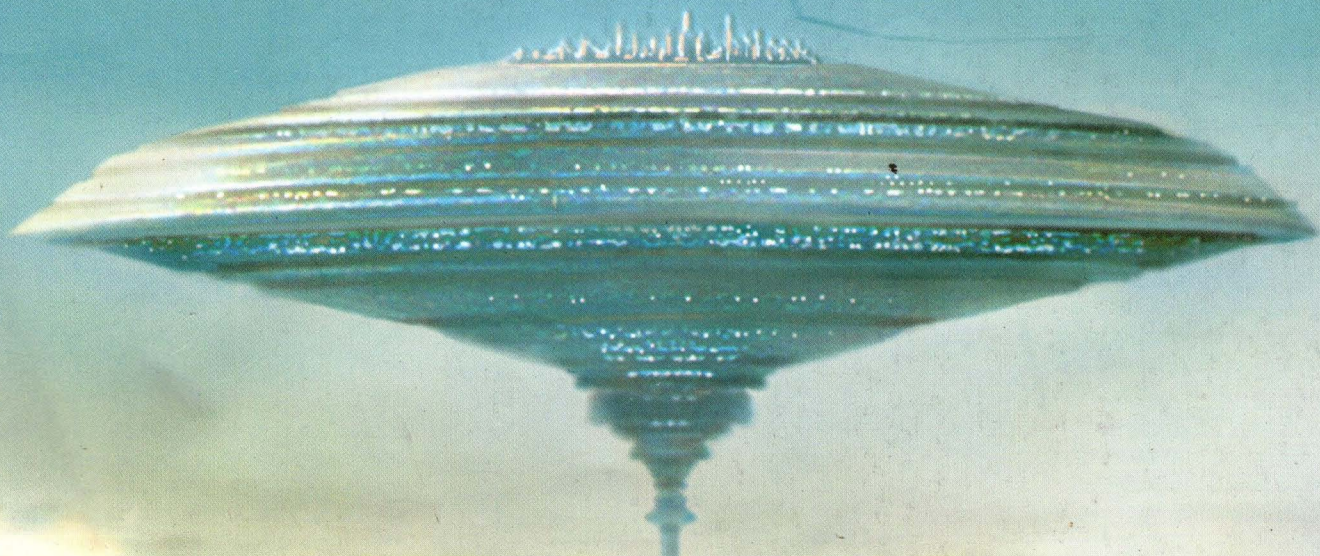


SCRYE[®]

PRESENTS



Expansion Rules Supplements

for **A NEW HOPE[™]**, **HOTH[™]**, **DAGOBAH[™]** & **CLOUD CITY[™]**

A NEW HOPE™

Star Wars™ Customizable Card Game™

RULES SUPPLEMENT

A New Hope™, the first expansion set for the *Star Wars™* Customizable Card Game™, contains 162 exciting new cards which introduce additional elements from the first *Star Wars* film. Many of the new cards were created in response to player feedback. This sheet supplements the Premiere rules and explains new terms.

Immediate Effect – A new type of effect card which plays at any time (like an interrupt), but stays on the table (like an effect). Immediate effects are not vulnerable to Alter, as indicated by the wording of the Alter card.

"Immune to Control" – This statement does not refer to the control phase or control of a site, but instead refers to a new card called Control which will appear in a future expansion set. (Control, like Sense and Alter, is one of the three primary Jedi powers.)

Used Or Lost Interrupt – A new type of interrupt which may be played as a used interrupt or a lost interrupt (player's choice).

Multiple Destiny Numbers – If a card has more than one destiny number, the player drawing it for destiny chooses which number to use.

"Lose 1 Force to..." – Similar to "Use 1 Force to..." except that the card may come from your hand or your Life Force and must go to your Lost Pile instead of your Used Pile.

Cumulatively – A boldfaced term used in game text to indicate that multiple copies of a card can increasingly affect 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.

(None of the cards in the Premiere set are cumulative.)

Undercover – A special characteristic of spies activated by the card Undercover (and certain other cards). Your Undercover spy operates with unique capabilities. It has no 'presence,' but still blocks your opponent's Force drains and allows deployment of your cards to the same location. (Even Undercover droid spies provide this benefit.) An Undercover spy does not participate in battles and may not be targeted by an opponent's weapons in battle.

To indicate that your spy is Undercover, place it across the table on your opponent's side of the same site. Your Undercover spy moves during the opponent's move phase (under your control and at normal use of your Force). An Undercover spy can board an opponent's starship or vehicle if there is sufficient capacity; however, the opponent has the first chance to fill that capacity. If your Undercover spy is a pilot, it can operate an opponent's unpiloted starship.

Despite being on the opponent's side of a location and moving like one of your opponent's characters, your Undercover spy is

still your character, and is affected as one of your characters.

If your spy's "cover is broken," it loses all Undercover-related cards and immediately crosses to your side of the table (at the same site). During your deploy phase, your spy may voluntarily "break cover" if at a site.

The game text of the two Undercover cards had "(Immune to Alter)" inadvertently omitted. Thus, these cards have errata adding this phrase.

Capturing Characters – Several Dark Side cards allow characters to be captured, and there are various ways for the

Light Side to rescue (release) captives.

A captured Light Side character is placed beneath the Detention Block Corridor site (as if held prisoner in one of the cells). Therefore, without this site in play, characters may not be captured by the Dark Side.

Captives are not considered to have 'presence' and thus do not participate in battles. They cannot be targeted by weapons or most Utinni Effects and cannot have new cards deployed on them. Any cards already deployed on a captive are turned face down and cannot be used (if the captive is released, turn the deployed cards face up again).

Captured characters are still "in play."

Released captive(s) are normally

moved to the Light Side of the table at the release site. In rare cases (e.g., with the Spice Mines Of Kessel), it may not be possible to move a released character to the Light Side of the table. In such cases, the character goes to the Used Pile instead.

Tractor Beaming – Tractor beaming allows the Dark Side to seize a Rebel starship and "pull it aboard." A captured starship is placed beneath the card on which the tractor beam is deployed. The Light Side no longer controls the captured starship and cannot deploy any new characters there. A captured starship with no characters aboard is immediately 'stolen' and relocated to the Dark Side of the related system.

If there are characters aboard, they are trapped (not 'captured'). The Besieged card allows Dark Side characters on the Star Destroyer or in Docking Bay 327 to battle the trapped characters. This works like a battle at a site. If the Light Side characters are eliminated (which might take several turns), the Dark Side immediately 'steals' the starship. A permanent pilot is conceptually replaced by a Dark Side permanent pilot. Any cargo becomes 'stolen' property, usable by the Dark Side.

Each tractor beam may be used once per battle, but from turn to turn might capture and hold multiple starships.

On a Star Destroyer: If the Dark Side characters present on the Star Destroyer are eliminated, the captured starship is

released and immediately relocated to the Light Side of the related system.

On the Death Star: The characters on the captured starship can relocate to Docking Bay 327 for free, but only if the Light Side controls the docking bay. (If all characters abandon the ship, it is immediately 'stolen' by the Dark Side.) Characters at the Docking Bay cannot go aboard the captured starship.

If the Light Side has one group of characters in the docking bay and another group trapped on the starship, these two groups may not combine when Besieged is played. The Dark Side may initiate a battle against one group or the other, but not both on the same turn. Similarly, the Light Side cannot battle the Dark Side with both groups on the same turn but must choose which group will initiate the battle.

Creatures – The Dianoga is the first of a new card type called 'creature.' Creatures have no ability, and thus no 'presence.' They cannot Force drain and do not participate in battles.

Creatures may deploy and move only within their 'habitat' (as defined on the card). Neither 'presence' nor Force icons are required for deployment. Creatures normally have a landspeed of 1 (like characters), but they have an automatic way of moving that simulates hunting for food. If there are one or more potential 'meals' (non-droid characters or other creatures) present, the creature does not move. Conversely, if there are no potential meals present, the creature must move (if possible) at the beginning of its owner's move phase. The player controlling the creature moves it one site in either direction for free (habitat permitting). Creatures are moved one at a time.

Creatures attack using their 'ferocity' number. Creatures can be targeted by any character weapon, targeting "defense value" rather than ability (unless otherwise specified, creatures are targeted as if they were characters). Their defense value is always in the same place on each card, but is given a different name (such as 'slither,' 'scales' etc.) appropriate to the specific creature.

Creatures Attacking: If at any time two creatures are at the same location they immediately attack each other. Their ferocity numbers are compared. The creature with the lower ferocity number is immediately eaten (lost). If there is a tie, both creatures are lost.

If at the start of any battle phase a creature is at the same site as one or more non-droid characters, it automatically attacks. If there are non-droid characters present on both sides, the creature will attack the side which has the most. If both sides have the same number, the owner may choose which side to attack. The character to be attacked is selected randomly (pick up the available candidates and have the opponent draw one without looking). The creature's ferocity is compared to the character's power (plus one destiny if the character has 4 or more ability). If ferocity > power, the character is eaten (lost).



Creatures Being Attacked: During your battle phase, your characters may attack a creature where you have 'presence' (all your characters there participate in this attack). This is not considered to be a battle, although you may not initiate a battle and an attack at the same location in the same turn. Use 1 Force to initiate the attack. Characters may fire their weapons at the creature (at normal use of the Force). If the creature is 'hit,' it is immediately lost. Otherwise, calculate your total power (including one destiny if you have 4 or more ability present). If total power > ferocity + defense value, the creature is lost.

An attack works just like a battle for the power calculation of your characters, but no Force is lost by either player as a result.

Brainiac – Brainiac has a destiny of pi. If you are confused about how to use this destiny number, listen to the words of Brainiac himself: "One cannot do less than is required, nor more than is allowed."

Brainiac counts as a card in hand when computing his own deployment cost. He may function as an astromech on a starship as a passenger, but cannot fit as an astromech droid.

URoRRuR'R – Counts as a Tusken Raider, so the total power of URoRRuR'R and three Tusken Raider cards is 10.

If you are confused about how to use this card, listen to the words of URoRRuR'R himself: "URoRr ruurr rR'o RR'uu'urR Ru'r'o, RUrr'R RoR'Urr U'U'Ur's ur!"

