STAR WARS™ REBELLION™



RULES REFERENCE

USING THIS REFERENCE

This document is intended as a reference for all rules queries. It is recommended that players begin playing ***Star Wars: Rebellion*** by reading the Learn to Play booklet in its entirety **first**. Then, as questions arise during gameplay, players refer to this reference.

The majority of this reference is the glossary. The glossary has definitions and clarifications for all gameplay topics. Use the index on page 16 of this document to find any topics that do not have their own entry in the glossary. Page 15 of this document has an in-depth reference for game setup.

This reference is written from the perspective of the two-player game. Rules specific to the team game (3–4 players) appear in various parts of the Rules Reference preceded by the "**Team Game:**" header.

THE GOLDEN RULES

"Mind what you have learned, save you it can."
—Yoda, *Star Wars: The Empire Strikes Back*

If information in this Rules Reference contradicts the Learn to Play booklet, the Rules Reference takes precedence.

If a card ability contradicts information in the Rules Reference, the card takes precedence. If both the card and the rules can be followed at the same time, they should be.

If a card ability uses the word "cannot," it is absolute and cannot be overridden by other abilities.

GLOSSARY

The glossary lists all gameplay topics in alphabetical order. Each entry explains the main rule and any exceptions that may occur.

ACTION CARDS

Action cards are used for recruiting leaders and provide special abilities to leaders. Each action card ability can be used only once per game.

- During setup, each player receives two random starting action cards (i.e., the action cards without a recruit icon on them), which are placed facedown near his faction sheet; the other starting action cards are returned to the game box.
  - **Team Game:** Each team receives two random cards and gives them to the player who controls the leader shown on the card. If a card does not show a leader, either player may use the card.
- When a player uses an action card, he flips the card faceup, resolves its ability, and then returns it to the game box.
- Action cards used during a mission or combat **can only be used** if one of the leaders shown on the card is already in the system in which the mission or combat is occurring. The only exceptions are action cards that specifically move the leader to the system.
- The bold phrase above the ability specifies when the card can be used.
  - **Assignment:** The card is used during the Assignment Phase. Instead of assigning a leader to a mission, the player flips the card faceup and resolves its ability.
  - **Start of Combat:** The card is used immediately after step 1 of combat (Add Leader).
    - The ability applies only during the combat that is currently being resolved, not future combats.
  - **Immediate:** The card must be used as soon as the player gains the card, either during setup or after recruiting a leader from the card. The card is immediately revealed and resolved.
  - **Special:** The card is used when instructed by the card.
- A player can look at his own action cards at any time, but he cannot look at his opponent's action cards.
- All action cards with a recruit icon on their back form the action decks. These cards are gained when recruiting new leaders.
- Each player chooses when to use his action cards; these abilities are optional.
- If two players wish to use action cards at the same time, the current player resolves his card first.
- If an action card ability lets a player search for a specific mission card, the player does not reveal the mission card to his opponent.

Related Topics: Leaders, Recruiting

ACTIVATING SYSTEMS

Activating a system using a leader is how players move their units and initiate combat during the Command Phase. To activate a system, follow these steps:

1. **Place Leader:** The player takes a leader from his leader pool and places it in any system.
   - A leader that does not have tactic values cannot activate a system.
   - A system that already contains a leader can be activated. However, a player **cannot** move his units **out of** a system that contains one of his faction's leaders.
2. **Move Units:** The player can move his units from adjacent systems to this system (see "Moving Units" on page 09).
   - If there is not enough room to physically fit all units in the system, place the units near the system's border. At the end of combat, move any surviving units into the system.
3. **Reveal Base:** If Imperial ground units moved into a system, the Rebel player must declare whether the base is in the system. If so, the base is revealed.
4. **Combat:** If there are Imperial and Rebel units both in the same system and the same theater, they resolve combat.
5. **Subjugate**: If there is an Imperial ground unit in the system and it does not have Imperial loyalty, place a subjugation marker there.

Related Topics: Combat, Command Phase, Leaders, Moving Units, Rebel Base, Subjugation, Transport Capacity

ASSIGNMENT PHASE

During the Assignment Phase, players choose which leaders they wish to assign to which missions.

To assign a leader to a mission, the player takes a mission card from his hand and places it facedown near his faction sheet. Then he chooses **one or two** leaders from his leader pool and places them on top of that card.

The Rebel player starts by assigning any of his leaders to missions. When the Rebel player is finished, the Imperial player assigns any of his leaders to missions.

- All leaders not assigned to missions stay in the leader pool.
- Mission cards are not revealed during the Assignment Phase.
- A player can assign up to two leaders to a mission, even if doing so is not one of the mission's requirements.
    - **Team Game:** A maximum of two leaders can be assigned to each mission, regardless of which players the leaders belong to.
- **Team Game:** Both the Admiral and General can assign their leaders to mission cards. The General controls the hand of mission cards, and if players disagree on assignments, he can disallow the Admiral from assigning a leader to a mission.
- **Team Game:** Both players on the Rebel team assign their leaders to missions before players on the Imperial team assign their leaders.

Related Topics: Command Phase, Leaders, Mission Cards

ATTACHMENT RINGS

Attachment rings are attached to leaders and provide an effect, either beneficial or detrimental.

- Some card abilities attach rings onto leaders. When a ring is attached to a leader, press the leader's stand into the ring. The ring's effect is explained on its corresponding card.
- A leader can have only one ring at a time; if a leader gains a second ring, remove the previous one.
- When a card ability attaches a ring to a leader, the player can keep that card as a reminder of the ring's ability instead of discarding it or returning it to the game box.
- If an attachment ring is removed from a leader, it is returned to the supply and its effect no longer applies to that leader.

Related Topics: Action Cards, Captured Leaders

ATTACK VALUES

Each unit's attack values are defined on its faction sheet. A unit can have a black attack value, a red attack value, both, or none. During combat, the player rolls dice equal to the sum of all of his participating units' attack values.

Related Topics: Dice, Health Values

BUILD UNITS



Build Icon

When the time marker advances to a space that has a build icon, players build units.

To build units, players simultaneously builds units. Each player places one unit on his build queue for each resource icon in his loyal and subjugated systems. The number next to the icon indicates the space on which the units are placed. For subjugated systems, use only the first (left-most) icon.

- Units placed on the build queue come from the supply of unused components.
- A player cannot use a system's resource icons to build units if his opponent has a unit in the system.
- The Rebel player can also use the resource icons in the "Rebel Base" space to build units, unless the base is revealed and the Imperial player has a unit or loyalty in the system.
- The Rebel faction sheet has multiple options for blue ▲ and orange ■ units. When the Rebel player builds one of these units, he chooses one unit of this type to place on his build queue.
- During each Refresh Phase, each unit slides one space down the build queue toward its owner's edge of the game board. When a unit slides off the board from the "1" space, that unit is deployed.
- When an ability allows a player to place units on the build queue, these units are taken from the supply.
    - If the ability is resolved in a system, it can be performed even if there is a sabotage marker in the system.
- **Team Game:** Only the Admiral for each team builds and deploys units during the Refresh Phase.

Related Topics: Component Limitations, Deploy Units, Refresh Phase, Resource Icons, Sabotage Markers, Systems

CAPITAL SHIPS

A ship that has a red health value is a capital ship.

- The Death Star is not a capital ship; it is a space station.

