SRS Help

[?] – My interpretation of the rules as a whole.

SS – Star System

Detected is not the same as found?

Active mission groups means all mission groups in the environ that are on missions that are not yet completed or aborted.

A card is ignored – the card is discarded and another card is immediately drawn in its place, i.e. ignored cards act as if they had never been drawn. [?]

Capture SRS

Intention must be of one of two types in combat: "kill" and "capture". [12.3]

There is a two column shift to the left for capture combat. [12.5]

If the attacker announces capture combat, the differential is shifted two to the left. [12.6]

The decision to capture or kill applies to all rounds of combat [12.8]

The capture occurs after all wounds have been assigned. [12.8]

If a character is captured, the character is chosen randomly from all active characters. [12.8]

A unit must be assigned to guard the captured character. [12.81]

The captured character must be moved with a unit. [12.81]

If the captured character is guarded by an enemy character, that guarding character cannot perform missions. [12.81]

If the captured character is guarded by an enemy military unit, that military unit is unaffected. [12.81]

The captured character never contributes anything to enemy units. [12.81]

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]

A captured character unit can be freed by executing the "Free Prisoners" mission. [12.82]

A captured character unit can also be freed if the captured character is not stacked with any enemy units at any time. [12.82]

If the capturing force is eliminated in the same combat, the character is not considered captured. [12.83]

If a character is captured and combat is still being resolved, the captured character contributes nothing to either side. [12.84]

A player may only declare capture at the beginning of combat and if he is the attacker. [12.85]

The * on the combat results table are ignored during kill type combat. [12.86]

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]

Character Class SRS

Each character has the following attributes:

Allegiance

Race

Name

Title

Combat

Endurance

Intelligence

Leadership

Diplomacy

Navigation

Home planet

Special Characteristics

All of these fields should be initialized at character creation.

Allegiance

This field shall be of type @todo

The only valid values are 'IMPERIAL' and 'REBEL'

This field shall be initialized at the beginning of the game

This field shall not be changed.

Race

This field shall be of type string @todo

The length shall be between 1 and 20 characters @todo

No limit on valid values? @todo

This field shall be initialized at the beginning of the game

This field shall not be changed.

Name

This field shall be of type string

The length shall be between 1 and 20 characters

This field shall be initialized at the beginning of the game

This field shall not be changed.

Title

This field shall be of type string

The length shall be between 1 and 20 characters

This field shall be initialized at the beginning of the game

This field shall not be changed.

Combat

This field shall be of type int

The valid values shall be between 1 and ?

This field shall be initialized at the beginning of the game

This field shall not be changed.

Endurance

This field shall be of type int

The valid values shall be between 1 and ?

This field shall be initialized at the beginning of the game

This field shall not be changed.

Intelligence

This field shall be of type int

The valid values shall be between 1 and ?

Etc.

Combat SRS

Combat can occur during any phase except Galactic phase [?]

Star System Game

Combat may be initialized between military units in the same Environ. [7.1]

Military when searching for Enemy Characters, attack them with a squad. [7.1]

Only the first number of each military unit shall be used (Combat Strength) [7.1]

Stacks with military units attack/attacked according to military unit units. [9.52]

Combat using a PDB (Star System)

Attacking a military unit or stack of military units is done according the rules of military combat using the Military Combat Results Table for a PDB [9.21]

An attack by a Level 2 PDB is resolved using 3-1 column of the table. [9.22]

An attack by a Level 1 PDB is resolved using the '1-1' column of the table. [9.22]

A level 0 PDB cannot be used to attack [9.22]

First, a random number between 1-6 is used to determine the damage inflicted on the enemy units by the player controlling the PDB [9.22]

Then, a random number between 1-6 is used to determine the damage inflicted on the PDB by the enemy military units [9.22]

Damage is then allocated according the regular rules of allocation [See 10.3]

If PDB incurs a loss of 2 when attacking, it is placed in "down" status [9.25]

If PDB incurs a loss of 3 when attacking, it is placed in "down" status and reduced a level [9.25]

Loss of 1 has no effect on a PDB [9.25]

A unit cannot attack an enemy PDB [9.26]

Due to movement restrictions, a unit can be attacked at most two during a game (when leaving and enter an environ on another planet) [9.27]

Environ Combat (SS)

Military units combat is only one round [?]

Military combat can occur during any players Military Combat Segment in any environ that contains military units of both players. [10.0]

Environ combat is not required [10.0]

Either player can initiate combat during any player's Combat segment. [10.0]

For each environ, if the phasing player decides not to initiate combat, the non-phasing player can decide to [10.1]

This decision happens for each and every environ with military units from both players [10.0]

Combat in an environ must take place between all military units in the environ [10.1]

Shift the ratio column can be due to leader and environ bonuses. [10.2]

The shift for leader bonus is equal to that characters leadership rating (or the difference if both players have leaders) [10.4]

If the military unit does not have leader and a character unit with a leadership rating above one is in the environ, that character can become the leader [10.4]

The maximum number of leaders for each side of battle is 1. [10.43]

Leaders also negate the penalty column shift in Special Environs [10.44]

Leaders cannot be eliminated to fulfil military combat results. [10.45]

If all military units are eliminated, then the leader is attacked by a squad from the surviving enemy units. [10.45]

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]

For environ combat with leaders, the maximum ratios are '1-6' and '6-1'. [10.42]

If the Rebel player has a military unit of the same environ that the combat is taking place, the rebel player receives a column shift bonus [10.5]

In a "special" environ, the Imperial player receives a column penalty (unless there is a leader) without regard to any other bonus/penalty [10.5]

Characters stacked with military units in combat are not effected or effect combat [10.6]

If a player's military units are eliminated during combat, the characters are immediately attacked by the surviving military units (squad) according to the rules of character combat.

