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When I moved countries I forgot to take this game with me and trying to find it in stores drove me crazy. Eventually I was able to track the game on various P2P servers, but still had trouble finding the manual anywhere. Eventually I found it and realized I would post it here to save other people the hassle of having to track it down. Since you can't find this game anywhere anymore I realized that I was justified in posting this here. If you've never tried Star Wars Rise this is a huge game. You can't always find it in stores anymore, but you can always try eBay. The original producers of the Lucas Arts site are here. Star Wars Uprising (known as Star Wars Supremacy in Europe) - Guide (PDF) rebellion_manual.pdf (22.62Mb) Review: Two to four players participate in galactic battle like Rebels or Empire. This civil war battle pits the Galactic Empire in all their might and brutality against the Rebel Alliance in the battle for control of the galaxy. As a Galactic Empire, you hold a distinct military advantage. But the Rebel Alliance, through cunning, strategy and diplomacy can rally the planets for their cause, the appropriateness of the power of the empire. The game system is based on different winning conditions, with the rebels and empire each marching towards different goals in the game. Imperial players command the entire army of the Galactic Empire. Storm Troopers, Tie Fighters, Star Destroyers, and even the Death Star are all at your disposal. Your goal: find and destroy the rebel base. If you subdue and destroy worlds along the way, this is just a bonus. The Rebel Alliance commands a much smaller fleet, dozens of paratroopers, T-47s, Corellian corvettes and fighter squadrons. Your raw power does not correspond to the power of the empire, so you need to use your forces strategically. You have to destroy resources, inflict maximum damage with targeted military operations, and steal vital intelligence all while trying to provide support to other planets in the rebellion against the Empire. The game time is 180-240 minutes, and the game is recommended for players aged 14 and over. Content game: 1x board game 153x plastic miniatures 25x leaders 10x custom dice 170x card 1 Star Wars Rise Rules Booklet 1 Rules Reference Card 2 Factional Board Official Rules of the Star Wars Rebellion You will find the PDF official rules of the game Star Wars Rebellion below. Star Wars Rise Rules Comments: Leave Your Star Wars Rise Rules questions, comments, tips, tricks, stories and tactics below and they will be published live in Star Wars: Community Revolt. Troop Finder/Stat Page The troop finder will display every regiment/ground force you have in the game by number. It won't give you separate seats. This section is also provide statistics for each shelf, as well as their cost. The trooper is pretty straight to It will also display all known troops of your enemy from previous encounters with them (whether through attacks/bombing or espionage). Without further ado, here are the stats for each troop. ALL THE STATISTICS CAN ALSO BE SEEN IN THE GAME FROM THE ENCYCLOPEDIA. Empire: Troops of Empire Explorers Maximilian Virs and Freya Cowell. Bevel Lemelisk can also explore. Imperial Army Regiment: While AT-AT may look tough in movies, they're pretty god awful for attacks in rebellion. They are worthy in defense and cheap. This is to go to the units if you have a **♥♥♥♥** system trying to rebel and you have to fill the garrison. Refined Material Value: 6Maintenance Cost: 3Attack Power: 3Defense Power: 5Bombardment Defense: 5Mperial Regiment Fleet: Eeeeeee Do you think these helmets are stupid? It is. These guys are mostly army regiments, but reflected in the statistics. They have seven points each and there really is no point creating them if you really have a penny pinch. Just build stormtrooper shelves instead. Refined Material Value: 7Maintenance Cost: 5Attack Power: 5Defense Power: 3Bombardment Defense: 2Stormtrooper Regiment: Haha! Elite Galactic Em Percussion troops - well it can suck into movies (Cept Rogue One, RIP fallen heroes), but they are very good all around in this game. They are six across the board and easily your most useful starting squad troops in the game. Refined Material Value: 9Maintenance Cost: 6Attack Power: 6Defense Power: 6Bombardment Defense: 6war droid regiment (should be RESEARCHED): When you see an image for these in the game, you can pitch a tent. They're big. THEY BEAT LIKE TRUCKS. THEY ARE IDEAL FOR ATTACKS. They also melt in any form of planetary attack. Do yourself a favor and stack them with stormtrooper regiments as well. While you have control over the planet you attack, put stormtroopers on it and move these kids away. Refined material value: 9Maintenance Cost: 8Attack Power: 8Defense Power: 2Bombardment defense: 2Dark Trooper Regiment (must be RESEARCHED): Pretty much replaces each detachment on the side of the empire. These guys who have guns are so great you have to have a suit to wear them (PLAY DARK FORCES) to