Rules Summary Document
Freedom in the Galaxy, Python Team

Version 1.0

Prepared for:
CS 383 Course Project

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RECORD OF CHANGES

Change Number	Date Completed	Location of Change (e.g. page # or figure #)	Brief Description of Change	Approved by (initials)	Date Approved
1	Nov 24	ALL	INITIAL CONVERSION	-	-
-	Dec 17	ALL	ADDED MORE RULES	-	-
-	Dec 17	ALL	ADDED METRICS	-	-

Contents

1 Introduction

The following sections contain the rules found in the Galactic Guide and Rules of Play requirement documents, except for the last section 21, which contains all the modification by the Python team to the official rules. Metric refers to the points given for implementing the rule, which is described in detail in the Test Plan document.

All rules are valid for at least the Star System game of Freedom in the Galaxy. Some rules do not apply or are changed in the Province and Galactic game and are ignored in this document.

2 Capture and Kill

#	Rule Description	Reference(s)	Metric
1	If the attacker announces capture combat, the differential is shifted two to the left.	12.6	4
2	The decision to capture or kill applies to all rounds of combat.	12.8	3
3	Capture occurs after all wounds have been assigned.	12.8	3
4	If a character is captured, the character is chosen randomly from all active characters.	12.8	2
5	A unit must be assigned to guard the captured character.	12.81	3
6	If the captured character is guarded by an enemy character, that guarding character cannot perform missions.	12.81	2
7	If the captured character is guarded by an enemy military unit, that military unit is unaffected.	12.81	2
8	The captured character never contributes anything to enemy units.	12.81	1
9	The captured character can be moved at any time during the movement phase to any other character or military unit in the same environ.	12.81	3
10	A captured character unit can be freed by completing the Free Prisoners mission.	12.82	4
11	A captured character unit can also be freed if the captured character is not stacked with any enemy units at any time.	12.82	2
12	If the capturing force is eliminated in the same combat, the character is not considered captured.	12.83	1
13	If a character is captured and combat is still being resolved, the captured character contributes nothing to either side.	12.84	1
14	A player may only declare capture at the beginning of combat and if he is the attacker.	12.85	6
15	The * on the combat results table are ignored during kill type combat.	12.86	2

16	If during the action event, Coup Mission aborted, or the failure to complete an Assassination mission, there are no enemy units in the same environ, the characters are not captured.	12.87	4

3 Combat

3.1 Other Types of Combat

For rules associated with capturing specifically, refer to section 2. For rules associated with searching specifically, refer to section 17. For PDB combat rules, refer to section 13.2.

3.2 General Combat

#	Rule Description	Reference(s)	Metric
1	Only the first number of each military unit shall be used (Combat Strength)	7.1	1
2	Stacks with military units attack/attacked according to Environ Combat rules	9.52	6
3	Current sequence of play is interrupted during combat and resumes only after combat is completed.	12.0	2

3.3 Environ Combat

Environ combat is one round and no wounds are applied to any unit. Damage either results in a unit being killed or has no effect.

#	Rule Description	Reference(s)	Metric
1	Military combat can occur during any players Military Combat Segment in any environ that contains military units of both players.	10.0	7
2	Environ combat is not required unless initiated by each player.	10.0	3
3	Either player can initiate combat during any players Combat segment.	10.0	2
4	For each environ, if the phasing player decides not to initiate combat, the non?phasing player can decide to initiate combat/.	10.1	6
5	The combat decision happens for each and every environ with military units from both players.	10.0	7
6	Combat in an environ must take place between all military units in the environ.	10.1	6
7	Shifts to the ratio column can be due to leader and environ bonuses.	10.2	3
8	The shift for leader bonus is equal to that characters leadership rating (or the difference if both players have leaders) .	10.4	2

#	Rule Description	Reference(s)	Metric
9	If the military unit does not have a leader and a character unit with a leadership rating above one is in the environ, that character can become the leader.	10.4	2
10	The maximum number of leaders for each side of battle is 1.	10.43	2
11	Leaders can also negate the penalty column shift in Special Environs.	10.44	2
12	Leaders cannot be eliminated to fulfill military combat results.	10.45	1
13	If all military units are eliminated, then the leader is attacked by a squad from the surviving enemy units.	10.45	3
14	The maximum ratios are 1-5 and 5-1 for combat without leaders. Any computed ratio outside that range shall be set to the nearest ratio.	10.22	3
15	For environ combat with leaders, the maximum ratios are 1-6 and 6-1.	10.42	3
16	If the Rebel player has a military unit with the same type of the environ in which the combat is taking place, the rebel player receives a column shift bonus.	10.5	2
17	In a special environ, the Imperial player receives a column penalty (unless there is a leader) independent of any other bonus/penalty.	10.5	2
18	Characters stacked with military units in combat are not effected or effect combat.	10.6	3
19	If a players military units are eliminated during combat, the characters are immediately attacked by the surviving military units (squad) according to the rules of character combat.	10.6	3
20	The character attacking squad has strength equal to the strength of the enemy military units. If characters survive, they are stacked with other friendly characters in the environ.	10.6	2

