

STAR WARS

THE DECKBUILDING GAME

The **COOPERATIVE FREE-FOR-ALL** **Fan-Made Variant**

This variant takes the **3-PLAYER GAME MODE** from the *Mandalorian Faction Pack*, adds a **Bot opponent** based partially on fan-made solo variants, and mixes in some **additional mechanics/rules** to enable two players to cooperatively take on the faction of their choice.

- These rules assume you own at least one of the base game editions *and* the Mandalorian Faction Pack. Guidance has been added in *Appendix B* for how you might use both core boxes *without* the Mandalorian Faction Pack to play a 3-way cooperative game.
- The target audience is any pair of gamers who love Star Wars: The Deckbuilding Game, but *don't* love head-to-head competition. They also shouldn't mind a) long games and b) the overhead of running a "robust" Bot opponent. This is because...
- The Bot in this variant is *not* simplified/streamlined e.g., not based on the popular "Leaders" solo variant. The idea is to fully experience/enjoy the mechanics of each Faction in the game and their card abilities... but this comes with additional complexity.
- You'll need a single 12-sided die a.k.a. "d12" (and you can't substitute two 6-sided dice).

TABLE OF CONTENTS

Overview and Winning	2
Setup	3
The Bot's Turn	4
Bot Attacks	5–6
Additional Rules and General Clarifications	7
Appendix A: Difficulty adjustments	8
Appendix B: Playing Without the Mandalorian Faction Pack	8
Appendix C: Design Notes	9
Appendix D: Specific Cards + Summarized Clarifications	10
Quick Reference	11

VARIANT OVERVIEW

The general structure of this variant is the same as the **3-PLAYER GAME MODE** from the Mandalorian Faction Pack. Two of the Factions will be played by real-world humans referred to throughout these rules as the “Players”. **The third Faction will be played by a “Bot” opponent.** The game layout is the same as indicated in the Mandalorian Faction Pack rules for the 3-Player Game Mode. So, there will be three Galaxy Rows, each with its own galaxy deck.

The two Players will play by all the normal rules as described in the base game’s rules as well as the 3-Player Game Mode rules from the Mandalorian Faction Pack.

THE BOT OPPONENT

The Bot is managed or “run” by one of the human Players – ideally the one most experienced with the game. It will have a Base, a deck of cards, and a discard pile. It will also have a hand of cards to play on every turn, following the same general structure of a normal Player’s turn. The difference is that **the Bot will follow specific priorities and rules described herein.** These will determine the general order in which card abilities will be played, what targets the Bot will attack, the cards it will purchase, and other priorities.

Some **general rules/guidelines** are provided to determine how/when the Bot discards cards, exiles cards, and makes other common choices presented by card abilities in the game.

The main “feature” of this cooperative variant is the **Bot Attack Target Die Roll.** Whenever the Bot needs to determine the target for its next attack (which it might do multiple times on its turn), a 12-sided die is rolled. The result might be modified (increased or decreased) depending on a couple of factors, and then a table is consulted to determine what/who the Bot attacks.

A NOTE ON FACTIONS

You can play with any 3 of the **5 Factions** from this game system. While it’s preferred to own and use components from the Mandalorian Faction Pack, the Mandalorians don’t need to be one of the Factions in the game. If you *don’t* own the Mandalorian Faction Pack, refer to *Appendix B* for guidance on how to play this variant with the two editions of the base game.



WINNING THE GAME

The victory conditions for this variant are similar to those from the standard 3-Player Game Mode with some minor adjustments:

- Either “side” (the Bot or the two Players combined) must destroy a **minimum of 5 bases** to win
- **For the Bot**, it must also have destroyed a minimum of 2 of *each* Player’s bases
- **For the Players**, *each Player* must have destroyed a minimum of 2 of the Bot’s bases

So, for example, if the Bot has destroyed 5 bases, but 4 are from one player and 1 is from the other, it must continue playing until it has destroyed a minimum of 2 bases from each player. Similarly, let’s say one Player has destroyed 1 of the Bot’s bases and the other has destroyed 4. They must continue playing until both Players have destroyed/taken a minimum of 2 of the Bot’s bases.