Squadrons – Squadron is a new class of starship card. A squadron deploys (for free) by replacing three starfighters at the same location. The three starfighters and all cards deployed on them go to their owner's Used Pile except for characters, weapons and devices, which may transfer to the squadron (for free, capacity permitting). The squadron may carry up to three copies of each appropriate starfighter weapon and device, but may not use more than three weapons and three devices per turn.

A squadron is considered to be one starship card. It moves and is targeted as if it were one starfighter but otherwise is not considered a starfighter (e.g., a squadron cannot perform Attack Runs).

A squadron requires three pilots to use power and maneuver (plus three astromechs to use hyperspeed).

Sandcrawler Interiors – These two sites are examples of a new card type called "vehicle site." For convenience, a vehicle site is played by itself on the table; however, it is related to one particular vehicle (which must be specified at the time of deployment) and is considered to be adjacent to the planet site wherever the related vehicle is currently located. The vehicle interior is nevertheless a separate site; any cards at the interior are not present at the adjacent site. To move the vehicle, a driver is required to be actually on the vehicle card, not at the interior site.

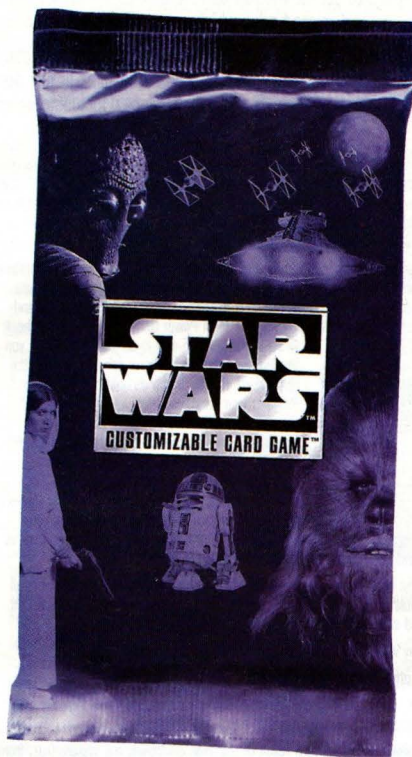
Movement to and from a vehicle site is free for the owner. The opponent, however, has a movement cost as stated on the card. If the vehicle is destroyed, the vehicle site and all cards located there are lost.

Dejarik Rules – Two 'holosite' cards (Imperial Holotable and Dejarik Hologameboard) enable you to play a "side game" using **dejarik** and **hologram** cards. A holosite is placed by itself on the table and is never adjacent to any other site. Holsites allow dejariks and holograms to deploy and battle there as if they were characters. However, they are not characters and are not targetable as characters, interrupts or effects... they are dejariks and holograms!

Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite. Only **dejarik** and **hologram** cards can exist at a holosite.

When you deploy a dejarik or hologram card to a holosite, use its destiny number as its deploy, forfeit, power and ability numbers. While at the holosite, the card's normal game text is inactive. A unique hologram at the holosite prevents another copy of that card from being played.

Battles at holsites are similar to battles at other sites (including destiny draws and attrition if you have 4 or more ability present). If you control the holosite, you may Force drain there and you may also return any dejarik/hologram cards there to your hand at any time.



Bluff Rules – When playing the Dark Side, you may enhance your Force drains at the Tatooine: Bluffs site by playing one card from your hand (face down) on your side of the site. This card is called a "bluff card." You may play one bluff card per turn, during any phase.

Each bluff card allows the Dark Side to **cumulatively** add 1 to Force drains there if the Dark Side controls the site. The Light Side can choose at any time to turn over a bluff card. If it is a character, it immediately deploys at the Tatooine: Bluffs for free. If it is not a character, it is lost and the Dark Side loses 2 Force.

Bluff cards are not considered to be in play. A bluff character to be deployed must still obey normal deployment restrictions. If not a legal deployment, the card is lost, though the player does not have to lose the additional 2 Force.

The Revolution card has no effect upon the Tatooine: Bluffs site. Expand The Empire, however, implements Bluff Rules upon the adjacent site locations. If Expand the Empire is subsequently lost, all bluff cards at the adjacent sites are also lost.

Trench Rules – The Death Star: Trench is an exterior mobile site with some special properties. It must deploy next to the Death Star system as shown below.

Players may not deploy or move any cards to the trench unless a specific card allows them to do so (e.g., Attack Run, Maneuver Check and the Death Star: Trench itself).

The Death Star System – The Death Star is the first of a new type of system card called "mobile system." Unlike planet systems, mobile systems can move, and define their own parsec number.

When the Death Star system is deployed, its initial parsec number (indicated by X on the card) is 0. Using its hyper-speed of 1, you may move the Death Star system once each turn during your move phase. For example, on one turn you might move it from parsec 0 to parsec 1 (even if there is not another system on the table at parsec 1). On your next turn, you could move it to parsec 2 or back to parsec 0.

At each parsec number, the Death Star system is either in deep space or 'orbiting' a planet system (on the table) which has the same parsec number. Each time the Death Star system is moved, the Dark Side player must specify whether it is in deep space or orbiting a particular planet. For example, if the Death Star system moves to parsec 2, and both Alderaan and Kiffex are on the table, the Dark Side player must specify whether the Death Star system is orbiting Alderaan, is orbiting Kiffex or is in deep space.

Moving the Death Star from deep space to orbit a system at the same parsec is a **regular move** and requires 1 Force. Even if orbiting another system location, the Death Star is itself a separate system location. Remember that cards may only be present at one location at a time, so starships at the Death Star cannot control the orbited system.

Light Side and Dark Side starships move to, deploy to and control the Death Star system as normal (even though there is no Light Side game text), although normal deployment restrictions must still be obeyed. If the Death Star is orbiting a planet, starships at the planet system can move to the Death Star system and vice versa at normal use of the Force (even without hyperdrive). When the Death Star system moves, all cards there (starships, pilots, effects etc.) are considered to be moved along with it automatically.

Shuttling to and from a starship at the Death Star system can only occur via Docking Bay 327. The Death Star system is not a starship, and cannot be targeted as such.

Epic Event Cards – "Epic event" is a new category of cards representing events that could lead to great disturbances in the Force. Commence Primary Ignition and Attack Run allow you to "blow away" planets and the Death Star, respectively.

"Blown Away" – If a system is "blown away," starships at that system survive but all the related locations and all cards at those locations are lost. If you blow away your opponent's Rebel Base (Yavin 4 or Hoth) or Death Star, not only are the cards lost, but your opponent also suffers Force damage. In this case, your opponent must lose Force equal to twice the number of their Force icons present on the destroyed locations.

To mark a location's destruction, turn the card face-down; you may look at it at any time to verify the parsec or marker number. The epic event card is lost. Cards can still deploy to, move to and move from the destroyed location. However, it no longer has Force icons and its game text may no longer be utilized. The location may not be re-deployed (converted) and no related locations may be deployed at that system.



THE EMPIRE STRIKES BACK: HOTH™ SW:CCG RULES SUPPLEMENT

The Empire Strikes Back: Hoth™, the second expansion set for the Star Wars™ Customizable Card Game™, contains 162 innovative new cards.

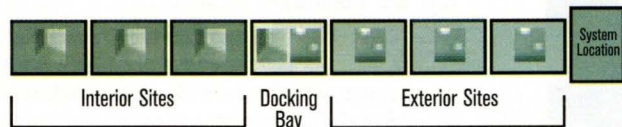
This Hoth rules supplement presents new and revised rules which supersede those in the *Premiere* and *A New Hope* card sets.

We are presently hard at work on a Second Edition Rules Booklet which will organize and improve all the existing rules to date. We recognize the need to eliminate overlap, inconsistency and outdated rules. Our goal is to provide comprehensive rules and answers to frequently asked questions in one document for ease of understanding and reference.

We will make the Second Edition Rules Booklet available in a variety of places, including on our web site (www.decipher.com).

Location Deployment – This document introduces new rules for deploying locations. The benefits include enhanced deployment strategies as well as more natural planet topographies (eliminating illogical layouts such as a jungle being between two interior Rebel Base sites). This also facilitates improved deployment and movement rules affecting characters and vehicles.

Sites are now placed in a pattern where interior and exterior sites are separated from each other by a docking bay. After several turns of deployment, a typical system layout might appear as follows.

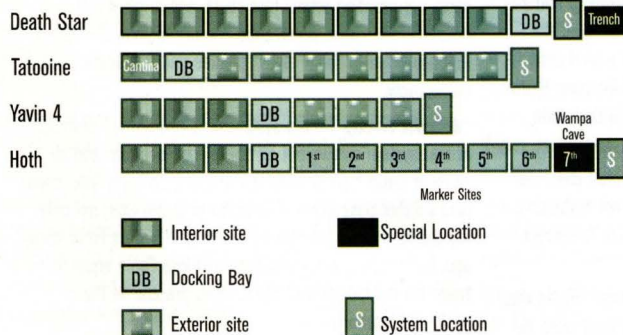


As long as you maintain this pattern, when a new location is deployed to an existing system, it may be inserted between (or placed at the end of) the related locations. For example, in the diagram above, there are four places where you could deploy a new exterior site (anywhere between the docking bay and the system location).

If any of these groups are not yet in play, the other groups are laid out adjacent to each other. As new groups come into play, they are inserted into the appropriate place. For example, before the docking bay was inserted in the above diagram, the interior site group would have been next to the exterior site group.

The new Hoth locations introduced in this set also lay out according to these rules, with one exception: "marker sites." These sites represent areas outside Echo Base and have a special sequencing feature called "marker numbers." Marker sites can be brought into play in any order but are laid out sequentially. Thus, marker numbers indicate where a site must be inserted when it is deployed.

Using these new rules, the four systems currently in the game would appear something like this:



There are also a few special locations that, according to text on the cards, deploy to unique positions on the table. Examples of these include the Death Star: Trench (deploys according to Trench Rules); the Hoth: Wampa Cave (deploys according to its marker number); holosites (deploy according to Dejarik Rules); and sandcrawler interiors (deploy according to their game text).

