

Simple Rebellion

A print-and-play rules light version of a board game based on a very popular movie franchise.

What you need:

- *This packet, printed.*
- *Two decks of playing cards.*
 - *Location Cards – Deck 1: 1 to 8, All Suits*
 - *Mission Cards – Deck 2: A to 10, All Suits*

Resistance Units

Light Fighter (Space) x 8

Type (Size): Agile (1)

Damage: 1 Agile

Build Type: Light Space



Medium Fighter (Space) x 12

Type (Size): Agile (1)

Damage: 1 Heavy

Build Type: Light Space



Transport (Space) x 4

Type (Size): Heavy (2)

Damage: None

Build Type: Light Space

Special: Transports 4.



Light Cruiser (Space) x 4

Type (Size): Heavy (2)

Damage: 1 Agile & 1 Heavy

Build Type: Medium Space

Special: Transports 2.



Heavy Cruiser (Space) x 3

Type (Size): Heavy (4)

Damage: 1 Agile & 2 Heavy

Build Type: Medium Space

Special: Transports 4.



Troops (Ground) x 21

Type (Size): Agile (1)

Damage: 1 Agile

Build Type: Light Ground

Special: Needs transport.



Speeder (Ground) x 6

Type (Size): Heavy (2)

Damage: 1 Agile & 1 Heavy

Build Type: Medium Ground

Special: Needs transport.



Planetary Shields (Ground) x 3

Type (Size): Heavy (3)

Damage: None

Build Type: Heavy Ground

Special: Cannot be moved.



Planetary Cannon (Ground) x 3

Type (Size): Heavy (3)

Damage: None

Build Type: Heavy Ground

Special: Cannot be moved.



Resistance Leaders

Name (Skills) (Space Tactics / Ground Tactics)

Colonel (♥♣♠) (1/2) – Starting

Commander (♥♦♦) (2/1) – Starting

Princess (♥♥♦♦♠) (1/1) – Starting

Senator (♥♥♥♣) (0/0) – Starting

Sage (♥♦♦♦) (1/3)

Gambler (♥♦♣♠) (2/2)

Copilot (♠♠♠) (1/2)

Smuggler (♥♦♠♠) (2/2)

General (♦♦♠♠) (1/3)

Admiral (♥♥♣) (3/1)

Ace Pilot (♠♠) (3/1)

Paladin (♦♦♦♠♠) (3/3)

Imperium Units

Fighter (Space) x 24

Type (Size): Agile (1)

Damage: 1 Agile

Build Type: Light Space

Special: Needs transport.



Assault Shuttle (Space) x 8

Type (Size): Agile (2)

Damage: 1 Heavy

Build Type: Medium Space

Special: Transports 4.



Dreadnought (Space) x 8

Type (Size): Heavy (4)

Damage: 1 Agile & 2 Heavy

Build Type: Heavy Space

Special: Transports 6.



Super Dreadnought (Space) x 2

Type (Size): Heavy (2)

Damage: 1 Agile & 1 Heavy

Build Type: Card and Heavy Space

Special: Transports 8.



Doom Star (Space) x 2

Type (Size): Heavy (N/A)

Damage: 4 Heavy

Build Type: Card

Special: Transport 8



Troops (Ground) x 30

Type (Size): Agile (1)

Damage: 1 Agile

Build Type: Light Ground

Special: Needs transport.



Scout Walker (Ground) x 10

Type (Size): Heavy (2)

Damage: 1 Agile & 1 Heavy

Build Type: Medium Ground

Special: Needs transport.



Heavy Walker (Ground) x 4

Type (Size): Heavy (3)

Damage: 1 Agile & 2 Heavy

Build Type: Heavy Ground

Special: Needs transport.



Doom Star - Under Construction (Space) x 1

Type (Size): Agile (4)

Damage: None

Build Type: Card

Special: Cannot be moved.



Imperium Leaders

Name (Skills) (Space Tactics / Ground Tactics)

Dark Lord (♥♥♠♠♠) (2/3) – Starting

Emperor (♥♥♥♥♦♦) (3/2) – Starting

Colonel (♣♣) (1/2) – Starting

Governor (♥♦♣) (2/1) – Starting

Tactician (♦♣) (2/1)

Admiral (♦♦♣) (3/1)

Hunter (♦♦♠♠♠) (0/0)

Brigadier (♦♦♦) (2/2)

General (♠♠) (1/3)

Diplomat (♥♥♦) (0/0)

Commander (♥♣) (1/1)

Ace Pilot (♦♠♠) (2/1)

Resistance Missions

Diplomacy ♥

A (Special): Target a Resistance Loyal system to Gain 1 Victory Point or Gain a victory point for every destroyed system (in exchange for the sympathy token).

2 to 10: Gain 1 loyalty in target system. If you have a unit at the location, roll 2 extra dice.

Information ♦

A (Special): Target a Imperial or Neutral system to Gain 1 Victory Point or to Get the Doom Star Plans.

2 to 10: Sabotage target system.

Logistics ♣

A (Special): Target any system to Gain 1 Victory Points or Attack from Secret Base to target system.

2 to 10 (L): Move or Resupply Base

Special Operations ♠

A (Special): Target any system to Gain 1 Victory Point (ILS) or Deal 3 damage in target system.

2 to 10: Deal 2 damage or Rescue a Leader.

Imperium Missions

Diplomacy ♥

- A (Special): Target any system Resistance or Neutral system for Special Project or Gain 2 loyalty in target system.

- 2 to 10: Gain 1 loyalty in a target system where you have a unit.

Information ♦

- A (Special): Target any system for Special Projects or Play on a captured leader to find base region.

- 2 to 10: Get 1 probe for every 3 units at the secret base.

Logistics ♣

- A (Special): Target any Imperium loyal system for Special Projects or Add the production from the target system to the que.

- 2 to 10: Advance build que by 1 or remove a sabotage marker.

Special Operations ♠

- A (Special): Target any system for Special Projects or Freeze a captured leader.

- 2 to 10: Do 1 damage or Capture a Leader in a system with a Imperium unit.

Special Projects:

- Build the Doom Star – Targets any system without Resistance units. Place the Doom Star Under Construction token on the targets system and a Doom Star token on the 3 Build Que.

- Build a Super Dreadnought – Targets any Imperium controlled system with HS build capabilities. Place a Super Dreadnought on the 3 Build Que.

- Charge the Doom Star Laser – Targets the system with the Doom Star. The Imperium player gets a Charged token.

- Fire the Doom Star Laser – Targets the system with the Doom Star. Place a destroyed marker on the system, and destroy all Resistance ground units. Imperium ground units are not destroyed as long as there is enough Transport capacity for them.

How to Play

Setup

1. Each player takes their 4 starting leaders and each player shuffles the rest.
2. Each player draws 6 mission cards.
3. Each player collects all their unit tokens.
4. The Resistance player takes the Sympathy token.
5. The Imperium player draws 3 location cards and places Occupation markers on those systems.
6. The Imperium player draws 4 location cards and places Imperium Loyalty markers on them.
7. The Resistance player draws 4 location cards and places Resistance Loyalty markers on them.
8. The Imperium player places units on any Imperium Loyal or Occupied worlds: 3 Fighters, 4 Assault Shuttle, 4 Dreadnought, 1 Doom Star, 14 Troops, 6 Scout Walker, and 1 Heavy Walker. Note: At least 1 ground unit must be in each Imperium system.
9. The Resistance player places units on the Secret Base and/or on any ONE Resistance or Neutral world: 3 Light Fighter, 3 Medium Fighter, 2 Transports, 1 Light Cruiser, 7 Troops, and 3 Speeders.

Assignment Round

1. The Resistance player assigns leaders to missions. For each mission, place 1 or 2 mission cards of the same suit face down, and places 1 or 2 leaders face up. The leader assigned to the mission must have 1 icon of the same suit as the mission card for each mission card played, and must have 2 icons of the same suit as the mission card for any special mission (ace) card that is played.
2. The Imperium player assigns leaders to missions in the same way the Resistance player did.

Command Round

Starting with the Resistance player, players take turns either carrying out missions or moving units.

Missions:

1. Reveal the mission card(s).
2. Each mission takes place at the target location. If you are targeting a leader, then the location is the same as the targeted leader. The player performing the mission moves the assigned leaders to the target locations.
3. Your opponent may assign a leader from their leader pool to oppose the mission.
4. If the mission has been opposed, then both players roll a dice for each icon they have for that suit (up to a total of 10 per player).
5. Mission dice are counted as follows:
1-2: Nothing 3-5: One Success 6: Two Successes

6. If the player performing the mission rolls more successes than the opposing player, the mission is a success and its effects are carried out. Otherwise, the mission fails

Moving Units:

1. Place a leader on a sector.
2. Units may move in to that system from an adjacent system.
3. Some units require transportation. You cannot move more units that need transportation than you have total transport capacity.
4. Units may not move out of the system with a leader.
5. If the Imperium player moves ground units into a system that is not loyal to them, then they place an Occupation marker.
6. If the Imperium player moves ground units into a system that has the Resistance's secret base, the Resistance player reveals the secret base.
7. If you share the system with opposing units, combat occurs.