3.4   Character Combat

Squad combat is performed according to the rules of character combat. Squad combat occurs if all military units of one side are eliminated and characters remain, or if military units successfully search for characters.

Character combat also occurs during missions due to irate locals or creature attacks.

#	Rule Description	Reference(s)	Metric
1	Character combat occurs when phasing player's characters have been found by non-phasing characters or military units.	12.0	5
2	Character combat intentions are "kill" and "capture"	12.3	5
3	Combat is of one of two types: hand-to-hand and firefight.	12.3	6
4	Character combat occurs when phasing player's characters encounter a creature while on a mission.	12.0	4
5	Character combat occurs when phasing player's characters encounter an irate local while on a mission.	12.0	4
6	The defending force is always the force controlled by the phasing player	12.0	1
7	Attacking force is controlled by the non-phasing player.	12.0	1

8	Character combat is resolved in one or more rounds.	12.0	6
9	The table used during this type of combat is the "Character Combat Results Table".	12.0	2
10	Current sequence of play and any current event is interrupted during combat and resumes only after combat is completed.	12.0	2
11	At least one of defending player's characters must be active for each round.	12.0	3
12	In character combat, the attacking force must be one of the following: characters, a squad, a creature, or irate locals.	12.1	4
13	If the attacking group is a squad, the combat is always firefight.	12.31	2
14	If the attacking group is a groups of characters, the attacking group determines the type of combat.	12.31	4
15	Defending players characters are divided into two groups: active and inactive.	12.4	5
16	At least one character with a current combat ranting above 0 must be named as active defender if available.	12.4	2
17	Active characters suffer all damage.	12.41	3
18	Active characters gain possession bonuses.	12.41	3
19	Inactive characters have a better chance of break off.	12.42	2
20	Active and inactive character assignment occurs before each round of combat.	12.43	3
21	The attacking player is never divided into active and inactive parts, all parts attack.	12.44	1
22	Before resolving a round of combat, the defending player can attempt to break off.	12.5	3
23	Both active and inactive characters can attempt to break off.	12.5	2
24	The break off section of the combat results table determines success or fail of breaking off.	12.5	2
25	Characters that successfully break off are no longer considered found and are no longer apart of character combat.	12.51	2
26	Break off must be for all characters, active and inactive.	12.52	3
27	The attacking player cannot break off.	12.52	2
28	Failing break off results in a one to the right column shift during combat.	12.53	3
29	Total defense strength equals combat rating of all active characters with possession bonuses minus wounds.	12.6	6
30	Defense strength is subtracted from attack strength to determine the differential.	12.6	5
31	The differential will correspond to one of the columns on the Character Combat Results Table.	12.6	3
32	If the attacker announces capture combat, the differential is shifted two to the left.	12.6	3
33	If the combat is firefight, all combat results are doubled.	12.6	3
34	If the combat is hand-to-hand, all combat results are normal.	12.6	1

#	Rule Description	Reference(s)	Metric
35	After a round of combat, both players assigns wounds to characters equal to the number of damage points taken.	12.7	4
36	A character cannot take more damage than remaining endurance points.	12.7	3
37	Combat rating is reduced by 1 for each wound received.	12.7	2
38	A character can take damage up to the number of endurance points.	12.7	4
39	A players contribution to the combat rating can never be less than zero (if wounds greater than combat rating).	12.72	3
40	If a character receives cumulative damage equal to the number of endurance points, the character is dead.	12.73	7
41	If the attacking force is not composed of characters, then if the attacking force receives wounds equal to endurance, combat ceases.	12.74	2
42	Wounds assigned in the attacking force are substracted from combat strength.	12.74	4

