OVERVIEW

In *Star Wars™:* Bounty Hunters, **players are elite bounty hunters pursuing targets across the galaxy**. Team up with the right allies and purchase the droids you need at the Jawa market. Capture the most wanted targets to become the best bounty hunter there is!

Zero-downtime gameplay: Bounty Hunters **is played simultaneously** by all players. Whoever has the most prestige points at the end of the game is the winner!

**There are several ways to score points:**

CAPTURE TARGETS

Catching the Targets won't be easy: recruit Bounty Hunters and buy Droids at the Jawa Market to help you capture them. Nothing in life is free, however: hiring Bounty Hunters will cost you prestige points at the end of the game...

BUY CRATES AT THE JAWA MARKET

By rummaging through the Jawa market, you can find crates (⚌) full of equipment. They cost Imperial Credits but score points at the end of the game.

COMPLETE CONTRACTS
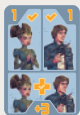
Contracts let you earn extra points by accomplishing more specific missions.

A simplified version of the game, without Contracts, is described on page 12.

COMPONENTS

- 1 rulebook
- 4 Zone cards: Target, Bounty Hunter, Contract, Jawa Market
- 44 Target cards
- 63 Bounty Hunter cards
- 44 Contract cards
- 44 Jawa Market cards
- 42 Imperial Credit tokens
- 1 Player Aid card
- 1 score pad

2

🪖 SETUP

1

← Zone cards

← Discard areas

2

1 Place the 4 Zone cards in a row in the middle of the play area, as shown in the diagram above. Sort the cards into 4 decks according to their color (green, red, blue, grey) and shuffle them separately. Place them face down above the matching Zone cards. Leave a space for a discard pile below each Zone card.

2 Place the Imperial Credits conveniently nearby.

3 The player who watched a *Star Wars* movie most recently becomes the "Guild Master" and receives the Player Aid card. The Guild Master's task is to coordinate the players, ensuring that everyone performs their actions at the same time.
The front of the Player Aid shows the sequence of steps that make up each game turn.
The back of the Player Aid shows a summary of how the game ends and related bonuses.

3

All players may refer to the Player Aid during the game.

Note: The Guild Master role is unnecessary if everyone is familiar with the rules of Bounty Hunters. The Player Aid must remain accessible to all players, however.

4 Each player draws 1 card from each of the 4 decks to form a **starting hand of 4 cards**. Never show the cards in your hand to another player.

4

In Bounty Hunters, the action unfolds right in front of you! Hunt Targets you have chosen yourself, with the help of your own Bounty Hunter and Droid cards.

🎲 GAMEPLAY

Each game turn is divided into three consecutive steps. All players perform each step **simultaneously**:

1. DRAW A CARD
2. CHOOSE A CARD
3. PASS YOUR HAND

The Guild Master sets the tempo by reading aloud the relevant section of the Player Aid at the start of each step.
Always wait for all players to finish the current step before moving on to the next one. The Guild Master is responsible for ensuring that everyone plays at the same time.

➤ STEP 1: DRAW A CARD

Draw a **5ᵗʰ card** from any of the decks and add it to your hand.

Note: Each deck contains specific cards. At the start of the turn, draw from whichever deck best suits your chosen strategy.

➤ STEP 2: CHOOSE A CARD

Choose a card **from your hand** and do **one** of two things:

A. SELL THE CARD
B. PLAY THE CARD

For more coordination, place the chosen card face down in front of you. Once every player has done so, **reveal your cards simultaneously**. Don't pass your remaining cards just yet! Keep them with you instead.

A. SELL THE CARD

Discard the chosen card (placing it face-up on the discard pile below the matching deck's Zone card) and collect **1 Imperial Credit**.

Note: All types of cards may be discarded in this way. Imperial Credits are used to activate Jawa Market cards (see B).

Discard pile

B. PLAY THE CARD

Place the chosen card in front of you, face up.

- If no cost is shown on the card, activate it immediately by placing it **upright** (i.e. aligned vertically).

- If the card has a cost (Jawa Market card), you must pay that cost to activate the card. If you are unable to activate the card immediately, or prefer not to, **reserve it by placing it on its side** (i.e. aligned horizontally).

After selling or playing a card, you may activate any or all previously reserved Jawa Market cards, paying their cost.

Example: *Ginny does not have enough Credits to activate the card she chose to play. She places the card on its side* **1** *to indicate that it is simply reserved. During a subsequent turn, on step 2, in addition to her normal action, she may spend Imperial Credits* **2** *to activate any reserved cards. Those cards will then be positioned upright* **3** *in front of her and the Imperial Credits will be spent by returning to the reserve.*

1   **2**   **3**

Cost

STEP 3: PASS YOUR HAND

Give the remaining 4 cards in your hand to the player on your left and collect the 4 cards passed to you by the player on your right.