Marker site – Any of the seven Hoth sites with a marker number.

Innermost marker – A term used to indicate the lowest-numbered marker site that is currently on the table.

Outermost marker – A term used to indicate the highest-numbered marker site that is currently on the table.

Hoth Energy Shield Rules – The Hoth: Main Power Generators site produces an energy shield which is "strong enough to withstand any bombardment." This shield will protect much of Hoth for the Light Side by preventing many forms of Dark Side deployment and movement; however, the Dark Side can always deploy or land beyond the shield and "march in" to Echo Base.

There are special rules governing the deployment of the Main Power Generators site. The energy shield will extend at least as far as the 3rd marker, so a site with a marker number of 4 or more is needed to establish the shield's boundary. Therefore, just after deploying the Main Power Generators you must check to see if marker 4, 5 or 6 is on the table. If not, you must immediately deploy your 4th marker site (the Hoth: North Ridge). If you do not have the North Ridge in your hand, you must immediately search through your Reserve Deck for it, deploy it, then shuffle, cut and replace. (If the North Ridge is not found in your Reserve Deck, the Main Power Generators must be returned to your hand.) The same holds true if you select the Hoth: Main Power Generators as your starting location. Unless your opponent's starting location is marker 4, 5 or 6, you must search your Reserve Deck and immediately deploy your North Ridge.

Once the Main Power Generators site is deployed, the energy shield covers all Hoth sites except the outermost exterior marker site and the Wampa Cave. At shielded sites, the Dark Side *may not*:

- deploy vehicles, starships or characters (not even spies);
 - take off or land using starfighters;
 - use shuttling, docking bay transit or any other movement that logically would be stopped by the energy shield (such as *Elis Helrot*); or
 - add power to battles as a result of starships controlling the system (e.g., from the Hoth system location, a *Victory-class Star Destroyer* or *Fear Will Keep Them In Line*).
- The energy shield does not protect the Light Side from a ground assault "underneath the shield." At shielded sites, the Dark Side *may*:
- move vehicles and characters from site to site;
 - deploy and use creatures, weapons, effects, and other cards normally; and
 - perform any normal game actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way (because conceptually the Rebels can raise and lower the shield to allow their own forces to pass). If the Main Power Generators site is not in play or has been "blown away," the energy shield is not active and thus both sides can deploy and move to Hoth normally (as if it was any other planet).

Target The Main Generator – This epic event card allows the Dark Side to "blow away" the Main Power Generators site and thus destroy the Hoth energy shield. When this occurs, all cards at that site are lost and its Force icons and game text are canceled (including the Hoth Energy Shield Rules). The site remains on table for other purposes (e.g., it still counts as the innermost marker; battle and movement may still occur there at normal use of the Force). The Light Side player may not deploy a new copy of this site.

Underground Site – A new type of site indicated by the icon.

'Collapsed' – The Dark Side has the new capability to 'collapse' an interior site (e.g., using *Collapsing Corridor*). When this occurs, all cards at that site are lost and its Force icons and game text are canceled. The site remains in play for other purposes; however, each deployment or movement to that site requires 1 additional Force. A collapsed site is 'rebuilt' if either player deploys a new copy of that site.

Missing – Several new cards cause characters to become disoriented or lost (in the normal sense of the word, not to the Lost Pile). This condition is defined in game terms as 'missing.' To indicate that a character is missing, place that character face up beneath the site where it became missing.

A missing character is still "in play." However, because conceptually nobody

knows exactly where a missing character is at the site, the character is not considered to have presence, does not participate in battles, may not be forfeited and may not have new cards deployed on it. Likewise, missing characters cannot be targeted by weapons or any other cards that do not specifically target missing characters.

During your control phase, you may attempt to find missing characters by forming and using a *search party* as follows:

1. Designate any number of your characters at the same site as the missing character(s) to be members of the search party.
2. Draw destiny.
3. Add 1 to the destiny draw for each member of the search party (2 if character is a scout).
4. If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

New Interior Site Limitations – At all interior sites except docking bays (because they are both interior and exterior),

- characters and vehicles may not shuttle; and
- vehicles may not deploy or move unless specifically allowed to on the card. (This eliminates the previous "parked outside" concept.)

For example, a vehicle may move to Docking Bay 94 but may not enter the Cantina. If the vehicle's occupants want to go into the Cantina they must disembark and move inside, leaving their vehicle at a nearby exterior site.

'Present' and 'Presence' – These two terms, though closely related, have very important differences in the game and sometimes confuse new players. In this supplement we are clarifying and augmenting the definitions of these terms.

Think of *present* as being physically 'at' a certain place. There are three places where a card can be present in the game: at a site location, at a system location or aboard an enclosed vehicle or starship. No card is considered to be present at more than one place at the same time. For example, if Red 5 is at the Hoth system with Luke aboard, then Red 5 is present at the Hoth system and Luke is present aboard Red 5. (Luke is not present at the system location.)

Think of *presence* in the spiritual sense, as the Force emanating from an individual. Remember Vader saying, "I sense something. A presence I've not felt since..." In game terms, your characters with ability create a 'presence' that your opponent's characters can sense (even when they are hidden inside an enclosed vehicle or starship). Having presence at a location is now defined as (1) having total ability of 1 or higher present at that location or (2) having a vehicle or starship present at that location that has total ability of 1 or higher aboard. For example, if Red 5 is at the Hoth system with Luke aboard, then Luke creates presence at the Hoth system location.

New Starship and Vehicle Rules – To fully support cards and gameplay mechanisms in this and future expansion sets, we provide more advanced rules enabling exciting new gameplay and strategic possibilities. Highlights of the new rules include the following:

- starfighters may *deploy at docking bays* and may *land and take off at exterior sites*;
- vehicles may deploy and move only to exterior sites;
- characters may *remain aboard vehicles* after the move phase;
- new *combat vehicles* provide starship-like battle capabilities on the ground;
- *gunner* characters enhance starships and combat vehicles;
- all transport vehicles require a designated *driver*;
- *enclosed* vehicles protect characters from site-related hazards; and
- all characters aboard a vehicle or starship, even passengers, may use game text (when appropriate) and may be forfeited.

The following sections describe these new rules and supersede the existing rules.

Deploying Starfighters – Deploying starfighters has changed as follows:

A starfighter that has a permanent pilot aboard may be deployed to (1) a docking bay, (2) one of your capital starships with starfighter capacity or (3) a system location.

A starfighter that does *not* have a permanent pilot aboard may be deployed

- to any of the three places listed above if it is deployed simultaneously with a

pilot (which counts as a single game action), at normal use of the Force; or

- 'empty' to a docking bay or one of your capital starships with starfighter capacity – not to a system location.

Deploying Cards on Vehicles and Starships – You may deploy cards directly aboard vehicles and starships at any location where you have presence or Force icons. Characters may be deployed directly aboard vehicles and starships with sufficient character capacity. Vehicles and starfighters may be deployed directly aboard capital starships with sufficient capacity.

Weapons, devices, effects and similar cards may be deployed wherever appropriate, with or without presence or Force icons.

Landing and Taking Off – A piloted starfighter at a system location may now land at any related exterior site. Similarly, a piloted starfighter at an exterior site may now take off to the related system. (TIEs require docking bay facilities and thus may not land or take off at other exterior sites.) Landing or taking off requires 1 Force, but is free at a docking bay.

A landed starfighter has no landspeed, power or maneuver. It may not utilize game text, normal starship weapons or any cards which would logically require the starfighter to be moving (e.g. Dark Maneuvers). However, in a battle at a site, a landed starfighter may fire any starship weapon that works at a site (e.g. the new Surface Defense Cannon).

Deploying and Moving Vehicles – To support improved game logic and enhance the contrast between interior and exterior sites, vehicles are no longer allowed to deploy or move to interior sites (except docking bays).

Remaining Aboard Vehicles – In the *Premiere* rules, characters were aboard a vehicle only when it was moving and were forced to disembark when it stopped. Characters may now get onto and off of a vehicle (and may remain aboard) independent of the vehicle's movement. As with a starship, you indicate whether characters are aboard a vehicle by placing them underneath that card.

If a vehicle is lost, any cards aboard it are also lost. (Exception: if a creature vehicle is lost, any characters aboard it may "jump off" – disembark – at the same site and survive.) Having a character (or permanent pilot) aboard a vehicle prevents your opponent from 'stealing' or 'purchasing' that vehicle.

Embarking and Disembarking – Your characters 'embark' on and 'disembark' from your vehicles and starfighters. Similarly, your starfighters embark on and disembark from your capital starships with starfighter capacity. Embarking and disembarking is free and unlimited, and may occur any time during your move phase or at the beginning or end of a 'react'.

When a starfighter or vehicle is aboard a capital starship, it is considered to be in a cargo bay. Its occupants may disembark to the capital starship and vice versa. Any characters aboard the starfighter or vehicle do not count toward the capacity of the capital starship and may not pilot (or otherwise enhance) the capital starship.

Combat Vehicles – A new type of vehicle which is specialized for battle. A combat vehicle must have a pilot to use its power, maneuver or landspeed or to 'react'. A special characteristic of combat vehicles is that they cannot be 'purchased' (sorry, *Wioslea*!).

Occupants of Vehicles and Starships – Characters aboard a vehicle or starship fall into three categories: pilots, drivers and passengers (which includes gunners).

Pilots – A starship, combat vehicle or shuttle vehicle must have a pilot aboard to use its power, maneuver, landspeed or hyperspeed or to 'react'. Characters acting as pilots now have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Darth Vader "adds 3 to power of any starship he pilots". Thus, this new rule gives him the capability to add 3 to the power of any combat vehicle or shuttle vehicle he pilots. You may designate which characters are acting as pilots at any time during your deploy or move phase. Any pilots aboard a starship or vehicle in excess of its pilot capacity are passengers and thus may not enhance the starship or vehicle.