Related Topics: Death Star, Fighters, Ships, Units

CAPTURED LEADERS

Some Imperial card abilities capture Rebel leaders. When a leader is captured, attach the captured ring to the leader.

- Captured leaders do not oppose missions, cannot return to the leader pool, and cannot be moved by the Rebel player.
    - If a mission is attempted "against a captured leader," the captured leader opposes the mission and rolls dice. The Rebel player can also send another leader from his leader pool to oppose the mission as normal.
- Captured leaders do not prevent Rebel units from moving out of their system.
- The Imperial player can move a captured leader as if it were a ground unit, but it does not count toward transport capacity.
    - Captured leaders cannot be moved when retreating.
- If a second leader is captured, the first leader is rescued, and the captured ring is attached to the new leader.
    - When a different ring is attached to a captured leader, the captured leader ring is removed.
- A leader with the carbonite attachment ring is still a captured leader. It can be rescued and targeted by any card that affects captured leaders.
    - If the leader is rescued, the Rebels do not regain the reputation lost from the "Carbon Freezing" mission.

Related Topics: Attachment Rings, Mission Cards, Moving Units, Rebel Base, Rescuing Captured Leaders

CHEATING

Although a player may try to bluff and mislead his opponent about his intentions and the location of the Rebel base, there are a few rules that must always be observed.

- If an ability requires the Rebel player to resolve an effect in the Rebel base's system (not the "Rebel Base" space), he must do so in the Rebel base's actual system.
- At the end of the game, if a player is revealed to have cheated (intentionally or accidentally), he loses the game, and his opponent wins. This includes moving from the Rebel base to an illegal system or recruiting a leader that does not match the action cards he chose.

Related Topics: Action Cards, Rebel Base, Recruiting

COMBAT

When a player moves units to a system that contains his opponent's units, a combat is resolved. Combat is only resolved if both players have units in the same theater.

1. **Add Leader:** If a player does not have a leader with tactic values in the system, he may take one leader from his leader pool and place it in the system.
   - The CURRENT PLAYER (the player currently resolving his turn) must decide if he is adding a leader before his opponent decides.
   - After adding leaders, starting with the current player, each player may use "Start of Combat" action cards.
   - TEAM GAME: A player cannot add a leader to a system if his teammate has a leader with tactic values in the system. Each team can add a maximum of one leader.
   - TEAM GAME: Any step that is resolved "starting with the current player" is resolved by that player's team before the other team resolves the step.
2. **Draw Tactic Cards:** Each player draws space tactic cards according to his leader's space tactic value and ground tactic cards according to on his leader's ground tactic value.
   - If a player has multiple leaders in the system, he uses the highest value from each theater.
   - Players only draw space tactic cards if both factions have ships in the system. Likewise, they only draw ground tactic cards if both factions have ground units in the system.
   - The current player draws tactic cards first, followed by his opponent.
   - TEAM GAME: Each team uses the highest ground and highest space tactic value of their leaders in the system, regardless of which player controls the leader.

     The Admiral draws his team's space tactic cards, and the General draws his team's ground tactic cards.
3. **Combat Round:** Players resolve a combat round in which each unit performs one attack. To resolve a combat round, follow these steps:

   I **Space Battle:** The current player resolves one attack with all of his ships. Then his opponent resolves one attack with all of his ships.
   - Players only resolve this step if both factions have ships in the system.
   - TEAM GAME: The Admiral rolls dice, plays space tactic cards, and makes all decisions for his team during the space battle step.

   II **Ground Battle:** The current player resolves one attack with all of his ground units. Then his opponent resolves one attack with all of his ground units.
   - Players only resolve this step if both factions have ground units in the system.
   - TEAM GAME: The General rolls dice, plays ground tactic cards, and makes all decisions for his team during the ground battle step.

   III **Retreat:** Starting with the current player, each player has an option to retreat.

   IV **Next Round:** If both factions still have units in the same THEATER (space or ground), they resolve another combat round, starting with the "Space Battle" step. Otherwise, the combat ends.
   - If the only remaining Rebel ground units are structures and there are still Imperial ground units in the system, the structures are destroyed.
   - If the Imperial player's only remaining ship is the Death Star Under Construction and the Rebel player still has ships in the system, the Death Star Under Construction is destroyed.

ENDING COMBAT

Combat ends if both factions do not have units in the same theater after resolving the last step of a combat round. For example, if the Imperial player has only ground units and the Rebel player has only space units in the system, combat ends.

- At the end of combat, players discard all tactic cards from their hands. **Then shuffle all tactic cards back into their decks.**
- At the end of combat, remove all damage markers assigned to units and place them back in the supply.

RESOLVING AN ATTACK

To resolve an attack with space or ground units, follow these steps:

1. **Roll Dice:** The player rolls dice matching the color and quantity of the attack values of all his participating units.
   - Each player can roll a maximum of five black dice and five red dice during each attack.
   - If an ability reduces the number of dice rolled, this reduction applies **before** the limit of five dice is applied.
2. **Combat Actions:** The player can perform combat actions to draw tactic cards or play tactic cards.
   - ***Draw a Tactic Card:*** The player spends a die with a special icon (⊠) to draw one tactic card.
     - The player draws a card from the deck that matches the theater being resolved (i.e., space tactic cards during space battle; ground tactic cards during ground battle).
     - Spent dice are set aside and cannot be used again during this attack.
     - The player may use the card just drawn as his next combat action or save it for later.

- ***Play a Tactic Card:*** The player resolves the ability on a card in his hand and then discards the card.
  - A player can play only tactic cards that match the theater being resolved (i.e., space tactic cards during space battle; ground tactic cards during ground battle).
  - If the card has the special icon (✕), the player must spend one of his dice (of any color) showing a special icon to use the card.
  - If an ability rerolls dice, all dice from that ability are rerolled at the same time. Another ability may reroll those dice again.
  - If a tactic card requires or affects a specific unit, this unit must be in the system in which the combat is being resolved.
  - If a tactic card deals damage without specifying which units to assign the damage to, the player playing the card can choose any unit(s) in that theater.
- A player can perform any number of combat actions and in any order.

3. **Assign Damage:** The player chooses which units to assign his damage to by placing his ⚔ or ✸ dice next to them.

- ⚔ results on red dice can only be assigned to units with red health, and ⚔ results on black dice can only be assigned to units with black health.
- ✸ results on either color die can be assigned to units with any color health.
- During combat, damage can be assigned only to units from that same theater (i.e., ships can be assigned damage only during a space battle, ground units can be assigned damage only during a ground battle).
- A unit can be assigned more damage than it has health remaining.
- Players must assign all dice that they are able to assign.

4. **Block Damage:** The opponent can play tactic cards to block damage assigned to his units. For each damage blocked, remove one damage that was assigned to one of his units (either from a die or a card).

- Damage markers assigned to a unit cannot be blocked.
- The player can only play tactic cards that block damage, and these cards must match the theater being resolved.
- If an ability blocks two damage, it can be used to block two damage assigned to one unit or one damage assigned to two different units.

5. **Destroy Units:** Each unit that has damage assigned to it equal to or exceeding its health is placed on the player's faction sheet and is destroyed at **the end of this combat step** (either space battle or ground battle). Units on a player's faction sheet still attack (roll dice) this combat round.

- If a unit is assigned damage that is less than its health value, place damage markers under the unit to track this damage.
- Damage markers persist into future combat rounds, but they are removed at the end of the combat.
- During the retreat step, if the only Rebel ships in the combat are Rebel Transports, they must retreat or they are immediately destroyed.

