

STAR WARS

THE DECKBUILDING GAME

MULTIPLAYER MODE

STAR WARS: THE DECKBUILDING GAME can be played by four players in a special 2v2 multiplayer mode with two copies of the game. In the 2v2 multiplayer mode, the players compete in teams: two Empire players against two Rebel players.

SETUP

In a 2v2 multiplayer game, the two teams should be seated opposite from each other so that each player is seated next to their teammate. Follow these steps to setup the game:

1. Place the Balance of the Force track in the center of the table. (Only one track is used in a multiplayer game.) The areas on either side of the Balance of the Force track are called regions. Each region has one Rebel player seated across from one Empire player.
2. The players in each region follow the normal setup rules for the game so that each region has its own galaxy deck, galaxy row, and Outer Rim Pilot deck.
3. Each player has their own personal deck and base deck. Each player's personal deck is kept in their own region, separate from their teammate's. The team's base decks are placed next to one another below the Balance of the Force track.
4. Randomly determine which team will go first. The teams should decide this by flipping a coin, rolling a die, etc. The other team will start the game with the Force marker all the way to their side of the Balance of the Force track.

CORE CONCEPTS

The following sections provide an overview of the core concepts of **STAR WARS: THE DECKBUILDING GAME** multiplayer mode!

TEAMWORK

"Come on, Han, old buddy, don't let me down." – Lando Calrissian

The objective of a 2v2 multiplayer game is to cooperate with your teammate in order to defeat the opposing team. To encourage teamwork, each card that uses the words "you" or "your" should be interpreted as "your team" or "your team's" during a multiplayer game.

For example, if you have a Stormtrooper in play and your teammate plays General Veers, they can use General Veers's ability to draw a card because the "you" in the card's text is considered to be "your team."

This applies to base abilities as well. Bases with passive abilities such as Endor apply to cards played by both teammates. Bases with triggered abilities, such as Corellia or Yavin IV, may be triggered by either teammate, but they can still only be triggered per trigger. For example, if each member of a team has Bespin as their base, the first to play a neutral card each turn will draw two cards (one for each copy of Bespin).

Exile exception: Abilities that exile cards cannot be used to exile your teammate's cards!

REGIONS

"The regional governors now have direct control over their territories." – Grand Moff Tarkin

Each member of a team is responsible for managing their region. Only the players in a region can interact with the galaxy deck, galaxy row, and Outer Rim Pilot deck in their region. Cards cannot leave the region they start the game in.

An ability that refers to an opponent (or an opponent's card) only refers to the opponent in the same region. This means that players cannot purchase or target cards in the other region's galaxy row, and cannot discard cards from their opponent in the other region.

SHARED ZONE

During setup, each player places their base deck next to their teammate's base deck at the center of their side of the table. This area is called the "shared zone." Cards in a team's shared zone are considered to be in both regions.

When you play a capital ship, place it on your side of your team's shared zone. Each capital ship in a team's shared zone protects each base in that zone, but only the team member who played that capital ship collects resources equal to its resource value. When resolving abilities on cards in a team's shared zone, the players on that team decide who will resolve the ability.

Players are allowed to attack and interact with each base and capital ship in the opposing team's shared zone as if those cards were in their respective regions.

PLAYING THE GAME

"Make ten men feel like a hundred." – Cassian Andor

STAR WARS: THE DECKBUILDING GAME 2v2 multiplayer games follow all the same rules as standard 1v1 games with the following modifications.

SHARED TURNS

When playing a 2v2 multiplayer game, turns are divided between teams. On your team's turn, you and your teammate play your turn simultaneously. If the Force is all the way to your side at the beginning of your team's turn, you and your teammate each gain 1 resource.

Teammates are encouraged to discuss the cards in their hand and in play to determine the best order to resolve abilities. For example, during your turn, you have an X-Wing in play but cannot resolve its ability because the Force marker is on the neutral space on the Balance of the Force track. However, your teammate has a Temple Guardian in their hand, so they decide to use its ability to gain 1 Force and move the Force marker to the light side. This enables you to resolve your X-Wing's ability and draw 1 card.

