# BALANCE OF THE FORCE™
EXPANSION

*"If you strike me down I shall become more
powerful than you can possibly imagine."*
–Obi-Wan Kenobi, A New Hope

Balance of the Force, a deluxe expansion to **Star Wars: The Card Game**, features new rules for two distinct multiplayer formats. Combined with the **Star Wars: The Card Game** core set, 4 players may now compete in an exciting 2 versus 2 partner-based game. Alternatively, a single player may play one of the two challenge deck scenarios included in this set against 2 or 3 opponents who are working together, using standard **Star Wars: The Card Game** decks, to overcome the scenario. Finally, this expansion includes a new objective set for each of the game's six factions, that can be used in any of the game's multiplayer *or* head-to-head formats.

MULTIPLAYER DIAL

A new multiplayer Death Star dial is included in this set. This dial replaces the Death Star dial in the core set when playing the 2v2 mode or the dark side challenge deck scenario, **Jerjerrod's Task**.

Assemble the multiplayer Death Star dial by using the plastic dial connectors to attach the two dials (A and B) to the Death Star faceplate, as shown in the diagram below.
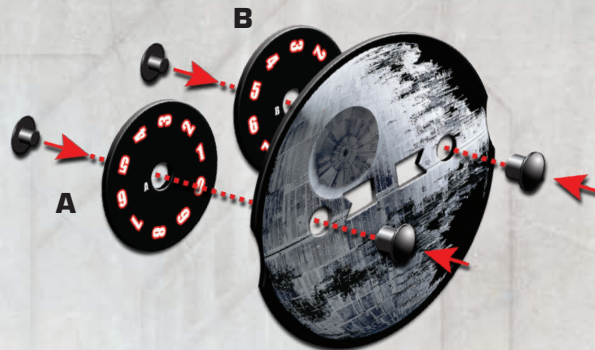
2 versus 2 Team Play

2 versus 2 (2v2) is a new play format that pits a team of two light side players against a team of two dark side players. (See also "General Multiplayer Rules" on page 6.)

Setup and Turn Sequence

In the 2v2 format, teammates sit next to one another, and each player is able to declare engagements against the player he is sitting across from (see diagram below). The dark side team determines and declares their player order first. Then, the light side players select their order, and all players take the appropriate positions at the table, as indicated by the diagram below. Once chosen, player order cannot change during a game.

The dark side *team* takes the first turn. During each phase of a team's turn (see page 7), player #1 acts first, followed by player #2. Once the dark side team completes their turn, the light side *team* performs their turn in a similar manner. Turns alternate between the *teams* throughout the game.

A player may only declare engagements against the player sitting across from him. Players may interact with and influence the other playing field using card effects and when resolving tactics icons. Additionally, new rules such as the common reserve, support attack, support defense, and a common Force struggle enable partners to work together a variety of ways during a game.

Light Side Player #1

Light Side Player #2

Against

Against

Dark Side Player #2

Dark Side Player #1

Winning the Game

The light side team wins the game when a total of 5 dark side objectives have been destroyed.

The dark side team wins the game when the multiplayer Death Star dial is advanced to 16.

When a light side objective enters a dark side player's victory pile, the dial increases only by 1 point for each objective that he (and only he) has in his victory pile. (In other words, each dark side player counts his destroyed light side objectives independently.) If a light side objective is destroyed by a light side player, the dark side players may decide among themselves as to who claims the objective and places it in his victory pile.

Running out of cards is not a loss condition in 2v2 play. If a player runs out of cards in his command or objective deck, he may continue to play the game, although he will not be able to draw cards and/or replace objectives from his empty deck(s).

Card effects may impose a loss condition upon their own team, or provide the opposing team with additional win conditions. Card effects cannot be used to change a team's own win condition.

Challenge Deck Scenarios

Challenge decks are unique, self-contained scenarios that can be played by a single player against two or three challengers working as a team. Each team player uses a standard constructed *Star Wars: The Card Game* deck, following the team deckbuilding rules on page 6. The *Balance of the Force* expansion features one dark side and one light side challenge deck. Each challenge deck card can only be used within the challenge deck for which it was printed.

Jerjerrod's Task

The Empire has nearly completed construction of the second Death Star. Soon the destruction of the Rebellion will be at hand and the Emperor will rule uncontested in the galaxy. The Rebellion must band together in a last ditch effort to stop this Imperial monstrosity.

Jerjerrod's Task is a dark side challenge scenario that pits a single dark side player against a team of either two or three light side players. The dark side player uses the pre-constructed *Jerjerrod's Task* challenge deck and each light side player brings a normal deck of his own.

In this scenario, the dark side player is attempting to complete the construction of the second Death Star, and the light side players are attempting to stop him.