Drivers – A transport vehicle must have a driver aboard to use its power, maneuver or landspeed or to 'react'. (A creature vehicle has ability and thus does not require a driver.) If more than one character is aboard, you must designate which one is driving. You may designate the driver at any time during your deploy or move phase. The driver uses up the capacity of one passenger. Unless otherwise specified, droids may not drive vehicles.

Passengers – Passengers are any characters aboard a starship or vehicle who are not acting as a pilot or driver of that starship or vehicle.

Gunners – Gunners are special passengers. Gunners now have the capability to enhance combat vehicles and shuttle vehicles as well as starships. For example, Danz Borin "adds 1 to starship's weapon destiny draws." Thus, this new rule gives him the capability to add 1 to the weapon destiny draws of any combat vehicle or shuttle vehicle he is aboard as a passenger. Gunners are identified by the word 'gunner' in their title or lore.

"Must have pilot aboard to use power, maneuver or hyperspeed" – This and similar game text on some early cards is now incorporated into the above rules, and thus does not appear on new cards.

Open and Enclosed – 'Enclosed' vehicles are identified as such in their card lore. Any vehicle not identified as enclosed is considered 'open'. All starships are enclosed.

Characters aboard an *open* vehicle are exposed to the surrounding environment; they are present at the site (and thus are vulnerable to cards which affect characters at the site). All characters aboard an *open* vehicle may use personal power, ability, forfeit and game text (when appropriate). They may also fire character weapons and may likewise be targeted by weapons.

Characters aboard an *enclosed* vehicle function just as they would aboard a starship (because starships are also enclosed). They are sheltered from the environment and thus are not present at the site, preventing them from using their personal power, firing character weapons or being targeted by weapons. On an enclosed vehicle or starship, all characters may use ability, forfeit and game text (when appropriate), but passengers may not apply their ability toward drawing battle destiny.

'Crashed' – Some new 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. 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 which is 'crashed' are not automatically lost and may disembark during your move phase. However, if the 'crashed' vehicle is enclosed, (1) disembarking requires 1 Force per character and (2) any character remaining aboard may not use power, ability or game text that applies to battle.

Alone – Your character is alone if (1) you have no other character present at the location, (2) you have no other character aboard a vehicle or starship at the location, and (3) you have no other ability (e.g., a bantha or tauntaun) at the location.

New Movement Rules – This expansion set introduces new movement rules which supersede the existing rules. 'Movement' is defined as any method of physically or conceptually relocating a character, creature, vehicle or starship from one place to another. There are three categories of movement: regular moves, 'reacting' and unlimited moves.

Regular Move – Each of your characters, creatures, vehicles and starships is limited to one regular move per turn (which occurs during your move phase). A regular move requires you to use 1 Force unless otherwise specified. A regular move is defined as

- one card using its landspeed or hyperspeed (all characters and creatures have landspeed = 1 unless otherwise specified);
- one character or vehicle shuttling;
- a group of cards using docking bay transit;
- one starship landing or taking off; or
- one starfighter making an Attack Run.

Reacting – This is a special form of movement (granted by cards that say 'react') that may occur during your opponent's turn. A 'react'

- occurs just after your opponent announces a battle or Force drain;
- allows you to move a card (if within range) to the location of the battle or Force drain (at normal use of the Force); and
- allows other cards to embark on and disembark from the reacting card just before it departs and just after it arrives. (Embarking and disembarking is possible even if the 'reacting' card is already at the battle or Force drain location.)

To 'react,' a starship or non-creature vehicle must have a pilot or driver aboard. (Creature vehicles have ability and thus do not require a driver.) Cards involved in a 'react' are prevented from 'reacting' again during the same turn.

'Reacting' to a Force drain cancels the Force drain if you bring presence to the location. 'Reacting' away from a battle (e.g., using a tauntaun) cancels the battle if you remove your presence from the battle location.

Unlimited Move – An unlimited move is (1) any movement your opponent forces you to make or (2) any movement which is not a regular move or a 'react'. A card may make any number of unlimited moves per turn. Unlimited moves occur in various phases and are free unless otherwise specified. Some examples include

- characters embarking on or disembarking from vehicles;
- starfighters embarking on or disembarking from capital starships;
- a group of cards transferring from one starship to another (requires 1 Force);
- characters and other cards being carried by a moving vehicle or starship;
- interrupts (e.g., *Elis Helrot*, *Nabrun Leids*); and
- special game text (e.g., *Obi-Wan Kenobi*, *Chief Bast*).

Shuttling and Transferring – The concept of ship-docking capability has been revised and clarified to accommodate new definitions of shuttling and transferring:

Shuttling – A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability (or vice versa) for 1 Force. Capital starships are assumed to have dedicated shuttles for this purpose. Because starfighters are not large enough to carry shuttles, shuttling is no longer allowed to or from a starfighter, even if it has ship-docking capability.

Transferring – Any number of characters and vehicles may transfer from one starship to another at the same system location for 1 Force, if at least one of those starships is piloted and has ship-docking capability.

New Carrying Rules – New weapons in this expansion set are designed to work in combination with other weapons. To facilitate such combinations, you may now deploy as many weapons and devices as you like on a character, vehicle or starfighter, as long as there are no duplicates (i.e., the weapons and devices must all have different card titles). However, each character, vehicle or starfighter may use only one weapon and one device per turn.

Capital starships and characters with Backpacks may carry and use any number of weapons and devices – even duplicates.

New Mining Droid Rules – The introduction of the two mines in this expansion set broadens the mining droid's repertoire and allows the introduction of rules which enhance its capabilities in an exciting new way. As with previous rules, a mining droid can still 'lay' mines face up at any site where it is present. Now, mining droids can also 'bury' mines face down on planets to simulate cre-

ation of a minefield.

At any exterior planet site where you have a mining droid present, during your deploy phase you may bury any number of cards from your hand face down underneath that site. You may choose to bury 'real' mines, 'duds' (non-mine cards buried as a bluff) or a mixture of the two. When any character, vehicle or starship moves to or across that site, all buried cards there are 'tripped' (revealed). Any duds are simply lost. Any mines immediately 'explode', targeting the card that tripped them if applicable. (When your opponent trips any buried Timer Mine, you immediately draw destiny to see how many characters your opponent loses.)

Buried cards are not considered in play. If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

Artillery Weapons – A new type of weapon which is deployed at a site. Unlike other weapons, artillery weapons have a forfeit value and are also immune to Overload.

To fire an artillery weapon, a power source must be present. The power source may be (1) a power droid, (2) any card with "Fusion Generator" in its title, or (3) any card with game text that says it can power weapons.

Anakin's Lightsaber – This weapon will work on any Skywalker with ability > 3 (whether they know they are a Skywalker or not!).

'Stealing' weapons and devices – A character who has the capability to 'steal' a weapon or device may do so only if that weapon or device says it can be deployed on (or moved by) characters. For example, a character may steal a lightsaber, an E-web Blaster or a Light Repeating Blaster Cannon, but may not steal Proton Torpedoes, a Laser Gate, a Hydroponics Station or the Planet Defender Ion Cannon.

New Versions of Main Characters – Throughout the *Star Wars* trilogy, some of the main characters 'grow' significantly in skills and abilities. To reflect this growth, we have decided to occasionally create new versions of those characters. We will do this in a manner which avoids making previous versions obsolete or less valuable.

The new versions will tend to be specialized, having advantages and disadvantages in various situations. For example, in keeping with the progression we saw between *Star Wars* and *The Empire Strikes Back*,

Commander Luke Skywalker in the *Hoth* expansion set is a bit stronger than Luke Skywalker from the *Premiere* edition. However, Commander Luke Skywalker has a higher deploy cost, does not activate extra Force each turn and is less versatile in terms of deployment. Which version of a main character you choose to put in a particular deck is a strategic choice which depends on your objectives.

Persona Rule – Different versions of a single character are all considered to be the same 'persona'. No more than one version of the same persona may be in play at the same time.

Cards that reference 'Luke' (or example) apply to any version of the Luke persona (Luke Skywalker, Commander Luke Skywalker, etc.). Similarly, references to 'Chewbacca' and 'Chewie' are considered interchangeable.

During your deploy phase, you may replace one of your characters on the table with an 'older, wiser' version of the same persona from your hand (for free). The new version (1) must have power and ability at least equal to those of the replaced card and (2) must obey its own deployment restrictions (if any). For example, Luke Skywalker (power 3, ability 4) may be replaced by Commander Luke Skywalker (power 4, ability 4), but only when Luke is on Hoth (because Commander Luke Skywalker's game text says "May deploy only on Hoth").

Any weapons, devices, effects or *utinni* effects deployed on or targeting the character transfer to the new version of that character (if applicable). Any cards which are not applicable are placed in the *Last Pile*, along with the younger version of the character. For example, if *Leia was Undercover* and was replaced with a new (hypothetical) version of *Leia* who wasn't a spy, the *Undercover* card would not be applicable to the new *Leia* and would therefore be lost.

Armored Droids – Some new droids (e.g., *Probe Droids*) have armor. This number is used only as a defense against weapons. When a weapon targets an armored droid, use the droid's armor instead of ability.

Unique (•) Card – If both players have a unique (•) card with the same name (e.g., *Ice Storm*), only one copy of that card may be on the table at a time.

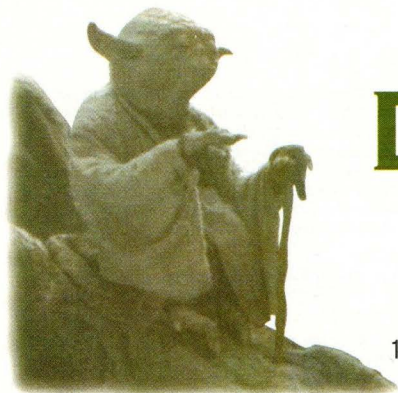
Mobile Effect – A new type of effect card that has an automatic movement function. Mobile effects are not vulnerable to *Alter*, as indicated by the wording of the *Alter* card.

Negative Numbers – Some cards instruct you to subtract numbers, in which case the final result may not fall below zero.

Errata for the *A New Hope* rules supplement sheet:

Creatures – The sentence which began, "The owner moves the creature ..." should have said, "The player controlling the creature moves it ..." Thus, if a Wampa is snared by *Momaw Nadon*, the *Light Side* player then chooses which direction the Wampa must move.

