STAR WARS DESTINY

This Draft Set contains 20 cards and 9 dice for *Star Wars: Destiny*. This Draft Set also introduces the draft format and sealed format to the game. These formats provide players with new ways to play the game and improve their skill. The cards and dice in this set can be kept together to allow for players to reuse them for every draft or sealed event they play in. The cards and dice can also be used in all other formats for *Star Wars: Destiny*, making it a great way for players to expand their collection.

To play the draft or sealed format, it is recommended to have 6 players.

DRAFT RULES

During draft play, each player builds a deck using the cards in their Draft Set as well as additional cards from booster packs (sold separately). To play a draft, each player must have 1 Draft Set and 6 unopened booster packs (if there are 6 players, buying a booster display provides them with the 36 packs they need).

The draft begins with each player opening 3 of their packs, setting the dice in front of them, and taking all 15 cards from those packs into their hand.

Each player secretly chooses one card from their 15 to keep and places it near them facedown. After all players have chosen, each player simultaneously passes their hand of 14 cards to the player on their left. Now that everyone has a new hand of cards, each player secretly chooses another card to keep before passing the remaining 13 cards left. This process continues until all of the cards have been chosen. In order to keep their choices secret, if a player drafts a card that has a matching die, they do not take the die until the draft is completed.

Then players open their next 3 packs and follow the same process. However, cards are passed to the right instead of to the left.

After all cards have been chosen, each player takes the dice that matches their cards and starts building a deck, using the 30 cards they have drafted along with the 20 cards in their Draft Set.

After all players have created their decks, they are ready to play draft games against each other. Players should play against each other player in the draft one time, tracking their wins as they go.

Generally, a player keeps the cards that they drafted and adds them to their collection after the draft ends. However, players may decide at the beginning of the draft that they will place all of the rares and legendaries in a pool instead. Then, starting with the player that won the most games and continuing in order of wins, they take turns choosing a card they want to add to their collection. This gives each player the chance for a legendary card.

CUSTOMIZATION

To build a draft deck, follow these customization rules:

- You can choose up to 30 points worth of characters and plots for your team, like normal. Elite characters can only be used if you have two copies of that character. Each character that comes in this set only comes with one die, so you cannot use its elite version.
- Blue, Red, and Yellow cards can only be included if you have a character on your team of the matching color, like normal. Gray cards can be included in any deck.
- → Your deck can include 20 to 30 cards.
- A player can add as many copies of a card to their deck as they want. They are not limited to two copies.
- Hero, villain, and neutral characters can all be on the same team, and hero and villain cards can be in any deck, regardless of the affiliation of that deck's characters.
- Players can use the cards that are not initially on their team or in their deck to make any changes to their team, deck, and/or battlefield selection in-between games.

SEALED RULES

To play a sealed game, each player must have 1 Draft Set and 8 unopened booster packs (sold separately).

Then each player opens their own 8 packs, keeps all of the cards and dice, and builds a deck using the same customization rules as the draft



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Special thanks to all of our playtesters.



Find draft tournament rules at FantasyFlightGames.com/SWDestiny

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