**STAR WARS DESTINY**

**DICE AND CARD GAME**

In Star Wars: Destiny, you and your opponent take control of your favorite Star Wars characters and battle each other for the fate of the galaxy. During the game, characters use light sabers, blasters, and more in the form of dice. These powerful heroes and villains fight until only one team is left standing.

This rulebook will teach you how to play the game. You can also find a tutorial video and an example of play at FantasyFlightGames.com/SWDestiny.

**SETUP**

Each player brings their own deck to the table. This starter set includes one deck that should be played against another starter. Both you and your opponent follow these steps to set up the game:

1. Find your character cards and place them in front of you, along with their dice. When using this starter, your characters are Kylo Ren and First Order Stormtrooper. If you have 2 Kylo Ren and 1 Stormtrooper die, swap them with Rey with 2 dice and Finn with 1 die. Set aside the rest of your dice for later.
2. Roll your character die and add up the values (the white numbers) rolled. If there is a tie, roll again. The player with the highest total chooses which battlefields to fight on. The player whose battlefield is being used controls the battlefields and places it next to their deck. The player whose battlefield is not being used removes their battlefield from the game and gives 3 shields to their character, distributed as they wish. After rolling, place all character dice on their matching cards.
3. Sort the various game tokens (damage, shields, and resources) into piles near the play area. Then gain 2 resources and place them in front of you.

**GAMEPLAY**

In Star Wars: Destiny, you and your opponent alternate taking turns. The player who can trick the battlefield takes the first turn. During your turn, you may take one action. Almost everything you can do in the game is an action, from playing cards to rolling dice.

The different actions are listed below and described in detail later:

- **Play a card from your hand**
- **Activate a character or support**
- **Resolve your dice**
- **Discard a card to roll your dice**
- **Use a card action**
- **Claim the battlefield**

If you do not want to take an action, you may pass. When both players pass consecutively, there is an **upkeep phase** to prepare for the next game round.

**UPKEEP PHASE**

During the upkeep phase, you and your opponent do the following:

1. Ready your exhausted cards. Return all dice in your dice pool to their matching cards.
2. Gain 2 resources.
3. Discard any number of cards from your hand. Then redraw until you have 5 cards in hand.

Then you alternate taking turns again, starting with the player who controls the battlefield. Continue taking turns and performing upkeep phases until a player has won the game.

**WINNING THE GAME**

There are two ways to win the game:

- **Defeat** all of your opponent’s characters.
- **Capture** all of your opponent’s characters. If your opponent has no cards in their hand and deck at the end of a round (after the upkeep phase), they lose and you win. If both players would win this way, the player who controls the battlefield wins.

**IMPORTANT COLORS AND SPOTTING**

Each card belongs to one of four colors, as seen on the card:

- **Blue**: Blue represents the Force.
- **Red**: Red represents Command.
- **Yellow**: Yellow represents Rogue.
- **Gray**: Gray represents everything else.

To use some cards, you must spot a character of a specific color. This means that you must have at least one of these characters in play.

**IMPORTANT RESOURCES & COSTS**

You must spend resources equal to the cost of a card in order to play it. The cost is marked at the top left of each card. You gain two resources each upkeep phase and can gain additional resources by rolling the resource symbol on your die.

**PLAY A CARD FROM YOUR HAND**

There are three ways to play a card: events, upgrades, and supports. The card type is listed above the card’s ability. To play a card, spend resources equal to its cost.

**EVENT**

- **Playing an Event**: Follow the card’s instructions and then discard it to your discard pile. The discard pile is a face-up pile near your deck where you place your discarded cards.

**UPGRADE**

- **Playing an Upgrade**: Attach the card to one of your characters by placing it below that character. Upgrades have repeatable effects and stay in play. Most upgrades come with an extra die, and, like characters, have the six sides of their die referenced on the left side of the card. When you play an upgrade that has a die, take the matching die from your set aside dice and place it on the character. A character cannot have more than three upgrades. When you play an upgrade, you can choose to replace an upgrade that is already attached to that character. To do so, you use spend resources equal to the difference in cost between the two upgrades. Discard the upgrade you are replacing.

**SUPPORT**

- **Playing a Support**: Place the card on the table in front of you, next to your characters (but not attached to them). Supports have repeatable effects and stay in play. Some supports also have a die that comes with them, take the matching die and place it on that card.

