



# Young Jedi™ Collectible Card Game

## Frequently Asked Questions

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This document is an official supplement to the Rules Booklet as contained in the Young Jedi™ Battle Of Naboo™ Starter Sets. Please note that many answers to your questions are contained in that rules booklet!

We have reprinted the Wild Card rules from the *Enhanced Menace of Darth Maul* product and the rules from the *Duel Of The Fates* rulesheet and *Boonta Eve Podrace* rules cards. Items new to this FAQ are marked with **(NEW)**. All you need is the Battle Of Naboo rulebook and this document to get all the rules for Young Jedi.

### Please note the change to the Boonta Eve Podracing rules and the Jira character card in this FAQ.

This document and other rules, strategy items, and deck lists for Young Jedi™ (as well as Decipher's other great games!) you can find on the internet from our website at [www.decipher.com/youngjedi/index.html](http://www.decipher.com/youngjedi/index.html). You can also email any rules questions to [jediknight@decipher.com](mailto:jediknight@decipher.com), or send in written form to Decipher at PO Box 56, Norfolk, Virginia U.S.A 23501-0056 clearly marked as "Young Jedi Rules Question."

### GENERAL

- (Q)** Are you allowed to count the number of cards in your draw deck? What about your opponent's draw deck? What about a discard pile?
- (A)** You are allowed to count the cards in your draw deck whenever you wish (without looking at the actual card faces, or changing the order). You may request that your opponent count the cards in his draw deck, and tell you the total. Neither player may count or look through any discard pile (except when looking for the next planet location).
- (Q)** Is *Battle of Naboo* card 4 **Anakin Skywalker, Padawan** a Jedi?
- (A)** No, he is not. **Characteristic Rule:** A card has a particular characteristic only if its title or its subtitle includes the name of that characteristic. Examples of such characteristics include "Jedi," "senator," "Gungan," "Neimoidian," or "Podracer pilot."
- (Q)** Is *Menace of Darth Maul* card 73 **Sebulba, Bad-Tempered Dug** considered to be a "Podracer pilot"?
- (A)** Yes. This is an exception to the Characteristic Rule.
- (Q)** Is *Enhanced Battle of Naboo* card P9 **Anakin Skywalker, Tested by the Jedi Council** a Jedi?
- (A)** No. This is an exception to the Characteristic Rule. The reference in the subtitle is to the Jedi Council and not to Anakin himself.
- (Q)** What are the rules for the **Wild Card** characters from *Enhanced Menace of Darth Maul* and *Enhanced Battle of Naboo*?
- (A)** A wild card has two or more white deckbuilding dots. The position of each white dot indicates a dot color that wild card can be used for. A wild card with six white dots can go into any dot color! However, you can only put one wild card in each dot color. Thus, you can have up to six wild cards in your deck if you like. (They don't all have to be copies of the same card.) If you go with the maximum of six wild cards, then each of your six dot colors will have nine cards of the appropriate color plus one wild card as the tenth card in that color. It's easy to check a deck for proper construction. Just make piles by dot color and then fill in with one wild card per pile to make ten in each.
- ### DEPLOY
- (Q)** Can I deploy a weapon to a location where there are no characters (or where there are no characters that can use that weapon)?
- (A)** Yes. Weapons may be at a location even if there is no character at that location that can use it. During a battle, an unusable weapon is simply moved to one side and not used, but will still be considered to be on the planet at the end of the battle.
- (Q)** When I am looking for an Effect card to take into my hand according to the "New Effect Card rules" from the *Duel of the Fates* rulesheet and I cannot find one, do I have to take 1 damage?
- (A)** No, you don't, because you're not deploying from your draw deck. And remember, you only look for an Effect with this rule if you want to – you don't have to do this if you know you don't have any Effects in your draw deck.
- (Q)** When I deploy a card that has game text that includes a phrase like, "When he deploys..." as a hidden card, can I use that game text when that card turns face up on my next turn?
- (A)** No. If you deploy a card like this, you may never use that game text (neither when you deploy that card hidden, nor when it is revealed).
- (Q)** Can I deploy two copies of **Amidala's Starship** to my Hyperspace pile?
- (A)** No. The seven starships **Darth Maul's Starfighter**, **Droid Control Ship**, **Amidala's Starship**, **Radiant VII**, and **Bravo 1, 2, and 3** are indeed unique and not stackable, as they

are printed. Therefore, you may not have more than one copy of each of these cards in your Hyperspace pile at one time. You may have multiple copies of these cards in your draw deck.