Two light side players provide the optimal challenge experience; three players will increase the light side's chance of winning. (See also "General Multiplayer Rules" on page 6.)

Setup

Jerjerrod's Task challenge deck cards have the objective set number "DO1." The dark side player uses these cards for this scenario, and does not use an affiliation card.

The dark side player sets the card "Death Star II" aside, out of play, with its "setup" side face up. His starting objectives are "Along the Sanctuary Pipeline," "Lemelisk's Ambition," and "Heightened Security." He shuffles all 7 copies of the "Jerjerrod's Task" objective card into his *command* deck.

The light side players setup as per the standard game rules.

Winning the Game

The light side players are attempting to stop the completion of the second Death Star. They win the game if, at any time, the dark side player has no objective cards in play. The light side cannot alter this win condition through light side card effects.

The dark side player is attempting to complete the construction of the second Death Star, and then demonstrate its power as the ultimate weapon, thereby crushing the spirit of the Rebellion and bringing the galaxy to its knees. This is done by fielding enough resources to pay the cost of the card "Death Star II," and then, once it is in play, collecting each light side player's affiliation card.

As the dark side player's win condition in this scenario is reliant upon the card text of the "Death Star II" card, the light side wins the scenario if this card is destroyed.

Running out of cards is not a loss condition in this scenario. If a player runs out of cards in his command or objective deck, he may continue to play the game, although he will not be able to draw cards and/or replace objectives from his empty deck(s).

Death Star Dial

In this challenge scenario, the dark side player advances the multiplayer Death Star dial as normal. However, this dial is only used to reduce the cost of the card Death Star II. The dark side player must complete the win condition printed on the Death Star II card to win the game; he cannot win by advancing the dial alone.

The "Jerjerrod's Task" Objective Card

Seven copies of this objective card are shuffled into the dark side player's command deck. These cards have an effect that can be triggered from a player's hand to put them into play. This will increase the total number of objective cards the dark side player controls; there is no upper limit on the number of objectives the dark side player can have in play at one time in this scenario. These objectives cannot be played from a player's hand, they may only be put into play by using their "Action" effect or another card effect. (They may be placed in an edge battle, but this would only be done as a bluff, as the cards do not have any Force icons.)

The Hunt for Skywalker

After their confrontation on Cloud City, Darth Vader has launched an all-out search for Luke Skywalker. Navy officers, bounty hunters, and other shadowy figures all vie with each other for the chance to bring this elusive prey before Lord Vader. Meanwhile, Luke goes into hiding on Tatooine. Continuing his Jedi training, he attempts to outmaneuver his pursuers and stay beyond their reach.

The Hunt for Skywalker is a light side challenge scenario that pits a single light side player against a team of either two or three dark side players. The light side player takes the pre-constructed **The Hunt for Skywalker** challenge deck and each dark side player brings a normal deck of his own.

In this scenario, the dark side players are attempting to hunt down Luke Skywalker, and the light side player is attempting to avoid their pursuit.

Two dark side players provide the optimal challenge experience; three players will increase the dark side's chance of winning. (See also "General Multiplayer Rules" on page 6.)

Dark Side Deck Restrictions

Each dark side player cannot have more than 10 objective sets in his objective deck when playing this scenario.

Setup

The Hunt for Skywalker challenge deck cards have the objective set number "LO1." The light side player uses these cards for this scenario, and does not use an affiliation card.

The light side player sets up the 9 light side objectives facedown (so that the common "The Hunt for Skywalker" side is faceup, and each objective's unique side is facedown), in front of him, as per the diagram below.

The Luke Skywalker card is set aside, out of play. It can be put into play by the card text on the "Return to Tatooine" objective card.

No Death Star dial is used in this scenario.

The light side player may look at his objectives, and set them up in the positions of his choosing. The objectives must be set up in the configuration diagrammed below, but which objective is placed in which slot is determined by the light side player. For first time players, it is advised to place the objective titled "Return to Tatooine" somewhere in the back row.

Light Side Objective Setup

Front Row

Second Row

Back Row

Reinforcements

After placing his objectives, the light side player selects two different light side objective sets from his collection as "reinforcements." (For first time players, the sets "Watchers in the Wasteland" and "Rendar's Wrath" from this expansion make a good starting choice.) The objective cards from these two objective sets are set aside, as they are not used.

All of the other cards in the two chosen objective sets are shuffled into a reinforcements deck. Each time a light side objective is turned faceup, the light side player may draw 1 card from his reinforcements deck, look at it, and place it facedown beneath any light side objective as a reinforcement card. The light side player may use reinforcement cards from his objectives as if they were in his hand. This includes playing the card, placing it in an edge battle, or using another card effect to put it into play. No objective may have more than 1 facedown reinforcement card on it at a time.

Facedown reinforcement cards do not count as being in a player's hand when he is drawing or discarding to his reserve value, or when resolving enemy effects that interact with the light side player's hand.

