

Star Wars: Unlimited – Force Dyad Draft Format

Team Setup

Each player builds a deck with one base and one leader.

Teams consist of two players who sit on the same side and play cooperatively.

A team's total base health is the sum of both players' base health (combined base health).

Gameplay Rules

Bases

- When a base is attacked, the attacking player must choose which base they are attacking. (This is only to determine which "when attacked" triggers apply.)
- Base abilities may only be activated by the player who controls that base.

Battle Line

- Teams share a single battle line (Ground & Space).
- Each player controls their own units within that shared battle line.
- Targeting: If a card effect says 'your unit,' it may only target units controlled by that specific player.
- All units controlled by both teammates are considered friendly units.

Keywords & Abilities

- Sentinel protects the entire team's battle line and both bases, not just the controlling player.
- Any card that references 'you' refers only to the controlling player, not the team.

Actions

- During the Action Phase, each player on a team takes one action before passing priority to the other team.
- This means each team performs two actions per action phase.
- At the beginning of the Action Phase, the team decides which player will act first.

Resources

- Each player manages their own resource row, as in a standard game.

Draft Rules

Drafting is done in teams of two.

Each team opens one booster pack at a time, selects two cards from that pack, then passes the remaining cards to the next team.

Each player contributes 3 booster packs to the draft pool.