"Blow Away" – There was the instruction "To mark a system's destruction, place the epic event card across the system while keeping the parsec number in view." This should have said "To mark a system's destruction, turn the card upside-down; you may look at it at any time to verify the parsec number. The epic event card is lost." In addition, no player may deploy a new copy of a location which has been "blown away."



DAGOBAH™

Star Wars™ Customizable Card Game™

RULES SUPPLEMENT

Dagobah™, the third expansion set for the *Star Wars™ Customizable Card Game™*, contains 180 exciting new cards drawn from the pivotal middle segment of *The Empire Strikes Back™*.

Dagobah Locations – The sparse population and extreme remoteness of the planet Dagobah make deployment to this system and its swampy landscape unusually difficult. The thick atmosphere makes shuttling (and the use of transport cards) impossible. Thus, special deployment and movement restrictions apply to all Dagobah locations:

- **Characters, vehicles and starships** may not deploy to Dagobah unless specifically allowed by their game text (e.g., Yoda and Son Of Skywalker) or another card (e.g., Encampment).
- **Devices and weapons** may not deploy directly to Dagobah (but may deploy on characters, vehicles and starships already there, if applicable).
- **Utinni effects** may not deploy to (or target a card at) Dagobah unless specifically allowed by their game text.
- **Shuttling rules and transport cards** (e.g., Nabrun Leids and Elis Helrot) may not be used to move to or from Dagobah.

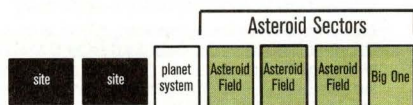
Creatures and all effect types (except Utinni effects) may deploy directly to Dagobah locations, but they must obey any relevant deployment restrictions. Interrupts play normally at Dagobah.

"So, how do I get my characters and vehicles to Dagobah?" Normally you will use a card that allows this (such as You Will Go To The Dagobah System) or you will deploy your characters and vehicles elsewhere, then move them to the Dagobah system aboard a starship that can land at a Dagobah site.

Sector Locations – Sectors are a new type of location card. There will be various kinds of sectors in upcoming expansion sets, all of which will share the following features:

- Sectors are oriented vertically, like systems, and create additional locations where starships may deploy, battle and move. However, sectors have no parsec number and thus cannot be used for hyperspeed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a starship.
- Cards which affect starships at a system (e.g., Hyper Escape, Tallon Roll and Collision!) can also affect starships at a sector.

Asteroid Field and Big One Sectors – These two new locations are both *asteroid sectors*. Asteroid sectors deploy next to any planet system or another asteroid sector, as shown below. The planet system card must be on the table before any asteroid sector can deploy to that system. Asteroid sectors may be inserted in any order, as long as you maintain the following pattern:



At an asteroid sector, you may 'react' and make any applicable *unlimited moves*. However, unless otherwise specified, the only *regular moves* allowed at an asteroid sector are the following three new regular moves:

- **System to sector** – A capital starship or starfighter may move from a system location to the sector next to it (or vice versa) for 1 Force.
- **Sector to sector** – A capital starship may move from one sector to an adjacent sector for 1 Force. A starfighter may move up to two sectors at a time for 1 Force.
- **Sector to site** – A starfighter at a sector may land at and take off from a related site for 1 Force.

Asteroid sectors are 'related' to the planet system where they are deployed, but they are not considered to be part of that planet. Thus, if the planet is "blown away," the asteroid sectors remain on the table.

Asteroid Rules – "You're not actually going *into* an asteroid field?!" "They'd be crazy to follow us, wouldn't they?"

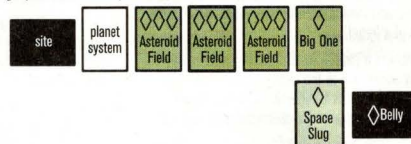
Wherever "Asteroid Rules" are in effect, your starships are continually subject to being hit by asteroids. During each of your control phases, for each such starship:

- Opponent draws one *asteroid destiny*.
- Add 1 to destiny for each *additional* sector at that system that has "Asteroid Rules" in effect.
- If total destiny > armor or maneuver, the starship is immediately lost.
- If the card drawn for asteroid destiny is itself an asteroid sector, the starship is immediately lost, no matter how high its armor or maneuver.

Cave Rules – The Big One: Asteroid Cave or Space Slug Belly site is a special location which must deploy next to a Big One sector, as shown below.



Normally this location is an asteroid cave (planet site). However, when a Space Slug creature is present at the related Big One sector, the location slides next to the Space Slug and becomes a space slug belly (creature site). Cool, huh?



When this site is a belly, starfighters may not land or take off if the Space Slug's mouth is 'closed' (as defined by the Space Slug's game text). If the Space Slug is lost, all cards in the belly are also lost and the site then slides next to the Big One, reverting to a cave. Whether the site is a cave or a belly, it is always 'related' to the Big One.

The Executor – Darth Vader's massive flagship, the Super Star Destroyer *Executor*, is a unique starship card. In addition to having all the capabilities of normal Star Destroyers, the *Executor* has its own related starship sites!

Vehicle and Starship Capacity – The capacity listed for a vehicle or starship card represents the capacity of that card's bridge (or cockpit) and cargo bay. Characters conceptually go "on the bridge" (or "in the cockpit"). Vehicles and starships conceptually go "in the cargo bay."

However, vehicle and starship sites create additional locations where characters, vehicles and starships may go without counting against the capacity of the bridge, cockpit or cargo bay. These sites are conceptually "below decks" and have unlimited capacity.

Starship Sites – A new type of site location. Starship sites obey location deployment rules (e.g., interior/exterior sequence and insertion) and create locations aboard a starship where characters may deploy, battle and move. For convenience, each group of starship sites is placed on the table separately from other sites. However, the group is related to one particular starship (which must be specified at the time of deployment).

Sites which are related to a particular starship (e.g., *Executor* sites) may deploy even if that starship is not on table (just as Death Star sites may deploy when the Death Star is not on table). However, sites which work with any starship of a given type (e.g., Star Destroyer: Launch Bay) may deploy only to a starship card already on table.

Characters at a starship site are "aboard the starship" but not 'present' at the bridge. Although such characters participate normally in battles at these sites, because they are below decks they may not use their game text to enhance the starship card and they may not participate in starship battles (may not use power, ability, game text or forfeit).

The player controlling the starship may move his cards from a starship site to the related starship card (capacity permitting), or vice versa. This movement requires 1 Force per card and is a *regular move*.

If a starship is lost, all related sites (and cards located at those sites) are also lost.

New Deployment Restriction Symbol – Some cards have one or more diamond (◇) symbols in the card title. The number of diamonds indicates the number of copies that both players together can have on the table at any given system. (There is no limitation on the number of systems where such a card may be used.) For example, the Asteroid Field card has three dia-

monds. Therefore, both players together are limited to a total of three Asteroid Field locations at each planet system.

Yoda – “Notice you will, on my card, a new icon there is, yes. Jedi Master it means, and a Light Side Force icon it includes. While on table am I, one extra Force may you activate.”

Jedi Training – A powerful new feature for the Light Side in this expansion set is the ability to train characters in the Force using a new card type called *Jedi test*. Each time a character completes a new Jedi test, the Light Side player gains a new capability that can have far-reaching effects. Completing Jedi tests can also raise a character's ability. Attempting the Jedi tests in this expansion set involves bringing an apprentice to a mentor on Dagobah and drawing *training destiny*.

Each Jedi test card describes how to begin, attempt and complete the test. There are also a few special rules that apply to Jedi training:

- For every Dagobah site on the table, you may add 1 to each training destiny draw.
- Jedi tests are attempted in numerical sequence. Each time an apprentice completes a Jedi test that is numbered higher than his ability, that character's ability goes up to match the Jedi test number. For example, completing test #4 raises the apprentice's ability to 4.
- A mentor may train more than one apprentice at the same time, and an apprentice may change mentors between Jedi tests, if necessary.
- An apprentice may not attempt a test that is already placed on that apprentice.

This expansion set includes Jedi tests #1 through #5. Jedi test #6 – *You Must Confront Vader* – will appear in a future expansion set.

Independent Starships – A new group of starships which are “privately owned” and thus are neither Rebel nor Imperial. Cards that refer to “Rebel” or “Imperial” starships do not apply to independent starships.

Selective Creatures – Many of the smaller, less ferocious creatures in the *Star Wars* universe are selective in their eating habits and thus do not attack their own kind. Selective creatures will attack characters or other species of creatures (those with a card title different from their own). However, selective creatures with the same card title simply ignore each other for purposes of movement and attack.

Attaching Creatures – Instead of making an attack as normal, some creatures (e.g., vine snakes and mynocks) attach themselves to a host character or starfighter. When attached, a creature does not attack anything or move on its own, but instead moves automatically with the host. Attaching creatures may be attacked by other creatures and characters (and may be targeted by character weapons) even when they are attached. If a host is ‘eaten’ (by any creature), all attached creatures immediately detach. If a host is lost by other means, attached creatures are lost with the host.

Vine Snakes – These creatures attach themselves to a character, gradually squeezing the life out of their victim. Vine snakes remain attached to their host even if the host moves out of the creature's habitat. However, if a vine snake detaches outside of its habitat, it is immediately lost.

Mynocks – In addition to attacking normally, these creatures can attach themselves to a starfighter and chew on the power cables (‘meals’), draining power and reducing hyperspeed. (If they detach, power and hyperspeed are immediately restored.) Like other creatures, mynocks may move from site to site, but they may also move like a starfighter (e.g., landing, taking off and flying to and from sectors). Because mynocks have no hyperspeed, to move from system to system they must ‘hitchhike’ on a starfighter. Although mynocks may not be targeted by starship weapons, you can land your starfighter and clean them off with character weapons.

Landing Claw – A starfighter equipped with a Landing Claw may attach itself to an opponent's capital starship. To indicate that your starfighter is attached, place it across the table on the capital starship card.