Combat:

1. Setup
 1. Players may select as many space tactics tokens (ST) and ground tactics tokens (GT) as their highest space and ground tactics values in that sector. The tactics tokens with the explosion can be used to deal 1 damage. The tokens with the circle can be used to block 1 damage.
 2. A player may use their tactics tokens at any time.
2. Space combat occurs first:
 1. Players roll a dice for each of their Agile and Heavy damage (up to 5 dice for Agile damage and 5 dice for Heavy damage).
 2. The die rolls are counted as follows:

1-2: Nothing	3-4: One Hit
5: One Hit (Either Type)	6: Two Hits (Either Type)
 3. Damage is assigned to ships.
 4. Once both players have gone, any ships that have taken more damage than their size value are destroyed.
3. Then ground combat occurs, following the same steps as space combat.
4. If this is the first round of ground and space combat, do the following (otherwise, skip this step):

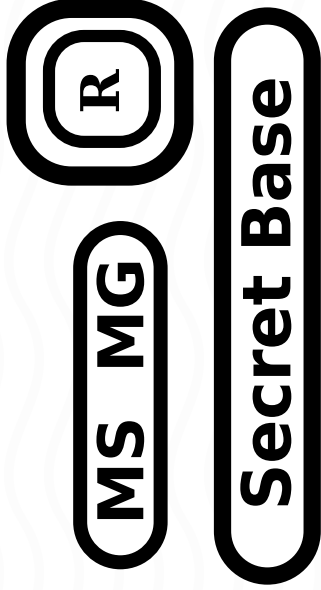
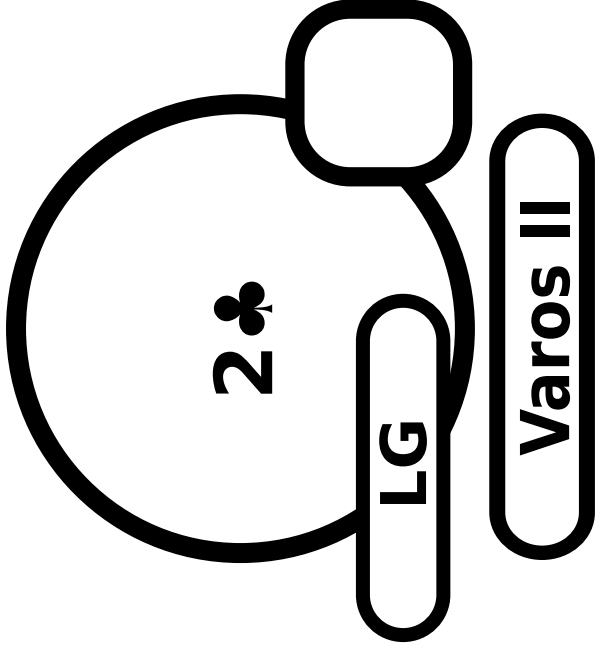
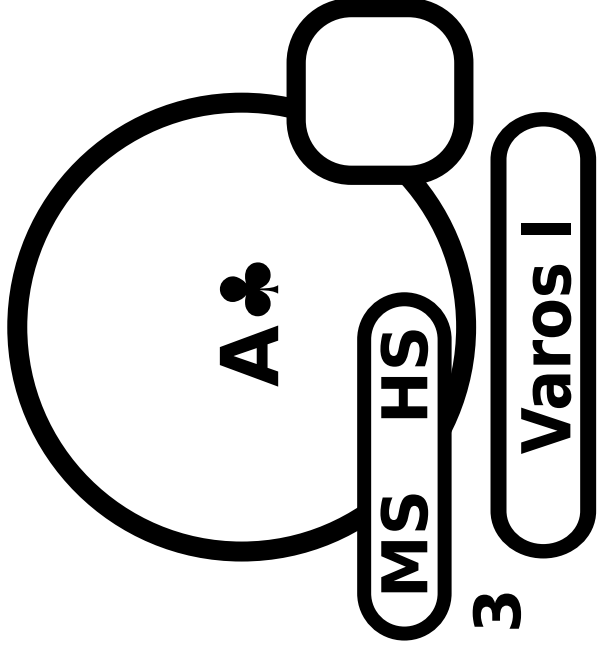
Players roll a leader dice. This only happens after the first round of combat.

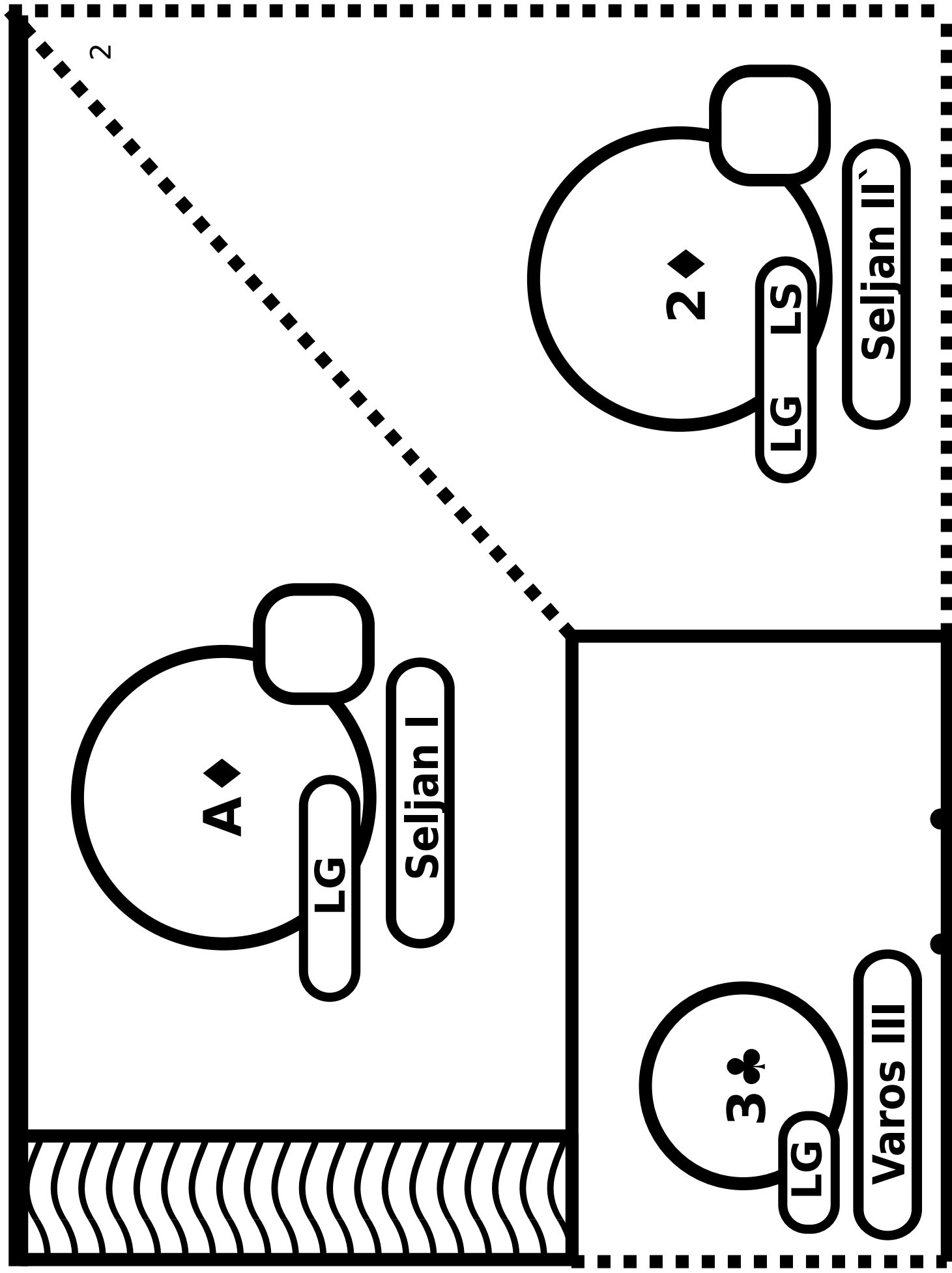
1-3: Nothing	4-5: One Hit (Either Type)
6: Retreat ignoring transport restrictions OR Two Hits	
5. Then, if there are still opposing units in space or on the ground, it goes back to step 2.