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]

Steps:

First, Phasing player chooses order to resolve combats [10.0]

Second, Phasing player then enemy player can declare combat. The player who decides is the attacking player. The other player is the defending player [10.0]

Third, Combat Strengths of all involved military units and names a leader if present. [10.0]

Fourth, Compute ratio of total attacker strength to total defender strength. [10.0]

Fifth, Round in favor of defender to conform to the simplified ratios on Military Combat Results Table. [10.0]

Sixth, Shift that column due to leader bonus or other applicable reason [10.0]

Seventh, Generate a random number 1-6. [10.0]

Eighth, Follow the results to the right of the slash on the appropriate line of the column to determine how many Combat Strength points of the defending unit to eliminate [10.0]

Ninth, Generate a random number 1-6 [10.0]

Tenth, Referring to the same column as in step 8, determine how many Strength points the attacking units must be eliminated (results to the left) [10.0]

Eleventh, Both players remove the required number of units to fulfil the combat results as closely as possible without exceeding them. [10.0][10.3]

Twelfth, Go to next environ where combat possible, where applicable.

Searching Combat

Characters found by searching can be attacked. [11.0]

Only the group that successfully searches can attack. [11.23]

Combat is not required in either kind of searching (military units or characters). [11.32, 11.33]

If player decides on combat, combat must be immediate. [11.34]

Character Combat (SS)

Character combat occurs when phasing player's characters have been found by non-phasing characters or military units (Found = successful search) [12.0]

Character combat occurs when phasing player's characters encounter a creature when on a mission. [12.0]

Character combat occurs when phasing player's characters encounter an irate local when on a mission. [12.0]

Defending force is controlled by the phasing player [12.0]

Attacking force is controlled by the non-phasing player (need in computer game?) [12.0]

Character combat resolved in one or more rounds. [12.0]

The table used during combat is the "Character Combat Results Table". [12.0]

Sequence of play is interrupted during combat and resumes after completion. [12.0]

At least one defending player's characters must be active for each round. [12.0]

In character combat, the attacking force must be one of: characters, a squad, a creature, or irate locals. [12.1]

In character combat, the defending force is always the characters found during a search or encountered irate locals or a creature. [12.2]

Combat is of one of two types: "hand-to-hand" and "firefight". [12.3]

Intention must be of one of two types in combat: "kill" and "capture". [12.3]

If the attacking group is a "squad" (from ?found?), the combat is always "firefight". [12.31]

If the attacking group is a groups of characters, the attacking group determines the type of combat. [12.32]

Defending player's characters are divided into two groups: "active" and "inactive". [12.4]

At least one character with a current combat ranting above 0 must be named as active defender. [12.4]

Active characters contribute their combat rating and suffer all damage. [12.41]

Active characters still gain possession bonuses (for Rebels) [12.41]

Inactive characters do not contribute their combat rating or suffer damage. [12.42]

Inactive characters have a better chance of "break off". [12.42]

Active and inactive character selection occurs before each round of combat. [12.43]

The attacking player is never divided into active and inactive parts, all parts attack. [12.44]

Before resolving a round of combat, the defending player can attempt to "break off". [12.5]

Both active and inactive characters can attempt to "Break off". [12.5]

The break-off section of the combat results table determines success or fail of breaking off. [12.5]

Procedure for Break-off [12.5] (Example [12.5])

1. Generate a random number from 1-6
2. If the random number Is equal or less than the number listed above the proper differential column, the characters successfully break off

There is a two column shift for capture combat. [12.5]

Characters that successfully break off are no longer considered found and are no longer apart of character combat. [12.51]

Break off must be for all characters, active and inactive. [12.52]

The attacking player cannot break off. [12.52]

Failing break off results in a one to the right column shift during combat. [12.53]

Total defense strength equals combat rating of all active characters with possession bonuses minus wounds. [12.6]

Defense strength is subtracted from attack strength to determine the differential. [12.6]

The differential will correspond to one of the columns on the Character Combat Results Table. [12.6]

If the attacker announces capture combat, the differential is shifted two to the left. [12.6]

If the combat is of type "firefight", all combat results are doubled. [12.6]

If the combat is of type "hand-to-hand", all combat results are normal. [12.6]

After a round of combat, both players assigns wounds to characters equal to the number of damage points taken. [12.7]

A character cannot take more damage than remaining endurance points. [12.7?]

