

STAR WARS™

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MULTIPLAYER MODE

STAR WARS: THE DECKBUILDING GAME can be played by four players in a special 2v2 multiplayer mode using two copies of the game. This can be two copies of the same edition or two copies of different editions.

SETUP

In a 2v2 multiplayer game, seat the two teams opposite from each other so that each player is seated next to their teammate and across the table from an opponent. 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 track divides the play area into two smaller areas called regions. Each region has one player from each team. (Regions are defined in more detail on the next page.)
2. The players in each region follow the standard setup rules for the 1v1 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 one team to go first by flipping a coin, rolling a die, or another selection method. The other team will start the game with the Force marker all the way to their side of the Balance of the Force track.

THE DECKBUILDING GAME

*CHOOSING TEAMS

Teams can be made of any combination of factions so long as the players in each region are different factions.

For example, two Rebel players are against two Imperial players. Alternatively, one Rebel player and one Imperial player are against another Rebel player and another Imperial player, but each Rebel player must share a region with the opposing Imperial player, not with the other Rebel player.

*CROSS-EDITION TEAMS

For those playing with copies from different editions, there are no set factions for each team.

For example, team A could be Rebel and Republic with team B being Imperial and Separatist. For another example, if players had multiple copies of the original edition and at least one copy of the Clone Wars edition, team A could be Republic and Separatist with team B being two Imperial players.

After teams are chosen, identify which players are in each region. Create a galaxy deck for each region for those players as described in the "Cross-Edition Play" topic in the Advanced Game Modes section of the rulebook. Otherwise, follow the standard 2v2 multiplayer rules for setup.

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 once per triggering condition.

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. When you exile cards, place them in your own personal exile pile.

REGIONS

In a 2v2 multiplayer game, the play area is divided into two regions. Each region has a pair of opponents, a shared galaxy deck, galaxy row, and Outer Rim Pilot deck.

Only the players in a region can interact with the galaxy deck, galaxy row, and Outer Rim Pilot deck of 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

STAR WARS: THE DECKBUILDING GAME 2v2 multiplayer games follow all the same rules as standard 1v1 games 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 only from their region's galaxy row; they 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 three bases from each opponent's base deck, for a total of six 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.

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 third base is destroyed, but my teammate's third 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.

RULES CLARIFICATIONS

"This baby's got a few surprises left in her." – Han Solo

To make it easy for players to understand exactly how certain card effects work in multiplayer mode, there is a list of rules clarifications on pages 5–10 of this rulebook. The list is divided up by product with cards presented in alphabetical order. Next to each card's title is its ability text, followed by an explanation of how that ability works in multiplayer mode.

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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
Exile



REBEL PLAYER



Rebel Player
Discard



Rebel Player
Deck



Red Team Shared Zone

Player Base



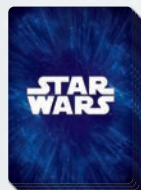
Capital Ships



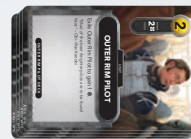
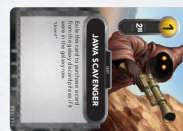
REGION ONE