SETUP

Most of the setup will be the same as per the standard **3-Player Game Mode** setup instructions found on **pages 3 through 9 of the Mandalorian Faction Pack rulebook**. Specific changes for this cooperative variant are as follows...

THE FIRST PLAYER AND THE FORCE

Ignore the Step 12 instructions from the setup process in the rulebook. Instead, always determine the first player randomly from amongst the three factions in the game. The last player (counter-clockwise from the first player) begins the game with the Force all the way to their side.

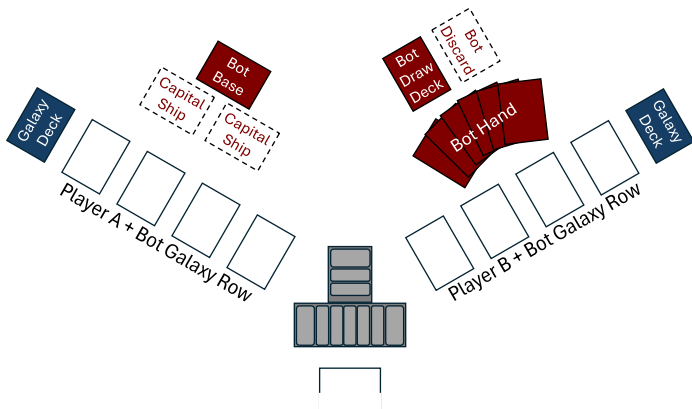
THE BOT'S PLAY AREA AND SETUP

The most difficult aspect of this variant is managing the **Bot's play area** due to it being across from the two Players, which can physically be a stretch. We recommend splitting the work and setting up the Bot's play area accordingly. Assign one of the Players (ideally the most experienced) to "run the Bot", managing their hand of cards and actions each Bot turn. The other Player can then manage the Bot's base, capital ships, damage... and possibly also their Credits throughout their turn.

The **Bot's starting base** is one of the neutral bases from the Mandalorian Faction Pack, the same as for the Players. Shuffle their other 9 bases face-down and place the stack under their starting base.

While the two Players will draw their starting hands of 5 cards each per Step 13 of the setup process, the **Bot's starting hand will be 6 cards**. Or... if they're starting last (and the Force is all the way on their side), *draw 7 cards instead* (see the bottom of the next page for more details). When drawing the Bot's hand of cards, don't look at them and always keep them face-down.

The Bot's play area might look something like this, or the reverse depending on who is sitting where:



ADDITIONAL COMPONENTS

- Print and set out the reference sheet (Page 11) where the Player "running the Bot" can easily see it, and ideally with Page 10 printed on the reverse side for easy reference.
- You'll also need to have a 12-sided die (also known as a "d12") which one of the Players will roll when the Bot needs to determine a target for its next attack.



THE BOT'S TURN

On the Bot's turn, the Player running the Bot will reveal its hand of cards (which have been kept face-down during the Players' turns) and then proceed to carry out actions for the Bot based on specific priorities (below)... until all card abilities and points have been used. It will be necessary to scan the Bot's Base, Capital Ships, and Hand of cards to understand all the card abilities and Attack/Resource/Force points available to the Bot.

BOT ACTION PRIORITIES

Following are the priorities the Bot will follow in taking its actions. NOTE: Whenever the Bot gains additional cards to their hand during their turn (such as from Draw Card effects or by purchasing a card with an effect that puts that card into their hand immediately), you should always revisit the priorities based on the newly-gained card. For example: The Bot might purchase and gain a *Fang Fighter* to its hand. This card has attack strength, which will cause the Bot to return to Priority 4 and proceed with an additional attack.

Priority 1: DRAW EXTRA CARDS

The Bot will always prioritize any card abilities that enable it to draw additional cards. If it must discard to do so, it will only discard a *Shuttle*. If it has no Shuttles in hand, it won't discard to draw.

