STAR WARS™
REBELLION™

FAQ AND ERRATA

May 2019

This document contains errata and answers to frequently asked questions for the ***Star Wars: Rebellion*** board game. New additions are highlighted in red and the ***Rise of the Empire*** expansion is covered starting on page 06.

ERRATA

This section describes official changes to rule text and cards.

- The first line of the Rebel "Sabotage" mission should read: "Attempt in any **populous** system."
- If the Rebel player wishes to optionally reveal his base, he can only do so **at the start of** one of his turns of the Command Phase, either before using one of his leaders or passing.
- When using the "Independent Operation" action card, the Imperial units cannot move to a system that contains Rebel ground units. If there are no valid systems to move to, this card cannot be used at this time.
- The first line of the Rebel "Covert Operation" mission should read: "Attempt in any system that contains **an** Imperial unit." This mission can be attempted in any system that contains at least 1 Imperial unit.
- The "Neutral Systems" section on page 10 of the Rules Reference incorrectly states that a subjugated system cannot be a neutral system. It should instead read "Any system that does not have a Rebel loyalty marker or Imperial loyalty marker is a neutral system. Neutral always refers to the system's loyalty, and a system can be both neutral and subjugated at the same time."

  With this clarification, the setup rules for placing Rebel units (step 8) need to be changed to: "The Rebel player can place starting units on the 'Rebel Base' space and/or any one system that does not contain Imperial units." This applies to expansion setup as well.

FREQUENTLY ASKED QUESTIONS

DEATH STAR

Q: If the Imperial player has a Death Star or Death Star Under Construction in the same system as the hidden Rebel base, is the base automatically revealed?

A: No. The Rebel base is revealed only if the Imperial player moves ground units into the system.

Q: Is the Death Star Under Construction able to use either the "Superlaser Online" or "Fear Will Keep Them In Line" mission cards?

A: No. An ability that refers specifically to the "Death Star" cannot be used by the Death Star Under Construction unless specified otherwise. For example, the Rules Reference specifically allows the "Death Star Plans" objective card to be used against the Death Star Under Construction.

Q: Can the Imperial player use the "Oversee Project" card to accelerate the production of a new Death Star?

A: Yes, but only if the mission is resolved in the Death Star Under Construction's system.

Q: What happens in the rare situation when the Imperial player's only ship in a system is a Death Star, and that system contains two or more Ion Cannons and at least 1 Rebel ship?

A: The Rebel ships are forced to retreat at the end of a combat round if **all** of the following conditions are true:

I. The only Imperial ship in the system is a Death Star, which cannot roll dice because there are two or more Ion Cannons in the system.

II. The Imperials have no ground units in the system.

III. The Rebels did not reveal a "Death Star Plans" objective card at some time during that combat round.

If the Rebels do not have a leader in the system, or otherwise cannot retreat, their ships are destroyed.

Q: If the Rebel player destroys a Death Star Under Construction without using the "Death Star Plans" objective card, does he gain reputation?

A: No.

Q: Can a Death Star be deployed to a system that contains Rebel ground units?

A: When the Death Star moves off the build queue, it is placed in the system that contains the Death Star Under Construction. This happens even if there are Rebel ground units in the system.

Q: Can the "Rogue Squadron Raid" mission card be used against a Death Star on the build queue?

A: No. The Death Star does not have a health value and can therefore not be targeted by this card.

MOVEMENT

Q: Can a player choose to activate a system and not move any units into the system?

A: Yes. A player can place a leader in a system and then choose to move 0 units.

Q: If there is a Rebel leader at the "Rebel Base" space, can the Rebel player move units from the base using the "Lead the Strike Team" mission card?

A: No, not in this case. However, there are some cards (such as "Plan the Assault") that specifically override this rule.

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DESTROYED SYSTEMS

Q: If the Imperial player uses the "Superlaser Online" card to destroy the Rebel base while it is still hidden, does the Imperial player win the game?

A: Yes.

Q: Can mission cards, objective cards, and action cards be attempted or resolved in destroyed systems?

A: Yes. For example the "Seek Yoda" mission card be resolved in the Dagobah system even if Dagobah has been destroyed.

Q: Are destroyed populous systems still considered to be populous systems?

A: Destroyed systems are no longer considered to be populous or remote systems. Destroyed systems do not have resource icons or loyalty.