4 Control

4.1 General

#	Rule Description	Reference(s)	Metric
1	Attack by Sentry robots only occurs if the non-phasing player controls the planet.	13.46, 15.51	2
2	Gather information mission cannot be performed on a planet under control of the phasing player if there are enemy character or military units present.	15.52	3
3	If the Imperial player has less spaceships in play than at the beginning of the game and has any Imperial Knight on an Imperial?controlled planet, that Imperial player can received a spaceship, which is stacked with the Imperial Knight up to the beginning of the play limit.	14.61	1
4	The number of spaceships received from rule 14.61 is limited by the number of starships obtained at the beginning of the play limit.	15.73	1
5	Characters do not have any effect and are ignored in determining who controls the planet.	15.74	-
6	Neither player may perform Coup or Diplomacy missions if the planet is in a state of Rebel controlled.	15.75	-
7	If a planets loyalty is shifted when a planet is in a state of Rebellion Stopped, the Loyalty marker and Rebel?control marker are moved together.	15.75	-
8	A planet must be in one of four states: "Imperial Control", "Rebellion", "Rebel Control", "Rebellion Stopped".	15.5	-
9	Actual control of a planet is determined by military units and status of PDB.	15.5	-

#	Rule Description	Reference(s)	Metric
10	Control of a planet may change at any time.	15.5	-

4.2 States

4.2.1 Imperial Control

#	Rule Description	Reference(s)	Metric
1	All planets are in the state of Imperial control at the beginning of the game, except those marked AC in the Armegeddon scenario.	15.51	-
2	If only Imperial military units, Rebel and Imperial military units, or no military units on the planet, the Imperial player controls the planet, regardless of whether the PDB is up or down.	15.51	-
3	If there are only Rebel military units on the planet and the PDB is Up, the Imperial Controls the planet.	15.51	-
4	If there are only Rebel military units on the planet and the PDB is Down, neither player controls the planet.	15.51	-

4.2.2 Rebellion

#	Rule Description	Reference(s)	Metric
1	If there are only imperial military units, or Rebel and Imperial military units on the planet, neither player controls the planet (regardless of whether the state of the PDB).	15.52	-
2	If only Rebel military units or no military units on the planet and the PDB is down, neither player controls the planet.	15.52	-
3	The Rebel player may place the the PDB up (according to [16.16])	15.52	-
4	If there are only Rebel military units or no military units on a planet and the PDB is Up, neither player controls the planet.	15.52	-
5	If at the end of the Imperial Player?turn and there are only Rebel military units or no military units, the PDB is Up, the planet is then Rebel controlled.	15.52	-

4.2.3 Rebel Control

#	Rule Description	Reference(s)	Metric

#	Rule Description	Reference(s)	Metric
1	Rebel Control occurs when at the end of the Imperial player turn, there are only Rebel military units or no military units and the PDB is Up.	15.53	-

5 Creature and Irate Locals

5.1 General

#	Rule Description	Reference(s)	Metric
1	The description of any creature overrides any general rule of the game.	13.45	-
2	Creature stats and descriptions are found in the Galactic Guide.	13.45	-
3	Creatures are used during an action card that states a creature attacks (See Galactic Guide)	5.3K	-
4	Creatures are only spawned on environs in which they are listed.	5.3K	-
5	If no creature is named on the environ during a Creature Attacks event, the card may state that the mission group is attacked by one or sentry robots.	13.46	-

5.2 Character Combat and Creatures/Irate Locals

#	Rule Description	Reference(s)	Metric
1	Character combat involving creatures only occurs when the Creature attacks one Mission Group event card is drawn.	12.12	-
2	Character combat involving irate locals only occurs when the Irate Locals attack one Mission Group event card is drawn.	12.13	-
3	The creature is considered the attacking force in creature combat.	12.10	-
4	Irate locals are considered the attacking force in irate locals combat.	12.10	-
5	Character combat involving creatures is resolved immediately.	12.12	-
6	Character combat involving irate locals is resolved immediately.	12.13	-
7	Only one character mission group is attacked.	12.2	-
8	If more than one character mission groups are present in the environ, the mission group attacked is chosen at random.	12.2	-
9	Combat involving irate locals may be firefight or hand?to?hand as determined by the Irate Locals chart.	12.31	-
10	The intention of combat involving creatures is always kill.	12.32	-
11	The intention of combat involving irate locals is always kill.	12.32	-