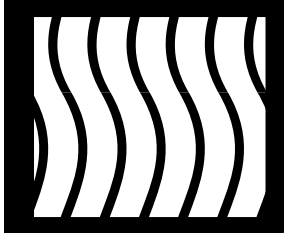
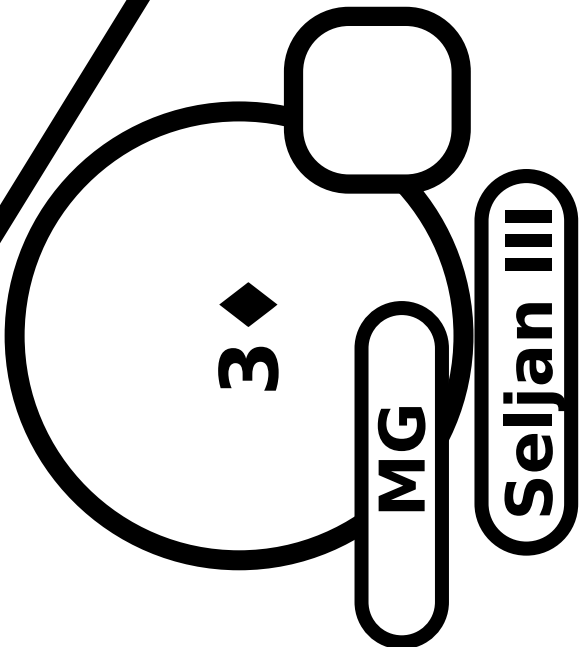
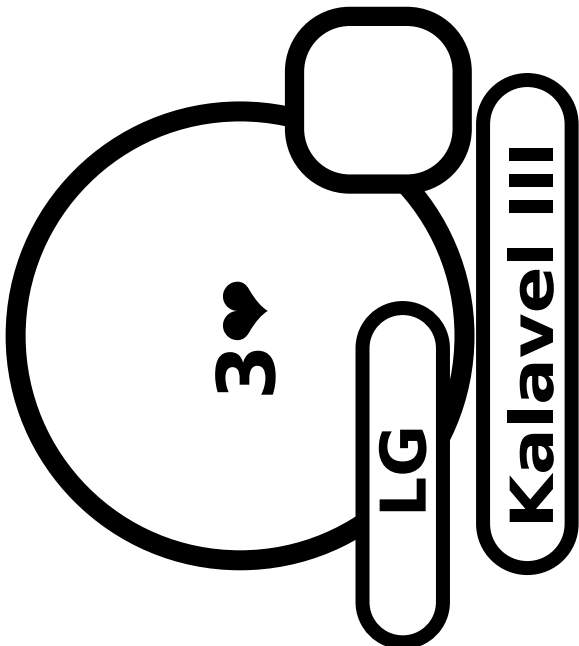
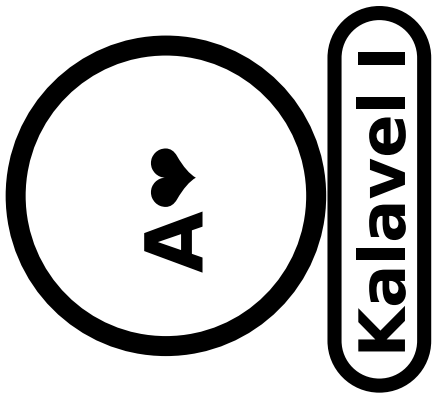
- If the Resistance has the Doom Star Plans, and the Imperium has the Doom Star in this battle:
 - If the Resistance has at least 1 fighter after the space battle, roll 3 dice. If any of the dice rolls a 6, the Doom Star is destroyed, and the Doom Star Plans token is discarded.

Refresh Round

1. Both players discard 2 mission cards at random.
2. Both players draw 5 mission cards, up to a total of 10 cards.
3. The Imperium player draws 3 location cards.
4. Both players draw 3 leader cards, keeping 1 and placing 2 at the bottom of the deck.
5. Both players add ships to their build queue.
6. Assign extra Victory Points:
 1. Gain 2 if Ajada Prime has Resistance units and no Imperium units at the end of the turn.
 2. Lose 1 if leader frozen.
- 7.







1

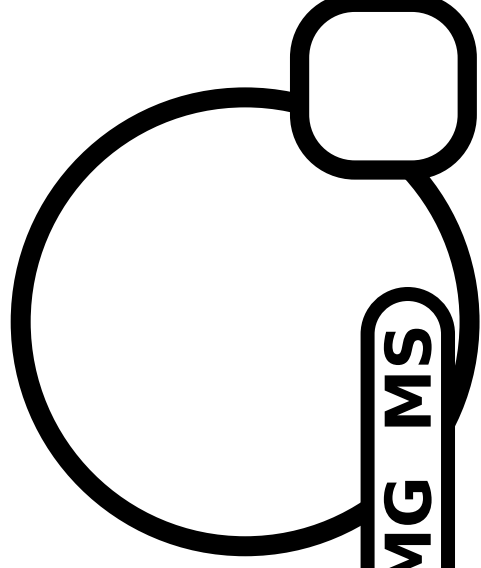
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4

