

STAR WARS REBELLION ~ Solo Variant

By Dale Buonocore

In **STAR WARS REBELLION ~ Solo Variant**, you play the Rebel Alliance, while an AI will take control of the Galactic Empire (hereafter referred to as “the Empire”).

During the game, always follow the “Golden Rule” when encountering any ambiguous situation not explicitly covered by the rules, choose the best choice for the Empire. If it remains unclear, choose randomly among equally good options by rolling a D6.

The Empire plays semi-intelligently, albeit rigidly, depending on its overwhelming resources and power to successfully deal with the Rebels and their Base, to bring about victory.



Definitions & Principles

LEADERS: A captured Rebel Leader is considered a Ground Unit, and held captive by the strongest Imperial Space Unit currently in the System where he/she is located.

MISSION CARDS: The Empire does not draw Mission cards during the Refresh Phase. Keep the Starting Missions in a face-down pile (called the **Starting Missions Deck**). Draw all other Missions from the **Main Missions Deck**. Any Projects acquired during the game are placed face-down (without looking at them) beside the **Main Missions Deck**, and are placed on top of the deck after it is reshuffled at the end of the **Command Phase**.

MOVEMENT: Always move the Empire's Units by the shortest possible route toward the nearest unexplored (Probe Card not yet obtained) Remote System (also known as the Possible Rebel Base [PRB]) and will attack any rebel ships in their way. When moving into a System, the Empire will move all Units from adjacent Systems into the Activated System, bringing along as many Ground Units as they can transport, prioritizing Space Units with the highest **STRENGTH** values. However, if a fleet is otherwise selected, but unable, to move, place a Leader into the System, along with a Stormtrooper from supply. The Empire will always leave one weakest Ground Unit and immediately obtain that *Remote System's* Probe Card (reshuffle deck). If the Empire ever loses its last Ground Unit stationed on a Remote System (e.g. due to a Combat loss), return the Probe Card to the Probe Deck and reshuffle. When the difference between the **Turn** and **Reputation Markers** is ≤ 5 , Imperial fleets may move (once/turn) even if there's a Leader in the starting System. The Empire will change its movement behavior once the Rebel Base is revealed (See **REBEL BASE/REVEALING**).

PRODUCTION VALUE: Equal to the **STRENGTH** of all Units a system may produce. Count all production icons, including Subjugated Systems (e.g., the Mon Calamari System's has a Production Value of 4). Sabotaged Systems have a Production Value of 0.

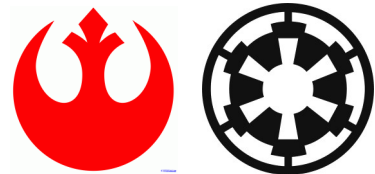
REBEL BASE: The Solo Player chooses the Rebel Base's location from among the 8 Remote Systems, after placing all Starting Units and Loyalty Markers. The Empire knows it is located in one of these Systems [acquired vital information through its intelligence networks], and will aggressively search for it.

REVEALING: Reveal **THE REBEL BASE** only after the Empire has obtained Probe Cards for the other 7 Remote Systems OR when the Empire has any Ground Units in that System. Once revealed, remove the *Gather Intel* Starting Mission from the pile (it may return to play if the Rebels establish a new base). Note that when the Rebel Base is revealed **and/or** when the difference between the **Turn** and **Reputation Markers** is ≤ 5 , Imperial fleets may move (once/turn) even if there's a Leader in the starting System (track this by, e.g., laying down the Leader activating the System initiating the movement). Also, the Empire now prioritizes eligible Systems closest to the Rebel Base for both the purposes of fleet movement and deployment of forces. When the Empire chooses to activate a System, calculate the difference between the **Turn** and **Reputation Markers**. If all fleets within this range have been moved, shift priority to other fleets which will target the nearest uncontrolled (possessing no Imperial Ground Units) Remote Systems. When the Empire reveals the Rebel Base, the Empire draws 3 cards (1 **Starting Mission** and 2 **Main Missions**) during the **Assignment Phase**.

ESTABLISHING A NEW BASE: The Rebels may establish a new Base similar to the normal procedure. First, return all Probe cards of uncontrolled (no Imperial Ground Units there) Remote Systems from the Empire's stack to the Probe deck, and shuffle it. Second, the Rebels draw the usual number of cards up to a maximum of the difference between the **Turn** and **Reputation Markers**, and establish a new Base in any Remote System drawn. Third, the Empire returns to searching for the Rebel Base as it did prior to the **REVEALING** section, above. Finally, place the *Gather Intel* card back into the **Starting Missions Deck**.

STRENGTH ~ factors into the Empire's decision-making:

- ▲ -Units: 1 **STRENGTH** (X-Wings, TIE Fighters, both sides' Troopers)
- -Units: 2 **STRENGTH** (Airspeeder and AT-ST)
- -Units: 3 **STRENGTH** (Mon Calamari Cruiser and Star Destroyer)
- ◆ -Units: 4 **STRENGTH** (The Empire's Super Star Destroyers and Death Stars)



Set-Up Use the Advanced Set-up from the Rules; Remove the “Heart of the Empire” (Level II) Objective card. Shuffle one of each of the five different *Project cards* into the Empire's **Main Missions Deck**. The Empire starts with five Leaders. Recruit the 5th by drawing one Action Card [keep drawing until the Empire acquires the additional Leader].

