



# JEDI KNIGHTS™ Trading Card Game

## SCUM AND VILLAINY Rulesheet

### New Force Cards

A new complete set of orange Force cards is available in this set. Your Force deck may be made up of green or orange Force cards, but all 8 cards in that Force deck must be the same color. Your Force deck must still have eight different numbers (one each of 1 to 8).

Black Force cards are "wild" cards, and they are an exception to the above rule. You may substitute a black Force card for any card with the same Force number in your Force deck.

For example, your Force deck may have 7 orange Force cards and one black Force card. However, your Force deck must still have eight different Force numbers (one each of 1 to 8).

### Starting Events

Some Events have the keyword "Starting." Each Starting Event is limit one per deck. At the start of the game, when you play your Theme card, place all of your Starting Events from your draw deck into your Theme pile. Starting Events are always played from your Theme pile, and never from your hand or discard pile.

The game text of a Starting Event tells you when to play it. For example, "During the Deploy Phase, you may play this Event from your Theme pile." Like a Deploy Phase Event, a Starting Event plays on table and remains in play indefinitely, unless it says otherwise.

### Jedi/Sith Powers

Jedi Powers (for The Alliance) and Sith Powers (for The Empire) function much like Events. However, Jedi/Sith Powers do not have Tactical Bonuses, and they may not be used with game text that mentions "an Event card."

Each Jedi/Sith Power has a keyword describing when it may play, like the keywords on Event cards, such as "Deploy Phase" and "Response." These keywords also tell you when to discard that Jedi/Sith Power, just like they do on Event cards.

If a Jedi/Sith Power has the word "OR" in bold in its game text, that creates a second function for that card. Each function is like a separate card, and you choose which function to use when you play the card.

Some Jedi/Sith Powers cancel other Jedi/Sith Powers with game text like, "Plays if your opponent plays a Sense or Control Sith Power. Cancel that card." You must play that card as a response when your opponent plays the described Jedi/Sith Power, and your opponent's Jedi/Sith Power is discarded before it has an effect on the game. Your opponent must still meet any conditions or costs for the play of that card.

### Quick Draw Character Cards

"Quick Draw" character cards are named for their subtitle, and they have inset pictures from weapon cards. When that character enters play, you may immediately play that pictured weapon under the character from your Theme pile or your discard pile.

Playing the weapon is part of the same action as playing the character. Playing the weapon is optional, and you don't have to do it when you deploy the character. If the weapon has a deploy cost, that must be paid as normal.

### Independent Heroes

The Jabba the Hutt and Boba Fett Theme cards create decks with Independent Heroes. When you build a deck with these Independent Heroes, you may not include any cards from The Empire or The Alliance unless those cards also have a Jabba the Hutt or Boba Fett Theme. A Jabba deck may include any Fett Theme card and vice versa. Playing cards with a Theme different than your own still costs one extra credit.

If you have an Independent Hero, your character cards take precedence over your opponent's character cards. If your opponent has a copy of a character in play, you may play the same character and your opponent's copy is discarded.

### Three-Sided Game Rules

A Jedi Knights game may be played with three sides: The Alliance, The Empire, and the Independent Heroes. You may play a three-player game with one player from each Allegiance, or you may play a six-player game with two players from each Allegiance.

Each player must have a different Hero and Theme from that of all other players. Differently-colored card sleeves help players find their own cards when the game is over.

Only one turn is played on each of the first three planets. (But if you have more time, give it a try with two turns on each!)

Since the game has "three sides," a card that affects "the opposing side," affects both opposing sides.

**Game Setup** – The Independent side occupies the side of the table next to the site stack, between the other two sides. The Independent players should play their cards to the outside at a right angle to the other players' cards. As in the two-sided team game, teammates should sit side-by-side in a six-player game so they can compare cards and formulate strategies.

If you are the side with the highest Theme number you choose the first location, and the other sides both put copies of their corresponding system cards in the system pile.

**Battle Phase** – You may initiate an attack against either of the two sides that oppose you. For example, if you are the Independent player, you may attack either The Alliance player's cards or The Empire player's cards.

Your characters and starships may not support cards played by another player, unless that player is your teammate. Similarly, you may not play a tactical bonus under cards played by another player, unless that player is your teammate.

When you rotate a Capital starship to intimidate, you must choose one of the two opposing sides to be intimidated.

