**COMPONENT LIST**

- This rulesheet
- 44 Mission Cards
- (24 Imperial, 20 Rebel)
- 32 Advanced Tactic Cards
- (16 Imperial, 16 Rebel)
- 16 Action Cards
- (8 Imperial, 8 Rebel)

- 8 Leaders with Stands
- 2 Attachment Rings
- 5 Target Markers
- 3 Green Dice
- 2 Unit Reference Sheets
- 36 Plastic Figures
- (18 Imperial, 18 Rebel)

**EXPANSION CARDS**

All cards in this expansion are marked with the Rise of the Empire icon.

When using this expansion, remove the following cards from your base game and instead use the replacement cards provided in this expansion:

- Sabotage (Rebel mission card)
- Son of Skywalker (Rebel action card)
- Good Frost (Imperial action card)
- Construct Super Star Destroyer (both copies of this Imperial mission card)

These replacement cards have the same name as the base game card and the Rise of the Empire expansion icon.

**USING THIS EXPANSION**

Before using this expansion, shuffle all action and mission cards into their respective decks and use the other cards as listed below. Mix all tokens, dice, figures, and leaders into the supply of unused components.

**SETUP**

When using this expansion, players need to make the following changes to setup (page 15 of the Rules Reference):

- Choose Factions and Gather Components: After each player has gathered his faction components, he places his unit reference sheet below his faction sheet. The units shown on this sheet can be built following normal game rules.
- Prepare Objective Deck: Replace step 4 of setup with the following rules:
  - Sort the objective cards into three piles according to the number shown on each card back (1, 2, or 3).
  - Build a stage II deck with 1 “Death Star Plans” card and 4 random stage II cards. Then shuffle this deck.
  - Build a stage III deck with 1 “Death Star Plans” card and 4 random stage III cards. Then shuffle these cards and place them on top of the stage I deck.
  - Prepare a new mission deck by starting with the rise of the empire starting cards.
- Tactic Cards: Remove all of the original tactic cards from the game. Instead, use the advanced tactic cards found in this expansion and the new rules listed in the “Cinematic Combat” section.

**GOLD DICE**

Some units and leaders roll green dice. These dice have 2 direct hit icons (\(\bullet\)) on them and no other icons. During combat, this icon can assign damage to any unit in that battle as normal.

**SHIELD BUNKER**

Shild bunkers provide a number of different benefits:

- Death Star Protection: Death Stars and Death Stars Under Construction 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. Note that deploying a Death Star to this system counts toward the limit of deploying 2 units during the Refresh Phase.

**LEADER POOL LIMIT**

If a player ever has more than 8 leaders in his leader pool, he must choose 8 to keep and eliminate the excess (remove them from the game).

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

**TARGET MARKERS**

Target markers are used by objective cards and mission cards. The artwork on the marker matches the artwork on the corresponding card.

Each target marker is placed in a system as instructed by the card.

**REMOVING TARGET MARKERS**

When a player has a ground unit in a system containing a target marker and his opponent does not have any ground units there, he can remove the marker. Removing the marked system. The marker’s card will specify if there is any special effect to resolve as a result of removing the token.

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

**IMMEDIATE OBJECTIVES**

Some objective cards have the word “Immediate” in bold at the top of the card. When one of these cards is drawn into the Rebel player’s hand, he immediately resolves and resolves the ability. The card will provide reputation at a future time, as explained on the card.

An immediate objective stays in play while at least one of its corresponding target markers is on the board. When all of its target markers are removed, discard the objective card.

**UNIT ABILITIES**

Some of the units in this expansion have special rules that apply to them.
DESTROYING AND MOVING STRUCTURES
All imperial ground units are structures. Normally, if a player’s only remaining ground units in a system are structures, and his opponent still has ground units in the system, these structures are destroyed. However, if a player rolled at least one die in this theater of battle this round, his structures are not destroyed and another round of combat is resolved.

