Young Jedi [™] Customizable Card Game [™] Virtual Card Set #1 (v1.1) Rules Updates (page 2)





Semi-Wild Cards

These are Wild Cards that also have a regular deck building dot. If they are placed in a deck slot that uses the Wild Card color, they fill the Wild Card slot for that color. If they are placed in a slot that has a non-Wild Card dot, they are used normally.

These ships, for example, may be placed in the purple deck slot according to the normal rules. They may also be placed in the red, blue, or green slots. This would give you the chance to have more starships in your deck than before, however, it will use up the Wild Card for those slots.



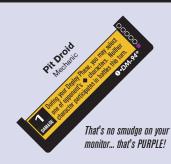
Watto - Junk Merchant

This new Watto isn't impressed by Jedi. If he comes up in a battle against a Jedi (or a Jedi fighting together with any other character) and you discard 2 cards from your hand, the result of the battle is a tie.



We Don't Have Time For This/ We Have Them On The Run

Isn't it frustrating when your opponent can "protect" a character because he has one more guy than you? Or worse... he has one more ship than you, so he can save his transport? With this card, the character/ship you use it with will "skip" the current matchup and face the next character/ship. Used defensively, you might be able to save your character/ship as well! There's less of a chance of "sure things" with this card! :) If your opponent is using a "fight together" card, all of the cards that are fighting together become "leftover."



Pit Droid - Mechanic

Hit the NOSE! Bouncing and bumbling, these wacky little droids can be as annoying as Lord Jar Jar himself! This guy lets you pick one of your opponent's ◆ characters, and if you battle that turn, both that character and the pit droid have to sit on the sidelines, cheering them on. Go team!

"Present"

If a card says present, at this location, here, or anything to that effect, it needs to be able to see the card in question. This means that the card has to be face-up at the time.

Face Down/Hidden & Face Up

Any of your cards that are face down at the start of your turn are turned face up. Face down (hidden) cards are not present at the location for any purpose other than uniqueness. They do not participate in battles or duels. Remember, you can't use the game text of a hidden card until that card is turned face up.

Other

If a card refers to an "other" card, such as the new **Yarael Poof**, it cannot modify any version of it's persona. So, **Yoda**, **Jedi Instructor** cannot add •• to any version of **Yoda**, and **Poof** cannot deploy for •• if the only other Jedi you have at the location is **Poof**. Isn't it fun to say Poof?

Dueled

If a card is the target of a duel, they are considered to be "dueled." If a dueling character intercepts, they are considered to be "dueled" instead.

Armed & Dangerous Rulings

Armed & Dangerous cards are a combination of a character and a weapon on a single character card.

The weapon may not be targeted as an individual card. This means that the Multi Troop Transport on the P-59, Destroyer Droid Commander & Multi Troop Transport card cannot be targeted by Pounded Unto Death. Jedi Force Push still works on the Multi Troop Transport because it targets a weapon, not a weapon CARD.

Armed & Dangerous cards cannot have their attached weapon's cost reduced by ANY means. You must always pay the full cost for the weapon portion of their card.