RETREATING

To retreat from combat, the player must take **one** of his leaders from the system and place it in an adjacent system. Then he takes his units from that system and moves them to that leader's system following normal movement and transport rules.

- A player must choose to retreat to a system that contains his units or one of his loyalty markers, if able. He cannot retreat to a system that contains his opponent's units.
  - If there are no adjacent systems containing his units or loyalty markers, he can retreat to any adjacent system that does not contain units.
  - A player cannot retreat to a system that his opponent moved units from to initiate the combat.
  - The Rebel player can retreat only to systems, not to the "Rebel Base" space.
- A player cannot retreat if his opponent does not have any units in the system.
- The Imperial player cannot retreat **any units** if he has a Death Star or Death Star Under Construction in the combat.
- When a player retreats, he must move **all of his ships** out of the system. The player can choose to leave ground units and TIE Fighters behind in the system.
  - If a player leaves units in the system and his opponent has units the same theater, they resolve another combat round.
  - When a player retreats, any of his immobile units cannot move; they stay in the system.
- A leader can retreat only if the player is also retreating units.
- Each player can only retreat from each combat once, even if he has multiple leaders in the system.
- A player can retreat with any one of his leaders in the system, even if it does not have tactic values.
- **Team Game:** Any player can choose to retreat, as long as he uses his own leader. Each team can only retreat once per combat.

WINNING A BATTLE

Some cards require a player to "win a battle." A player wins a battle if his opponent does not have any units from the same theater in the system where the battle occurred. For example, a player wins a space battle if his opponent's last ship is destroyed.

- If a player retreats all of his units in one theater, his opponent has won the battle in that theater.
- During a combat, it is possible for one player to win the space battle and his opponent to win the ground battle.
- If all of both faction's units are destroyed in a battle, then that battle has no winner.
- A player does not win a battle if his opponent did not have any units in that theater at the start of combat.
- If a player destroys his opponent's last ship, but retreats after the ground battle, he has still won the space battle.

Related Topics: Attack Values, Damage, Dice, Health Values, Leaders, Tactic Cards, Theater

COMMAND PHASE

During the Command Phase, players take turns activating systems or revealing missions.

- The Rebel player takes the first turn during the Command Phase, followed by the Imperial player.
- When placing a leader in a system, it does not matter where the leader is placed within the system. The leader will participate in all missions, space battles, and ground battles in the system.
- A player may choose to pass at any time during the Command Phase. When a player passes, he cannot use his leaders to reveal missions or activate systems for the rest of this Command Phase.
    - A player that has passed can still use leaders in his leader pool to oppose missions or add them to combat during the first step of combat.
    - A player may **choose not to reveal** a mission that he assigned a leader to. At the end of the Command Phase, any leaders that are still on mission cards are returned to their leader pool, and the mission cards are returned to the player's hand without being revealed.
- **Team Game:** Players take turns following the initiative number shown in their leader pool (starting with #1, then #2, etc.).
- **Team Game:** During a player's turn, he can activate a system **using one of his leaders**, reveal a mission that one of his leaders is assigned to, or pass.
- **Team Game (3 players only):** During each round of the Command Phase, the Rebel player has two turns. He must use his orange and blue leaders separately (as if playing a four-player game), and he passes for the Admiral and General separately.

Related Topics: Activating Systems, Mission Cards

COMPONENT LIMITATIONS

If players run out of a component type during the game, they should obey the following rules:

- **Dice:** Each player can roll a maximum of five black dice and five red dice in each mission or attack.
- **Markers and Rings:** Leaders and attachment rings are limited to those included in the game.

  All other markers are not limited. If players run out of a marker type, use a suitable substitute, such as a coin.
- **Units:** Units are limited to those included in the game. A player cannot build a unit type if there are none available.

  During step 5 of the Refresh Phase, a player can destroy any of his units that are on the game board and return them to the supply.
- **Cards:** When a deck becomes depleted, shuffle the deck's discard pile and place it facedown to create a new deck.

Related Topics: Dice, Discarding, Units

CURRENT PLAYER

The player currently resolving his turn is the current player.

Related Topics: Combat, Command Phase

DAMAGE

Units can be assigned damage in combat. After applying blocks, if the unit has damage equal to or exceeding its health, it is destroyed.

- During combat, any damage that does not destroy a unit is tracked with damage markers. Damage markers are not removed until the end of combat.

Related Topics: Combat, Destroyed Units, Health Values, Units

DEATH STAR

The Death Star is an immensely powerful unit that follows all rules pertaining to ships except those listed below.

- The Death Star does not have a health value and cannot be assigned or dealt damage.
- The Imperial player cannot retreat any of his units if he has a Death Star or Death Star Under Construction in the combat.
- The Death Star and Death Star Under Construction are a type of ship known as a space station. They are not capital ships or structures.

BUILDING A DEATH STAR

The "Construct Death Star" card allows the Imperial player to build a second Death Star. When this card is resolved, the player places a Death Star Under Construction in the mission's system and places a completed Death Star on space "3" of his build queue.

- The Death Star Under Construction is immobile.
- If an ability allows the Imperial player to deploy a Death Star in a system, it can be placed only in the Death Star Under Construction's system.
- If a Death Star Under Construction is destroyed, the Death Star on the build queue is also destroyed.

DESTROYING A DEATH STAR

During the space battle step of a combat round, after both factions have resolved their attacks and units are destroyed, the Rebel player can reveal a "Death Star Plans" objective card from his hand.

If the Rebel player has at least one fighter in the system, he rolls three dice. If he rolls at least one ✸, the Death Star is destroyed; the Rebel player discards the card and gains the reputation shown on the card.

- If the Rebel player does not roll a ✸, he keeps the card and does not gain any reputation. The card can be used during a future combat round.
- The Rebel player can use only one "Death Star Plans" card each combat round.
- The "One in a Million" action card can be used to automatically roll a ✸ for the "Death Star Plans" objective card.
- The "Death Star Plans" can be used against a Death Star Under Construction.
- The "Death Star Plans" card cannot be played if a Death Star is not in the system.

Related Topics: Destroyed Systems, Fighters, Moving Units, Objective Cards, Rounds

DEPLOY UNITS

During step 6 of the Refresh Phase, each player slides all units down the build queue one space. Any units that slide from the "1" space off the board are ready to be deployed. The player places these units in any of his loyal or subjugated systems.

- Each player can deploy a maximum of **two units** to each system during each Refresh Phase.
    - If a player cannot (or does not wish to) deploy some of his units, he places these units back on the "1" space of his build queue.
- A player **cannot** deploy units to a system that contains a sabotage marker or any of his opponent's ships or ground units.
- Remote systems cannot have loyalty; therefore, units cannot be deployed there.
- While the base is hidden, the Rebel player can deploy up to two units to the "Rebel Base" space. If the Rebel base's system is loyal, he can also deploy units in that system. While the base is revealed, units cannot be deployed to the "Rebel Base" space.
- When an ability allows a player to "gain" a unit in a system, this unit comes directly from the supply and is placed in the specified system, not in the build queue.
- **Team Game:** Only the Admiral for each team builds and deploys units during the Refresh Phase.

Related Topics: Build Units, Refresh Phase, Sabotage Markers, Systems

DESTROYED SYSTEMS

The "Superlaser Online" mission card can destroy an entire system. When a system is destroyed, place a destroyed system marker in the system and destroy all Rebel ground units in the system.