### BATTLE

- (Q)** When declaring the number of Battle cards to be used in a battle, who declares first? Can either player change their mind once they find out how many Battle cards their opponent is playing?
- (A)** The attacker, then the defender. This is covered in the rules booklet under "Adding Battle Cards to Your Battle Plan." Neither player may alter their decisions once declared.
- (Q)** Can I bluff by adding cards other than Battle cards from my hand during battle?
- (A)** No. Only Battle cards may be taken from your hand, placed in front of you and declared during a battle.
- (Q)** Can I put more than one Battle card per fight in my Battle plan?
- (A)** Yes, but only one Battle card will work in each fight.
- (Q)** Can I use the **STAP** weapon, or the Battle card **In Complete Control** with a **Battle Droid Squad**?
- (A)** The **STAP** may be used with a **Battle Droid Squad** because it works with "any battle droid" but the Battle card **In Complete Control** can only be used with "any [diamond] ♦ battle droid," and thus does not work with the **Battle Droid Squad**.
- (Q)** Is the **Trade Federation Tank** a character?
- (A)** Yes, and thus cards that work with "any character" can be played with the Tank.
- (Q)** Do I draw destiny for a Battle card, weapon or character that is not involved in a fight?
- (A)** No.
- (Q)** Who wins when both players draw their last card for destiny during the same fight?
- (A)** The game ends in a tie, even if one player is making more destiny draws than the other. Both players make all their required destiny draws for the current fight, and then you check to see if one or both players have drawn the last card from their draw deck (before any damage is taken).
- (Q)** Does *Battle of Naboo* card 130 **Da Dug Chaaa!** also apply to Light Side Podracer pilots?
- (A)** No.
- (Q)** When my opponent uses a "Force push" Battle card (*Battle of Naboo* card 51 **Jedi Force Push** or card 125 **Sith Force Push**), how does that work?
- (A)** If you have a weapon in that fight, it may not be used. If your Battle card (such as **Open Fire!**) or your character's game text (such as **Aurra Sing, Mercenary**) depends upon your character using a weapon, then that Battle card or game text may not be used in that fight. If your character is defeated, your weapon is not lost.
- (Q)** When *Enhanced Menace Of Darth Maul* card P2 **Mace Windu, Jedi Warrior**, uses the Battle card **Wisdom of the Council**, does he get the power bonus from his game text for "the next fight?" Does he get that power bonus if he doesn't fight a [diamond] ♦ character?
- (A)** Yes to both questions.
- (Q)** When a Battle card uses the term "destiny number," does that refer to the destiny number of the character card in the fight or the destiny number of the card drawn for destiny?
- (A)** The term "destiny number" refers only to the destiny number of the card drawn for destiny. Terms such as "destiny of your character" or "his opponent's destiny" refer to the destiny number of the Character card in the fight.
- (Q)** When I have two copies of a card in play with game text like "• Adds power bonus to each of your starfighters," do each of my starfighters add two power? And does that game text work when those cards are on any planet (even if it's not the current planet)?
- (A)** Yes to both questions.
- (Q)** How often can the game text for *Enhanced Battle of Naboo* card P9 **Anakin Skywalker, Tested by the Jedi Council** be used?
- (A)** The word "he" in this card's game text means "this card." So each copy of that card may use its game text once per turn (to redraw only one of the three listed destiny draws). The decision to use or not use this game text is made by the player of the card each time that one of the three listed destiny draws is made.
- (Q)** For a card that refers to the "opponent's destiny" like **You Are Strong With The Force**, how does that work when my character has multiple opponents in one fight?
- (A)** When you use a card that refers to an opponent's character in a situation where the opponent has more than one character (by using a "fight together" card, for example), you must choose only one of the opponent's characters.

