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Game:	STAR WARS: REBELLION
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STAR WARS REBELLION

SETUP

Choose who controls the **Imperials** and who controls the **Rebels**.

Take your faction's **miniatures**, **leaders**, **loyalty markers**, **faction sheet**, **mission cards**, and **action cards**.

Each player takes their **4 starting leaders** (no recruit icon) and places them in the *Leader Pool* box on their faction sheet. Place all leaders with recruit icons near the board.

Assemble the board and place the **time marker** on space 1 of the track and the **reputation marker** on space 14.

Sort the **objective cards** into 3 piles (I, II, and III), and shuffle each pile individually. Create the **objective deck** by placing pile III on the *Objectives* space on the board; then pile II on the top of pile III, then pile I on top of pile II.

The **Rebel player** draws **1 card** from the **objective deck**, keeping it secret from the Imperial player.

Each player takes all of their **action cards with a recruit icon** and shuffles them to create their **action deck**. Place your deck facedown next to the *Action Deck* side of your faction sheet.

Shuffle the **space tactic** and **ground tactic decks** individually and place them with all remaining markers and dice near the board.

Each player sets aside their **4 starting mission cards** (curved arrow at the bottom).

The Imperial player shuffles the **project mission cards** (white star) and places them on the *Project Space* on the board.

Each player shuffles their remaining **mission cards** to create their **mission deck**, and places it facedown next to the *Mission Deck* side of their faction sheet.

Shuffle the **probe deck** and draw cards from the top of the deck until 3 Rebel systems and 5 Imperial systems have been revealed. Place a **Rebel loyalty marker** in each of the 3 Rebel systems. Place a **subjugation marker** in the first 2 Imperial systems drawn and an **Imperial loyalty marker** in each of the other 3 Imperial systems drawn. Return the 5 Imperial probe cards to the box and shuffle all other probe cards back into the probe deck.

The Imperial player takes 3 *Star Destroyers*, 3 *Assault Carriers*, 12 *TIE Fighters*, 12 *Stormtroopers*, 5 *AT-STs*, 1 *AT-AT*, and 1 *Death Star*. These units can be placed in any system that has an Imperial loyalty marker or subjugation marker. At least 1 ground unit must be placed in each Imperial system.

The Rebel player receives 1 *Corellian Corvette*, 1 *Rebel Transport*, 2 *X-wings*, 2 *Y-wings*, 6 *Rebel Troopers*, and 2 *Airspeeders*. These units can be placed in the *Rebel Base* space of the board and/or in any one Rebel or neutral system.

Each faction draws 2 random **starting action cards** (no recruit icon) and places them facedown near their faction sheet. Players can look at their own action cards at any time.

The Rebel player ensures that all systems that contain Imperial units have been removed from the probe deck. Then, from the remaining probe cards, they secretly choose 1 card and place it facedown under the Rebel Base *Location* space on the board.

Then shuffle the probe deck and place it on the *Probe Deck* space.

Each player takes their **4 starting missions** and draws 2 cards from their mission deck to create their starting hand. Keep this hand of cards secret from your opponent.

Systems and regions

The game board has 8 **regions**, separated from each other by orange borders. Each region contains 4 **systems**. Each of the 32 systems on the board consists of planet art, the system's name, a space area around the planet, and the system's borders. Ground units in the system are placed on the planet, and ships are placed in the space area.

Populous systems have a loyalty space and at least 1 resource icon. Systems without a loyalty space or resource icons are **remote systems**. **Destroyed systems** are no longer populous or remote.

GAME ROUND

1. ASSIGNMENT PHASE

The **Rebel player** assigns any of their leaders to missions, followed by the Imperial player.

To assign a leader to a mission, take a **mission card** from your hand and place it facedown near your faction sheet. Then choose **1 or 2 leaders from your leader pool** and place them on top of the card.

If leaders assigned to a mission by a player or an ability do not have a combined number of matching **skill icons** equal to or exceeding the mission's **skill requirement** (top left hand corner), the mission cannot be revealed and remains facedown in the Command phase.

Any leaders not assigned to missions stay in the leader pool and can be used during the Command phase to move units or oppose enemy missions.

2. COMMAND PHASE

Starting with the Rebel player, players alternate taking turns activating a system or revealing a mission.

You can pass at any time. After passing, you cannot use your leaders to activate systems or reveal missions for the rest of the phase (you can still oppose missions or add them to combat).

After all players have passed, proceed to the Refresh phase.

A. ACTIVATE A SYSTEM

Move your units and initiate combat by activating a system with a leader. **Take a leader from your leader pool and place it anywhere in a system to activate it.**

A leader without tactic values cannot activate a system. A system that already contains a leader can be activated.

You cannot move units out of a system that already contains one of your leaders. A leader in the *Rebel Base* space prevents units from being moved out of the *Rebel Base* space, but not from moving units that are in the Rebel base's system.

When a system is activated, you can move your units from **adjacent systems** to the activated system.

G Each incoming ship can bring a number of ground units along with it equal to its **transport capacity**. *TIE Fighters* also require transport as if they were ground units.

M Units with the **transport restriction icon** can only move when you are moving units with transport capacity out of the same system.

I A unit with the **immobile icon** cannot move.

Units can move over orange region borders, but not through light red impassible areas. If an ability allows you to move units, you must follow all movement rules and restrictions.

If an Imperial ground unit moves into a system that does not have Imperial loyalty, place a **subjugation marker** there.

If an Imperial ground unit moves into a system, the Rebel player must declare whether the Rebel base is in that system and **reveal the base** before resolving a combat.

After moving units into a system that contains opposing units, players resolve a **combat**.

B. REVEAL A MISSION

Choose a facedown mission card that one of your leaders is assigned to, flip it faceup and read it aloud.

Choose where you are resolving the mission and place the leaders assigned to the mission in that system.

If a mission is attempted *against a leader*, it is attempted in that leader's system. If a mission is attempted or resolved in the *Rebel Base* space, place the leader in the *Rebel Base* space of the board, *not* in the system where the Rebel base is hidden.

Resolve means that the mission card's ability automatically occurs and cannot be opposed.

Attempt means that the mission card's ability is only performed if the mission succeeds. The mission will automatically succeed unless it is **opposed** by an opponent's leader.

After using a **starting mission card**, return it to your hand. All other mission cards are discarded after use.

If a leader on a mission card is eliminated, captured, or moved off the mission, the mission card returns to its owner's hand without being revealed.

Opposing a mission


After you declare where you are attempting a mission, your opponent may place 1 leader from their leader pool in the system where the mission is being attempted to **oppose** that mission (even if they already have leaders in the system).

