

STAR WARS™

DESTINY

Operations V 0.4.5

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What is Operations?

Operations is a co-operative format for FFG's Star Wars Destiny. Players will fight through stages set in the famous scenes from Star Wars.

Operations is balanced around FFG's standard format, with the ability to add balanced fan sets and the ARH sets to use against the AI in unique ways...

Winning the Game

Each scenario uses specialized battlefields for each stage of the game. When the players advance past the final stage, the players win the game!

The specialized battlefields are referred to as Stages, as part of an Objective set. Side A of the battlefields list which sets are used to build the AI deck.

Game Setup

- 1 - Choose a scenario (objective set).
- 2 - Look at that set's Stage 1A for the first sets used for the AI deck.
- 3 - Put into play each character listed and gather their associated set. (set each character not used aside)
- 4 - Each player builds their deck with the additional deck-building rules (these are listed later on page 5).
- 5 - Gather the basic behavior set.
- 6 - Shuffle all gathered sets into a single deck, making the AI deck. (NOT the Battlefields!)
- 7 - Reveal side B of the first stage.
- 8 - Each players follows standard setup, without doing a battlefield roll.
- 9 - Collectively decide who will be the first player, and give them the "First Player, Operations" battlefield.
- 10 - The AI will start with 2 resources
- 11 - Each player gains shields equal to 3 minus the number of players.

The game is ready to begin.



BATTLE OF SCARIF - FIRST STAGE SETUP

Stage 1 on top (Side B), then placed under in order.



AI starts with two resources



AI Deck



Characters listed on Stage 1A are put into play

Action Phase

Starting with the first player, players take their turn as normal (1 action). After each player has taken a turn, the AI starts their turn as shown:

- Draw the top card of their deck
- Then check the top-left symbol:
 - If it is a resource, it is the card's resource cost (as normal).
 - Otherwise, resolve the symbol effect against each player, starting with the first player. (harmful only) other effects help the AI (like shields).
- Then resolve the effect of the card.
 - The AI cannot resolve a player's die, or activate a player's character.
- An effect or value can have a per player multiplier, which is indicated as shown:

X 

or



- If there are no cards in the AI's deck, the AI will resolve as many dice as possible (showing the same side) or pass if cannot.
- The AI has no cards in hand, and their hand is the top 5 cards of their deck.
- AI Dice refers to dice that the AI controls (may not always say AI dice in card text).
- Dice are resolved against one target (not against each player, unless stated).

Upkeep Phase

Players perform their normal upkeep phase. Then the AI does their upkeep phase as follows:

- The AI gets 1 resource per player.
- The AI returns their dice and readies their cards.
- Shuffle the AI's discard pile into their AI deck.

Then go to the next action phase, starting with the first player. (controls the battlefield).

Player Elimination

When a player has no characters in play, or has no cards in their hand or deck, that player is eliminated from the game. The rest of the players continue the game until they complete the final stage, or every player is eliminated.

- Per player values only change when the the stage advances!
- Players that have no cards do not get eliminated until the end of the upkeep phase (same as standard rules).



AI Target Priority

The AI follows the listed priorities when resolving an effect or die against a player or players until there is only one target left to choose.

- Target the least health remaining
- Target the most dice
- Target the highest damage sides (including upgrades)
- Uniqueness (a card is unique)
- Most points or resource cost
- Lowest set number

AI Self Priority

The AI follows the listed priorities when resolving an effect or die on itself, until there is one target left.

- For Shields: Least Health remaining, then most dice
- Focus: Highest Damage sides
- Special: most damage output
- Indirect: Even the damage across all characters, removing shields first, then non-unique characters
- Activation: Least dice in pool, most upgrades, highest damage sides, most health remaining (including shields)

AI Upgrade Priority

The AI follows the listed priorities when it is playing an upgrade on one of its cards in play.

- A ready character
- Most health remaining (including shields)
- Least upgrades attached
- Most base damage sides
- Uniqueness (a card is unique)
- Lowest set number
- Left-most card in play on table

AI Preferences

The AI will override an upgrade if the one in play is cheaper, or has a die with less base damage sides / values.

The AI will try to give the least amount of information possible.

The AI maximizes damage output onto the players as possible, and will try to take the least amount of damage onto its characters as possible.

If a random number is needed, roll a 6 - sided die (commonly referred to as a d6 or a 1d6).

AI will keep doing actions, even with no characters in play.



Advancing Stages

After the end of the action phase, the stage automatically advances when there are no more characters under the AI's control in play.

When the stage advances, build a new AI deck using the sets listed on Side A of the next stage, always including the Basic Behavior set as normal.

The AI loses any resources it had in the previous stage, as well as any remaining cards (Including downgrades).

Focus and shields can be resolved on a teammate's cards or dice.

Each player has their own resources and cannot give each other resources from their own.

Cards that refer to "you" or "your" cannot refer to a teammate or teammate's cards.

Players cannot spot, assign indirect, or play supports on a teammate's cards or play area.

Player Interaction

If the battlefield would be switched, flip the First Player battlefield instead.

If an effect would give control of the battlefield to an opponent, you can choose a teammate instead.

A player can play upgrades on a teammate's character, and use redeploy to another player's character or characters.

Deck-building Rules

There are additional rules for building player decks as follows:

- Players don't use a battlefield
- Each player must have the same affiliation (or neutral / both ex: Reylo)
- Rules for unique cards apply to the whole team, instead of per player

FAQ and Clarifications

Detect: Flip a card in the AI's hand faceup, putting it back where it came from (so a card is faceup in the deck).



Multi-Stages

Multi-stages are designated by M-X in their set box. Multi-stages are stages that are all in play at the same time, and each stage has their own play area (in which cards are considered "in play").

An effect referring to each player, and effects targeting cards, dice, players, or other objects do not count anything in other play areas.

Each multi-stage has its own AI deck, and cannot be manipulated by effects from other play areas. When resolving AI actions, resolve them in multi-stage order. (M-1, M-2, M-3, and so on).

Death Star II Stage 2A Setup



The AI gains resources as normal (per player in ITS OWN play area).



M - 1

M - 2

FAQ & Clarifications

If there are no players in a multi-stage but there are one or more players in a different stage, the stage with no players continues to do actions and performs upkeep as normal, with no valid player targets for effects.

Expert Mode: add the Expert Mode set to every stage, and put its plot into play.

Hunter keyword: The card with this keyword stays in play when players advance through stages.

When a player joins a stage, the per player values do not change, since per player values only change when advancing to a new stage.

The AI will always use guardian, and they will gain resources for dice it has in the pool that have a cost.

AI will only focus to sides it can use, and will turn modifiers if they cannot be used with another die.

The AI will always resolve dice for maximum effect, and will follow enemy priority even if it is not a die or dice showing damage (like disrupt, discard, or special).

Before drawing a card, the AI will attempt to use an action on a player's card that an opponent can use (like Jar Jar Binks).

If the battlefield would be switched, flip the battlefield to the other side instead.

If an effect on an AI card says "Player", or "Each Player", the AI does not count as a player.

A player effect targeting an opponent or another player may be used to target a teammate or the AI.

Character sets are sets with at least 1 character in that set. Objective sets are sets that have stages included in that set.

If the AI has ready cards that can be activated when it would pass, those cards DO NOT activate this round!

If the AI would get the battlefield, give it to a teammate instead (the rest of that effect still targets the AI).