Combat rating is reduced 1-to-1 for each wound received. [12.7]

A character can take damage up to the number of endurance points. [12.7]

A players contribution to the combat rating can never be less than zero (if wounds > combat rating). [12.72]

If a character receives cumulative damage equal to the number of endurance points, the character is dead. [12.73]

If the attacking force is not composed of characters, then if the attacking force receives wounds equal to endurance, combat ceases. [12.74]

Attacking force wounds are detected from combat strength. [12.74]

The decision to capture or kill applies to all rounds of combat [12.8]

The capture occurs after all wounds have been assigned. [12.8]

If a character is captured, the character is chosen randomly from all active characters. [12.8]

A unit must be assigned to guard a captured character immediately. [12.81]

The description of any monster overrides any general rule. [13.45]

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]

Attack by Sentry robots only occurs if the non-phasing player controls the planet. [13.46]

Character Combat from Searches

Characters performing a successful search are considered the attacking force. [12.1]

The attack strength of charactering performing a successful search (attacking force) is equal to the combat rating less wounds [12.11]

Searching Rebel characters that attack benefit from possessions. [12.11]

Military units performing a successful search are considered the attacking force. [12.12]

The attack strength and endurance are determined by referring to the "Squad Chart". [12.12]

If the military units have a leader, the squad's endurance is increased. [12.12]

Military units are never affected by the outcome of character combats involving squads that they have "dispatched" upon finding enemy characters. [12.12]

All Characters not stacked with military units are attacked in one combat [12.2]

Character Combat involving Creatures/Irate Locals

Character combat involving creatures only occurs when the "Creature attacks one Mission Group" event card is drawn. [12.12]

Character combat involving irate locals only occurs when the "Irate Locals attack one Mission Group" event card is drawn. [12.13]

The creature is considered the attacking force. [12.10]

Irate locals are considered the attacking force. [12.10]

Character combat involving creatures is resolved immediately. [12.12]

Character combat involving irate locals is resolved immediately. [12.13]

Only one character mission group is attacked. [12.2]

If more than one character mission groups are present in the environ, the mission group attacked is random [12.2]

Combat involving irate locals may be "firefight" or "hand-to-hand" as determined by the Irate Locals chart. [12.31]

The intention of combat involving creatures is always "kill". [12.32]

The intention of combat involving irate locals is always "kill". [12.32]

Character Combat involving Event Cards that cause the characters to be "found"

If no enemy characters or enemy military units are present in the same environ, the characters are not found. [12.15]

The non-phasing player must attack "found" characters if able. [12.15?]

The non-phasing may attack with characters OR with military units if present in the same environ. [12.15]

Only one character mission group is attacked. [12.2]

If more than one character mission groups are present in the environ, the mission group attacked is random [12.2]

Procedure:

1. Determine whether "hand-to-hand" or "firefight" style combat. [12.0]

2. Attacker announces whether attempting to "kill" or "capture". [12.0]

3. Defender announces which characters are "active" and which are "inactive" in upcoming round of combat. [12.0]

4. Calculate combat differential by subtracting the total Combat Ratings of all active defending characters from the total combat strength of attacking force. [12.0]

5. Defending player my attempt to "break off". [12.0]

6. If not all defending player's characters successfully "break off", generate random number 1-6.

7. Match random number with column that matches the combat differential.

8. Adjust column to figure in "break off" and "capture" modifiers.

9. Read the number to the right of the slash.

10. The defender receives this number of wounds.

11. If the result contains an *, a defending character is captured.

12. Generate a random number 1-6.

13. Find the row in the same column, left the number to the left of the slash.

14. Attacker receives this number of wounds.

15. If the results contains an *, a defending character is captured.

16. Wounds are divided up among active characters according to each player.

17. Repeat 3-16 as long as both sides have live uncultured characters and the defender has not broken off combat.

Rebellion

This is immediate. [10.7]

Leaders can be named before combat [10.7]

If the rebel units have no leader, the units still receive one shift. [10.7]

Normal combat rules apply and after combat has been resolved, the turn proceeds as usual [10.7]

Rebel military units received when entering a state of rebellion may attack imperial units if the rebel player wishes. [15.4]

Combat using a PDB (Non-star system)

PDB executes a racking attack [9.28]

Control SRS

Attack by Sentry robots only occurs if the non-phasing player controls the planet. [13.46][15.51]

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]

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, can received a spaceship, which is stacked with the Imperial Knight (up to the beginning of the play limit?). [14.61][15.73]

Characters do not have any effect and are ignored in determining who controls the planet. [15.74]

Neither player may perform "Coup" or "Diplomacy" missions if the planet is in a state of Rebel controlled. [15.75]

If a planet's 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]

Rules of Control are shown in the "Planet Control Chart". [15.8]

States

A planet can be in one of four states: "Imperial Control", "Rebellion", "Rebel Control", or "Rebellion Stopped". [15.5]

Actual control of a planet is determined by which player has military units on the planet and whether the PDB is up or down, as described in detail below. [15.5]

Control of a planet can change instantaneously or at the end of a game-turn. [15.5]

A planet in a state of imperial control can be controlled by the imperial player or controlled by neither player. [15.5]

The State of control and the actual control are two separate decisions. [?]

