

SETUP GUIDE

STAR WARS
REBELLION

RISE OF THE EMPIRE

1 LEADERS



TAKE THE 4 LEADERS WITHOUT A RECRUIT SYMBOL AND PLACE THEM IN THE FACTION SHEET LEADER POOL



2 OBJECTIVES



SHUFFLE 4 RANDOM STAGE III OBJECTIVE CARDS AND THE STAGE III "DEATH STAR PLAN" OBJECTIVE CARD TOGETHER



SHUFFLE 4 RANDOM STAGE II OBJECTIVE CARDS AND THE STAGE II "DEATH STAR PLAN" OBJECTIVE CARD TOGETHER

PLACE ON TOP OF THE STAGE III OBJECTIVE CARDS



SHUFFLE 5 RANDOM STAGE I OBJECTIVE CARDS.

PLACE ON TOP OF THE STAGE II OBJECTIVE CARDS. PLACE THE OBJECTIVE DECK ON THE BOARD



RETURN ALL UNUSED OBJECTIVE CARDS TO THE BOX WITHOUT REVEALING THEM

DRAW 1 OBJECTIVE CARD

3 TOKENS



PUT THE TIMER MARKER ON 1
PUT THE REPUTATION MARKER ON 14



4 TACTICS



PLACE THE GROUND TACTIC CARDS AND THE SPACE TACTIC CARDS NEAR THE FACTION SHEET

5 ACTIONS



TAKE ALL THE ACTION CARDS WITH A RECRUIT SYMBOL. SHUFFLE AND PLACE NEAR THE FACTION SHEET

6 LOYALTY



REVEAL CARDS FROM THE PROBE DECK UNTIL 3 REBEL AND 5 IMPERIAL SYSTEMS HAVE BEEN DRAWN

FOR IMPERIAL SYSTEMS:
THE FIRST 2 ARE SUBJUGATED
THE OTHER 3 ARE LOYAL
REMOVE PROBE CARDS FROM GAME

PLACE A LOYALTY MARKER ON EACH DRAWN REBEL SYSTEM

7 MISSIONS



FIND THE 4 STARTING MISSION CARDS WITH THE ARROW SYMBOL
PUT THEM ASIDE

GATHER THE MISSION CARDS WITH A STAR SYMBOL TO CREATE THE PROJECT DECK AND PLACE IT ON THE BOARD

MAKE THE MISSION DECK BY MIXING ALL CARDS WITH A DARTH VADER SYMBOL, A LEADER PORTRAIT, OR A DEATH STAR ICON
SHUFFLE MISSION DECK



FINAL STEPS

9 REBEL BASE

OUT OF THE PROBE DECK, SELECT A PROBE CARD AND SLIDE IT FACEDOWN UNDER "LOCATION" AT THE REBEL BASE



SHUFFLE PROBE DECK

8 DEPLOYMENT

EMPIRE DEPLOYS FIRST



AT LEAST 1 GROUND UNIT MUST BE PLACED IN EACH IMPERIAL SYSTEM.
UNITS CAN BE PLACED IN ANY SYSTEM THAT HAS AN IMPERIAL LOYALTY MARKER OR SUBJUGATION MARKER

1 4 1
PLACE IN 1 REMOTE SYSTEM
REMOVE SYSTEM PROBE CARD FROM GAME

PLACE A DEATH STAR ON SPACE 3 OF THE BUILD QUEUE

1 1 1 1 1 2 1 5
PLACE IN REBEL BASE AND/OR ANY SYSTEM WITHOUT IMPERIAL UNITS

10 DRAW CARDS

DRAW 2 MISSION CARDS FROM THE DECK AND ADD THEM TO YOUR 4 STARTING MISSIONS: THIS IS YOUR MISSION HAND

DRAW 2 NON-RECRUIT ACTION CARDS, RESOLVE THEIR "IMMEDIATE" EFFECTS
REMOVE OTHER NON-RECRUIT CARDS FROM GAME

START GAME

GAME PHASES

STAR WARS REBELLION RISE OF THE EMPIRE

1 ASSIGNMENT

REBEL PLAYER GOES THROUGH ASSIGNMENT FIRST.

YOU MAY PLAY ACTION CARDS THAT TRIGGER DURING THE ASSIGNMENT PHASE.

ASSIGN 1 OR 2 LEADERS PER MISSION.

LEADER(S) SKILL MUST MATCH OR EXCEED MISSION SKILL REQUIREMENT.

OF MATCHING SKILL ICONS IS HOW MANY DICE YOU ROLL WHEN OPPOSED.

MISSION CARDS ARE PLACED FACEDOWN IN FRONT OF YOU, WITH THEIR ASSOCIATED LEADERS STANDING ON TOP.

UNASSIGNED LEADERS CAN BE USED LATER IN THE COMMAND PHASE TO OPPOSE MISSIONS, ACTIVATE SYSTEMS, AND JOIN COMBAT.