6 Detection

6.1 Detection using a PDB

#	Rule Description	Reference(s)	Metric
1	The PDB can be used to attempt detection of Enemy characters entering, leaving, or traveling on the planet in a spaceship	8.2	-
2	PDB can attempt to detect enemy spaceships when an enemy spaceship leaves or arrives on a planet with a PDB with an up status and under control of the non?phasing player	9.3	-
3	The outcome of the detection is one of the following four results: Undetected, Detected, and Detected and Damaged, and Eliminated.	9.31	-
4	If the outcome of the detection is Undetected, undetected units can continue movement and detected units become undetected and can continue movement.	9.31	-
5	If the outcome of the detection is Detected all characters in the spaceship have a status now of detected and movement continues	9.31	-
6	If the outcome of the detection is Detected and Damaged, all the characters in the spaceship have a status of detected.	9.31	-
7	If the outcome of the detection is Detected and Damaged, the spaceship is eliminated when the destination is reached (No effect on the passengers).	9.31	-
8	If the outcome of the detection is Eliminated, the spaceship and all characters on board are eliminated.	9.31	-
9	If the PDB has a level of 0 (and status of up), the PDB may still detect an enemy spaceship, however, the outcomes of Detected and Damaged and Eliminated are treated as an outcome of Detected	9.31	-
10	A down PDB cannot be used for detection.	9.32	-
11	Detection against the same spaceship may be done twice (i.e. move from and to a planet controlled by an enemy PDB)	9.33	-
12	Movement from one environ to another on the same planet can be detected just once.	9.33	-
13	Military units or characters specifically never undergo detection.	9.34	-
14	A stack with military units are considered detected with regards to enemy PDBs.	9.52	-
15	Each spaceship much be detected separately.	9.54	-

6.2 Movement and Detection

#	Rule Description	Reference(s)	Metric
1	Detected players moving from one environ to another on the same planet without a spaceship change status from detected to undetected if no detected characters are in the destination environ	9.35	-
2	If a spaceship receives two outcomes of Detected and Damaged in one turn, upon the second Detected and Damaged result, the outcome is considered to be Eliminated.	9.35	-
3	If undetected characters move to an environ with detected characters, those undetected characters become detected.	9.4	-
4	If detected characters move to an environ with undetected characters, the undetected characters become detected.	9.4	-
5	Enemy can make a reaction move due to detected characters and may conduct a search for those characters during the Search Phase	9.41	-
6	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	-
7	Assassination mission can only be performed against a detected enemy character.	9.44	-
8	If a spaceship leaves a planet and is ineligible to conduct the Detection Routine, the spaceship and all characters are no longer detected.	9.45	-

6.3   Detection and Searching

#	Rule Description	Reference(s)	Metric
1	When a player uses characters to search, those characters are automatically detected.	11.31	-

7   Environ

#	Rule Description	Reference(s)	Metric
1	The environ size limit is per player.	9.51	-
2	The environ size limit does not apply to characters and spaceships.	9.51	-
3	Environs can be one of types: Urban, Wild, Liquid, Subterranean, Air, and Fire.	5.3J	-
4	Environ types Wild, Liquid, Subterranean, Air, and Fire are special environs.	5.3J	-
5	The environ size limits the number of Actions cards.	5.3F	-

8 Game Turn

8.1 General

#	Rule Description	Reference(s)	Metric
1	Attack by Sentry robots only occurs if the non-phasing player controls the planet.	13.46, 15.51	2

9 Healing

#	Rule Description	Reference(s)	Metric Value
1	Characters who are stacked with military units, characters who are guarding prisoners, or healing cannot go on missions.	13.7	-
2	Healing occurs if the character with wounds does nothing for the players entire turn. 13.71	-	
3	If a character leads military units, pilots a character spaceship, moving from one environ to another without a spaceship, the character is not healed (not a complete list?)	13.71	-
4	If a characters is a passenger in a character spaceship or moved with military units, this does not prohibit healing.	13.71	
5	All wounds of a character are automatically healed if the character meets the requirements for healing.	13.71	
6	Doctor Sontag and the Medi-Kit of Ptolus can heal characters of wounds only during the Rebel players turn.	13.72	
7	Any wounded Rebel characters stacked with Doctor Sontag at the beginning of the player turn are immediately healed at the beginning of the Rebel players turn.	13.72	-
8	Any character in possession of the Medi-kit of Ptolus will be healed at the beginning of that players turn.	13.72	-
9	Doctor Sontag or the Medi-kit can only be used at the beginning of the Rebel players turn (before any other action).	13.72	-
10	Doctor Sontag can perform mission in the turn in which he heals.	13.72	-
11	Doctor Sontag can heal himself.	13.72	-

10 Military Units

10.1 Rebel

#	Rule Description	Reference(s)	Metric
1	Rebel military units only have values of 1-0 and 2-1.	7.3	-
2	Units with stats of 2-1 are considered mobile.	7.3	-
3	Units with stats of 1?0 are not mobile so cannot leave the planet by themselves.	7.3	-
4	Rebel military units are never hidden.	7.3	-
5	For each value, Rebel units come in each type of environ.	7.31	-
6	Rebel military units have the type of the environ in which they are created.	7.32	-
7	Rebel military units are not confined to the type of environ in which they were created.	7.32	-