Determining who controls the Planet:

Not in Rebellion (Imperial):

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]

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]

If there are only Rebel military units on the planet and the PDB is Up, the Imperial Controls the planet. [15.51]

If there are only Rebel military units on the planet and the PDB is Down, neither player controls the planet. [15.51]

During rebellion:

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]

If only Rebel military units or no military units on the planet and the PDB is down, neither player controls the planet. [15.52]

The Rebel player may place the the PDB up (according to [16.16]) [15.52]

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].

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]

During a State of Rebel Control:

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]

If there are only Rebel military units, Rebel and Imperial military units, or no military units on the planet, the Rebel player controls the planet, regardless of whether the PDB is up or down. [15.53]

If there are only Imperial military units on the planet and the PDB is Up, the Rebel player controls the planet. [15.53]

If there are only Imperial military units on the planet and the PDB is Down, neither player controls the planet. [15.53]

During a State of Rebellion Stopped

A planet is in a State of Stop Rebellion when the Imperial player has completed a "Stop Rebellion" mission. [15.54]

If there are only Imperial units on the planet, the Imperial player controls the planet, regardless of the state of the PDB, otherwise neither player controls the planet. [15.54]

State of Control and the PDB

Only a player who controls the planet (See Control SRS) may use the PDB. [15.6]

A player who controls the a PDB in a state of "Down" may place it "Up" at certain times during the game. [15.61]

Control/Rebellion has no effect on the level of a PDB. [15.62]

Star System Scenarios

Reinforcements received during the game may be placed on any Environ on any planet the player controls. [16.15]

Reinforcements received during the game may be placed on any Environ with no enemy units on any planet that neither player controls. [16.15]

Other Effects of Planet Control

@todo [15.52]

Creature SRS

The description of any monster overrides any general rule of the game. [13.45]

Creature stats and descriptions are found in the Galactic Guide. [13.45]

Creatures are used during an action card that states a creature attacks (See Galactic Guide) [5.3K]

Creatures are only spawned on environs in which they are listed. [5.3K]

Detection SRS

Detection using a PDB (Star System)

The PDB can be used to attempt detection of Enemy characters entering, leaving, or travelling on the planet in a spaceship [8.2]

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]

First, determine the "Evasion Value" of the spaceship. [9.3]

Second, generate a random number between 1-6. [9.3]

Third, determine results using the Detection Table. [9.3]

Values followed by an * in the table are ignored [9.31]

The level of the PDB influences the results [9.3]

The detection status of the enemy units the results [9.3]

The outcome of the detection is one of the following four results: "Undetected", "Detected", and "Detected and Damaged", and "Eliminated". [9.31]

If the outcome of the detection is "Undetected", undetected units can continue movement and detected units become undetected and can continue movement. [9.31]

If the outcome of the detection is "Detected" all characters in the spaceship have a status now of "detected" and movement continues [9.31]

If the outcome of the detection is "Detected and Damaged", all the characters in the spaceship have a status of "detected" [9.31]

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] (SS only)

If the outcome of the detection is "Eliminated", the spaceship and all characters on board are eliminated [9.31]

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"

A "down" PDB cannot be used for detection [9.32]

Detection against the same spaceship might be done twice (i.e. move from and to a planet controlled by an enemy PDB) [9.33]

Movement from one environ to another on the same planet can be detected just once [9.33]

Military units or characters specifically never undergo detection [9.34]

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]

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]

If "undetected" characters move to an environ with "detected" characters, those "undetected" characters become "detected" [9.4]

If "detected" characters move to an environ with "undetected" characters, the "undetected" characters become "detected" [9.4]

Enemy can make a reaction move due to "detected" characters and may conduct a search for those characters during the Search Phase [9.41]

Characters may be detected due to events on an action card when resolving mission or due to a search. [9.42]

Assassination mission can only be performed against a detected enemy character [9.44]

If a spaceship leaves a planet and is ineligible to conduct the Detection Routine, the spaceship is no longer detected. (Does that include the characters?) [9.45]

A stack with military units are considered detected with regards to enemy PDBs [9.52]

Each spaceship much be detected separately. [9.54]

Other

When a player uses characters to search, those characters are automatically detected [11.31]

Enemy Reaction Segment SRS

During the enemy reaction segment, the non-phasing player can make a reaction move [9.6]

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]

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 [9.6]

A reaction move cannot be made from one planet to another [9.61]

Units moved according to the reaction can be stacked with other units in that environ [9.62]

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]

Environ SRS

Each environ has the following characteristics:

Environ Size [5.3E]

Name of one or more races [5.3F]

One star faring race. [5.3F] (Maybe)

Resource Rating [5.3H]

Coup Rating [5.3I] (Maybe)

Name of Sovereign [5.3I] (Maybe)

Creature [5.3K]

The environ size limit is per player [9.51].

The limit does not apply to characters and spaceships [9.51]

For environ combat, see the Combat SRS.