Q: If the Imperial player destroys all populous systems in a region, can the Rebels accomplish the "Regional Support" objective in that region?

A: No, not in that region. The Rebels need to have at least one loyalty in the region.

Q: When a system is destroyed, what happens to a sabotage marker in the system?

A: The sabotage marker is removed.

OBJECTIVE CARDS

Q: If Darth Vader or Emperor Palpatine retreats from a combat before it ends, and the Rebels go on to win the battle, would the "Return of the Jedi" card be playable?

A: Yes. The Rebel player can play "Return of the Jedi" if the Emperor or Darth Vader retreats from a battle. However, the leader that retreated would not be eliminated because it is no longer in the system.

Q: If Luke Skywalker (Jedi) has become an Imperial leader by "Lure of the Dark Side," can "Return of the Jedi" still be used to eliminate a leader? If yes, can that leader be Luke?

A: Yes to both. However, if Luke Skywalker retreats from combat, he is no longer in the system and cannot eliminate a leader.

Q: If the Rebel player uses the "Point Blank Assault" action card and then proceeds to destroy an AT-AT by dealing it two damage, does this count as destroying "3-health worth of units" for the "Crippling Blow" objective card?

A: Yes. The "Crippling Blow" objective card refers to the health value printed on the Imperial faction sheet.

Q: If the Rebel player has both "Crippling Blow" and "Rebel Assault" in his hand and may complete both during a single combat, can he wait until after combat to decide which one to play?

A: No. If a player wishes to play an objective, he must do so immediately when the objective's requirement is fulfilled. If it requires a player to **win a battle**, it is played at the end of combat (additional units could appear in the system or be destroyed using cards). Lastly, remember that after playing an objective card during combat, the Rebel player cannot play any other objective cards that combat (not even "Death Star Plans.")

Q: The Empire has 3-health worth of ground units aboard a transport in a destroyed system. The Rebel player initiates combat in the system and destroys the transport, resulting in the ground units being destroyed also. Can the Rebel player play the "Crippling Blow" objective card?

A: Yes. This counts as destroying 3-health worth of ground units in a combat the Rebel player initiated.

Q: What constitutes "a combat that you initiated" for the purpose of objective cards?

A: Anytime there is a battle, the player who is resolving their turn initiated the combat. If no player is resolving their turn, the player who used the card that caused the combat to happen is the player who initiated the combat.

Q: When an ability rearranges cards in the objective deck (for example the "Lord Vader's Orders" action card or the "Stolen Plans" mission card), are the backs of the cards hidden information from the opponent?

A: No. The backs of the objective cards are open information to both players.

COMBAT

Q: When a player retreats from combat, are there any restrictions for when he is allowed to leave behind ground units and/or TIE Fighters?

A: The player can always choose to leave ground units and/or TIE Fighters behind (or TIE Strikers from the expansion). He must retreat all of his other space units.

Q: If the current player retreats all ships and leaves ground units in the system, and his opponent has no ground units, can the opponent retreat ships in the same retreat step?

A: Yes. As long as the opponent has a unit remaining in the system (regardless of theater), the player can retreat. In the odd situation where both players retreat all of their space units (even during different combat rounds), then no player has won the space battle.

Q: Imperials attack a system containing Rebel ground and space units. If Imperials destroy all Rebel space units, and Rebels destroy all Imperial Ground units, can the Imperial ships retreat following the Rebels destruction of all their ground units?

A: Yes, the Imperials can retreat in this situation.

Q: Can the Rebel player use the "Escape Plan" tactic card (base game version), if there are no Imperial units in the system or if he doesn't have a leader in the system?

A: No to both. This card only lets the Rebel player ignore transport restrictions during the retreat step in this combat round. All other retreat rules and conditions are still in effect.

Q: If the Rebel player's only ships in a system are Rebel Transports, are they destroyed during the retreat step even if there are no Imperial ships present?

A: No. The Rebel Transports are only destroyed if there is at least one Imperial ship in the system.

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CAPTURED LEADERS

Q: Do captured leaders contribute their tactic values during a combat in their system?

A: No.

Q: Can the Imperial player capture a Rebel leader if there is already one Rebel leader frozen in carbonite?

A: Yes. The Imperial player can keep one leader in each of these rings.

Q: Can the Imperial player attempt missions against a captured leader that is in the carbonite ring?