replace all other units. The only reason you shouldn't build this block is if you are really poor and out of money. They are expensive in construction and maintenance, but they are the backbone of your garrison forces end of the game. Refined Material Value: 12Maintenance Cost: 8Attack Power: 8Defense Power: 8Bombardment Defense: 6Alliance: Troops Of Explorers for the Alliance are Carlist Rieekan and Crix mailin. Adar Tallon can also explore. Alliance Army Regiment: You never see these units in the movies because they suck. The same rules as the Imperial Regiment 6Mntiyanance Cost: 3Attack Power: 3Defense Power: 5Bombardment Defense: Defense: Navy Regiment: Here's another **♥♥♥♥♥♥♥♥** stat. In **♥♥♥♥♥♥♥♥** who get a slasher shot at the end of Rogue One and melt like butter at the beginning of New Hope worth just one moment of exquisite material value and maintenance, but get plus one attack and plus two DEFENSE? They are great for early attacks on the Alliance side (which you should never do if you follow my strategy, which is yet to come.) Refined material cost: 8Maintenance Cost: 6Attack Strength: 6Defense Strength: 3Bombardment Defense: 5Sullustan Regiment (should be RESEARCHED): This regiment will explore first. Although they are cheap and they blow for everything on attack and defense, the Sullustans get this OP factor where they can very easily disrupt an enemy mission, even without a general on the planet garrison. Place three in each garrison and you are safe for a while. Refined material value: 3Maintenance Cost: 1Attack Power: 1Defense Power: 4Bombardment defense: 2Mon Calamari Regiment (should be RESEARCHED): Second for research. These frogs are not really frogs, but mountains. They can take a massive beating and incredibly annoying attack on. This is the main defense of the alliance once they are investigated. Refined material value: 6Maintenance Cost: 4Attack Power: 2Defense Power: 8Bombardment defense: 9Wookiee regiment (should be RESEARCHED): Final investigations. These hairy beasts have a soft spot in my heart, and tend to create a lot of soft spots on their enemies as they preforate their corpses. They're not even too shabby defensively, though it's still recommended never to use them when you have an OP Calamari defense. They are ideal for attacks. Refined Material Value: 10Maintenance Cost: 8Attack Power: 8Defense Power: 4Bombardment Defense: 4 Latest Messages Games Category Shops This is the period of civil war. The last remnants of the Old Republic have been swept away, and the Empire rules the galaxy with fear. Its newly built battle station, the Death Star, is strong enough to destroy any opposition. However, there is new hope. Few brave men decided to confront the Empire. From their secret base, these rebels plan to impose a crushing blow to the empire and restore freedom in the galaxy. Star Wars: Rebellion allows players to recreate the epic struggle between the Rebel Alliance and the Galactic Empire. Players take control of iconic characters from the Star Wars saga, sending them on secret missions and leading troops in battle across the galaxy. Each of the two factions has very different strategies and goals. The rebel alliance is far outnumbered and cannot survive the battles; instead, it must remain hidden and rely on gimmicks, guerrilla tactics and diplomacy to undermine the Empire. Rebels game, having received enough support to start a full-blown galactic uprising and and Empire. The Galactic Empire is a huge tyrannical regime that controls many systems throughout the galaxy with an iron fist. Imperials can easily create terrifying weapons of war in large numbers. Although their forces are many, their only chance to extinguish the spark of the uprising - spread throughout the galaxy, suppress the uprisings and find a hidden base of rebels. They win the game by finding where the rebel base is and conquering it. Components Set up To customize the game, follow these steps: Select factions and collect components: Players must choose who will control the imperials and who will control the rebels for this game. If they can't decide, choose randomly. Each player takes plastic miniatures of his faction, leaders, loyalty markers, faction sheet, mission cards and action cards, placing these components in front of him. Place Starter Leaders: Each player takes their four leaders who don't have a rookie badge and places them in a field with the inscription Leader Pool on their faction sheet. All the leaders who typed the badges are placed next to the gameboard and cannot be added to the leaderboard until the end of the game. Prepare the game board and track time: Take both halves of the playing field and place them next to each other in the center of the game zone. Then place the time marker on the space of the 1 track and the reputational marker on the space of 14 pists. Preparing an objective deck: Sort objective cards into three piles based on the number shown on the map back (I, II or III), and shuffle each pile individually. Then place the pile III on the