



SWU CHALLENGES

INTRODUCTION

SWU Challenges is a special set of rules and cards for playing *Star Wars: Unlimited* alone or with a friend as co-op against an AI opponent. The rules in this document only cover these special rules. Familiarity with the existing rules of the game is expected.

SETUP

Place the AI's leader and base as usual and shuffle up the AI's deck. Then take the top three cards (six cards if co-op) of the deck and place them in a separate stack without looking at them. This is the AI's starting hand. Finally, take the top two cards of the deck and put them into play ready as the AI's starting resources. Randomly decide who goes first; the AI or one of the players.

THE AI'S TURN

Each of the AI's actions is decided by the roll of a six-sided die. Consult the AI's base to see which sequence of action selections the die roll results in. If none of the actions in the resulting sequence can be carried out, the AI will take the initiative (or pass if initiative has already been taken).

PLAYING CARDS FROM HAND

If the AI's action is to play a card from hand and the AI has one or more ready resources, reveal the top card of the AI's hand stack. If the revealed card has a cost lower than or equal to the number of ready resources controlled by the AI, play the card. Unless the card plays for free or has a cost of 0, exhaust a single resource as payment.

If the AI does not control enough ready resources to cover the printed cost, if something prevents the card from being played, or if playing the card would not change the game state (beyond a resource potentially being exhausted and the card ending up in the discard pile), put the card face down on the bottom of the AI's deck and reveal the new top card of the AI's hand. If there ends up being no cards left in the AI's hand with none having been played, the AI's action is over.

MULLIGAN

If the AI's first action of the game is to play a card from hand and there ends up being no cards in hand with a cost that the AI can cover with its ready resources, or they were events/upgrades with no eligible targets, the AI may do a mulligan. This is done by refreshing the AI's hand (with cards from the top of deck) to the same size as the starting hand. The AI then continues trying to play a card from this new hand. The AI may mulligan in this manner once, even if a player has already taken an action (and for example exhausted one of the AI's resources, making it more difficult for the AI to play a card).

DEPLOYING THE LEADER

If the AI does not control the required number of resources for a deploy leader action, ignore it and continue to the next action in the selection sequence.

ATTACKING

To select the unit for the AI to attack with, check the attack speed number in the lower left corner of the AI's units in play. Attack with the ready unit with the highest number. To decide what to attack, follow the attack selection sequence next to the attack speed. If there ends up being no eligible selections for the unit to attack, it is still exhausted. An AI unit will always attack base if able to and there are no enemy units in the arena.

If the AI has taken control of a player's unit, it won't have an attack speed. Instead, just always attack with such a unit first. Attack the eligible enemy unit with the highest combined power and remaining HP.

SELECTION SEQUENCES

Most of the AI's choices are determined through selection sequences. These sequences consist of one or more actions, choices or targets separated by arrows. Start with the first one and check if it can be carried out or if there are eligible choices/targets to be selected. If there are multiple eligible choices/targets, the players get to decide between them. If the action cannot be carried out (for example if the AI has no cards in hand to play, no ready resources to pay for a card to play or no ready units to attack with) or if there are no eligible choices/targets, follow the arrow to the next action, choice or target.

PLAYERS' CHOICE

Any time there are multiple eligible and legal choices for the AI to make, the players get to decide. They should make the choice that benefits them the most, not the one that is best from the AI's perspective.

If a card tasks the AI with choosing one of the AI's own units in play, the players get to pick among the units with the lowest combined power and remaining HP.

If a card tasks the AI with choosing a card from hand, the players get to pick one without looking at them and without changing the order of the cards in the AI's hand stack. (If the players know the cards in the AI's hand from being allowed to look at them at an earlier point, it is perfectly legal to pick a specific card if the players remember where it is in the stack.)

THE REGROUP PHASE

During the regroup phase, the AI draws three cards (six cards if co-op) by taking that number of cards from top of the AI's deck one by one and placing them on top of the hand stack without looking at them. Then put the top card of the deck into play as a resource under the AI's control and ready everything.