Priority 2: MOVE THE FORCE

The Bot's next priority is to move the Force – using Force points on cards or card abilities – until the Force is all the way to their side... or on the neutral space in the case of the *Mandalorians*.

Priority 3: REPAIR

Next the Bot will use any available Repair abilities if applicable. If they must discard a card for a repair ability, they will always discard the lowest-cost card from their hand. If there's still a choice, they will discard the card with the fewest Attack points.

Priority 4: ATTACK

Attacking will be the focus of most actions on most Bot turns. Refer to the steps in the **BOT ATTACKS** section on the next page for details on how to execute Bot attacks.

Priority 5: SPEND

While not common, some card abilities require the spending of Resources for a benefit. The Bot will spend the maximum Resources allowed to enable these card abilities *before* spending Resources to purchase cards from the Galaxy Row.

Priority 6: PURCHASE CARDS

The Bot will spend as many of their remaining Resources as possible to purchase cards from the Galaxy Row(s), per the following **priorities**. For each purchase, start at #1 and break ties by stepping through the tiebreakers until a card is identified:

- 1) **Capital Ships** → Other Cards → Outer Rim Pilots (if the Bot can't afford anything else)
- 2) **Highest Cost** (affordable) → **Bot's Faction** → Most Attack Points → Most Resource Points
- 3) The **Galaxy Row** shared with the Player meeting the **LEAST** definition (see next page)
- 4) The card closest to a Galaxy Draw Deck → Players' choice if there's still a tie

END OF THE BOT'S TURN

Once all possible Bot actions have been taken, **discard** the Bot's played cards and draw a new hand of **6 cards** face-down... **UNLESS THE FORCE IS WITH THE BOT (anywhere on their side), in which case THEY GET A NEW HAND OF 7 CARDS INSTEAD.** If the Bot is playing as the *Mandalorians*, they will also draw a new hand of 7 cards if the Force is on the neutral space at the end of their turn.

BOT ATTACKS

When executing a Bot attack, the process involves: 1) Determining the **Attack Priority/Target**, 2) **Committing Cards** to the attack following the **Fewest-and-Most-Efficient** and **Priority-Card** principles, and 3) **Resolving the Attack**. After an attack is resolved and if additional cards with attack strength remain unused, the process is repeated for the next attack. The Bot will resolve attacks until it has no more cards with attack strength remaining.

DEFINITIONS

When determining attack priorities – as well as certain other Bot choices – there are two definitions/labels that will be used to differentiate between the two Players. They are:

LEAST: When choosing a Player to target (or sometimes a Galaxy Row between the Bot and a Player), the Player who is “LEAST” is the one who:

- Has the *least* (fewest) number of bases destroyed (in the Bot’s victory pile), or if both Players are tied...
- Has the *least* HP (Hit Points) *remaining* on their current base before its destroyed, or if tied...
- Is determined randomly e.g., by rolling the die

Example: The Bot hasn’t destroyed any Player bases yet, and therefore both Players are tied with 0 bases in the Bot’s victory pile. Player A’s base has 12 Hit Points with 0 Damage, while Player B’s base has 16 hit points with 5 Damage counters on it. If targeting “LEAST”, the Bot will target Player B. Even though Player A’s base has fewer *total* hit points than Player B’s, Player B has only 11 hit points *remaining* until it’s destroyed.

MOST: The Player who is “MOST” is the one who:

- Has the *most* (greatest) number of bases destroyed, or if both Players are tied...
- Has the *most* hit points *remaining* on their current/active base before its destroyed, or if tied...
- Is determined randomly e.g., by rolling the die

DETERMING ATTACK PRIORITY/TARGET

SPECIAL CASE: In the *rare* case where there are *no* Bot-faction or Neutral cards in *either* Galaxy Row, it prioritizes attacking the Galaxy Row *if it can...* no die roll is required. Skip ahead to the next page to determine the specific target and resolve the attack.