2♥

LG

Kalavel II



MG MS

3

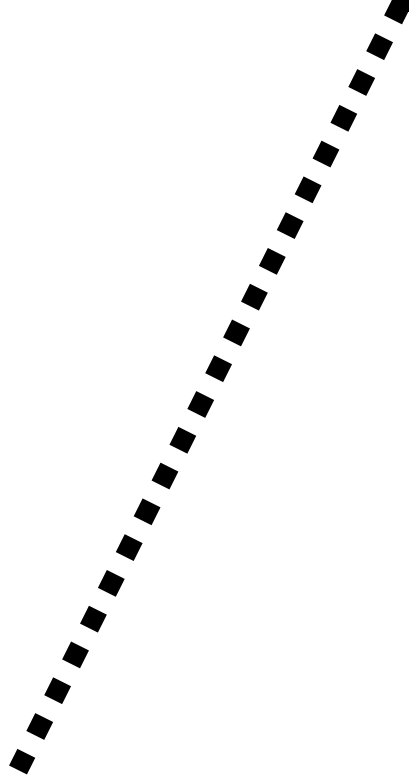
Drougayn I

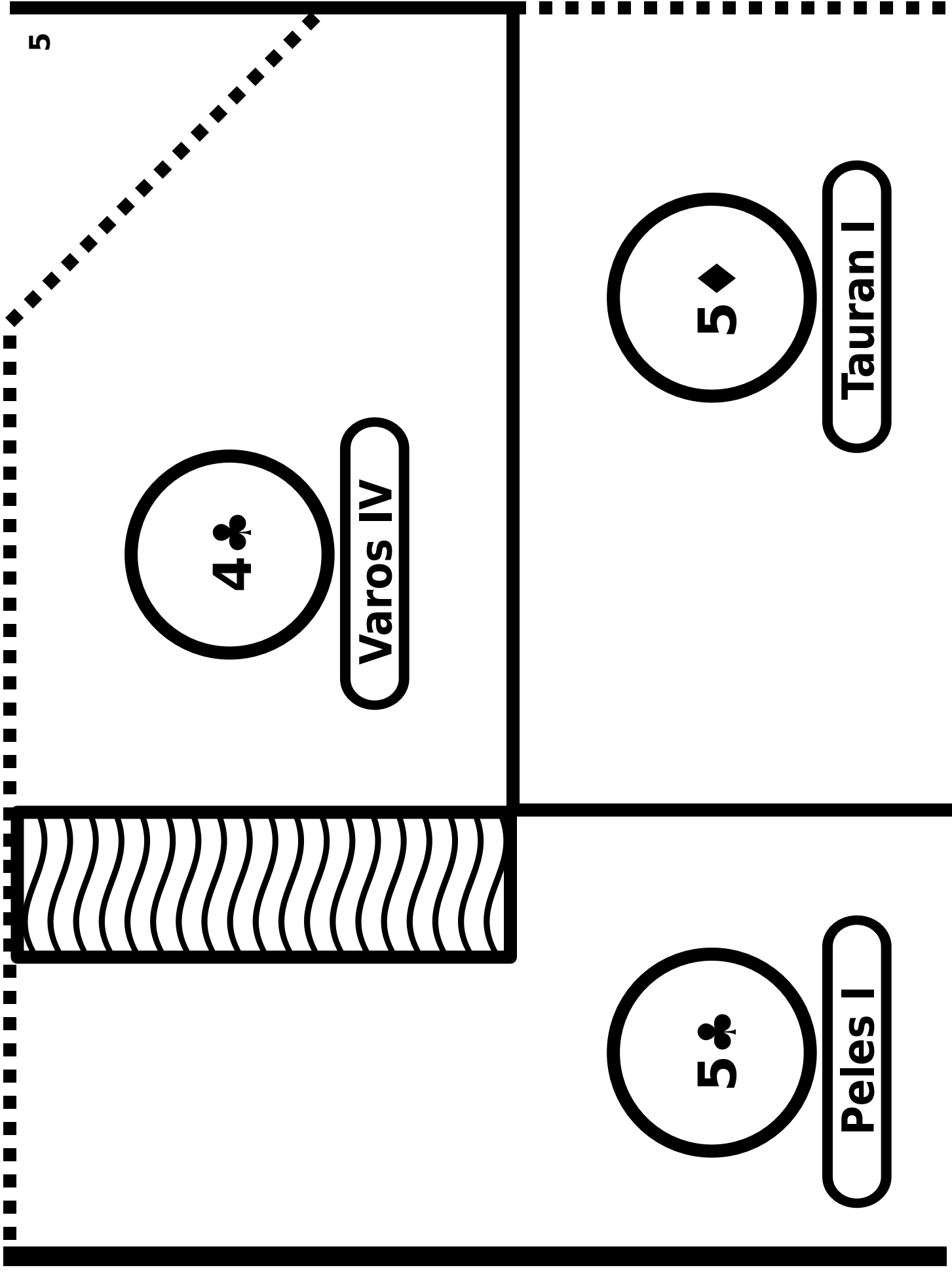
4♥

LS HG

2

Kalavel IV





5

4♣

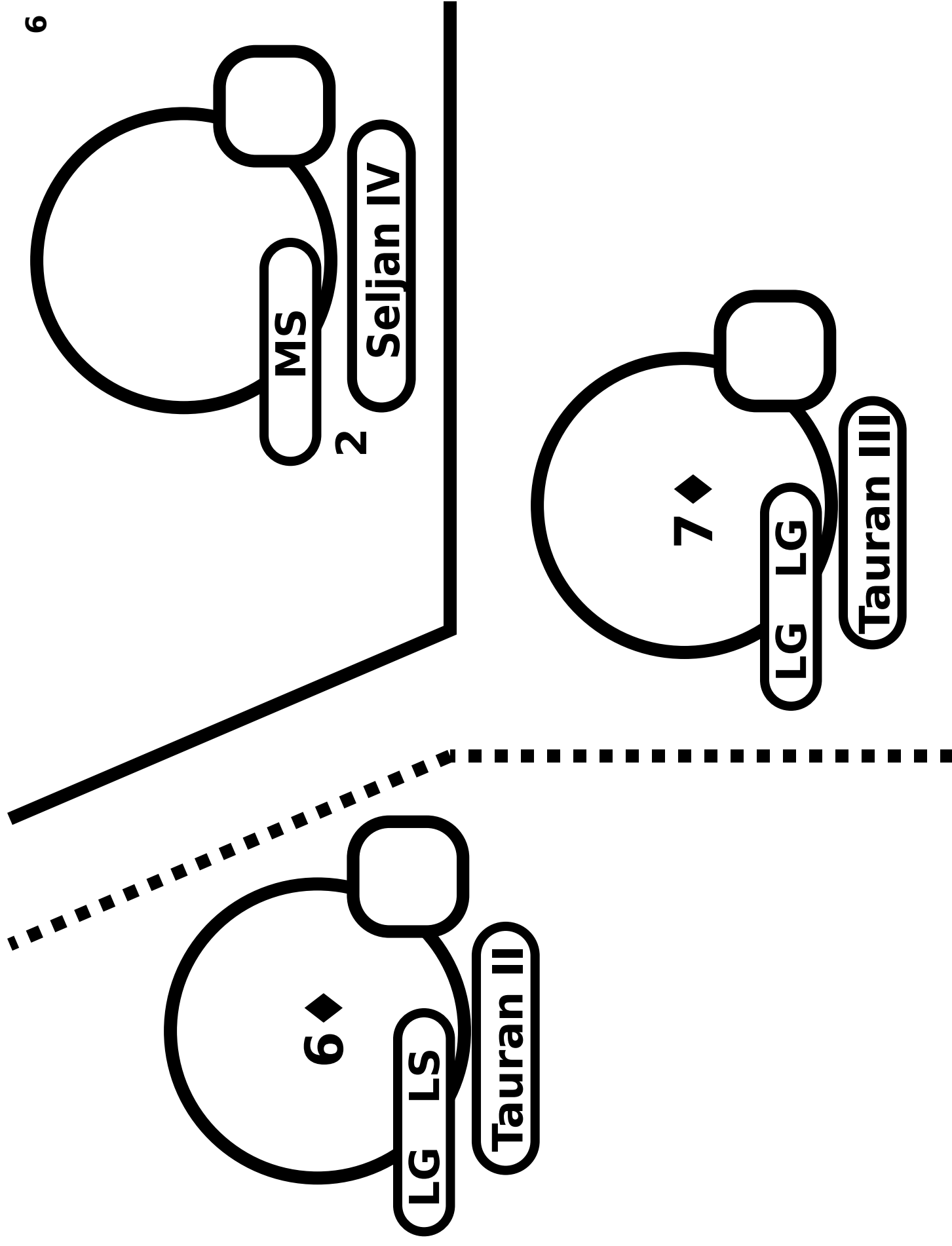
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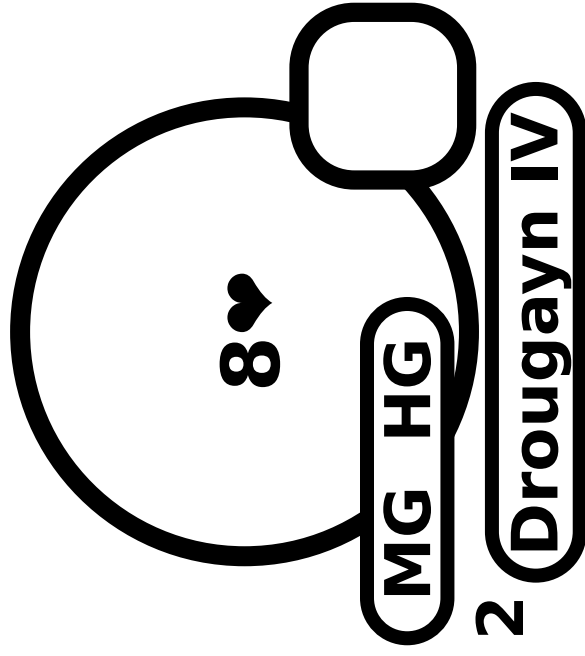
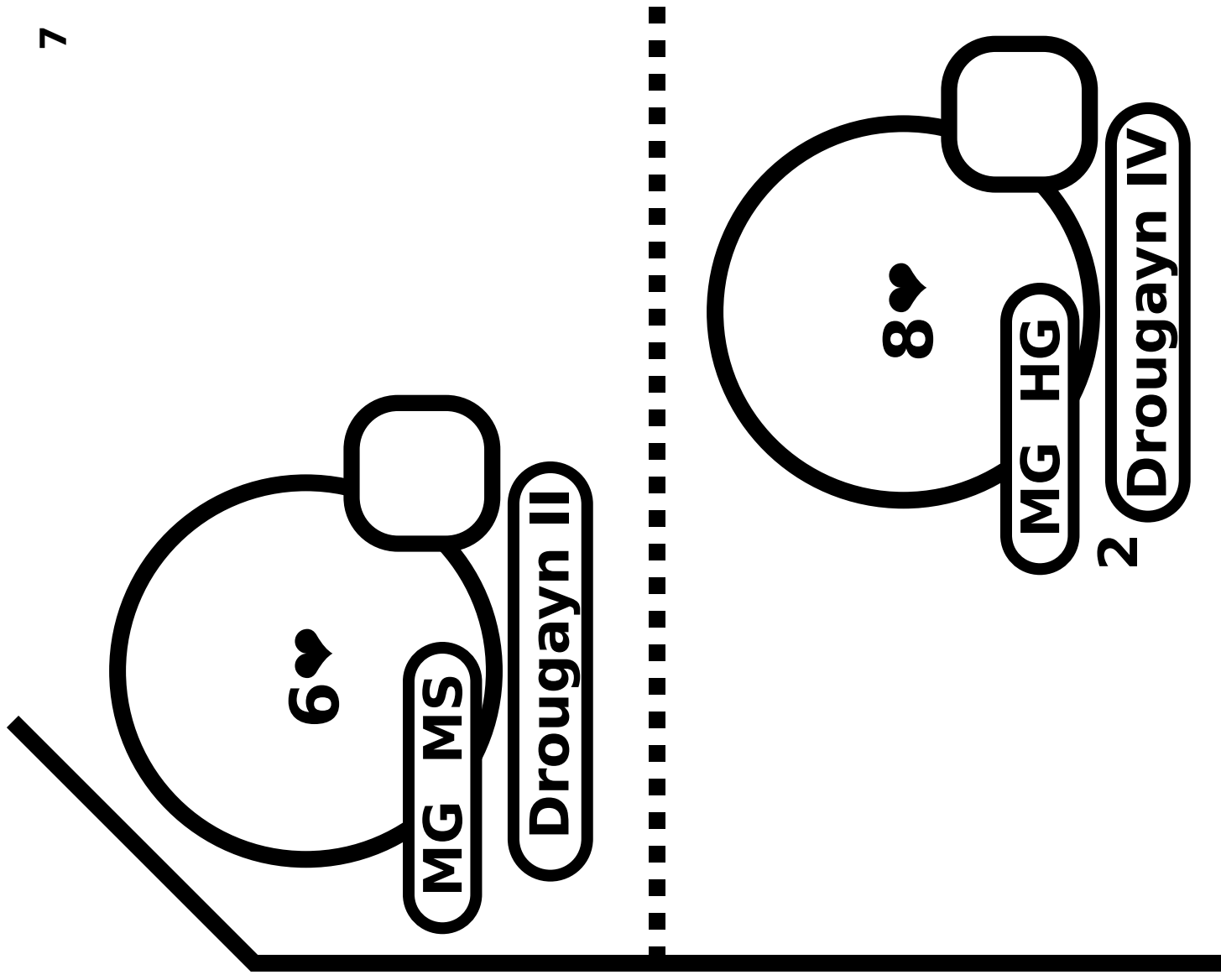
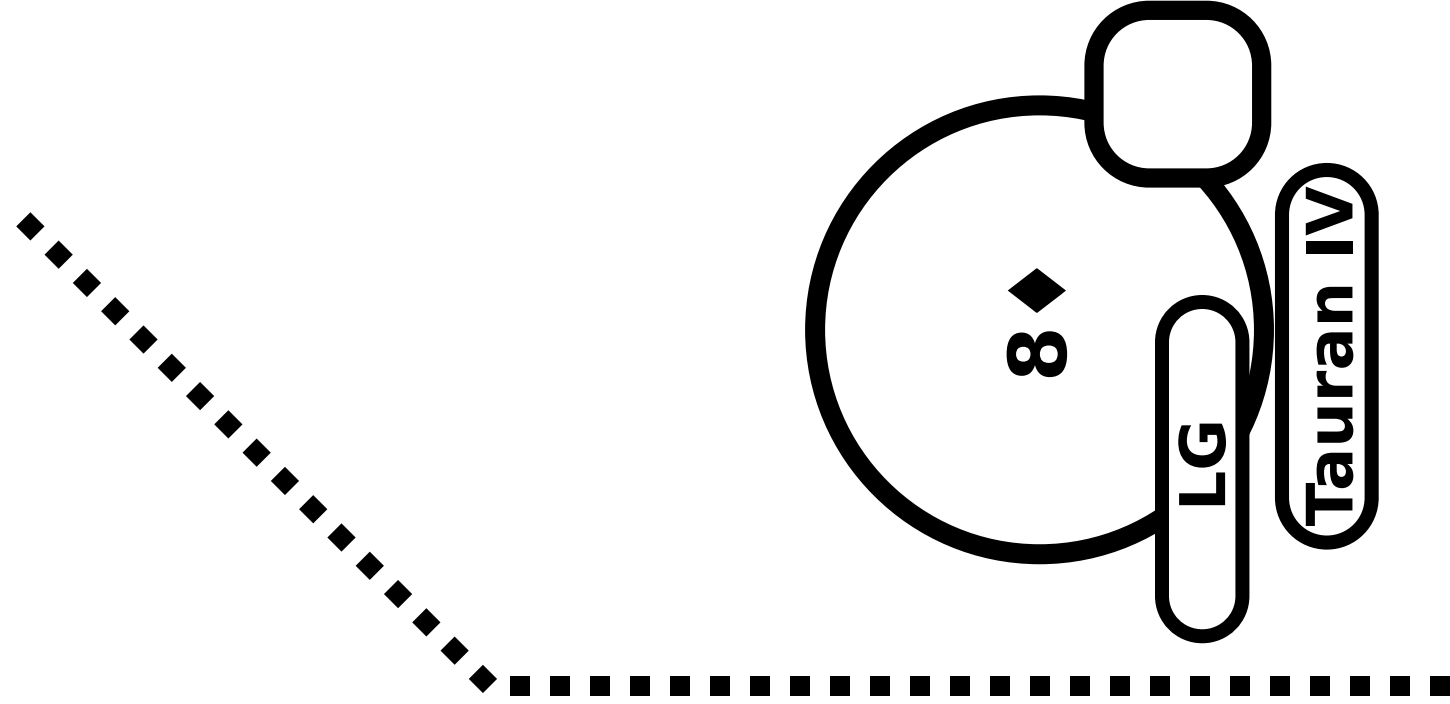
5♦

