

STAR WARS REBELLION – ACTUAL PLAY GUIDE

GAME SETUP

1. **Choose Factions – Gather Components – Place Starting Leaders** (that do not have a recruit icon) – Place **Time marker** and **Reputation marker** on the time track, respectively on spaces « 1 » and « 14 ».
2. **Objective Deck** [General] – Sort the objective cards into three piles based on the number shown on the card back (I, II, or III), and shuffle each pile individually. Then place pile III on the “Objectives” space of the game board; place pile II on the top of pile III, and finally place pile I on top of pile II to create a single objective deck.
 - The Rebel player draws 1 objective card, keeping it secret from the Imperial player.
3. **Action Decks** – Each player shuffles all of his action cards that have a recruit icon.
4. **Tactic Decks** – Shuffle the space tactic and ground tactic decks individually.
5. **Mission Decks** [General] – Players take their mission cards and sort them. The Imperial player takes the project cards and shuffles them together.
6. **Loyalty** – Reveal cards from the top of the probe deck until 3 Rebel and 5 Imperial systems have been revealed. The first 2 Imperial systems drawn are subjugated. Return the 5 Imperial probe cards to the game box.
7. **Imperial Placing** [Admiral] – Units are placed in any systems that have an Imperial loyalty or a subjugation marker. At least 1 ground unit must hold a position in each Imperial system.
 - 1 Death Star
 - 3 Star Destroyers
 - 3 Assault Carriers
 - 12 TIE Fighters
 - 1 AT-AT (TB-TT)
 - 5 AT-ST (TS-TT)
 - 12 Storm troopers
8. **Rebel Placing** [Admiral] – The Rebel player places his units on the “Rebel Base” space and/or in any one system that does not contain any Imperial units.
 - 1 Corellian Corvette
 - 1 Rebel Transport
 - 2 X-wings
 - 2 Y-wings
 - 2 Air speeders
 - 6 Rebel Troopers
9. **Draw Starting Action Cards** [Admiral] – Each player draw 2 starting action cards (that do not have a recruit icon) and resolves “Immediate” effects if applicable. Remaining cards are returned to the game box.
10. **Choose Base Location** [General] – The Rebel player secretly chooses one card from the probe deck.
11. **Draw Starting Hand** [General] – Each player takes his 4 starting missions and draws 2 mission cards.

GOLDEN RULES

- If a card ability uses the word “cannot” it is absolute and cannot be overridden by other abilities.
 - 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.
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CAPTURED LEADERS

- **Move** – Captured leader may be moved as if it were an Imperial ground unit, regardless transport capacity.
- **Rescue** – A rescued leader is immediately moved to the "Rebel Base" space. Means to rescue – There are no Imperial units in the captured leader's system – Switch the attachment ring to another leader – Resolve an ability – Complete a rescue mission. In that case, any assigned leaders may also move to the "Rebel Base" (all other leaders in the system remain in the system). Note that if Vader is in the system, he still has the ability to resolve “It Is Your Destiny” against any assigned leader even if he decided to move.

SABOTAGE MARKER

Abilities in a system that contains a sabotage marker:

- **cannot** use system's resource icons that are hidden beneath the marker, nor “deploy” units in that system.
- **can** place specified units on the build queue, and “gain” units in the system.

SUBJUGATION

If at any time there is no Imperial ground unit in a subjugated system, the subjugation marker is discarded and the system's loyalty returns to the Rebels (or neutral if no loyalty marker is beneath it).

REVEALING THE REBEL BASE

- The “Rebel Base” is immediately revealed once the Imperial player has loyalty or ground units in the “Rebel Base” system; then all units and leaders in the “Rebel Base” space are placed in the “Rebel Base” 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.
- Units cannot be moved nor deployed to the revealed “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” system.
- Also, any ability that applies to the “Rebel Base” space applies to the “Rebel Base” system instead.

ESTABLISHING A NEW BASE

- While resolving “Rapid Mobilization”, 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.
- Anyway, all unchosen probe cards are shuffled and placed face down on the bottom of the probe deck.

IMMEDIATE WIN

- **Empire** Either there is in the revealed “Rebel Base” system any Imperial (ground/space) unit but no Rebel, or a “Superlaser Online” destroys the “Rebel Base” system even if it is still hidden.
- **Rebels** Reputation marker and time marker are in the same space of the time track.

ROUND SUMMARY – Unless otherwise specified, the Rebel player starts first each common step

Assignment Phase – Each player may play their “Assignment” action cards and/or assigns their leaders, one or two per mission. In a 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.

Command Phase [Admiral and General] – Players take turns until all have passed.