Deploy the Empire Units as follows (use d6, as needed):

- 2 TIE Fighters & 2 Stormtroopers in each of the initial six Systems
- Randomly deploy 3 Star Destroyers in 3 separate Systems (1 each); deploy 3 Assault Carriers in the remaining 3 Systems
- Randomly deploy 1 AT-AT to a System; then deploy 5 AT-STs (1 per System) in the remaining 5 Systems
- Randomly deploy the Death Star

Phases

ASSIGNMENT

- The Empire will assign *Leaders* and undertake *Missions* **simultaneously** during the **Command Phase**.
- Draw a specified number of *Missions* (see **Missions Table**, right) shuffle the drawn cards, and place them in a facedown pile, forming the *Initial Missions Deck*.
- The Empire plays all *Action Cards* designated as playable during the **Assignment Phase**.

Missions Table

Turn 1: 2 Missions (1 Starting Mission + 1 Main Mission)
Turns 2-3: 3 Missions (1 Starting Mission + 2 Main Missions)
Turns 4+: 4 Missions (1 Starting Mission + 3 Main Missions)

Rebel Base Revealed

3 Missions (1 Starting Mission + 2 Main Missions)

COMMAND

The Empire ALWAYS complete *Initial Missions* first (i.e. before Activating Systems for movement)

UNDERTAKING INITIAL MISSIONS

Flip over the top *Mission* from the deck and assign the “best” qualified Leader (pictured Leader **or** the Leader possessing the most matching Skill icons).

If a *Mission* proves unplayable (no appropriate Leader **or** for any reason), select a new *Mission* from the appropriate Deck and place all unfulfilled *Mission* cards at the bottom of their respective Decks.

Select *Mission* locations based on either *The Empire’s Card-Decision Making List* (see additional sheet) **or** the *System* with the highest *Production Value*.

OPPOSING REBEL MISSIONS

Only if there are more Imperial Leaders than unrevealed Initial Mission cards, the Empire may issue an order (on a D6 result of 4+) to send their “best” qualified Leader to oppose a *Rebel Mission*. If no Leader has matching Skill icons, the Leader with the fewest total number of Skill icons becomes eligible.

JOIN A BATTLE

Only if there are more Imperial Leaders than unrevealed initial Mission cards, the Empire will send an eligible Leader to join the battle with either no Leader **or** one possessing no *Tactics Value(s)*. Prioritize eligible Leaders with a “*Start of Combat*” Action card and either the highest combined *Tactics Values* (if both theaters) or the highest *Tactic Value* (in the appropriate theater).

ACTIVATING SYSTEMS

The Empire may, having undertaken all initial *Missions*, use Leaders to Activate Systems (Move Units) to the nearest PRB(s) or Revealed Rebel Base (See **MOVEMENT**, page 1).

UNUSED LEADERS

In the unlikely event that there remain any unused leaders, draw and undertake a *Mission/Leader* from the *Main Missions Deck*.

MAINTENANCE

At the end of the **Command Phase**, shuffle both *Mission Decks* separately and place any Project Cards acquired on top of the *Main Mission Deck*.

REFRESH

PROBE CARDS

Reveal two Probe Cards, as per the normal rules.

RECRUITING

The Empire draws one Action Card, randomly choosing if there are available leaders. Draw again, if necessary.

BUILDING & DEPLOYING UNITS

The Empire **Builds** and **Deploys** first!
 Follow the **Build & Deploy Flowchart** =>
 Max. “2 Units placed per System” remains in effect.

BUILD & DEPLOY FLOWCHART

- Locate the Highest Production Value System
- Find the Theater (Space **or** Ground) with the fewest Units
- Place the strongest available unit in *this* Theater
Note: If the Empire doesn’t have a Unit to place in Theater, place the strongest Built Unit of the other Theater-type into its Theater (if there are the same number of Units in each Theater, randomly choose between the Theaters).
- Move to the next Highest Production Value System; Resolve from the beginning of the flowchart, wrapping back around to the first Highest Production Value System, if necessary

BATTLES

While Battles will play out normally, the Empire will not draw/use any Tactics cards. Additionally, follow these special rules:

- 1) Any Special Icons rolled are considered “hits” vs. Rebel Units
- 2) You MUST reroll up to the number of “hits” equal to the Theater-specific *Tactics Value* of the Empire’s Leader (starting with the “Direct Hit” followed by regular/single hits) until they’re all used; balance may carry-over to later rounds.
- 3) The Empire will assign hits vs. Rebel Units with the following priority: Ion Cannon, Weakest Units (Remaining Health); and Greatest Firepower (i.e. number of attack dice rolled) [Note: Use Golden Rule to break ties]



THE DEATH STAR: The Empire will ONLY target the Rebel Base, a PRB, or a System with Rebel Loyalty and/or any Rebel Ground Units