Attached starfighters are ‘concealed,’ and thus do not participate in battles and may not be targeted by either player in any way (weapons, interrupts, Utinni effects, asteroid destiny, etc.). Also, neither player may deploy cards on such a starfighter. An attached starfighter is treated as if it has no presence, but it still blocks your opponent's Force drains.

An attached starfighter automatically moves with the capital starship; it may not move on its own, nor may it be used to shuttle or transfer other cards. If the capital starship is lost, the attached starfighter is also lost.

TIE Bombers – In addition to participating in starship battles, TIE Bombers may be used in conjunction with Proton Bombs and/or the Bombing Run mobile effect card to bombard related planet sites.

Proton Bombs – Proton Bombs deploy on your bomber. They represent a full complement of firepower which can be used repeatedly in one of two different “bombing modes” depending on the type of site being targeted:

- *Interior sites* – You may perform “orbital bombardment” in an attempt to ‘collapse’ a related interior site. Because the bombs are dropped from orbit, the TIE Bomber does not move from the system.

- *Non-interior sites* – You may perform “carpet bombing” in an attempt to destroy characters, vehicles and starships at a related non-interior site. To accomplish this, the TIE Bomber briefly swoops down to the site by using the Bombing Run card.

Bombing Run – This mobile effect card deploys on a non-interior site and represents the target zone for your bombers at the related system. You may change the target zone (at the start of each of your move phases) by moving the mobile effect to an adjacent site. When your bombers move to the target zone, they have presence at the site (e.g., they may block opponent's Force drains) and they may participate in battles there, even if they do not carry Proton Bombs.

When a TIE Bomber begins a Bombing Run by moving to a site, this is a *regular move* which requires 1 Force. The return trip to the system is a second *regular move* which also requires 1 Force.

Orbital Mines – In a future expansion set, TIE Bombers will be able to deploy and defuse Orbital Mines.

“Card Type” – Whenever game text on a card uses the specific phrase “card type” (e.g., Hiding In The Garbage), such references refer to the icons used in the upper left-hand corners of the cards. Sites, systems and sectors, which have no upper left-hand icon, share the card type of “location.”

Where's Boba Fett? – Most of the bounty hunters (and their starships and weapons) seen in *The Empire Strikes Back* appear in this expansion set. Boba Fett makes his debut in the *Star Wars™ Customizable Card Game™ First Anthology™* as a white-border preview card of the black-border version coming in the *Special Edition* expansion set.

Errata for the *Hoth* rules supplement sheet (deletions are struck out; additions are boldfaced):

‘Present’ and ‘Presence’ – Because of the addition of starship sites, this is revised as follows: “There are three places where a card can be present in the game: at a site location, at a system location or ~~also~~ **physically on an enclosed vehicle or starship card (at the bridge, cockpit or cargo bay).**”

Shuttling – Because of the addition of sector locations, this is revised as follows: “A character or vehicle may shuttle from an exterior site to a capital starship with ship-docking capability **at the related system** (or vice versa) for 1 Force. **Shuttling cannot occur at sectors.**”

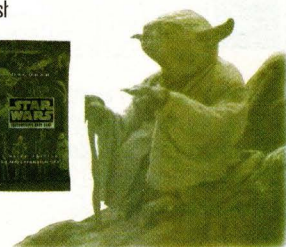
New Mining Droid Rules – Revised as follows: “When any character, vehicle or starship **deploys** or moves to or across that site, all buried cards there are ‘tripped’ (revealed).”

Combat Vehicles – Revised to include: “**Because of its bulk and mechanical limitations, an AT-AT may not increase its landspeed above 1.**”

‘Crashed’ – Revised as follows: “However, if the ‘crash’ enclosed, (1) **embarking or disembarking** requires 1 Force per character...”

What's Next?

The Cloud City Expansion Set – As a young apprentice trains on Dagobah, he is struck with a sudden vision: “I saw a city in the clouds...”



CLOUD CITY

Star Wars™ Customizable Card Game™

RULES SUPPLEMENT

Cloud City, the fourth expansion set for the *Star Wars™* Customizable Card Game™, contains 180 exciting new cards representing the dramatic events depicted in the conclusion of *The Empire Strikes Back™*.

Cloud City Location Deployment Rules – Cloud City floats in the atmosphere of the planet Bespin, creating a special relationship between the planet and the city's sites. All Cloud City sites are related to Bespin and thus may be deployed even if the Bespin system and the Bespin: Cloud City sector are not on table. The Bespin system layout is shown below.



The first docking bay site (either East Platform or Platform 327) is placed between the interior sites and the exterior sectors. If the second platform is deployed, it is placed at the "far" end of the interior sites so there are docking bays at both ends of the Cloud City sites. (And yes, you can use docking bay transit to go from one platform to the other!)

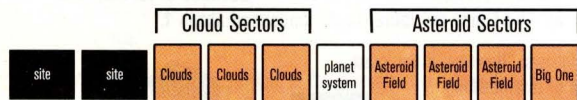
Clouds and Bespin: Cloud City – These two locations are both *cloud sectors* (a new type of sector location). Cloud sectors are placed between a planet system and its sites, and represent various "altitudes" of airspace above the planet's surface.

To clarify the similarities and differences between cloud sectors and asteroid sectors, the rules for sectors have been reorganized and expanded (superseding those in the *Dagobah* Rules Supplement).

Revised Sector Rules – All sectors share the following features:

- Sectors are oriented vertically, like systems; however, they have no parsec number and thus cannot be used for hyper-speed movement.
- Vehicles and characters may not deploy or move to a sector unless aboard a vehicle or starship which is allowed at that sector.
- Cards which affect starships at a system (e.g., Hyper Escape, Tallon Roll and Collision!) can also affect starships at a sector.

Asteroid sectors and cloud sectors (except Bespin: Cloud City) deploy next to any planet system or another sector of the same type, as shown below. Sectors may be inserted in any order, as long as you maintain the following pattern:



Sectors which deploy only to one particular system (e.g., Bespin: Cloud City) may deploy even if that system location is not on table. However, sectors which deploy to *any* planet system (e.g., Clouds, Asteroid Field, Big One) may deploy only where a system location is already on table.

At sector locations, you may make any applicable 'reacts' and any applicable *unlimited moves*. In addition, certain *regular moves* are allowed at sectors, depending on the sector type; these are defined below.

Asteroid Sectors – Capital starships and starfighters may deploy, battle and move at asteroid sectors. (Cloud cars may not.) Three types of *regular moves* are allowed:

- System to sector** – A capital starship or starfighter may move from a planet system location to the asteroid sector next to it (or vice versa) for 1 Force.
- Sector to sector** – A capital starship may move from one asteroid sector to an adjacent asteroid sector for 1 Force. A starfighter may move up to two asteroid sectors at a time for 1 Force.
- Sector to site** – A starfighter at a Big One sector may land at or take off from the related Asteroid Cave or Space Slug Belly site for 1 Force.

Asteroid sectors are related to the planet system where they are deployed, but not to that planet's sites. If the planet is "blown away," asteroid sectors there are not destroyed.

Cloud Sectors – Starfighters and cloud cars may deploy, battle and move at cloud sectors. (Capital starships, except those that deploy and move like a starfighter, may not.) Three types of *regular moves* are allowed:

- System to sector** – A starfighter may move from a planet system location to the cloud sector next to it (or vice versa) for 1 Force.
- Sector to sector** – A starfighter or cloud car may move up to two cloud sectors at a time for 1 Force.
- Sector to site** – A starfighter or cloud car at the *lowest-altitude* cloud sector (the one closest to the sites) may land at or take off from any related exterior site for 1 Force.

Cloud sectors effectively increase the cost of landing, taking off and shuttling:

- Starships may not land or take off directly between the system and its related sites (they must "fly through" the cloud sectors).
- Each cloud sector **cumulatively** adds 1 to the cost of shuttling between the planet system and its related sites.

Cloud sectors are related to the planet system where they are deployed and to that planet's sites. If the planet is "blown away," cloud sectors there are destroyed (lost).

Revised Capturing Rules – The *A New Hope* rules supplement introduced an elementary form of capturing characters, which we expected to enhance after the appearance of bounty hunters. Accordingly, the capturing rules are now expanded to add strategy, realism and fun. As the Dark Side player, you have new ways to capture characters and new ways to benefit from doing so (e.g., using cards such as Vader's Bounty, Carbon-Freezing, We're The Bait and Aiiii! Aaa! Aggggggggg!).

Capturing no longer requires you to have the Death Star: Detention Block Corridor on table (end even when you do, captured characters are no longer automatically relocated there). Instead, your bounty hunters and warriors typically capture Light Side characters using cards like Zuckuss' Snare Rifle and We Have A Prisoner, then *escort* those captives to various locations (such as a *prison*). Three sites are now defined as *prisons*:

- Death Star: Detention Block Corridor,
- Cloud City: Security Tower and
- Jabba's Palace: Dungeon (*coming in a future expansion set*).

Whenever a rule or card says that characters are captured, you have three options:

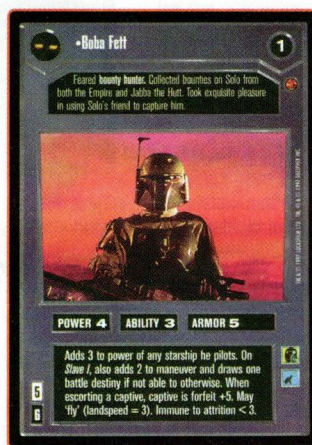
- Seizure** – Each of your bounty hunters and warriors at same location may immediately seize (take into custody) one of the captured characters (place the captive face up beneath the bounty hunter or warrior).
- Imprisonment** – If the capture takes place at any *prison*, you may immediately imprison any number of the captured characters there (place the captives face up beneath that prison).
- Escape** – Any captives not seized or imprisoned will immediately escape to the Light Side player's Used Pile.

Once you have seized or imprisoned a character, you may not voluntarily release that character.

Escorting – Each of your bounty hunters or warriors who has taken a captive into custody becomes that captive's *escort*. The captive moves along with the escort automatically (at no additional use of the Force), and occupies capacity aboard vehicles and starships. Unless otherwise specified, a character may escort only one captive at a time.