WIN CONDITIONS

REBELS WIN IF:
THE REPUTATION MARKER AND THE TIMER MARKER OCCUPY THE SAME SPACE



EMPIRE WINS IF:

IMPERIAL UNITS REMAIN IN A SYSTEM CONTAINING THE REVEALED REBEL BASE WITH NO REBEL UNITS (STRUCTURES OK)

OR

THE LOCATION/SYSTEM OF THE REBEL BASE (HIDDEN OR NOT) IS DESTROYED BY A DEATH STAR

2 COMMAND

STARTING WITH THE REBEL SIDE PLAYERS ALTERNATE TAKING TURNS, DOING ONE OF 3 ACTIONS (A, B, OR C) EACH TURN

A

REVEAL MISSION

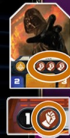
REVEAL AND READ A FACEDOWN MISSION CARD THAT 1 OR MORE LEADERS ARE ASSIGNED TO. SELECT A SYSTEM AND SEND YOUR LEADER(S) THERE TO START THE MISSION.

OPPOSE MISSION

IF THE MISSION SAYS "ATTEMPT", OPPONENT CAN SEND 1 LEADER IN THE SAME SYSTEM TO OPPOSE IT

ROLL THE DICE

ROLL A RED OR BLACK DIE FOR EVERY LEADER'S MAJOR SKILL MATCHING THE MISSION'S REQUIREMENT
ROLL A GREEN DIE FOR EVERY LEADER'S MINOR SKILL MATCHING THE MISSION'S REQUIREMENT.



THE MISSION IS OPPOSED IF THE OPPONENT HAS AS MANY OR MORE SUCCESSES THAN THE CURRENT PLAYER. OTHERWISE, PERFORM THE "IF SUCCESSFUL" PART OF THE MISSION CARD.

IF MISSION SAYS "RESOLVE", OR IS UNOPPOSED, IT IS SUCCESSFUL.

LEADERS ASSIGNED TO MISSIONS WITH THEIR PORTRAIT ON IT WILL GET EXTRA SUCCESSES WHEN OPPOSED.

B

ACTIVATE SYSTEM

TAKE A LEADER WITH TACTIC VALUES, AND PLACE THEM INTO ANY SYSTEM TO ACTIVATE IT.

MOVE ANY AMOUNT OF UNITS FROM ADJACENT SYSTEMS (WITHOUT A FRIENDLY UNCAPTURED LEADER) TO THE ACTIVATED SYSTEM.

UNIT TRANSPORT RULES APPLY

REVEAL REBEL BASE IF IMPERIAL GROUND TROOPS ARE IN THE REBEL BASE SYSTEM.

MOVE ALL UNITS FROM REBEL BASE TO THE SYSTEM



COMBAT STARTS IF UNITS ARE MOVED INTO A SYSTEM'S THEATRE (GROUND OR SPACE) CONTAINING ENEMY UNITS. RESOLVE IMMEDIATELY



IF THERE IS AN IMPERIAL GROUND UNIT IN THE SYSTEM WITH NO IMPERIAL LOYALTY, PLACE A SUBJUGATION MARKER THERE.

C

PASS

ONCE PASSED, A PLAYER'S TURN IS SKIPPED FOR THE REST OF THE COMMAND PHASE. BUT, THEY CAN PLAY "SUBVERSION" IF IT WAS ASSIGNED. THEY CAN ALSO USE LEADERS IN THEIR POOL TO OPPOSE MISSIONS OR ADD THEM AT START OF COMBATS.

3 REFRESH



IF PLAYED, RESOLVE MISSION "RAPID MOBILIZATION".



REBEL PLAYER MAY PLAY ONE OBJECTIVE CARD.

RETURN ALL UNCAPTURED LEADERS TO THEIR LEADER POOLS.

MAX 8 LEADERS. REMOVE EXCESS

DRAW 2 MISSION CARDS. DISCARD DOWN TO 10 CARDS.



DRAW 2 PROBE CARDS.



DRAW ONE OBJECTIVE CARD.

ADVANCE TIME MARKER. RESOLVE ICONS AT NEW POSITION.

RECRUIT

DRAW 2 ACTION CARDS. KEEP 1. PUT THE OTHER ON THE BOTTOM OF THE DECK. YOU MAY RECRUIT.

RESOLVE "IMMEDIATE" EFFECT

BUILD

PUT UNITS ON BUILD QUEUE BASED ON RESOURCES FROM OR SYSTEMS.

