions; characters inside enclosed vehicles are valid targets.

Thok & Thug CLARIFICATION
Deploys –2 to a Jabba's Palace site. If opponent just initiated battle at same site, may use X force (limit 2) to add twice X to total power. Your alien leaders present may not be targeted by weapons. End of your turn: [star] Use 2 or [arrow] Lose 1 or [skull].

△ Trade Federation Landing Craft
See Bravo Fighter

We'll Handle this/Duel of the Fates
See Let Them Make The First Move/At Last We Will Have Revenge.

△ We're All Going To Be A Lot Thinner (V)
This interrupt resets the base number you use when calculating your activation for your turn. You total all opponent's icons, including all modifiers that affect opponent's Force icons (provided by either player), then apply all modifiers that affect your Force generation.

For example, you would not include any icons 'eaten' by a Sleen, and you would still activate no Force at your opponent's Cantina if Watch Your Step were in play.

Yavin IV Sentry (V)
See Death Star Sentry (V)

△ Battle destiny - draws X battle destiny if unable to otherwise
This game text is only applicable during the power segment of the battle, and only when fewer than X battle destinies are eligible to be drawn by any other means. Thus, this text may never be used in combination with any other destiny drawing text to gain more than X destiny draws. However, if other destiny drawing text provides fewer than X destiny draws, this text may be used to provide X destiny draws. The use of this text is always optional, because drawing battle destiny is always optional. This game text will override any battle destiny conditions such as "ability of 6 or more required to draw battle destiny" or "opponent draws no more than Y battle destiny" (where Y is less than X). Any of these draws may still be cancelled or reduced though.

△ Blown away - Imperial Holotable
When the Imperial Holotable site is "blown away":
- The holotable is destroyed (turned face down)
- All cards at that site are lost
Turning the site face down identifies it as a damaged holotable. No cards of any kind may exist at a damaged holosite. It may be "repaired" by deploying another copy (or converting it using the Dejarik Holotable).

△ Crashed
Some cards can cause a vehicle to crash. A crashed vehicle has no landspeed, power or maneuver. If the vehicle has armor it is reduced to armor = 2 (see unmodifiable values).

A crashed vehicle may not utilize game text, vehicle weapons or any cards which would logically require the vehicle to be operational (Trample, Attack Pattern Delta etc.).

Characters aboard a vehicle that is crashed are not automatically lost and may disembark during your move phase. However, if the 'crashed' vehicle is enclosed:
• embarking or disembarking requires 1 Force per character and
• any character remaining aboard may not use game text related to battle or apply Ability towards drawing battle destiny, although they still provide presence. Because a crashed vehicle may not utilize game text, any permanent pilot aboard does not provide ability (or presence). (Remember, if presence is completely removed from one side during a battle, the battle ends.)

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

The term 'cumulatively' was printed in boldface type on some early cards; however, this does not affect the meaning of the term.

△ Ferocious
"Ferocious" means any creature of defense value > 2, excluding Mynock and Vine Snake.

Jedi Tests
See Supplement
An apprentice may be targeted by only one uncompleted Jedi Test at a time.

Suspended— effects
An effect that has been suspended is considered to be on table for uniqueness only. As such, it is not considered to be on table for any purpose except for uniqueness or to check if the suspension conditions are still being met.

△ Up to
Treat the phrase 'up to X' as '1 to X'. Thus zero is not a valid choice.

△ Character type
A character can only be considered a non-<character type> if they lack that character type icon. Thus Arica, who has both an imperial icon and an alien icon cannot be targeted as either a non-alien or a non-imperial.

△ Starship - Imperial
A dark side starship without an independent icon or a trade federation icon.

△ Starship - Rebel
A light side starship without an independent icon or a republic icon.

Virtual Cards
Virtual cards, regardless of version, are considered to have the same title as the original card for purposes of uniqueness and any game action that uses card title. Thus, if your opponent plays Monnok and you have a copy of Luke Skywalker and Luke Skywalker (V) in your hand, both cards will be lost.
In Virtual Set #2, the following symbols are introduced:
- ▼ This symbol means 'Deploy X from the Reserve Deck; reshuffle." where X is the name of the card that immediately follows it.
- ▲ This symbol means "Take X into hand from the Reserve Deck; reshuffle." where X is the name of the card that immediately follows it.
In Virtual Set #3, three new icons are introduced. These icons consist of the letter S, A, or C within the "not" symbol Ⓘ. These icons represent the text "Immune to Sense","Immune to Alter", or "Immune to Control" respectively.

Virtual Defensive Shields
These cards are not effect cards, as their card type has been replaced with "Defensive Shield." The effect icon in the upper left corner is ignored, and they cannot be the target of Alter. If you choose to use a virtual Defensive Shield, you may not play that card as an effect. For example, if you play a copy of the virtual Defensive Shield Traffic Control, you must play that copy of the card as a Defensive Shield, although you may still use copies of the original Premiere card Traffic Control in your deck.

No Updates

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