PURCHASING CARDS

Each teammate collects their own resources from the cards they play. Resources cannot be shared between teammates. Players use their resources to purchase cards from their region's galaxy row, but cannot purchase cards from the other region's galaxy row. Players also cannot add cards they purchase to their teammate's deck.

ATTACKING ENEMY BASES

When you and your teammate attack your opponents' bases, total all your attack values and deal the damage split among the two enemy bases as you choose. If your opponents have capital ships in play, all those ships must be destroyed before damage can be dealt to either enemy base. Players can interact with and deal damage to capital ships on either side of their opponent's shared zone.

WINNING THE GAME

"This will be a day long remembered." – Darth Vader

To win the game, you must destroy three bases from each opponent's base deck, for a total of six bases. (Additional bases may be destroyed from either opponent's base deck, but do not count toward victory.) The first team to destroy enough bases wins!

We recommend using the Full Galaxy rules found on page 28 of the **STAR WARS: THE DECKBUILDING GAME** rulebook when playing 2v2 multiplayer.

You may also customize your multiplayer experience further by using the Adjustable Game Length rules on page 29 of the rulebook, but we recommend you keep the win condition the same as above for your first 2v2 game.

FREQUENTLY ASKED QUESTIONS

These are answers to some frequently asked questions about the 2v2 multiplayer rules for **STAR WARS: THE DECKBUILDING GAME**.

Q. Is it possible to destroy both opponents' bases in the same turn?

A. Yes. Because you can divide your damage between your opponents' bases, it is possible to destroy them both in the same turn.

Q. What happens when my third base is destroyed, but my teammate's third base is not?

A. Each time your base is destroyed, you will select a new base at the beginning of your next turn per the standard rules of the game. If you should ever run out of bases to choose from, you continue to play the game without a base, and your opponents must deal their damage to your teammate's base.

Q. If my teammate has a unique card in play, such as Yavin IV or Darth Vader, does that prevent me from putting my copy of that card into play?

A. No. It is possible for teammates to each choose the same base and/or play the same unique character in a turn.

RULES CLARIFICATIONS

"This baby's got a few surprises left in her." – Han Solo

To make it easy for players to understand exactly how certain card effects work in multiplayer mode, there is a list of rules clarifications on pages 5-6 of this rulebook. The list is presented in alphabetical order. Next to each card's title is its ability text, followed by an explanation of how that ability works in multiplayer mode.



SAMPLE GAME IN PROGRESS

Here is an image of a sample game to help players visualize where everything goes.

REBEL PLAYER ONE



Rebel Discard Player One
Rebel Deck Player One



EMPIRE PLAYER ONE


Empire Discard Player One
Empire Deck Player One




SAMPLE GAME IN PROGRESS

Here is an image of a sample game to help players visualize where everything goes.


