

Rogue One Draft Set

-Rogue One is designed to be played with 4 to 8 players. With 4 players, all players can draft decks of both sides. With more, split into two draft pods - one Light and one Dark.

-Like the OTSD and JPSD box sets, each player should receive one fixed pack and four booster packs for the side (Dark or Light) they are playing. The fixed pack contains 16 cards and each booster has 11 cards (1 R, 3 U, 7 C).

-Review the cards in your fixed pack before drafting the four booster packs in a pod with the other players of the same side. After drafting, each player should have 60 total cards (16 from their fixed pack + 44 total drafted).

Construct your deck to have exactly 45 cards.

SET INFO ---- Full Set List on the back!

-Cards with a plain "F" on their bottom left are only found in the Fixed pack. (A few cards have "F / C" or "F / U" which means you get one in your fixed pack, but that card will also appear in the booster packs)

Each Side of the Force has 64 Unique Cards - 12 Fixed only and 52 in the booster packs:

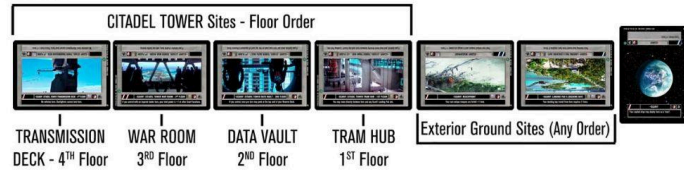
- 8 Rares - 2 copies of each in the booster packs
- 16 Uncommons - 3 copies of each in the booster packs
- 28 Commons - 4 copies of each in the booster packs

LOCATION DEPLOYMENT RULES ----

JEDHA



SCARIF



Dark Side

CHARACTER (24)

- U - Admiral Gorin (L)
- C - BEEZER Fortuna (P)
- U - CS-26-1
- C - CS-26-3
- R - Darth Vader, Enforcer
- F/U - Death Trooper (DT, T)
- U - DT-141 (DT, T)
- R - DT-188 (DT, T)
- R - DT-220 (DT, T)
- U - Garmahn Dorne (P)
- U - General Satorus Ramda (L)
- R - Governor Tarkin (L)
- C - Junior Officer
- F - Krennic with Blaster Pistol (L)
- C - Kulbee Sperado (P)
- U - Moroff (P)
- R - Orson Krennic (L)
- C - Patrolling Stormtrooper (T)
- C - RS-48-2
- C - Shoretrooper (T)
- C - Shoretrooper Squad Leader (T)
- C - Sola Daivand (P)
- U - ST-8440 (T)
- C - TK-414 (T)

EFFECT (4)

- C - Atmospheric Defense
- U - Deploy The Garrison
- C - Fleet Supply
- C - Hearts of Kyber

INTERRUPT (6)

- F - A Great Many Things To Attend To
- C - Lone Child
- C - Mass Produced Weaponry
- C - Prepare To Receive Inspection Team
- U - Squad Deployment
- C - Take Them

PURPLE (3)

- F/U - Commence Single Reactor Ignition
- F/C - Kyber Crystal
- F - Stripping The Temple / Target Jedha City

LOCATION (8)

- F - Death Star
- F - Jedha
- F - Jedha: Holy City Alleys
- F - Jedha: Holy City Docking Bay
- F - Jedha: Tythoni Square
- F - Scarif
- F - Scarif: Citadel Tower Tram Hub - 1st Floor
- F - Scarif: Citadel Tower War Room - 3rd Floor

STARSHIP (11)

- U - Carbon 1
- C - Carbon 3
- C - Carbon Squadron TIE
- R - Devastator, Vader's Flagship
- C - Eta-Class Heavy Cargo Shuttle
- R - Intimidator
- U - Krennic's Personal Shuttle
- U - Persecutor
- C - Raven 2
- C - TIE Striker
- F/C - Zeta-Class Cargo Shuttle

VEHICLE (2)

- R - Cargo Walker
- C - Scout Walker

WEAPON (6)

- C - E-11 Blaster Rifle
- C - Fragmentation Grenade
- F - Blaster Pistol
- U - E-22 Reciprocating Blaster Rifle
- U - Prototype Superlaser
- C - Standard Issue Imperial Blaster

(DS) = Death Star in lore

(DT) = Death Trooper

(L) = Leader

(P) = Partisan

(R) = Rebel in lore

(S) = Spy

(T) = Trooper

Light Side

CHARACTER (29)