A: Yes.

Q: Can a captured leader or a leader with the Lure of the Dark Side ring use action cards?

A: No.

Q: Can a captured Luke Skywalker (Jedi) complete the "Return of the Jedi" objective card?

A: Yes. The "Return of the Jedi" objective card simply requires Luke Skywalker (Jedi) to be in the system and can be used even if he is captured or has a different Imperial attachment ring on him. In this situation, Luke Skywalker keeps his attachment ring.

Q: Does the "Millennium Falcon" ability rescue a leader during step 6 of a mission?

A: No, it rescues a leader after all mission steps are complete.

Q: Can the Imperial player capture an Imperial leader using the "It is Your Destiny" action card?

A: No. Only Rebel leaders can be captured.

Q: Does using the "Millennium Falcon" ability to rescue a leader count as a mission for purposes of using Darth Vader's "It is Your Destiny" action card?

A: Although resolving the Millennium Falcon ring is not a mission itself, it is resolved in conjunction with a mission. The "It Is Your Destiny" card can be used to capture one of the leaders who **was assigned** to the mission. If the leader with the Millennium Falcon ring was not assigned to the mission, that leader cannot be captured.

Q: When a leader is rescued using the Millennium Falcon ring, can leaders assigned to the mission accompany the rescued leader to the Rebel base?

A: Yes. Any leader assigned to the mission can also move to the Rebel base. If the leader with the Millennium Falcon ring was not assigned to the mission, then that leader cannot return to the base.

Q: After a successful rescue mission, a leader is captured by Vader with "It Is Your Destiny." Immediately after it happens, can Rebels use the Millennium Falcon ring to rescue that leader?

A: No. The Millennium Falcon ring cannot be used in response to a leader being captured by "It is Your Destiny."

Q: Can the Imperial player use the "It Is Your Destiny" action card if a captured leader was rescued because a mission destroyed the last Imperial unit in the system?

A: If a captured leader is rescued because a mission destroyed the last Imperial unit in a system, Darth Vader can use "It is Your Destiny" to capture a leader that was **assigned to the mission**.

Note that the leaders assigned to the mission cannot return to the Rebel base. The leader was rescued as an indirect consequence of their actions, not by an effect that "rescues a leader." This applies whether the mission started a combat or directly destroyed units.

Q: Can captured leaders be moved with the "Independent Operation" action card?

A: No. However, if an Imperial card allows the Imperial player to move units to an adjacent system, he can move leaders with the units as long as he follows the normal movement rules.

Q: Is a leader with the Lure of the Dark Side ring considered a captured leader for cards and abilities?

A: No.

Q: Can the Imperial player attempt "Capture Rebel Operative" or "Collect Bounty" against a captured Rebel leader or a leader that has the Lure of the Darkside ring attached to it?

A: No.

Q: After rescuing a leader with a mission, if two leaders were assigned to the mission, can the Rebel player choose for only one of them to move to the "Rebel Base" space and for the other leader to stay in the system?

A: Yes. The Rebel player can move any number of those leaders to the Rebel Base.

*Q: After rescuing a leader with a mission, the Rebel player makes the decision whether to move assigned leader(s) to the "Rebel Base" space or not. Does the Imperial player make the decision about using "It Is Your Destiny" **after** that?*

A: Yes, and he can choose to capture one of the leaders that would be moving to the Rebel Base.

Q: If the Rebel player successfully attempts a mission that results in a combat in a captured leader's system (e.g. "Plan the Assault"), and the system also contains a leader with the Millennium Falcon ring, what is resolved first? Combat or the ring's ability?

A: The ring's ability is resolved first.

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MISSION AND ACTION CARDS

Q: On the "Plant False Lead" mission card, what does the text "without showing them to the Imperial player" mean?

A: The Imperial player can see the faces of the cards when the Rebel player takes them. When the Rebel player places them on the deck, the Imperial player can see the quantity of cards being placed on the bottom or top of the deck, but cannot see the faces of the cards.

Q: Can the Rebel player use the "Contingency Plan" mission with the "Rapid Mobilization" starting mission?

A: Yes. If a player uses "Contingency Plan" to use "Rapid Mobilization" a second time, he would resolve "Rapid Mobilization" twice at the end of the Command Phase. This could allow him to relocate the base twice, move units to the base twice, or one of each. If both "Rapid Mobilization" missions had a different number of leaders assigned to them, the Rebel leader chooses the order in which they are resolved.