Galaxy
Discard



Galaxy Deck



Galaxy Row

Outer Rim
Pilot Deck



Force Track



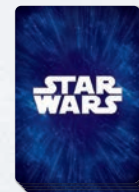
Blue Team
Victory Pile



IMPERIAL PLAYER



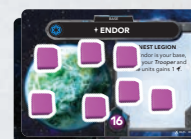
Imperial Player
Discard



Imperial Player
Deck



Capital Ships



Player Base

Blue Team Shared Zone

SAMPLE GAME IN PROGRESS

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CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Admiral Piett	While Admiral Piett is in play, each of your capital ships gains 1 ⚡.	This ability applies to your teammate's capital ships as well as yours.
AT-AT	Add a Trooper from your discard pile to your hand.	When you resolve this ability, you may choose to have your teammate return a Trooper unit from their discard pile to their hand (instead of you).
Bespin	When you play a neutral card for the first time each turn, draw 1 card.	This ability works for either teammate, but it can only be resolved once. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Bespin as their base).
Chewbacca	If you have another unique (†) unit in play, draw 1 card.	If you or your teammate has a unique unit in play, you may draw 1 card.
Corellia	When you reveal Corellia, purchase an Empire or neutral card from the galaxy row for free and add it to your hand.	When you reveal this base, you decide if you or your teammate resolves its ability.
Coruscant	When your turn begins, look at the top 2 cards of the galaxy deck. Place one on top of the deck and discard the other.	This ability works for either teammate, but it can only be resolved once per turn. Choose which player will look at the top 2 cards of their galaxy deck.
C-ROC Cruiser	Discard 1 card from your hand to repair 3 damage from your base.	Either teammate may discard a card to use this ability, and either base may be repaired.
Dagobah	When you reveal Dagobah, exile up to 3 cards from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who selected Dagobah can resolve its ability.
Death Star	Spend 4 ⚡ to destroy a capital ship your opponent has in play or a capital ship in the galaxy row.	This ability works for either teammate, but it can only be resolved once per turn. If you and your teammate have both selected Death Star as your base, each copy may be resolved once and either player may be the one to resolve it.
Director Krennic	Draw 1 card (2 cards instead if your base is the Death Star).	If your teammate's base is the Death Star, you draw 2 cards when you play Director Krennic.
Endor	While Endor is your base, each of your Trooper and Vehicle units gains 1 ⚡.	This ability applies to your teammate's Trooper and Vehicle units as well as yours. If you and your teammate have both selected Endor as your base, each of your team's Trooper and Vehicle units gains 2 ⚡.
General Veers	If you have a Trooper or Vehicle in play, draw 1 card.	If your teammate has a Trooper or Vehicle in play, you may resolve General Veers's ability.
Gozanti Cruiser	Discard 1 card from your hand to draw 1 card.	Either teammate may resolve this ability, but it can only be used once per turn.
Grand Moff Tarkin	Add an Empire card from the galaxy row to your hand. You must exile that card at the end of your turn.	Players cannot purchase cards for their teammate. Only the player who played Grand Moff Tarkin can resolve his ability.
Han Solo	Draw 1 card (2 cards instead if you have the Millennium Falcon in play).	If your teammate has the Millennium Falcon in play, you may draw 2 cards.
Hoth	While Hoth is your base, prevent the first 2 damage dealt to Hoth each turn.	If you and your teammate have each selected Hoth as your respective base, they prevent up to 4 total damage dealt in any combination to either Hoth during the opposing team's turn.
HWK-290	Exile this unit to repair 4 damage from your base.	When you exile HWK-290, you may repair either 4 damage from your base or 4 damage from your teammate's base.
IG-88	When IG-88 defeats a target in the galaxy row, exile 1 card from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who used IG-88 to defeat a target in the galaxy row may exile a card.
Imperial Carrier	While Imperial Carrier is in play, each of your Fighter units gains 1 ⚡.	This ability applies to your teammate's Fighter units as well as yours.
Jedha	While Jedha is your base, add the first neutral card you purchase each turn to your hand. You must exile that card at the end of your turn.	This ability works for either teammate, but it can only be resolved once per turn. Whoever purchases the first neutral card each turn adds it to their hand.
Jabba's Sail Barge	Add a Bounty Hunter from your discard pile to your hand.	When you resolve this ability, you may choose to have your teammate return a Bounty Hunter from their discard pile to their hand (instead of you).

CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Kafrene	When you play a neutral card for the first time each turn, draw 1 card.	This ability works for either teammate, but it can still be resolved only once per turn. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Kafrene as their base).
Kel Dor Mystic	Exile this unit to exile 1 card from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who played Kel Dor Mystic can resolve its ability.
Kessel	When reveal Kessel, exile up to 3 cards from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who selected Kessel can resolve its ability.
Landing Craft	Choose: Gain 4  , or repair 4 damage from your base.	If you choose to repair 4 damage, you may either repair 4 damage from your base or 4 damage from your teammate's base. (Only the player who played Landing Craft can gain the )
Millennium Falcon	Add a unique (†) unit from your discard pile to your hand.	When you resolve this ability, you may choose to have your teammate return a unique unit from their discard pile to their hand (instead of you).
Mon Cala	When you reveal Mon Cala, purchase a Rebel or neutral card from the galaxy row for free and add it to your hand.	When you reveal this base, you decide if you or your teammate resolves its ability.
Nebulon-B Frigate	Choose: Repair 3 damage from your base, or gain 3  .	Either teammate may resolve this ability, but it can only be used once per turn.
Ord Mantell	While Ord Mantell is your base, you can bounty hunt 1 neutral unit in the galaxy row each turn, using its cost as its target value. If you defeat that card, gain  equal to its cost.	This ability works for either teammate, but it can only be resolved once per turn. If you and your teammate have both selected Ord Mantell as your base, each copy may be resolved once and either player may be the one to resolve it.
Princess Leia	Purchase a Rebel card from the galaxy row for free. If the Force is with you, place that card on top of your deck.	Players cannot purchase cards for their teammate. Only the player who played Princess Leia may purchase a Rebel card for free from their galaxy row. You cannot put that card on top of your teammate's deck.
Quarren Mercenary	When you purchase this unit, exile 1 card from your hand or discard pile (up to 2 cards instead if the Force is with you).	Players cannot exile their teammate's cards. Only the player who purchased Quarren Mercenary can resolve its ability.
Rebel Transport	Choose: Repair 2 damage from your base, or gain 1  .	Either teammate may resolve this ability, but it can only be used once per turn.
Rodia	When you reveal Rodia, deal 1 damage to the enemy base for each enemy card in the galaxy row. Then discard each of those cards from the galaxy row.	When you reveal this base, you decide if you or your teammate resolves its ability. That player counts the enemy cards in their galaxy row, deals that much damage to either opponent's base, and discards those cards from the galaxy row.
Sullust	While Sullust is your base, place the first card you purchase each turn on top of your deck.	This ability works for either teammate, but it can only be resolved once per turn. Whoever purchases the first card each turn will place that card on top of their deck.
Tatooine	When you reveal Tatooine, swap a card in the galaxy row with a Rebel card from the galaxy discard pile and gain 1  .	When you reveal this base, you decide if you or your teammate resolves its ability. That player can swap cards only with their own galaxy discard pile.
TIE Fighter	If you have a capital ship in play, draw 1 card.	If you or your teammate have a capital ship in play, you may draw 1 card.
Twi'lek Smuggler	Put the next card you purchase this turn on top of your deck.	Put the next card purchased by you or your teammate this turn on top of that player's deck. You cannot put the next card you purchase on top of your teammate's deck, and they cannot put the next card they purchase on top of your deck.
U-Wing	If the Force is with you, repair 3 damage from your base.	When you resolve this ability, you may either repair 3 damage from your base or 3 damage from your teammate's base.
Yavin IV	When your opponent discards a card from their hand during your turn, deal 2 damage to their base.	When your opponent discards a card from their hand during your team's turn, you may deal 2 damage to either opponent's base. When your teammate's opponent discards a card from their hand during your team's turn, your teammate may deal 2 damage to either opponent's base.
Z-95	If your opponent has a capital ship in play, draw 1 card.	Draw 1 card if the opposing team has at least 1 capital ship in their shared zone.

CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Aayla Secura	While Aayla Secura is in play and the Force is with you, each of your Trooper units gains 1 ⚡.	This ability applies to your teammate's Trooper units as well as yours.
Acclamator-class Ship	Place the next card you purchase this turn on top of your deck.	Either teammate may resolve this ability, but it can only be used once per turn. Whoever purchases the next card this turn places the card on top of their deck.
Admiral Trench	Draw 1 card (2 cards instead if you had a capital ship in play at the start of your turn).	If you and/or your teammate has a capital ship in play at the start of your turn, you may draw 2 cards.
Ahsoka Tano	Reveal the top card of your deck. If the Force is with you, you may swap it with a card from your discard pile.	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck and, if the Force is with you, to swap it with a card from their discard pile.
Anaxes	When you reveal Anaxes, purchase a Republic or neutral card from the galaxy row for free and add it to your hand.	When you reveal this base, you decide if you or your teammate resolves its ability.
ARC-170	Reveal the top card of your deck. If it is a Fighter or a Trooper , this unit gains 2 ⚡.	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck.
ARC Trooper	If you have a Jedi or another Trooper in play, deal 2 damage to your opponent's base.	If you and/or your teammate has a Jedi or a Trooper in play, you may deal 2 damage to either opponent's base.
AT-RT	If you have another Trooper in play, repair 2 damage from your base.	If you and/or your teammate has a Trooper in play, you may repair 2 damage from your base or your teammate's base.
AT-TE	Place another unit you have in play on top of your deck.	When you resolve this ability, you may choose to have your teammate place a unit on top of their deck.
Aurore-class Freighter	When this card is defeated, each player may exile 1 card from their hand or discard pile.	The exile exception does not apply to this card; each player in the game chooses whether or not to exile a card from their own hand or discard pile.
Aurra Sing	While there is a Bounty Hunter in the galaxy row, Aurra Sing gains 2 ⚡.	This ability only checks the galaxy row in your region.
BARC Trooper	While you have another Trooper in play, this unit gains 2 ⚡.	If you and/or your teammate has a Trooper in play, the BARC Trooper gains 2 ⚡.
Cad Bane	If you have at least 3 neutral cards in play, choose: Destroy a capital ship your opponent has in play, or exile 1 card from your hand or discard pile.	When you resolve this ability, add together the number of neutral cards that you and your teammate have in play. Only the player who played Cad Bane can exile a card from their own hand or discard pile.
Captain Rex	Captain Rex gains 1 ⚡ for each unique (†) unit in play and in the galaxy row.	This ability checks the galaxy row in your region and all play areas for unique units.
Cato Neimoidia	When you reveal Cato Neimoidia, discard 1 enemy card from the galaxy row. Replace it with a different enemy card from the galaxy discard pile and gain ⚔ equal to the latter card's cost.	When you reveal this base, you decide if you or your teammate resolves its ability. That player discards an enemy card from their galaxy row and replaces it with a different enemy card from their galaxy discard pile.
Christophsis	When you reveal Christophsis, deal 4 damage to it. When you play a Transport , repair 1 damage from this base.	If your teammate plays a Transport , they repair 1 damage from this base. If both you and your teammate have this base in play, playing a Transport repairs 1 damage from both bases.
Clone Commander Cody	Place a Trooper from your discard pile on top of your deck. If the Force is with you, add it to your hand instead.	When you resolve this ability, you may place a Trooper from your teammate's discard pile on top of their deck, or add it to their hand instead if the Force is with you.
Consular-class Cruiser	Swap a card in your hand with the top card of your deck.	Either teammate may resolve this ability, but it can only be used once per turn. That player swaps a card from their hand with the top card of their deck.
Coruscant	When your turn begins, reveal the top card of your deck. You may discard that card.	Either teammate may resolve this ability, but it can only be used once per turn. That player reveals the top card of their deck and they may discard it to their discard pile.
Count Dooku	If the Force is with you, swap a unit in the galaxy row with a non-starter card from your exile pile.	Only the player who plays Count Dooku can resolve his ability. You can swap a card only from your galaxy row with one from your own exile pile.

CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Dac	When you reveal Dac, purchase a Separatist or neutral card from the galaxy row for free and add it to your hand.	When you reveal this base, you decide if you or your teammate resolves its ability.
Delta-7B	Reveal the top card of your deck. If it is a Jedi , you may draw it. If it is not, you may discard it.	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck, and if it is a Jedi , they may draw it. Otherwise they may discard it to their discard pile.
Dreadnought-class Cruiser	While <i>Dreadnought</i> -class Cruiser is in play, each of your neutral units gains 1 ⚔.	This ability applies to your teammate's neutral units as well as yours. If there are multiple <i>Dreadnought</i> -class Cruisers in play from both you and your teammate, each copy of the card gives neutral units an additional 1 ⚔.
Droid Control Ship	Purchase a Droid from your exile pile as if it were in the galaxy row.	Either teammate may resolve this ability, but it can only be used once per turn. That player purchases a Droid from their exile pile.
Droideka	If you exiled at least 1 card this turn, this unit gains 2 ⚔.	This ability works whether you or your teammate exiled at least 1 card this turn.
Embo	Embo gains 1 ⚔ for each other neutral card you have in play (to a maximum of +6 ⚔).	This ability checks both you and your teammate's play area for neutral cards.
Felucia	While Felucia is your base, each of your Droid units gains 1 ⚔.	This ability applies to your teammate's Droid units as well as yours.
Fett's Firespray	Add a neutral unit from your discard pile to your hand. If it is a Bounty Hunter , that unit gains 2 ⚔ while attacking a target in the galaxy row this turn.	When you resolve this ability, you may choose to have your teammate add a neutral card from their discard pile to their hand. If it is a Bounty Hunter , that unit gains 2 ⚔ while attacking a target in their galaxy row this turn.
Gauntlet Starfighter	Exile this unit to purchase a card from the galaxy discard pile as if it were in the galaxy row and add that card to your hand.	Only the player who plays the Gauntlet Starfighter can resolve its ability. You can purchase a card only from your galaxy discard pile and add it to your hand.
General Grievous	When General Grievous defeats a target in the galaxy row, exile a Droid from your hand. If you do, receive that target's reward a second time.	Only the player who plays General Grievous can resolve his ability. You cannot exile a Droid from your teammate's hand or allow them to receive that target's reward a second time.
Geonosis	Spend ⚔ equal to the cost of a Droid in your discard pile to add that card to your hand.	Either teammate may resolve this ability, but it can only be used once per turn. Either you or your teammate can spend the ⚔ to add a Droid from either player's discard pile to that player's hand.
Hondo Ohnaka	When you purchase a card with a cost of 4 or more, draw 1 card.	Each time either you or your teammate purchases a card with a cost of 4 or more, the player who played Hondo Ohnaka draws 1 card.
Jar Jar Binks	When you purchase or play Jar Jar Binks, you may spend 2 ⚔ to gain 1 ⚔ and place him in your opponent's discard pile.	Either teammate may spend 2 ⚔ for Jar Jar Binks's effect but he must be placed in the discard pile of the opponent in the region of the player who purchased or played him.
Kamino	When you play a Trooper for the first time each turn, add a Trooper from your discard pile to your hand.	Either teammate may resolve this ability, but it can only be used once per turn. Whoever plays the first Trooper each turn adds a Trooper from their discard pile to their hand. If both players have Kamino in play, whoever plays the first Trooper each turn adds 2 Troopers from their discard pile to their hand.
Kashyyyk	When you reveal Kashyyyk, exile up to 3 cards from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who selected Kashyyyk can resolve its ability.
LAAT Gunship	Reveal the top card of your deck. If it is a Jedi or Trooper , you may draw it.	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck. If it is a Jedi or Trooper , they may draw it.
Latts Razzi	When Latts Razzi defeats a target in the galaxy row, gain 1 ⚔ for each Bounty Hunter in play and in the galaxy row.	This ability checks the galaxy row in your region and all play areas for Bounty Hunter units.

CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Lola Sayu	When you reveal Lola Sayu, place 1 card from your opponent's discard pile facedown under this base. When this base is destroyed, return that card to your opponent's discard pile.	When you reveal this base, you decide if you or your teammate resolve its ability. The player who resolves it places 1 card from the discard pile of the opponent in their region under Lola Sayu. When the base is destroyed, that card is returned to the same opponent's discard pile.
Mace Windu	Reveal the top card of your deck. If the Force is with you, Mace Windu gains 1 (2 if the Force is with you).	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck instead of you.
Magnaguard	While Magnaguard is in play, each of your unique (†) units gains 1 (2 if the Force is with you).	This ability applies to your teammate's unique (†) units as well as yours.
MTT	Place the next Droid you purchase this turn on top of your deck.	Either teammate may resolve this ability. Whoever purchases the next Droid places it on top of their deck.
Munificent-class Frigate	Exile a Separatist card from the galaxy row. If you do, repair 2 damage from your base.	Only a Separatist player can resolve this ability, and it can only be used once per turn. Either teammate's base can be repaired.
Mustafar	When you play a neutral card for the first time each turn, draw 1 card.	This ability works for either teammate, but it can only be resolved once per turn. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Mustafar as their base).
Mygeeto	While Mygeeto is your base, you do not return unspent resources to the supply at the end of your turn.	This ability applies to your teammate's unspent resources as well as yours.
Naboo	While Naboo is your base, each of your capital ships gains 2 hit points.	This ability applies to your teammate's capital ships units as well as yours.
Nute Gunray	The next time a card leaves the galaxy row this turn, replace it with a non-starter card from your exile pile.	Only the player who plays Nute Gunray can resolve his ability. This ability only checks the galaxy row in your region and replaces it with a card from your exile pile.
Obi-Wan Kenobi	When you reveal Obi-Wan Kenobi from the top of your deck, add him to your hand and reveal the next card instead.	Only the player who reveals Obi-Wan from the top of their deck can resolve his ability.
Onderon	When you reveal Onderon, exile up to 3 cards from your hand or discard pile.	Players cannot exile their teammate's cards. Only the player who selected Onderon can resolve its ability.
Padmé Amidala	Draw 1 card (2 cards instead if your base is Naboo).	If you and/or your teammate's base is Naboo, you draw 2 cards when you play Padmé Amidala.
Protocol Droid	Exile this card to discard cards from the top of the galaxy deck until you discard a card of your faction. Swap that card with a neutral unit in the galaxy row.	Only the player who plays Protocol Droid can resolve its ability. Discard cards from the top of your region's galaxy deck and swap the card of your faction with a neutral unit in your galaxy row.
Rodia	When you play a neutral card for the first time each turn, draw 1 card.	This ability works for either teammate, but it can only be resolved once per turn. Whoever plays the first neutral card each turn draws 1 card (or 2 cards instead if both players have selected Rodia as their base).
Ryloth	When you reveal Ryloth, exile 1 enemy card from the galaxy row and place 1 card from your discard pile on top of your deck.	When you reveal this base, you decide if you or your teammate will resolve its ability. That player exiles 1 enemy card from their galaxy row and places 1 card from either teammate's discard pile on top of that teammate's deck.
STAP	If there are more enemy cards than Separatist cards in the galaxy row, gain 1 .	This ability only checks the galaxy row in your region.
Super Commando	When you purchase this unit, add him to your hand (and you may exile 1 card from your hand or discard pile if the Force is with you).	Players cannot exile their teammate's cards. Only the player who purchased Super Commando adds him to their hand and may exile 1 card from their hand or discard pile if the Force is with you.

CARD NAME	ABILITY	MULTIPLAYER INTERACTIONS
Tri-Fighter	Exile a Separatist card from the galaxy row. If you do, you may deal 3 damage to a capital ship your opponent has in play.	Only the player who plays Tri-Fighter can resolve the ability. The exiled Separatist card must be from that player's galaxy row. The damage dealt can be to any capital ship in your opponent's shared zone.
Underworld Contact	If the Force is with you, spend 2 fewer  on the next neutral card you purchase.	Either teammate can resolve this ability. Whoever purchases the next neutral card this turn spends 2 fewer  .
V-19 Torrent	Reveal the top card of your deck. You may discard it.	When you resolve this ability, you may choose to have your teammate reveal the top card of their deck and they choose whether or not to discard it.
Venator-class Destroyer	While Venator-class Destroyer is in play, each of your Fighter units gains 1  .	This ability applies to your teammate's Fighter units as well as yours. If there are multiple Venator-class Destroyers in play from both you and your teammate, each copy of the card gives Fighter units an additional 1  .
Wat Tambor	Discard 1 neutral card from the galaxy row. If the Force is with you, you may replace it with a Separatist card from the galaxy discard pile.	Only the player who plays Wat Tambor can resolve his ability. The neutral card must be discarded from your galaxy row and may be replaced with a Separatist card from your galaxy discard pile.
Weequay Pirate	If you have another neutral card in play, draw 1 card.	If you and/or your teammate has another neutral card in play, you draw 1 card.