When all players have completed these 3 steps, a new turn begins. Repeat the 3 steps in sequence until the last turn of the game (see "End of the game" page 9).

🪖 CARDS

The four decks are designated as follows: the Target deck, the Bounty Hunter deck, the Jawa Market deck and the Contract deck.

TARGET CARDS (TARGET DECK):

Points scored at the end of the game

Some cards trigger an immediate bonus on capturing the Target

Target shield values

Number of cards featuring this character in the deck

To capture Targets, you can use Bounty Hunter and Droid cards, also known as **attack cards**.

BOUNTY HUNTER CARDS (BOUNTY HUNTER DECK):

Points deducted at the end of the game

Bounty Hunter attack values

-2
1
2
0
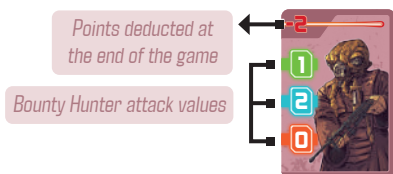
Bounty Hunter cards are played for free, but cost you points at the end of the game.

⇒**DROID CARDS (JAWA MARKET DECK):**

*Cost to activate the card*

Droid attack values

0
0
3

Number of Droid cards with these stats in the deck
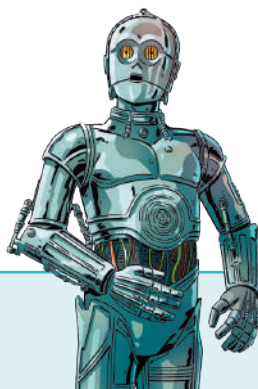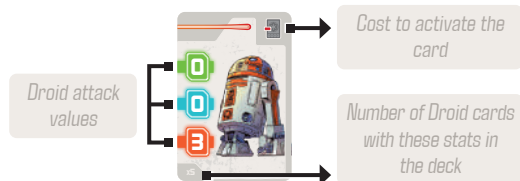
Droid cards are found in the Jawa Market deck, and therefore cost Credits. At the end of the game, however, no points will be deducted.

CONFRONTING A TARGET

Each player manages their own confrontations in front of them. Gather your forces for a confrontation by placing **attack cards** (i.e. Bounty Hunters and Droids) to the right of a Target card, next to it. All the attack cards facing the same Target should be overlaid, leaving their attack values visible (see diagram below).

Shield **Attack**

A Target's shield values are represented by 3 bars (green, blue and orange), each containing a number (in this case, 4, 1 and 6).

4 3 1 0
1 1 0 0
6 1 0 4
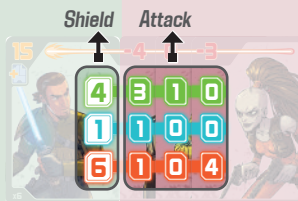
The attack values of the cards facing the Target are represented by another 3 bars (green, blue and orange) and numbers. The sum of the numbers in each bar (4, 1 and 5 in our example) is the attack value.

STARTING A CONFRONTATION WITH A TARGET CARD:

Place the Target card in front of you to prepare a new confrontation. You may prepare as many confrontations as you like.
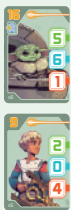
When you activate an attack card, place it facing any Target card to start a confrontation.

When you add an attack card to an existing confrontation, overlay it onto the previous card, leaving its attack values visible.

Prepare several confrontations, so that you will have more options to place your attack cards!

STARTING A CONFRONTATION WITH AN ATTACK CARD:

Even if you don't have any Targets to capture, you may still play an attack card on its own to prepare a confrontation.

*As long as you have no Targets to capture, any subsequent attack cards you activate **must** be added to this confrontation.*

*The next Target you play **must** be assigned to this confrontation!*

CAPTURING A TARGET

To capture a Target, the combined attack values of the Droids and Bounty Hunters confronting that **Target must equal or exceed the corresponding shield values.**

When all three **attack values** on the cards facing a Target **reach or exceed its shield values,** that Target is captured. Turn the Target card on its side so that everyone can see at once how many Targets you have captured.

Whenever you capture a Target with a 🪙 icon, immediately win an Imperial Credit.

Whenever you capture a Target with a 📄 icon, immediately draw and activate a Contract card.

Points earned for capturing Targets and points lost because of Bounty Hunters will be summed up at the end of the game.