game board goal space; Place a bunch of II on top of Heap III, and finally place a bunch of I on top of Heap II to create one objective deck. The Rebel player then draws one card from an objective deck, keeping it a secret from the Imperial Player. Preparing the action deck: Each player takes all their action cards that have a rookie badge and shuffles them to create their own action deck. He places it face down next to his faction sheet on the side of the marked Action deck. All action cards that don't have a set icon are not used for the first game and are returned to the game box. Prepare tactical decks, markers and dice: Shuffle space tactics and ground tactical decks individually and place them within easy reach for all players. Then take all the remaining markers and bones and place them nearby. Preparing Mission Maps: Players take their mission maps and sort them out as wash below. Start missions: Mission starting cards are identified by a curved arrow at the bottom of the map. Each player takes his four starting mission cards and pushes them aside. Projects: Design maps are missions that have a white star in the bottom right corner of the map. Imperial Player Takes project and shuffles them together. He then places this deck on the Project Game Game Space Remaining missions: Each player takes his remaining mission cards and shuffles them to create his mission deck. He places it face down next to his faction sheet on the side of the marked Mission deck. Place Starting Units and Loyalty: For your first game place units and loyalty markers on the game board as described in the chart on page 16. For future games, use Advanced Setup on page 18. Choose the base location: The Rebel Player must make sure that all systems containing imperial units have been removed from the probe deck. Then, from the remaining probe cards, the Rebel player secretly selects one card and places it face down under the space of the Rebel Base Location game board. The probe deck is then shuffled and placed on the Probe Deck game board space. For your first game, make sure that Rebel chooses a system that doesn't align with any imperial union. Draw Starting Hand: Each player takes his four starting missions and draws two cards from his mission deck to create his starting hand. This hand of cards is kept secret from your opponent. Players are now ready to start playing the game! Game Play Star Wars: Rebellion is played during a number of rounds of the game. During each round of the game, players decide three phases in the following order: Destination Phase: Players assign their leaders for missions. Team Stage: Players take turns deciding missions or putting leaders on the game board to move units and start fights. Update phase: Players decide cleanup steps such as finding leaders, mapping missions, launching probe droids, recruiting new leaders, and creating new units. Each of these steps is detailed in the following sections. Players continue to allow game rounds until one faction wins the game, as explained later. I. At this stage, players appoint their mission leaders. Missions represent key moments from the Star Wars saga, such as stealing death star plans. Each player has a hand mission card that represents the different missions his leaders can try. The rebel player starts by appointing any of his leaders for missions. When he is done, the Imperial Player assigns any of his leaders on a mission. To assign a mission leader, the player takes the mission card from his hand and places it face down next to his faction sheet. He then selects one or two leaders from his leaderboard pool and places them on top of that card. Each mission has a skill requirement in the top left corner. They are detailed later, in the sidebar What is the skills?. Any leaders not assigned to the missions remain in the leadership pool and can be used during the command phase to move units or counter enemy missions. After the Imperial player finishes their leaders, players move to the team phase. The Imperial player appointed two of his leaders for missions and two other leaders in the leadership pool. The leaders are famous characters from the Star Wars universe, such as Princess Leia and Darth Vader. These characters control all the basic actions in the game. Managers are required to move units and try to set their tasks. The numbers on each leader indicate the bonuses he provides in combat, and skill icons under the leader's name indicate his strength for different types of missions. They are detailed later. The Imperial player assigned two of his leaders on a mission and left the other two leaders in the leaderboard pool. II. Team stage during the team phase, players can move their units and disclose their missions. Starting with the Rebel player, players alternate in turn, doing one of the following: Activate the system: Use the leader from their pool of leaders to move the units on the board and possibly start the fight. Show mission: Use the leader on the mission card to reveal the card's ability. The player can pass at any