

Star Wars™ CCG™ GLOSSARY SUPPLEMENT

Section 0. Preface

Updated 28TH June 2002.

This document is an official rules document for Decipher's SWCCG. It supplements the Glossary and Rules version 2.0 as published with the Special Edition set in November 1998, and the SWCCG Glossary Supplement update published on January 29, 2002

Although rulings and clarifications may be made by SWCCG Player Advocates in various forums, they are not considered official unless specifically noted, or unless they are included as part of an officially published rules document. Using this document: When a ruling arises, you should check all documents in order of publication, checking the most recent document first, using either the card name, word of phrase, or card type.

All entries in this document replace any existing entries in the Glossary or Glossary Supplement, unless the note "See Glossary" or "See Supplement" is included, in which case the entry here supplements whatever was previously written in those documents.

All rulings are effective immediately upon publication of this document.

Rulings denoted as "interim" are current, official rulings, but are still under review and may be subject to change in the next rules update document.

Like the glossary supplement, this document is divided into five sections, and is ordered alphabetically:

- Section 1. Rulings by card title
- Section 2. Rulings by game term (phrase or rule)
- Section 3. Rulings by card type
- Section 4. List of characteristics
- Section 5. List of persona names

All Star Wars Customizable Card Game rules questions and comments should be mailed to Joe Helfrich at jbh@dim.com or Greg Anderson at dwarf@wam.umd.edu

Section 1. Rulings By Card Title

Agents In The Court/No Love For The Empire

See Supplement

Copies of your rep card placed on the objective must also have their species specified in the lore.

Blaster Rack (V)

You may deploy one weapon per turn for each copy of this effect on table.

Bravo Fighter

While it is landed, this card retains all gametext that applies while it is landed.

Colo Claw Fish (interim)

A card exchanged using this effect may be treated as a 'just drawn destiny' but may not be treated as a card 'drawn for destiny.'

For example, if the light side player exchanges a drawn card with Baskol Yeesim:

They may play Heading For The Medical Frigate to add +1 to a battle destiny just drawn.

They may not add +2 to the destiny value using Sanity And Compassion (the card was exchanged, not drawn).¹

Come With Me - ERRATA

Use 1 Force to target a starfighter having one or more permanent pilots. Draw destiny. If Destiny > 2, deploy on starfighter to remove all permanent pilots (otherwise, effect is lost.) May add one pilot for each permanent pilot removed. (Immune to Alter.)

Death Star Sentry (V)

This effect creates a new, separate cost that must be paid before paying the deploy cost of the card being deployed. This cost is not modified by anything that modifies the deploy cost of that card and therefore must be paid, even if the card deploys for free.

Eject, Eject!

See Come With Me

Heading For The Medical Frigate

See Supplement

See Prepared Defenses

Fear Will Keep Them In Line (V)

The opponent loses Force for each battleground system you control with a Star Destroyer within 2 parsecs of your Death Star. Current text:

Deploy on Death Star. (Limit one per Death Star) During your control phase, opponent loses 2 Force for each battleground system you control with a Star Destroyer (within 2 parsecs of your Death Star).

Let Them Make The First Move/At Last We Will Have Revenge

If a player cannot draw destiny for lightsaber combat, treat their combat total as an unmodifiable 0.

Molator(V)

See Virtual Cards

My Kind of Scum/Fearless and Inventive

See Agents In The Court/No Love For The Empire

Prepared Defenses - See Supplement

When deploying effects using this starting interrupt, each effect deploys separately, and all automatic actions resolve normally. Thus if this starting interrupt is used to deploy Naboo Occupation, No Escape, and Imperial Arrest Order, Naboo Occupation may be deployed first (and will be immediately lost), followed by No Escape (which allows the dark side player to take the top card of the lost pile into hand) followed by Imperial Arrest Order.

Queen Amidala, Ruler of Naboo

Queen Amidala's game text applies only when placing her onto a Political Effect. That text does not give her the senator characteristic, and so when checking to see if Political Effect is occupied by a senator, Queen Amidala does not count as a senator.

Sai'torr Kal Fas (V)

See Blaster Rack (V)

Send A Detachment Down (V)

See Virtual Cards

The use of the term 'target' is slightly ambiguous on this card. The intended gameplay is that when the trooper reaches the droid, weapon or device, he steals it, retrieves Force equal to its destiny number and is Power +2.

Thok & Thug - CLARIFICATION

Deploys -2 to a Jabba's Palace site. If opponent just initiated battle at same site, may use X force (limit 2) to add twice X to total power. Your alien leaders present may not be targeted by weapons. End of your turn: ★ Use 2 or ⚔ Lose 1 or ♣.

We'll Handle this/Duel of the Fates - See Let Them Make The First Move/At Last We Will Have Revenge

Yavin IV Sentry (V)

See Death Star Sentry (V)

Section 2. Rulings By Game Term

Cumulatively

A term used in game text to indicate that multiple copies of a card (or multiple applications of the same game text, as for political effects) can increasingly modify the same thing. For example, Rebel Tech says, 'Cumulatively adds 1 to the total of Attack Run.' Three Rebel Techs would therefore add 3 to Attack Run. Conversely, the Sandcrawler in the Premiere set says, 'Each Jawa at same exterior site is forfeit +1.' The Sandcrawler is not cumulative, and thus a Jawa present with three Sandcrawlers is only forfeit +1, not forfeit +3. (No modifiers are cumulative unless they specifically say they are.) Similarly, you may not place multiple copies of Queen Amidala on I Will Not Defer to add multiples of 2 to a Force drain.

The term 'cumulatively' was printed in boldface type on some early cards; however, this does not affect the meaning of the term.

Jedi Tests

See Supplement

An apprentice may be targeted by only one uncompleted Jedi Test at a time.

Suspended - Effects

An effect that has been suspended is considered to be on table for uniqueness only. As such, it is not considered to be on table for any purpose except for uniqueness or to check if the suspension conditions are still being met. An effect that has had its game text suspended is still considered to be on table, and may be targeted normally.

Note that if the suspended game text makes the card immune to Alter, it is not immune to Alter while the game text is suspended.

Virtual Cards

Unless otherwise specified, Virtual Cards, regardless of version, are considered to have the same title as the original card for purposes of uniqueness and any game action that uses card title. Thus, if your opponent plays Monnok and you have a copy of Luke Skywalker and Luke Skywalker (V) in your hand, both cards will be lost.

In Virtual Set #2, the following symbols are used:

- ▼ This symbol means 'Deploy X from the Reserve Deck; reshuffle.' where X is the name of the card that immediately follows it.
- ▲ This symbol means 'Take X into hand from the Reserve Deck; reshuffle.' where X is the name of the card that immediately follows it.

Defensive Shields

A number of virtual cards have a DS icon. When using these cards, their card type is no longer Effect, but is changed to Defensive Shield. They not be played as Effects and they may not be targeted as Effects. The Effect icon in the upper left corner is ignored and they may not be targeted by Alter.

Section 3. Rulings By Card Type

No Updates

Section 4. List Of Characteristics

No Updates

Section 5. List Of Persona Names

No Updates