If both players have a leader there, the mission is **opposed**.

Starting with the current player, each player rolls dice (of any color) equal to the combined number of skill icons on **all of their leaders in the system** that match the mission's skill requirement.

Each player can roll a maximum of 10 dice total.

Each  and  rolled is 1 success.

Each  rolled is 2 successes.

If the player attempting the mission rolls more successes than their opponent, the mission succeeds and they perform the ability on the mission card.

If they roll equal to or fewer successes than their opponent, the mission fails and they do not perform the ability.

If the mission card has a leader portrait in the top left corner, its owner gains **2 additional successes** if one of the leaders assigned to this mission matches this portrait.

If your opponent has a leader in the system but no matching skill icons, you must still roll dice and need at least 1 success to succeed at the mission.

3. REFRESH PHASE

1. Retrieve leaders

The Rebel player can play 1 *Start of Refresh Phase* objective card. Each player then returns all of their leaders from the board to their leader pool. If a leader is still on a mission card, it returns to the leader pool and the card returns to the player's hand.

2. Draw missions

Each player draws 2 mission cards. Discard cards if you are holding more than 10. Starting missions cannot be discarded.

3. Launch probe droids


The Imperial player draws 2 probe cards. Each shows 1 system where the Rebel base is *not* located. Keep these cards secret.

4. Draw objective


The Rebel player draws 1 objective card.

5. Advance time marker

Advance the time marker 1 space along the track. Players then **recruit and/or build** if these icons are in the marker's new space:

I.  Recruit: Each player simultaneously draws 2 cards from their action deck. The Rebel player chooses 1 leader shown on either card, and places that leader in their leader pool, then the Imperial player does the same. Keep your chosen action card facedown (you can use it at a later time) and place the unchosen action card on the bottom of your action deck without revealing it.

You cannot recruit a leader that is already on the board, in a leader pool, or eliminated from the game. If all of the leaders on the drawn cards have already been recruited, you may continue drawing cards one at a time until you draw one that shows a leader you have not already recruited. You can choose a card even if you cannot recruit any of the leaders on it (you gain the card but do not recruit a new leader).

II.  Build: Players simultaneously build 1 unit for each resource icon in their loyal and subjugated systems. You cannot use a system's resource icons to build units if your opponent has a unit in the system. **For subjugated systems, use only the left-most resource icon.**

The Rebel player can also use the resource icons in the *Rebel Base*, unless the base is revealed and the Imperial player has a unit or loyalty in the system.

Take the units from your supply and place them on your **build queue** in the space matching the number to the left of the resource icon. You may destroy a unit on the board if you have none of that type available in your supply and you are placing the unit on your build queue.

6. Deploy units

Starting with the Rebel player, each player slides all units 1 space down their build queue towards their edge of the board. Any of your units that slide from the 1 space off the board may be **deployed** in systems that have your loyalty or subjugation markers.


Each player can deploy a maximum of 2 units in each system.


If you cannot (or don't want to) deploy some of your units, place them back on the 1 space of your build queue.


If it is hidden, the Rebel player may build units from, and deploy units in, the *Rebel Base* space as if it were a system.


You cannot deploy units to remote systems, or systems that contain an opponent's ships or ground units or a sabotage marker.

SKILLS

 **Diplomacy:** Missions that provide loyalty in systems or give players more units.

 **Intel:** Rebel intel missions help acquire objective cards. Imperial intel missions help locate the Rebel base.

 **Spec Ops:** Rebel spec ops missions destroy Imperial units. Imperial spec ops missions capture and exploit Rebel leaders.

 **Logistics:** Rebel logistics missions move units to and from the Rebel base. Imperial logistics missions build special units or accelerate Imperial units' build time.

OBJECTIVE CARDS

The Rebel player may play an **objective card** from their hand if they fulfill the card's requirement at the specified time.

Gain the **reputation** shown in the card's top-left corner by moving the reputation marker that number of spaces toward the time marker, then discard the card to the box (it cannot be used again this game).

The Rebel player can have any number of objective cards in their hand. **Only 1 objective can be played during each combat and each Refresh phase.**

The **project deck** contains mission cards that the Imperial player can draw by resolving their *Research and Development* mission. When a project card is discarded, it is placed in the project deck discard pile.

ACTION CARDS

Each action card can be used once per game. Use an action card by flipping it faceup, resolving its ability, and discarding it to the box.

If 2 players wish to use action cards at the same time, the current player resolves their card first. If an action card ability lets a player search for a specific mission card, do not reveal the mission card to your opponent.

Action cards used during a mission or combat can only be used if one of the leaders shown on the card is already in the system.

A card specifies when it can be used:

Assignment: The card is used during the Assignment phase. Instead of assigning a leader to a mission, a player flips the card faceup and resolves its ability.

Start of Combat: The card is used immediately after the *Add Leader* step of the combat currently being resolved.

Immediate: The card must be used as soon as the player gains the card, either during setup or after choosing it when recruiting a leader. The card is immediately revealed and resolved.

Special: The card is used when specified.

Players can gain additional action cards during the Advance Time Marker step of the Refresh phase. When you recruit a leader during this phase, place the chosen action card facedown near your faction sheet, and place the unchosen action card facedown at the bottom of your action deck.

LOYALTY AND SUBJUGATION

Loyalty

A system's current **loyalty** (Rebel, Imperial, or neutral) is indicated by the **loyalty marker** in the system.

If a system does not have a loyalty marker, it is neutral. Remote systems are always neutral.

Players usually gain loyalty in systems by resolving **diplomacy** (👁️) **missions**. The player who has loyalty in a system can use the system's resources to build new units.

When you *gain 1 loyalty* in a system that is neutral, place your loyalty marker in that system; the system is now loyal to your faction. When you *gain 1 loyalty* in a system that is loyal to the other player, remove that loyalty marker from the system; it is now neutral.

If an ability requires you to have loyalty in a system, you must have a loyalty marker there. It doesn't matter if your opponent has units or a subjugation marker in the system.

A system that has an Imperial loyalty marker or subjugation marker is an **Imperial system**. *Coruscant* is always loyal to the Imperial player and cannot gain or lose loyalty.

A system that has a Rebel loyalty marker and no subjugation marker in it is a **Rebel system**. The *Rebel Base* space is not a system and cannot gain or lose loyalty.

Subjugation

When there is at least 1 Imperial ground unit in a system that does not have Imperial loyalty, the system becomes **subjugated**.