LEFT-MOST RESOURCE ONLY FOR
DON'T COUNT SABOTAGED SYSTEMS
DON'T COUNT SYSTEMS WITH ENEMY UNITS

DEPLOY

MOVE UNITS DOWN 1 ON THE BUILD QUEUE. MAY DEPLOY UNITS OFF 1 TO OR



CAN GO TO REBEL BASE

MAX 2 PER LOCATION



ALSO AT SHIELD BUNKER

NO SYSTEM WITH ENEMIES

NO SABOTAGED SYSTEM

COMBAT

1 PREPARATION

REBEL PLAYER MAY PLAY ONE "COMBAT" OBJECTIVE CARD WHEN CONDITIONS ARE FULFILLED

THE **ATTACKING PLAYER** WHO INITIATED COMBAT BY MOVING UNITS INTO THE SYSTEM, ALWAYS GOES FIRST IN EVERY PHASE

BOTH PLAYERS CAN ADD A LEADER WITH TACTIC VALUES IF THERE WASN'T ONE IN THE SYSTEM FOR THEIR SIDE

MAXIMUM OF 2 LEADERS PER SIDE

ATTACKING PLAYER FIRST
YOU MAY PLAY ACTION CARDS THAT TRIGGER DURING THE COMBAT PHASE.

2 SPACE THEATRE IF BOTH PLAYERS HAVE SPACE UNITS

BOTH PLAYERS SELECT A CARD FROM THEIR SPACE TACTIC DECK. THE CARDS ARE THEN REVEALED AT THE SAME TIME.

ATTACKING PLAYER GOES FIRST AND MAY RESOLVE EITHER THE TOP OR THE BOTTOM ABILITY ON THE CARD

DEFENDING PLAYER THEN MAY RESOLVE EITHER THE TOP OR THE BOTTOM ABILITY ON THEIR CARD

SPACE COMBAT

3 GROUND THEATRE IF BOTH PLAYERS HAVE GROUND UNITS

REBEL PLAYER MAY RETRIEVE ONE GROUND TACTIC CARD FROM DISCARD

BOTH PLAYERS SELECT A CARD FROM THEIR GROUND TACTIC DECK. THE CARDS ARE THEN REVEALED AT THE SAME TIME.

ATTACKING PLAYER GOES FIRST AND MAY RESOLVE EITHER THE TOP OR THE BOTTOM ABILITY ON THE CARD

DEFENDING PLAYER THEN MAY RESOLVE EITHER THE TOP OR THE BOTTOM ABILITY ON THEIR CARD

GROUND COMBAT

4 RETREAT

ONCE PER COMBAT, PLAYERS HAVE THE OPPORTUNITY TO RETREAT, STARTING WITH THE **ATTACKING PLAYER**

A PLAYER CANNOT RETREAT WITHOUT A LEADER

REBELS CANNOT RETREAT IF THERE IS AN IMPERIAL INTERCEPTOR UNIT IN THE SYSTEM

EMPIRE CANNOT RETREAT IF THERE IS ANY TYPE OF DEATH STAR IN THE SYSTEM
DESTROY LONELY DEATH STAR UNDER CONSTRUCTION

LONELY REBEL TRANSPORT MUST RETREAT OR BE INSTANTLY DESTROYED

THE RETREATING PLAYER MUST TAKE ONE LEADER AND ALL OF THEIR SHIPS [GROUND UNITS USE TRANSPORT RULES, AND MAY BE LEFT BEHIND] AND MOVE TO ONE ADJACENT SYSTEM THAT:

DOESN'T CONTAIN ENEMY UNITS

NOT THE ATTACKING PLAYER'S ORIGINAL SYSTEM

AND **PRIORITIZE** SYSTEMS THAT

CONTAIN FRIENDLY UNITS

HAVE A LOYALTY MARKER

5 ROUND END

IF THERE ARE NO IMPERIAL GROUND TROOPS IN A SYSTEM, REMOVE THE TOKEN

LONELY STRUCTURES ARE DESTROYED IF THEIR OWNER DIDN'T ROLL DICE DURING THE GROUND BATTLE PHASE

COMBAT END CONDITION

COMBAT ENDS IF THERE ARE NO OPPOSING FORCES IN EITHER THEATRES.

OTHERWISE, **START ANOTHER ROUND OF COMBAT**. GO TO 2

ATTACKING PLAYER ROLLS FIRST

PLAYER ROLLS DICE FOR ALL THEIR ATTACKING THEATRE UNITS **UP TO 13 DICE**

EXAMPLE UNIT NAME: ROLL X BLACK DICE ROLL X RED DICE ROLL X GREEN DICE

ATTACK DICE

RE-ROLL DICE

ONCE PER ROUND, MAY RE-ROLL A NUMBER OF DICE UP TO THE PLAYER'S HIGHEST LEADER'S THEATRE TACTIC VALUE

ALLOCATE DAMAGE / HEAL UNITS

1 DAMAGE [DIE COLOR] 1 DAMAGE [ANY COLOR] REMOVE 1 DAMAGE

MAY REMOVE DICE BASED ON TACTIC CARDS USED

HEALTH VALUE: EXAMPLE UNIT NAME: X BLACK HEALTH X RED HEALTH

RESOLVE DAMAGE AFTER BOTH PLAYERS HAVE ATTACKED

UNITS THAT HAVE RECEIVED DAMAGE EQUAL OR GREATER TO THEIR HEALTH VALUE ARE DESTROYED AND REMOVED