

STAR WARS GAME RULES

Objective:

To win the game, you must defeat all of your opponents' units by using your card attacks to lower their health to zero so they are out of the game before they defeat all of your units.

Setup:

This is a game for two players. To determine who goes first, you each draw a card from either deck (Rebels or Dark Side), and whoever's card has the highest HP goes first. If you tie, do it again. Replace the cards and shuffle the decks.

The person with the highest HP card gets to decide if they want to be the Dark Side or the Rebels. Each player takes the deck for their side (Dark Side or Rebels).

At the start, each player draws four cards.

Cards are drawn from the top of the decks.

Rules:

1. The game starts with the starting player playing a card. They take a card from their hand and place it face up on the table in front of them.
2. Each card is one unit on your squad. The card lists the units' moves and its HP. A move can be a defense or an attack. Each attack reduces the opponents' HP by the amount listed. Each defense move reduces the opponents' attack by the amount listed.
3. On your turn, you can play a card to replace a unit that has been defeated. After playing the card, the player can draw a new card from their deck.
4. The Attack Moves are either Melee or Long range.
5. You can place units next to each other or you can place one unit behind another unit. You cannot place more than one unit behind another unit.
6. The unit that is behind another unit cannot be attacked until the unit in front of it is defeated.
7. A Melee Attack can only be used if it is at the front. A Long Range Attack can be used when it is behind another unit.
8. Once a unit is placed, it cannot be moved until it is defeated and removed from the game.