Place a **subjugation marker** in its loyalty space. If the system had Rebel loyalty, place the marker on top of the Rebel loyalty marker.

A system with a subjugation marker is an Imperial system, but the marker does not define the system's loyalty.

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

If a neutral subjugated system gains Imperial loyalty, flip its subjugation marker to the loyalty side. If a subjugated system gains Rebel loyalty, place a Rebel loyalty marker beneath the subjugation marker.

The Imperial player can deploy units to a subjugated system, and build new units using its left-most resource icon. The Rebel player cannot build or deploy units in a subjugated system, even if a Rebel loyalty marker is under the subjugation marker.

LEADERS

Capturing leaders

Some abilities cause a Rebel leader to become **captured**: attach the **captured leader ring** to that leader. Captured leaders do not oppose missions; cannot return to the leader pool; cannot use action cards; do not contribute their tactic values during a combat; and cannot be moved by the Rebel player. However, they do not prevent Rebel units from moving out of their system.

Captured leaders can be moved by the Imperial player like ground units (they do not count toward transport capacity). They cannot be moved when retreating.

If a mission is attempted *against a captured leader*, that leader opposes the mission and rolls dice even though it is captured. The Rebel player can also send another leader from their leader pool to oppose the mission as normal.

The Imperial player has only 1 captured leader ring. If they capture a second leader, the first leader is rescued, and they attach the captured leader ring to the new leader.

However, the Imperial player can capture an *additional* leader in **carbonite**. A leader in carbonite is a captured leader and can be rescued and targeted by any card that affects captured leaders.

Rescuing captured leaders

When a captured leader is **rescued**, remove the ring from the leader and place the leader in the *Rebel Base* space.

If there are no Imperial units in a captured leader's system, that leader is immediately rescued. Some mission cards can also rescue captured leaders.

Attachment rings

Some card abilities attach **rings** onto leaders. When a card ability attaches a ring to a leader, keep the card as a reminder of the ring's ability. If a leader with a ring receives another, the previous ring is removed to make room for the new one.

Eliminating leaders

When a leader is eliminated, return it to the box. It cannot be used for the rest of the game.

Luke Skywalker

Treat *Luke Skywalker (Jedi)* as *Luke Skywalker* for all card abilities and action card restrictions.

SABOTAGE MARKERS

A **sabotage marker** in a system means that neither player can use its resource icons to build new units, and units cannot be deployed there. A maximum of 1 sabotage marker can be in each system.

If an ability is resolved in a system that allows a player to place units on the build queue, it can be performed even if there is a sabotage marker in the system.

SHIPS AND UNITS

Ships

All units with blue resource icons are **ships**. *Super Star Destroyers*, the *Death Star*, and the *Death Star Under Construction (DSUC)* are also ships.

A ship with a red health value is a **capital ship**. A ship that has a black health value is a **fighter**.

Structures

The *Shield Generator* and *Ion Cannon* are special ground units called **structures**. They are immobile and instead of providing dice in combat they have special abilities.

The Death Star

The *Death Star* and *Death Star Under Construction* are **space stations**, not capital ships, fighters, or structures.

The *DSUC* is **immobile**. If an ability allows the Imperial player to deploy a *Death Star* in a system, it can only be placed in the *DSUC*'s system. If a *DSUC* is destroyed, the *Death Star* on the build queue is also destroyed.

The *Death Star* does not have a health value and cannot be assigned or dealt damage. It can only be destroyed by the *Death Star Plans* objective card (this card can also be used to destroy a *DSUC*). The Rebel player can use only one of these objective cards each combat round.

The *Superlaser Online* mission card can destroy a system. Place a **destroyed system marker** in the system and destroy all Rebel ground units there. The Imperial player must destroy a number of their units that require transport that exceed the transport capacity of Imperial ships in the system.

Ground units can move into destroyed systems, but ground battles cannot occur there; space battles are resolved as normal.

Destroyed systems do not have loyalty and cannot be subjugated. If the *Death Star* destroys the system where the Rebel base is located, the Imperial player immediately wins the game.

THE REBEL BASE

While the Rebel base is **hidden**, the Rebel player can deploy units in the *Rebel Base* space on the board without revealing the system in which their base is located.

An effect referring to the *Rebel Base* space is referring to that board space and not the system where the Rebel base is hidden. The *Rebel Base* space is not a system.

Moving to and from the Rebel base

While the Rebel base is hidden, Rebel units can move from the *Rebel Base* space to either the base's system or systems adjacent to it. A leader in the *Rebel Base* space prevents moving units from the space. A few missions allow Rebel units to move between the base and any system ignoring adjacency.

Revealing the Rebel base

If the Imperial player ever has loyalty or ground units in the Rebel Base's system, the base is immediately revealed. When Imperial ground units enter the system, the base is revealed before resolving a combat.

The Rebel player may optionally reveal their base at the start of one of their turns in the Command phase, before using one of their leaders.

When the base is revealed, the Rebel player flips the probe card under the *Location* space faceup and places it in the *Rebel Base* space. All units and leaders in the *Rebel Base* space are placed in the system shown on the probe card. Keep it faceup on the *Rebel Base* space to remind players that the base is revealed.

While the base is revealed, the resource icons in the *Rebel Base* space can still be used (unless there is an Imperial unit or Imperial loyalty in the Rebel base's system). However units cannot be deployed in, or moved to, the *Rebel Base* space. Any leaders or units that would be placed (not deployed) here are instead placed in the system shown on the faceup probe card. Any cards that apply to the *Rebel Base* space apply to the base's system instead.

The Imperial *Long Range Probe* mission card does not reveal the Rebel base.

Establishing a new base

The *Rapid Mobilization* mission card allows the Rebel player to establish a new base. They draw the top 4 cards from the probe deck and *may* choose one of them to become the new base location. They cannot choose a system that has Imperial loyalty, Imperial units, or a destroyed system marker.

If they choose a new base location, they reveal the old base's probe card and moves all units and leaders from the *Rebel Base* space to the old base's system. The Rebel player will not have any units at the new base until they either move units to it or deploy units there.

They give the old base's probe card to the Imperial player and place the new base's probe card facedown under the *Location* space. Then they shuffle all unchosen probe cards and place them facedown on the bottom of the probe deck.

If the Rebel player chooses not to establish a new base, all drawn probe cards are shuffled and placed on the bottom of the probe deck.

WINNING THE GAME

The Imperial player immediately wins the game if there are Imperial units in the Rebel base's system and there are no Rebel units in the system. The *Rebel Base* must be revealed.