During your move phase, you may perform prisoner transfers (*unlimited moves*) with your captives as follows:

- An escort present at a prison may transfer its captive to that prison.
- A bounty hunter or warrior present at a prison may take a captive imprisoned there into custody.



Unless specifically allowed by a card, an escort may not transfer its captive to another bounty hunter or warrior (although, at a prison, this can be accomplished via prisoner transfers).

If an escort is lost or otherwise removed from play, the escorted captive is released and escapes to the Light Side player's Used Pile. (However, if this occurs at any site, the Light Side player may instead choose to have the released character remain at that site, returning to the Light Side of the table.)

'Frozen' – This term refers to a captive you have encased in carbonite (via either of the new Dark Side cards Carbon-Freezing or All Too Easy). A 'frozen' captive has no power, ability or land-speed, and may not be targeted except by cards that release captives and cards that specifically target 'frozen' captives.

A 'frozen' captive may be left unattended at any site or aboard a vehicle or starship, either voluntarily (as an *unlimited move* during your move phase) or because the escort was lost or otherwise removed from play. In any case, the unattended captive remains on the Dark Side of the table.

An unattended captive

- may simply remain there;
- may be taken into custody by any one of your bounty hunters or warriors present (as an *unlimited move* during your move phase); or
- may be released by your opponent, if the Light Side controls the location.

A 'frozen' captive held in a prison is not considered unattended.

Lando Calrissian – Lando has the unusual distinction of being the only unique character in the game with both Light Side and Dark Side versions. Accordingly, some cards target "your Lando," others target "opponent's Lando" and still others target "any Lando." Because Lando is unique, only one player may have him on table at a time.

As the Dark Side player, you can exploit Dark Side Lando in many powerful ways. However, he has a weakness. "He's got no love for the Empire" and thus is vulnerable to being replaced by Light Side Lando during your opponent's deploy phase. (Deployment restrictions do not apply, but otherwise this conversion follows the rules for persona replacement: any cards deployed on or targeting Lando transfer to the Light Side version, if applicable, and Dark Side Lando goes to the Lost Pile).

When any Lando is placed out of play, the persona rule prevents any other Lando from coming into play for the remainder of the game.

Crossing Over – Crossing occurs when a character conceptually "gives in" to the opposite side of the Force. When you use a card such as Epic Duel or Double Agent to cause a character to cross over, that character moves to your side of the table and is used as your own (changing from Rebel to Imperial, or vice versa, if applicable).

A character who crosses to your side conceptually takes on a new identity, just as Anakin Skywalker gave in to the Dark Side

and became Darth Vader. Your opponent may not deploy any more copies of that persona for the rest of the game. Also, any cards which affect that character by name do not apply (immediately lose any such cards deployed on or targeting the character at the moment of crossing over).

For example, if Luke loses an Epic Duel and crosses over to the Dark Side, cards such as Don't Get Cocky and Run Luke, Run! no longer work because the name "Luke Skywalker" no longer has any meaning for him. Also – like his father before him – he will abandon Anakin's Lightsaber because it works only on a Skywalker. However, he could still use Luke's Blaster Pistol because it works on any warrior.

"Matching weapon" – If a weapon specifically names one or more characters in its game text, then it is a "matching weapon" for those characters. (In addition, Anakin's Lightsaber is considered to be a matching weapon for any Skywalker... Luke, Leia or Anakin.)

Hindsight – Hold this card in front of a mirror and "through the Force things you will see."

Sabacc – In the *Star Wars* universe, sabacc is a high-stakes card game commonly played by gamblers, cutthroats and other rough characters. Many different variants exist throughout the galaxy. The *Star Wars* Customizable Card Game allows you and your opponent to play sabacc as a "side game" by using special interrupt cards (Cloud City Sabacc in this expansion set; other variants in future expansions). The following rules apply to all sabacc variants.

The object of the game is to draw two to six sabacc cards which have a total value as close to T1 as possible (without going over). To initiate sabacc, you must target one of your characters that meets the requirements on the sabacc interrupt (it is not necessary for an opposing character to be present; conceptually, your character can play against an unseen adversary). Your opponent may also target one of his characters if he has one who meets the requirements.

For example, in Cloud City Sabacc, targeting a gambler can be helpful to either player.

Both players temporarily set aside their regular hands while playing sabacc.

Playing sabacc – Each player draws the top two cards from his Reserve Deck (sabacc cannot be initiated unless this is possible). Players may then choose to draw additional cards. Beginning with your opponent, each player in turn may either draw a card or "pass." (A player *must* pass if he has no cards remaining in his Reserve Deck or if he already has six cards in his sabacc hand.) After a player passes, that player may not draw any more sabacc cards.

Each card's value is equal to its destiny number, except for wild cards and clone cards:

- Each *wild card* must be assigned a value from 1 to 6. (You may choose a different value for each of your wild cards.)

- Each *clone card* must "clone" (duplicate) the value of any other card in that hand (even a value assigned to a wild card). A hand containing only clone cards has a total value of zero.

Players choose the values of their wild cards and clone cards (if any), then reveal their entire sabacc hands to determine the winner.

- The player who is closest to T1 (without going over) wins.
- If both players go over, the player who is closest to T1 wins.
- In the case of a tie, the player with the fewest sabacc cards wins. (If players also tie for number of sabacc cards, the game is a draw – there is no winner or loser.)

The loser must give up one sabacc card as follows:

- If any cards in the loser's sabacc hand are listed among the stakes, the winner chooses one such card and places it in his Used Pile as if 'stolen'.
- Otherwise, the winner chooses any card there to be lost.

All remaining sabacc cards are then placed in their owners' Used Piles and regular gameplay resumes.

Perfect sabacc – If a player's first two sabacc cards total exactly T1 (with no wild cards or clone cards), that player announces "sabacc!" and immediately wins double: the loser must give up *each* of his two sabacc cards (stakes to the winner's Used Pile; others to the loser's Lost Pile). If both players have a perfect sabacc, the game is a draw.

New Rules – To create more realistic and balanced gameplay, the following new rules apply (superseding previous rules and supplements wherever applicable).

- You may not deploy weapons or devices on your *opponent's* characters (unless specifically allowed to by the card itself).
- You may not fire weapons at *your own* characters, vehicles or starships, even if they have been captured. However, you may fire weapons at cards which were once yours but are now being used by your opponent (because they crossed over, were 'stolen' etc.).
- When a unique character, vehicle or starship is placed out of play, *all* personae represented by that card (including any ship and permanent pilot personae) may not be deployed again for the remainder of the game.

Example 1 – Noble Sacrifice places Dutch out of play, or Dannik Jerriko "eats his soup." No versions of the Dutch persona may be deployed for the remainder of the game, including Gold Leader In Gold 1 (because it includes the Dutch persona as its permanent pilot).

Example 2 – Death Star Assault Squadron is randomly placed out of play by Out Of Commission. No versions of the following personae may be deployed for the remainder of the game: Vader, DS-61-2, DS-61-3, Vader's Custom TIE, Black 2 and Black 3.

What's Next? The Tatooine Expansion Set –

Luke: "I used to live here y'know."

Han: "You're gonna die here, y'know. Convenient..."

Requirements: a gambler, thief or smuggler on Cloud City.
Wild cards (1-6): Lando and Weather Vane.
Clone cards: Locations and Upgaughts. (Gamblers may use clone cards as zeroes.)
Stakes: One starfighter, weapon or device.

Requirements: a gambler, thief or smuggler on Cloud City.
Wild cards (1-6): Lando and Weather Vane.
Clone cards: Locations and Upgaughts. (Gamblers may use clone cards as zeroes.)
Stakes: One starfighter, weapon or device.

Requirements: a gambler, thief or smuggler on Cloud City.
Wild cards (1-6): Lando and Weather Vane.
Clone cards: Locations and Upgaughts. (Gamblers may use clone cards as zeroes.)
Stakes: One starfighter, weapon or device.



CLOUD CITY



C A R D L I S T

LIGHT SIDE

Access Denied	Effect	C
Advantage	Immediate Effect	R
All My Urchins	Effect	R
Ambush	Lost Interrupt	R
Armed And Dangerous	Lost Interrupt	U
Artoo, Come Back At Once!	Used Or Lost Interrupt	R
As Good As Gone	Lost Interrupt	C
Beldon's Eye	Effect	R
Bespin	Location - System	U
Bespin: Cloud City	Location - Sector	U
Bionic Hand	Device	R
Blaster Proficiency	Used Or Lost Interrupt	C
Bright Hope	Starship	R
Captain Han Solo	Character - Rebel	R
Captive Fury	Used Or Lost Interrupt	U
Captive Pursuit	Used Or Lost Interrupt	C
Chasm	Effect	U
Civil Disorder	Effect	C
Clash Of Sabers	Lost Interrupt	U
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Technician	Character - Alien	C
Cloud City Trooper	Character - Alien	C
Cloud City: Carbonite Chamber	Location - Site	U
Cloud City: Chasm Walkway	Location - Site	C
Cloud City: Guest Quarters	Location - Site	R
Cloud City: Incinerator	Location - Site	C
Cloud City: Lower Corridor	Location - Site	U
Cloud City: Platform 327 (Docking Bay)	Location - Site	C
Cloud City: Upper Plaza Corridor	Location - Site	C
Clouds	Location - Sector	C
Computer Interface	Used Or Lost Interrupt	C
Courage Of A Skywalker	Lost Interrupt	R
Crack Shot	Effect	U
Cyborg Construct	Device	U
Dark Approach	Lost Interrupt	R
Dash	Used Interrupt	C
Desperate Reach	Used Interrupt	U
Dismantle On Sight	Effect	R
Dodge	Lost Interrupt	C
Fall Of The Empire	Lost Interrupt	U
Fall Of The Legend	Used Interrupt	U
Frozen Assets	Effect	R
Gambler's Luck	Lost Interrupt	R
Glancing Blow	Lost Interrupt	R
Haven	Effect	R
Hero Of A Thousand Devices	Effect	U
Higher Ground	Used Or Lost Interrupt	R
Hindsight	Effect	R
Hopping Mad	Effect	R
I Don't Need Their Scum, Either	Used Or Lost Interrupt	R
Impressive, Most Impressive	Lost Interrupt	R
Innocent Scoundrel	Used Or Lost Interrupt	U
Into The Ventilation Shaft, Lefty	Lost Interrupt	R
It's A Trap!	Used Or Lost Interrupt	U
Kebyc	Character - Alien	U
Keep Your Eyes Open	Used Interrupt	C
Lando Calrissian	Character - Alien	R
Lando's Wrist Comlink	Device	U