10.2 Imperial

#	Rule Description	Reference(s)	Metric
1	Imperial player has only military types of Militia, Patrol, and Line.	7.2	-
2	The Militia has a strength of 1?0.	7.2	-
3	Patrol has a strength of 1?2.	7.2	-
4	Line has a strength of 3?2.	7.2	-
5	Militia units are always shown, never hidden.	7.21	-
6	Militia cannot leave a planet.	7.21	-
7	Patrol and Line deployed mobile status.	7.22	-
8	Patrol and Line strength revealed when used and then rehidden when the strength rating is used.	7.22	-
9	Patrol and Line strength only hidden from Rebel player.	7.22	-
10	Patrol and Line may move from any environ to any other in the Star System	7.23	-

11 Mission

11.1 General

#	Rule Description	Reference(s)	Metric
1	Attack by Sentry robots only occurs if the non-phasing player controls the planet.	13.46, 15.51	2

12 Mission

12.1 General

#	Rule Description	Reference(s)	Metric
1	Attack by Sentry robots only occurs if the non-phasing player controls the planet.	13.46, 15.51	2

13 PDB

13.1 General PDB

For rules regarding detection, see section 6

#	Rule Description	Reference(s)	Metric
1	The PDB is controlled by the player who controls the planet.	8.0	-
2	Every planet has a PDB.	8.0	-
3	The level of the PDB is one of the following values: 0,1,2.	8.0	-
4	The PDB can have status of up or down.	8.0	-
5	A status of up means functional and a status of down means not functioning.	8.0	-
6	If the planet is not in control of either player, the PDB cannot be used by any player.	8.33	-
7	The level of a PDB cannot be improved.	8.13	-
8	A PDB can be used to attempt detection of Enemy characters entering, leaving, or traveling on the planet in a spaceship.	8.2	-
9	The PDB can only be used if the status is up.	8.2	-
10	A PDB with a status of down cannot be used for any purpose.	8.2	-
11	The PDB can change to down status due to Sabotage Mission (n53), Action Event Locals Raid (n70).	8.31	-
12	If units move from environ to another environ on the same planet, the PDB cannot be used for detection.	9.0	-
13	If characters move across the planet without a spaceship, the PDB cannot be used for detection.	9.0	-

#	Rule Description	Reference(s)	Metric
14	If the characters move across the planet with a spaceship, the characters are considered to be in the spaceship and can be detected.	9.0	

13.2 PDB Combat

#	Rule Description	Reference(s)	Metric
1	Military combat does not occur against spaceships.	9.21	-
2	An attack by a Level 2 PDB is resolved using 3?1 column of the table.	9.22	-
3	An attack by a Level 1 PDB is resolved using the 1?1 column of the table.	9.22	-
4	A level 0 PDB cannot be used to attack.	9.22	-
5	Surviving moving units can continue movement.	9.24	-
6	If PDB incurs a loss of 2 when attacking, it is placed in down status.	9.25	-
7	If PDB incurs a loss of 2 when attacking, it is placed in down status.	9.25	-
8	If PDB incurs a loss of 3 when attacking, it is placed in down status and reduced a level.	9.25	-
9	A loss of 1 has no effect on a PDB.	9.25	-
10	A unit cannot attack an enemy PDB.	9.26	-
11	Due to movement restrictions, a unit can be attacked/detected at most twice during the movement turn (when leaving and then entering an environ on another planet).	9.27	-
12	If a spaceship leaves a planet and is ineligible to conduct the Detection Routine, the spaceship is no longer detected.	9.45	
13	A stack with military units are considered detected with regards to enemy PDBs.	9.52	-

14 Possessions

#	Rule Description	Reference(s)	Metric
1	There are 20 possessions in the game.	14.0	-
2	There are 4 types of possessions: character spaceships, weapons, objects, and companions.	14.0	-
3	Possessions are only used by the rebel player.	14.0	-
4	Possessions are obtained during the course of the game, or the beginning of the game.	14.0	-
5	The imperial spaceship is not a possession.	14.0	-

