

PROGRESS TRACK

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Gain Shuttle

Gain Temple Guardian

RESERVES

SHUTTLES

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

RESOURCE POOL

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I. Begin Turn

II. Gain Resources

III. Gain Force

IV. Purchase

V. Attack

VI. End of Turn

LEADER

The enemy no longer Sabotages.

Gain Leader

MUSTER

PLAY

Ver. 1.0

PROGRESS TRACK

RESERVES

BASES

BASE ABILITY TABLE (based on Hit Point value)

10 or 12	14	16
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.

SHUTTLES

RESOURCE POOL

PLAY

MUSTER

LEADER

Gain Leader

Gain Inquisitor

Gain Shuttle

AFTER THE NEXT BASE IS DESTROYED: MOVE BASE HERE.

AFTER THE STARTING BASE IS DESTROYED: MOVE BASES HERE.

The enemy no longer Bounty Hunts.

I. Begin Turn **II. Gain Resources** **III. Gain Force** **IV. Purchase** **V. Attack** **VI. End of Turn**

Ver. 1.0