**Control Check** – Your side wins a Control Check when your side has the single highest total power at the site. It's not necessary for your side to have more total power than both the opposing side's combined. If one side controls three planets, that side immediately wins.

**Winning the Game** – When your side has no characters on the last planet during the Final Conflict, your side is out of the game.

Play continues until only one side's cards remain, and that side wins the game (even if that side controlled no planets prior to the Final Conflict).

### How to play Multiplayer

Here's a list of all the different ways to play Jedi Knights:

#### Two-player, two-sided game

- The Alliance versus The Empire
- The Alliance versus Independent

#### Three-player, three-sided game

- The Alliance versus The Empire versus Independent

#### Four-player, two-sided team game

- Two from The Alliance versus two from The Empire and/or Independent

#### Six-player, two-sided team game

- Three from The Alliance versus three from The Empire and/or Independent

#### Six-player, three-sided team game

- Two from The Alliance versus two from The Empire versus two Independent

#### Eight-player, two-sided team game

- Four from The Alliance versus four from The Empire and/or Independent

#### EXPANSION SET ICONS

- PREMIERE SET
- SCUM & VILLAINY SET
- MASTERS OF THE FORCE SET
- PREMIUM & PROMOTIONAL CARDS

#### OTHER ICONS

- LEADERSHIP
- DEPLOY

## JEDI KNIGHTS Trading Card Game ICON GUIDE

#### ALLEGIANCE ICONS

- THE ALLIANCE
- THE EMPIRE
- INDEPENDENT

#### THEME ICONS

- LUKE SKYWALKER (yellow)
- HAN SOLO (green)
- DARTH VADER (red)
- TARKIN (blue)
- JABBA THE HUTT (yellow)
- BOBA FETT (orange)
- OBI-WAN (blue)
- LEIA ORGANA (purple)
- YODA (red)
- THE EMPEROR (purple)

The 2001 Jedi Knights World Champion will be crowned at DecipherCon Nov. 15-18 and walk away with \$10,000! *Will it be you?*

# JEDI KNIGHTS™ Trading Card Game

# SCUM AND VILLAINY

## Collector's Card List

This card list has been organized into 9-card sheets, according to Theme and other similarities.