The Imperial player immediately wins the game if the *Death Star* destroys the system where the Rebel base is located.

The Rebel player immediately wins the game if the reputation marker and time marker are in the same space of the time track.

STAR WARS REBELLION

1. ASSIGNMENT PHASE

The Rebel player assigns any of their leaders to missions, followed by the Imperial player.

Place a mission card from your hand facedown, and place 1 or 2 leaders from your leader pool on top of the card.

Assigned leaders must have a combined number of matching skill icons equal to or exceeding the mission's skill requirement.

2. COMMAND PHASE


Starting with the Rebel player, players alternate taking turns activating a system or revealing a mission. After all players have passed, proceed to the Refresh phase.


A. ACTIVATE A SYSTEM


Take a leader from your leader pool and place it anywhere in a system to activate it.

A leader without tactic values cannot activate a system. A system that already contains a leader can be activated. You cannot move units out of a system that already contains one of your leaders.

When a system is activated, you can move your units from adjacent systems to the activated system.

 Each incoming ship can bring a number of ground units along with it equal to its **transport capacity**.

 Units with the **transport restriction icon** can only move when you are moving units with transport capacity out of the same system.

 An **immobile** unit cannot move.

If an ability allows you to move units, you must follow all movement rules and restrictions.

If an Imperial ground unit moves into a system that does not have Imperial loyalty, place a **subjugation marker** there.

If an Imperial ground unit moves into a system, the Rebel player must declare whether the Rebel base is in that system and **reveal the base** before resolving a combat.

After moving units into a system that contains opposing units, players resolve a **combat**.

B. REVEAL A MISSION

Reveal a facedown mission card that one of your leaders is assigned to. Choose where you are resolving the mission and place the leaders assigned to the mission in that system.

Resolve: the mission cannot be opposed.

Attempt: the mission will automatically succeed unless it is **opposed** by an opponent's leader.



After using a **starting mission card**, return it to your hand. All other mission cards are discarded after use.


Opposing a mission

After you declare where you are attempting a mission, your opponent may place 1 leader from their leader pool in the system where the mission is being attempted to **oppose** that mission (even if they already have leaders in the system).

If both players have a leader there, the mission is **opposed**. Starting with the current player, each player rolls dice equal to the combined number of skill icons on **all of their leaders in the system** that match the mission's skill requirement.

Each player can roll a maximum of 10 dice total.

Each  and  rolled is 1 success.

Each  rolled is 2 successes.

If the player attempting the mission rolls more successes than their opponent, the mission succeeds; performs the ability.

If the mission card has a leader portrait in the top left corner, its owner gains 2 **additional successes** if one of the leaders assigned to this mission matches this portrait.

If your opponent has a leader in the system but no matching skill icons, you still need at least 1 success.

3. REFRESH PHASE

1. Retrieve leaders

The Rebel player can play 1 *Start of Refresh Phase* objective card. Each player then returns all of their leaders from the board to their leader pool. A leader still on a mission card returns to the leader pool and the card returns to the player's hand.

2. Draw missions

Each player draws 2 mission cards, then discards down to 10 cards. Starting missions cannot be discarded.

3. Launch probe droids

The Imperial player draws 2 probe cards.

4. Draw objective

The Rebel player draws 1 objective card.

5. Advance time marker

Advance the time marker 1 space. Players recruit and/or build if these icons are shown in the marker's new space:

I. Recruit: Each player simultaneously draws 2 action cards.

The Rebel player chooses 1 leader shown on either card and places that leader in their leader pool; then the Imperial player does the same.

II. **Build:** Players simultaneously build 1 unit for each resource icon in their loyal and subjugated systems. You cannot use a system's resource icons to build units if your opponent has a unit in the system. **For subjugated systems, use only the left-most resource icon.**

The Rebel player can also use the resource icons in the *Rebel Base*, unless the base is revealed and the Imperial player has a unit or loyalty in the system.

Take the units from your supply and place them on your **build queue** in the space matching the number to the left of the resource icon.

6. Deploy units


Starting with the Rebel player, each player slides all units 1 space down their build queue. Any of your units that slide from the 1 space off the board may be **deployed** in systems that have your loyalty or subjugation markers.


Each player can **deploy a maximum of 2 units in each system**.


If you cannot (or don't want to) deploy some of your units, place them back on the 1 space of your build queue.


You cannot deploy units to remote systems, or systems that contain an opponent's units or a sabotage marker.

SKILLS

 **Diplomacy:** Missions that provide loyalty in systems or give players more units.

 **Intel:** Rebel intel missions help acquire objective cards. Imperial intel missions help locate the Rebel base.

 **Spec Ops:** Rebel spec ops missions destroy Imperial units. Imperial spec ops missions capture and exploit Rebel leaders.

 **Logistics:** Rebel logistics missions move units to and from the Rebel base. Imperial logistics missions build special units or accelerate Imperial units' build time.

STAR WARS REBELLION

1. ASSIGNMENT PHASE

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Place a mission card from your hand facedown, and place 1 or 2 leaders from your leader pool on top of the card.

Assigned leaders must have a combined number of matching skill icons equal to or exceeding the mission's skill requirement.

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When a system is activated, you can move your units from adjacent systems to the activated system.

 Each incoming ship can bring a number of ground units along with it equal to its **transport capacity**.

 Units with the **transport restriction icon** can only move when you are moving units with transport capacity out of the same system.

 An **immobile** unit cannot move.

If an ability allows you to move units, you must follow all movement rules and restrictions.

If an Imperial ground unit moves into a system that does not have Imperial loyalty, place a **subjugation marker** there.

If an Imperial ground unit moves into a system, the Rebel player must declare whether the Rebel base is in that system and **reveal the base** before resolving a combat.

After moving units into a system that contains opposing units, players resolve a **combat**.

B. REVEAL A MISSION

Reveal a facedown mission card that one of your leaders is assigned to. Choose where you are resolving the mission and place the leaders assigned to the mission in that system.

Resolve: the mission cannot be opposed.

Attempt: the mission will automatically succeed unless it is **opposed** by an opponent's leader.



After using a **starting mission card**, return it to your hand. All other mission cards are discarded after use.


Opposing a mission

After you declare where you are attempting a mission, your opponent may place 1 leader from their leader pool in the system where the mission is being attempted to **oppose** that mission (even if they already have leaders in the system).

If both players have a leader there, the mission is **opposed**. Starting with the current player, each player rolls dice equal to the combined number of skill icons on **all of their leaders in the system** that match the mission's skill requirement.

Each player can roll a maximum of 10 dice total.