Q: When a mission or action card allows a player to assign a leader to a mission, can he also assign a second leader to the mission from his leader pool?

A: A player may assign a second leader if the ability is used during the Assignment Phase (for example, the "Our Most Desperate Hour" action card). If the ability is used during the Command Phase, the player cannot assign an additional leader at that time (for example, the "Contingency Plan" mission card).

Q: When a mission or action card allows a player to "place" units on the build queue using a system's resource icons, does the system's loyalty matter?

A: No. The player uses all resource icons in the system regardless of the system's loyalty (or subjugation).

Q: Can a player reveal a mission in a situation when it is not possible to gain any benefits at all from its ability?

A: Yes. A player can reveal and resolve a mission even though the card will not provide any benefit (for example, "Build Alliance" if the Rebel player already has 1 loyalty there). Likewise, a player can resolve a mission even if he will not gain the full benefit (for example, using "Superlaser Online" in a system that is already destroyed to only gain the loyalty).

Q: How do abilities that require a player to "succeed at a mission" interact with abilities that are resolved?

A: Only missions that are **ATTEMPTED** can succeed. Missions that are **RESOLVED** do not succeed or fail.

Q: When a Rebel leader is forced to stay on the board by the "Detained" mission card, does it still: provide skill icons for missions; provide tactic values for combat; retreat with units; prevent Rebel units from moving out of the system; have the ability to use action cards (such as "Undercover")?

A: Yes to all. It is treated as any other leader on the board.

Q: Can the Rebel player use the "Rapid Mobilization" mission card to move units from a system if the system they are moving from contains a leader?

A: No. Friendly leaders in the system prevent the Rebel player from moving units.

Q: What if there is a Rebel ability and also an Imperial ability resolved with the exact same timing? Example: Rapid Mobilization ("at the end of this phase") and "Sweep the Area" (capturing the leader happens "At the end of the Command Phase").

A: The Rebel player resolves their ability first, followed by the Imperial player. If both abilities belong to the same player, that player decides the order in which they are resolved.

Q: If the Imperial player destroys all Rebel units in the revealed base's system and the Rebel player fulfills conditions for "Major Victory" or "Rebel Assault" objective during the same combat step, which faction wins?

A: The Imperial player wins. This is due to the Imperial victory happening before the Rebel player has a chance to fulfill their objective card.

Q: What happens when a Rebel leader affected by the "Detained" mission card is captured and then rescued? Does it remain in its system?

A: A captured leader cannot become detained, and if a detained leader becomes captured, it is no longer detained.

Q: Can the Imperial player reveal a "Detained" mission in a system where the only Rebel leader (or leaders) is captured?

A: Yes, though it will have no effect.

Q: If the Rebel player assigns Luke Skywalker and another leader to the "Seek Yoda" mission, when he resolves it can he replace Luke Skywalker with Luke Skywalker (Jedi) and attach the Master Yoda ring to the other leader?

A: Yes.

Q: If the Rebel player recruits Han Solo with the "Millennium Falcon" action card, can he assign the Millennium Falcon ring to Chewbacca? What if Chewbacca is captured or has the Lure of the Dark Side ring?

A: The ring can be assigned to any leader shown on the card, even if that leader wasn't the one recruited by the card. However, the ring cannot be assigned to a leader that has one of the Imperial player's rings on it.

Q: When the Rebel player uses the R2-D2 or Master Yoda ring during a mission, can the player see the results of what both players rolled before choosing to use it?

A: Yes.

Q: Can the Master Yoda ring be used to reroll a die rolled for the "Death Star Plans" objective card?

A: Yes.

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Q: When using the "One in a Million" action card during a mission, does Luke Skywalker or Wedge Antilles need to be assigned to the mission?

A: Luke or Wedge simply needs to be in the system. They do not have to be assigned to the mission, and they can use this card even if they do not have any skill icons matching the mission.

Q: If a player draws additional action cards due to not being able to recruit a leader from the two cards drawn, does he need to choose a card that can recruit a leader?

A: No. The player does not need to keep the last card drawn and can choose an action card that would not recruit a new leader.

Q: Does using the "Boba Fett? Where?" action card prevent the Rebel player from using rings attached to Rebel leaders?