The first step in a Bot attack is to determine the priority/target of the attack. Start by

ROLLING THE 12-SIDED DIE (d12). Next, **modify the result** as follows:

- **ADD 1** (+1) for every **destroyed Player Base** in the Bot’s victory pile
- **ADD 2** (+2) for every Bot card (in hand or amongst their base and capital ships) with ability text that provides a benefit when attacking an opponent’s **Base or Capital Ship**
- **SUBTRACT 2** (-2) for every Bot card with ability text that provides a benefit when attacking (sabotaging or bounty-hunting) a **Galaxy Row** card

Example: The Bot is playing the Empire. They’ve destroyed 1 base so far, their current/active base is Ord Mantell (which provides a benefit for targeting the Galaxy Row), and Boba Fett (who also has a benefit for attacking the Galaxy Row) is in their hand. The Player running the Bot rolls the d12 and the result is 8. They then modify this result by adding 1 for the destroyed base, subtracting 2 for Ord Mantell, and subtracting 2 more for Boba Fett. So that’s $8 + 1 - 2 - 2$ for a modified/final result of 5. *Note: cards that mention bases, capital ships or the galaxy row only modify the die result if there is a benefit specifically associated with attacking.*

Use the final/modified result to find the attack priority on the **BOT ATTACK PRIORITY** table...

BOT ATTACK PRIORITY TABLE

After rolling the d12 and modifying the result, determine the priority using this table:

≤ 1	2	3	4	5	6	7	8	9	10	11	12
GALAXY ROW	MOST	GALAXY ROW	MOST	GALAXY ROW	LEAST	GALAXY ROW	LEAST	LEAST	LEAST	LEAST	LEAST

If the result is *GALAXY ROW* and **if there are no valid targets** e.g., there are no non-capital-ship Player-faction units amongst the 8 cards in the two galaxy rows they can interact with, or they only can attack with capital ships (which can't target the galaxy row)... then use the next result to the right on the table. For example: A result 5 with no valid Galaxy Row targets would become 6, and the Bot would target the "LEAST" Player (refer to *Definitions* on the previous page).

If the attack priority is *MOST* or *LEAST* and **if the applicable target Player has no revealed base**, the Bot will target the other Player instead.

GALAXY ROW TARGETS

When the Bot is attacking a unit in the Galaxy Row and there are multiple possible targets they can destroy, they'll **prioritize as follows**:

- The highest-value card they have sufficient attack points to defeat, across both galaxy rows they can interact with
- If there's a tie *across* both rows, they prioritize the galaxy row shared with the "LEAST" Player
- For ties *within* a galaxy row, they target the unit closest to that row's deck

PLAYER (BASE/SHIP) TARGETS

When the Bot prioritizes attacking a Player and that Player has only one capital ship or none, the attack on that Player is straightforward. However, if the Player has multiple capital ships, the Bot will **prioritize as follows**:

- The Bot targets a capital ship that can be destroyed first
- If multiple ships could be destroyed, they'll target the one with the highest *original* HP
- If there's still a tie, the Player being attacked can choose which capital ship the Bot targets

COMMIT TO + RESOLVE THE ATTACK

Once you've determined the target of the Bot's attack, the Player running the Bot should commit cards to the attack following these two principles:

- 1. Priority Cards:** Cards with ability text that provide a benefit when attacking the type of target being attacked (such as when attacking the Galaxy Row) will be committed first. Conversely, cards with such abilities will be committed *last* if the Bot is *not* attacking that type.
For example: If the Bot is playing the Empire and is attacking a Player's capital ship, they won't commit Boba Fett (with his Galaxy Row benefit) to that attack unless necessary.
- 2. Fewest and Most Efficient:** The Bot will assign the fewest cards possible to destroy/defeat the target in the most efficient manner possible. For example: If the Bot targets a Galaxy Row target with 4HP and has four cards with attack values of 2, 3, 4 and 5, they will commit the unit with an attack value of 4. If they only had three units with attack values of 2, 3 and 5, they would commit the single card with an attack value of 5 instead of the two cards with 2 and 3.