6	The imperial spaceship can only be used by the imperial player.	14.0	-
7	Player may obtain possessions from a Scavenge for Possessions mission.	14.1	-
8	When the rebel player receives a possession, it must be immediately assigned to a character.	14.11	-
9	If a possession is obtained at the beginning of the game, that possession may be assigned to any Rebel character.	14.11	-
10	If a possession is obtained during the game due to a mission, it must be assigned to a character in that mission group.	14.11	-
11	Possessions may be transferred at the beginning of the rebel mission phase, never during.	14.12	-
12	A character may possess any number of weapons and object possessions.	14.13	-
13	A character may only have one companion possession (regardless of other possessions).	14.13	-
14	A character may only have one spaceship (regardless of other possessions).	14.13	-
15	Until the possession is used, the possession may be kept secret.	14.2	-
16	If the possession card states, Never needs repair, the possession maybe used as many times as the rebel player wishes.	14.1	-
17	If the possession card states, May become inoperative after use, every time the possession is used, a random number 1?6 is generated. Based on the card, the possession either becomes inoperative, or it is able to be used again.	14.22	-
18	During the star system game, if the possession is inoperative, it is lost.	14.22	-
19	If the possession card states, Lost after one use, it is returned to the possession deck after use.	14.23	-
20	Lost possession are returned to the possession deck.	14.24	-
21	Drawing a possession is random.	14.24	-
22	Possessions carried by a killed character are destroyed (except spaceships).	14.25	-
23	Destroyed possessions are not returned to the possession deck, they are removed from play.	14.25	-
24	If a rebel character is captured, the imperial player may hold to that characters possessions until the end of play (except spaceships), but may not use them.	14.26	-
25	If a possession is being used to receive bonus draws, its use must be declared at the outset of the mission, before drawing any action cards.	14.27	-

#	Rule Description	Reference(s)	Metric
26	Possessions (n49?n52) Cervac Mk V, Norrocks, Charsot, and Advisor Andriod are companions.	14.3	-
27	A companion counts as one passenger on a character spaceship.	14.3	-
28	Possessions (n41-n42) High Energy Snipers Rifle and Assassins Blade are weapons.	14.4	-
29	Possessions (n43-n48) are objects.	14.4	-
30	Weapons and objects do not count towards passenger limits.	14.4	-
31	Helian Drug lasts from the segment of the player?turn declared to the beginning of the same segment in the phasing players next player turn.	14.4	-

15 Reaction

#	Rule Description	Reference(s)	Metric
1	During the enemy reaction segment, the non?phasing player can make reaction moves.	9.6	-
2	The enemy may make a move for each environ that has military unit and detected character of the phasing player in each environ.	9.6	-
3	A reaction move consists of moving one military unit and a leader, one military unit, or one character from any environ on a planet to another on the same planet which contains an enemy military unit.	9.6	-
4	A reaction move cannot be made from one planet to another.	9.61	-
5	Units moved according to the reaction can be stacked with other units in that environ.	9.62	-
6	If a character moves during a reaction move, only the pilot and the spaceship may be moved, with no other characters if on an environ.	14.56	-

16 Rebellion

#	Rule Description	Reference(s)	Metric
1	A planet goes into Rebellion when a Start Rebellion mission is completed on the planet.	15.52	-
2	If the planet is currently in rebellion or rebel controlled, ignore the event if the Rebel player is conducting the mission.	13.48	-

3	The Stop Rebellion mission can only be attempted by the Imperial Player.	13.53	-
4	The Stop Rebellion requires two mission letters to be completed.	13.53	-
5	A planet may be put into rebellion when the planet is in a state of unrest.	15.0	-
6	An imperial player may attempt to stop a planet in rebellion.	15.0	-
7	Rebellion starts by performing the Start Rebellion mission.	15.2	-
8	A rebellion may only be started on a planet in unrest.	15.2	-
9	A player may attempt the Start Rebellion mission even if the planet is not in unrest.	15.2	-
10	The imperial player may attempt to stop a Rebellion by attempting the Stop Rebellion mission.	15.3	-
11	The Rebel military units placed due to starting a rebellion are immediately placed when the rebellion starts (except according to 15.44), even before the Start Rebellion mission is resolved, for example.	15.43	-
12	Rebel military units that cannot be placed due to environ size restrictions are placed at the beginning of the first Rebel Operations Phase when they can be legally placed.	15.44	-
13	Rebel military units placed because of starting rebellion, are placed regardless of other rebel or imperial military units.	15.43	-
14	Rebel military units placed because of starting rebellion, can move regularly after being placed.	15.43	-
15	Rebel military units received when entering a state of rebellion may attack imperial military units if the rebel player wishes.	15.4,15.45	-
16	When the planet is placed into rebellion, the Imperial Player loses control of the planet.	15.4	-
17	When the planet goes into rebellion, the Rebel player receives force points for each environ on a planet equal to the Environs Resource Rating.	15.41	-
18	A 1?0 military unit costs one Force Point.	15.41	-
19	A 2?1 military unit costs three force points.	15.41	-
20	The force point from each environ can only be spent on units placed on that environ.	15.41	-
21	The military units from force point from each environ can only be spent on units with the same environ type as the environ placed on.	15.41	-