- Imperial ground units in the system are not automatically destroyed. If the number of units that require transport exceed the transport capacity of Imperial ships in the system, the Imperial player must destroy units (of his choice) that exceed his transport capacity.
- Leaders in destroyed systems are unaffected.
- Ground units can move into destroyed systems, but ground battles cannot occur there. If the number of units that require transport exceed the transport capacity of the player's ships in the system, the player must destroy the excess units.
- Space battles are resolved in destroyed systems as normal.
- Destroyed systems do not have loyalty and cannot be subjugated.

Related Topics: Death Star, Destroyed Units, Leaders, Mission Cards, Subjugation, Transport Capacity

DESTROYED UNITS

When a unit is destroyed, it is removed from the game board and returned to the supply.

- Some abilities allow a player to "destroy X-health worth of units." To resolve such an ability, the player chooses units with a combined health equal to or less than the specified number. These units are immediately destroyed.

Related Topics: Combat, Damage

DICE

Dice are used to resolve combat and opposed missions. There are three results found on dice: hit, direct hit, and special.

- **Hit:** During combat, a hit can be assigned as damage to a unit whose health value matches the color of the die.
    - During a mission, a hit is one success.
- **Direct Hit:** During combat, a direct hit can be assigned as damage to a unit with any color health value.
    - During a mission, a direct hit is one success.
- **Special:** During combat, a die with a special icon can be spent to either draw one tactic card or to play one tactic card that has a special icon on it.
    - During a mission, a special is **two successes.**
- Some abilities reroll dice. A die can be rerolled any number of times.
- The color of dice matter only during combat. When rolling dice at any other time, the player can roll any color die.

Related Topics: Combat, Mission Cards

DIPLOMACY

Diplomacy is a skill provided by some leaders and required by some missions. Diplomacy missions often provide loyalty in systems or give players more units.

Related Topics: Leaders, Mission Cards, Skills

DISCARDING

When a player discards a card, he places it in a faceup pile next to its corresponding deck.

- Players can look at cards in the discard piles at any time.
- If a deck is depleted, shuffle the discard pile and place it facedown to create a new deck.

Related Topics: Component Limitations, Mission Cards, Projects

ELIMINATING LEADERS

A few abilities can cause a leader to be eliminated. When this happens, the leader is taken from its current location and returned to the game box. It cannot be used for the rest of the game.

Related Topics: Action Cards, Leaders, Objective Cards

FIGHTERS

A ship that has a black health value is a fighter.

- The Death Star Under Construction is not a fighter; it is a space station.

Related Topics: Capital Ships, Ships, Units

GROUND UNITS

A unit that has an orange resource icon is a ground unit.

Related Topics: Build Units, Deploy Units, Units, Resource Icons

HEALTH VALUES

Each unit has a health value presented in a circle on its faction sheet. This is the minimum amount of damage required to destroy the unit.

- A ⧖ result can only be assigned to a unit whose health value matches the die's color. A ✱ result can be assigned to a unit that has any color health value.
- The Death Star does not have a health value and cannot be assigned or dealt damage.

Related Topics: Combat, Damage, Destroyed Units, Units

IMPERIAL SYSTEMS

An Imperial system is any system that has an Imperial loyalty marker or subjugation marker in it.

Related Topics: Loyalty, Subjugation, Systems

INTEL

Intel is a skill provided by some leaders and required by some missions. Rebel intel missions often help acquire objective cards, while Imperial intel missions usually help find the Rebel base.

Related Topics: Leaders, Mission Cards, Skills

LEADERS

Players use leaders to move units and attempt missions. Skill icons on leaders indicate which missions they can reveal. Tactic values on leaders indicate how many tactic cards of each type they draw at the start of combat.

- Each player starts the game with his four leaders that do not have a recruit icon. He places these leaders in his leader pool.
- Additional leaders can be recruited during the Refresh Phase.
- Leaders in the leader pool can be assigned to missions, activate systems, oppose missions, and be added to a combat.
- Leaders that are in a system participate in missions and combats that are attempted in the system. They also prevent their factions' units from moving out of the system.
- Treat Luke Skywalker (Jedi) as Luke Skywalker for all card abilities and action card restrictions.
- **Team Game:** Each player has his own leader pool. The Admiral controls all of his faction's blue leaders; the General controls all of his faction's orange leaders.
- **Team Game:** The Imperial card "Lure of the Dark Side" gives the Imperial team control of a Rebel leader until the end of the game. During the Refresh Phase, this leader is placed in the Imperial leader pool matching the leader's color.

Related Topics: Assignment Phase, Activating Systems, Command Phase, Eliminating Leaders, Mission Cards, Recruiting, Refresh Phase, Skills

LOGISTICS

Logistics is a skill provided by some leaders and required by some missions. Rebel logistics missions typically move units to and from the base, while Imperial missions often allow them to build special units or accelerate how quickly they can build.

Related Topics: Leaders, Mission Cards, Skills

LOYALTY

Each system has a loyalty, which represents whom the population of the system supports. The current loyalty of a system is indicated by which loyalty marker is in the system. If there is no loyalty marker in a system, then that system is a neutral system.

- Players can gain loyalty in systems from certain missions.
- Loyalty in a system allows a player to build units from the system's resources and deploy units in the system.
- When a player gains loyalty in a neutral system, he places one of his loyalty markers in the system.
- When a player gains one loyalty in a system that has his opponent's loyalty, he removes his opponent's loyalty marker from the system; that system is now neutral.
- When a player gains two loyalty in a system that has his opponent's loyalty, he removes his opponent's loyalty marker from the system and then places one of his own loyalty markers in the system.
- Each system can have a maximum of one loyalty marker and one subjugation marker at a time.
- If an ability requires a player to have loyalty in a system, that player must have a loyalty marker there. It does not matter if his opponent has units or a subjugation marker in the system.
- When a player loses loyalty in a system that has one of his loyalty markers, remove the marker; the system is now neutral. Players cannot lose loyalty in neutral systems.
- Coruscant is always loyal to the Imperial player and cannot gain or lose loyalty.
- The "Rebel Base" space is not a system and cannot gain or lose loyalty.

Related Topics: Build Units, Mission Cards, Neutral Systems, Subjugation

MISSION CARDS

During the Assignment Phase, players can assign leaders to mission cards. During the Command Phase, these missions can be revealed.

- If the leaders assigned to the mission do not have a combined number of matching skill icons equal to or exceeding the mission's skill requirement, the mission cannot be revealed. It remains facedown, and the player must activate a system, reveal a different mission, or pass.
    - If an ability assigns a leader to a mission, the leader's matching skill icons must still equal or exceed the card's skill requirement to reveal the card.
- **Team Game:** The General controls the hand of mission cards, and if players disagree on assignments, he can disallow the Admiral from assigning a leader to a mission.

REVEALING A MISSION

To reveal a mission, perform the following steps:

1. **Flip Card Faceup:** The player flips one of his mission cards faceup and reads the card aloud.
    - **Team Game:** A player can only reveal a mission card that one of his leaders is assigned to. The player who reveals the card rolls dice and makes all decisions for that card.

2. **Choose System:** The player chooses where he is resolving the mission, following the instructions on the card. He places all leaders that were assigned to the mission in this system.

   - If the mission specifies to "attempt against a leader," the player must choose a system that contains the leader as specified on the card.
   - If a mission requires a system that contains "an Imperial unit," it can contain one or more units.