Some abilities allow a player to move his opponent’s units or force his opponent to move units. These abilities cannot be used to move structures.

PREVENTING HITS
Some tactic cards prevent hits (X) or direct hits (X). These abilities take effect at the start of the “Assim damage” step. Before assigning damage, the player who has ground units in the system has these cards in his hand. If these cards are destroyed, the player who used these cards to prevent damage may not have a leader icon or Darth Vader icon. If a player resolves a card that has a Darth Vader icon on it and the leader has no leader icon, turn his card faceup.

EXAMPLE: The Imperial player plays a card that prevents 2 block hits (X). The Rebel player rolls his dice and gets the following results: 5 black, 1 red, 1 black, 1 black. Two of his block dice that rolled hits are removed. The Rebel player is left with 1 black, 1 red, 1 block, and 1 black.

DESTROYING AND DAMAGING UNITS
Some tactic cards destroy units. When a unit is destroyed by a tactic card, it is not rolled 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 meet the required unit on the player’s tactic card.

When using cinematic combat rules, skip the “Destroy Units” step of combat. 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 a player’s card deals damage, he places a damage token on a unit of his 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 one damage, it can be split among multiple units unless the card specifies one unit.

REMOVING DAMAGE
A player may spend a die with a special icon (X) as a combat action to remove one damage from one of his units. To track this, remove a damage token from the unit. 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.

Since units are not destroyed until the end of the round of battle, a player may be able to save a unit from being destroyed by removing damage. Example: A unit that has 1 red health is dealt 1 damage. Later in the battle, a player spends 1 red to remove 1 damage from the unit and prevent its destruction.

CANCELLING CARDS
When a player’s tactic card is cancelled, he cannot resolve any of the abilities on it. Although the current player usually resolves his tactic card first, if the defender’s card uses the word cancel, the defender resolves his card first.

If a player has the ability to play an additional card, the additional card cannot be cancelled and cannot be used to cancel another card.

ADDITIONAL CINEMATIC COMBAT RULES
Players obey all combat rules from the base game except as listed below:

- If an ability lets a player draw tactic cards, he retrieves them from his discard pile and returns them to his deck.
- The Shield Generator’s unit ability to draw one card is resolved immediately before players choose their ground tactic cards.
- Advanced tactic cards only affect units in the theater of combat that are in the system in which the combat is being resolved unless specified.
- Advanced tactic cards allow units to be placed anywhere in the theater of battle.
- All dice are chosen and rerolled at once. Each die can only be rerolled once per unit via tactic cards. If a player has multiple leaders in the system, he may choose one unit and test the ground and space Tactics of leaders in the system. A player can use this action once during each of his attacks.

CHOOSING MISSION SETS
When playing their first game with this expansion, players can choose whether they wish to use the Rise of the Empire set of mission cards or the base game.

At the end of step 7 of setup, the Rebel player and Imperial player each choose any one card from their mission decks and place them facedown. Players simultaneously reveal their cards.

Each player that revealed a card that has a Darth Vader icon on it will place 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 that has a leader icon or no icon is using the base set of mission cards this game. They remove all cards from the mission deck that have a Darth Vader icon.

CARD CLARIFICATIONS
A few cards in this expansion break base game rules and need additional clarification as explained below:

SUBVERSION MISSION
Unlike other missions, the “Subversion” mission is never attempted. Instead, a player reveals and resolves this card when his opponent attempts a mission (during the “Send Leaders (Opposite)” step). The leaders assigned to this mission will oppose the opponent’s mission.

Up to two leaders can be assigned to this 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 his leader pool and leaders from a “Subversion” mission. A player can only resolve one “Subversion” mission per opponent’s mission.

When a player uses a “Subversion” mission, it does not count as that player resolving its turn. It is used during his opponent’s turn.

“Subversion” missions can only be used against missions that are Jeffy (they are not against missions that use the word “resistant”).

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

These action cards do not require the matching leader to be in the system to resolve them.

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