- (Q) Does *Enhanced Battle of Naboo* card P11 **Captain Panaka, Royal Defender** get a power bonus of 2 or 8 from *Duel of the Fates* card 27 **Naboo Royal Security Forces**?
- (A) He gets a power bonus of only 2.
- (Q) When *Duel of the Fates* card 33 **Aurra Sing, Trophy Collector** uses a **Sith Lightsaber**, does she get a power bonus of one when dueling (or three when dueling a Jedi)? During a battle, does she get a destiny draw and a power bonus of one (or three when fighting a Jedi)?
- (A) Yes to both questions.
- (Q) When exactly do you use the special game text of the **Gaderffii Stick**?
- (A) You must use the special game text on the Gaderffii Stick before any weapon destinies are drawn. Which means that you may not use the weapon destiny draw on the Gaderffii Stick itself if you use its game text. (NEW)
- (Q) Can I use the game text of **He Always Wins!** or **Dis Is Nutsen** if I don't have any cards in my hand?
- (A) No. You must reveal at least one card from your hand to get the power bonus from these two Battle cards. (NEW)

## EVEN UP

- (Q) Can I surrender a planet at the end of my first turn on that planet?
- (A) Yes. Any face down cards will be turned face-up at the beginning of the owner's next turn.
- (Q) Do I Even Up on my opponent's turn?
- (A) No. You only Even Up on your own turn.
- (Q) Who wins when I defeat all my opponent's characters from my second planet, but then draw my last card when I Even Up?
- (A) Your opponent. A deck victory is immediate and thus occurs before a planet victory can be earned at the end of the turn.
- (Q) If a turn ends with no characters on the planet on either side, what happens?
- (A) The game continues with the next turn, usually resulting in the player taking that turn deploying a character and then taking control of the planet.

## TOURNAMENT RULINGS

- (Q) What happens when a player reveals hidden cards...  
...that total more than six counters?  
...that include a Battle card, Location or Starship?  
...that include more than one Effect card?
- (A) The player who deployed his hidden cards illegally must immediately concede the current planet. His deployed cards remain on that planet (discard any Battle cards and place any Starships in his Hyperspace pile). His opponent may then take all the cards she deployed on the current planet and shuffle them back into her deck. Then the player who deployed illegally must even up, choose the next planet and take the first turn there.
- (Q) What happens if a player is found to have deployed a stackable card that is already deployed on another planet?
- (A) Since such a card play is illegal, cards in stacks of that character or weapon on all planets except the first stack that was deployed are immediately taken into the owner's hand. (Unless the misplay involves hidden cards, in which case use the rule above.) Remember, stackable cards with the same card title represent the same person or item, regardless of what those cards have for subtitles. For example, Naboo has been controlled, and stranded on Naboo your opponent has **Queen Amidala, Royal Leader** and **Queen Amidala, Voice Of Her People**. You notice that there is a **Queen Amidala, Royal Leader** and a **Queen Amidala, Ruler Of Naboo** on the current planet of Tatooine. Your opponent must immediately take into his hand all copies of Queen Amidala on Tatooine. Any counters used to deploy her there remain used.
- (Q) What happens if a player is found to have placed a card from his hand into his battle plan which is not a Battle card?
- (A) That player must immediately take the illegally played card back into his hand.
- (Q) What can I do if I think my opponent has not properly shuffled his or her deck?
- (A) A proper shuffle is done in front of your opponent, with all cards face down, and you must allow your opponent to cut your deck. If you feel that your opponent has not sufficiently randomized his or her deck (or that your opponent may be stacking the cards in that deck in any way), notify your Tournament Director, who may judge that additional shuffling is needed.
- (Q) When faced with a confusing combination of characters, weapons and Battle cards, what is the exact procedure for drawing all destiny cards during a single fight?
- (A) The following provides a timing structure for all such destiny draws.
- 1) Defender draws destiny for Battle card.
  - 2) Attacker draws destiny for Battle card.
  - 3) Defender draws destiny for all Weapon cards (or built-in Weapon).
  - 4) Attacker draws destiny for all Weapon cards (or built-in Weapon).
  - 5) Defender draws destiny for Power of character (or starship).
  - 6) Attacker draws destiny for Power of character (or starship).
  - 7) Attacker's Battle card resolves.
  - 8) Defender's Battle card resolves.

## RULES FROM DUEL OF THE FATES

### Starship Rules

*This section is an addition to the rules for **Starships and Evacuation** from the *Young Jedi rulebook* (Battle of Naboo version, page 22).*

### Hyperspace

Your starships now deploy face up to their own pile on the table, called "Hyperspace." Each player has his own Hyperspace pile, which is simply a holding area for your starships. Hyperspace is not related to any planet. Either player may look through any Hyperspace pile at any time. Starships are never deployed face down. You may start your Hyperspace pile on your first turn.