Environs can be one of types: Urban, Wild, Liquid, Subterranean, Air, and Fire. [5.3J]

Environ types Wild, Liquid, Subterranean, Air, and Fire are "special" environs. [5.3J]

The environ size limits the number of Actions cards. [5.3F]

The environ size limits the maximum number of military units. [5.3F]

The race affects the nature of Irate Locals attack (See [12.14]) [5.3G]

Resource Ratings determined the number of military units created during rebellion. [5.3H]

The coup rating is used when performing the coup mission. [5.3I]

Environ type determines which section of the Action card to use. [5.3J]

Environ type determines what kind of Rebel military units are created when the planet is placed in rebellion. [5.3J]

Environ type affects the strength of certain military units. [5.3J]

Creatures are used during an action card that states a creature attacks (See Galactic Guide) [5.3K]

SS Game

The sovereign has no effect on the Star System Game. [5.3I]

Non SS Game

Environs with star-faring races may affect other planets [5.3G]

Game Turn SRS

Star System Game

The Game turn is comprised of first a Rebel turn, followed by an Imperial turn, followed by a game-turn interphase.

Rebel Player Turn

    A. Operations Phase
        a. Movement Segment
        b. Enemy Reaction Segment
        c. Military Combat Segment
    B. Search Phase
    C. Mission Phase
        a. Mission Assignment Segment
        b. Mission Action Segment
        c. Bonus Draw Segment

Imperial Player Turn

    A. Operations Phase
        a. Movement Segment
        b. Enemy Reaction Segment
        c. Military Combat Segment'
    B. Search Phase
    C. Mission Phase
        a. Mission Assignment Segment
        b. Mission Action Segment
        c. Bonus Draw Segment

Game Turn Interphase

Rebel Player checks to see if any planets are Rebel controlled.

Game turn marker is advanced one space

Healing SRS

Characters who are stacked with military units, characters who are guarding prisoners, or healing cannot go on missions. [13.7]

Healing occurs if the character with wounds does nothing for owning player's entire turn. [13.71]

If a character leads military units, pilots a character shapeship, moving from one environ to another without a spaceship, the character is not healed (not a complete list?) [13.71]

If a characters is a passenger in a character spaceship or moved with military units, this does not prohibit healing. [13.71]

All wounds of a character are automatically healed if the character meets the requirements for healing. [13.71]

Military units cannot be healed since military units cannot be damaged or assigned wounds. [?]

Doctor Sontag and the "Medi-Kit of Ptolus" can heal characters of wounds only during the Rebel player's turn. [13.72]

Any wounded Rebel characters stacked with Doctor Sontag at the beginning of the player turn are immediately healed at the beginning of the Rebel player's turn. [13.72]

Any character in possession of the "medi-kit of Ptolus" will be healed at the beginning of that player's turn. [13.72]

Doctor Sontag or the medi-kit can only be used at the beginning of the Rebel player's turn (before any other action). [13.72]

Doctor Sontag can perform mission in the turn in which he heals. [13.72]

Doctor Sontag can heal himself. [13.72]

Imperial Military Units SRS

Star System

Imperial player has only military types of Militia, Patrol, and Line.

The Militia has a strength of 1-0.

Patrol has a strength of 1-2

Line has a strength of 3-2.

Militia units are always shown, never hidden [7.21]

Militia cannot leave a planet [7.21]

Patrol and Line deployed "mobile" status [7.22]

Patrol and Line strength revealed when used (still necessary in with a computer enforcing the rules?) and then rehidden when the strength rating is used. [7.22]

Patrol and Line strength only hidden from Rebel player. [7.22]

Patrol and Line may move from any environ to any other in the star system (In contrast to Militia) [7.23]

Mission SRS

General Notes on Missions:

All missions in an environ are independent of all other missions in other environs. Each environ is resolved before going to the next environ.

The maximum number of action cards in TOTAL for all missions in the environ is equal to the environ size, i.e. the environ size does not apply just to individual groups. Also, if ANY resolved action card contains the mission letter of ANY active mission group in that environ, that mission is then considered completed (except for 13.51 missions, see below). Also, the effect of the action card is on a RANDOM active mission group. (See [13.5])

Star System

Assassination mission can only be performed against a detected enemy character [9.44]

Non-phasing player may search for enemy characters that are performing missions (Action Event) [11.0]

Missions are performed during the Mission phase. [13.0]

Missions are selected from available mission cards. [13.0]

Missions are performed by characters. [13.0]

Mission are performed only in the environ in which a phasing player's character(s) are located. [13.0]

Missions are resolved by Action cards [13.0]

Each mission is completely resolved one environ at a time before preceding to the next environ. [13.0]

Order is up to the phasing player. [13.0]

Characters cannot be moved from a non-mission stack during the mission phase, i.e. a mission stack is required at the end of the previous phase [?]

Procedure: [13.0]

1. Player assigns missions to any or all of characters in an environ not stacked with military units.
2. Player draws a number of action cards equal the environ size, one at a time.
3. For each card draw, immediately apply its effects.

4. If any "mission letters" on the card match the missions he has assigned to the characters, the mission effects are immediately implemented (exception 13.5)
5. After drawing as many action cards at required, player may take a bonus draw for each mission not yet completed separately, depending on the type of mission, attributes of characters and possessions.
6. All bonus cards are drawn at once, ignoring ones without the "mission letter".
7. If any bonus cards have the "mission letter", the effects of the mission are implemented.
8. Repeat 1-7 for each environ
9. Mission Phase (and turn) is over

All eligible characters might be assign to one mission, each character to separate missions, or any combination in between. [13.1]

Each character can only be assigned to one mission during each mission phase. [13.1]

Some missions are only available one player. [13.1]

Some missions require certain environ conditions. [13.1]

Eligible characters are not required to join a mission, and if they do not join, they are not effected by any mission results. [13.1]

Missions Cards have the following attributes: [13.2]

Name

Identifying letter

Goal

Effects

Restrictions

Bonus Draws

Name

Name shall be a string

….