CRATE CARDS (JAWA MARKET DECK):

Points scored at the end of the game

First

Cost to activate the card

Second

Number of Crate cards in the deck

Crate cards contain 1, 2 or 3 .
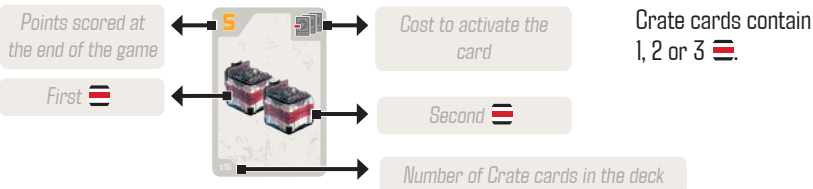
> At the end of the game, players with the most 🟥 score an additional 5 points!

Example:

Ginny's cards	Thomas' cards	Mia's cards
4 🟥	2 🟥	4 🟥

Ginny and Mia have the most 🟥 (4) and therefore score 5 points each.

Note: To activate a Crate card and score the corresponding points at the end of the game, you must pay the cost of the card. You can reserve a card, then pay its cost during a subsequent turn.

> There are 15 Crate cards in all. 6 contain only 1 🟥, 6 contain 2 🟥, and 3 contain 3 🟥.
>
> x6 x6 x3

CONTRACT CARDS (CONTRACT DECK):

Contract cards award points at the **end of the game** if their conditions are met.

There are three types of Contracts:

1. CONTRACT WITH TWO DIFFERENT TARGETS:
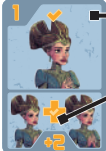
For each [icon] captured, score 1 point.

For each [icon] captured, score 1 point.

For each unique **duo** of [icon] and [icon] captured, score 3 additional points.

Example: Ginny has captured 2 [icon] and 1 [icon]. She therefore scores 3 points, plus **+3** points for capturing the designated duo of Targets once. This Contract is worth 6 points (1+1+1+3).

2. CONTRACT WITH THE SAME TARGET TWICE:

For each [icon] captured, score 1 point.

For each **duo** of [icon] and [icon] captured, score 2 additional points.

Example: Mia has captured 2 [icon]. She therefore scores 2 points, plus **+2** points for capturing the designated duo of Target once. This Contract is worth 4 points (1+1+2).

3. CONTRACT WITH A TARGET AND A CRATE:

For each [icon] captured, score 1 point.

For each unique **duo** of [icon] and [icon] captured, score 2 points. Note: [icon] must be on an activated card.

Example: Thomas has captured 2 [icon] and has 2 [icon] on his activated cards. He therefore scores 2 points, plus two times **+2** points for capturing two duos of [icon] and [icon]. This Contract is worth 6 points (1+1+2+2).

> *You can use the same Target or Crate to complete multiple contracts, regardless of their type.*

END OF THE GAME

The first player to capture 4 Targets wins the following bonuses:

Take 1 Imperial Credit from the reserve.

Draw 1 Contract card and activate it immediately.

If two or more players capture their 4th Target during the same turn, they all receive the bonuses.

END OF GAME

The first player to capture 4 Targets gains the following:

- 1 Imperial Credit

- 1 Contract card that they activate immediately

This triggers the end of the game.

Finish the current turn and **play two more complete turns**, after which the game ends.

It triggers the end of the game. Finish the current turn, **then play two more full turns**.

*It is possible to capture more than 4 Targets during the game.*

Then the game is over. Time to calculate your score!

⬙ SCORING

1 The Guild Master notes each player's first name in the top row on the score pad, and then records their respective scores as follows:

2 Each player adds up the points awarded for the **Targets they captured**. Uncaptured Targets score no points.

3 Each player adds up the points granted by their **activated Crate cards**. Reserved cards score no points. Players then count the number of ⬌ **on their activated cards**. The player(s) with the most ⬌ receive(s) **5 bonus points**. ✏+5

2 + 3 = 5 points

1 + 2 = 3 ⬌
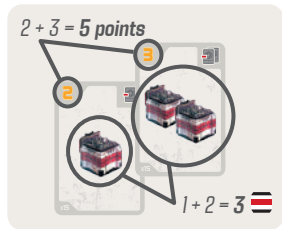
4 Players add up the points awarded by their Contracts.

5 Each player counts the total number of points deducted by Bounty Hunters who **helped capture their Targets**. Ignore any Bounty Hunters whose Targets were not captured when the game ended, as they did not complete their mission.