If a targeted capital ship or base can't be destroyed, the Bot will commit every card it can to doing as much damage as possible to the target. Once cards have been committed, **resolve the attack**. The Bot *does* gain benefits from defeating units in the Galaxy Row. If the Bot has additional unused cards with Attack values, proceed with determining the priority/target for their next attack.

ADDITIONAL RULES

OPPONENTS: Various card abilities may refer to an “**Opponent**” or “**Enemy**”:

- Any card ability played or **used by a Player** that refers to an “opponent” or “enemy” can *only* target the Bot and *never* the other Player.
- An “opponent” or “enemy” reference on any of the **Bot’s cards** should target the **LEAST** Player if it’s something that would *harm* a Player, and the **MOST** Player if it’s something that would *benefit* a Player. Refer to the definitions for “LEAST” and “MOST” on Page 5 of these rules.

THE BOT’S BASE: If the Bot doesn’t have a revealed base at the start of it’s turn (i.e., it was recently destroyed by a Player), reveal the top face-down card from the stack of its other bases. The Bot *does* benefit from and use abilities on bases if/when applicable.

GENERAL CLARIFICATIONS

Choice of Attack/Resource/Force: When the Bot plays a card which can be optionally used for Attack, Resource or Force value (e.g., *Lobot*), they will prioritize as follows:

1. *Attack* value if it makes the difference in *destroying/defeating* a target (of any type)
2. *Force* value if it’s not already all the way on the Bot’s side (or on the neutral space for the *Mandalorians*) and other cards’ Force values won’t get it there
3. *Resource* value if it helps to purchase a higher-priority card or an additional card than otherwise possible
4. *Attack* value (to damage *something*) if none of the above priorities are applicable

Exiling: The Bot will only Exile a card when allowed to if it benefits in some way. Further, if the option is to exile another card (e.g., *Kel Dor Mystic*), they will only exile a *Shuttle* – prioritizing from discard first and then their hand if given the option. If the Bot is playing the **Separatists** and has the option to exile a Separatist card from the Galaxy Row, it will only exile *Droid* cards (and chooses the lowest-cost one if there are multiple options).

Discarding (or swapping out) cards from the Galaxy Row: The Bot will choose the highest-cost Player faction card if applicable, or the highest-cost neutral card otherwise.

Choosing amongst multiple cards for a benefit: The Bot chooses based on the **Purchase Cards** priorities / tie-breakers (see Page 4) where applicable. In cases where there’s still ambiguity, the Bot chooses the most recently played or discarded card as applicable. Note that if the Bot is choosing amongst enemy/opponent cards for their benefit (e.g., certain Separatist base abilities), they will still use the Purchase Cards priorities that apply i.e., capital ships first, highest cost, etc. If there’s still a tie, the targeted Player may choose.

Choosing a penalty: If given a choice of penalties, the Bot will always choose to discard a random card from its face-down hand over other options e.g., if the *Rebel Alliance* plays a *B-Wing* fighter.

Mandalorian Priorities: Some **Mandalorian** cards enable card draw if the Force is on the neutral space. When it makes sense to do so, the Bot will prioritize moving the Force before other actions. The *Balutar Swoop Rider* may similarly cause the Bot to purchase a card as a highest priority.

Republic Swap/Discard: If the Bot is playing the **Republic**, they will only discard a *Shuttle* card or swap a *Shuttle* with another card when allowed to do so per their “top card of deck” abilities.

SPECIFIC CARDS: Refer to *Appendix D* for details regarding how the Bot will handle the abilities on various cards for which the general rules don’t provide sufficient clarity.

Appendix A: DIFFICULTY ADJUSTMENTS

These rules as written are intended to represent a **Medium** level of difficulty. Some might find the Bot to be too difficult, however, and some might find it to be too easy. Here are some ideas for modifying difficulty...