<input type="checkbox"/> He's Worth a Lot to Me	Theme	1 C	<input type="checkbox"/> A Jedi Like My Father	Theme	68 U
<input type="checkbox"/> Boba Fett • Mercenary for Hire	Character – Empire (Dark Hero)	2 R L	<input type="checkbox"/> Luke's Lightsaber • Weapon of a Jedi	Weapon	69 R
<input type="checkbox"/> Boba Fett • Mercenary for Hire	Character – Empire (Dark Hero)	2 R R	<input type="checkbox"/> Looks Like I'm Going Nowhere	Event	70 R
<input type="checkbox"/> Boba Fett • Relentless Tracker	Character – Empire (Dark Hero)	3 C	<input type="checkbox"/> Han Solo • Quick Draw	Character – Alliance	71 R
<input type="checkbox"/> Boba Fett's Blaster Rifle • BlasTech EE-3	Weapon	4 R L	<input type="checkbox"/> Death Star Trench	Event	72 R
<input type="checkbox"/> Boba Fett's Blaster Rifle • BlasTech EE-3	Weapon	4 R R	<input type="checkbox"/> You're All Clear, Kid!	Event	73 C
<input type="checkbox"/> <i>Slave I</i>	Starship	5 U	<input type="checkbox"/> Deflection • Luke	Jedi Power	74 U
<input type="checkbox"/> Darth Vader • Imperial Enforcer	Character – Empire	6 R L	<input type="checkbox"/> Farseeing • Luke	Jedi Power	75 U
<input type="checkbox"/> Darth Vader • Imperial Enforcer	Character – Empire	6 R R	<input type="checkbox"/> Sense • Luke	Jedi Power	76 C
<input type="checkbox"/> Bossk • Deadly Hunter	Character – Empire	7 R L	<input type="checkbox"/> End This Destructive Conflict	Theme	77 U
<input type="checkbox"/> Bossk • Deadly Hunter	Character – Empire	7 R R	<input type="checkbox"/> Vader's Lightsaber	Weapon	78 R L
<input type="checkbox"/> <i>Hound's Tooth</i>	Starship	8 R	<input type="checkbox"/> Vader's Lightsaber	Weapon	78 R R
<input type="checkbox"/> Bossk's Mortar Gun	Weapon	9 R L	<input type="checkbox"/> DS-61-3 • Vader's Wingman	Character – Empire	79 R
<input type="checkbox"/> Bossk's Mortar Gun	Weapon	9 R R	<input type="checkbox"/> Sergeant Barich • Imperial Scout	Character – Empire	80 R L
<input type="checkbox"/> <i>IG-2000</i>	Starship	10 R	<input type="checkbox"/> Sergeant Barich • Imperial Scout	Character – Empire	80 R R
<input type="checkbox"/> IG-88 • Assassin Droid	Character – Empire	11 R L	<input type="checkbox"/> TK-104 • Loyal Stormtrooper	Character – Empire	81 R
<input type="checkbox"/> IG-88 • Assassin Droid	Character – Empire	11 R R	<input type="checkbox"/> Imperial March	Event	82 R L
<input type="checkbox"/> Arakyd Laser Cannons	Weapon	12 C	<input type="checkbox"/> Imperial March	Event	82 R R
<input type="checkbox"/> IG-88's Pulse Cannon	Weapon	13 R L	<input type="checkbox"/> RGA-972 • Quick Draw	Character – Empire	83 U
<input type="checkbox"/> IG-88's Pulse Cannon	Weapon	13 R R	<input type="checkbox"/> Biker Scout • Endor Patrol	Character – Empire	84 R
<input type="checkbox"/> Guard Duty	Event	14 C	<input type="checkbox"/> Interrogator Droid • Mind Probe	Character – Empire	85 U
<input type="checkbox"/> I Want Them Alive	Event	15 R L	<input type="checkbox"/> Alter • Vader	Sith Power	86 C
<input type="checkbox"/> I Want Them Alive	Event	15 R R	<input type="checkbox"/> Control • Vader	Sith Power	87 C
<input type="checkbox"/> Over Here!	Event	16 U	<input type="checkbox"/> Dissipate Energy • Vader	Sith Power	88 R
<input type="checkbox"/> Control • Emperor	Sith Power	17 C	<input type="checkbox"/> Force Choke • Vader	Sith Power	89 U
<input type="checkbox"/> Dissipate Energy • Emperor	Sith Power	18 U	<input type="checkbox"/> Lightsaber Defense • Vader	Sith Power	90 U
<input type="checkbox"/> Force Defense • Emperor	Sith Power	19 U	<input type="checkbox"/> Lightsaber Frenzy • Vader	Sith Power	91 R
<input type="checkbox"/> My Kind of Scum	Theme	20 C	<input type="checkbox"/> A Moment of Triumph	Theme	92 U
<input type="checkbox"/> Jabba the Hutt • Vile Gangster	Character – Empire (Dark Hero)	21 R L	<input type="checkbox"/> Death Star	Starship	93 R
<input type="checkbox"/> Jabba the Hutt • Vile Gangster	Character – Empire (Dark Hero)	21 R R	<input type="checkbox"/> You May Fire When Ready	Event	94 R
