

Epic Events

A card type which represents a major storyline occurrence (the destruction of the Death Star, the turning of Luke Skywalker etc.). Epic Events are unique in that they are the only card type which can either play or deploy, depending on their game text: Attack Run and Epic Duel deploy on table (like Effects) and thus may be utilized more than once, whereas Commence Primary Ignition and Target The Main Generators play (like Interrupts) and are placed in the Used Pile or Lost Pile after use, according to their result.

Movement - Regular

The following moves are regular moves for the card making the move action as long as the movement is not part of a 'react': using landspeed, using hyperspeed, moving between sectors (or sectors and the related system), using the movement text on a location, Docking Bay Transit, landing, taking off, shuttling, moving between a starship/vehicle card and the related starship/vehicle site, a Light side starfighter moving into the Death Star: Trench to start an Attack Run, moving a Death Star, moving starships to or from an orbiting Death Star, moving to start (or finish) a TIE Bombing Run. **A card is only permitted one regular move per turn. All regular moves occur during your move phase unless a card or rule says otherwise.** Some regular moves are permitted by rules, while others are allowed due to game text.

Blown Away

Certain cards will cause locations to be 'blown away.' Being blown away is a major event that will have repercussions for the rest of the game. Whenever a location is blown away, it is turned face down (Note that a blown away location is a special kind of supporting card, since it is functioning as a location; the rules in this section supersede the rules regarding card states). From this point on, the location cannot be deployed or converted again. It is considered an unnamed location (i.e. a blown away Alderaan cannot have Haven deployed on it) with 0 Force icons, and no game text or other attributes except those specified below. Cards may still deploy and move to the location as normal (obeying all standard rules, e.g. having presence).

If the blown away location is a site:

- Any cards at the site are lost.
- It is considered exterior, is a part of that system, and retains its marker number (if applicable).

If the blown away location is a system:

- All related sites, Cloud sectors, and Death Star II sectors (and any cards on them) are lost.
- No named sites or sectors of that system may be deployed again this game.
- All cards deployed on the system are lost (though starships and mobile systems -and the cards on them- in orbit are not affected).
- It is considered a space system (☐) and retains its parsec number.

Generic sites are not counted in calculating totals, costs, or Force loss for blown away events.

If a location deploys as a blown away location, its name, game text, and icons still apply as normal (this overrides the general rules of being blown away). You are not considered to have blown away that location, but it does satisfy conditions that check to see if that location has been blown away.

Blown Away - Death Star

Attack Run describes how to blow away the Death Star (this is an Epic Event destiny draw). Note that this Epic Event has been errata'ed so that proton torpedoes are immune to Overload while Attack Run is on table. Also note that proton torpedoes is an attribute, so you may use any starship weapon with that attribute.

Starships may move into the Death Star: Trench only from the Death Star system location itself. Only starfighters and TIE squadrons may move into the Trench; light side squadrons and cards that move like a starfighter may not. **Moving light side starships into the Trench is free and a regular move; moving dark side starships is free and an unlimited move.**

Your lead starfighter must have proton torpedoes to perform an Attack Run. If your lead starfighter is somehow lost while you still have wingmates, you may select one of the wingmates to become the lead starfighter if that starfighter has Proton Torpedoes. The Attack Run will immediately end if at any time there are no light side starfighters with proton torpedoes. During the Provide Cover stage of an Attack Run (as indicated by the Attack Run card), you identify lead starfighter and wingmen. After that is complete, this stage continues in a similar manner to the weapons stage of a battle (but remember that it is not a battle): starting with the Light side, each player may perform top-level actions, and once both players pass consecutively, the Provide Cover stage ends and it proceeds to It's Away!. During the Provide Cover stage, the only actions that are permitted are those specifically permitted to occur during an Attack Run (including actions on the Attack Run card itself). This is the only time during an Attack Run that top-level actions can be initiated. Responses can occur to any appropriate action throughout the Attack Run. Attack Run

specifically permits certain weapons to fire during this time; they may do so only once (unless specifically stated otherwise). If you need to determine the ability of a pilot when there are multiple permanent pilots on a starship, see Starships - Permanent Pilots, Ch. 9. When the Attack Run ends for whatever reason, move all starships in the Trench back to the Death Star system location as an unlimited move for free. Generic sites do not count towards Epic Event totals, and so are not a factor in determining Y on Attack Run. If blown away, the dark side player loses 2 Force for each dark side Force icon at all Death Star locations (regardless of who deployed it) including all modifiers to the number of icons (such as Presence of the Force).

Blown Away - Planet Systems

Commence Primary Ignition describes how to blow away planet systems (this is an Epic Event AND a weapon destiny draw). A system that is blown away becomes a space system, thus no sites or sectors may deploy to that system (if there were asteroid sectors previously, they remain, but further sectors may not be deployed).

Generic sites do not count towards Epic Event totals, and so are not a factor in determining X or Z on Commence Primary Ignition.

If the system blown away was a Rebel Base, the light side player loses 2 Force for each light side Force icon at the system and all its related locations (regardless of who deployed it) including all modifiers to the number of icons (such as Presence Of The Force and Sleen). Again, generic sites are ignored for these purposes. When Systems Will Slip Through Your Fingers is face up on table, any "blown away" system is considered to have been 'probed.' Any 'probe' cards under a system when it is "blown away" are lost.