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Game: **RISK: STAR WARS EDITION**

Publisher: **Hasbro (2015)**

Page 1: **Rules summary**

Page 2: **Player reference x2**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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STAR WARS Risk

SETUP

One player is the **Empire** and the other is the **Rebels**. Each player shuffles their deck of **order cards** and places them facedown in front of themselves. Draw 6 cards as your starting hand; do not show them to your opponent.

Set up the board, tokens and miniatures as shown in the rules.

4 Player Variant

Play in 2 teams. Each player has a hand of 6 cards and plays 2 from their hand; at the end of the round, each player draws 2 cards from the team's deck. Play passes clockwise from the left-most Rebel player, as follows: Rebel 1, Empire 1, Empire 2, Rebel 2.

Teammates may consult with each other, but all moving and rolling is done by the player who played the card. When choosing cards, teammates may show each other cards and discuss strategies, but not exchange cards.

GAME ROUND

1. Plan Assault

Each player simultaneously chooses 3 cards from their hand and places them facedown as their **order pile**.

The top card is your first order, the middle card your second, and the bottom card your third. You must always choose 3 cards, even if not all orders can be used.

Set the remaining 3 cards in your hand aside, facedown, until the end of the round.

2. Take Turns Giving Orders

The **Rebel player goes first each round**.

On your turn, flip the top card of your order pile and choose one of the orders on the card to play.

Players alternate flipping over cards and giving orders until no one has cards left in their order pile. This marks the end of the round.

If you earn **bonus order cards** during the round, draw them from the top of your deck and place them, without looking or rearranging, at the bottom of your order pile, to be played at the end of the round. If you still have cards when your opponent's order pile runs out, you can give back-to-back orders.

Place played cards faceup in a discard pile. If your order deck runs out of cards, shuffle the discard pile to create a new draw deck.

3. Draw 3 Cards

Each player draws 3 cards from their order deck and adds them to their hand.

4. Repeat Steps 1-3 until one player wins the game.

THE BATTLES

Attack on the Death Star

Moving

Ships can only move into adjacent sectors either occupied by your other ships or clear (no ships of any type in them). Ships selected to move during a move order must all move into the same adjacent sector.

Ships cannot move into or through a sector that contains enemy ships, and no ship may move through or occupy the Death Star sector.

Any number of fighters can occupy a sector, and each sector may contain any combination of a player's fighters and special ships.

Empire Orders

 **TIE Fighters** You may deploy 4 new TIE fighters to the sector the *Executor* is in or move any number of TIE fighters from one sector to an adjacent one. After deploying, moving (or choosing not to move) a squad of TIE fighters, you may attack an adjacent sector by rolling 1 die for each TIE fighter (up to 5 dice).

 **Executor** You may move the *Executor* up to 2 adjacent sectors. After moving (or choosing not to move) the *Executor*, you may attack an adjacent sector by rolling 4 dice.

 **Death Star** Choose a faceup Rebel fleet marker (with fighters or not) and roll 2 dice. As long as one die is a 5 or 6, destroy that marker (flip it over) and all the fighters on it.

If no Rebel Fleet markers are faceup, you may choose to target any sector and, if successful, destroy all ships on it (including the *Millenium Falcon*).

Rebel Orders

 **X-Wings** You may move any number of X-wings from one sector to an adjacent one. After moving (or choosing not to move) a squad of X-wings, you may attack an adjacent sector by rolling 1 die for each X-wing (up to 5 dice).

 **Y-Wings** You may move any number of Y-wings from one sector to an adjacent one. After moving (or choosing not to move) a squad of Y-wings, you may attack an adjacent sector by rolling 1 die for each Y-wing (up to 5 dice).

 **B-Wings** You may move any number of B-wings from one sector to an adjacent one. After moving (or choosing not to move) a squad of B-wings, you may attack an adjacent sector by rolling 1 die for each B-wing (up to 5 dice).

 **Millenium Falcon** You may move the *Millenium Falcon* up to 2 adjacent sectors. After moving (or choosing not to move) the *Millenium Falcon*, you may attack an adjacent sector by rolling 2 dice.

Attacking

You may attack ships (even those on a Rebel Fleet marker) in an adjacent sector, either after moving ships, or without moving any ships. All ships of the selected type can join in the attack (even those that did not move this turn). **The maximum dice you can roll in a single attack is 5.**

To attack with fighter ships (TIE fighters, X-wings, Y-wings, B-wings), roll 1 die for each fighter in the sector from which you are attacking.

