**PREPARE TO PLAY**

Each player brings in a deck of cards. Before hand, each player randomized up to 10 cards from their opponent’s deck to include in their hand.

**TAKING THE TURN**

The player taking their turn must play one objective. The turn order proceeds clockwise around the play area, starting with the first player.

**PLAY AREAS**

**Home Zone**

Here, your fleet begins. Your units are placed to the side of the play area. When your units are destroyed during the game, they become reserve units.

**Contested Zone**

This is the center zone between the players. It touches all players’ home zones.

When you take the turn, your starting hand size is three cards. You may discard one of your objective before placing your starting hand. If you do, you turn your objective face up and it is played immediately before the game starts.

**Player Action**

A player can do these two things on their turn, in order:

1. **Move.** Choose up to 5 build stars of your units to attack an opponent’s units. Choose up to one of your objectives.

2. **Combat.** Choose one of your objectives and up to one opponent’s objective. Both players roll dice and add attack bonuses, and try to beat or tie the defense score of their opponent’s unit. If a unit gets hit and takes more damage than its defense score, it is destroyed. You can replace one of your objectives with an objective card from your hand. You can do this action before the battle or any time before the end of the battle. You may only replace one objective per turn.

**OBJECTIVES**

Most objectives have abilities printed on them, which apply only while the objective is face up.

**OBJECTIVES**

**Objective** Action

1. **Play One Objective.**

   - **Objective:** Your opponent’s objective.
   - **Action:** Choose up to 5 build stars of your units to attack an opponent’s units. Choose up to one of your objectives.

   - **Effect:** You may replace one objective with an objective card from your hand. If you replace the objective, it becomes face up and is played immediately.

**STRIKE ACTION**

At the end of any battle, a player may choose to replace one of his or her objectives with an objective card from his or her hand. If you replace the objective, it becomes face up and is played immediately.

**END OF THE GAME**

The game ends when one player destroys all of their opponent’s units. If the game ends in a tie, the game is over, and the player with the most objectives wins.

The number of objectives a player can have in the game is limited by the number of objectives printed on the player’s objective card. If a player has more than 3 objectives at the end of the game, they lose.

**SPECIAL RULES**

**Attacking Home Zones**

You may attack your opponent’s home zone to attack one of their objectives. You can choose up to one of your objectives.

**New Build Star**

If you take the turn, you may play an objective that reads “New Build Star” and spend one build star from your objective. You may then place up to 5 build stars of units in your player area, in addition to the units you have already placed in your player area.

**Quick Reference**

Play one Objective. To beat or tie the defense score of their opponent’s unit. If a unit gets hit and takes more damage than its defense score, it is destroyed. You can replace one of your objectives with an objective card from your hand. If you replace the objective, it becomes face up and is played immediately.
Additionally, units with power match icons printed on their bases have abilities that don’t apply to other ground units in any zone. Ground units get +1 attack during strike actions. The first unit is Corellian Corvette. Ground Units

Abilities

1. Modifying abilities: These abilities affect your unit’s base attack value. To apply the ability, roll two six-sided dice and add them up; this is your base roll. Subtract 1 if your base roll is even, and add 1 if it’s odd. If a player at any time has no units in play, he or she is eliminated from the game. (Units can always be able to benefit from the card’s special ability.)

2. Strike: To make a strike, roll two six-sided dice and add them up; this is your base roll. Subtract 1 if your base roll is even, and add 1 if it’s odd. If a player at any time has no objectives in play, he or she is eliminated from the game.

3. Choose one of the following actions:
   a. If the defending player played a combat card, but you chose to pass in step 1, you can play a combat card.
   b. If the defending player played a combat card, but you chose to play in step 1, the defending player gets the ability.
   c. Modify this result using combat cards played or revealed objectives in play that affect the defense value.

4. A hit is scored if the defending player played a combat card, but you chose to pass in step 1, you can play a combat card.

5. Find your unit’s defense result by modifying its defense value using combat cards played or revealed objectives in play that affect the defense value. (Both players check for a hit at the same time.)

6. If a unit’s attack result beats or ties the opposing unit’s defense result, a hit is scored. If a player’s destroyed objective is not that player’s last objective in play, he or she can discard the objective.

7. When a unit is hit, assign a number of damage counters to it equal to the damage value (of the objective attacked). When the number of damage counters on one of your units equals or exceeds its shields value, it is destroyed. If a player’s destroyed objective is not that player’s last objective in play, he or she can discard the objective.

8. If a player at any time has no units in play, he or she is eliminated from the game. Units in a player’s reserves do not count as units in play.

9. Repeat steps 1–8 for each other battle declared this turn.

10. If you played any combat cards in the battle, discard them and then draw cards from your deck until you reach your maximum hand size.

11. If a player at any time has no objectives in play, he or she is eliminated from the game. (Units can always be able to benefit from the card’s special ability.)

12. At the end of the turn, if any player has no units in play, that player’s turn ends immediately and no player can play any more cards.

13. Points: Each player gets the difference in their units’ attack and defense values. Subtract 1 if the defending player played a combat card, but you chose to pass in step 1, you can play a combat card.

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