Each  and  rolled is 1 success.

Each  rolled is 2 successes.

If the player attempting the mission rolls more successes than their opponent, the mission succeeds; performs the ability.

If the mission card has a leader portrait in the top left corner, its owner gains 2 **additional successes** if one of the leaders assigned to this mission matches this portrait.

If your opponent has a leader in the system but no matching skill icons, you still need at least 1 success.

3. REFRESH PHASE

1. Retrieve leaders

The Rebel player can play 1 *Start of Refresh Phase* objective card. Each player then returns all of their leaders from the board to their leader pool. A leader still on a mission card returns to the leader pool and the card returns to the player's hand.

2. Draw missions

Each player draws 2 mission cards, then discards down to 10 cards. Starting missions cannot be discarded.

3. Launch probe droids

The Imperial player draws 2 probe cards.

4. Draw objective

The Rebel player draws 1 objective card.

5. Advance time marker

Advance the time marker 1 space. Players recruit and/or build if any icons are shown in the time marker's new space.

I. Recruit: Each player simultaneously draws 2 action cards.

The Rebel player chooses 1 leader shown on either card and places that leader in their leader pool; then the Imperial player does the same.

II. **Build:** Players simultaneously build 1 unit for each resource icon in their loyal and subjugated systems. You cannot use a system's resource icons to build units if your opponent has a unit in the system. **For subjugated systems, use only the left-most resource icon.**

The Rebel player can also use the resource icons in the *Rebel Base*, unless the base is revealed and the Imperial player has a unit or loyalty in the system.

Take the units from your supply and place them on your **build queue** in the space matching the number to the left of the resource icon.

6. Deploy units


Starting with the Rebel player, each player slides all units 1 space down their build queue. Any of your units that slide from the 1 space off the board may be **deployed** in systems that have your loyalty or subjugation markers.


Each player can **deploy a maximum of 2 units in each system**.


If you cannot (or don't want to) deploy some of your units, place them back on the 1 space of your build queue.


You cannot deploy units to remote systems, or systems that contain an opponent's units or a sabotage marker.

SKILLS

 **Diplomacy:** Missions that provide loyalty in systems or give players more units.

 **Intel:** Rebel intel missions help acquire objective cards. Imperial intel missions help locate the Rebel base.

 **Spec Ops:** Rebel spec ops missions destroy Imperial units. Imperial spec ops missions capture and exploit Rebel leaders.

 **Logistics:** Rebel logistics missions move units to and from the Rebel base. Imperial logistics missions build special units or accelerate Imperial units' build time.

STAR WARS REBELLION

COMBAT

Resolve combat when a player moves units to a system that contains their opponent's units. Combat is only resolved if both players have units in the same theater.

1. Add leader

Starting with the current player, a player who does not have a leader with tactic values in the system may choose to place 1 leader there from their leader pool.

Starting with the current player, each player may use *Start of Combat* action cards.

2. Draw tactic cards

Starting with the current player, each player draws tactic cards based on their leader in the system (if any). Draw **space tactic cards** equal to your leader's space tactic value (blue) if both factions have ships in the system. Draw **ground tactic cards** equal to your leader's ground tactic value (orange) if both factions have ground units in the system.

If you have multiple leaders in the system, use only the highest value from each theater (space and ground).

3. Combat round

Resolve a combat round in which each unit performs 1 attack:

I. Space battle: The current player resolves 1 attack with all of their ships. Then their opponent resolves 1 attack with all of their own ships. Only resolve this step if both players have ships in the system.

II. Ground battle: The current player resolves 1 attack with all of their ground units. Then their opponent resolves 1 attack with all of their own ground units. Only resolve this step if both players have ground units in the system.

III. Retreat: Starting with the current player, each player has the option to retreat their units from the system.

IV. Next round: If both factions still have units in the same theater (space or ground), they resolve another combat round. Otherwise, the combat ends.

If the only remaining Rebel ground units are structures and there are still Imperial ground units in the system, the structures are destroyed.

If the Imperial player's only remaining ship is the *DSUC* and the Rebel player still has ships in the system, the *DSUC* is destroyed.

RESOLVING AN ATTACK

1. Roll dice

Roll dice matching the color and quantity of the attack values of all your participating ships or ground units.

Each attack is limited to a maximum of 5 red and 5 black dice. An ability that reduces the number of dice rolled applies *before* the limit of 5 dice is applied.

2. Combat actions

After rolling the dice, perform any number of combat actions in any order, one at a time:

Draw a Tactic Card: You can discard one of your ☒ dice to draw 1 tactic card from this theater's tactic deck. Tactic cards can be used during this combat round or saved for later in this combat.

Play a Tactic Card: Play a tactic card from your hand and resolve its ability. Tactic cards can only target units in the theater being resolved and are discarded after use. If the card has the ☒ icon, you must discard one of your ☒ dice to use the ability.

3. Assign damage

Choose which units to assign your damage to by placing all the dice (or cards) next to the units. Damage can only be assigned to units in this theater, and a unit can be assigned more damage than it has health remaining.

☒ **Hit:** Deal 1 damage to a unit that has a health value matching this die's color.

☒ **Direct Hit:** Deal 1 damage to a unit that has a black or red health value.

4. Block damage

Your opponent can play tactic cards that match this theater to **block** damage assigned to their units. For each damage blocked, remove 1 damage. If an ability blocks 2 damage, it can be used to block 2 damage assigned to one unit or one damage assigned to 2 different units. Damage markers assigned to a unit cannot be blocked.

5. Destroy units

If your unit has damage assigned to it that equals or exceeds its health, it is placed on your faction sheet and is **destroyed** (returned to the supply) at the end of this combat step (either space battle or ground battle). The unit still attacks as normal this combat round.

If a unit is assigned damage less than its health value, place damage markers under it to track the damage. The damage remains during future combat rounds and cannot be removed. **All damage markers are discarded at the end of the combat.**

RETREAT

When you **retreat** from combat, take any one of your leaders from the system and place it in an adjacent system. Then take your units from the system and move them to that leader's system following normal movement and transport rules.

You must retreat to a system that contains your own units or one of your loyalty markers, if able. You cannot retreat to a system that contains your opponent's units nor to a system that your opponent moved units from to initiate the combat.

You must move all of your ships out of the system, but you can choose to leave ground units and *TIE Fighters* behind. Immobile units cannot retreat. If you leave units in the system and your opponent has units in the same theater, resolve another combat round.

If you do not have a leader in the system, you cannot retreat. A leader can retreat only if the player is also retreating units. Each player can only retreat from each combat once, even if they have multiple leaders in the system.

