

STAR WARS

THE DECKBUILDING GAME

LEADERS

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A solitaire variant by Robert J.
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Your opponent will be referred to as the **enemy**. You'll need: these rules, and the double-sided enemy board.

SETUP

† Follow standard setup steps 1-9 for yourself, with the following change: if you choose Rebels, remove Darth Vader from the galaxy deck before shuffling it. If you choose Empire, remove Luke Skywalker.

† Take the double-sided enemy board and place it on your opposing faction's side above the galaxy row.

† Take the Vader (or Luke) card that was removed from the galaxy deck and place it on the enemy board Leader area, face up.

† Shuffle the enemy's non-starting bases (full galaxy, so 9 total). Draw two without looking at them, and return the rest to the box. Place them face down on the enemy board "Bases" area, entirely covering the base ability table (see example below). Place the enemy starting base on top.

† Enemy Starting Cards:

◇ **Shuttles:** Place three face up next to the Shuttles area.

◇ **Troopers:** Place both next to the Muster area, and turn one of them face down.

◇ Place the rest of the starting cards face down next to the Reserves area.

† Place a resource cube on the first square of the enemy's progress track (the one with the 🗓️/🎲 logo).

† **You are ready to play! The Empire goes first.**



Example setup against Rebels.

GAMEPLAY

Carry out your turns the same way you do in multiplayer. Victory conditions remain the same. Unlike you, the enemy doesn't have a deck, hand, or discard pile.

Except for the leader, the enemy ignores ability text written on its cards. It only utilizes the Attack (⚔️), Resource (🎲), Force (⚡), and Hit Point values printed on cards. For cards with no printed values (e.g., Temple Guardian, Lobot), instructions can be found on the next page.

Enemy base card abilities aren't used. Instead the enemy uses the base ability table on the enemy board based on hit point values, which is slowly revealed as the player defeats bases.

ENEMY BOARD AREAS

The only cards the enemy considers to be in play are its active base and cards in its Play area. Cards in the Reserves, Shuttles, and Muster areas are never considered to be in play. Cards placed in the Shuttle area stay there.

ENEMY TURNS

The enemy has its own turn structure. It carries out the steps below:

I. BEGIN TURN - Do the following in order:

† **If an enemy base was destroyed last turn:** Slide bases up the enemy board to the next designated area, and reveal the next base. Check its printed Hit Point value, and refer to the base ability table row directly below it. Resolve the ability from

the table that matches its Hit Point value. Most are one-time effects that are resolved immediately. Effects in **bold** are continuous until the base is destroyed.

† **If the force is all the way towards the enemy:** it gains 1🎲.

† Move face up cards in the Muster area to the Play area.

† Turn face down cards in the Muster area face up (they won't be moved to the Play area this turn).

II. GAIN RESOURCES - The enemy gains 🎲 equal to the total printed 🎲 values of cards in its Play area and the Shuttles area.

III. GAIN FORCE - The enemy gains ⚡ equal to the total printed ⚡ value of cards in its Play area.

IV. PURCHASE - The enemy purchases the first card that meets the criteria below, starting from the top. Cards purchased by the enemy are placed face down in the Muster area. After purchasing and replacing with a card from the top of the galaxy deck, it repeats this process until it can't purchase more cards:

† **Capital Ship:** Highest cost one it can afford (closest to the galaxy deck for ties).

† **Non-Outer Rim Pilot Card:** Highest cost one it can afford (closest to the galaxy deck for ties).

† **Outer Rim Pilot.** (To a maximum of 2).

Any unused 🎲 in the enemy's resource pool are saved for the End of Turn step (this includes any gained during the Attack step).



V. ATTACK - The enemy uses cards in the Play area with values to attack. Do the following in order:

† If the Leader is in the Play area, the enemy uses his ability.

† **Bounty Hunt / Sabotage:** Once per turn, the enemy checks if it can group cards to successfully attack a card in the galaxy row based on the type of reward it provides:

◇ The enemy skips bounty hunting / Sabotaging if there are no cards that could reward / , or if the enemy has gained the Leader.

◇ **Resource** (): The enemy commits cards to successfully attack the target that would reward the most (if tied, it targets the closest to the galaxy deck). Any rewarded by this attack is also used.

◇ **Force** (): If there are no cards that reward , and the force isn't all the way to the enemy, it attacks the target that would reward the most (if tied, it targets the closest to the galaxy deck).