Player Base




Capital Ships




Rebel Discard Player Two




Rebel Deck Player Two



REBEL PLAYER TWO



Rebel Team Victory Pile



Outer Rim Pilot Deck



Galaxy Row



Galaxy Deck




Galaxy Discard




Capital Ships



Player Base



Empire Deck Player Two



Empire Discard Player Two



EMPIRE PLAYER TWO



| CARD NAME | ABILITY | MULTIPLAYER INTERACTIONS |
|--------------------|---|--|
| Admiral Piett | While Admiral Piett is in play, each of your capital ships gains 1 ⚡. | This ability applies to your teammate's capital ships as well as yours. |
| AT-AT | Add a Trooper from your discard pile to your hand. | When you resolve this ability, you may choose to have your teammate return a Trooper unit from their discard pile to their hand (instead of you). |
| Bespin | When you play a neutral card for the first time each turn, draw 1 card. | This ability works for either teammate, but it can only be resolved once. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Bespin as their base). |
| Chewbacca | If you have another unique (†) unit in play, draw 1 card. | If you or your teammate has a unique unit in play, you may draw 1 card. |
| Corellia | When you reveal Corellia, purchase an Empire or neutral card from the galaxy row for free and add it to your hand. | When you reveal this base, you decide if you or your teammate will resolve its ability. |
| Coruscant | When your turn begins, look at the top 2 cards of the galaxy deck. Place one on top of the deck and discard the other. | This ability works for either teammate, but it can only be resolved once per turn. Choose which player will look at the top 2 cards of their galaxy deck. |
| C-ROC Cruiser | Discard 1 card from your hand to repair 3 damage from your base. | Either teammate may discard a card to use this ability, and either base may be repaired. |
| Dagobah | When you reveal Dagobah, exile up to 3 cards from your hand or discard pile. | Players cannot exile their teammate's cards. Only the player who selected Dagobah can resolve its ability. |
| Death Star | Spend 4 ⚡ to destroy a capital ship your opponent has in play or a capital ship in the galaxy row. | This ability works for either teammate, but it can only be resolved once per turn. If you and your teammate have both selected Death Star as your base, each copy may be resolved once and either player may be the one to resolve it. |
| Director Krennic | Draw 1 card (2 cards instead if your base is the Death Star). | If your teammate's base is the Death Star, you may draw 2 cards with Director Krennic. |
| Endor | While Endor is your base, each of your Trooper and Vehicle units gains 1 ⚡. | This ability applies to your teammate's Trooper and Vehicle units as well as yours. If you and your teammate have both selected Endor as your base, each of your team's Trooper and Vehicle units gains 2 ⚡. |
| General Veers | If you have a Trooper or Vehicle in play, draw 1 card. | If your teammate has a Trooper or Vehicle in play, you may resolve General Veers's ability. |
| Gozanti Cruiser | Discard 1 card from your hand to draw 1 card. | Either teammate may resolve this ability, but it can only be used once per turn. |
| Grand Moff Tarkin | Add an Empire card from the galaxy row to your hand. You must exile that card at the end of your turn. | Players cannot purchase cards for their teammate. Only the player who played Grand Moff Tarkin can resolve his ability. |
| Han Solo | Draw 1 card (2 cards instead if you have the Millennium Falcon in play). | If your teammate has the Millennium Falcon in play, you may draw 2 cards. |
| Hoth | While Hoth is your base, prevent the first 2 damage dealt to Hoth each turn. | If you and your teammate have each selected Hoth as your respective base, they prevent up to four total damage dealt in any combination to either Hoth during the opposing team's turn. |
| HWK-290 | Exile this unit to repair 4 damage from your base. | When you exile HWK-290, you may repair either 4 damage from your base or 4 damage from your teammate's base. |
| IG-88 | When IG-88 defeats a target in the galaxy row, exile 1 card from your hand or discard pile. | Players cannot exile their teammate's cards. Only the player who used IG-88 to defeat a target in the galaxy row may exile a card. |
| Imperial Carrier | While Imperial Carrier is in play, each of your Fighter units gains 1 ⚡. | This ability applies to your teammate's Fighter units as well as yours. |
| Jedha | While Jedha is your base, add the first neutral card you purchase each turn to your hand. You must exile that card at the end of your turn. | This ability works for either teammate, but it can only be resolved once per turn. Whoever purchases the first neutral card each turn adds it to their hand. |
| Jabba's Sail Barge | Add a Bounty Hunter from your discard pile to your hand. | When you resolve this ability, you may choose to have your teammate return a Bounty Hunter from their discard pile to their hand (instead of you). |