The Imperial player cannot retreat any units if they have a *Death Star* or *DSUC* in the combat.

If the only Rebel ships in the combat are *Rebel Transports*, they must retreat or they are immediately destroyed. The Rebel player can retreat only to systems, not to the *Rebel Base* space.

ENDING & WINNING COMBAT

Combat ends if both factions do not have units in the same theater after resolving the last step of a combat round.

You **win a battle** if your opponent does not have any units from the same theater in the system. If you retreat all of your units in one theater, your opponent has won the battle in that theater. If all of both faction's units are destroyed in a battle, that battle has no winner. If you destroy your opponent's last ship, but retreat after the ground battle, you have still won the space battle.

At the end of combat, players discard all tactic cards from their hands, then shuffle all tactic cards back into their decks. Remove all damage markers assigned to units and place them back in the supply.

STAR WARS REBELLION

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If the only Rebel ships in the combat are *Rebel Transports*, they must retreat or they are immediately destroyed. The Rebel player can retreat only to systems, not to the *Rebel Base* space.

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Combat ends if both factions do not have units in the same theater after resolving the last step of a combat round.

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At the end of combat, players discard all tactic cards from their hands, then shuffle all tactic cards back into their decks. Remove all damage markers assigned to units and place them back in the supply.

STAR WARS REBELLION

TEAM GAME

When choosing factions during setup, each player chooses to play as either the **Admiral** (blue) or **General** (orange) for their team.

A player makes all decisions for their leaders and rolls dice for them when resolving a mission. Both players can activate systems and move their team's ships and/or ground units.

Use the **Team Game** side of each faction sheet. Each team has 2 leader pools, and all leaders are placed in the leader pool that matches their leader color.

Setup

Each team receives 2 random action cards and gives them to the player who controls the leader shown on the card. If a card does not show a leader, either player may use the card.

Command phase

Players take turns in order of the initiative number shown next to their role's name on their faction sheet. During your turn, you can activate a system using one of your leaders, reveal a mission that one of your leaders is assigned to, or pass.

Players on the same team can share as much information as they like. They can show each other cards secretly, but all discussion must take place openly. They can talk in code or whisper, but they cannot leave the room to have private discussions.

When a player attempts a mission, only 1 player from the opposing team can send a leader to the system.

Admiral's responsibilities

Recruiting: When recruiting new leaders during the Refresh phase, the Admiral draws 2 action cards and decides which leader to recruit. When they recruit a leader that belongs to the General, they give that player the card and leader to place in their leader pool.

Space Battles: The Admiral rolls dice, draws and plays space tactic cards, and makes all decisions during space battles.

Building and Deploying Units: The Admiral makes all decisions when building and deploying units.

General's responsibilities

Mission Cards: Both the Admiral and General can assign their leaders to mission cards (a maximum of 2 leaders can be assigned to each mission, regardless of which players the leaders belong to). The General controls the hand of mission cards, and if players disagree on assignments, the General can disallow the Admiral from assigning a leader to a mission.

Ground Battles: The General rolls dice, draws and plays ground tactic cards, and makes all decisions during ground battles.

Probes: The Imperial General is in charge of drawing and managing the hand of drawn probe cards.

Objectives: The Rebel General is in charge of drawing and managing the hand of objective cards. They make all decisions regarding which cards to keep and when to play objective cards.

Combat

You cannot add a leader to a system if your teammate has a leader with tactic values in the system. Each team can add a maximum of 1 leader.

Any player can choose to retreat, as long as they use their own leader. Each team can only retreat once per combat.

Other notes

The Imperial card *Lure of the Dark Side* gives the Imperial team control of a Rebel leader until the end of the game. During the Refresh phase, this leader is placed in the Imperial leader pool matching the leader's color.

The Rebel Admiral or Rebel General can reveal the Rebel base during their turn.

Three-player game

One player controls the Rebels while the other 2 split control of the Imperials (one Admiral, one General). The Rebel player also uses the **Team Game** side of their faction sheet. They have 2 turns each round, and they must use their orange and blue leaders separately (as if playing a 4 player game).

STAR WARS REBELLION

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The Rebel Admiral or Rebel General can reveal the Rebel base during their turn.

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One player controls the Rebels while the other 2 split control of the Imperials (one Admiral, one General). The Rebel player also uses the **Team Game** side of their faction sheet. They have 2 turns each round, and they must use their orange and blue leaders separately (as if playing a 4 player game).

STAR WARS REBELLION

RISE OF THE EMPIRE EXPANSION

SETUP

Replace these cards from the base game with the new expansion cards: *Sabotage* (Rebel mission), *Son of Skywalker* (Rebel action), *Good Intel* (Imperial action), and both copies of *Construct Super Star Destroyer* (Imperial mission). Place the new unit reference sheet under your faction sheet. The new units can be built following normal rules.

Sort the **objective cards** into 3 piles (I, II, and III). Shuffle together a stage III deck with 1 *Death Star Plans* card and 4 random stage III cards. Shuffle together a stage II deck with 1 *Death Star Plans* card and 4 random stage II cards. Place this deck on top of the stage III deck. Shuffle the stage I pile and deal 5 random cards onto the top of the stage II deck. Then return all unused objective cards to the box unseen.

The Rebel player draws 1 card from the objective deck, keeping it secret from the Imperial player.

Remove all of the original **tactic cards** from the game and use the new advanced tactic cards and rules.

Players choose to use the set of base game **mission cards** or the *Rise of the Empire* set of mission cards.

The Rebel player and Imperial player each choose any 1 card from their mission decks, place them facedown, then simultaneously reveal them. Each player that revealed a card with a **Darth Vader icon** uses the *Rise of the Empire* set of mission cards this game. They remove all cards from the deck that do not have a leader icon or Darth Vader icon.

Each player that revealed a card with a **leader icon** or **no icon** uses the base set of mission cards this game. They remove all cards from the mission deck that have a Darth Vader icon.

All removed cards are not used during this game. All starting mission cards and project cards are used in every game. In a team game, the General chooses their faction's mission set.

After placing starting loyalty, players agree on whether to use the starting **unit list** from the base game or *Rise of the Empire*:

The Imperial player places 1 *Death Star* on space 3 of their build queue. They then choose any remote system and place 4 *TIE Fighters*, 1 *Stormtrooper*, and 1 *Death Star Under Construction* in that system. Then remove the remote system's card from the probe deck and place the card in the box.

