

Star Wars CCG - Rogue One

Draft Event Facilitation Guide

Prepare The Cards

To facilitate an 8-player draft, you will need:

- 2 copies of each Rare card
- 3 copies of each Uncommon card
- 4 copies of each Common card
- 4 copies of each Fixed card

Note - A few cards have a rarity symbol of “F / U” or “F / C”. This means that this card is intended to have one copy in each player’s Fixed pack, AND also be distributed as a Common or Uncommon card in the Expansion Packs. Therefore, you will need 7 total copies of each “F / U” card, and 8 copies of each “F / C” card.

Prepare The Fixed Packs

Before the event, create one Fixed pack for each player (4 Dark and 4 Light).

The Dark Side Fixed packs should each contain the following 16 cards:

Character	Krennic With Blaster Pistol
Character	Death Trooper
Objective	Stripping The Temple / Target Jedha City
Kyber Crystal	Kyber Crystal
Epic Event	Commence Single Reactor Ignition
Used or Starting Interrupt	A Great Many Things To Attend To
Starship	Zeta-Class Cargo Shuttle
Weapon	Blaster Pistol
Location - System	Death Star
Location - System	Jedha
Location - Site	Jedha: Holy City Alleyways
Location - Site	Jedha: Holy City Docking Bay
Location - Site	Jedha: Holy City Tythoni Square
Location - System	Scarif
Location - Site	Scarif: Citadel Tower Tram Hub - 1st Floor
Location - Site	Scarif: Citadel Tower War Room - 3rd Floor

The Light Side Fixed packs should each contain the following 16 cards:

Character	Jyn with Blaster Pistol
Character	Alliance Intelligence Operative
Character	Partisan Guard
Objective	They Have No Idea We're Coming / Send Transmission
Kyber Crystal	Kyber Crystal
Used or Starting Interrupt	Tell Me You Have A Backup Plan
Starship	U-wing
Weapon	Blaster Pistol
Location - System	Jedha
Location - Site	Jedha: Cadera Catacombs
Location - Site	Jedha: Holy City Tythoni Square
Location - System	Scarif
Location - Site	Scarif: Beachfront
Location - Site	Scarif: Citadel Tower Data Vault - 2nd Floor
Location - Site	Scarif: Citadel Tower Transmission Deck - 4th Floor
Location - Site	Scarif: Landing Pad 9 (Docking Bay)

Prepare The Expansion Packs

Before the event, create four Expansion Packs for each player (16 total Dark and 16 total Light).

Each Expansion pack should contain 11 total cards - 1 Rare, 3 Uncommon, and 7 Common cards.

I experimented with different collation methods, but I don't have an absolute "best" strategy to recommend. I do think it is easiest to divide the commons into piles by type before building the packs so that you don't accidentally create a pack with all characters, or no characters, etc...

I do feel strongly that for the Dark Side Expansion Packs - you should ensure that one player DOES NOT get both copies of Darth Vader. Darth Vader is the most powerful card in the set - and if one player "opened" both copies of him, it would create a distinct opportunity for that player to have an unbalanced experience.

Welcome Your Players and Explain The Set

When your players arrive, I recommend giving them a brief overview of the set with the following main points:

- This set is self-contained, meaning no card references anything outside of the set. Every mechanic and gametext reference is possible within the cards available here.
- If you have plenty of time, let each player read both the Dark and Light side objectives before you get started. If you are tight on time - you can briefly explain:
 - Dark side's objective starts the Jedha system and Docking Bay, and focuses on picking up Kyber Crystals from a Jedha site and moving them to the Jedha System in order to flip. The back of the objective gives bonuses where they have Kyber Crystals and helps them set-up to test-fire the Death Star.
 - Light side's objective starts the Scarif system and Docking Bay, and focuses on stashing secrets (cards from hand) at the Data-Vault site, then "transmitting" those cards back to their hand from the Transmission Deck site in order to either retrieve Force, or cause Dark Side to lose Force (or both). Light side has many spy characters that enable them to deploy where they don't have presence.
- There are 16 cards in your Fixed Pack, including an objective and all of the location cards in the set.
 - There are no other location cards in the Expansion Packs, so you don't have to worry about locations at all while drafting.
 - You also receive a Starting Interrupt in your Fixed pack, but it's up to you to draft an effect to use with it if you want to.
- There is a new Card Type - Kyber Crystal - you each get one in your Fixed packs, and there are four more (on each side) distributed among the Expansion Packs that you are going to draft.
 - Kyber Crystals are similar to the old effect "Presence of the Force" - but they only benefit the player who controls them.
 - Any Kyber Crystal can be picked up by any character - even from the other side - if that player is the one who controls the site.
 - You can pay 1 Force to have your character present pick up a Kyber Crystal during any phase - you just have to meet the condition as stated on the card that you control that site.
- The Dark Side has an epic event card called "Commence Single Reactor Ignition" that allows them to attempt to 'blow away' a single site at the system the Death Star is orbiting.
 - The original Commence Primary Ignition card required the Superlaser to be on the Death Star in order to fire at a planet. Commence Single Reactor Ignition DOES NOT require the Prototype Superlaser card in order to fire at a site. I felt that requiring this created too much complexity and too many steps for a draft set. However, the Prototype Superlaser card does add a bonus to the CSRI destiny total, and allows you to shoot at Light Side capital ships during battles.