time. Once the player has passed, his turn is skipped for the rest of the team stage. Once all the players have passed, the players move on to the upgrade phase. Activate system players move their units and initiate a fight by activating the system with the leader. To activate the system, the player takes one leader from his leaderboard and puts it in any system. When the system is activated, it can move any of its ships from neighboring systems to the activated system. The player cannot pull units out of a system that already contains one of the leaders of his faction. Each incoming ship can bring a number of ground units along with it, equal to its transport together, which is on a fraction sheet. Tie Fighters also require transportation as if they were ground units. After moving units to a system that contains opposing units, players resolve the fight, which is explained later. If a leader has no tactical values, he cannot activate the system. The Imperial Player activates Kato Neymodia with Emperor Palpatine 1. It can move Star Destroyer and AT-AT from Sallusta to Kato Neimodia 2. He cannot move a stormtrooper from Corellia because it will require a ship with transport power to transport it. In addition, he cannot move units from Coruscant because he is not adjacent to Kato Neimodia 4. The main area of the game board shows a map of the Star Wars galaxy with 32 key systems. Each system consists of the art of Planet 1, the name of System 2, the space zone around it 3 and its boundaries 4. Ground units in the system are housed on the planet of art, while ships are stationed in the space area around the planet. There are eight areas of the game board separated from each other by large orange borders. Each region contains four systems. Most systems densely populated systems that have a loyalty space of 5 and resource icons 6 that show which units the system produces. If the system does not have a loyalty space resource icons, it's a remote system. Shaded areas completely surrounded by an orange line are impassable 7 and cannot be moved. After discovering that the rebel base after the Imperial ground units enter the system, the rebel player must announce whether the rebel base is in the system. If the rebel base is in this system, the rebel player must open the base before the battle begins. The rules for disclosing the rebel base are detailed later. Revealing the mission to reveal the mission, the player selects the mission card face down that one of his leaders is assigned. He flips the map face up and reads the map aloud. Most mission cards instruct the player to try or solve the mission in the system. He has to announce a system in which he tries a mission, but he is not making any other decisions at this time. He then puts his leader in the declared system. For example, if the card reads Attempt in any system, the player will immediately take the leader from that mission card and place it in any system on the gaming board. Important: If the mission has been undertaken or resolved in the rebel base space, the leader is placed in the rebel base space of the game board, not in the system where the rebel base is hidden. Missions use two different terms that dictate the outcome of the map: the term resolution means that the ability of the card automatically occurs and cannot be opposed. Attempting the term means that the card's ability only is successful if the mission is successful. The mission will automatically succeed if it is not confronted by the enemy leader, as explained below. Important: After using the mission card, the player returns the card to his hand. All other mission cards are discarded after use. Against Mission After the player announces where he is trying the mission, his opponent has a chance to send one leader out of his pool of leaders to confront that mission. The opposite leader is placed in the system where the mission is attempted. If both players have a leader in the system, the mission opposes. Both players roll the dice to determine whether the mission is successful or fails. Each player throws dice (of any color) equal to the combined number of skill icons on all his leaders in the system. He rolls the dice only for skill icons that meet the requirements of mission skills. Each and rolled is one success. Each?? rolled two successes. If a player tries to mission rolls more success than his opponent, the mission is successful and he performs if successful ability is on the map. If he rolls equal or less success than his opponent, the mission fails and he does not perform the ability on the map. All missions have skill requirements in the corner of the map. This shows the minimum number of skill icons that must fit leaders to identify the mission. The more icon of the leader, the more likely it is that the leader will succeed in his mission. There are four types of skills: Diplomacy: these missions usually provide loyalty in systems or give players more units. Intel: Intel rebel missions typically help acquire objective maps, while Intel's imperial missions