<input type="checkbox"/> Jabba the Hutt • Devious Crimelord	Character – Empire (Dark Hero)	22 C	<input type="checkbox"/> AF-119 • Quick Draw	Character – Empire	95 U
<input type="checkbox"/> 4-LOM • Dangerous Rogue Droid	Character – Empire	23 R L	<input type="checkbox"/> Sergeant Baysden • Sandtrooper	Character – Empire	96 R L
<input type="checkbox"/> 4-LOM • Dangerous Rogue Droid	Character – Empire	23 R R	<input type="checkbox"/> Sergeant Baysden • Sandtrooper	Character – Empire	96 R R
<input type="checkbox"/> Greedo • Quick Draw	Character – Empire	24 R	<input type="checkbox"/> Reassigned	Event	97 U
<input type="checkbox"/> 4-LOM's Concussion Rifle	Weapon	25 R L	<input type="checkbox"/> NT-311 • Quick Draw	Character – Empire	98 U
<input type="checkbox"/> 4-LOM's Concussion Rifle	Weapon	25 R R	<input type="checkbox"/> Out of Action	Event	99 C
<input type="checkbox"/> Ponda Baba • Quick Draw	Character – Empire	26 R	<input type="checkbox"/> Private Alain • Quick Draw	Character – Alliance	100 U
<input type="checkbox"/> Salacious Crumb • Kowakian Prankster	Character – Empire	27 R L	<input type="checkbox"/> Camouflage	Event	101 C
<input type="checkbox"/> Salacious Crumb • Kowakian Prankster	Character – Empire	27 R R	<input type="checkbox"/> Freeze!	Event	102 C
<input type="checkbox"/> <i>Mist Hunter</i>	Starship	28 R	<input type="checkbox"/> It's Supposed to Be Freezing	Event	103 C
<input type="checkbox"/> Zuckuss • Gand Findsman	Character – Empire	29 R L	<input type="checkbox"/> Rebel Firepower	Event	104 U
<input type="checkbox"/> Zuckuss • Gand Findsman	Character – Empire	29 R R	<input type="checkbox"/> Nebulon-B Frigate	Starship	105 R
<input type="checkbox"/> Scum and Villainy	Event	30 C	<input type="checkbox"/> They're Moving to Attack Position!	Event	106 R L
<input type="checkbox"/> Zuckuss' Snare Rifle	Weapon	31 R L	<input type="checkbox"/> They're Moving to Attack Position!	Event	106 R R
<input type="checkbox"/> Zuckuss' Snare Rifle	Weapon	31 R R	<input type="checkbox"/> Y-wing	Starship	107 C
<input type="checkbox"/> You'd Probably Short Circuit	Event	32 C	<input type="checkbox"/> Prepare Your Troops	Event	108 R
<input type="checkbox"/> Elis Helrot • Underworld Smuggler	Character – Independent	33 R L	<input type="checkbox"/> <i>Avenger</i>	Starship	109 R L
<input type="checkbox"/> Elis Helrot • Underworld Smuggler	Character – Independent	33 R R	<input type="checkbox"/> <i>Avenger</i>	Starship	109 R R
<input type="checkbox"/> No Love for the Empire	Event	34 C	<input type="checkbox"/> TIE Interceptor	Starship	110 R L
<input type="checkbox"/> Tessek • Jabba's Lieutenant	Character – Independent	35 R L	<input type="checkbox"/> TIE Interceptor	Starship	110 R R
<input type="checkbox"/> Tessek • Jabba's Lieutenant	Character – Independent	35 R R	<input type="checkbox"/> Force 1 – Black	Force	111 R
<input type="checkbox"/> A Real Bargain	Event	36 C	<input type="checkbox"/> Force 2 – Black	Force	112 R
<input type="checkbox"/> Rancor	Event	37 R L	<input type="checkbox"/> Force 3 – Black	Force	113 R
<input type="checkbox"/> Rancor	Event	37 R R	<input type="checkbox"/> Force 4 – Black	Force	114 R
<input type="checkbox"/> Come Here My Little Friend	Theme	38 C	<input type="checkbox"/> Force 2 – Green	Force	115 U
<input type="checkbox"/> Obi-Wan Kenobi • Alliance Agent	Character – Alliance (Hero)	39 C	<input type="checkbox"/> Force 8 – Green	Force	116 U
<input type="checkbox"/> Obi-Wan Kenobi • Jedi Guardian	Character – Alliance (Hero)	40 R	<input type="checkbox"/> Force 1 – Orange	Force	117 C
<input type="checkbox"/> Obi-Wan's Lightsaber • An Elegant Weapon	Weapon	41 R	<input type="checkbox"/> Force 2 – Orange	Force	118 C
<input type="checkbox"/> Yoda • Jedi Teacher	Character – Alliance	42 R L	<input type="checkbox"/> Force 3 – Orange	Force	119 C
<input type="checkbox"/> Yoda • Jedi Teacher	Character – Alliance	42 R R	<input type="checkbox"/> Force 4 – Orange	Force	120 C