If a faceup objective with a facedown reinforcement card on it is destroyed, the reinforcement card is discarded. If a facedown objective with a reinforcement card on it is turned faceup, the reinforcement card remains on the objective.

The light side player cannot choose an objective set that contains a card titled "Luke Skywalker" as reinforcements.

Facedown Objectives

In this scenario, the dark side players are attempting to damage the facedown light side objectives, thereby turning them faceup, and moving closer to Luke Skywalker's hiding place.

When a facedown objective is damaged or destroyed, it is revealed and turned faceup. If this occurs during an engagement, the engagement continues against the newly revealed objective. Note that the unit that strikes and damages a facedown objective cannot transfer any extra damage over to the other side from a single strike; all damage from that strike is used to turn the objective faceup.

When a facedown objective is turned faceup, all tokens and enhancements on that objective are discarded.

Vulnerable Objectives

The configuration of the light side objectives is very important when the dark side players are declaring attacks or using card effects. Only vulnerable objectives are eligible to be engaged or to be affected by dark side card effects. An objective is vulnerable if at least one of the two objective cards directly in front of it has been destroyed.

Dark Side Player

The two cards in the front row begin the game vulnerable. Only vulnerable objectives can be engaged or affected by dark side card effects.

Dark Side Player

There are empty slots where objectives that have been destroyed used to exist. The objectives denoted with a glow around them are vulnerable. Only vulnerable objectives can be engaged or affected by dark side card affects.

New Keyword: Influence

The influence keyword is used in this challenge deck to enable the light side player to pay for his reinforcement cards.

If a resource providing card has the influence keyword, resources that are generated by that card are considered to match all affiliations.

Winning the Game

The dark side team is attempting to find and destroy Luke Skywalker. This is done by attacking facedown enemy objectives, which are revealed (turned faceup) when they take any amount of damage or would otherwise be destroyed. When the objective "Return to Tatooine" is revealed, the Luke Skywalker card is put into play. If Luke is destroyed, the dark side players have won the game, with the player who landed the final blow capturing the entirety of the glory in Lord Vader's eyes. The dark side cannot alter this win condition through dark side card effects.

The light side player is attempting to evade the dark side's efforts until the trail runs dry. This occurs when each dark side player has no cards remaining in his command deck. If this happens, Luke has evaded the dark side's attempt to hunt him down, and the light side player has won the game. The light side cannot alter this win condition through light side card effects. Running out of cards is not a loss condition for the light side player in this scenario. If he runs out of cards in his command or objective deck, he may continue to play the game, although he will not be able to draw cards and/or replace objectives from his empty deck(s).

The Balance of the Force

As there is no Death Star dial in this scenario, and the light side player's win condition is not tied to defeating objectives, the implications of the Balance of the Force are modified for this scenario.

If the Balance of the Force is with the light side during the light side player's balance phase, discard the top card of each dark side player's deck.

If the Balance of the Force is with the dark side during the dark side players' balance phase, the dark side players may deal 1 damage to 1 vulnerable light side objective (see page 5). If this objective is facedown, this damage will cause the objective to be turned faceup.

General Multiplayer Rules

The following rules are used in 2v2 play and when playing a challenge deck scenario.

Team Deckbuilding Limits

When building decks for multiplayer play, each player's deck must contain a minimum of 10 objective sets.

Objective set limits that would apply to a single player in 1v1 play are applied to the entire team. For instance, a *team* may not have more than two copies of any standard objective set, by title, in their decks. If an objective set has the text "Limit 1 per objective deck," only one player on the team may use a copy of that objective set in his deck.

Teammate Communication

Teammates may look at each other's hands and common reserves, and communicate in any manner they desire. Teammates may also confer on the selection of their setup objectives.

Common Reserve

The **common reserve** is a new area of game space that enables teammates to work cooperatively and share cards with one another. Each player has his own common reserve.

At the end of his draw phase, the active player may place 1 card from his hand, facedown, into his common reserve. If there is already a card in a player's common reserve, he must discard the previous card when a new card is placed. A maximum of 1 card may be placed into a player's common reserve during his opportunity each turn.

A player may look at a card in a teammate's common reserve and, at any legal time, use it as if it were in his hand. A player may use a card placed in his own common reserve if he so desires.

A card in a player's common reserve still counts as a card in his hand when he discards or draws to his reserve value. It does not, however, count as a card in any teammate's hand.

Cards in a player's common reserve are not affected by card effects that capture, discard, or otherwise affect cards in a player's hand.

The common reserve cannot be used by any player who does not have at least one teammate in the game.

Example: While he is the active player in the draw phase, Tom places the Twist of Fate card from his hand, face down, in his common reserve. His teammate, Kris, may now use this card as if it were in his hand.

