

STAR WARS

THE DECKBUILDING GAME

2V2 MULTIPLAYER MODE

Star Wars™: The Deckbuilding Game can be played by four players in a special 2v2 multiplayer mode with two copies of the game. In the 2v2 multiplayer mode, the players compete in teams: two Empire players against two Rebel players.

SETUP

In a 2v2 multiplayer game, the two teams should be seated opposite from each other so that each player is seated next to their teammate. Follow these steps to setup the game:

1. Place the Balance of the Force track in the center of the table. (Only one track is used in a multiplayer game.) The areas on either side of the Balance of the Force track are called regions. Each region has one Rebel player seated across from one Empire player.
2. The players in each region follow the normal setup rules for the game so that each region has its own galaxy deck, galaxy row, and Outer Rim Pilot deck.
3. Each player has their own personal deck and base deck. Each player's personal deck is kept in their own region, separate from their teammate's. The team's base decks are placed next to one another below the Balance of the Force track.
4. Randomly determine which team will go first. The teams should decide this by flipping a coin, rolling a die, etc. The other team will start the game with the Force marker all the way to their side of the Balance of the Force track.

CORE CONCEPTS

The following sections provide an overview of the core concepts of **Star Wars: The Deckbuilding Game** multiplayer mode!

TEAMWORK

"Come on, Han, old buddy, don't let me down." – Lando Calrissian

The objective of a 2v2 multiplayer game is to cooperate with your teammate in order to defeat the opposing team. To encourage teamwork, each card that uses the words "you" or "your" should be interpreted as "your team" or "your team's" during a multiplayer game.

For example, if you have a Stormtrooper in play and your teammate plays General Veers, they can use General Veers's ability to draw a card because the "you" in the card's text is considered to be "your team."

This applies to base abilities as well. Bases with passive abilities such as Endor apply to cards played by both teammates. Bases with triggered abilities, such as Corellia or Yavin IV, may be triggered by either teammate, but they can still only be triggered per trigger. For example, if each member of a team has Bespin as their base, the first to play a neutral card each turn will draw two cards (one for each copy of Bespin).

Exile exception: Abilities that exile cards cannot be used to exile your teammate's cards!

REGIONS

"The regional governors now have direct control over their territories." – Grand Moff Tarkin

Each member of a team is responsible for managing their region. Only the players in a region can interact with the galaxy deck, galaxy row, and Outer Rim Pilot deck in their region. Cards cannot leave the region they start the game in.

An ability that refers to an opponent (or an opponent's card) only refers to the opponent in the same region. This means that players cannot purchase or target cards in the other region's galaxy row, and cannot discard cards from their opponent in the other region.

SHARED ZONE

During setup, each player places their base deck next to their teammate's base deck at the center of their side of the table. This area is called the "shared zone." Cards in a team's shared zone are considered to be in both regions.

When you play a capital ship, place it on your side of your team's shared zone. Each capital ship in a team's shared zone protects each base in that zone, but only the team member who played that capital ship collects resources equal to its resource value. When resolving abilities on cards in a team's shared zone, the players on that team decide who will resolve the ability.

Players are allowed to attack and interact with each base and capital ship in the opposing team's shared zone as if those cards were in their respective regions.

PLAYING THE GAME

"Make ten men feel like a hundred." – Cassian Andor

A 2v2 multiplayer game of **Star Wars: The Deckbuilding Game** follows all the same rules as a standard 1v1 game with the following modifications.

SHARED TURNS

When playing a 2v2 multiplayer game, turns are divided between teams. On your team's turn, you and your teammate play your turn simultaneously. If the Force is all the way to your side at the beginning of your team's turn, you and your teammate each gain 1 resource.

Teammates are encouraged to discuss the cards in their hand and in play to determine the best order to resolve abilities. For example, during your turn, you have an X-Wing in play but cannot resolve its ability because the Force marker is on the neutral space on the Balance of the Force track. However, your teammate has a Temple Guardian in their hand, so they decide to use its ability to gain 1 Force and move the Force marker to the light side. This enables you to resolve your X-Wing's ability and draw 1 card.

PURCHASING CARDS

Each teammate collects their own resources from the cards they play. Resources cannot be shared between teammates.

Players use their resources to purchase cards from their region's galaxy row, but cannot purchase cards from the other region's galaxy row. Players also cannot add cards they purchase to their teammate's deck.

ATTACKING ENEMY BASES

When you and your teammate attack your opponents' bases, total all your attack values and deal the damage split among the two enemy bases as you choose. If your opponents have capital ships in play, all those ships must be destroyed before damage can be dealt to either enemy base. Players can interact with and deal damage to capital ships on either side of their opponent's shared zone.