◇ When the enemy groups cards to attack a target in the galaxy row, it does so in a manner that would result in the least amount of excess damage.

† The enemy groups its remaining cards and commits them to attack the opposing base.

◇ When distributing damage against opposing capital ships, it prioritizes those with the lowest Hit Points remaining (in case of ties, player chooses).

VI. END OF TURN - Do the following in order:

† **If any of the following cards are in the Play area, move them to the Muster area and turn them face down:**

◇ Starting Cards: Rebel Trooper / Stormtrooper, Temple Guardian / Inquisitor.

◇ The enemy Leader.

† Exile all non-capital ship cards in the enemy Play area. For every Outer Rim Pilot exiled this turn, the enemy gains 1 .

† **If there are no in the enemy's resource pool:** Move the resource cube on the enemy progress track one space forward (ignore this if the cube is at the end of the track).

† **If there are in the enemy's resource pool:** Return them to the supply. Move the resource cube forward on the enemy progress track one space for each returned .

† The enemy gains any rewards reached by the cube on the progress track, like , and bonuses (!). When the enemy gains a starting card, it is taken from the Reserves area:

◇ **Gain Shuttle:** Place it face up in the Shuttles area. This can also be earned from a base ability.

◇ **Gain Temple Guardian / Inquisitor:** Place it face down in the Muster area.

◇ **Gain Leader:** Move the Leader from the enemy board to the Muster area. If he was attacked by players, place him face down. *Remember: The enemy doesn't ignore the Leader's ability text.*

After the enemy reaches the end of the progress track, it won't have any use for unspent . Simply return them to the supply during the End of Turn step. Remember: After gaining the Leader, the enemy will no longer Bounty Hunt / Sabotage.

CARDS WITHOUT PRINTED VALUES

The enemy uses the following cards as indicated below:

† **Temple Guardian, Inquisitor, Lobot:**

At the end of the Gain Force step, after gaining force from other card with printed , if the force is not fully on the enemy's side: use the card's value. Otherwise, the enemy uses its value.

† **Rebel Transport (1), Nebulon-B Frigate (3), Landing Craft (4):** Treat them as if they had a printed value of 1, 3, and 4, respectively.

ASSAULT THE LEADER

Once per game, before the enemy gains the Leader, players have the option of bounty hunting / sabotaging him as if he was in the galaxy row. After gaining his rewards, he isn't discarded. Place a damage cube on the Leader as a reminder that they were successfully attacked. When the enemy gains the Leader, he will be placed face down in the Muster area, delaying them by one turn.

DISCARD ABILITIES

When playing a "discard from hand" ability against the enemy, it turns the lowest cost card in the Muster area face down (*this triggers Yavin 4 effect*). In case of ties, it turns the one with the lowest Attack value. If it's a "discard at random" effect, turn a random face up card in the Muster area face down.

When playing the following Rebel cards against the enemy:

† **Duros Spy:** If the force is all the way to the enemy, it "discards". Otherwise, you gain 1 .

† **B-Wing:** If the enemy has **exactly** 1 base remaining, it "discards". Otherwise, B-Wing gains 2 .

† **Jyn Erso:** Replace ability with: "If the force is with you, turn a card of your choice in the enemy Muster area face down."

ADJUSTING DIFFICULTY

For a more relaxed experience, give the enemy one less shuttle during setup. For a much more challenging experience, give the enemy up to two extra shuttles during setup.

CLARIFICATIONS

† Enemy capital ships are exiled when destroyed by players. *Rules reminder: capital ships can't be committed for bounty hunt / sabotage attacks, even by the enemy.*

† When the enemy uses Luke's ability, they target the player's capital ship with the most Hit Points remaining (if tied, player chooses).

† You are not allowed to peek at face down cards in the Muster area during your turn.

† Each reward from the enemy progress track is only gained once, and it is possible for the enemy to gain multiple rewards in the same End of Turn step.

† Successfully attacking the enemy leader triggers "When defeating a card in the galaxy row" effects.

† The enemy isn't limited to the 10 resources on the resource pool track.

† **In the rare case there are no neutral or enemy faction cards in the galaxy row at the start of the enemy's Purchase step: if the enemy has more than 3 , it spends 1 to discard the card closest to the galaxy deck. It will repeat this until either a neutral or same-faction card appears, or they have 3 remaining. Purchase step then proceeds as normal.**