A: No. The Rebel player can use the abilities of attached rings even if their abilities are explained on action cards.

Q: What is the interaction between "Boba Fett? Where?" and the Rebel "Undercover" action cards?

A: "Undercover" is used in the system in which the mission is being resolved. It cannot be used to move a leader **to** the same system as "Boba Fett? Where?" but it can be used to move a leader **out of** that system.

Q: When the "Collect Bounty" mission card is used in a system that contains an Imperial unit, does the captured leader stay in this system or move to the next "closest system that contains an Imperial unit"?

A: The captured leader remains in the system. This ruling also applies to the "Sweep the Area" action card from the expansion.

Q: When recruiting leaders, can a player choose an action card if all leaders on that card have been eliminated or captured?

A: Yes, the player can choose any card they wish. However, the player cannot recruit a leader if all leaders on the card have been captured, eliminated, or lured to the Dark Side. Any "Immediate" abilities on the card have no effect, and the card is discarded.

MISCELLANEOUS

Q: In which situations can a player choose to destroy his own units during step 5 of the Refresh Phase?

A: A player can choose to destroy his own unit only if he has zero units with that unit name available in his supply and he is placing it on the build queue. This means that the Imperial player cannot choose to destroy his own Death Star.

Note that when a card allows a player to "gain" units at a different time, and he does not have enough units in the supply, he can destroy units at this time to immediately gain them for this card ability (for example, the "Incite Rebellion" mission card).

Q: Can a player choose to build fewer units during the Refresh Phase than he theoretically could?

A: Yes.

Q: Can the Imperial player take notes about the location of the Rebel base?

A: Yes. Both players are allowed to take notes about any information they wish.

Q: Is passing during the Command Phase considered to be an action?

A: No. A player passes **instead of** taking his turn.

Q: If the Rebel player reveals the base on his turn and there are already Imperial units in the system, do they immediately resolve a combat?

A: Yes.

Q: Can the Rebel player voluntarily reveal his base even after he has passed?

A: No. After the Rebel player has passed, he no longer resolves turns and cannot voluntarily reveal the base.

Q: Do sabotage markers affect abilities that refer to the system's resource icons?

A: If an ability does not use the word "Build" or "Deploy," then it is unaffected by sabotage markers. Abilities that "place units on the build queue" are unaffected by sabotage (for example, "Build Super Star Destroyer" or "Support of Mon Calamari"). "Oversee Project" uses the word "Deploy" and therefore cannot be used in a sabotaged system.

Q: Can the Rebel player deploy units to the revealed Rebel base if the system is remote or neutral?

A: After the Rebel base is revealed, the Rebel player can only deploy units to that system if he has loyalty in the system and there are no Imperial units in the system.

Q: Can the Imperial player use "Oversee Project" or "Imperial Might" cards to deploy unit(s) in a remote system?

A: Both of these cards can be used in a remote system as long as the Imperial player fulfills the other requirements on the card.

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RISE OF THE EMPIRE
EXPANSION

ERRATA

This section describes official changes to rule text and cards from the ***Rise of the Empire*** expansion.

- In the Setup section of the rule sheet, under Prepare Objective Deck, it should read: "Replace step 4 of setup with the following rules. **The Rebel player still draws an objective card during this step as normal.**"
- Jyn Erso's "Something to Fight For" action card should read: "After you win a **battle**" (not "After you win a combat.")
- The "Secret Facility" action card should read: "At the start **of** your turn" (not "At the start your turn").

FREQUENTLY ASKED QUESTIONS

CINEMATIC COMBAT

Q: What is the definition of a **ROUND OF BATTLE***?*

A: During each combat round (step 3), there are two rounds of battle: a space battle round (substep I: Space Battle) and a ground battle round (substep II: Ground Battle).

Q: What is the difference between **PREVENTING** *icons and* **REMOVING** *damage in combat?*

A: When an effect **PREVENTS** icons, it is resolved after the opponent rolls dice. The opponent must remove the prevented icons before assigning damage. Effects that **REMOVE** damage (such as using special die results) are resolved immediately and only apply to damage already on units.

Q: Can special results (✕) be used to remove damage from a unit in the other theater of battle?

A: No. Special results can only remove damage from units in their own theater.

Q: What if both players use an advanced tactic card that reads: "you resolve your attacks after [your opponent]?"

A: The current player's card is resolved first and then overridden by his opponent's card.