help find a rebel base. Spec Ops: Rebel special operations usually destroy imperial units, while imperial special forces missions capture rebel leaders and use them in a variety of ways. Logistics: Logistical missions of rebels usually move units to and from the rebel base, while imperial logistics missions build special units or accelerate the assembly time of imperial units. Other mission rules: When a mission tries against a leader, it tries in that leader's system. Some mission cards have a leader image below the qualification requirement. Any leader can try these missions. However, if the specified leader tries this mission, he adds two successes to his dice roll. If the mission is resolved instead of trying, the map's ability will list an additional effect if the appropriate leader decides the mission. The color of the leader's frame is relevant only in the team game. 1 At the beginning of the team phase, the Rebel player decides to reveal Princess Leia's mission. It flips the face of the map, revealing the infiltration that can be done in any imperial system. 2 He decides to try to put this mission on Coruscant by placing Leia there. 3 The Imperial player decides to send Emperor Palpatine to confront this mission. He takes this leader out of his pool of leaders and places him on Coruscant. 4 Infiltration has an intel (??) skill requirement, so players count the number of Intel icons on their leaderboards in the system. Both Leia and the Emperor have two icons of intellect (???) so each player throws two dice. Rebel player rolls ??, and imperial player rolls ???. Because?? is considered two successes, the mission succeeds, and the Rebel player can perform the ability of the mission card. 5 Rebel player looks at the top two cards of the objective deck, places one on top and places the other at the bottom. 6 Because the Infiltration card is the starting card of the mission, the Rebel player returns the card to his hand. Now that the Rebel player has completed his mission, the Imperial Player will be on the waiting list to either activate the system or reveal one of their missions. Refresh the phase At this stage, players prepare for the next round by following the following steps: Remove the leaders: Each player takes all their leaders off the board and returns them to their leaderboard. If the leader is still on the mission map, he returns to the leaderboard, and the card returns to the player's hand. Nobody Mission: Each player draws two mission cards and if there are with more than 10 cards in his hand, it drops up to 10 cards. Launching droid probe: Imperial player

draws draws probe the map. Each map of the probe shows one system where the rebel base is not located. The Imperial player keeps these cards a secret. Draw goal: Rebel player draws one objective card and adds it to his hand. Preliminary time marker: Preliminary time marker for one space along the track. Players then type and/or build if any icons appear in the new time marker space. #Recruit Icon: Each player draws two cards from his action-deck, selects one leader shown on any map, and puts that leader in his leadership pool. When playing the first game, the abilities on both cards are ignored and the cards are returned to the game box. - Build an icon: Each player builds one unit corresponding to each resource icon in his loyal and subdued systems (explained later). For subdued systems, it uses only the most left-wing resource icon. He takes these units out of the offer and places them in turn assembling (see below) in a space corresponding to the left of the resource icon. Deployment Units: Starting with a Rebel player, each player slides all units one space down his build turn (to his board edge). Any units that slide out of space 1 from the board are ready to deploy. The player deploys these units (puts them) into systems that have his loyalty or chain markers. Each player can deploy no more than two units in each system. 1 . During the upgrade phase, the time marker takes over the space that the build icon has. 2 . Rebel finds every system that has Rebel loyalty and checks its resource icons. Ryloth is loyal to the Rebels and has one resource icon; According to the rebel faction sheet, the icon generates rebel troopers. 3 . Number 1 next to the resource icon indicates that this thumbnail is placed in the space of the 1st assembly queue (next to the X-wing that already exists). 4 . After building units from all of its loyal systems, it slides each unit in line with one space to the edge of the Rebel gaming board. Rebel troopers and X-wing are slipping off the board, so they're now ready to deploy. 