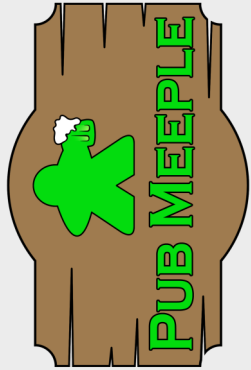


A game resource by



Game: **Star Wars Rebellion**

Publisher: **Fantasy Flight Games (2016)**

File Version: **1.3**

Author: **Brian Casey**

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RULES SUMMARY


GOAL OF THE GAME

Rebels—gain enough support to overthrow the Empire - Time and Reputation markers meet. Reputation is most commonly gained from Objective Cards.

Imperials—Find the Rebel base and conquer it - Imperial unit in the system and no Rebel units.

SETUP

Choose factions and gather your faction's components.

Place starting leaders (have no recruit  icon) into Leader Pool.


Place game board on the table.


Place all other leaders by the board to be recruited later in the game.

Place the time marker on space 1 of the time track; reputation marker on space 14.

Prepare Objective Deck - sort based on number on card back - shuffle individual piles - starting with pile 3, place on the Objectives space of the game board, then 2, then 1.



Rebel player draws 1 Objective Card - keep it secret.

Prepare Action Decks - Separate out starting Action cards (no recruit  icon). Draw 2 starting actions. Place the remaining starting actions in the box. Shuffle all of your remaining faction Actions cards and put them face down on your faction sheet.

◆ **First game** - players do not start with action cards. Place all Starting Action (no recruit  icon) cards back in the box.

Shuffle Space and Ground Tactic cards individually - place them on the table - Place remaining markers and dice and place them nearby.

Prepare Mission Cards:

- ◆ Starting Missions () - place aside - will be starting hand.
- ◆ Projects () - Imperial player shuffles - place them on Project space of game board
- ◆ Remaining missions - each player takes their remaining missions, shuffles, place them on side of faction sheet labeled Mission Deck.

Place Starting Loyalty:

- ◆ **First Game** - from Learn to Play - page 16 - Rebel: Kashyyyk, Bothawui, Naboo; Imperial: Saleucami, Corellia, Mustafar
- ◆ Thereafter - Reveal Probe cards until you have 3 Rebel and 5 Imperial; Rebel - place a loyalty marker in each revealed Rebel system; Imperial - place subjugation marker on first 2 imperial cards, loyalty on other 3; Return the 5 imperial cards to game box- shuffle rest

Place Starting Units:

- ◆ **First Game** - use setup from Learn to Play - page 16 - Thereafter:
- ◆ **Imperial** - 3 Star Destroyers, 3 Assault Carriers, 12 Tie Fighters, 12 Storm Troopers, 5 AT-STs, 1 AT-AT, 1 Death Star - place in any loyal or subjected system. At least 1 ground unit must be placed in each Imperial system



- ◆ **Rebel** - 1 Corellian Corvette, 1 Rebel Transport, 2 X-wings, 2 Y-wings, 6 Rebel Troopers, 2 Airspeeders - can be placed in the Rebel Base space and/or any 1 Rebel or neutral system.

Choose Rebel Base - remove all Imperial systems from probe deck - choose 1 from the remaining cards and place facedown under Location space of the board

Shuffle remaining probe deck and put its space of the game board

Draw Starting Hand - 4 starting missions + draw 2 cards from mission deck

ROUND SUMMARY

- Assignment Phase** - Rebel assigns Leaders to Missions; then Imperial
- Command Phase** - Starting with Rebel, take turns resolving Missions or placing Leaders on the board to move units (potentially starting combat).
- Refresh Phase** - clean up steps - retrieve Leaders; draw Missions; launch Probe Droids; Rebel draws 1 Objective; advance time marker; recruit Leaders; build units; deploy units

ASSIGNMENT PHASE

Rebel player assigns Leaders to Missions; then Imperial player.

Assigning Leaders to Missions - choose Mission card from hand and place face down next to faction sheet. Then put 1 or 2 Leaders from your Leader Pool on top of the Mission card.

COMMAND PHASE

During the Command Phase, players will be moving units (potentially starting combat), and/or revealing Missions. Choose from these 3 options:




- ◆ **Activate a System** - place a Leader from your Leader Pool on a system. Move units from any adjacent systems to the activated system. If this movement ends with opposing forces in a system combat will occur immediately.
- ◆ **Reveal a Mission** - use a Leader on a Mission Card to reveal it - Leader must meet the Mission's skill requirement. Leader moves to Mission location.
- ◆ **Pass** - once a player has passed they can take no further actions during the Command Phase.