Set The Table, Open Fixed Packs

- Place one Fixed pack and four Expansion Packs together at each place at the table.
- Group your Dark Side players together on one table (or one end of a long table), and your Light Side players together on the other end so they can easily pass the packs as they draft.
- Give them all a few minutes to open and inspect the cards in their Fixed Pack.

Draft The Expansion Packs

Each Expansion Pack has 11 cards. I recommend having players draft 1-card for their first pick from each pack, and then 2-cards at a time for the remaining cards in each pack. I have found this to make the drafting go much faster, and make the decisions easier for each player.

- Have each player open one of their Expansion Packs and:
 - Draft 1 card, then pass the remaining 10 cards to the player on their left
 - Draft 2 cards, then pass the remaining 8 cards to the player on their left
 - Draft 2 cards, then pass the remaining 6 cards left
 - Draft 2 cards, then pass the remaining 4 cards left
 - Draft 2 cards, then pass the remaining 2 cards left
 - Receive their final 2 cards from this pack
- Repeat this for the remaining three Expansion Packs - but pass to the right for packs 2 and 4.

When you are done drafting, each player should have 60 cards total: 16 from their Fixed Pack, and 44 that they drafted from the Expansion Packs.

Deck Construction

Give your players 10 to 15 minutes to construct their decks.

- **Each players deck must have exactly 45 cards.**
 - This includes the objective card, if they choose to use it.
 - It may be useful to players to point out that “removing 15 cards” may be easier than “choosing 45 cards”.

Why 45 cards? The classic “draft” deck size seems to be 40 across many popular games. Given how SWCCG uses the cards as both your “Life Force” resources and your in-game components, during playtesting I found that 45 card decks produced a much better experience than 40. 40 made most games end after one or two battles, whereas 45 allowed just enough room that we averaged 3 or 4 battles and much more interesting second-half of the games.

Play

- Pair up Dark Side players with Light Side players, and have fun! If you are playing this in a setting where you need to time the games - I recommend a 50 minute timer.
- When the timer is up - any games that are still in progress continue until the end of the next full light-side turn (Since Dark Side goes first, Light Side gets to go last).
 - When complete, have both players count how many cards remain in their Life Force (their Reserve Deck, Force Pile, and Used Pile combined). The player with more wins, and has positive differential equal to the difference. The player with less loses, and has negative differential equal to the difference.
 - Ex: Light has 13 cards remaining, Dark has 7 cards remaining. Light receives credit for a game-win and (+6) differential. Dark receives (-6) differential.
 - I recommend, for simplicity, not differentiating in scoring between a “full win” and a “timed win” like what was done in the past. I think a simpler approach is that any win counts as a win.

Some Thoughts For You, The Facilitator

As this question has arisen in at least one game in each of the events I have run with this set, I want to draw your attention to this scenario:

- The light side objective flips from front to back as a “may” action (not required) at any time the condition is met (light occupies Data Vault and has at least 1 card face-down there), so the Light player can choose when to flip.
 - Sometimes they may want to get 2 or 3 cards under Data Vault before flipping.
- The back of the light objective allows transmission of a card from Data Vault during the light player’s control phase if they occupy the Transmission Deck site.
- The light player, if they occupy both Data Vault and Transmission Deck, could transmit the only card they have under Data Vault during their control phase (which causes their objective to flip to the front) and then during their deploy phase place that same card back under Data Vault - and flip back again during the same turn.
 - This is intended. If the Dark player isn’t contesting Light at all on Scarif - then yes, Light can just repeat this over and over with the same card being transmitted back to their hand and then placed under Data Vault every turn. Light will very likely win.
 - Dark side **should** be trying to stop Light side. And vice-versa.
 - Also consider, Dark could shut this down by blowing-away one of these two sites... You know, just like what happened in the movie.... 😊