5 . The rebel player decides to deploy both of these units in Ryloth, so he puts them in the system. A rebel player can build units from the Rebel Base space and deploy them as if it were a system. Systems containing an enemy block or sabotage marker cannot create units during step 5 or deploy units during step 6. Once the units are deployed, players begin a new game round, starting with the assignment phase. An Imperial player immediately wins the game if he conquers the rebel base system (for example, the system has an Imperial unit and no rebel units). It is such a serious blow to the Rebellion that it provides the imperial The Rebel player immediately wins the game if the reputation marker and the time marker are in the same time track space. The rebels must garner sufficient sympathy and inside the galaxy to set the Empire's decline in motion. The most common way for rebels to gain a reputation from objective cards. Objective Cards Rebel Player starts the game with one objective card and draws another during each stage of the upgrade. A Rebel player can play an objective card from his hand if he has complied with the card requirement at the specified time. It discards the map and gains a reputation shown in the top left corner of the map. It moves the reputation marker that the number of spaces to the time marker. Only one target can be played during each fight and every stage of the upgrade. This goal can be accomplished during combat, and it provides one reputation. The Death Star is a terrifying unit that can destroy entire systems. To do this, the Imperials must use their Research and Development mission to draw a Superlaser Online map from a deck of projects. When the Death Star destroys the system, place the destroyed system marker in the system and destroy all the rebel ground units there. If the Death Star destroys the system where the Rebel base is located, the Imperial player immediately wins the game. The Death Star can only be destroyed by a Death Star Plans card found in an objective deck. Additional Rules This section contains all the remaining rules of the game required for the game. Rebel base During installation, the Rebel player secretly chooses the system for his rebel base, which starts the game hidden and can be disclosed later. This section explains all the rules for finding, disclosing and moving to and from the rebel base. While the rebel base is hidden, the rebel player can deploy units in the rebel base space without revealing the system in which his base is located. When the effect refers to the rebel base space, it refers to this game board space, not the system where the rebel base is hidden. Moving to and from the rebel base While the rebel base is hidden, rebel units can move between the rebel base space and the systems adjacent to the system that maintains the rebel base. This means that one system that is near the base (or where the base is located) will be detected when moving to or from the rebel base space. Several missions allow rebel units to move between the base and any system without disclosing information. Identification of a rebel base If an imperial player ever has loyalty or ground units in the same system as a rebel base, the rebel base is immediately revealed. When imperial ground units enter the system, the base is revealed before the battle begins. When the base opens, the rebel player flips the probe card into the space location of the face and puts it in the Rebel Base space. All units and leaders from the Rebel Base space are placed in the system shown on the probe map. Probe map remains face-to-face at Rebel Base space to recall recall that the base is being disclosed. While the base has been identified, resource icons in the Rebel Base space can still be used. However, units cannot be deployed or relocated to the rebel base. Any units that will be placed here are instead placed in the system shown on the faceup base probe map. The creation of a new Base Mission Fast Mobilization allows the rebel player to create a new base. To do this, he draws the four best cards from the probe deck. He can choose one of these cards to become a new base place, but cannot choose a system that has imperial loyalty or imperial units. If he chooses a new base location, he reveals the location of the old base and places all units from the Rebel Base space into the old base system. The Rebel player will not have any units on the new base until he moves or deploys units there. He gives a map of the old base to the Imperial player and places the probe map of the new base face down under the Space Space. He then shuffles all the unchosen probe cards and places them face down on the bottom of the probe deck. Some rebel mission markers will put a sabotage marker in the system, which means that none of the players can use their resource icons to create new units, and units cannot be deployed there. Diversion markers can be removed by some imperial missions. A subversive marker in the system rebel units at Rebel Base Space 12 Loyalty And Subjugation No group can win the war without the support of citizens across the galaxy. Factions seek support by persuading star systems to join their cause, which is represented in the game by loyalty. The Empire can also occupy systems, subjugating the population and forcing them to help their galactic domination. Loyalty To every densely populated system has a loyalty that represents who is supported by the population of