3. **Attempt or Resolve:** If the card reads "attempt," the mission can be opposed; proceed to step 4. If it reads "resolve," the mission cannot be opposed; skip to step 6.

4. **Send Leader to Oppose:** The player's opponent may choose one leader in his own leader pool to place in this system (even if he already has leaders in the system).

   - **Team Game:** Only one player from the opposing team can send a leader to the system.

5. **Opposition:** If the player's opponent does not have any leaders in the system, then the mission automatically succeeds; skip to step 6.

   If there are at least one Imperial and one Rebel leader in the system, the mission is opposed, and players must roll dice to determine whether the mission succeeds. Each player rolls a number of dice equal to the combined number of skill icons on all of his leaders in the system whose skill icons match the mission card's skill. The current player rolls dice first, followed by his opponent.

   If the player attempting the mission obtains **more successes** than his opponent, the mission succeeds; proceed to step 6. Otherwise, the mission fails, and the ability on the card is not performed; skip to step 7.

   - Each ⚃ and ✸ rolled is one success. Each ✵ rolled is two successes. Blanks are not successes.
   - If the mission card has a leader portrait on the top-left corner of the card, its owner gains two additional successes if one of the leaders assigned to this mission matches this portrait.
   - If the opponent has a leader in the system but no matching skill icons, the player attempting the mission must still roll dice and needs at least one success to succeed at the mission.
   - If a mission specifies to "count all skill icons during this attempt," players roll one die for each skill icon on their respective leaders.
   - When resolving a mission, each player can roll a **maximum of 10 dice** total (dice color does not matter).
   - A captured leader does not participate in the mission, and it is treated as if it is not in the system. The only time that a captured leader contributes its skill icons is when a mission is attempted against it.
   - When a mission is attempted "against a leader," that leader automatically participates in the mission.
     - All leaders in the system participate in this mission.
     - If a player sends a leader from his leader pool to oppose this mission, the mission is still being attempted against the original leader.
   - **Team Game:** One player on each team rolls the dice for all of the team's leaders in the system.

6. **Mission Success:** As long as the mission did not fail during step 5, the player performs the ability on his mission card.

   - If the ability requires the player to make a choice, for example "destroy a unit of your choice," he makes the decision now.

7. **Discard or Return to Hand:** After using a starting mission card, it returns to the player's hand. All other mission cards (including projects) are discarded after use.

   - If a leader that is on a mission card is eliminated, captured, or moved off the mission, the mission card returns to its owner's hand without being revealed.

Related Topics: Assignment Phase, Command Phase, Dice, Leaders, Projects

MOVING UNITS

Players move units by activating systems during the Command Phase. After placing a leader in a system, the player moves any of his ships to the activated system from adjacent systems.

After a player moves units to a system, if the other faction has units in the system, combat occurs.



Transport Capacity

- Each ship that moves can bring a number of ground units and TIE Fighters along with it equal to its transport capacity.



Transport Restriction Icon

- Some units have the transport restriction icon. These units can move only when the player is moving units with transport capacity out of the same system.
- Units can move from multiple systems if all of those systems are adjacent to the activated system.
- A unit that has the immobile icon cannot move.



Immobile Icon

- Two systems that share a border are adjacent.
  - Units can move over orange region borders, but they cannot move through impassible areas (shaded in light red).
- Units cannot move **out of** a system that already contains a leader from its faction.
  - A leader that does not have tactic values still prevents units from being moved out of its system.
  - A leader in the "Rebel Base" space prevents units from being moved out of the "Rebel Base" space, but not from moving units that are in the Rebel base's system.
- A leader that does not have tactic values cannot activate a system.
- If an ability allows a player to move units, he must follow all movement rules and restrictions. For example, when the Rebel player moves units using the "Hidden Fleet" mission card, he must obey transport capacity and cannot move immobile units.
  - If an ability allows a player to "ignore transport restrictions," then his units with the transport restriction icon can move without the need for units with transport capacity to also move from their system.

Related Topics: Activating Systems, Ground Units, Units, Ships, Transport Capacity

NEUTRAL SYSTEMS

Any system that does not have a Rebel loyalty marker, Imperial loyalty marker, or subjugation marker is a neutral system.

Related Topics: Imperial Systems, Loyalty, Rebel Systems, Remote Systems, Subjugation, Systems

OBJECTIVE CARDS

The Rebel player gains reputation by fulfilling objective cards. He starts the game with one objective card in his hand and draws one during each Refresh Phase.

- The Rebel player may play an objective card from his hand if he is fulfilling the card's requirement at the specified time. The Rebel player gains the reputation presented in the top-left corner of the objective card.
  - When the Rebel player gains reputation, move the reputation marker toward the time marker.
  - After gaining reputation from an objective card, it is **returned to the game box**. It cannot be used again this game.
- The bold text at the top of each objective card indicates when it can be played.
  - **Combat:** If the card reads "Combat," it can only be played as soon as the player fulfills the requirement on the card.
    - "Combat" objectives cannot be fulfilled when units are destroyed outside of a combat.
  - **Start of Refresh Phase:** If the card reads "Start of Refresh Phase," it can only be played immediately before the first step of the Refresh Phase. It **cannot** be fulfilled later during the Refresh Phase.
  - Only one objective can be played during each combat and during each Refresh Phase.
  - The Rebel player is never forced to play objective cards.
- The Rebel player keeps objective cards in his hand hidden from the Imperial player until he chooses to play them.
- During setup, the objective deck is organized by stages, with stage I cards on the top, followed by stage II, and stage III on the bottom.
  - There are Rebel missions that allow the Rebel player to look at and reorganize cards in the objective deck.
- The Rebel player can have any number of objective cards in his hand. Objective cards do not count toward the Rebel player's mission card hand limit.
- If an ability forces the Rebel player to reveal his hand of objective cards, he shows all of his objective cards to the Imperial player. Then these cards return to his hand and become hidden again.
- For a detailed explanation of how to use the "Death Star Plans" objective card, see page 06.
- **Team Game:** The Rebel General is in charge of drawing and managing the hand of objective cards. He makes all decisions regarding when to play objective cards.

Related Topics: Combat, Death Star, Reputation, Winning the Game

POPULOUS SYSTEMS

Each system that has at least one resource icon and a loyalty space is a populous system.

Related Topics: Loyalty, Remote Systems, Systems

PROBE CARDS

The probe deck contains one card for each system in the game **except** Coruscant. These cards are used to determine system loyalty during setup, and the Rebel player uses these cards to secretly choose where the Rebel base is located.

- During each Refresh Phase, the Imperial player draws two probe cards from the top of the deck.
- The Imperial player keeps his drawn probe cards hidden from the Rebel player.
- **Team Game:** The Imperial General is in charge of drawing and managing the hand of drawn probe cards.

Related Topics: Mission Cards, Rebel Base

PROJECTS

The project deck contains mission cards that the Imperial player can draw by resolving his "Research and Development" mission.

- All cards in the project deck are missions. When a project card is discarded, it is placed in the project deck discard pile.
- **Team Game:** When an Imperial player draws a project card, it is placed in the Imperial General's hand of mission cards.

Related Topics: Logistics, Mission Cards

REBEL BASE

During setup, the Rebel player secretly chooses a system for his Rebel base. The system's probe card is placed facedown under the "Location" space of the game board.

