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# Appendix F - Current Rulings

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## Chapter 1

### The One Rule

*[The following is added after the final paragraph of the main entry]*

"Top Card" is considered singular for game play purposes.

### Values - Limited

Things are "limited" if you are not permitted all of what you are otherwise entitled to. For instance, if you can Force drain for three at the Death Star, and Resistance only allows you to drain for two, your Force drain has been limited to two. However, if you Force drain for two at Naboo under the same conditions, your drain has not been limited, because you are draining for what you are otherwise allowed to. Likewise, if you can draw two battle destiny, and Imperial Command says you may only draw one, your battle destiny has been limited to one. However, if you were only entitled to draw one battle destiny, your battle destiny has not been limited, because you are drawing what you are otherwise allowed to.

Anything which cancels modifiers is NOT limiting.

## Chapter 6

### Battle

*A conflict you initiate during your battle phase in an effort to deplete your opponent's Life Force. Battles can occur at a location only if both players occupy that location - i.e., they both have presence there. (But note that if all presence is completely removed from either side before the battle's power segment, the battle ends. This happens instantly, not as an action, so there is no time between the exclusion and the end of the battle for anything to take place.)* *[continue original entry]*

## Appendix A

### Intruder Missile (light)

Deploy on your B-wing, Z-95, YT-1300 Transport, or Falcon. May target a capital starship for free. Draw destiny. Add 3 if that capital starship was targeted by another weapon this turn. Target hit if total destiny > defense value. After firing, place Missile in Used Pile.

### Naboo: Battle Plains (dark)

DARK: Unless Gungan Energy Shield on table, your AATs are each power +2 here.

### Naboo: Battle Plains (light)

DARK: Your AATs deploy +1 here.

## Appendix B

### Han's Toolkit

Han's Toolkit cannot be used in an "all cards" situation. For instance, when Overwhelmed is played, it targets all starships present, so Han's Toolkit cannot cancel it.

## Appendix C

### Blown Away - Death Star II

*[The following replaces the fourth paragraph of this entry]*

If the Death Star II is blown away, starships at the Reactor Core may attempt to 'escape' (as defined on the Epic Event, not in the sense of captured starships). The light side selects their starships and, one at a time, moves one sector closer to the Death Star II system (this is free and considered an unlimited move). With each movement, draw movement destiny as indicated by the sector (you draw for your own ships); cards which modify movement destiny (e.g., Desperate Counter) affect the total of the draw and the maneuver. Once the light side's starships are finished moving from a sector, the dark side follows the exact same process (including drawing movement destiny using the light side game text) until all their starships have finished moving from that sector. This process repeats for the ships at the next sector, and so on until all starships reach the Death Star II system.

### Dejarik Rules

*[The following replaces the first paragraph of this entry]*

'Dejariks' are small holographic gamepieces representing lifeforms from various planets in the galaxy. Any Interrupt or Effect with "dejarik" or "hologram" in lore is a dejarik or hologram, respectively (the exception is Well-earned Command, which is not a hologram). Dejariks and holograms may battle each other at a holosite (Dejarik Hologameboard or Imperial Holotable). A holosite is placed by itself on table and is never adjacent or related to any other site. Holosites allow dejariks and holograms to deploy and battle there as if they were characters. Dejariks and holograms at a holosite are not considered to be Interrupts and Effects (except for cards that specifically refer to them at a holosite), they are simply dejariks and holograms (e.g., Alter may not cancel Molator at the holosite). However, any card which specifically names a dejarik or hologram card may still affect that card (e.g., Grimtaash specifically cancels Molator). Vehicles, characters, starships, Utinni Effects etc. cannot be deployed or moved to a holosite. Only dejarik and hologram cards can exist at a holosite (and cards specifically permitted to deploy there).

Dejariks and holograms are not characters, and may not be targeted as such.

## Appendix D

The following are added to the characteristics list:

Royal Guard – character

Sandcrawler – Vehicle

Skiff – Vehicle

Speeder - Vehicle

Panaka is not a Royal Guard.