As player #2 in the draw phase, Kris has 3 cards in hand. He draws 3 more cards to get to his reserve value of 6, as the card in Tom's common reserve does not count against Kris's hand size.

Neither player makes use of the Twist of Fate card during the turn. During the next draw phase, Tom has 1 card in hand and 1 card in his common reserve. Each of these cards does count against Tom's hand size, so he draws 4 cards to reach his reserve value of 6.

First Turn

On a player's first turn, he cannot declare engagements against a player who has not yet had a turn.

Support Defense

When a player may declare defenders during an engagement against one of his objectives, he may, with each teammate's permission, declare up to 1 ready unit controlled by that teammate as a supporting defender. The engaged player takes control of the supporting defending unit(s) for the duration of the engagement. All defending units are declared simultaneously, and the engaged player need not declare one of his own units in order to declare a supporting defender.

Support Attack

When a player declares an engagement with at least 1 attacker he controls, he may also, with each teammate's permission, declare up to 1 ready unit controlled by that teammate as a supporting attacker. The active player then takes control of the supporting attacking unit(s) for the duration of the engagement. These attacking units are declared simultaneously, but the active player must have been able to initiate the engagement with his own units in order to declare any additional supporting attackers.

The Balance of the Force

The light side and the dark side each have a total of 3 Force cards at their disposal. These cards must be shared by all players on a single team. When resolving a Force struggle, all players may contribute Force icons from committed ready units and card effects to determine the Balance of the Force.

Turn Sequence and Phase Instructions

Players on a team take their turn together, playing through each phase as a team. In all phases except for the balance phase, each player on the team taking its turn has an opportunity to be the active player, so that the team players can perform the necessary game steps of that phase one at a time. Instructions for each phase of a multiplayer game follow:

1. Balance phase: In the balance phase, the effects of the Force are applied. During the light side balance phase, the first light side player decides which dark side objective is damaged if the Balance of the Force is with the light side.

2. Refresh phase: During a team's refresh phase, each player on that team refreshes his units and play area.

After the refresh phase begins, each team player (in clockwise order, starting with the first team player) performs his 3 framework refresh steps (removing focus tokens, removing shield tokens, and replacing missing objectives) as the active player. (The active player may initiate "after you refresh effects" after completing these 3 steps.) Once each player has completed these framework steps, there is a player action window, after which the refresh phase is complete.

3. Draw Phase: During a team's draw phase, each player on that team discards and/or draws to his reserve value.

After the draw phase begins, each team player (in clockwise order, starting with the first team player) performs his 2 framework draw steps (optional discard and returning his hand to his reserve value) as the active player. When the active player completes his framework draw steps, he has the option to place 1 card from his hand into his common reserve. Once each player has completed these framework steps, there is a player action window, after which the draw phase is complete.

4. Deployment Phase: During a team's deployment phase, each player on that team has a chance to deploy his forces.

After the deployment phase begins, each team player (in clockwise order, starting with the first team player) has an opportunity, as the active player, to play unit or enhancement cards from his hand. Once the active player has finished his active segment of the deployment phase, the next team player becomes the new active player. Once each player has completed this step, the deployment phase is complete. (Note that other players may take actions while a player is in his active deployment step.)

5. Conflict Phase: During a team's conflict phase, each player on that team has a chance to engage an opponent.

After the initial player action window in the conflict phase, each player has the opportunity, as the active player, to declare engagements. Once the first active player has finished his active segment of the conflict phase, the next team player (proceeding clockwise) becomes the new active player.

When playing a 2v2 game, a player may only declare engagements against the opponent sitting across from him.

When playing a challenge deck scenario, each of the solo player's objectives may be engaged only once by the other side during this phase. This means that if the first team player engages an objective, that objective is no longer eligible to be engaged by his teammates this phase.

6. Force Phase: During a team's Force phase, each player on that team may commit units he controls to the Force.

After the Force phase begins, each team player (in clockwise order, starting with the first team player) has an opportunity to commit units to the Force struggle. Remember, though, that the team has a total of three Force cards at their disposal, and they must share these cards to maximum effect.

Once each team player has had an opportunity to commit units, the Force struggle resolves a single time.

CARD EFFECT INTERPRETATION

Some cards have language that specifies "an opponent," "your opponent," or "each opponent." When interpreting this language, both "an opponent" and "your opponent" refer to a single opponent, chosen by the controller of the effect when the effect resolves. "Each opponent" refers to all players on the other team. If an effect affects multiple players, resolve that affect among those players in clockwise order, starting with the active player.

The term "friendly" applies to a player himself and to his teammate(s), but not to his opponents. "**Another** friendly player" refers to a player's teammate, but not to himself. A teammate is never considered an opponent, but is considered another player for effects that choose or affect players.

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