Activating System Steps:

- 1. Place Leader** from Leader Pool in system - must have tactic values.
- 2. Move Units** from adjacent systems to the activated system.
- 3. Reveal Base** if Imperials move ground units into the system.
- 4. Combat** if there are Rebel and Imperial units
- 5. Subjugate** if there is an Imperial ground unit in a system not loyal to the Empire.



Missions Types:

- ◆ **Resolve** - cannot be opposed. Card's ability automatically occurs
- ◆ **Attempt** - can be opposed. Card's ability will succeed if it is unopposed

Opposing a Mission - send 1 Leader from your Leader Pool to the Mission location. Roll dice equal to Leader's matching skill icons to determine success or fail. Each  or  is 1 SUCCESS. Each  is 2 SUCCESSES. Tie goes to the opposing player.

Starting Missions () go back into your hand after they are used - all others are discarded. Starting missions can never be discarded.

REFRESH PHASE

- 1. Return Leaders** from the game board and from Mission cards back to the Leader Pool. If from a Mission card, put that card back in your hand.
- 2. Draw 2 Mission Cards** - hand limit: 10 cards
- 3. Launch Probe Droids** - Imperial player draws 2 Probe cards
- 4. Rebel draws 1 Objective Card.**
- 5. Advance Time marker** 1 space - recruit  or build  if those icons are on the new time space.
- 6. Deploy units** - Starting with Rebel player - slide units down the build queue - any that slide off the 1 space can be deployed to loyal or subjected system - limit: max 2 per system.

Recruit - draw 2 Action cards - choose one leader represented on the Action cards and place that Leader in your Leader Pool; keep the matching Action card. Place other card at the bottom of the Action deck. If all leaders on drawn cards have been recruited, continue drawing until you can recruit.

Build - build 1 unit for each matching resource icon in loyal or subjected systems - place units in the build queue space as indicated by the planet producing the units. Subjected systems use only left-most resource icons.

Systems with opponents units or sabotage markers cannot build units or be deployed to.

COMBAT




Combat occurs immediately after a player moves units to a system that contains their opponents units. Proceed through the following steps:

- 1. Add Leader** - if you have no Leader in the contested system or your Leader has no tactics values you may add a Leader from your Leader Pool to the system.
- 2. Draw Tactics cards** - based on the tactics values of your Leaders in the system - If you have multiple leaders present use only the highest value of each type (ground and space)
- 3. Combat round:**
 - 1. Space Battle** - current player resolves 1 attack with all their ships; then other player. See **resolving an attack** below.
 - 2. Ground Battle** - current player resolves 1 attack with all their ground units; then other player. See **resolving an attack** below.
 - 3. Retreat Option** - current player has first option to retreat; then other player. See **retreating** below
 - 4. Next Combat Round** OR End of Combat

4. End of Combat

- Imperial victory with remaining Rebel structures - structures are destroyed.
- Rebel victory with Death Star Under Construction remaining - it is destroyed.
- Discard and shuffle all tactics cards back into their decks.
- Remove damage markers from remaining units.

RESOLVING AN ATTACK

- 1. Roll Dice** of matching color and quantity of units in the battle (max: 5 of each color)
- 2. Perform any number of combat actions**
 - Play Tactics card - pay the dice cost if required by card
 - Draw Tactics card - discard a special  dice to draw one tactics card matching the current theater (space or ground)
- 3. Assign Damage** - active player chooses which of their opponents units to assign damage to.
 -  Hit - 1 damage to a unit with health matching the die color.
 -  Direct Hit - 1 damage to red or black health.

4. Block Damage - opponent can play tactic cards to remove damages assigned to their units.

5. Destroy/Damage Units

- Damage > or = health - Destroy unit. Units that have not attacked this combat round are placed on their owners faction sheet. They will be destroyed at the end of the combat round but still have a chance to attack.
- Damage < health - place damage markers under miniature.

RETREATING

Move **1 Leader and all ships** (you can choose to leave transported units) to adjacent system - normal movement rules apply. Adjacent system must have friendly units or be loyal. Any other Leaders are left behind.

Imperial may not retreat if Death Star is in combat. No one can retreat if there are no enemy units left in the system.

Rebels must retreat if only remaining ships are Transports or they are destroyed.

ADDITIONAL RULES

ATTACHMENT RINGS

A Leader can only have one attachment ring at a time. If they have one and receive another, remove the first and attach the second.