- **Lower Difficulty:** Ignore the rule allowing the Bot to draw an extra card to its new hand at the end of its turn depending on the Force i.e., the Bot will *always* draw a new hand of 6 cards.
- **Higher Difficulty:** If you're finding this variant to be too easy, the Bot could *always* draw a new hand of 7 cards at the end of its turn. Another way to increase difficulty would be to make a small adjustment to how the Bot reveals a new base at the beginning of its turn (after it's been destroyed by a Player). If the new base has an immediate effect that isn't applicable/helpful to the Bot at that time, put that base at the bottom of its stack and draw a new base (and repeat if another non-applicable immediate effect is revealed).

Appendix B: NO MANDALORIANS?

These rules are based on the 3-Player Game Mode from the Mandalorian Faction Pack expansion and assume you own a copy of that. However, it should also be possible to play this variant if you don't own that expansion but *do* own both editions of the base game. Here's what to do in that case:

- You'll need to know how to set up a standard 3-player game. You can find and reference the rules for the Mandalorian Faction Pack at [Fantasy Flight's page](#) for this game system. Scroll to the bottom of the page, and under the "Support" section you can expand the "Rules" header, and there you'll find a link to the PDF for the **Mandalorian Faction Pack rulebook**.
- Set up the game as indicated on **pages 3 through 9 of those rules**, with the modifications as described on Page 3 of this variant rule set, and with the additional following changes...
- You won't have the **replacement neutral starting bases** that come with the Mandalorian Faction Pack and that are referenced in step 2 from the setup instructions. So, just use the original starting base for each faction instead. It seems that those bases were designed to accelerate the start of a 3-player game and to possibly offer an incentive to attack the other two players, so the impact of not using those replacements here should be minimal. Alternatively, you could proxy them (create your own homemade version) based on the image on Page 3 of the Mandalorian Faction Pack rulebook.
- You won't have the **Pyke Repulsor Train**, so you can ignore the relevant parts of steps 6 and 11 from the 3-Player Game Mode setup instructions. There should be minimal impact on this variant (we've rarely used it), but again... you could also proxy this card based on the image on Page 5 of the Mandalorian Faction Pack rulebook.
- With the two editions of the base game, you'll have 60 **neutral galaxy cards**, and there needs to be 45 in a 3-player game. Shuffle all 60 neutral galaxy cards together and randomly remove 15 of them. You can then divide them up per Step 7 of the 3-Player Game Mode setup instructions. As mentioned in the Design Notes on the next page, we do this regardless with all 75 neutral galaxy cards from all 3 boxes. It creates more variability from one play to the next.



Buy me a coffee

If you like the work I've done on this or other cooperative variants (such as this one for [Star Trek: Captain's Chair](#)), please consider scanning this QR code to "buy me a coffee" to show your appreciation

*Thank you!
Tony Teshera*



Appendix C: DESIGN NOTES

Why create this variant? Cooperative variants for competitive games add complexity and playtime. But, for fans of a game's mechanics and theme, it can be worth the effort. My wife and I don't like head-to-head competitive games, but we do love the deckbuilding, faction abilities, and theme in this game. And, with only two of us playing, we get to experience three factions at a time. I talk more about the motivation to find ways to play competitive games cooperatively in [this blog post](#).

Citations: Many of the rules for running the Bot in this variant are based on the "[L3-37](#)" [solitaire variant](#) created by Alex Foxtrott in 2023, which was inspired by work BGG user @NasumQSU did to [adapt](#) (also in 2023) an older [Star Realms solo variant](#) created by Wayne LaBanca in 2014 (referred to as "Variant #1" on the linked page). The Bot purchase priorities in this variant are also consistent with those in the more popular "[Leaders](#)" [solitaire variant](#) created by Robert J.

Neutral Galaxy Cards: The 3-Player Game Mode setup instructions in the Mandalorian Faction Pack and the "Cross-Edition Play" instructions in the rules from the Clone Wars base game both assume you will play with only one of the two 30-card neutral galaxy decks from the two editions of the base game. If you have both base game editions as we do, we like to shuffle all 75 neutral galaxy cards together (including the 15 from the Mandalorian Faction Pack), and then randomly draw 45 to then divide up into the 3 galaxy decks for a 3-way game. It can create some statistical oddities in the cards available, but... you've already decided to play a free-for-all game variant, so like us you're probably less concerned with perfect game balance.

