

STAR WARS

THE DECKBUILDING GAME

CUSTOM GAME MODE

Custom game mode is a variation of the standard 1v1 game. In a custom game, the reinforcement cards included in the *Rebel & Empire Reinforcements* expansion are used to modify the galaxy deck without using mission cards. By choosing which of their faction cards to include in the galaxy deck, each player has the opportunity to customize their strategy and surprise their opponent with their choices.

SETUP

To set up a custom game, follow the standard setup rules with these additions. After each player creates their starter deck, complete these 5 steps before shuffling the 90 galaxy cards together to create the galaxy deck:

1. Each player gathers all 30 galaxy cards for their faction.
2. Each player gathers all 25 of their faction's reinforcement cards.
3. Each player customizes their faction's 30 galaxy cards by replacing up to 25 of them with cards from their faction's reinforcements. See "Customization Rules."
4. Each player returns their faction's 25 unselected cards to the box without revealing them to their opponent.
5. Use each player's selection of 30 cards plus the 30 neutral cards to create the galaxy deck, and continue resolving the standard setup rules.

CUSTOMIZATION RULES

"I am altering the deal. Pray I don't alter it further."

– Darth Vader

Follow these rules while customizing your portion of the galaxy deck:

- ✦ Customization should be resolved discretely so that neither player knows which cards their opponent is including in the galaxy deck.
- ✦ You must swap units for units and capital ships for capital ships.
 - ◇ If you remove a unit from your faction's galaxy cards, it must be replaced with a unit from your reinforcements.
 - ◇ If you remove a capital ship from your faction's galaxy cards, it must be replaced with a capital ship from your reinforcements.

PLAYING A CUSTOM GAME

Once both players have finished customizing the galaxy deck, and setup is complete, the game proceeds normally using the standard 1v1 rules.

