



PROGRESS TRACK

Gain Shuttle

Gain Temple Guardian

Gain Leader



RESERVES

AFTER THE NEXT BASE IS DESTROYED: MOVE BASE HERE.

AFTER THE STARTING BASE IS DESTROYED: MOVE BASES HERE.

BASES

↙ Base Ability Table (based on Hit Point value) ↘

Move the highest cost Rebel or neutral card from the galaxy row to the Muster area, face up.

Prevent the first 2 damage dealt to the enemy base each turn.

Player discards a card at random. Deal 2 damage to the player base.

Gain Shuttle. Move highest cost Rebel or neutral card from the galaxy row to the Muster area, face up.

Gain Shuttle. If force is all the way to the enemy, player discards a card from their hand. Otherwise, enemy gains 4.

Gain Shuttle. Player discards a card from their hand. If force is with the enemy, discard at random.

10 or 12

14

16

LEADER

The enemy no longer Sabotages.

MUSTER

PLAY

SHUTTLES

RESOURCE POOL

0

1

2

3

4

5

6

7

8

9

10

I. Begin Turn

II. Gain Resources

III. Gain Force

IV. Purchase

V. Attack

VI. End of Turn

Ver.
1.0



PROGRESS TRACK

Gain Inquisitor

Gain Shuttle

Gain Leader

RESERVES

AFTER THE NEXT BASE IS DESTROYED: MOVE BASE HERE.

AFTER THE STARTING BASE IS DESTROYED: MOVE BASES HERE.

LEADER

Gain Leader

MUSTER

SHUTTLES

BASES

Base Ability Table (based on Hit Point value)

Move the highest cost Empire or neutral card from the galaxy row to the Muster area, face up.	Discard all Rebel cards from the galaxy row. Deal 1 damage to Rebel base for each card discarded this way.	At the beginning of each Purchase step: enemy spends 4 to destroy the highest Hit Point opposing capital ship in play (if there's any).
Gain Shuttle. Move the highest cost Empire or neutral card from the galaxy row to the Muster area, face up.	Gain Shuttle. If force is all the way to the enemy, Discard all Rebel cards from the galaxy row. Otherwise, enemy gains 4.	Gain Shuttle. Enemy Stormtroopers gain +1.
10 or 12	14	16

The enemy no longer Bounty Hunts.

RESOURCE POOL

0

1

2

3

4

5

6

7

8

9

10

I. Begin Turn

II. Gain Resources

III. Gain Force

IV. Purchase

V. Attack

VI. End of Turn

Ver. 1.0

PLAY