The Imperial player receives 8 *TIE Fighters*, 3 *Assault Carriers*, 3 *Star Destroyers*, 2 *TIE Strikers*, 12 *Stormtroopers*, 4 *AT-STs*, 2 *Assault Tanks*, and 1 *AT-AT*. These units can be placed in any system that has an Imperial loyalty marker, subjugation marker, or a *Death Star Under Construction*. At least 1 ground unit must be placed in each Imperial system.

The Rebel player receives 1 *X-wing*, 1 *Y-wing*, 1 *U-wing*, 1 *Rebel Transport*, 1 *Corellian Corvette*, 5 *Rebel Troopers*, 2 *Airspeeders*, and 1 *Rebel Vanguard*. These units can be placed in the *Rebel Base* space and/or in any one Rebel or neutral system (except remote systems with a *DSUC*).

GREEN DICE

A player cannot roll more than 3 green dice when attempting a mission or rolling dice in combat. These dice can be used in addition to the maximum of 5 red dice and 5 black dice.

When an ability asks a player to roll dice, always use red or black dice unless specified otherwise.

Some leaders have **minor skill icons**, represented by small skill icons. Each minor skill icon allows the leader to roll 1 green die when involved in a mission. Minor skill icons count toward fulfilling skill requirements on mission cards.

LEADER POOL LIMIT

If a player ever has more than 8 leaders in their leader pool, they must choose 8 to keep and eliminate the excess from the game.

In a team game, each team is limited to 8 leaders. If a team has more than 8 leaders in their pool, they must choose 8 to keep and eliminate the excess. If one player has more leaders than their teammate, the excess leaders must be chosen from their pool.

TARGET MARKERS

Target markers are used by the objective cards and mission cards with matching artwork.

When you have a ground unit in a system with a target marker and your opponent does not have any ground units there, you can remove the marker: its card specifies if any special effect should be resolved.

When a system is destroyed, all target markers in the system are also removed and the effect for removing them is resolved.

When an objective card with the word **Immediate** at the top is drawn into the Rebel player's hand, they immediately reveal and resolve the ability. An immediate objective stays in play while at least one of its corresponding target markers is on the board. When all of its markers are removed, discard the objective card.

UNIT ABILITIES

Shield bunker

Death Star protection: *Death Stars* and *DSUC* cannot be destroyed, dealt damage, or assigned damage while in the same system as a *Shield Bunker*. This makes them immune to the *Death Star Plans* objective card. As soon as all *Shield Bunkers* in a system are destroyed, this ability no longer applies.

Easy deployment: In addition to normal deployment rules, a *Shield Bunker* may be deployed to any system that contains at least 1 Imperial ground unit and does not contain any Rebel units. The planet's loyalty does not matter.

Local reinforcement: When a *Shield Bunker* is in a remote system that does not contain any Rebel units, the Imperial player may deploy units to that system as if it were a loyal system. This cannot be used during the build step in which the *Shield Bunker* is deployed. Deploying a *Death Star* to this system counts toward the limit of deploying 2 units during the Refresh phase.

Interdictor

Rebel units cannot retreat from a system containing an *Interdictor*. Rebel abilities that provide additional ways to retreat cannot be used in an *Interdictor's* system. As soon as all *Interdictors* in the system are destroyed, this ability no longer applies.

Building units

If players encounter a timing conflict when choosing which units to build, the Rebel player chooses which units to place on the build queue first, followed by the Imperial player.

Destroying and moving structures

All immobile ground units are **structures**. Normally, if a player's only remaining ground units in a system are structures, and their opponent still has ground units in the system, these structures are destroyed. However, if a player rolled at least 1 die in this theater's battle this round, their structures are not destroyed and another round of combat is resolved.

Abilities that allow a player to move their opponent's units or force their opponent to move units cannot be used to move structures.

CINEMATIC COMBAT

Advanced Tactic cards

During the **Draw Tactic Cards** step of combat, each player picks up their tactic decks and may look through them. These decks are never shuffled; a player has access to all of their cards, except for those in their discard pile.

Before the first step of **each round** of space battle and **each round** of ground battle, resolve the following steps:

1. Each player simultaneously chooses 1 tactic card from their deck that matches the current theater and places it facedown.
2. After both players have chosen their cards, they simultaneously turn their cards faceup.
3. Starting with the current player, each player chooses and resolves the top or bottom ability of their tactic card. Abilities preceded by a **unit icon** can only be resolved if there is at least 1 unit of that type in the system.

Then continue resolving the battle as normal, starting with the current player rolling dice to resolve their attack.

Players cannot play advanced tactic cards **during** an attack. Advanced tactic cards are only played at the start of each round of battle.

After you resolve an advanced tactic card, discard it faceup next to its deck. Tactic cards in a discard pile are **not shuffled back into the deck** at the end of the combat.

Instead, after you use the last tactic card from your deck, return all cards from its discard pile to your deck (except for the card you just resolved). Any player can examine tactic cards in a discard pile at any time.

Leader reroll action

Leader tactic values no longer dictate the number of cards players draw at the start of combat. Instead, as a **combat action**, you can **choose to reroll a number of your dice up to your leader's tactic value in that theater**.

All dice are chosen and rerolled at once. Each die can only be rerolled once per attack using tactic values. If you have multiple leaders in the system, you use only the highest ground and space values of your leaders in the system. **You can use this action once during each of your attacks.**

Preventing hits

Some tactic cards prevent hits \square or direct hits \star . These abilities take effect at the start of the Assign Damage step. Before assigning damage, the opponent must remove dice matching the icons shown.

Destroying and damaging units

When a unit is **destroyed** by a tactic card, it will not roll dice during this round. This unit is removed *after* both players have resolved their tactic cards. This means that the unit can be used to match the unit requirement on the player's tactic card.

Skip the **Destroy Units** step of attacks. Instead, units are destroyed if they have damage equal to or exceeding their health at the end of that round of battle (after all units in that theater have attacked). Use damage tokens to track how much damage has been assigned to each unit.

If your card **deals damage**, place a damage token on a unit of your choice. If a color is specified, the damage must be dealt to a unit whose health matches that color. If a card deals more than 1 damage, it can be split among multiple units unless the card specifies 1 unit.

Removing damage

You may spend a die with a special icon \times as a combat action to remove 1 damage token from one of your units.

The damage must be removed from a unit whose health matches the color of the die. Special icons cannot be spent to draw or play tactic cards.

Units are not destroyed until the end of the round of battle, so you may be able to save a unit from being destroyed by removing damage.