Reinforcements Expansion: Fantasy Flight Games has announced (and possibly released by the time you read this) a new "Reinforcements" expansion specifically and only for the Rebel and Empire factions. As this variant requires *three* factions, it wouldn't be compatible with that unless/until a future Reinforcements expansion is released for at least one additional faction.

Why 6 or 7 cards for the Bot? The Bot needs an edge of some kind to be able to compete against two Players working together to defeat it. We found that 7 cards every turn made the Bot too difficult (for us), and 6 was too easy. By varying it based on the Force, not only does this better balance the Bot difficulty for us... but it creates additional emphasis on the Force. This is a fun twist that requires the Players to be more mindful of the Force throughout the game.

Why the weird die-roll, table, and "least/most" stuff? This mechanism is (roughly) simulating how a real player might do some engine-building and opponent-thwarting through Galaxy Row attacks early on, and less so later as the game progresses. It also ensures the Bot will focus on destroying bases from both Players, while maintaining some unpredictability. We tried *many* methods to achieve this, but found this one to work smoothly. It will probably feel fiddly at first, but we find that it works rather well once you've used it for a few rounds.

Can these variant rules be used for solo play? We didn't focus on solo play, as there are already a few good solo variants out there for this game. However, I do prefer full execution of card abilities for the Bot (versus a more streamlined approach such as with the [Leaders](#) variant), and I needed a way to test the balance, general clarifications, and specific card issues with each faction when my wife wasn't around for a cooperative game. So, this is how I adapt this for solo play:

- Set up for a normal 2-player game (standard galaxy row, only 30 neutral galaxy cards, standard starting bases, etc.)
- When rolling the d12 for Bot attack priority, the Galaxy Row is targeted on a result of 1 to 3, and the player is targeted on a result of 4 to 12. This assumes a standard game to 3 bases...
- If you want to play a longer game, increase the Galaxy Row range by +1 for each additional base. So, if playing to destroy bases, the Bot targets the Galaxy Row on results of 1 to 5.
- Apply the die-roll modifiers from the cooperative rules as you normally would.
- The Bot draws 5-or-6-card hands (depending on Force) vs. 6-or-7-card hands.

Appendix D: SPECIFIC CARDS

Recommendation: Print this and the next page double-sided (flip on long edge) with no scaling. You can then keep the double-sided printout in the box and use it as a reference while playing.

AT-TE: The Bot should play this card *last*.

Cad Bane: The Bot will choose to destroy a capital ship if possible.

Corellian Transport: The Bot gives this card to a Player only if a neutral card in the otherwise-inaccessible-to-them Galaxy Row would be their highest purchase priority.

General Grievous: The Bot will only exile a Droid that costs less than the card it defeated.

Greef Karga or Quarren Freighter: The Bot ignores the ability text on these cards.

Hammerhead Corvette: The Bot will only exile this card to destroy an *undamaged* Separatist Dreadnought, Star Destroyer, or Venator-Class Destroyer in play, or one of these in the Galaxy Row if there are none in play that are undamaged. They will not opt to destroy any other capital ship.

Jawa Scavenger: The Bot will exile this card only if there's a card in the discard pile that it can afford and is higher priority than any other card in the Galaxy Rows it can interact with.

(the) Mandalorian: The Bot will prioritize exiling a Shuttle if allowed and able.

Mandalorian Hijacker: The Bot will prioritize attacking a Galaxy Row capital ship (instead of rolling to determine its first target) if one can be destroyed.

Mandalorian Hunter: When this card is in the Bot's hand, they will prioritize any Force abilities that move the Force toward their side (including away from neutral)... and then play this card.

Moff Jerjerrod: The Bot will only swap if the card revealed would be the Bot's top priority and is affordable. If so, they swap it with the highest-value opponent card if applicable, or the Bot's lowest-priority card otherwise.