Coup mission requires at least one character with an intelligence rating greater than one [13.2]

If the coup mission is successful, the coup mission cannot be attempted again on the same environ [13.2]

Coup mission cannot be performed on an environ that has already been in coup or does not have a coup rating. [13.2]

The coup rating of the environ is used when performing the coup mission. [5.3I]

Environ type determines which section of the Action card to use. [5.3J]

Only the Gather Information mission directly affects victory points. [13.2]

A diplomacy mission is effected by the planets loyalty status. [13.2]

If the diplomacy mission is being attempted by a Rebel player with on a patriotic planet, 2 bonus draws are subtracted. For a planet in decent, one bonus draw is added. [13.2]

Since there are no sovereigns in the star system game, there are no bonuses to the diplomacy mission from their presence. [13.2]

The subvert troops and scavenge mission can only be performed by the rebel player. [13.2]

"Start Rebel Camp" (B) can only be performed by the rebel player. [13.2]

An established rebel camp can performed missions: C, D, F, I, S, and T. [13.2]

A rebel camp is equivalent to a character for mission purposes. [13.2]

Rebel camp never receives bonus draws. [13.2]

Rebel camp is never effected by the effects of action cards no matter what the contents. [13.2]

Only at most one rebel camp can occupy an environ. [13.2]

A rebel camp cannot be moved. [13.2]

Characters cannot accompany the rebel camp on any mission (and vice versa?). [13.2]

When aborted by an action card during the "Assassination" (A) mission, the mission group does not roll to see how the group is affected. [13.2]

For the Province and Galactic game, the mission also does not roll to see how the group is affected when aborted by an action card. [13.2]

The following are not available during the Star System game: "Spaceship Quest", "Summon Sovereign", "Question Prisoner", and "Steal Resources". [13.2]

The maximum number of cards a mission group may draw is the environ size. [13.3]

The mission groups may stop drawing action cards at any time [13.3]

Each card is resolved immediately, before the next one can be drawn. [13.3]

Bonus draws are only available if the mission group has drawn the maximum number of action cards available limited by the environ size. [13.3]

The action card must be resolved before the mission letters on the card take effect. [13.3]

If the mission group is eliminated during an action card effect, the mission letter does not take effect. [13.3?]

Each action card has three sections: "urban", "special", and "wild". [13.32]

For missions occurring in an environ of type "urban", use the "urban" section of the action card only. [13.32]

For missions occurring in an environ of type "wild", use the "wild" section of the action card only. [13.32]

For missions occurring in an environ of type "subterranean", "liquid", "air", or "fire", use the "special" section of the action card only. [13.32]

An action card is only considered if any mission type mentioned is being performed on that environ. [13.41] (doesn't have to be the mission of the mission group performing the mission?)

If the action drawn is the same as a previously drawn action, the action drawn is ignored (except [13.48]). [13.42]

If the action drawn contradicts a previously drawn action, the action drawn is ignored. [13.42]

Action draws ignored do not count towards any limit, etc. [?]

If a single mission group is affected by an action card, that mission group is randomly chosen from all active mission groups in that environ. [13.43]

If an event aborts a mission, that mission group is no longer effected by an action card effects. [13.44]

If an event aborts a mission, that mission group is no longer effected by bonus draws. [13.44]

The description of any monster overrides any general rule. [13.45]

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 more sentry robots. [13.46]

Attack by Sentry robots only occurs if the non-phasing player controls the planet. [13.46][15.51]

During an "Irate locals attacks" event, the race is determined by the environ and the stats by the "Irate Locals Chart". [13.47]

If more than one race is named, use the first on listed on the "Irate Locals Chart." [13.47]

If the planet is currently in rebellion or rebel-controlled, ignore the event if the Rebel player is conducting the mission. [13.47]

An event allowing non-phasing player to conduct search for characters going on the missions, he searches for one group immediately (Also see [13.42]). [13.48]

If another card is drawn (during the same mission phase), the non-phasing player may search for a mission group that has not been searched for during that mission phase. [13.48]

If all mission groups in an environ has been searched for once (success is not important), no more searches can be conducted. [13.48]

If no more searches can be conducted because all missions groups have already been searched for, the card is ignored. [13.48]

After the action has been performed (assuming the mission group is still alive?), if any mission letters corresponding to the mission the group is performing is found, the mission is completed effective immediately (Except those missions listed in 13.51). [13.5]

The characters of a group that have successfully completed a mission are no longer take part in action draws. [13.5]

If there are other mission groups still attempting to complete their missions, they continue drawing cards up to the limit of the environ size. [13.5]

The following missions allow different degrees of success (depending on how many of the appropriate Mission Letters the Player draws): Coup (C), Diplomacy (D), Free Prisoners (F), Gather Information (I), Stop Rebellion (R), Sabotage (S), Subvert Troops (T). [13.5]