To attack with the *Millenium Falcon*, roll 2 dice.

To attack with the *Executor*, roll 4 dice.

The Rebel player can attack the Death Star from an adjacent sector once the shield generator is destroyed. If one die rolled is a 6, the Death Star is destroyed and the Rebel player wins.

Roll all your attack dice at once. Each result can be applied to one ship (the attacker decides). Different ships require the following numbers to take a hit:

Rebel Ships	Imperial Ships
<i>Millenium Falcon</i> : 5+	<i>Executor</i> : 5+
Rebel fleet markers: 5+	TIE fighters: 3+
B-wings: 5+	Death Star (once the shield generator is destroyed): 6
Y-wings: 4+	
X-wings: 3+	

When a fighter or a Rebel fleet marker is hit, it is immediately destroyed. Any fighters on a Rebel fleet marker are destroyed when the marker is destroyed (flip the marker over).

When a special ship (the *Millenium Falcon* or the *Executor*) is hit, move its hit token down 1 space for each hit. If the token reaches the last space, that special ship is destroyed. If the *Executor* is destroyed, all the TIE fighters not yet in play are destroyed.

Destroyed ships are permanently removed from the game. Destroyed TIE fighters cannot be deployed.

Bonus Orders

If an attack clears a sector (including destroying a Rebel Fleet marker), the attacking player immediately draws 1 bonus order card.

If the *Millenium Falcon* is destroyed, the Empire player immediately draws 2 bonus order cards. This is in addition to any card received for clearing a sector.

The Shield Assault

To attack the Death Star, the Rebels must first destroy the shield generator by reaching the end of the shield assault track on Endor.

Empire Order

 **Shield Assault** Place 3 Stormtroopers on the 3 spaces directly in front of the Rebel Strike Team token, increasing the numbers

on those spaces by 1. Only 1 Stormtrooper can be on a single space. If fewer than 3 Stormtroopers are available, you may place all that are left. If there are none available, this order cannot be given.

Rebel Order

 **Shield Assault** Roll all 5 dice. Each space on the shield assault track has a number on it: this is the minimum you must roll to move onto that space. You can advance the Rebel Strike Team token by using a die whose number is equal to or higher than the number on the track. Each die used advances the token 1 space.

If there is a Stormtrooper on the track, that space's number is 1 higher than listed. When the token is moved onto that space, that Stormtrooper is removed from the track; the Empire may use it on future turns.

The Battle Between Luke Skywalker and Darth Vader

When Skywalker or Vader's token reaches the end of his track, that character is destroyed.

Empire Orders

 **Darth Vader** Roll 4 dice. Any roll of **4, 5, or 6 deals 1 hit** to Skywalker, for a maximum of 4 hits. This order cannot be given if Vader has been defeated.

 **Emperor** Immediately deal **2 hits** to Skywalker. This order cannot be given if Vader has been redeemed.

Rebel Orders

 **Luke Skywalker** Roll 4 dice. Any roll of **4, 5, or 6 deals 1 hit** to Vader, for a maximum of 4 hits. This order cannot be given if Luke has been defeated.

 **Darth Vader Redeemed** This order can only be given if Vader's hit token is on a red highlighted spot (3,2, or 1 hit remaining) and Luke is still alive. **Both Vader and the Emperor are destroyed.**

Bonus Orders

If Skywalker is destroyed the Empire player immediately draws 4 bonus order cards.

If Vader is destroyed the Rebel player immediately draws 3 bonus order cards.

If both the Emperor and Vader are destroyed the Rebel player immediately draws 5 bonus order cards.

WINNING

The Empire wins by destroying all rebel ships before the Death Star is destroyed.

The Rebels win by destroying the Death Star (the shield generator must be destroyed first).

STAR WARS Risk

ATTACK ON THE DEATH STAR

Empire Orders



TIE Fighters Deploy 4 new TIE fighters from the *Executor* or move any number from one sector to an adjacent one. Then you may attack an adjacent sector.



Executor Move the *Executor* up to 2 adjacent sectors. Then you may attack an adjacent sector.



Death Star Choose a faceup Rebel fleet marker and roll 2 dice. On a 5 or 6, flip that marker and destroy all fighters on it.

If no Rebel Fleet markers are faceup, you may target any sector to destroy all ships on it.