Leia Of Alderaan	Effect	R
Lift Tube Escape	Used Interrupt	C
Lobot	Character - Alien	R
Luke's Blaster Pistol	Character Weapon	R
NOOOOOOOOOOOO!	Used Or Lost Interrupt	R
Off The Edge	Lost Interrupt	R
Old Pirates	Lost Interrupt	R
Out Of Somewhere	Used Interrupt	U
Path Of Least Resistance	Lost Interrupt	C
Princess Leia	Character - Rebel	R
Protector	Lost Interrupt	R
Punch It!	Lost Interrupt	R
Put That Down	Used Interrupt	C
Redemption	Starship	R
Rendezvous Point On Tatooine	Lost Interrupt	R
Rescue In The Clouds	Used Or Lost Interrupt	C
Shocking Information	Used Interrupt	C
Smoke Screen	Lost Interrupt	R
Somersault	Lost Interrupt	C
Surreptitious Glance	Lost Interrupt	R
Swing-And-A-Miss	Used Interrupt	U
This Is Even Better	Lost Interrupt	R
Tibanna Gas Miner	Character - Alien	C
Treva Horme	Character - Alien	U
Trooper Utris M'toc	Character - Alien	U
Uncontrollable Fury	Effect	R
We'll Find Han	Used Interrupt	R
Weather Vane	Effect	U
Wookiee Strangle	Character - Alien	U
Wookiee Strangle	Lost Interrupt	R

DARK SIDE

Ability, Ability, Ability	Effect	C
Abyss	Effect	U
Aiiii! Aaa! Agggggggggg!	Lost Interrupt	R
All Too Easy	Immediate Effect	R
Atmospheric Assault	Lost Interrupt	R
Bespin	Location - System	U
Bespin: Cloud City	Location - Sector	U
Binders	Device	C
Blasted Droid	Used Interrupt	C
Boba Fett	Character - Alien	R
Boba Fett's Blaster Rifle	Character Weapon	R
Bounty	Effect	C
Brief Loss Of Control	Lost Interrupt	R
Captain Bewil	Character - Imperial	R
Carbon-Freezing	Effect	U
Carbonite Chamber Console	Device	U
Chief Retwin	Character - Imperial	R
Cloud Car	Combat Vehicle	C
Cloud City Blaster	Character Weapon	C
Cloud City Engineer	Character - Alien	C
Cloud City Sabacc	Used Interrupt	U
Cloud City Trooper	Character - Alien	C
Cloud City: Carbonite Chamber	Location - Site	U
Cloud City: Chasm Walkway	Location - Site	C
Cloud City: Dining Room	Location - Site	R
Cloud City: East Platform (Docking Bay)	Location - Site	C
Cloud City: Incinerator	Location - Site	C
Cloud City: Lower Corridor	Location - Site	U
Cloud City: Security Tower	Location - Site	C
Cloud City: Upper Plaza Corridor	Location - Site	U

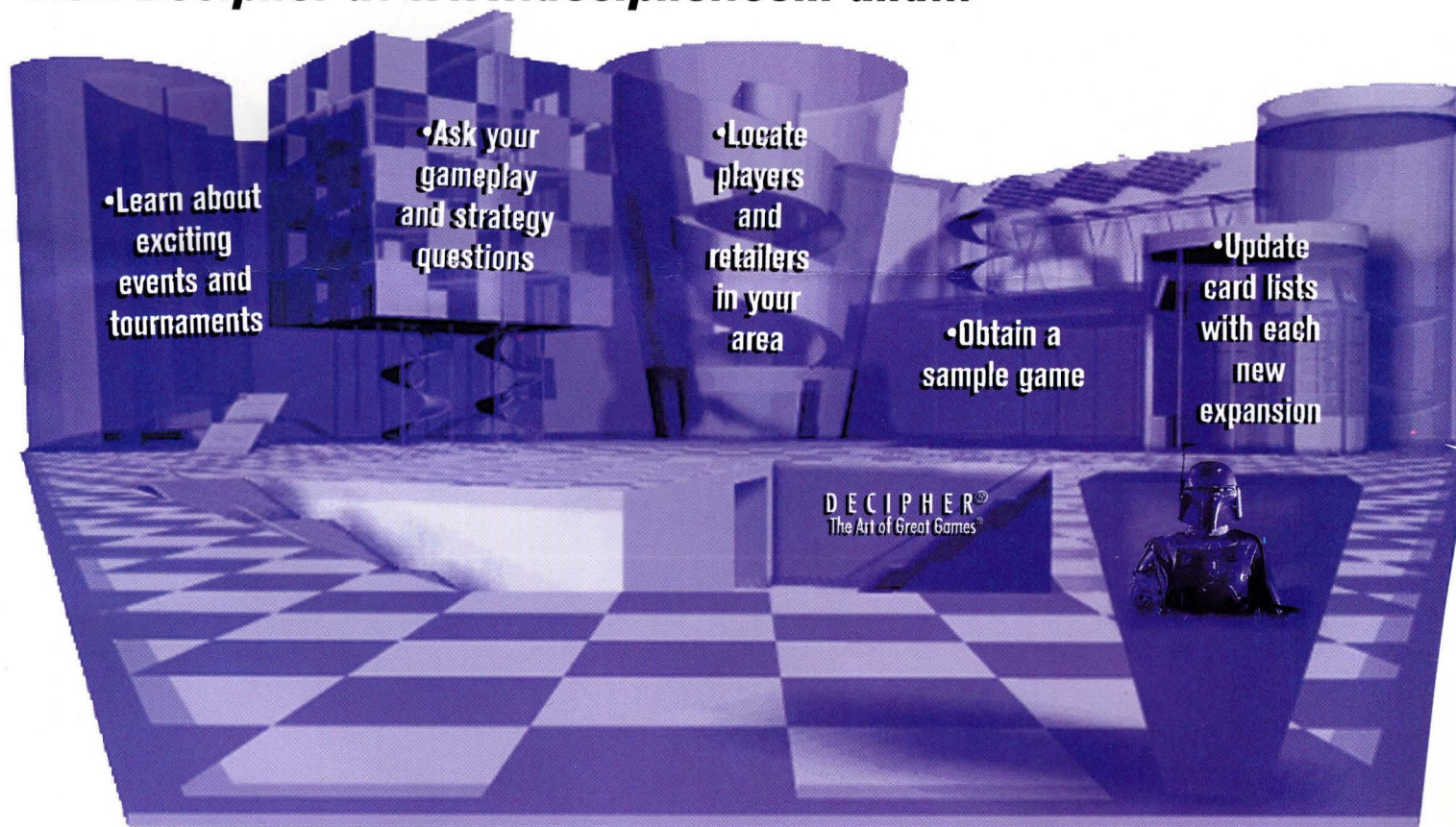
Clouds	Location - Sector	C
Commander Desanne	Character - Imperial	U
Dark Deal	Effect	R
Dark Strike	Lost Interrupt	C
Despair	Immediate Effect	R
Double Back	Lost Interrupt	U
Double-Crossing, No-Good Swindler	Lost Interrupt	C
E Chu Ta	Used Interrupt	C
E-3PO	Character - Droid	R
End This Destructive Conflict	Used Or Lost Interrupt	R
Epic Duel	Epic Event	R
Flight Escort	Lost Interrupt	R
Focused Attack	Lost Interrupt	R
Force Field	Used Or Lost Interrupt	R
Forced Landing	Utinni Effect	R
He's All Yours, Bounty Hunter	Used Or Lost Interrupt	R
Heart Of The Chasm	Lost Interrupt	U
Human Shield	Used Or Lost Interrupt	C
I Am Your Father	Immediate Effect	R
I Had No Choice	Effect	R
Imperial Decree	Effect	U
Imperial Trooper Guard Dainsom	Character - Imperial	U
Interrogation Array	Device	R
Lando Calrissian	Character - Alien	R
Levitation Attack	Used Interrupt	U
Lieutenant Ceejus	Character - Imperial	U
Lieutenant Sheckil	Character - Imperial	R
Mandalorian Armor	Device	R
Mostly Armless	Immediate Effect	R
Obsidian 7	Starship	R
Obsidian 8	Starship	R
Point Man	Lost Interrupt	R
Prepare The Chamber	Used Or Lost Interrupt	U
Projective Telepathy	Used Interrupt	U
Release Your Anger	Lost Interrupt	R
Restricted Access	Effect	C
Rite Of Passage	Used Interrupt	C
Shattered Hope	Lost Interrupt	U
Shocking Revelation	Used Interrupt	C
Slave 1	Starship	R
Slip Sliding Away	Used Interrupt	R
Sonic Bombardment	Used Or Lost Interrupt	U
Special Delivery	Effect	C
Surprise	Lost Interrupt	R
The Emperor's Prize	Utinni Effect	R
This Is Still Wrong	Used Interrupt	R
Tibanna Gas Miner	Character - Alien	C
TIE Sentry Ships	Lost Interrupt	C
Trooper Assault	Used Interrupt	C
Trooper Jerrol Blendin	Character - Alien	U
Ugloste	Character - Alien	R
Ugnaught	Character - Alien	C
Vader's Bounty	Effect	R
Vader's Cape	Effect	R
We're The Bait	Utinni Effect	R
Weapon Levitation	Used Or Lost Interrupt	U
Weapon Of An Ungrateful Son	Used Or Lost Interrupt	U
Weather Vane	Effect	U
Why Didn't You Tell Me?	Used Or Lost Interrupt	R
You Are Beaten	Lost Interrupt	U

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