Tauran I

5♣

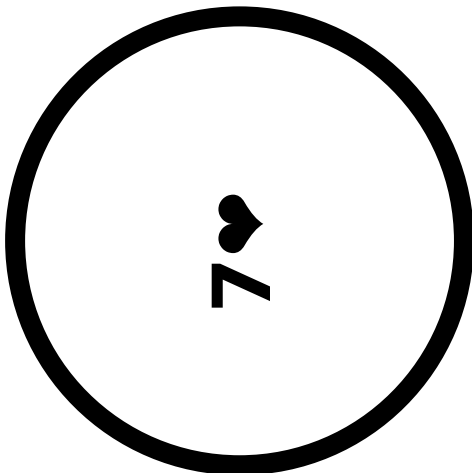
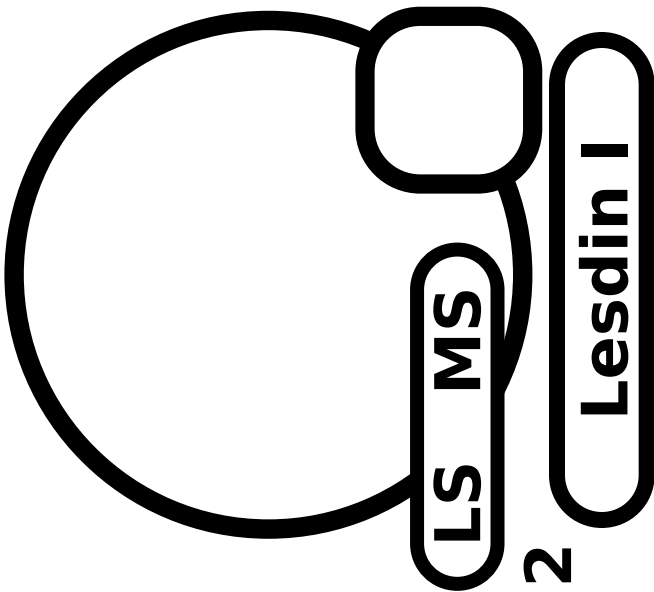
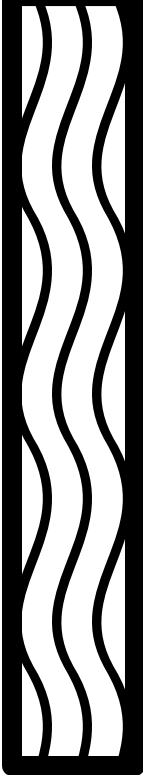
Peles I