22	If the action card Populace goes wild is drawn during a mission, the resource value of that environ will be doubled if the planet is put into rebellion the current mission phase unless the planet is in the state of Rebellion Stopped.	15.46	-
23	If the action card Populace goes wild is drawn after a planet has been put into a state of rebellion that turn, the card has no effect.	15.46	-
24	A Coup or Diplomacy mission cannot be performed on a planet in a state of Rebellion.	15.47	-
25	The loyalty marker on a planet in rebellion cannot be moved.	15.47	-
26	A planet can be placed in and out of rebellion any number of times.	15.48	-
27	If a planet is placed into a state of rebellion from rebellion stopped, the Rebel player does not receive units.	15.48	-

17   Search

#	Rule Description	Reference(s)	Metric
1	If a military unit finds an enemy unit, squad type combat may be initialized.	7.1	-
2	Enemy can make a reaction move due to detected characters and may conduct a search for those characters during the Search Phase	9.41	-
3	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	-
4	Non-phasing player may search for "Detected" enemy characters in an environ occupied by his own characters or military units during the search phase.	11.0	-
5	Non-phasing player may search for enemy characters that are performing missions (Action Event).	11.0	-
6	Searching is resolved by using the search table.	11.0	-
7	Characters found by searching can be attacked.	11.0	-
8	Characters stacked with military units cannot be used for searching.	11.21	-
9	Characters stacked with military units can be unstacked and then the characters can perform a search.	11.21	
10	If a character is a leader, that character cannot be used for searching.	11.22	-
11	Searching by military units and characters must be done separately and is two different searches.	11.23	-

12	Only the group that successfully searches can attack.	11.23	-
13	All searching attempts are set before any search procedure is carried out.	11.23	-
14	When a player uses characters to search, those characters are automatically detected.	11.31	-
15	Combat is not required in either kind of searching.	11.32, 11.33	-
16	If player decides on combat, combat must be immediate.	11.34	-
17	Searching can only be done during the search phase of enemy player turn or if called by an action card	11.1	-
18	If searching is called by an action event, play is interrupted until the searching operation and possible combat is resolved.	11.12	-
19	Searching can only be done in environs with friendly characters or military units AND detected enemy characters.	11.1	-
20	Characters stacked with military units cannot be searched.	11.1	-
21	Characters alone or stacked with other characters and/or spaceships can be searched.	11.11	-
22	Searching can be done in any and all environs each search phase that meet the criteria.	11.1	-
23	Characters performing a successful search are considered the attacking force.	12.1	
24	If an event allowing non-phasing player to conduct search for characters going on the missions, the player searches for one group immediately (Also see [13.42]).	13.48	-
25	Searching Rebel characters that attack benefit from possessions.	12.11	-
26	If the military units have a leader, the squads endurance is increased.	12.12	-
27	Military units are never affected by the outcome of character combats involving squads that they have dispatched upon finding enemy characters.	12.12	-

18 Spaceships

18.1 Rebel Spaceships

#	Rule Description	Reference(s)	Metric
1	Possession cards 33?40 are Rebel Character spaceships.	14.5	-
2	The Maneuver rating is used to determine the evasion value during detection routine.	14.5	-

3	The evasion value is the sum of the spaceships maneuver rating and the pilot characters navigation rating (see 14.53).	14.5	-
4	The passenger ratings determines the maximum number of characters and companion possessions that the spaceship may carrying when it is being moved.	14.5	-
5	A spaceship may be assigned and reassigned to any Rebel characters.	14.51	
6	To pilot a starship, the assigned spaceship must have a navigation greater than one.	14.51	-
7	The pilot is which character possesses the spaceship.	14.51	-
8	If the ships maneuver rating exceeds the pilots navigation by more than one, the ships maneuver rating is reduced until it is one greater than the pilots navigation rating (except for S?XIII spaceship).	14.52	-
9	The S?XII spaceship always has its full maneuver rating when determining the evasion rating.	14.58	-
10	If the pilots navigation rating exceeds the ships maneuver rating by more than one, the pilots navigation rating is reduced until it is one greater than the ships maneuver.	14.52	-
11	If the rebel player receives a character than possess a character spaceship during play, that characters spaceship is assigned to that player if the spaceship is not in play.	14.53	-
12	If the rebel player receives a character that possess a character spaceship, the spaceship is assigned to that character.	14.53	-
13	A rebel player that receives a character spaceship due to receiving the character that is listed as its owner, that spaceship can still be reassigned.	14.53	-
14	If the character spaceship already exists when the player receives the character, then no effect.	14.53	-
15	If the owner of the spaceship is killed or captured while in an environ, the spaceship may be immediately reassigned to another character he is stacked with, or stacked with any friendly military units.	14.55	-
16	If a character moves during a reaction move, only the pilot and the spaceship may be moved, no other characters.	14.56	-
17	The number of characters and companion possessions is limited by the ships passenger rating.	14.57	-
18	Weapons and object possession do not count towards the passenger limit.	14.57	-
19	A spaceship cannot carry another spaceship.	14.57	-
20	Each spaceship must be piloted unless moving with Rebel military units.	14.57	-
21	If the spaceship is not stacked with Rebel characters or with Rebel military units, it is immediately lost.	14.59	-