Starship battles happen only when a player decides to attempt an evacuation. When you decide to begin an evacuation, you must use all starships from your Hyperspace pile. As usual, you must have at least one transport to attempt an evacuation. However, now additional starships (including other transports) may fight in the upcoming space battle.

*You may attempt an evacuation only at a planet where you have at least one Weapon or Character card. All of your cards there must be evacuated at the same time (there are no "partial evacuations").*

Your opponent may then add starships from his hand to his Hyperspace pile, and then must use all of them if he chooses to intercept (including his transports). If your opponent chooses to intercept, a space battle begins at the location of the evacuation.

### Starship Battle Plans

Both players pick up their starships and make a battle plan. Battle cards may be inserted from your hand into the battle plan as usual. Some of the new Battle cards in *Duel of the Fates* give a power bonus to your starfighters or transports, or allow them to "fight together." The intercepting player is the attacker, and must declare how many Battle cards he is using first, then the evacuating player (who is the defender).

The starship battle proceeds much like a character battle, with starfighters drawing destiny and adding to their power. Defeated starships are discarded, and the owner must take DAMAGE. However, there is no breakthrough in a starship battle.

All of the starships that survive the battle are placed back into their owner's Hyperspace piles. If one or more of the defender's transports in the battle survived, then the evacuation is successful: the characters and weapons from the evacuated planet are shuffled back into the owner's draw deck. If none of the defender's transports survived, then those characters and weapons are discarded. (Conceptually, they were aboard one of the destroyed transports.)

### Effect Card rules

*This section is an addition to the rules for **Effect Cards** from the *Young Jedi rulebook* (Battle Of Naboo version, page 26).*

When either player puts the first location into play on a new planet, each of you may get one Effect from your respective draw decks, show it to your opponent, place it in your hand, and reshuffle your draw deck. The player who put the new location into play gets his Effect and shows it to his opponent first.

This rule applies both at the start of the game (right after both players draw their starting hands) and when either player takes control of a planet. You may look through your starting hand before you decide to get an Effect. If you get an Effect from your draw deck, you'll start the game with seven cards in your hand instead of six.

### Rules for Character Cards with Game Text

*This section is an addition to the rules for **Character Cards with Game Text** from the *Young Jedi rulebook* (Battle Of Naboo version, page 28).*

### Deploying cards from your draw deck

Some cards have game text like this: "When he deploys, you may deploy one **blaster rifle** here from your draw deck." Here's how that works:

- You may deploy only one copy of the named card each time a card with that game text deploys.
- If you deploy a card from your draw deck, you must still use up some of your counters to pay for it, unless the game text tells you otherwise. (Sometimes the game text will say you can deploy the card "for free" or at a reduced number of counters.)
- When you're done searching through your draw deck for the specified card, you must reshuffle that deck.
- Also, if you didn't deploy that card from your draw deck (because you didn't find one or you couldn't because the cost is greater than the counters you have remaining or you changed your mind), then you must take 1 DAMAGE as a penalty after you reshuffle. (You don't have to show your opponent the cards in your draw deck to verify this.)

Remember, you can't use the game text of a hidden card until that card is turned face up. So if you deploy a card that has this kind of game text as a hidden card, you can't use that game text.

## Lightsaber Dueling

Your powerful Jedi and Sith characters can now fight in epic duels just like the lightsaber battles you saw in *Star Wars Episode I: The Phantom Menace!*

You may initiate only one duel during each of your turns. The duel takes place on the current planet during your Battle step, *before* that turn's battle there, if any. (It does not replace the battle.) You may initiate a duel at the current location if you have a dueling character and a lightsaber that character can use there.

*A duel is also a fight so you can use game text like, "Adds power bonus if Qui-Gon has fought this turn," or "Adds power bonus when fighting any Jedi."*

## What is a dueling character?

A *dueling character* is defined as a character who is able to fight with a lightsaber. This includes **Obi-Wan Kenobi**, **Qui-Gon Jinn** and all other Jedi characters for the Light Side (but not Anakin... he is not a Jedi yet). Their Dark Side dueling opponents include **Darth Maul**, **Darth Sidious** and **Aurra Sing**.

## Who fights in the duel?

When you initiate a duel, choose *one* of your dueling character cards and a lightsaber Weapon card usable by that character. Then choose any one of your opponent's character cards at the same location to defend. That character does not have to be a dueling character (although it could be). If your opponent has a dueling character at the same location, then your opponent may choose that character to defend instead (even if the first selected defender is also a dueling character). The defender may choose *one* Weapon card usable by the defending character (it doesn't have to be a lightsaber). Only one Character card is chosen from each side, even if there is more than one card in play for that character's stack.