**RESOURCES & COSTS**

- **Cost**: Cost is marked at the top left of each card. You gain two resources each upkeep phase and can gain additional resources by rolling the resource symbol on your die.
**ACTIVATE A CHARACTER OR SUPPORT**

Activating a character or support is how you roll their dice. To activate a character or support, it must be ready. Examine that card and roll all of its dice. Put those dice in front of your character. These dice are now in your dice pool and can be used on a future turn (see "Resolve Your Dice" below). Characters always roll their character dice and their upgrade dice when activated. Supports only roll their own die into the dice pool when activated.

**RESOLVE YOUR DICE**

This action is how you use the dice in your dice pool. You may roll any number of dice in your pool that have the same symbol, one at a time. After you roll a die, it returns to the card that it came from.

Example: You roll a 2 6 5 8 symbol. You may then roll any number of dice showing a 6 symbol, including the one you just rolled.

Any die in your dice pool has a symbol that tells you how powerful it is. For example, a 2 6 5 8 symbol means you can use it to roll 2 6 5 8 dice. Each die also has a bonus effect, such as "+2" or "+3". You can use this bonus to add a bonus to your roll.

**MAKE A DICE ACTION**

Some dice have one or more blue sides with a plus (+) before the value. Sides with a plus can only be resolved at the same time as another die in your pool that shows the same symbol without a plus. While resolving, the plus value is added to the other die to create a new value.

Example: You roll a 2 6 5 8 symbol. You roll a 2 6 5 8 symbol, you can resolve the plus value and add it to any one character. If you didn’t roll the 2, you could not have resolved the 2 6 5 8.

Some dice have a small red icon in a yellow box. To resolve the symbol on that side, you must first pay that many resources.

Example: You roll a 2 6 5 8 symbol that also has a small red icon in a yellow box. To resolve the symbol on that side, you must first pay that many resources.

**DAMAGE, SHIELDS, AND DEFENDED CHARACTERS**

Damage from a die, or a die resolved with modifiers, must be dealt to a single character. When a character is damaged, track that damage using damage tokens. Damage tokens come in quantities of 1s and 5s. If the character has any shields, block 1 damage for each shield on the character. After a shield blocks damage, remove the shield tokens from the character.

When a character has damage equal to its health, it is defeated. Remove all of its dice from the game (both its character dice and its upgrades), discard all upgrades attached to it, and remove the character card from the game. The character can no longer be activated, be the target of effects, or be spotted to play cards.

**DISCARD A CARD TO REROLL YOUR DICE**

Discard a card of your choice from your hand to reroll one or more dice in your pool. You must choose all the dice you want to reroll before rerolling.

**USE A CARD ACTION**

Some support, upgrade, and character cards have special actions listed on them. These actions are proceded by the word "Action" in bold. To resolve this action, follow the card’s instructions.

**CLAIM THE BATTLEFIELD**

Only one player can claim the battlefield each round. When you claim the battlefield, you may immediately use its "Claim" ability. If you did not control it, take control of it by moving next to it on your deck. For the rest of this round, you automatically pass all of your future actions. Your opponent continues taking actions until they pass, but they cannot claim the battlefield this round.

**IMPORTANT PASSING**

If you do not want to take an action, you may pass. You do nothing, but retain the option to take an action after your opponent. After both players pass consecutively, proceed to the upkeep phase.

**GAME TERMS**

There are a few important game terms that appear on cards. After reading this section, you’ll be ready to play your first game! You can find more game terms and frequently asked questions in the rules reference document on our website.

- **Action:**...Use these abilities after something finishes occurring.
- **Before:**...Use these abilities immediately before something occurs.
- **Immediate:**...Use these abilities immediately before something occurs.
- **Unique:**...Unique cards have an asterisk (*) next to their title. You cannot have more than one card of the same name in your deck at a time.
- **Remove:**...Remove a card from the character or support card it came from without being resolved. You can choose to remove dice that are in a player’s dice pool.

**KEYWORDS**

Keywords are shorthand for abilities that appear on multiple cards. Follow these rules when using these cards:

- **Activity:** Before you do any activity with a character’s abilities, you may choose to do any activity with a character’s abilities, you may immediately move this activity to any character’s character dice or upgrade dice pool.
- **Ambush:** After playing a card with Ambush, you may immediately take one additional action.
- **Subtype:** Cards can have subtypes listed above the card’s ability such as “Vehicle” or “Weapon.” Subtypes have no inherent rules associated with them, but other cards (such as Fire) may reference them.

**CREDITS**

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