CO-OP: DOUBLE EVERYTHING

During a co-op game, the health of the AI's base is doubled, the AI draws double the number of cards, and the AI gets a second leader (see last page).

CO-OP: ALTERNATING TURNS

During a co-op game, turns still alternate between the AI and a player. If the AI starts with initiative, for example, the turn order will be: AI → Player 1 → AI → Player 2 → AI → Player 1, and so on. And if Player 2 starts with initiative, the turn order will be: Player 2 → AI → Player 1 → AI → Player 2 → AI, and so on.

CO-OP: THE TARGET COUNTER

When starting a new co-op game, randomly decide which player starts with the Target counter. The AI will only initiate attacks against the player with the Target counter (but abilities on the AI's cards can target any player, base or unit). The Target counter stays with a player for a full round, and at the end of the regroup phase, it moves to the other player. If at any point a player's base is defeated, that player and all cards under their control are

I removed from the game, and the Target counter immediately moves to the other player, where it will stay for the remainder of the game.

CO-OP: RECIRCULATING DISCARD PILE

During a co-op game, if the AI's deck becomes empty at any time, immediately turn the AI's discard pile face down, shuffle it, and replace it as the new deck. Then resume any actions that may have been interrupted by this. The AI may recirculate its discard pile in this manner once per game.

WIN & LOSE CONDITIONS

When playing alone, you win and lose the game like you do in a regular head-to-head game. For co-op, the players lose at the end of a round if a player's base has been defeated and the AI's base has not – or immediately if both players' bases have been defeated. The moment the AI's base is defeated, the players win, even if one of them has been eliminated.

DIFFICULTY MODES

On normal difficulty, the AI draws three cards in the regroup phase. On easy difficulty, the AI draws one less card, and on hard difficulty, it draws one more. For co-op, the card amounts are doubled.

	Easy difficulty	Normal difficulty and starting hand	Hard difficulty
Solo play	2 cards	3 cards	4 cards
Co-op play	4 cards	6 cards	8 cards

CLARIFICATIONS & NEW TERMS

You, friendly, opponent, enemy: Similar to the phrasing on opponent's cards in a regular game, 'you' and 'friendly' on the AI's cards refer to the AI and units it controls, and 'opponent' and 'enemy' refer to the players and units they control.

Ambush: The AI will always use the **AMBUSH** keyword when there are eligible units to attack in accordance with the attack selection on the attacking unit. It will also always ambush first if there are multiple **When Played** triggers.

Draw: If a card instructs the AI to draw cards, it will do so similarly to how it's done during the regroup phase; by taking the cards to draw one by one from the AI's deck and placing them on top of the hand stack.

Probe: On AI cards, 'search' has been replaced with the new term 'probe'. To probe, you reveal or examine the top cards of the deck or discard pile (as indicated by the ability) one by one until a card has been revealed or examined that meets the requirements of what the ability is probing for, or until you have revealed or examined cards equal to the number stated by the ability. After probing, if the AI's deck was being probed, any revealed cards that were not played or taken into hand are put on the bottom of the AI's deck in a random order. If the discard pile was probed, any examined cards not played or taken into hand are put back in the same order.

Swarm: Units with the **SWARM** keyword get +1/+0 for each other friendly unit with the exact same **TRAITS** (the same amount and the same type).

Uniqueness: When the AI has to defeat a unit as per the rules of uniqueness, if the new copy has **AMBUSH**, defeat the old copy. Otherwise, defeat the unit with the lowest combined power and remaining HP, and if they are equal, defeat the new copy. For upgrades, defeat the old copy.

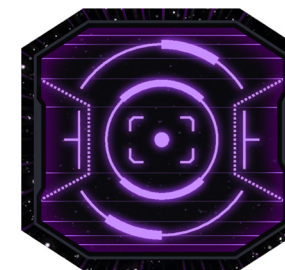
CREDIT & DISCLAIMER

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Visit swchallenges.com to download decks and find more information about the SWU Challenges solo and co-op modes.



PLAYMAT FOR THE AI'S CARDS



SECOND LEADERS AND TARGET COUNTER FOR CO-OP PLAY