

Star Wars Rebellion: Easy-To-Forget Rules

SETUP

Leaders: Start with the 4 leaders that have no 'recruit' icon. They will recruit 4 more leaders at the end of rounds 1-4. Certain mission/action cards may recruit more leaders, but there is always a **leader pool limit of 8**.

Action Cards: Draw 2 random 'starting' action cards (those with no 'recruit' icon). "Immediate" effects occur now, during setup. The rest of the starting action cards are removed from the game, and thus the **remaining action cards all have 'recruit' icons**.

Rebel Objectives: This deck has 5 cards from each stage. **Stages II and III each have one "Death Star Plans" card plus 4 other random cards.** Stage I has 5 random cards.

Imperial Projects: This deck includes all mission cards with a star at the bottom-right.

Starting Loyalty: This is determined by shuffling and drawing cards from the probe deck:

- Place imperial **subjugation** markers in the 1st/2nd imperial systems drawn, and **loyalty** in the 3rd/4th/5th. **All 5 cards are removed from the game.**
- Place rebel loyalty 1st/2nd/3rd rebel systems drawn. **All 3 cards are shuffled back into the probe deck.**

Imperial Starting Units:

- Place a Death Star on space 3 of the build queue
- In **any remote system**, place 4 TIE fighters, 1 stormtrooper, and a Death Star Under Construction, then **remove the matching probe card from the game.**
- Place the following units among the 6 Imperial systems (including Coruscant) and the remote system; All must have **at least 1 ground unit**:
 - 8 TIE fighters, 2 TIE strikers, 3 assault carriers, 3 star destroyers
 - 12 stormtroopers, 2 assault tanks, 4 AT-STs, 1 AT-AT

Rebel Starting Units:

- Place the following units between the rebel base space and 1 other system that contains no imperial units. This system doesn't necessarily need rebel loyalty:
 - 1 X-wing, 1 Y-wing, 1 U-wing, 1 Corellian Corvette, 1 rebel transport
 - 5 rebel troopers, 1 rebel vanguard, and 2 airspeeders

Rebel Base: The rebel player places their base in any system that contains no imperial units. Slide the matching probe card under the "location" slot next to the rebel base space.

Mission Cards: Create a starting hand of 4 starting missions and 2 random missions. The **hand limit is 10** mission cards, which includes imperial projects (but not rebel objectives).

CLEANUP: Retrieve **leaders**, draw **2 mission cards**, draw **2 probe cards**, draw **1 objective card**, advance **time marker** (possibly recruiting/building), and **deploy** units.

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MISCELLANEOUS RULES

Turn Order: Except during setup, the **rebel player always goes first** (assigns leaders to missions, takes actions, recruits new leaders, deploys new units).

Missions: 1 or 2 leaders may be assigned to a mission, whose **total skill icons** meet skill requirement of the mission card. The opposing player may **counter with 1 leader only**, who may or may not have matching skills (active player would still have to roll > 0 if opposing player rolls no dice). **'Minor' skills** (small skill icons) **fully count** toward meeting the skill requirement, but allow only for **green dice** to be rolled.

Leaders: Action cards may only be used in if one of the pictured leaders is involved. Leaders with no tactic values cannot be used to activate a system and move units.

Target Markers: These triangle markers may be removed by either player when they have unopposed ground units in the system. They are also removed if the system is destroyed.

Build: A system won't build any units if it's **sabotaged** or **contains any enemy units**.

Deploy: At the end of every round, deploy a **maximum of 2 units** to any subjugated/loyal systems that **don't contain sabotage markers or enemy units**. If there are too many units to deploy, the excess are placed back on slot 1 of the build queue.

- **Imperial shield bunkers** may be deployed to remote systems with imperial ground units (and no rebel space units) already present.

Structures: These units are immobile. During combat, all structures are destroyed if they are the only units remaining (and the opposing player has ground units present). The rebel **Golan arms turrets** are an exception, remaining in battle because they actively participate in ground combat.

Combat: A **'special roll'** (double-lightsaber die face) may be used to immediately **remove 1 damage** from a matching-coloured unit with existing damage. This gives an advantage to the player who rolls 2nd (usually the defender). The player who rolls 1st (usually the attacker) cannot 'save' this die result to remove subsequent damage inflicted by the 2nd player. However, each player has a tactic card that reverses the order of rolling, thus allowing the attacker receive the advantage.

- Special rolls cannot be used to "draw a tactic card" (this was an ability from the base game rules which no longer applies when using the expansion). However, there are some abilities (e.g. rebel shield generators) that allow players to "draw a tactic card"; interpret this as "return a discarded tactic card to its deck prior to choosing a tactic card this round".

Rebel Base: The secret location is revealed as soon as any Imperial ground units move into that system. The Rebels lose if the Rebels Base's system (a) has Imperial units and no Rebel units (space or ground), or (b) is destroyed (by a Death Star).