Game Mode Overview: Doubles

Overview:

Doubles is a new game mode for *Star Wars*™: Unlimited, designed for casual play. In Doubles, 2 friends will team up as a duo to take on a team of 2 opponents.

This format is a great way for a more experienced player to team up with a novice friend for a less stressful, beginner-level experience at their LGS or a home game night.

Deck Construction:

Like the Trilogy game mode, there are no special deckbuilding requirements for Doubles. Instead, players build their decks in accordance with the format for the corresponding Organized Play event.

Examples:

- In a Doubles Sealed event, each player opens 6 booster packs, constructing a 30-card deck from the cards within.
- In a Doubles Premier event, each player creates a 50-card deck from the Premier-legal card pool.

Beyond these fundamentals, there are no additional restrictions. Leaders, bases, and deck composition are strictly up to the players. Additionally, each player's deck is treated independently for the purposes of deck construction (i.e., both players on a team may include 3 copies of a favorite card like *Salacious Crumb - Cackling Companion*).

How to Play:

A game of Doubles follows the traditional rules of *Star Wars*: Unlimited, with the following adjustments.

- **Teams**: Players form into teams of 2, each with their own leader, base, and deck.
- **Objective**: Defeat **BOTH** enemy bases.
- **Shared Turns**: Teams take their turn together. On a given turn, 1 player may take 1 action. Then, play alternates to the other team.
    - Either player may take their team's action, but only 1 player can take an action per turn,
- **Shared Information**: Players may look at each other's hands, strategize together, and give one another advice.

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Additional Rules:

- **Shared Initiative**: The initiative counter is shared by each player on their team (both players have the initiative). When 1 member of a team takes the initiative, neither teammate can take further actions that round.
- **No Passing**: Players may not take the "pass" action.
- **Simultaneous Victory:** The game is not won when a single enemy base is reduced to 0 HP. Instead, that player (and their base) remain in the game until both of that team's bases are reduced to 0 HP. They are not eliminated, their cards remain in play, and they may still take actions and go through the phases of the game as normal.
    - A base with 0 HP remaining may still be healed.
- **Friendly Cards**: Each player's cards are "friendly" to their teammate.
- **Shared Sentinels:** Friendly Sentinel units protect their teammate's other units and base.

FAQ & Rules Clarifications:

- **"An Opponent":** When a card indicates "an opponent," one opponent must be chosen.
- **Communication:** Teammates may communicate verbally or in writing.
- **Hidden Information:** Players may look at one another's hands and resources. However, if an ability instructs a player to "look at" a card, their teammate is not permitted to look at it. However, the information gained this way can be discussed freely.
- **No Shared Control:** Players may not exhaust their resources to help pay for a teammate's card. Players may not attack with their teammate's units or play cards from their teammate's hand.
- **Overwhelm:** When excess damage is dealt to a unit, the excess damage from Overwhelm is applied to that unit's controller's base.
- **Ownership:** Although your teammate's cards are friendly to you, you do not "own" or "control" them for gameplay purposes.
- **Teammate:** A teammate is another player in the game. Teammates are not opponents. If one teammate wins the game via a card ability, they both win the game.

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