CAPTURED LEADERS

Cannot oppose mission unless targeted by the mission; can be moved by Imperial like ground units; only one leader can be captured at a time; captured Leaders do not prevent friendly units from moving into their system.

- Rescuing a captured Leader - if there are no Imperial units in the captured Leader's system they are immediately rescued; can be rescued by missions. When rescued, place Leader in the Rebel Base space. If using a mission, the mission leader may also move to the Rebel Base space.

DEATH STAR



To destroy a system, Imperial player must use their Research and Development mission to draw a Superlaser Online card from the Projects deck.

When a system is destroyed, place the Destroyed System marker over the system; destroys all present Rebel ground forces; If the destroyed system is where the hidden Rebel Base is located, Imperial player wins immediately.





Can be destroyed by Death Star Plans Objective card.

DESTROYING A DEATH STAR (UNDER CONSTRUCTION)

During space combat, once both factions have resolved their attacks, the Rebel player can reveal a "Death Star Plans" objective card.

Must have at least 1 fighter (has black health) - roll 3 dice - if at least one is a  the Death Star is destroyed. Discard the objective card. If a  is not rolled the card is kept but can only be used once per combat round.


DICE REFERENCE

-  Combat - Deal 1 damage to unit with matching health color.
Mission - 1 Success
-  Combat - Deal 1 damage to unit with any health color.
Mission - 1 Success
-  Combat - Draw 1 tactic card or play 1  tactic card.
Mission - 2 Successes

LEADER SKILL ICONS

Diplomacy  Intel  Logistic  Spec Ops 

LOYALTY AND SUBJUGATION

Diplomacy missions  can add or remove loyalty. Ex. If Imperial "adds 1 Loyalty" to a system currently loyal to the Rebels it becomes neutral.

Subjugation - If Imperial player has at least 1 Ground unit with no Imperial loyalty it is considered subjugated. Place subjugation marker on loyalty space - even on top of Rebel loyalty marker. Subjugated systems only provide the left-most resource for Building units. Imperial Loyalty replaces subjugation. Subjugated systems are Imperial even with Rebel loyalty.

OBJECTIVE CARDS

Rebel players gain reputation from these which moves the reputation marker down on the time track.

Objective cards can be played if the Rebel player has fulfilled its requirements at the time specified on the card.

Only 1 Objective card may be played during each phase. Once played, the card is discarded.

REBEL BASE

Moving to and from - must be from or to an adjacent system or the hidden base's system - this will give the Imperial player information about the Rebel Base location. Leaders in the Base do not prevent units moving from the system the Base is located in.

Revealing the Base - if the Imperial player has loyalty or ground units in the Rebel Base system it is immediately revealed. Reveal before resolving combat. The Rebel player may also reveal the location any time they choose.

1. Flip over the probe card in the Rebel Base space, move all units from the Rebel Base space to the system on the board.
2. While revealed, the Rebel Base space cannot be used.

Establishing a new Base via Rapid Mobilization mission:

- Draw top 4 Probe cards
- Choose 1 that is not loyal or subjugated by Imperial
- Reveal old base location
- Put newly chosen Probe card under Rebel Base space.
- New Base starts with 0 units.


Rebel player can use resource icons on the Rebel Base space and deploy to the Rebel Base space as a system.

When a card refers to the "Rebel Base" it is referring to the space on the game board, not the base's system.


SABOTAGE MARKERS

Placed via Rebel missions - neither player can use a system's resources and new units cannot be deployed here. It can be removed by some Imperial missions. Max: 1 per system.

STRUCTURES

Structures are immobile ; do not provide dice in combat; provide special abilities in combat; remaining structures after an Imperial combat victory are destroyed.

SYSTEM ACTIVATION AND MOVEMENT

- Leaders without Tactics values cannot activate a system.
- Ground and TIE fighter units are transport restricted  and require ships with sufficient transport capacity to move them.
- Finding the Rebel Base - Rebel player must declare if their base is in a system after Imperial ground units move into that system.
- Leaders in a system prevent units from moving out of that system.

TEAM GAME

When playing with more than 2 players they will split into teams with each player on a team controlling different aspects of the game. The players on a team are referred to as Admiral and General. Use the Team Game side of the faction sheet with separate Leader Pools. Players on a team may share as much information as they want to.

Admiral - responsible for recruiting, space battles, and building and deploying units.

General - responsible for the hand of Mission Cards (but both A and G can assign Leaders to Missions), ground battles, probes, Objectives (Rebel)

THEATERS

There are two theaters - space and ground. Leader tactic values correspond to one or the other. Damage can only be assigned to units in the theater of the current combat step.