The missions above (those listed in [13.5]), is not required to consider the mission completed when drawing the appropriate mission letter (in contradiction to [13.5]). [13.51]

By continue performing the missions (of those listed in [13.5]), the player hopes to get a second or third, etc. mission letter in gaining the effects as listed on the missions cards. [13.51]

If the player chooses to continue the missions listed in [13.51], the mission is not considered complete and the effects are NOT implemented. [13.51]

If a continuing mission (of [13.51]), is aborted, the mission is not considered completed and the effects of the mission are not implemented. [13.51]

If all the characters in the mission group at killed or captured, the mission is not considered completed and the effects of the mission are not implemented. [13.52]

The decision to stop a continuing mission occurs after an action card has been resolved and before the next one is drawn. [13.52]

If a continuing mission is stopped, the mission is considered complete and all accumulated results happen. [13.52]

If no more action cards can be drawn (due to the environ size), a continuing mission is considered complete and all accumulated results happen. [13.52]

Bonus draws can be used for continuing missions. [13.52]

The Stop Rebellion mission only applies to the Imperial Player. [13.53]

The Stop Rebellion requires two mission letters to be completed. [13.53]

Bonus draws only occur after the maximum number of actions cards have been resolved due to the environ size. [13.6]

Bonus draws only apply to the mission group performing the mission [13.6?]

Bonus draws are all drawn at once. [13.6]

The effects of bonus draws are ignored. [13.6]

Each active mission group can take bonus draws equal to the amount specified by the mission card plus bonus. [13.6]

Even if a mission card does not specify a bonus number, if a bonus applies, bonus draw(s) are still available. [13.6]

Bonus draws bonuses can come from a character's special characteristic or an event that allows an extra bonus draw (not SS?) [13.6]

Characters who are stacked with military units, characters who are guarding prisoners, or healing cannot go on missions. [13.7]

Player may obtain possessions from a "Scavenge for Possessions" mission. [14.1]

A player who controls a planet is safer during missions. [15.0]

Rebellion starts by performing the "Start Rebellion" mission. [15.2]

A rebellion maybe started only on a planet in unrest. [15.2]

A player may select the "Start Rebellion" mission even if the planet is not in "unrest". [15.2]

The imperial player maybe attempt to stop a Rebellion by attempting the "Stop Rebellion" mission. [15.3]

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]

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]

A captured character unit can be freed by executing the "Free Prisoners" mission. [12.82]

If a captured character is guarded by an enemy character, that guarding character cannot perform missions. [12.81]

Missions (Non-SS only)

The presence of a Sovereign may affect the diplomacy mission. [13.2]

Movement SRS

Star System games

During the movement segment of the player's turn, a player can move any of his characters, character spaceships, and military units [9.0]

Units can be moved from an Environ to a environ on the same planet without restriction [9.0]

Characters can only move from an environ to an environ on a different planet by using a spaceship [9.0]

Mobile units can move from an environ to an environ on a different planet without restriction [9.0]

A unit can only move to another environ, i.e. cannot move a non-environ space such the orbit box or drift. [9.0]

If units are moved together, they are referred to as a stack [9.0]

Moving units has no penalty due to distance or type of movement (e.g. interplanetary) [9.0]

PBD detection sequence is possible when moving to, from a planet with a PDB with a status of "up" and the planet is in control by the enemy player. [9.0]

During detection, movement is halted until the detection sequence is over [9.0]

PBD attack also halts movement until the combat is resolved. [9.33] (SS only)

Each unit can only be moved at most once during the movement phase [9.0]

The non-phasing player can make a reaction move only when the phasing player has finished their movement segment. [9.0]

The player most choose the destination and continue to the destination unless destroyed in the process, i.e. any event after the decision to move cannot influence the destination [?]

Military units cannot move to an environ that has reached its maximum environ size [9.5]

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]

A spaceship can only carry as many characters as the stated on the card [9.56]

Reaction Move

During the enemy reaction segment, the non-phasing player can make a reaction move [9.6]

The enemy may make a move for each military unit and detected character of the phasing player in each environ [9.6]

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 [9.6]

A reaction move cannot be made from one environ to another [9.61]

Units moved according to the reaction can be stacked with other units in that environ [9.62]

General?

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]

The captured character must be moved with a unit, unless reassigned. [12.81]

PDB SRS

[table = Military Combat Results Table]

The PDB is controlled by the player who controls the planet [8.0]

Every planet has a PDB [8.0]

The level of the PDB is one of the following values: 0,1,2 [8.0]

The PDB can have status of "up" or "down" [8.0]

A status of "up" means functional and a status of "down" means not functioning [8.0]

If the planet is not in control of either player, the PDB cannot be used by any player [8.33]

Star System Game

The level of the PDB cannot be improved [8.13]

The PDB can be used to attempt detection of Enemy characters entering, leaving, or travelling on the planet in a spaceship [8.2]

The PDB can only be used if the status is "up" [8.2]

A PDB with a status of "down" cannot be used for any purpose. [8.2]