- When an ability refers to the "Rebel Base" space, it is referring to the space on the game board labeled the "Rebel Base," **not** the base's system.
- The "Rebel Base" space is not a system.
  - Units can be built from and deployed to this space as if it were a system.
  - Missions cannot be attempted or resolved in the "Rebel Base" space unless specified on the card.
  - Units can move to and from the "Rebel Base" space as described below.

MOVING TO OR FROM THE REBEL BASE

While the Rebel base is hidden, Rebel units can move from the "Rebel Base" space to either the base's system or systems adjacent to it.

- The Rebel player can activate the "Rebel Base" space to move units to the "Rebel Base" space from either the Rebel base's system or a system adjacent to it.
- A leader in the "Rebel Base" space prevents moving units from the "Rebel Base" space.
- A few missions allow the Rebel player to move units between the "Rebel Base" space and any system ignoring adjacency.

REVEALING THE REBEL BASE

If the Imperial player ever has **loyalty or ground units** in the Rebel base's system, the Rebel player must reveal the Rebel base.

When the base is revealed, the Rebel player flips the probe card in the "Location" space faceup and places it in the "Rebel Base" space. All units and leaders in the "Rebel Base" space are placed in the system shown on the probe card. The probe card remains faceup on the "Rebel Base" space to remind players that the base is revealed.

- If the Imperial player has ships in a system, but no ground units, the Rebel base **is not revealed**. The Rebel player does not tell the Imperial player any information regarding the presence or absence of his base in that system.
- When Imperial ground units move into the system, the base is revealed after all movement is completed, before resolving combat.
- The Rebel player may optionally reveal his base at any time during one of his turns of the Command Phase.
    - **Team Game:** The Rebel Admiral or Rebel General can reveal the base during his turn.
- While the base is revealed, units cannot be deployed to or move to the "Rebel Base" space.
    - Any leaders or units that would be placed (not deployed) here are instead placed in the system shown on the faceup probe card in the "Rebel Base" space.
- The resource icons on the "Rebel Base" space **can still be used** while the base is revealed unless there is an Imperial unit or Imperial loyalty in the Rebel base's system.
- While the base is revealed, any cards that apply to the "Rebel Base" space apply to the base's system instead. For example, if the Rebel base is currently revealed and the Imperial player reveals the "Gather Intel" mission, he draws probe cards depending on the number of Rebel units in the base's system.
- The Imperial "Long Range Probe" mission card does not reveal the Rebel base.

ESTABLISHING A NEW BASE

The "Rapid Mobilization" mission card allows the Rebel player to establish a new base. To do so, the Rebel player draws the top four cards of the probe deck. He may choose one of those cards to become the new base location. If he chooses a new base location, he reveals the old base's probe card and moves **all units and leaders** from the "Rebel Base" space to the old base's system. He gives the old base's probe card to the Imperial player.

The new base's probe card is placed facedown under the "Location" space of the game board. All unchosen probe cards are shuffled and placed on the bottom of the probe deck.

- The Rebel player can draw and look at the probe cards and decide not to establish a new base. If the Rebel base has not been revealed, it stays hidden.
    - When the Rebel player chooses not to establish a new base, all drawn probe cards are shuffled and placed on the bottom of the probe deck.
- The Rebel player cannot establish a base in a system that has Imperial loyalty, Imperial units, or a destroyed system marker.
    - If all cards drawn are systems that have Imperial loyalty, Imperial units, or a destroyed system marker, the Rebel player cannot establish a new base this round.
- The "Rapid Mobilization" card's ability is resolved at the end of the Command Phase, immediately before starting the Refresh Phase. The Rebel player does not make any decisions about this card until the end of the Command Phase.
- After the Rebel base is revealed, the Rebel player can still establish a new base. Leaders resolving this mission are placed in the Rebel base's system instead of the "Rebel Base" space.
- After establishing a new base, the Rebel player will not have any units at the "Rebel Base" space until he moves units to it or deploys units there.

Related Topics: Cheating, Moving Units, Probe Cards, Winning the Game

REBEL SYSTEMS

A Rebel system is any system that has a Rebel loyalty marker and no subjugation marker in it.

Related Topics: Imperial Systems, Neutral Systems, Systems

RECRUITING

When the time marker advances to a space that contains a recruit icon, players recruit leaders.



Recruit icon

To recruit leaders, each player draws two action cards, chooses one leader on either of those cards, and places that leader in his leader pool. Each player keeps his chosen action card facedown and can use it at a later time.

- Players choose their cards simultaneously, but the Rebel player declares which leader he is recruiting first. Then the Imperial player chooses which leader he is recruiting from his card.
    - Each player's unchosen action card is placed on the bottom of his action deck without revealing it.
- If an ability allows a player to recruit a specific leader, he takes the leader from the supply and places it in his leader pool.
- A player cannot recruit a leader that is already on the game board, in a leader pool, or eliminated from the game.
    - If all of the leaders shown on the player's drawn action cards have already been recruited, the player may continue drawing action cards one at a time until he draws a card that shows a leader that he has not already recruited.
    - A player can choose an action card even if he cannot recruit any of the leaders on the card. He gains the card but does not recruit a new leader.
- **Team Game:** Only each team's Admiral draws action cards when recruiting. He chooses between the two cards and decides which leader to recruit. The recruited leader is placed in the leader pool that matches its color (blue or orange). The player controlling that leader pool gains the action card and chooses when to use it.

Related Topics: Action Cards, Cheating, Leaders, Refresh Phase

REFRESH PHASE

During the Refresh Phase, players perform cleanup steps in preparation for the next game round:

1. **Retrieve Leaders:** Players return all their leaders from the game board to their leader pools.
   - If a leader is still on a mission card, it returns to the leader pool, and the card returns to its owner's hand.
   - Immediately before resolving this step, the Rebel player can play one "Start of Refresh Phase" objective card.
2. **Draw Missions:** Each player draws two mission cards, then discards cards if he is holding more than 10 mission cards.
   - Project cards are missions and count toward this limit. Objective cards do not count toward this hand limit.
   - Starting missions cannot be discarded.
   - Players can exceed this hand limit during the Assignment and Command Phases. They do not discard cards until this step of the Refresh Phase.
   - **Team Game:** Only each team's General draws mission cards, and chooses which cards to discard if he has more than 10 cards in his hand.
3. **Launch Probe Droids**: The Imperial player draws two probe cards.
   - **Team Game:** Only the Imperial General draws the probe cards during this step.
4. **Draw Objective:** The Rebel player draws one objective card.
5. **Advance Time Marker:** Advance the time marker one space along the track. Then players recruit leaders and/or build units if the proper icon is in the time marker's new space.
   - I *Recruit Icon:* Each player draws two cards from his action deck, chooses one to recruit, and places the other one facedown on the bottom of his deck.
     - **Team Game:** The Admiral draws the two action cards and decides which leader to recruit. The recruited leader is placed in the leader pool that matches its color (blue or orange). The player controlling that leader pool gains the action card and chooses when to use it.
   - II *Build Icon:* Players simultaneously build new units. Each player builds one unit matching each resource icon in his loyal and subjugated systems. For subjugated systems, he uses only the left-most resource icon.

     He takes these units from the supply and places them on his build queue, in the space matching the number to the left of the resource icon.
     - **Team Game:** Only each team's Admiral builds new units during this step.
6. **Deploy Units:** Starting with the Rebel player, each player slides all units one space down his build queue. Any units that slide from the "1" space off the board are ready to be deployed.
   - **Team Game:** Only each team's Admiral deploys units during this step.