Rebel Orders



X-Wings Move any number of X-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



Y-Wings Move any number of Y-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



B-Wings Move any number of B-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



Millenium Falcon Move the *Millenium Falcon* up to 2 adjacent sectors. Then you may attack an adjacent sector.

Attacking

To attack with fighter ships (TIE fighters, X-wings, Y-wings, B-wings), roll 1 die for each fighter in the sector from which you are attacking.

To attack with the *Millenium Falcon*, roll 2 dice.

To attack with the *Executor*, roll 4 dice.

The Rebel player can attack the Death Star from an adjacent sector once the shield generator is destroyed. If one die rolled is a 6, the Death Star is destroyed and the Rebel player wins.

Rebel Ships

Millenium Falcon: 5+
Rebel fleet markers: 5+
B-wings: 5+
Y-wings: 4+
X-wings: 3+

Imperial Ships

Executor: 5+
TIE fighters: 3+
Death Star (once the shield generator is destroyed): 6

Bonus Orders

If an attack clears a sector (including destroying a Rebel Fleet marker), the attacking player immediately draws 1 bonus order card.

If the *Millenium Falcon* is destroyed, the Empire player immediately draws 2 bonus order cards (in addition to any card received for clearing a sector).

THE SHIELD ASSAULT

Empire Order



Shield Ambush Place 3 Stormtroopers on the 3 spaces in front of the Rebel Strike Team token, increasing the numbers on those spaces by 1.

Rebel Order



Shield Assault Roll all 5 dice. Each die advances the token 1 space if it is equal to or higher than the number on the track.

SKYWALKER VS VADER

When Skywalker or Vader's token reaches the end of his track, that character is destroyed.

Empire Orders



Darth Vader Roll 4 dice. **4, 5, or 6 deals 1 hit** to Skywalker. This order cannot be given if Vader has been defeated.



Emperor Deal 2 hits to Skywalker. This order cannot be given if Vader has been redeemed.

Rebel Orders



Luke Skywalker Roll 4 dice. **4, 5, or 6 deals 1 hit** to Vader. This order cannot be given if Luke has been defeated.



Darth Vader Redeemed This order can only be given if Vader's hit token is on a red highlighted spot and Luke is still alive. **Vader and the Emperor are destroyed.**

Bonus Orders

If *Skywalker* is destroyed the Empire player immediately draws 4 bonus order cards.

If *Vader* is destroyed the Rebel player immediately draws 3 bonus order cards.

If both the *Emperor* and *Vader* are destroyed the Rebel player immediately draws 5 bonus order cards.

STAR WARS Risk

ATTACK ON THE DEATH STAR

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TIE Fighters Deploy 4 new TIE fighters from the *Executor* or move any number from one sector to an adjacent one. Then you may attack an adjacent sector.



Executor Move the *Executor* up to 2 adjacent sectors. Then you may attack an adjacent sector.



Death Star Choose a faceup Rebel fleet marker and roll 2 dice. On a 5 or 6, flip that marker and destroy all fighters on it.

If no Rebel Fleet markers are faceup, you may target any sector to destroy all ships on it.

Rebel Orders



X-Wings Move any number of X-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



Y-Wings Move any number of Y-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



B-Wings Move any number of B-wings from one sector to an adjacent one. Then you may attack an adjacent sector.



Millenium Falcon Move the *Millenium Falcon* up to 2 adjacent sectors. Then you may attack an adjacent sector.

Attacking

To attack with fighter ships (TIE fighters, X-wings, Y-wings, B-wings), roll 1 die for each fighter in the sector from which you are attacking.

To attack with the *Millenium Falcon*, roll 2 dice.

To attack with the *Executor*, roll 4 dice.

The Rebel player can attack the Death Star from an adjacent sector once the shield generator is destroyed. If one die rolled is a 6, the Death Star is destroyed and the Rebel player wins.

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Emperor Deal 2 hits to Skywalker. This order cannot be given if Vader has been redeemed.

Rebel Orders



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Darth Vader Redeemed This order can only be given if Vader's hit token is on a red highlighted spot and Luke is still alive. **Vader and the Emperor are destroyed.**

Bonus Orders

If *Skywalker* is destroyed the Empire player immediately draws 4 bonus order cards.

If *Vader* is destroyed the Rebel player immediately draws 3 bonus order cards.

If both the *Emperor* and *Vader* are destroyed the Rebel player immediately draws 5 bonus order cards.