Peli Motto: The Bot will only repair a Player's unit if it makes a higher-priority purchase possible.

Y-Wing: If there's a choice, the Bot will only target a base if it would destroy it.

BOT CLARIFICATIONS/REMINDERS (from Page 7)

Attack/Resource/Force choice: When the Bot plays a card which can be optionally used for Attack, Resource or Force value (e.g., *Lobot*), they will prioritize as follows:

Attack → Force → Resources ... each only if it makes a difference, otherwise **Attack**

Exiling: Only if it benefits the Bot. Only a *Shuttle* when exiling another card. If *Separatists* exiling a Separatist card from the Galaxy Row, only *Droid* cards.

Discarding (or swapping out) cards from Galaxy Row: The Bot will choose the highest-cost Player faction card if applicable, or the highest-cost neutral card otherwise.

Choosing amongst multiple cards for a benefit:

Capital Ships → Other Cards → Outer Rim Pilots ... and for **ties:**

↑Cost → Bot's Faction → ↑Attack → ↑Resources → "Least" row → closest to Deck
... and if *still* tied... most recently played/discard → Players choose

Choosing penalty: The Bot will always choose to discard a random card from its face-down hand.

Mandalorian Priorities: When it makes sense to do so, the Bot will prioritize moving the Force first.

Republic Swap/Discard: If the Bot is playing the *Republic*, they will only discard a *Shuttle* card or swap a *Shuttle* with another card when allowed to do so per their "top card of deck" abilities.

QUICK REFERENCE

≤1	2	3	4	5	6	7	8	9	10	11	12
GALAXY ROW	MOST	GALAXY ROW	MOST	GALAXY ROW	LEAST	GALAXY ROW	LEAST	LEAST	LEAST	LEAST	LEAST

Bot Priority/Target d12 Roll: +1 per Player base destroyed / -2 per card targeting Galaxy Row / +2 per card targeting ships/bases

BOT'S TURN / PRIORITIES

1. Draw **EXTRA CARDS** as/if allowed (*only discard Shuttles for discard option*)
2. **MOVE FORCE** if applicable/possible
3. **REPAIR** damage if applicable/possible (*discard least-valuable card if needed*)
4. **ATTACKS:** *A) Roll (d12, B) Add/Subtract Modifiers, C) Commit cards and Resolve*
 - **Galaxy Row:** Highest value → row shared w/ "LEAST" Player → closest to deck
 - **Capital Ships:** Can be destroyed → highest original HP → Player choice
 - **Rule #1:** Use cards with benefit for target type first
 - **Rule #2:** Apply the fewest and most efficient combination of units to destroy target
 - Start over (rolling for new target) until all cards with attack strength are used

5. SPEND Resources to enable card effects where applicable

6. PURCHASE Galaxy Row cards with remaining Resources

- Prioritize across both rows: capital ships → other units → Outer Rim Pilots
- Ties: Highest cost affordable → Bot's faction → attack points → resource points
→ Galaxy Row shared w/ "LEAST" Player → closest to deck → Players' choice

END OF BOT TURN: DISCARD all played cards and DRAW 6 NEW CARDS

- 7 CARDS if the Force is with the Bot (or also on the neutral space if Mandalorians)

DEFINITIONS

LEAST: The Bot targets 1) the Player with the least (fewest) number of bases in the Bot's victory pile, 2) the Player with the least (lowest) HP *remaining* on their base, 3) a random Player (roll die)

MOST: The Bot targets 1) the Player with the most (greatest) number of bases in the Bot's victory pile, 2) the Player with the most (highest) HP *remaining* on their base, 3) a random Player (roll die)

OPPONENTS: For cards with ability text referring to "Opponent/Enemy":

- Such cards played by a Player can *only* target the Bot and never the other Player.
- Such cards played by the Bot will target "LEAST" if it would *harm* a Player, or "MOST" if it would *benefit* a Player.