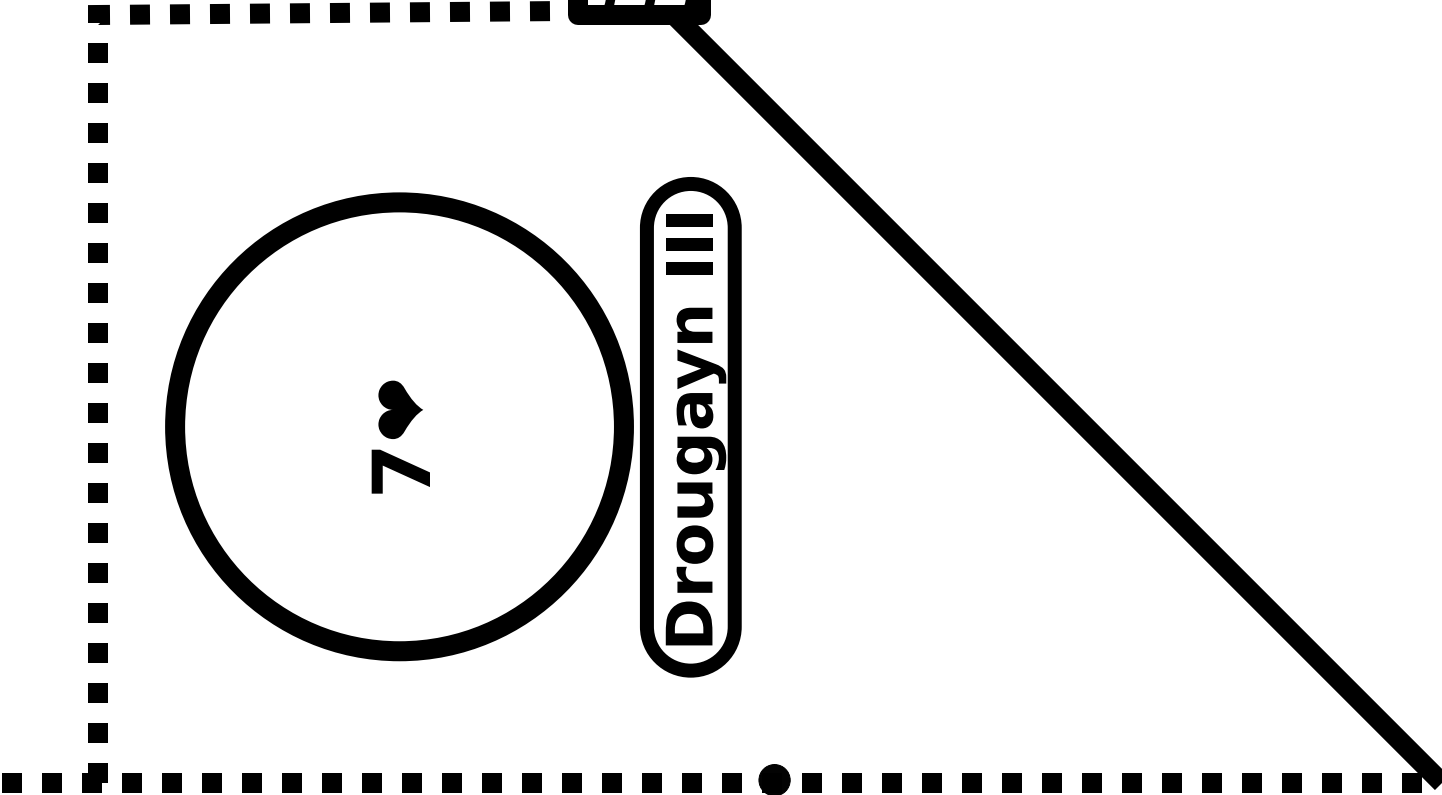




8



Drougayn III



6♣

LS HG

2

Peles II

8♣

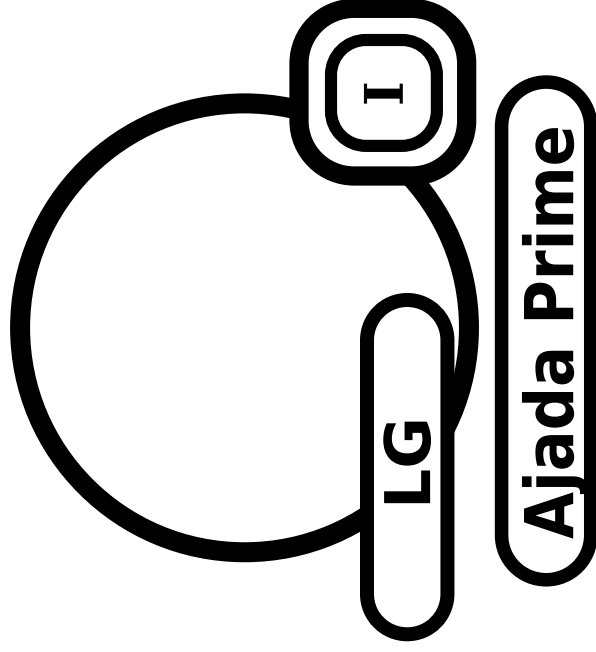
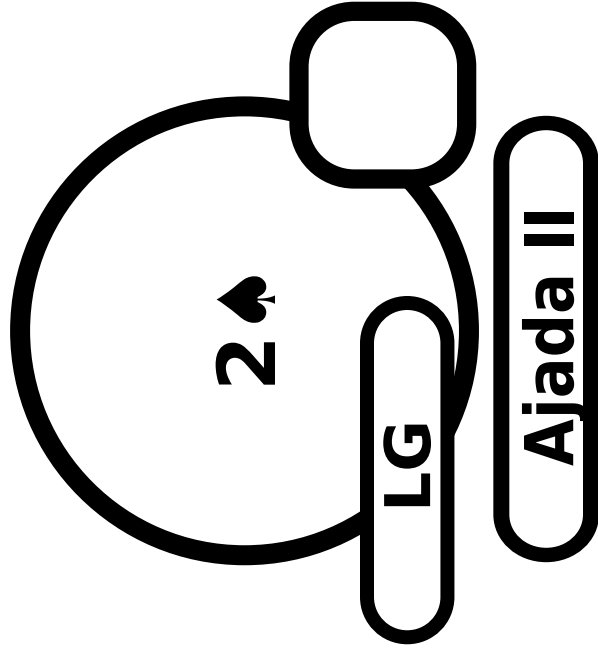
MS MG