- R - Admiral Raddus (L, R)
- F/U - Alliance Intelligence Operative (DS, R, S)
- C - Baron Raner (R)
- R - Baze Malbus
- U - Benthic (P)
- U - Bistan (R, T)
- U - Blue Leader (DS, L, R)
- U - Bodhi Rook (DS, R, S)
- R - Cassian Andor (R, S)
- R - Chirrut Imwe
- C - Fams Monsbee (R)
- U - Galen Erso (DS, R, S)
- U - General Draven (R, S)
- R - Jyn Erso (P, R, S)
- F - Jyn with Blaster Pistol (P, R, S)
- R - K-2SO (DS, R, S)
- C - Local Informant (R, S)
- C - Lyra Erso (R)
- U - Melshi (R, S, T)
- C - Mon Cala Helmsman (R)
- U - Pao (R, T)
- F/C - Partisan Guard (P)
- C - Partisan Insurgent (P)
- C - Rebel Commando (R, T)
- C - Rebel Fleet Trooper (R, T)
- C - Rebel Fleet Trooper Squad Leader (L, R, T)
- R - Saw Gerrera (L, P, R)
- C - Special Operations Trooper (R, T)
- U - Weeteef Cyu-Bee (P)

EFFECT (4)

- C - Atmospheric Adaptation (R)
- C - Fleet Staging (R)
- U - Rapid Operations (R)
- C - Rebel Logistics (R)

INTERRUPT (7)

- C - Climb (DS, R)
- C - Dip
- C - I Found It
- U - Let Them Pass In Peace
- C - Looks Like We Found Saw's Rebels
- C - Ramming Speed
- F - Tell Me You Have A Backup Plan

PURPLE (2)

- F/C - Kyber Crystal
- F - They Have No Idea We're Coming / Send Transmission

LOCATION (8)

- F - Jedha
- F - Jedha: Cadera Catacombs
- F - Jedha: Holy City Tythoni Square
- F - Scarif
- F - Scarif: Beachfront
- F - Scarif: Citadel Tower Data Vault - 2nd Floor
- F - Scarif: Citadel Tower Transmission Deck - 4th Floor
- F - Scarif: Landing Pad 9 (Docking Bay)

STARSHIP (8)

- U - Blue 1 (R)
- C - Blue 4
- C - Blue 5
- C - Blue Squadron U-wing (R)
- C - Blue Squadron X-wing
- U - Lightmaker
- R - Profundity
- U - SW-0608 (DS, R)
- F/C - U-wing

WEAPON (5)

- U - A-310 Blaster Rifle
- F - Blaster Pistol (R)
- C - Improvised Grenade (R)
- C - Modified DL-17 Blaster Rifle (R)
- C - Stolen Imperial Blaster (R)

RULES REMINDERS ----

Capturing and Released - Whenever a rule or card says that a character is captured, the Dark Side player must immediately choose one warrior at the same location to seize the captured character; that character is now a captive and is placed face up beneath the character who is now its escort.

Escorting - Each character may escort only one captive at a time. Unless specifically allowed by a card, an escort may not give its captive to another warrior. A captive moves only with its escort, automatically (at no additional use of the Force); a captive cannot move otherwise. The captive occupies passenger capacity aboard vehicles and starships (regardless of whether the escort is a passenger or a pilot).

Releasing - Besides special cards, a captive can be released by removing the escort. Causing the escort to be forfeited, lost, missing, stolen, crossed over, converted, or leave the table will all release a non-frozen captive. When released, the light side player may choose to have their character:

- Escape - be placed in the Light Side player's Used Pile, or
- Rally - if released at a site, be moved to the Light Side of the site location (even aboard a vehicle or starship there) ** If an escort and captive are at a site that is 'blown away' - both are lost.

Death Star Movement - Dark side may use 1 Force to move the Death Star one parsec each of their Move phases. It doesn't need to orbit a planet, it can be in "deep space".

'Rebel' or 'Death Star' in Lore - Any version of these words (ex: 'Rebellion') in a card's lore counts

Spy - Normally, you may only deploy to locations where you either have a Force icon on your side, or you already have a character with ability there to provide "presence". Characters with the spy skill in their lore may deploy to sites where you have no presence and no Force icons. Once a spy is there, you can follow with more since that spy now provides presence.

Undercover Spy - K-2SO says "May deploy as an Undercover spy". When doing so, he can only deploy to a site location, never aboard a vehicle or starship. He deploys to the opposite side of that location, and while there: Your opponent cannot Force drain, and you may deploy other cards there without presence or Force icons. While undercover, K-2SO cannot Force Drain or be battled. If a Battle occurs at the same site, he does not participate.

Undercover Movement - K-2SO may move using landspeed or docking bay transit (but not onto starships or vehicles), but these moves are performed at the end of the Dark Side's move phase instead of your own. You still use the docking bay text on the Light side of the location.

'Break Cover' - If K-2SO's cover is broken, return him to the Light side of the location, and treat him as a normal character. K-2SO has the Battle-Droid skill icon - meaning that while he is not undercover, he provides presence, can Force drain, initiate battle, and be battled.

Trooper - Any character that has "trooper" in their name, or expressly states that they are a trooper in their lore is considered a trooper.