Q: Can the Imperial player retreat a leader that has been targeted by a "Confrontation" advanced tactic card?

A: Yes. However, that leader is still eliminated at the end of the Command Phase as normal.

Q: If the Rebel player uses the "Confrontation" advanced tactic card to play an additional tactic card, and he chooses "Escape Plan," can he use the card's ability to retreat immediately?

A: Yes. Players would then remove all damage from each unit no longer in the combat, even if the damage equaled or exceeded the unit's health (or if the unit would be destroyed by a tactic card).

Q: If the Imperial player plays the "Tractor Beam" advanced tactic card and captures a Rebel leader, when is the leader captured?

A: The "Tractor Beam" card is resolved after fully resolving the retreat step (which comes after ground battle). It does not matter why there are no Rebel ships in the system. It will work whether they retreated, were destroyed, or used "Escape Plan" (though of course it cannot be used to capture a leader who retreated from the system).

Q: Can the Rebel player use the "Planetary Shield" advanced tactic card to assign 3 damage to a shield generator that already has damage on it?

A: Yes. The player can assign this damage even though it exceeds the shield generator's health.

Q: The rules state that if the defender's card uses the word **CANCEL***, the defender resolves his card first. Does this apply even if that player chooses the bottom ability on the card?*

A: No. It is only resolved first if the player is using the cancel ability. Here's an example of resolving this: 1) Both players flip the cards faceup. 2) Defender has cancel card. He reads opponent's card and chooses not to use his cancel ability. 3) Current player resolves his card. 4) Defender resolves his card.

Q: What happens if both players play a cancel card, but the defender wishes to use the "opponent may not play a card next round" ability?

A: If the defender chooses not to use a cancel ability, then his opponent may cancel his card before the ability is resolved.

Q: If the Rebel player uses "Baze's Loyalty" to destroy all of the Imperial ground units at the start of combat, can the Rebel player use the "Confrontation" advanced tactic card to eliminate an Imperial leader? Did the Rebel player "win a ground battle" for the purposes of objectives?

A: No to both questions. A ground battle will only occur if both players have ground units in the system at the start of the ground battle step. Since there is no ground **BATTLE**, these cards cannot be used. However, the destroyed units do count toward objectives that require X-health worth of units to be destroyed in **COMBAT**.

Q: If the Rebel player did not roll any dice due to the "According to My Design" action card, and at the end of the combat round there are only structures remaining on the planet, are the structures destroyed?

A: Yes.

Q: If the Rebel player uses the "Target the Star Destroyers" action card, and the Imperial player uses a tactic card that prevents black hits, which effect is applied first?

A: "Target the Star Destroyers" happens first. These hits cannot be prevented by cards that prevent black hits, but they can be affected by cards that prevent red hits.

Q: The rules state to skip the "Destroy Units" step of resolving an attack, but does this include the additional rules bullets at the bottom of page 5 of the Rules Reference?

A: The bullet points (such as lone Rebel Transports being forced to retreat) are general rules that should always be applied.

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OBJECTIVE CARDS

Q: Does the "Show No Fear" objective card provide reputation during the Refresh Phase it is played?

A: No. The Rebel player does not gain reputation from this card until the start of the next Refresh Phase.

Q: Can the Rebel player play the "Show No Fear" objective card and another objective card during the same Refresh Phase?

A: No. However, if "Show No Fear" was played during a previous round, the Rebel player can gain reputation from "Show No Fear" and play another objective card during the same Refresh Phase.

Q: The "Defensive Position" objective card cannot be used in the "Rebel Base" space. Can it be used in the system of the revealed Rebel base?

A: No. All cards that apply to the "Rebel Base" space also apply to the system that contains the revealed Rebel base. The objective card can be used in this system if the base is not revealed or if the Rebel player moves the base.

Q: What happens to the "Rebel Cell" objective card if there are no Rebel systems on the board when it is drawn?

A: The objective card is discarded without effect. (The Rebel player does not draw a replacement card).

Q: The base game rulebook states "After gaining reputation from an objective card, it is returned to the game box. ***It cannot be used again this game.****" Does this apply to objectives in expansion?*

A: All objective cards are discarded after use. They cannot be used again unless an ability allows the player to use it again.

