



Phases Of The Game

Game Aid - not for play

- 1** Activate - Count your force icons on table (DS = Red, LS = Blue) and add one force. You may place up to that number of cards (one at a time) face down onto your force pile.
 - 2** Control Phase - Force Drain - If you control a location with at least ability of one and your opponent does not occupy that location you Force Drain for an amount equal to the opponent's Force Icons at the location.
 - 3** Deploy Phase - Deploy effects, locations, characters, starships, vehicles and weapons from hand or from Reserve deck. (If allowed by another card). If a location is already on the board you may "convert" it by placing your copy on top. To play a card you must pay the deploy cost (small white box on lower left hand corner or listed in game text) by placing cards (one at a time) from your force pile to the used pile. Characters, vehicles, and starships must be deployed to a location where you have presence or Force Icons.
- Characters may be deployed to sites or aboard vehicles/starships as pilots or passengers - never to systems. Characters with the 'spy' attribute may deploy to a site without presence or Force Icons.
 - Vehicles may be deployed to exterior sites or aboard starships - never to interior sites or systems.
 - Capital Starships may be deployed to systems, never to sites. Starfighters may be deployed to docking bays, capital starships, and systems.



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- 4** Battle Phase - Initiate Battle at each location you and your opponent occupy by using one force.
 - 5** Move Phase - May move characters using their landspeed for 1 force each. May move starships (with hyperdrive) using their hyperdrive for 1 force each. May use docking bay transport to move characters. Starfighters may land/take off for 1 force (free if from/to dockingbay) May embark or disembark from vehicles for free May shuttle a character to/from an exterior planet site and a capital starship at the related system for one force. May transfer pilots between at least one capital ship for one force.
 - 6** Draw Phase - May take any number of cards in force pile into hand (one at a time). Once done both player re-circulate their force piles by placing the entire used pile underneath their reserve deck.
- Say "May the Force be with you" and opponent starts their turn.



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