18.2 Imperial Spaceships

#	Rule Description	Reference(s)	Metric
1	Redjacs spaceship can only be piloted by Redjac.	14.6	-
2	If Redjacs spaceship is ever not stacked with Redjac, it is removed from play.	14.6	-
3	The imperial player may only receive a spaceship if the Imperial player has less spaceships in play than at the beginning of the game.	14.61	-
4	If the imperial player is eligible to receive a starship, it must be stacked with an Imperial Knight.	14.61, 15.73	-
5	An Imperial spaceship received by an Imperial Knight at the end of the turn can be reassigned.	14.62	-
6	Redjacs spaceship cannot return to play if lost.	14.62	-
7	Redjac can receive an Imperial spaceship occurring to the beginning of game turn if his spaceship is lost.	14.63	-
8	Imperial Spaceships are subject to all the restrictions of Rebel spaceships.	14.64	-

19 Stacking

#	Rule Description	Reference(s)	Metric
1	There is no limit the number of units in a stack (except due to environ size restriction)	9.5	-
2	The number of military units in a stack can never exceed the size of the environ size.	9.5	-
3	A stack can be comprised of characters, military units, and spaceships	9.5	-
4	At the end of the operations phase, an environ may have at most two stacks for each player	9.5	-
5	Before the end of the operations phase, a stack can be comprised of any combination of military units, spaceships, and characters	9.51	-
6	If the stack contains any military units, it is moved according to the military units rules.	9.52	-
7	Stacks with military units attack and are attacked according to military unit rules.	9.52	-
8	A stack with military units are considered detected with regards to enemy PDBs.	9.52	-
9	A character with a leadership of 1 or more in a stack can be named leader.	9.53	-
10	The leader of a stack can be changed at any time to another eligible character.	9.53	-

#	Rule Description	Reference(s)	Metric
11	The stack, without any military units, must contain at least one character and can contain any number of spaceships.	9.54	-
12	A stack with more than one spaceship cannot move.	9.54	-
13	A spaceship can only be moved if in a stack with military units or contains a character with a navigation rating of 1 or more.	9.55	-
14	At the end of the movement segment, units should be organized in two stacks: all characters (and their spaceships) that can perform missions and all other units.	9.57	-
15	At the end of the movement segment, all characters that are not in the mission stack cannot perform missions that turn.	9.57	-
16	If the leader is no longer in the stack, the stack no longer has a leader.	9.57	-

20 Star System Scenarios

#	Rule Description	Reference(s)	Metric
1	Each player may place the characters and spaceships received at start of play on any one environ (on a planet the player controls).	16.12	-
2	If no planets are available, the character and spaceship(s) arrive from space and chooses an environ to land on, undergoing possible detection routine.	16.12	-
3	Military units can be placed on any environ on a planet under the players control.	16.13	-
4	All friendly units on the same environ are placed in one stack.	16.13	-
5	Mobile imperial units are placed in mobile status.	16.13	-
6	Rebel military units must be placed in the same environ as the unit type.	16.13	-
7	The imperial player always places his units first.	16.14	-
8	The rebel player game turn is first.	16.14	-
9	Reinforcements received during the game may be placed on any Environ on any planet the player controls.	16.15	-
10	Reinforcements received during the game may be placed on any Environ with no enemy units on any planet that neither player controls.	16.15	-
11	If the player cannot receive reinforcements due to lack of eligible environ, the player does not receive those reinforcements.	-	-

21 Changes to the Official Rules

References refers to the section of the rules modified. Reasons for these modifications are presented in the SSRS document.

#	Rule Description	Reference(s)	Metric
1	PDBs automatically roll a 20 against all character spaceships	9.3	999999