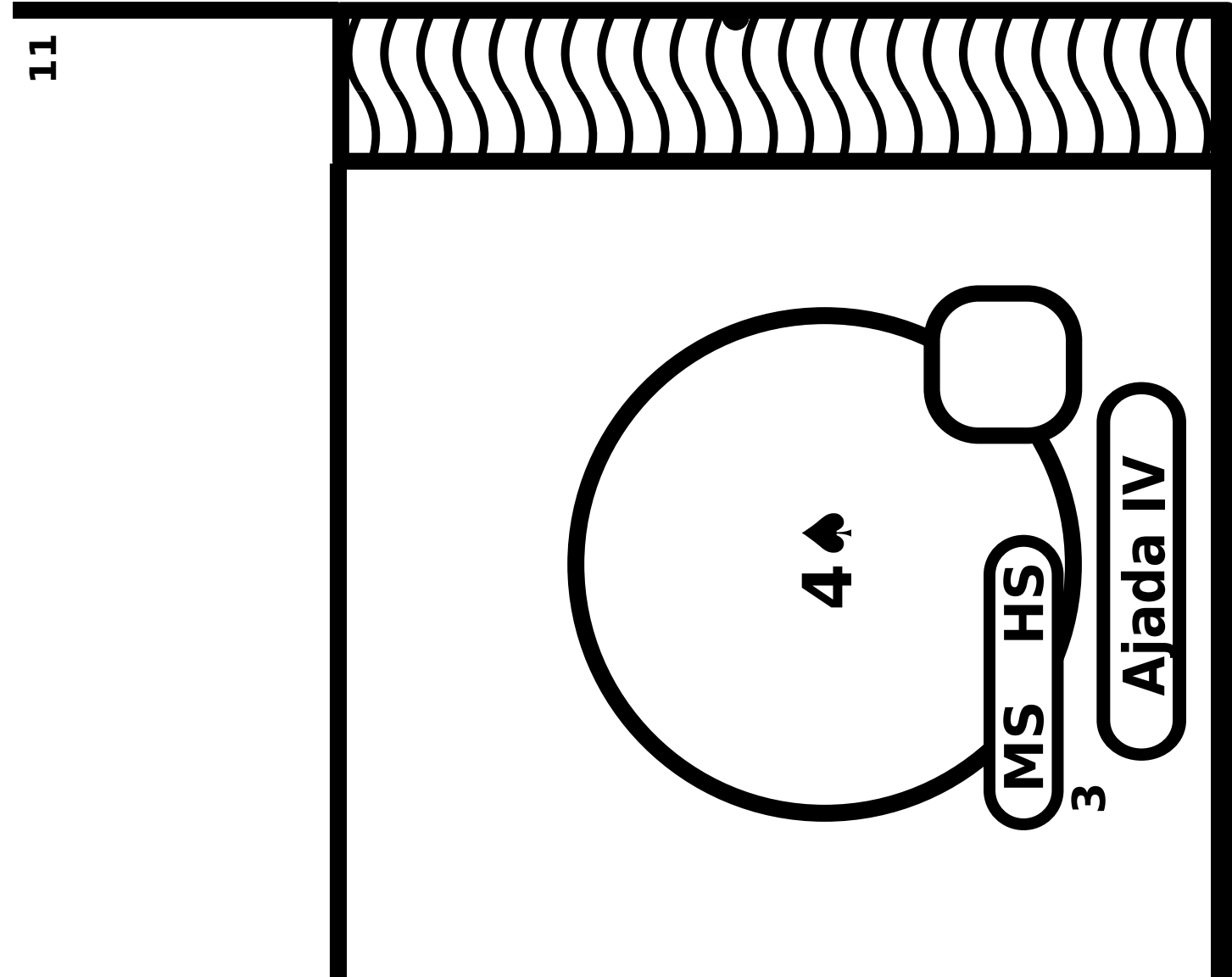
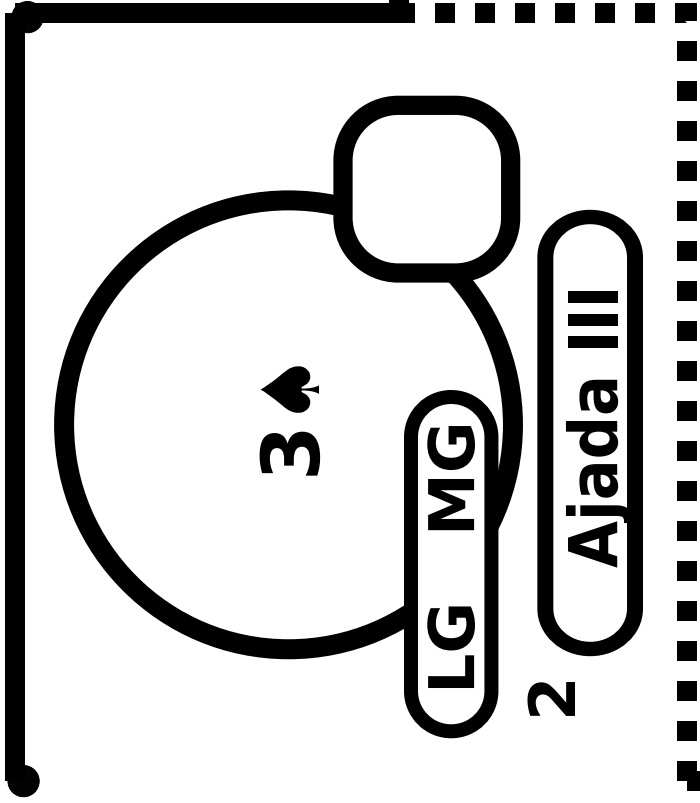
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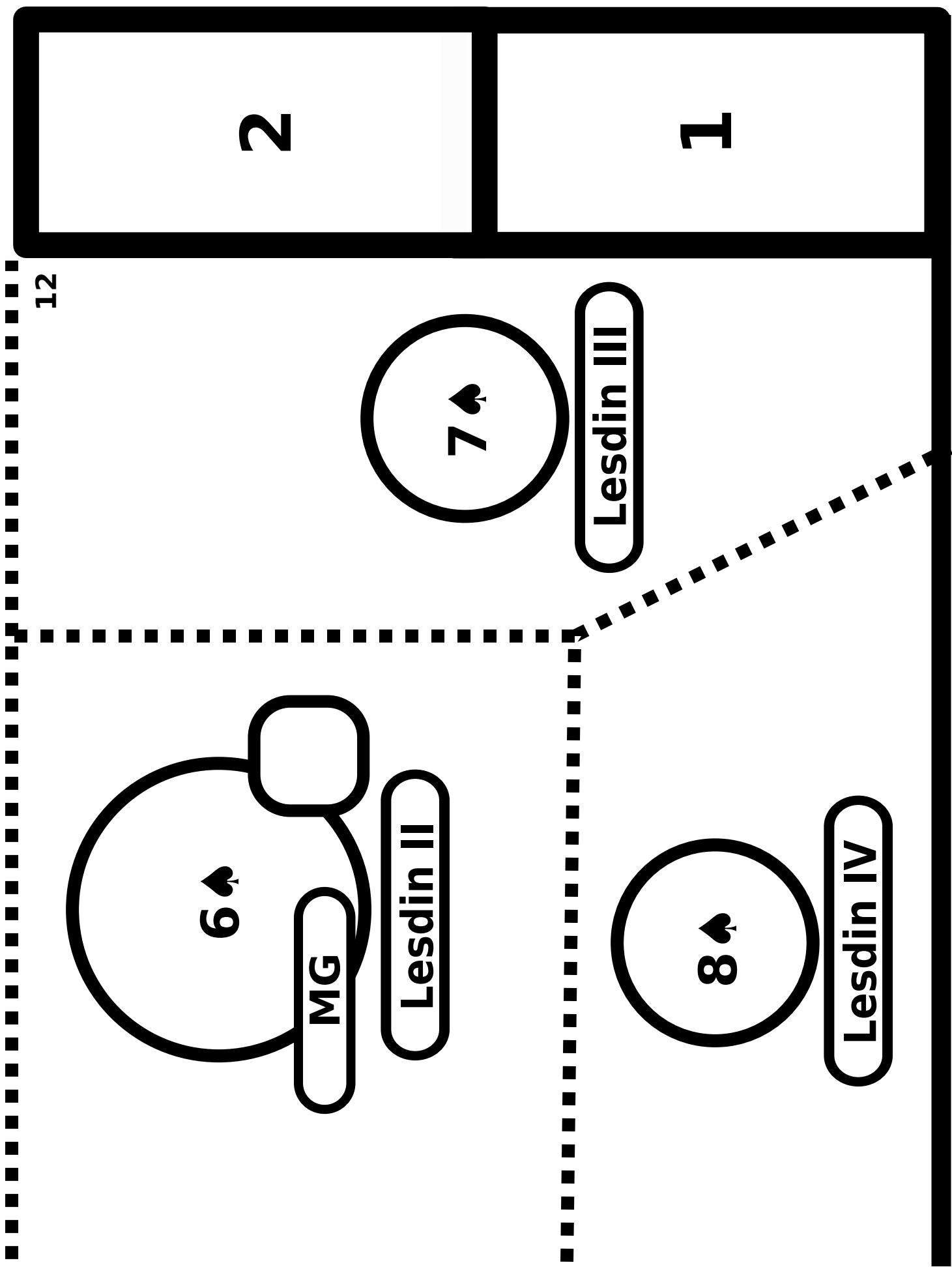
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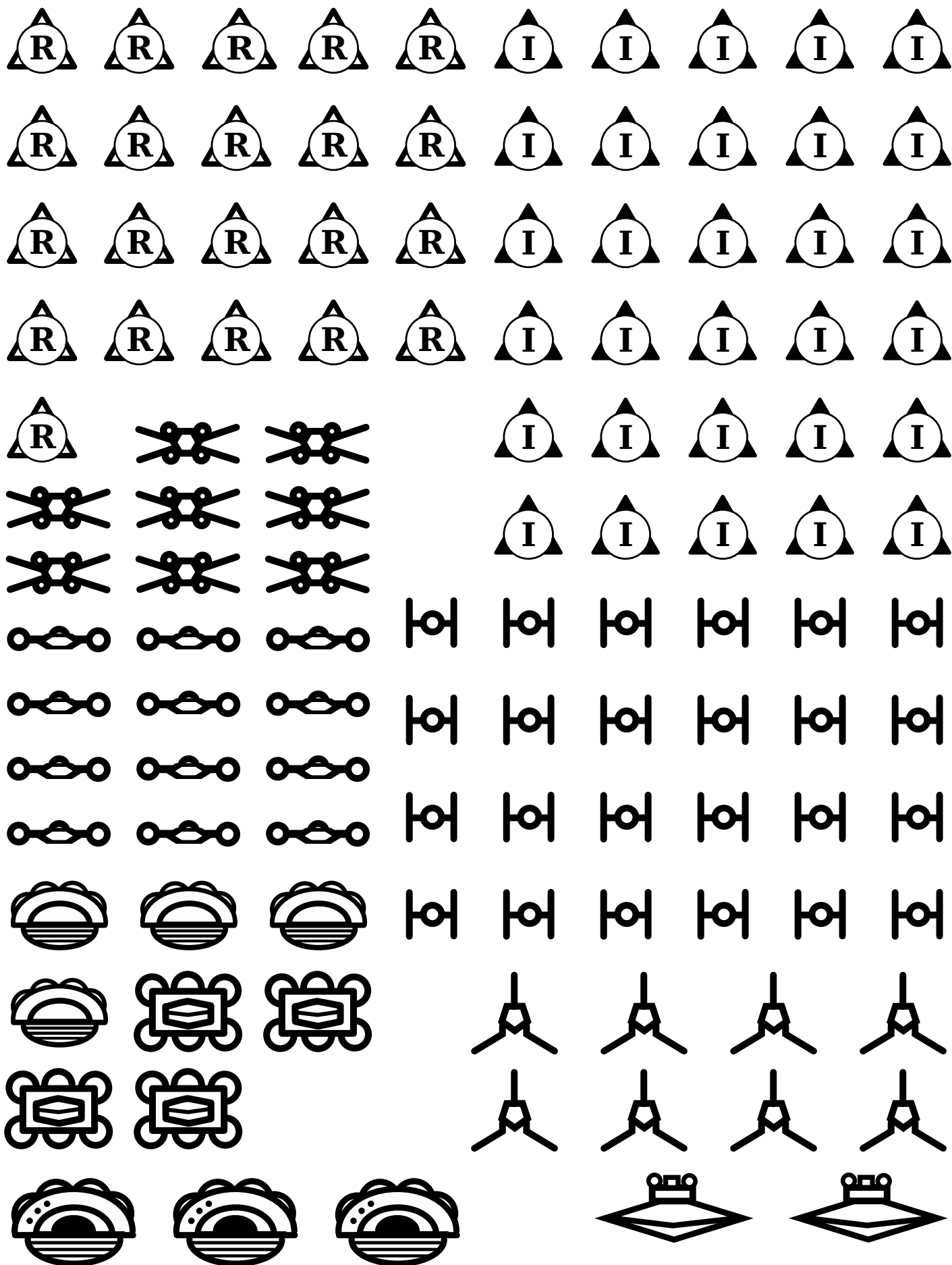
7♣