Related Topics: Build Units, Deploy Units, Discarding, Probe Cards, Recruiting, Time Marker and Time Track

REGIONS

There are eight regions on the game board, separated from each other by thick orange borders. Each region contains four systems.

- When moving, units can pass over region borders.
- Some card abilities affect systems that share a region.

Related Topics: Systems

REMOTE SYSTEMS

Each system that does not have resource icons or a loyalty space is a remote system.

- Loyalty and subjugation markers cannot be placed on remote systems. These systems are always neutral.
- Units cannot be deployed to remote systems.

Related Topics: Loyalty, Neutral Systems, Populous Systems, Subjugation, Systems

REPUTATION

The reputation marker starts on space "14" of the time track, and the Rebel player immediately wins the game if the reputation marker and time marker are in the same space. Reputation is most commonly gained from objective cards.

- When the Rebel player gains one reputation, he advances the reputation marker one space toward the time marker.
  - If the Rebel player gains more than one reputation, the marker moves one space at a time. If it enters the time marker's space, the game immediately ends.
- When the Rebel player loses a reputation, he moves the reputation marker one space away from the time marker.

Related Topics: Objective Cards, Time Marker and Time Track, Winning the Game

RESCUING CAPTURED LEADERS

Some cards rescue captured leaders. When a leader is rescued, remove the captured leader attachment ring from it and place the leader in the "Rebel Base" space.

- If there are no Imperial units in a captured leader's system (usually after an Imperial defeat in combat), the leader is immediately rescued and moved to the base as normal.
- After rescuing a leader with a mission, any leaders assigned to the mission may also move to the "Rebel Base" space. Any other leaders in the system stay in the system.
- While the base is revealed, rescued leaders are placed in the Rebel base's system.

Related Topics: Captured Leaders, Mission Cards, Rebel Base

RESOURCE ICONS

Each populous system has at least one resource icon. Resource icons indicate what types of units the system can build during the Refresh Phase. Each faction sheet shows which units correspond to which resource icons.

- When an ability references a system's resource icons, all of its resource icons are used regardless of who has loyalty, subjugation, or units in the system.

Related Topics: Build Units, Populous System, Refresh Phase

RETREATING (SEE COMBAT)

ROUNDS

There are two types of rounds: game rounds and combat rounds.

- The game is played over a series of game rounds. Each round consists of an Activation Phase, a Command Phase, and a Refresh Phase.
- Combat is resolved over a series of combat rounds.

Related Topics: Assignment Phase, Command Phase, Combat, Refresh Phase

SABOTAGE MARKERS

The "Sabotage" mission card allows the Rebel player to place a sabotage marker in a system. A sabotage marker prevents the system from both using its resource icons to build units and from deploying units there during the Refresh Phase.

- A maximum of one sabotage marker can be in each system.
- Abilities cannot "build" or "deploy" units in a system that contains a sabotage marker.
    - Other abilities that refer to resource icons in a system are unaffected by sabotage markers. For example, an ability that allows a player to "gain" units in a system is not prevented by a sabotage marker.
- Sabotage markers stay on the game board until removed by an Imperial mission card.
- Sabotage markers affect both factions equally.

Related Topics: Build Units, Deploy Units, Mission Cards

SHIPS

All units that have blue resource icons are ships.

- Super Star Destroyers, the Death Star, and the Death Star Under Construction are also ships.
- A ship that has a red health value is a capital ship; a ship that has a black health value is a fighter.
    - The Death Star and Death Star Under Construction are stations. They are not capital ships or fighters.

Related Topics: Build Units, Capital Ships, Death Star, Deploy Units, Fighters, Units, Resource Icons

SKILLS

Each leader has a number of skill icons. A leader's skill icons indicate which missions the leader can attempt and oppose.

- There are four skill types: diplomacy, intel, logistics, and spec ops.

Related Topics: Diplomacy, Intel, Leaders, Logistics, Mission Cards, Spec Ops

SPEC OPS

Spec ops is a skill provided by some leaders and required by some missions. Rebel spec ops missions generally destroy Imperial units, while the Imperial spec ops missions usually capture Rebel leaders and use captured leaders for various effects.

Related Topics: Leaders, Mission Cards, Skills

STARTING MISSIONS

Both factions have four starting mission cards, and they start the game with these missions in hand.

- Each starting mission is identified by a yellow arrow at the bottom of the card.
- Starting missions return to their owner's hand after being resolved or attempted.
- Starting missions can never be discarded or chosen to be discarded from a player's hand.

Related Topics: Mission Cards

STRUCTURES

The Ion Cannon and Shield Generator ground units are structures. They have special abilities explained on the Rebel faction sheet.

- There can be multiple structures of any type(s) in the same system, and each structure provides its benefit.
- A structure's ability applies as long as that unit is in a system.
- Structures are immobile and cannot move.

Related Topics: Ground Units, Moving Units

SUBJUGATION

When there is at least one Imperial ground unit in a system that does not have Imperial loyalty, the system becomes subjugated. Place a subjugation marker in that system.

- The reverse side of an Imperial loyalty marker is a subjugation marker.
- A system with a subjugation marker is an Imperial system.
    - A subjugation marker in a system does not define the system's loyalty. Its loyalty is either neutral or Rebel (if a Rebel loyalty marker is in the system).
- The Imperial player can deploy units to, and build units from, subjugated systems.
    - When building units from a subjugated system, the Imperial player uses only the left-most resource icon.
- If at any time there are no Imperial ground units in a subjugated system, the subjugation marker is removed.
- If a subjugated system contains a Rebel loyalty marker, the marker stays in the system beneath the subjugation marker.
- If a neutral subjugated system gains Imperial loyalty, the system's subjugation marker is flipped to its loyalty side.
- If the Rebel player gains loyalty in a subjugated system, a Rebel loyalty marker is placed beneath the subjugation marker.
- If the Rebel player loses loyalty in a subjugated system, his loyalty marker is removed from beneath the subjugation marker. The system is now neutral.

Related Topics: Imperial Systems, Loyalty

SYSTEMS

Each system consists of planet artwork, the "space" area around the planet, and its name. Populous Systems also contain resource icons and a loyalty space.

- Each system not only represents the single planet depicted in the artwork, but also nearby moons, space stations, and other planets in the system.
- If an ability refers to the "closest system," players count how many times a unit would need to move to reach the system. If there is a tie, the player resolving the ability chooses.

Related Topics: Imperial Systems, Loyalty, Neutral Systems, Populous Systems, Rebel Systems, Regions, Remote Systems, Resource Icons

TACTIC CARDS

Tactic cards are drawn during combat and have a wide range of special abilities that can help a player during combat.

- At the start of combat, each player draws tactic cards according to his leader's tactic values. Players can draw additional tactic cards by spending ⚔ die results.
- Tactic cards are not revealed to the player's opponent until played.
- All discarded ground and space tactic cards are reshuffled into their respective decks at the end of each combat.

Related Topics: Combat, Dice, Leaders

TEAM GAME

When playing with more than two players, up to two players control each team. They split the responsibilities between each other, with one player as the Admiral and the other as the General.

- Players use the "Team Game" side of their faction sheet, which has separate leader pools for each player. During a 3-player game, a single Rebel player uses the "Team Game" side of his faction sheet and controls both the Admiral and General roles.
- Players on the same team can share as much information as they like. They can show each other cards without showing their opponents, but all discussion must take place openly in front of their opponents. They can talk in code or whisper, but they cannot leave the room to have private discussions.