1. **Activate a System** – Only leaders that have tactic values can activate a system. When a system is activated, the player can move any of his ships from all adjacent systems to the activated system. A player cannot move units out of a system that already contains any of his faction’s serving leaders (non-captured).
MOVING TO AND FROM THE REBEL BASE – While the Rebel base is hidden, Rebel units can move between the “Rebel Base” space and any adjacent systems to the “Rebel Base” system. This means that moving to or from the “Rebel Base” space will identify one system that is adjacent to the base or where the base itself is located.
2. **Reveal a Mission** – Mission is opposed and the player must roll dice either if he attempts a mission against a leader or if there is any opponent’s serving leader in the system (even if that leader does not have any corresponding mission skill icon). If he rolled more successes than his opponent, the mission succeeds. The opponent may add 1 opposing leader from its pool when and where the mission is being attempted. Each player rolls a number of red or black dice equal to the combined number of skill icons (that match the mission’s skill requirement) on all of his serving leaders in the system and, only if appropriate, his captured leader (e.g. against “Interrogation”, “Carbon Freezing”, “Lure of the Dark Side” ...).
3. **Pass** – After a player has passed, his turn is skipped for the rest of the Command Phase. However, he can still use leaders in his pool to oppose missions or add them at start of combats.

Rapid Mobilization Resolution – The Rebel player does not make any decision about this card until this stage.

Refresh Phase

1. **Play Objective Card** [General] – The Rebel player may play 1 objective card.
2. **Retrieve Leaders** – Return all leaders from the game board to their leader pools.
3. **Draw Missions** [General] – Each player draws 2 mission cards and then discards down to 10 in hand.
4. **Launch Imperial Probe Droids** [General] – The Imperial player draws 2 probe cards.
5. **Draw Rebel Objective** [General] – The Rebel player draws 1 objective card.
6. **Advance Time Marker**
 - a. **Recruit Icon** [Admiral] – Each player draws 2 cards from his action deck, chooses 1 to keep facedown, may recruit (non-mandatory) 1 leader shown on the card and resolves “Immediate” effect if applicable. The other card is placed on the bottom of the action deck without revealing it.
 - b. **Build Icon** [Admiral] – Each player places units on the build queue for each of his loyal and subjugated systems that do not contain an opponent’s unit or a sabotage marker. For subjugated systems, use only the left-most resource icon. Each player may first release any owned units and return them to the supply.
7. **Deploy Units** [Admiral] – Each player slides units 1 space down the build queue. Any units that slide off the board may either return to the space 1 of the queue or be deployed to the player’s loyal or subjugated systems. In addition, the Rebel player may also deploy to his “Rebel Base” space. Max 2 new units per place. Systems that contain an opponent’s unit or a sabotage marker cannot deploy units.

COMBAT – Unless otherwise specified, the current player starts first each common step

- **Add a leader** – Each player may take from his pool 1 leader with tactic values if there is no such leader already.
- **Action cards** – Each player may play their “Start of Combat” action cards if a related leader is in the system.
- **Draw Tactic Cards** – Only if both factions have ships / ground units in the system, each player draws respectively space / ground tactic cards according to his leader’s space / ground tactic values. If a player has multiple leaders in the system, he uses only the highest ground and space values of his serving leaders in the system.
- **Objective Card [General]** – By the end of the combat, the Rebel player may play 1 objective card at the most. He can only do so immediately when the objective’s requirement is fulfilled.

COMBAT ROUND

1. **Space Battle Step [Admiral]** – Only if both players has at least one space unit
2. **Ground Battle Step [General]** – Only if both players has at least one ground unit

BATTLE STEP

- a. **Roll Dice** – Any reduction of the number of dice rolled applies before the limit of five dice is applied.
 - b. **Combat Actions** – A player can perform any number of combat actions and in any order.
 - i. **Draw a Tactic Card** – The player spends a die with a special icon to draw one tactic card.
 - ii. **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. 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.
 - c. **Assign Damage** – The player chooses which units to assign his damage to by placing his dice next to them.
 - d. **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 tokens assigned to a unit cannot be blocked. 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.
 - e. **Destroy Units** – Replace dice by damage tokens. Each unit that have damage equal to or exceeding its health is immediately placed on the player’s faction sheet and is destroyed at the end of the round. Units on a player’s faction sheet still attack (roll dice) this combat round. Note that at the end of combats, all damage tokens assigned to units are removed.

Moreover, lonely Rebel Transports must retreat or they are immediately destroyed.
3. **Retreat [Admiral]** – Each player may have the option to retreat once per combat. A player cannot retreat if he does not have a serving leader in the system, or if his opponent has no more units there, or if he is the Imperial player and has a Death Star (Under Construction) in the combat. When retreating, the player must move one leader and all of his ships following transport rules (the player can choose not to move ground units and/or TIE fighters) to an adjacent system. Systems that either contain any player’s units or has one of his loyalty markers must be privileged. He cannot retreat units to a system that contains his opponent’s units or to a system that his opponent moved units from to initiate the combat.

The lonely Death Star vs. 2+ Ion Cannons stall case: if the Imperials have no ground units in the system and if “Death Star Plans” was not tried during that round, the Rebel ships must retreat or be destroyed otherwise.
 4. **Auto-Destroy** – A lonely Death Star Under Construction is destroyed, and so are lonely structures.
 5. **Start New Combat Round** if both factions have units in the same theater – space or ground.