

Young Jedi™ Customizable Card Game™

Virtual Card Set #1 (v1.1) Rules Updates



Dueling

During a duel, when it is your turn to play a non-blocking attack, you may declare a "pass". This passes the action back to your opponent, who may either pass or play an attack. Once a player has passed, they may only block for the remainder of the duel (they must continue to pass), and they may not initiate a battle for the remainder of the turn. If both players pass, the duel ends with neither player being defeated. If there is a tie, neither player takes damage. Otherwise, apply the damage rule as found below.

Note: Blocks that a passing character plays will still deal damage as normal if they hit their opponent.

Dueling Damage

When a character is defeated in a duel, they must take damage equal to their printed damage (after modifiers have been applied) minus the number of hits they scored on their opponent in the duel. This is also the case when neither player is defeated, with the player who took the most hits taking damage equal to their hits minus the hits they scored.

Dueling Text

Any character that successfully hits their opponent with a card that contains dueling text during a duel may utilize that dueling text, even without a lightsaber.

Example: *Mace Windu: Jedi Councilor duels Aurra Sing: Trophy Collector. Since the light side already controls Coruscant, Mace draws 10 cards for his dueling hand. Aurra is weaponless so she draws 7 cards. Mace leads off with a destiny 2 card, **A Powerful Opponent**. Aurra has no destiny 2 cards in her hand so she takes 2 hits and declares Pass. Since she passed, she does not attack, and Mace plays an attack. This time he plays a destiny 4 card. Aurra has a 4, and blocks that attack with the card, **To The Death**. Mace has no more destiny 4 cards and takes a hit, Aurra discards **To The Death** to do 2 extra hits to Mace. Mace strikes with a destiny 2 card, which Aurra cannot block, delivering the final blow. Aurra is defeated and normally would deal 3 damage, but since she scored 3 hits on Mace, she reduces her damage by 3.*
Result: *Aurra is defeated, but because she fought so valiantly, she takes no damage.*

Another Example: *Aurra Sing, Bounty Hunter using her stolen lightsaber, duels a ♦ Bravo Pilot from Duel of the Fates with no weapon. They are on Naboo, the Pilot is on site, and the Bravo Squadron Effect is in play. Aurra draws 7 cards, the Pilot draws 6. Aurra leads with a 4, the pilot blocks, Aurra responds, the Pilot is out of 4's and is hit. He passes, so it is Aurra's turn again. She leads with a 3, the pilot blocks. Aurra blocks with another 3, and the Pilot is ready with a 3, so Aurra is hit. Angry now, Aurra lashes out with a 5, the Pilot blocks, Aurra blocks, the Pilot blocks, Aurra blocks with her last card, the Pilot blocks with his last card, scoring a hit on Aurra. The Duel ends in a draw. Aurra has 2 hits on her, the Pilot one hit. Aurra takes one damage, her two hits minus the one hit she scored on the Bravo Pilot. Since she did not pass, Aurra can now get her revenge by initiating a battle..*

Hyperspace

Rules change: Whenever a transport attempt is successful, the transporting player randomly selects one of his surviving transports. It is shuffled into the deck along with the characters and weapons that it transported.

Podracing

Rules change: You may play no more than two handling cards per lap.

Rules change: You must perform all of your podracing actions (thrust, lap cards, refuel, etc.) before performing any other actions in your Deploy Step.

Virtual Objectives

These new objectives are limited to one per deck. This only means that the objective is limited, not the card title. The title still follows the deck construction rules below.

RULINGS

Uh-Oh! is not to be used in sealed deck. If it is received in a limited environment, it cannot be used.

All Jedi are **Jedi Masters** EXCEPT Ki-Adi Mundi and Obi-Wan Kenobi.

Deck Construction

You may not have more than 5 cards with any one card title in any one deck construction dot, including Wild Cards. Subtitles are ignored for deck construction.

Example: *In your red-dot deck construction color, you may have up to 5 Qui-Gon Jinn cards. If you decide to place a "Qui-Gon Jinn: Jedi Protector" (Wild Card) in your red-dot deck construction color, you may only have 4 red-dot Qui-Gon Jinn cards in that color.*

Another Example: *You are building a Trade Federation Tank deck. Looking at your red-dot construction color, you decide to use 5 (the maximum) "Trade Federation Tank: Armored Division" cards. In your blue-dot construction color, you decide to use 4 "Trade Federation Tank: Assault Division" cards, and one "Trade Federation Tank: Assault Leader" (Wild Card). You may also include your normal Wild Card tanks in the other deck construction colors as per the Wild Card rules, as long as the total number of cards in each color with the same card title does not exceed 5.*

Virtual Cards

The virtual cards can only be used on the cards that match specified card number, and cannot be used with any Armed & Dangerous, Double Impact, or Combo Battle cards, unless otherwise specified. Virtual Cards are not used in sealed deck.

Since Virtual Cards share their card names with the original versions of the cards, they will still count against the deck building color limit.

Virtual Cards are numbered according to the original card that they are to be used with. For example, **♦•JC-42** is Jedi Council card number 42.

Here are the abbreviations for each expansion:

DM (Menace of Darth Maul)

JC (Jedi Council)

BN (Battle of Naboo)

DF (Duel of the Fates)

RF (Reflections)

BP (Boonta Eve Podrace)

* an asterisk indicates a gameplay change in the 1.1 release.