<input type="checkbox"/> Luke Skywalker • Quick Draw	Character – Alliance	43 R	<input type="checkbox"/> Force 5 – Orange	Force	121 C
<input type="checkbox"/> R2-D2 • My Little Friend	Character – Alliance	44 R L	<input type="checkbox"/> Force 6 – Orange	Force	122 C
<input type="checkbox"/> R2-D2 • My Little Friend	Character – Alliance	44 R R	<input type="checkbox"/> Force 7 – Orange	Force	123 C
<input type="checkbox"/> Ellorrs Madak • Quick Draw	Character – Independent	45 R	<input type="checkbox"/> Force 8 – Orange	Force	124 C
<input type="checkbox"/> Corporal Kuep • Quick Draw	Character – Independent	46 U	<input type="checkbox"/> Force 1 – Orange	Force	125 U
<input type="checkbox"/> Lieutenant Neff • Quick Draw	Character – Independent	47 U	<input type="checkbox"/> Force 3 – Orange	Force	126 U
<input type="checkbox"/> Control • Obi-Wan	Jedi Power	48 C	<input type="checkbox"/> Force 6 – Orange	Force	127 U
<input type="checkbox"/> Battle Focus • Obi-Wan	Jedi Power	49 U	<input type="checkbox"/> Force 8 – Orange	Force	128 U
<input type="checkbox"/> Force Defense • Obi-Wan	Jedi Power	50 U			
<input type="checkbox"/> Alter • Yoda	Jedi Power	51 C			
<input type="checkbox"/> Heal Another • Yoda	Jedi Power	52 U			
<input type="checkbox"/> Levitation • Yoda	Jedi Power	53 U			
<input type="checkbox"/> I Am Not a Committee	Theme	54 C	<input type="checkbox"/> Rebel Spies	Event	B1 129 U
<input type="checkbox"/> Leia Organa • Princess of Alderaan	Character – Alliance (Hero)	55 R	<input type="checkbox"/> Corellian Laser Cannon	Weapon	B4 130 U
<input type="checkbox"/> Leia Organa • Senator	Character – Alliance (Hero)	56 C	<input type="checkbox"/> <i>Tantive IV</i>	Starship	B7 131 C
<input type="checkbox"/> Leia's Blaster • Senatorial Sidearm	Weapon	57 R	<input type="checkbox"/> Turbolaser Battery	Weapon	B10 132 U
<input type="checkbox"/> C-3PO • Goldenrod	Character – Alliance	58 R L	<input type="checkbox"/> <i>Devastator</i>	Starship	B13 133 C
<input type="checkbox"/> C-3PO • Goldenrod	Character – Alliance	58 R R	<input type="checkbox"/> Naval Support	Event	B16 134 U
<input type="checkbox"/> Security Check	Event	59 C	<input type="checkbox"/> Stay on Target	Event	A1 135 C
<input type="checkbox"/> Sense • Leia	Jedi Power	60 C	<input type="checkbox"/> Taim & Bak IX4 Laser Cannons	Weapon	A4 136 U
<input type="checkbox"/> Telepathy • Leia	Jedi Power	61 U	<input type="checkbox"/> Gold Two	Starship	A7 137 U
<input type="checkbox"/> She's Fast Enough for You, Old Man	Theme	62 U	<input type="checkbox"/> They Came From Behind	Event	A10 138 C
<input type="checkbox"/> Nabrun Leids • Fringe Smuggler	Character – Independent	63 R L	<input type="checkbox"/> SFS L-s72 TIE Cannon	Weapon	A13 139 U
<input type="checkbox"/> Nabrun Leids • Fringe Smuggler	Character – Independent	63 R R	<input type="checkbox"/> Shadow Three	Starship	A16 140 U
<input type="checkbox"/> 2-1B • Medical Droid	Character – Alliance	64 R			
<input type="checkbox"/> <i>Outrider</i>	Starship	65 R L			
<input type="checkbox"/> <i>Outrider</i>	Starship	65 R R			
<input type="checkbox"/> Put In for Repairs	Event	66 R			
<input type="checkbox"/> <i>Masanya</i>	Starship	67 R L			
<input type="checkbox"/> <i>Masanya</i>	Starship	67 R R			

### "FLIP MOVIE" CARDS

<input type="checkbox"/> Rebel Spies	Event	B1 129 U
<input type="checkbox"/> Corellian Laser Cannon	Weapon	B4 130 U
<input type="checkbox"/> <i>Tantive IV</i>	Starship	B7 131 C
<input type="checkbox"/> Turbolaser Battery	Weapon	B10 132 U
<input type="checkbox"/> <i>Devastator</i>	Starship	B13 133 C
<input type="checkbox"/> Naval Support	Event	B16 134 U
<input type="checkbox"/> Stay on Target	Event	A1 135 C
<input type="checkbox"/> Taim & Bak IX4 Laser Cannons	Weapon	A4 136 U
<input type="checkbox"/> Gold Two	Starship	A7 137 U
<input type="checkbox"/> They Came From Behind	Event	A10 138 C
<input type="checkbox"/> SFS L-s72 TIE Cannon	Weapon	A13 139 U
<input type="checkbox"/> Shadow Three	Starship	A16 140 U

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