*Example: I choose Darth Maul (and his lightsaber) to duel your R2-D2. You also have Qui-Gon there, so you choose Qui-Gon to defend instead.*

*Example: I choose Darth Maul (and his lightsaber) to duel your Obi-Wan Kenobi. You also have Qui-Gon there, so you may choose Qui-Gon to defend instead.*

*Example: I choose Darth Maul (and his lightsaber) to duel your Anakin Skywalker, Podracer Pilot on Coruscant. You also have Anakin Skywalker, Child of Prophecy (with a power bonus on Coruscant) there, but you may not select your Coruscant version to defend instead.*

*Example: I choose Darth Maul (and his lightsaber) to duel your Obi-Wan Kenobi, Jedi Padawan on Coruscant. You also have Obi-Wan Kenobi, Jedi Apprentice (with a power bonus on Coruscant) there, so you may choose your Coruscant version to defend instead.*

## Draw your dueling hand!

Put your hand face down on the table, away from your draw deck. Total up the power of your character, using all available power bonus dots (including bonuses for location and weapon). However, *don't* draw destiny to add power to the weapon like you would in a battle.

*When Anakin has to fight in a duel, draw a destiny for his power (don't forget to add in all his power bonus dots) and put that card in your hand before you put your hand down to draw your dueling hand.*

Then draw a number of cards equal to that total power number to make your dueling hand. Your opponent does the same. If you can't draw enough cards to make your dueling hand from your draw deck, you'll just have to make do with as many as you have.

The cards you use when dueling are still considered to be part of draw deck. (If you draw the last card from your draw deck to make your dueling hand, you *don't* lose the game due to a deck victory.)

## How is the duel fought?

Players take turns making attacks and blocks. If you initiated the duel, you attack first. Play a card from your dueling hand face up on the table. Its destiny number represents your attack. Make a separate dueling pile of the cards you play from your dueling hand.

Your opponent can block that attack by playing any card from his dueling hand (to his dueling pile) that has the same Destiny number as your attack card. If your opponent plays a block, then that card becomes his attack card. You now have to block that attack with a card from your dueling hand.

If he doesn't have a card to block with (or simply chooses not to block), then your attack scores a hit. Place a hit token on his character. You can mark a hit with a coin, bead, die or any other kind of token. After he marks the hit, then he gets to play the next attack.

Players alternate making attacks and blocks until one of the characters is defeated or both players run out of cards in their dueling hands.

## How does special dueling game text work?

Some of the Battle cards in *Duel of the Fates* have special dueling game text. If you're building a deck with lots of dueling characters and their lightsabers, you'll want to include some of these special Battle cards.

If your dueling character is using a lightsaber, then when the card that scores a hit has special dueling game text, you do what the card says.

The special text begins with the phrase, "When dueling..." It lets you add cards to your dueling hand, or do some extra hits, or have some other benefit.

## How does a character get defeated in a duel?

If the number of hits a Character card has taken equals or exceeds the *printed* DAMAGE number on that character's card, then that character is defeated. Discard the Character card and the Weapon card the character was using (if any). Also, the Character card's owner must take damage. But don't take that damage just yet!

*When a character with a printed DAMAGE of 0 has to fight in a duel, simply discard that character. (Sorry, Artoo.) Don't even draw dueling hands... the duel is immediately over.*

Each player takes his own dueling hand cards (including the ones played to his dueling pile) and reshuffles them all back into his draw deck. Now, the loser of the duel (if any) must take damage for his defeated character. If there is game text that reduces or adds to that character's damage (on an Effect card or Character card, for example), apply that game text now. Remove remaining hit tokens on the winning character (if any).

## What happens if neither character is defeated?

If the duel ended because both players ran out of cards in their dueling hands, then the player with the most hit tokens on his dueling character must now take damage to his draw deck equal to the number of those hit tokens. If there's a tie, then neither player takes damage. Then remove all remaining hit tokens.

When the duel is over, the Battle step continues. Any cards (characters or weapons) that participated in a duel may also participate in a battle this turn.