the system: rebels, imperial or neutral. The current loyalty of the system indicates which loyalty marker is in the system. If the system does not have a loyalty marker, it is neutral. The main way that players get loyalty in systems is by solving diplomacy (??) missions. A player who has loyalty in the system can use the system's resources to create new units. When a player receives 1 loyalty in a neutral system, place his loyalty marker in that system; currently the system is loyal to his faction. When a player receives 1 loyalty in a system loyal to another player, remove that loyalty marker from the system; it is currently neutral. Each system, which has an imperial loyalty marker or a marker of subordination, is an imperial system. Coruscant is always loyal to the Imperial player and cannot gain or lose Conquering the Imperial Player can subjugate the systems to force the inhabitants to build imperial units. When there is at least one imperial ground unit in the system that has no imperial loyalty, the Empire conquers the system. Place a a marker in the loyalty system space. If the recently subdued system had the loyalty of the rebels, place the marker on top of the rebel loyalty marker. This means that residents are forced to work for emperors. If at any point there are no imperial ground units in the subjugated system, the marker of subordination is discarded, and the system's loyalty returns to the rebels (or neutral, if there is no loyalty marker under it). An Imperial player can use a submissive resource icon to create new units. A rebel player cannot build or deploy units in a subdued system, even if the rebel loyalty marker is under the chain of command. The Ring Some ability card ability to attach rings to leaders such as the captured ring leader. When the ring is attached to the leader, press the leader stand tightly into the ring. The effect of the ring is explained on the map that brought the ring into play. If the leader who already has the ring receives another ring, the previous ring is removed to make room for the new ring. Capturing the Leaders Some abilities, such as the one found on the imperial map of the Rebel Capture Mission, lead to the capture of the rebel leader. When the leader is captured, attach the captured leader's ring to that leader. Captured leaders generally do not oppose missions; in addition, they cannot return to the leaderboard pool and cannot be moved by a Rebel player. However, they do not prevent the rebel units from leaving their system. Captured leaders can be moved by an imperial player like ground units. The Imperial Player also has missions that can be undertaken against captured leaders, such as questioning the leader to obtain information about the rebel base. When the mission tries against the captured leader, this leader will confront the mission even if it is captured. The Imperial player has only one captured leader ring. If he captures the second leader, the first leader is saved, and he attaches the captured leader ring to the new leader. Rescuing captured leaders, if there are no imperial units in the system of the captured leader (usually after the defeat of the Empire in battle), the leader is immediately saved. Some mission maps can also save captured leaders. When the captured leader is rescued, remove the ring from the leader and place the leader in the rebel base space. The structures of the Shield Generator and Ion Cannon are special types of ground blocks called structures. Structures are motionless (cannot move) and do not provide bones in combat. Instead, they provide the abilities that occur during combat, as explained on the rebel faction sheet. The first game setting for the first game, each player's starting units are placed, as shown below. For future games, use Advanced Rules that provide more options 1. Remove these cards from the probe deck: Corellia, Mandalor, Saleukami, Sallust and Mustafar. Shuffle the deck and return it to it space on the board. 2. Kashyyyk: 1 marker of rebel loyalty. 3. Bothawui: 1 Corellian corvette, 1 Rebel Transport, 1 X-wing, 1 Y-wing, 3 rebel paratroopers, 1 Airspeeder, 1 rebel loyalty marker. 4. Naboo: 1 marker of rebel loyalty. 5. Rebel Base Space: 1 X-wing, 1 Y-wing, 3 rebel paratroopers, 1 Airspeeder. 6. Saleukuami: 1 Star Destroyer, 2 TIE fighter jets, 2 attack aircraft, 1 AT-ST, 1 imperial loyalty marker. 7. Mandalor: 1 Death Star, 4 TIE fighter jets, 2 stormtroopers, 1 AT-ST, 1 marker of submission. 8. Coruscant: 1 star destroyer, 1 attack aircraft, 2 TIE fighter jets, 3 attack aircraft, 1 AT-AT, 1 AT-ST. 9. Corellia: 1 Assault Carrier, 1 Stormtrooper, 1 Imperial Loyalty Marker. 10. Sallust: 1 Star Destroyer, 2 TIE fighter jets, 2 attack aircraft, 1 AT-ST, 1 marker of submission. 11. Mustafar: 1 assault carrier, 2 TIE fighter jets, 2 attack aircraft, 1 AT-ST, 1 imperial loyalty marker. Continue Reading to report this announcement report this ad x x star wars rebellion pc game manual. star wars rebellion board game manual

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