Q: The expansion rulebook states: "An immediate objective stays in play while at least one of its corresponding target markers is on the board. When all of its target markers are removed, discard the objective card." Does the same apply to "Show No Fear" objective?

A: Yes. Any objective that places target markers stays in play while at least one of its target markers are on the board.

ACTION CARDS

Q: With the "Under the Radar" action card, can the Rebel player place some cards back on top of the probe deck, and some on the bottom, in the same way as for "Plant False Leads?"

A: No. Unlike "Plant False Leads," this card does not use "and/or" and therefore requires the player to place all cards on the top or all cards on the bottom of the deck.

Q: What is the interaction between the "Point Blank Assault" and "Baze's Loyalty" action cards?

A: Like objectives, "Baze's Loyalty" takes into account the units' unmodified health value. Effects that reduce the health of units (like "Point Blank Assault") do not affect this ability.

Q: In what order do players resolve their "Immediate" action cards during setup?

A: The Rebel player resolves his cards first.

Q: When a probe card is under an action card (such as "Sweep the Area"), does it count as one of the Imperial player's probe cards for the purpose of the "Plant False Lead" mission? After this probe card is revealed, is it again one of the Imperial player's probe cards?"

A: "Plant False Lead" cannot interact with probe cards under "Sweep the Area" or "Secret Facility." After the probe cards are revealed, they return to the Imperial player's set of probe cards and can now be affected by "Plant False Lead."

Q: Can the Imperial player use "Ambitions of Power" if he does not have either Admiral Motti or Jabba the Hutt by the time there are 8 leaders in the pool?

A: Yes.

Q: The Imperial player uses Admiral Ozzel's "Catch Them by Surprise" action card to attack Rebel units. The Rebel player retreats, and the Imperial player uses the "Track Them" action card to return Admiral Ozzel to the leader pool. It is still the Assignment Phase, so can Admiral Ozzel then be assigned to a mission?

A: Yes.

Q: Can the Rebel player attach a Master Yoda or Millennium Falcon ring to a leader that has the Bounty ring?

A: No. If there is no valid leader to attach the Millennium Falcon ring to, the action card is discarded without effect.

Q: Can the abilities of action cards such as "Secret Facility," "Sweep the Area," "Under the Radar," "He Means Well," and "Post Bounty" be used if the leader(s) pictured on the card are captured, eliminated, or lured to the Dark Side? For example, with "Under the Radar," if Cassian Andor is captured and Saw Gerrera is lured to the Dark Side, does the probe card remain below the action card, and can the Rebel player use the ability to return the probe card to deck?

A: Yes to all. The leader requirement of action cards applies to abilities resolved during combat and missions. Action cards resolved at other times do not require the leader ("Secret Facility," "Sweep the Area," and "Under the Radar"). In addition, using a ring does not count as using an action card and is unaffected by the status of the leader(s) pictured on the action card that was used to attach that ring to a leader (*"He Means Well," and "Post Bounty"*).

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MISSION CARDS

Q: For the purposes of "Son of Skywalker" and Millennium Falcon, does the "Subversion" mission **SUCCEED** *if the leaders assigned to it successfully oppose a mission?*

A: No. Subversion missions never **SUCCEED** or **FAIL**.

Q: If the "Single Reactor Ignition" mission reveals the Rebel base, and Rebel ships are present, when is the combat resolved?

A: The Imperial player fully resolves the mission card. Then, if revealing the base caused Rebel ships to appear in the system, they resolve a space combat. Any combat resulting from playing a mission card is resolved after all mission steps are complete, even if the mission's ability states "then resolve a combat."

Q: Can the Rebel player use dice-manipulating abilities (like the Master Yoda ring or "One in a Million") to change results of their die roll for the "Discredit Rebellion" mission?

A: Assuming the leader that has the reroll ability is in the mission's system, it can be used.

Q: Does a mission that reads: "Roll dice, even if unopposed" ("Plant Explosives," "Assault") succeed if it is unopposed but the Rebel player rolls 0 successes (for the purposes of "Son of Skywalker" or the Millennium Falcon ring)?

A: Yes. These missions automatically succeed if unopposed.

MISCELLANEOUS

Q: Can a Shield Bunker be deployed to a remote system?

A: Yes.

Q: Can the Imperial player use the "Imperial Might" mission card to accelerate the production of a new Death Star?

A: Yes, but only if the mission is resolved in the Death Star Under Construction's system.

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