## RULES FROM REFLECTIONS

### Armed & Dangerous Characters

**Armed & Dangerous** character cards have built-in weapons. A&D characters can't use a regular Weapon card... but they don't need to! You must pay for all the counters on the card (including the ones on the weapon) as normal. You must draw destiny for the built-in weapon. Any Weapon card in your battle plan that's right before an A&D character is ignored. If a built-in weapon must be ignored due to a Force Push Battle card, then just ignore the power bonus and destiny draw in the game text box. A&D cards are Character cards that have weapons built-in – they are never Weapon cards and may not be deployed with game text that deploys a weapon (such as The Duel Begins/Jedi Training).

#### Clarifications:

- A&D characters with lightsabers may not *initiate* a duel, but they may *defend* in a duel.
- If you use an A&D character with the Battle cards **Gungan Mounted Troops/Battle Droid Patrol** (in this order: Battle card, weapon, A&D character), the Weapon card is ignored and the Battle card is discarded without effect.
- You may use one A&D character with "add together" cards like **Yousa Guys Bombad**, but you may not use another weapon in that fight (for example, you could use **Yousa Guys Bombad**, the A&D Jar Jar Binks, and another Jar Jar, in that order).
- If you use an "add together" card like **Yousa Guys Bombad** with two A&D characters, the Battle card is discarded without effect.
- The A&D character card **P-59, Destroyer Droid Commander & Multi Troop Transport** is not discounted in any way by the Effect card **Where Are Those Droidekas?**
- See **Cards With Two Destiny Numbers** below.

### Combo Battle Cards

**Combo Battle cards** combine the benefits of two Battle cards into a single card. Both benefits apply, so you don't have to choose which to use.

### Double Impact Cards

**Double Impact cards** combine a pair of Battle cards (or a Battle card and an Effect) in a single card. You can get a Double Impact card that includes an Effect from your deck whenever you could get a regular Effect. Each time you play a Double Impact card, you choose the benefits of only one of the two cards pictured.

## Clarifications:

- When you place a Double Impact card that has a Battle card and an Effect in your battle plan, you must use the Battle card benefits.
- When you deploy a Double Impact card that has a Battle card and an Effect card (including as a hidden card), you must use the Effect card benefits.
- See **Cards With Two Destiny Numbers** below.

## Cards With Two Destiny Numbers

Each time that you use a card that has two destiny numbers for its destiny (when firing a weapon or any other reason, such as dueling or determining Anakin's power), you must choose only one to use. When you draw another copy of that same card (or draw that same card again), you can still choose either number.

## Clarifications:

- When both players draw cards with two destiny numbers to see who goes first in the game, both players draw again.

## RULES FROM BOONTA EVE PODRACE

### Podracing Objective Rules

The exciting Podrace from *Star Wars: Episode I* is now yours to create with Young Jedi. *When you win the Podrace, you win the game!*

It all starts with a new card type, called an **Objective**. You may have only *one* Objective card in your game deck, and it counts against the 60-card limit. Objective cards are Wild Cards with three white dots in the yellow, purple, and orange positions. You decide whether you'll be leaving out a Battle card, a Weapon card, or a Location/Starship card when you build your deck. Your Objective card has no deploy counters, and no destiny number (since it never goes into your draw deck and can't be drawn for destiny).

The first Objective card for Young Jedi is called **Boonta Eve Classic**. Play your Objective card when the game begins (before you draw destiny to see who goes first), and it stays in play for the entire game. Your Objective is not an Effect card, so it doesn't count against your one Effect per planet. If both players start the game with the Boonta Eve Classic Objective card in play, just place them side by side (they're not stackable or unique).

### Boonta Eve Classic

You may deploy one Podracer pilot and one Podracer Weapon card to your Boonta Eve Classic Objective card, using your deploy counters to pay for them as usual. These cards are in play, so (for example) if Anakin is at your Objective card, you can't play him to a Location at the same time. You may only have one copy of the character and the weapon card on the Objective for the entire game. Cards at your Objective are always face up (never hidden). During your Deploy Step, when you deploy a Podracer pilot here, you may deploy a matching Podracer Weapon card from your draw deck (and vice versa).

*A matching Podracer Weapon card has the character's name in its card title. For example, Sebulba's Podracer is the matching Podracer Weapon card for any version of the Sebulba stackable character.*

*Note that all versions of the two stackable characters Anakin Skywalker and Sebulba are Podracer pilots, whether this characteristic is in the card's subtitle or not.*

### Lap Cards

When you have a Podracer pilot and his matching Podracer Weapon card at the Objective during your Deploy Step, you may play *lap cards* to your Podracing pile. You must start your Podracing pile with a card with a destiny number of 1, then play a card with destiny 2, and so on up to 6. *You may not play Location cards as lap cards.* You do not have to use any of your counters to play lap cards to your Podracing pile.