Rules specific to the team game appear in various parts the Rules Reference preceded by the "**Team Game:**" header.

Related Topics: Action Cards, Assignment Phase, Build Units, Combat, Command Phase, Leaders, Objective Cards, Probe Cards, Recruiting, Refresh Phase

THEATER

Star Wars: Rebellion contains two theaters of war: space and ground. Each unit attacks in one of the two theaters, and most leaders have tactic values that correspond to each theater.

- When assigning and dealing damage during a battle, players can only deal damage to units in the same theater. For example, if players are resolving the space combat step, they cannot assign or deal damage to ground units.

Related Topics: Combat, Damage

TIME MARKER AND TIME TRACK

The time marker starts on the "1" space of the time track and advances one space at the end of each game round.

- If the time marker is ever in the same space as the reputation marker, the Rebel player immediately wins the game.

Related Topics: Refresh Phase, Rounds, Reputation

TRANSPORT CAPACITY

To move ground units and TIE Fighters, the player must have enough transport capacity. A ship's transport capacity is presented on its faction sheet in a black box near the unit's icon.

- Each ground unit or TIE Fighter takes up one capacity.

Related Topics: Destroyed Systems, Ground Units, Moving Units

UNITS

All plastic miniatures in the game are units. The capabilities and names of each unit are shown on the faction sheets.

Here is a list of all units included in ***Star Wars: Rebellion***:

- **Imperial Units:** 24 TIE Fighters, 8 Assault Carriers, 8 Star Destroyers, 2 Super Star Destroyers, 2 Death Stars, 1 Death Star Under Construction, 30 Stormtroopers, 10 AT-STs, 4 AT-ATs.
- **Rebel Units:** 8 X-wings, 12 Y-wings, 4 Corellian Corvettes, 4 Rebel Transports, 3 Mon Cala Cruisers, 21 Rebel Troopers, 6 Airspeeders, 3 Shield Generators, 3 Ion Cannons.
- **Team Game:** When a rule refers to a player's units, this includes all ships and ground units belonging to the player's team.

Related Topics: Capital Ships, Death Star, Fighters, Ground Units, Ships, Structures

WINNING THE GAME

Each faction has unique win conditions:

- The Imperial player wins the game immediately if there are Imperial units in the Rebel base's system and there are no Rebel units in the system.
    - The Imperial player can win only if the Rebel base is revealed.
- The Rebel player wins the game immediately if the reputation marker is in the same space as the time marker.

Related Topics: Objective Cards, Rebel Base, Reputation



APPENDIX: COMPLETE SETUP

This section of the Rules Reference contains the complete rules for setting up a game of ***Star Wars: Rebellion***. These rules include the advanced rules found in the back of the Learn to Play booklet. After players have played their first game, they should follow the setup rules on this page for all future games.

Before starting the game, follow these steps:

1. **Choose Factions and Gather Components:** Players must choose who will control the Imperials and who will control the Rebels for this game. If they cannot decide, choose randomly, such as by flipping a coin.

   Players take their faction's plastic miniatures, leaders, loyalty markers, faction sheet, mission cards, and action cards, placing these components in front of them.

   - **Team Game:** Players must choose who will be the Admiral or the General for their faction, and they use the "Team Game" side of their faction sheet.
   - **Team Game (3 players only):** The single Rebel player uses the "Team Game" side of his faction sheet and controls both the Admiral and General roles.

2. **Place Starting Leaders:** Each player takes his four leaders that **do not** have a recruit icon and places them in the "Leader Pool" space of his faction sheet. All leaders that have recruit icons are placed near the game board and cannot be added to the leader pool until later in the game.

   - **Team Game:** The Admiral and General take their two starting leaders and place them in their leader pool.

3. **Prepare Game Board and Time Track:** Take both halves of the game board and place them next to each other in the center of the play area. Then place the time marker on the first space of the time track and the reputation marker on space "14" of the time track.

4. **Prepare Objective Deck:** Sort the objective cards into three piles according to the number shown on each card back (I, II, or III), and shuffle each pile individually, Then place pile III on the "Objectives" space of the game board, followed by pile II, and then pile I on top of it to create the objective deck. Then the Rebel player draws one objective card.

   - **Team Game:** The Rebel General draws the objective card.

5. **Prepare Action Decks:** Each player takes all of his action cards that have a recruit icon and shuffles them to create his action deck. He places the deck facedown next to his faction sheet on the side labeled "Action Deck."

6. **Prepare Tactic Decks, Markers, and Dice:** Shuffle the space tactic and ground tactic decks individually and place them within easy reach of all players. Then take all remaining markers and dice and place them nearby.

7. **Prepare Mission Cards:** Players take their mission cards and sort them as explained below.

   I *Starting Missions:* All starting mission cards are identified by an arrow at the bottom of the card. Each player takes his four starting mission cards and sets them aside.

   II *Projects:* All project cards have a white star in a blue circle on the bottom-right corner of the card. The Imperial player takes the project cards, shuffles them together, and places the deck facedown on the "Projects" space of the game board.

   III *Remaining Missions:* Each player takes his remaining mission cards and shuffles them to create his mission deck. It is placed facedown next to his faction sheet on the side labeled "Mission Deck."

8. **Place Starting Units and Loyalty:** Gather the following components and place them as follows:

   I Shuffle the probe deck and reveal cards from the top of the deck until three Rebel systems and five Imperial systems have been revealed. Place a Rebel loyalty marker in each of the three Rebel systems. Place a subjugation marker in each of the first two Imperial systems drawn and an Imperial loyalty marker in each of the other three Imperial systems drawn.

   Return the five probe cards showing the starting Imperial system to the game box. Then shuffle all other probe cards back into the probe deck.

   II The Imperial player receives 3 Star Destroyers, 3 Assault Carriers, 12 TIE Fighters, 12 Stormtroopers, 5 AT-STs, 1 AT-AT, and 1 Death Star and places them in any systems that have an Imperial loyalty marker or subjugation marker.

   – At least one ground unit must be placed in each Imperial system.

   – **Team Game:** The Admiral decides where to place starting units.

   III The Rebel player receives 1 Corellian Corvette, 1 Rebel Transport, 2 X-wings, 2 Y-wings, 6 Rebel Troopers, and 2 Airspeeders. He can place these units on the "Rebel Base" space and/or any **one** Rebel or neutral system.

   – **Team Game:** The Admiral decides where to place starting units.

   IV Each player draws two random starting action cards (i.e., the action cards without a recruit icon on them). Each player places his cards facedown near his faction sheet.

   All other starting action cards are not used this game. Return them to the game box without revealing them.

   – **Team Game:** Each team draws two random cards and gives them to the player who controls the leader shown on the card. If a card does not show a leader, then either player may use the card.

9. **Choose Base Location:** The Rebel player secretly chooses one card from the probe deck and places it facedown under the Rebel base "Location" space of the game board. Then the probe deck is shuffled and placed on the "Probe Deck" space of the game board.

   - **Team Game:** If the Rebel team cannot agree on where to place the base, the General decides.

10. **Draw Starting Hand:** Each player takes his four starting missions and draws the top two cards from his mission deck to create his starting hand. This hand of cards is kept hidden from the other team.

    - **Team Game:** Each team's General draws the two mission cards, and controls the hand of mission cards.

Players are now ready to begin playing the game!

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