| CARD NAME | ABILITY | MULTIPLAYER INTERACTIONS |
|-------------------|--|--|
| Kafrene | When you play a neutral card for the first time each turn, draw 1 card. | This ability works for either teammate, but it can still be resolved only once per turn. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Kafrene as their base). |
| Kel Dor Mystic | Exile this unit to exile 1 card from your hand or discard pile. | Players cannot exile their teammate's cards. Only the player who played Kel Dor Mystic can resolve its ability. |
| Kessel | When reveal Kessel, exile up to 3 cards from your hand or discard pile. | Players cannot exile their teammate's cards. Only the player who selected Kessel can resolve its ability. |
| Landing Craft | Choose: Gain 4  , or repair 4 damage from your base. | If you choose to repair 4 damage, you may either repair 4 damage from your base or 4 damage from your teammate's base. (Only the player who played Landing Craft can gain the  .) |
| Millennium Falcon | Add a unique (†) unit from your discard pile to your hand. | When you resolve this ability, you may choose to have your teammate return a unique unit from their discard pile to their hand (instead of you). |
| Mon Cala | When you reveal Mon Cala, purchase a Rebel or neutral card from the galaxy row for free and add it to your hand. | When you reveal this base, you decide if you or your teammate will resolve its ability. |
| Nebulon-B Frigate | Choose: Repair 3 damage from your base, or gain 3  . | Either teammate may resolve this ability, but it can only be used once per turn. |
| Ord Mantell | While Ord Mantell is your base, you can bounty hunt 1 neutral unit in the galaxy row each turn, using its cost as its target value. If you defeat that card, gain  equal to its cost. | This ability works for either teammate, but it can only be resolved once per turn. If you and your teammate have both selected Ord Mantell as your base, each copy may be resolved once and either player may be the one to resolve it. |
| Princess Leia | Purchase a Rebel card from the galaxy row for free. If the Force is with you, place that card on top of your deck. | Players cannot purchase cards for their teammate. Only the player who played Princess Leia may purchase a Rebel card for free from their galaxy row. You cannot put that card on top of your teammate's deck. |
| Quarren Mercenary | When you purchase this unit, exile 1 card from your hand or discard pile (up to 2 cards instead if the Force is with you). | Players cannot exile their teammate's cards. Only the player who purchased Quarren Mercenary can resolve its ability. |
| Rebel Transport | Choose: Repair 2 damage from your base, or gain 1  . | Either teammate may resolve this ability, but it can only be used once per turn. |
| Rodia | When you reveal Rodia, deal 1 damage to the enemy base for each enemy card in the galaxy row. Then discard each of those cards from the galaxy row. | When you reveal this base, you decide if you or your teammate will resolve its ability. That player counts the enemy cards in their galaxy row, deals that much damage to either opponent's base, and discards those cards from the galaxy row. |
| Sullust | While Sullust is your base, place the first card you purchase each turn on top of your deck. | This ability works for either teammate, but it can only be resolved once per turn. Whoever purchases the first card each turn will place that card on top of their deck. |
| Tatooine | When you reveal Tatooine, swap a card in the galaxy row with a Rebel card from the galaxy discard pile and gain 1  . | When you reveal this base, you decide if you or your teammate will resolve its ability. |
| TIE Fighter | If you have a capital ship in play, draw 1 card. | If you or your teammate have a capital ship in play, you may draw 1 card. |
| Twi'lek Smuggler | Put the next card you purchase this turn on top of your deck. | Put the next card purchased by you or your teammate this turn on top of that player's deck. You cannot put the next card you purchase on top of your teammate's deck, and they cannot put the next card they purchase on top of your deck. |
| U-Wing | If the Force is with you, repair 3 damage from your base. | When you resolve this ability, you may either repair 3 damage from your base or 3 damage from your teammate's base. |
| Yavin IV | When your opponent discards a card from their hand during your turn, deal 2 damage to their base. | When your opponent discards a card from their hand during your team's turn, you may deal 2 damage to either opponent's base. When your teammate's opponent discards a card from their hand during your team's turn, your teammate may deal 2 damage to either opponent's base. |
| Z-95 | If your opponent has a capital ship in play, draw 1 card. | Draw 1 card if the opposing team has at least 1 capital ship in their shared zone. |