

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 - Main Power Generators

Target The Main Generator describes how to blow away the Main Power Generators (this is an Epic Event AND a weapon destiny draw).

The light side loses 8 Force only when the site is "blown away" directly, not when it is lost in another way (such as when the Hoth system location is "blown away" by Commence Primary Ignition).

Blown Away - Timing

To simplify the timing of the events which blow away a location, follow the events on the card in question until it reaches the point where the card says that the location is blown away. At this point, do the following in order:

- 1) Any card deployed on that location that specifically states it is relocated when the location is blown away is now relocated (e.g. Down With The Emperor).
- 2) If at a site, all cards at that site are lost (except cards which are causing the blowing away event).
- 3) Any Force loss caused by any cards or rules is now checked and applied.
- 4) If the location is a system, all related sites, Cloud sectors, and Death Star II sectors (and all cards at them) are lost, as well as any cards at the system besides starships and mobile systems.
- 5) Flip the location over.
- 6) Continue with events on the card (if still on table)
- 7) Any automatic actions to the blowing away of that location are now triggered
- 8) Any just actions to the blowing away of that location are now initiated

Blizzard 1

May add 2 pilots and 8 passengers. Immune to attrition < 4. Landspeed may not be increased. When using AT-AT cannon to Target The Main Generator, adds 1 to total.