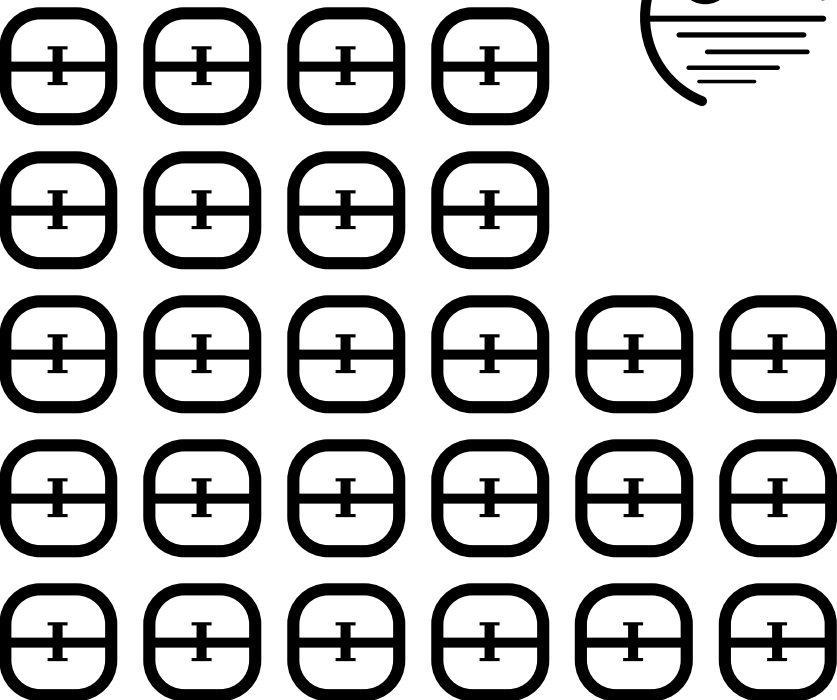
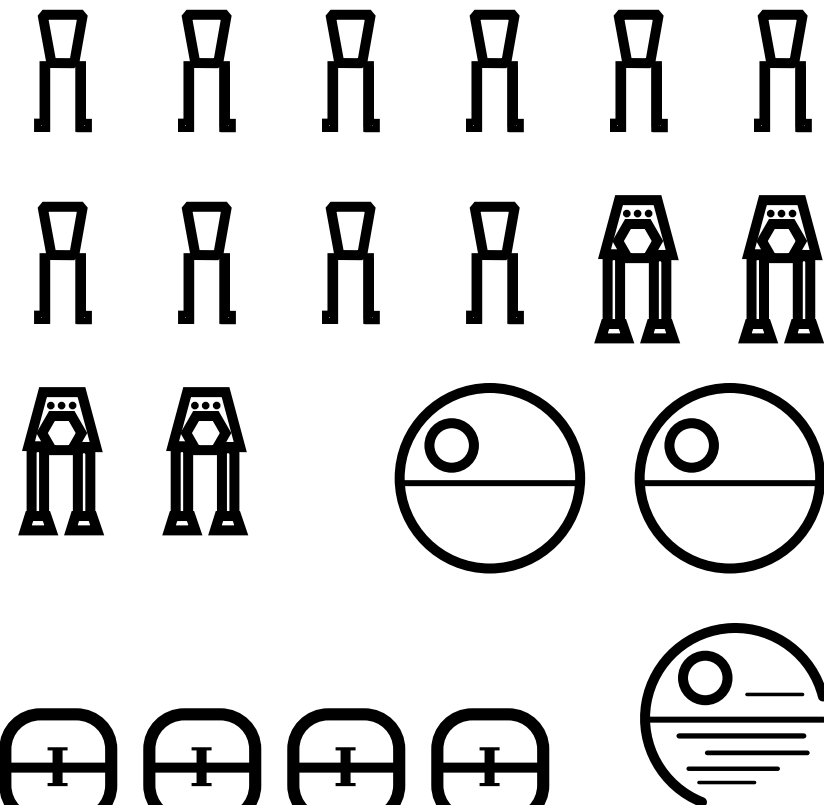
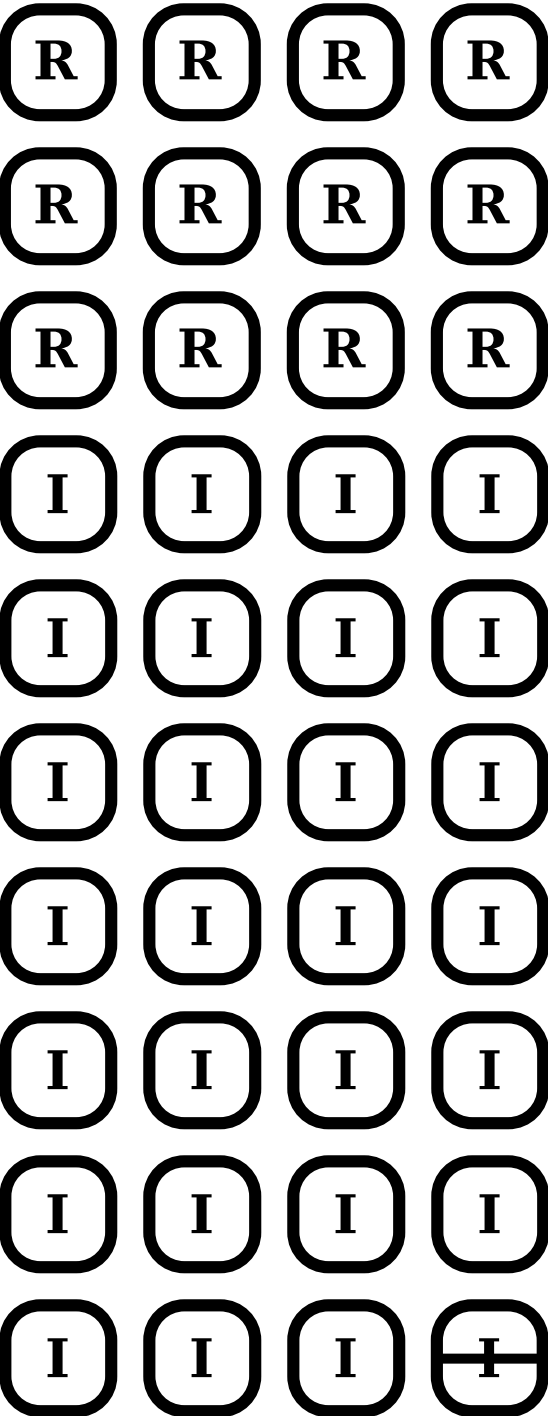
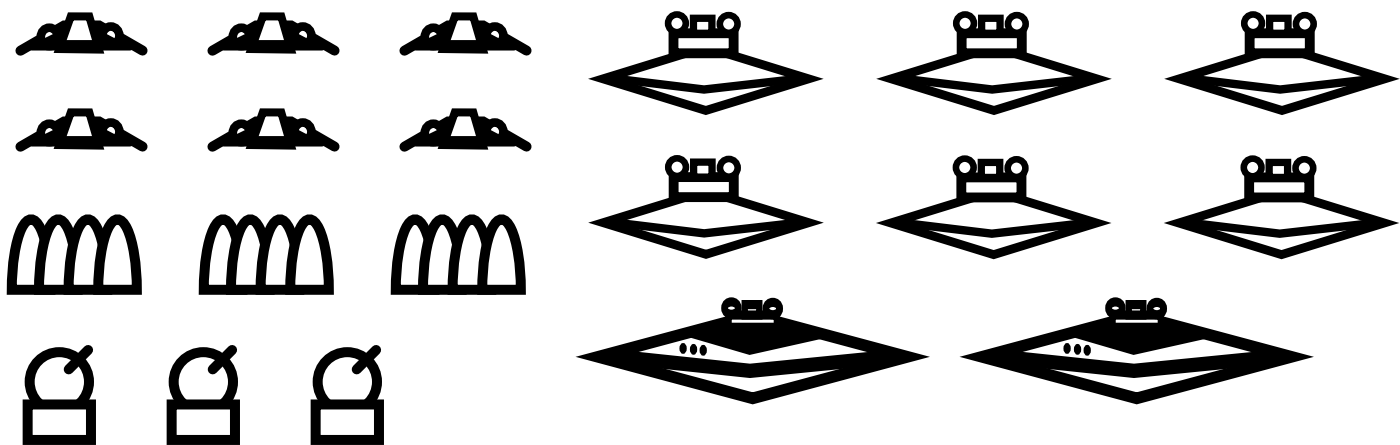
Peles III











Sabotage	Sabotage	★	★	★	★	★	★	★	★
Sabotage	Sabotage	★	★	★	★	★	★	★	★
Sabotage	Sabotage	★	★	★	★	★	★	★	★
Sabotage	Sabotage	★	★	★	★	★	★	★	★
Sabotage	Sabotage	★	★	★	★	★	★	★	★
Captured	Frozen	★	★	★	★	★	★	★	★
DS Plans	Destroyed	Charged	Sympathy	V	V	V			
Destroyed	Destroyed	Charged	V	V	V	V	V	V	V
Colonel ♥♣♠ 1/2 (R)	Comdr. ♥♦♦ 2/1 (R)	Princess ♥♥♥♦♦♠ 1/1 (R)	Senator ♥♥♥♣ 0/0 (R)	V	V	V	V	V	V
Sage ♥♦♦♦ 1/3 (R)	Gambler ♥♦♣♠ 2/2 (R)	Copilot ♠♠♠ 1/2 (R)	Smuggler ♥♦♠♠ 2/2 (R)	GT	GT	GT	GT	GT	GT
General ♦♦♠♠ 1/3 (R)	Admiral ♥♥♣ 3/1 (R)	Paladin ♦♦♦♠♠ 3/3 (R)	Captain ♠♠ 3/1 (R)	ST	ST	ST	ST	ST	ST
Dark Lord ♥♥♥♠♠♠ 2/3 (I)	Emperor ♥♥♥♥♦♦ 3/2 (I)	Colonel ♣♠ 1/2 (I)	Governor ♥♦♣ 2/1 (I)	GT	GT	GT	GT	GT	GT
Hunter ♦♦♠♠♠ 0/0 (I)	Tactician ♦♣ 2/1 (I)	Brigadier ♦♦♦ 3/2 (I)	Admiral ♦♦♠ 3/1 (I)	ST	ST	ST	ST	ST	ST
General ♠♠ 1/3 (I)	Diplomat ♥♥♥♦ 0/0 (I)	Comdr. ♥♣ 1/1 (I)	Captain ♦♠♠ 2/1 (I)	C	F				