Lap cards are *not* in play (so you don't have to worry about stackable cards played as lap cards). Refer only to their destiny numbers. However, these cards remain a part of your draw deck, so you may lose them for damage or draw them to Even Up, but *only* if your draw deck is already exhausted. Use them in the reverse order of playing them (so a 5 is used before a 4, and so on).

When you play one complete sequence from 1 to 6, you finish one lap. Place a lap token on your Objective card, and then shuffle those six cards back into your draw deck. If you finish a lap and still have some Thrust available, you can use the remaining Thrust to start the next lap. When you finish three laps (place the third lap token) your opponent must immediately place the remaining cards in his draw deck into his discard pile, and you win the game!

## Podracing Characteristics

Each of your Podracer pilots has three characteristics, as listed below.

**Thrust** – The maximum number of lap cards that pilot may play to his Podracing pile each Deploy Step, equal to the number of Thrust tokens on that pilot. All Podracer pilots begin with a Thrust of 0. Before you Thrust in each of your Deploy Steps (including the turn you deploy the pilot), place a Thrust token on your Podracer pilot. You may only Thrust once per each of your Deploy Steps.

**You may not have more than 4 Thrust tokens on your Podracer pilot. (NEW)**

**Handling** – Each Podracer pilot has a Handling number, which means that you may play any card with that destiny number as a *handling card*, to represent any number needed in a lap sequence. You may play no more than three cards as handling cards in a completed lap. The Handling number for each Podracer pilot is the last digit in the collector number on his card.

*Poor Ben Quadrinaros gets a 0 for handling, which he can't use. ("Ooh, there goes Quadrinaros' power coupling!") Ratts Tyerell gets a 7, which he can't use either, but that's what he gets for recklessly boosting through the Boonta tunnels.*

**Refuel** – Each Podracer pilot has a Refuel number, and you may draw up to that number of cards in your Deploy Step. Your pilot's Refuel number is equal to one half his current Thrust, rounded up. You must Thrust first in the same Deploy Step before you can Refuel. Once you have Refueled, you may not Thrust again in the same Deploy step.

## Clarification:

- You must play at least one lap card before you can Refuel.

## CARDS WITH CORRECTED GAME PLAY

The following cards have had their gameplay altered from what was originally printed. All versions of these cards must be played according to the following corrections:

### Eopie

*Menace of Darth Maul card 40 – Light Side Weapon card*

**Correction:** *This card has one deploy counter (not zero as originally printed).*

### Battle Droid: Infantry, AAT Division

*Menace of Darth Maul card 103 – Dark Side Character card*

**Correction:** *This card has two deploy counters (not three as originally printed).*

### Might Of The Republic

*The Jedi Council card number 61 – Light Side Battle card*

**Correction:** *This card's game text should read "Use with any two [diamond] ♦ Coruscant Guards. They fight together." The phrase "Coruscant Guards" replaces the originally printed "Republic Guards."*

### Droid Starfighter

*Battle of Naboo card number 139 – Dark Side Starship card*

**Correction:** *This card should have a small destiny cube beneath its Power box, like any other starfighter Starship card.*

### Are You An Angel? & I've Been Trained In Defense

*Reflections card number C1 – Light Side Combo Battle card*

**Correction:** *The game text of this card should provide four power bonus dots, not three.*

### Boles Roor, Podracer Pilot

*Boonta Eve Podrace card number 1 – Light Side Character card*

**Correction:** The card number of this card should be 11. (The Light Side Card List is correct.)

### Dark Side Card List

*Boonta Eve Podrace card – game aid*

**Correction:** The card numbers of the following three Battle cards should be: 52 Colo Claw Fish, 53 He Always Wins, and 54 Bounty Hunter. (The cards themselves are correct.)

### Light Side Card List

*Boonta Eve Podrace card – game aid*

**Correction:** **Captain Tarpals, Gungan Leader** is a rare card, not uncommon. (The card itself is correct.)

### Jira, Pallie Vendor

*Boonta Eve Podrace card number 4 – Light Side Character card*

**Correction:** This card should have a single icon, not a stackable icon. **(NEW)**

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