6 The Guild Master adds up the first three criteria (Targets, Crates and Contracts), deducts the Bounty Hunters points, and records each player's final score. The player with the highest score wins the game!
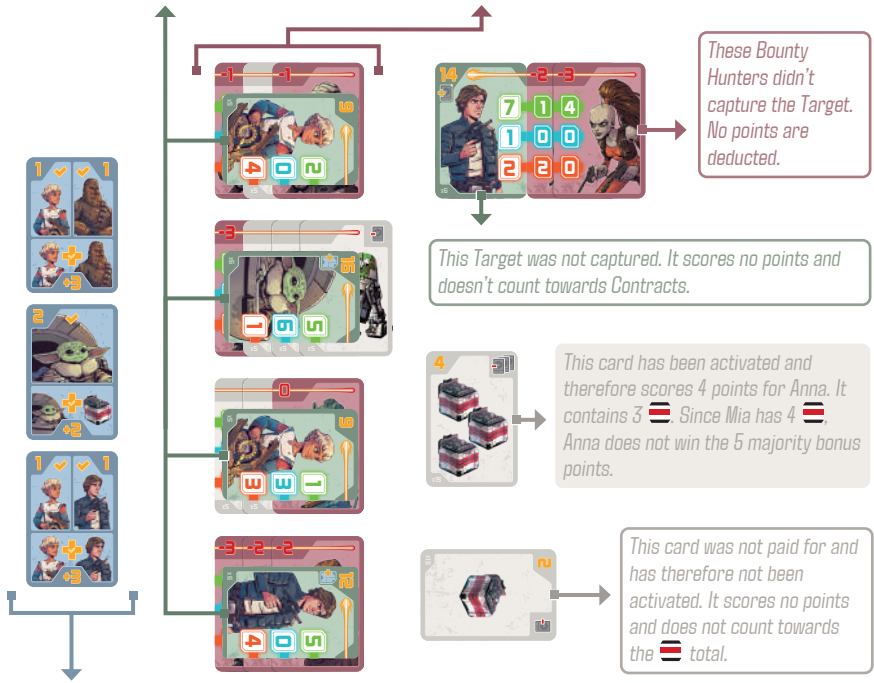
Note: In the event of a tie, the winner is the player with the most Imperial Credits at the end of the game. If the tie persists, tied players win the game together.

EXAMPLE OF FINAL SCORE
Here are all the cards that Anna played during the game:

All these Targets were captured.
Anna scores 9+16+9+12 = 46 points.

These Bounty Hunters helped to capture those Targets.
Deduct -1-1-3-0-3-2-2 = -12 points.

These Bounty Hunters didn't capture the Target. No points are deducted.

This Target was not captured. It scores no points and doesn't count towards Contracts.

This card has been activated and therefore scores 4 points for Anna. It contains 3 ▤. Since Mia has 4 ▤, Anna does not win the 5 majority bonus points.

This card was not paid for and has therefore not been activated. It scores no points and does not count towards the ▤ total.

The 1ˢᵗ contract earns Anna 2 points as she had 2 👤 and no 👤.

The 2ⁿᵈ contract scores 2 points for her 👤 and 2 extra points because she can make a 👤 and ▤ duo.

The 3ʳᵈ is worth 2 points for her 2 👤, 1 point for her 👤 and 3 points because she can form a 👤 and 👤 duo.

Anna scores 2+2+2+2+1+3 = 12 points.

|	Anna
👤	46
▭	4 +5
✓	12
🔫	-12
▭	50

Anna scores a total of 50 points.

⬡ INTRODUCTORY GAME ⟵

We have devised an introductory mode, played without Contract cards, to help you become familiar with the game. Adjust the setup and gameplay sequence as follows:

- Remove the 8 cards with the ⊞ icon from the Target deck.

- When setting up the play area, use only the Target, Bounty Hunter and Jawa Market cards and their three related Zone cards. Leave the Contract cards in the box.

- Players form their starting hand by drawing 1 Target card, 2 Bounty Hunter cards and 1 Jawa Market card from their respective decks.
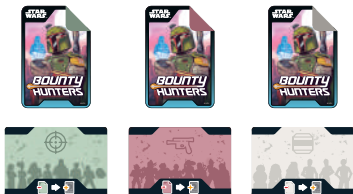
- **At the end of the game, the first player(s) to capture 4 Targets receive(s) only the Imperial Credit bonus.** The rest of the game is played in the normal way.

- When scoring, ignore the Contracts section of the score pad.

This introductory mode will help you learn how to play. Once you are familiar with the gameplay, move on to the normal rules for the full *Star Wars:* Bounty Hunters experience!

There are many ways to win a game of *Star Wars:* Bounty Hunters. Have fun trying out new strategies!

- Qi'ra
- Padmé Amidala
- Zeb Orrelios
- Omega

- Chewbacca
- Han Solo
- Kanan Jarrus
- Grogu

- Greedo
- Dengar
- Bossk
- Zuckuss
- Hondo Ohnaka
- Black Krrsantan

- Fennec Shand
- Cad Bane
- The Mandalorian
- IG-11
- Boba Fett
- Aurra Sing

Astromech droids

Protocol droids