WINNING THE GAME

"This will be a day long remembered." – Darth Vader

To win the game, you must destroy 3 bases from each opponent's base deck, for a total of 6 bases. (Additional bases may be destroyed from either opponent's base deck, but do not count toward victory.) The first team to destroy enough bases wins!

We recommend using the Full Galaxy rules found on page 28 of the *Star Wars: The Deckbuilding Game* rulebook when playing 2v2 multiplayer.

You may also customize your multiplayer experience further by using the Adjustable Game Length rules on page 29 of the rulebook, but we recommend you keep the win condition the same as above for your first 2v2 game.

ADDING MISSIONS TO 2V2

For players with 2 copies of the *Rebel & Empire Reinforcements Expansion*, 2v2 multiplayer mode can be played with missions.

SETUP

After completing steps 1-4 of setup for a 2v2 multiplayer game, follow these additional steps:

- Each player sets their reinforcement cards aside in their region.
- Each player adds their own mission deck to their region.

- Each player adds their faction's 10 bases from the reinforcements expansion to their base deck.

PLAYING 2V2 WITH MISSIONS

A game of 2v2 with missions follows all the same rules as a regular 2v2 multiplayer game with the following additions:

During the game, each player has their own mission deck.

- More than 1 player can have the same mission in play (or in their victory pile) at the same time.
- Cards that target an "opponent's mission" can only target the opponent in your region.

Players cannot place resources from their pool on their teammate's mission. However, card abilities that place resources on "your mission" should be interpreted as "your team's mission," which means players can use card abilities to place resources on either one of their team's missions.

When a player's mission is completed, the unlocked reinforcement card always goes on top of that player's deck. Players do not put their reinforcement cards on top of their teammate's deck.

SEPARATE VICTORY PILES

When playing 2v2 with missions, each player has their own victory pile.

- When a player's mission is completed, it is placed in their victory pile.
- When a player's base is defeated, it is placed in their opponent's victory pile.
- Cards that refer to the victory pile only refer to its owner's victory pile.
- Cards that refer to an opponent's victory pile only refer to the opponent in your region.

WINNING 2V2 WITH MISSIONS

The first team to destroy 4 bases from each opponent's base deck, for a total of 8 enemy bases, wins the game.

- This also means that the maximum number of missions each player can complete is 4.

FREQUENTLY ASKED QUESTIONS

These are answers to some frequently asked questions about the 2v2 multiplayer rules for *Star Wars: The Deckbuilding Game*.

Q. Is it possible to destroy both opponents' bases in the same turn?

A. Yes. Because you can divide your damage between your opponents' bases, it is possible to destroy them both in the same turn.

Q. What happens when my last base is destroyed, but my teammate's last base is not?

A. Each time your base is destroyed, you will select a new base at the beginning of your next turn per the standard rules of the game. If you should ever run out of bases to choose from, you continue to play the game without a base, and your opponents must deal their damage to your teammate's base.

Q. If my teammate has a unique card in play, such as Yavin IV or Darth Vader, does that prevent me from putting my copy of that card into play?

A. No. It is possible for teammates to each choose the same base and/or play the same unique character in a turn.

Q. If both Empire players have Eadu as their base, what happens when one of them completes a mission?

A. Each time an Empire player completes a mission, that player will resolve the ability on each copy of Eadu their team has in play.

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SAMPLE GAME IN PROGRESS

Here is an image of a sample game to help players visualize where everything goes.

Rebel Player One
Reinforcements



REBEL PLAYER ONE



Rebel Player One
One Discard



Rebel
Player One Deck



Rebel Player One
Mission Deck



Rebel Player One
Victory Pile

REGION ONE



Galaxy
Discard



Galaxy Deck



Galaxy Row

Outer Rim
Pilot Deck



Empire Player One
Victory Pile



Empire Player One
Reinforcements



EMPIRE PLAYER ONE



Empire Player One
One Discard



Empire
Player One Deck



Empire Player One
Mission Deck

Rebel Shared Zone

Player Base



Capital Ships



Force Track



Capital Ships



Player Base

Empire Shared Zone

SAMPLE GAME IN PROGRESS

Here is an image of a sample game to help players visualize where everything goes.

Player Base



Capital Ships



Rebel Player Two Mission Deck



Rebel Player Two Discard



Rebel Player Two Deck



REBEL PLAYER TWO



Rebel Player Two Reinforcements



Rebel Player Two Victory Pile



REGION TWO



Outer Rim Pilot Deck



Galaxy Deck



Galaxy Discard



Capital Ships



Player Base



Empire Player Two Mission Deck



Empire Player Two Deck



Empire Player Two Discard

EMPIRE PLAYER TWO



Empire Player Two Victory Pile



Empire Player Two Reinforcements