Canceling cards

When your tactic card is **canceled**, you cannot resolve any of the abilities on it. Although the current player usually resolves their tactic card first, if the defender's card uses the word **cancel**, the defender resolves their card first.

If you have the ability to play an additional card, the additional card cannot be canceled and cannot be used to cancel another card.

Additional cinematic combat rules

Obey all combat rules from the base game except the following:

If an ability lets you draw tactic cards, retrieve that many cards of your choice from your discard pile and return them to your deck.

The *Shield Generator's* unit ability to draw 1 card is resolved *immediately before* players choose their ground tactic cards.

Advanced tactic cards only affect units in the card's theater that are in the system in which the combat is being resolved unless specified.

Advanced tactic card abilities last until the end of that round of battle.

Each player must play 1 advanced tactic card each round of battle. You may choose not to resolve any abilities and discard the card.

If a card changes the order in which players attack, this effect lasts until the end of the combat or until an effect changes the order again.

CARD CLARIFICATIONS

Subversion mission

Unlike other missions, the *Subversion* mission is never attempted. Instead, reveal and resolve this card when your opponent attempts a mission (during the **Send Leaders to Oppose** step). The leaders assigned to this mission (up to 2) will oppose the opponent's mission.

Unlike other missions, players can reveal their *Subversion* missions after passing in the command phase.

A player can oppose a mission using both a leader from their leader pool and leaders from a *Subversion* mission. A player can only resolve 1 *Subversion* mission per opponent's mission.

When you use a *Subversion* mission, it does not count as you resolving your turn (it is used during your opponent's turn).

Subversion missions can only be used against missions that are 'attempted,' not missions that use the word 'resolve.'

Leaders assigned to a *Subversion* mission are unaffected by the Rebel *Misdirection* mission.

Sweep the area and Secret Facility

These action cards use the probe cards the Imperial player has acquired during the game. They remain in play until the probe card is revealed and their abilities are resolved.

They do not require the matching leader to be in the system to resolve them.

STAR WARS REBELLION

CINEMATIC COMBAT

Resolve combat when a player moves units to a system that contains their opponent's units.

Combat is only resolved if both players have units in the same theater.

1. Add leader

Starting with the current player, a player who does not have a leader with tactic values in the system may choose to place 1 leader there from their leader pool.

Starting with the current player, each player may use *Start of Combat* action cards.

2. Draw tactic cards

Each player picks up their tactic decks and may look through them. You have access to all of your cards, except for those in your discard pile.

3. Combat round

I. Space battle: Only resolve this step if both players have ships in the system. Both players select a space tactic card and reveal their selection simultaneously. Starting with the current player, each player chooses and resolves the top or bottom ability of their tactic card (you may choose not to resolve any abilities and discard the card).

Abilities preceded by a **unit icon** can only be resolved if there is at least 1 unit of that type in the system.

The current player resolves 1 attack with all of their ships. Then their opponent resolves 1 attack with all of their own ships.

Damage: If your unit has damage assigned to it that equals or exceeds its health, it is placed on your faction sheet and is **destroyed** (returned to the supply).

If a unit is assigned damage less than its health value, place damage markers under it to track the damage. Damage remains during future combat rounds.

II. Ground battle: Only resolve this step if both players have ground units in the system. Both players select a ground tactic card and reveal their selection simultaneously. Starting with the current player, each player chooses and resolves the top or bottom ability of their tactic card (you may choose not to resolve any abilities and discard the card).

Abilities preceded by a **unit icon** can only be resolved if there is at least 1 unit of that type in the system.

Damage: See above.

III. Retreat: Starting with the current player, each player has the option to retreat their units from the system.

IV. Next round: If both factions still have units in the same theater (space or ground), they resolve another combat round. Otherwise, the combat ends and all damage markers are discarded.

If your only remaining ground units are structures and there are still ground units belonging to your opponent in the system, the structures are destroyed. However, if you rolled at least 1 die in this theater's battle this round, your structures are not destroyed: resolve another round of combat.

If the Imperial player's only remaining ship is the *DSUC* and the Rebel player still has ships in the system, the *DSUC* is destroyed.

RESOLVING AN ATTACK

1. Roll dice

Roll dice matching the color and quantity of the attack values of all your participating ships or ground units.

Each attack is limited to a maximum of 5 red, 5 black, and 3 green dice. An ability that reduces the number of dice rolled applies *before* the limit of 5 dice is applied.

2. Combat actions

After rolling the dice, you may perform these combat actions:

Reroll Dice: Once per attack, you can reroll a number of your dice up to your leader's tactic value in that theater. If you have multiple leaders, use only the highest relevant values.

Remove Damage: You can discard one of your ☒ dice to remove 1 damage token from one of your units whose health matches the color of the die.

3. Assign damage

Choose which units to assign your damage to by placing all the dice (or cards) next to the units. Damage can only be assigned to units in this theater, and a unit can be assigned more damage than it has health remaining.

☒ **Hit:** Deal 1 damage to a unit that has a health value matching this die's color.

☒ **Direct Hit:** Deal 1 damage to a unit that has a black or red health value.

RETREAT

When you **retreat** from combat, take any one of your leaders from the system and place it in an adjacent system. Then take your units from the system and move them to that leader's system following normal movement and transport rules.

You must retreat to a system that contains your own units or one of your loyalty markers, if able. You cannot retreat to a system that contains your opponent's units nor to a system that your opponent moved units from to initiate the combat.

You must move all of your ships out of the system, but you can choose to leave ground units and *TIE Fighters* behind. Immobile units cannot retreat. If you leave units in the system and your opponent has units in the same theater, resolve another combat round.

If you do not have a leader in the system, you cannot retreat. A leader can retreat only if the player is also retreating units. Each player can only retreat from each combat once, even if they have multiple leaders in the system.

The Imperial player cannot retreat any units if they have a *Death Star* or *DSUC* in the combat.

If the only Rebel ships in the combat are *Rebel Transports*, they must retreat or they are immediately destroyed. The Rebel player can retreat only to systems, not to the *Rebel Base* space.

ENDING & WINNING COMBAT

Combat ends if both factions do not have units in the same theater after resolving the last step of a combat round.

You **win a battle** if your opponent does not have any units from the same theater in the system. If you retreat all of your units in one theater, your opponent has won the battle in that theater. If all of both faction's units are destroyed in a battle, that battle has no winner. If you destroy your opponent's last ship, but retreat after the ground battle, you have still won the space battle.

At the end of combat, players remove all damage markers assigned to units and place them back in the supply. Tactic cards in a discard pile are **not shuffled back into the deck** at the end of the combat.

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