The PDB can change to "down" status due to "Sabotage Mission" (n53), Action Event "Locals Raid" (n70) [8.31]

If units move from environ to another environ on the same planet, the PDB cannot be used for detection [9.0]

If characters move across the planet without a spaceship, the PDB cannot be used for detection. [9.0]

If the characters move across the planet with a spaceship, they are considered to be in the spaceship and can be detected [9.0]

Combat using a PDB (Star System)

Attacking a military unit or stack of military units is done according the rules of military combat using the Military Combat Results Table for a PDB [9.21]

Military combat does not occur against character spaceships [9.21]

An attack by a Level 2 PDB is resolved using 3-1 column of the table. [9.22]

An attack by a Level 1 PDB is resolved using the '1-1' column of the table. [9.22]

A level 0 PDB cannot be used to attack [9.22]

First, a random number between 1-6 is used to determine the damage inflicted on the enemy units by the player controlling the PDB [9.22]

Then, a random number between 1-6 is used to determine the damage inflicted on the PDB by the enemy military units [9.22]

Damage is then allocated according the regular rules of allocation [See 10.3]

Surviving moving units can continue movement [9.24]

If PDB incurs a loss of 2 when attacking, it is placed in "down" status [9.25]

If PDB incurs a loss of 3 when attacking, it is placed in "down" status and reduced a level [9.25]

Loss of 1 has no effect on a PDB [9.25]

A unit cannot attack an enemy PDB [9.26]

Due to movement restrictions, a unit can be attacked/detected at most twice during the movement turn (when leaving and enter an environ on another planet) [9.27]

If a spaceship leaves a planet and is ineligible to conduct the Detection Routine, the spaceship is no longer detected. [9.45]

A stack with military units are considered detected with regards to enemy PDBs [9.52]

Detection using a PDB (Star System)

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]

First, determine the "Evasion Value" of the spaceship. [9.3]

Second, generate a random number between 1-6. [9.3]

Third, determine results using the Detection Table. [9.3]

Values followed by an * in the table are ignored [9.31]

The level of the PDB influences the results [9.3]

The detection status of the enemy units the results [9.3]

The outcome of the detection is one of the following four results: "Undetected", "Detected", and "Detected and Damaged", and "Eliminated". [9.31]

If the outcome of the detection is "Undetected", undetected units can continue movement and detected units become undetected and can continue movement. [9.31]

If the outcome of the detection is "Detected" all characters in the spaceship have a status now of "detected" and movement continues [9.31]

If the outcome of the detection is "Detected and Damaged", all the characters in the spaceship have a status of "detected" [9.31]

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] (SS only)

If the outcome of the detection is "Eliminated", the spaceship and all characters on board are eliminated [9.31]

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". [9.32]

A PDB that is "down" cannot be used for detection [9.32]

Detection against the same spaceship might be done twice (i.e. move from and to a planet controlled by an enemy PDB) [9.33]

Movement from one environ to another on the same planet can be detected just once [9.33]

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]

Movement from one environ to another on the same planet can be detected just once [9.33]

Military units or characters specifically never undergo detection [9.34]

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]

General

The evasion value is the sum of the spaceship's maneuver rating and the pilot character's navigation rating (see 14.53). [14.5]

Non-Star System Game

A force point can be expended to change the status a PDB from "down" to "up" [8.32]

PDB executes a racking attack [9.28]

Planet SRS

For rules regarding the Control of the Planet, refer to the Control SRS.

There are 51 planets. [5.3]

@ todo [5.3]

Each planet has the following information: [5.3]

Orbit box

Planet Number

Planet Name

Capital[Y/N]

Throne[Y/N]

Secret[Y/N]

Name of Star-faring race

Loyalty marker

S ("Start Rebellion") marker

A or AC ("Armegeddon") marker

1-3 environs.

The first two digits of a planets number is the number of the star. [5.3A]

A planet may be controlled by the Imperial Player, Rebel Player, or neither. [15.0]

A player who controls a planet is safer during missions. [15.0]

Control is determined by whether or not a planet is in rebellion and which player's military units are on the planet. [15.0]

A planet may be put into rebellion when the planet is in a state of unrest. [15.0][15.13]

An imperial player may attempt to stop a planet in rebellion. [15.0]

At the beginning of the game, the loyalty counter has one of 5 values. [15.1]

The loyalty counter may be moved due to the "Diplomacy" or "Political Tract" missions. [15.12]

Some action cards may move the loyalty counter. [15.12]

If the loyalty counter is Patriotic, it cannot be increased further in the imperial player's favor. [15.13]

If the loyalty counter is Unrest, it cannot be increased further in the rebel player's favor. [15.13]

The loyalty counter in a planet in a state of rebellion or rebel controlled cannot be moved. [15.14]

If a planet is in a state of rebellion stopped, the loyalty counter can be changed. [15.15]

A rebellion maybe started only on a planet in unrest. [15.2]

A player may select the "Start Rebellion" mission even if the planet is not in "unrest". [15.2]

A planet in a state of rebellion is controlled by neither player. [15.4]

When a planet enters a state of rebellion the rebel player receives military units according to each environ's resource rating. [15.4]

Rebel military units received when entering a state of rebellion may attack imperial units if the rebel player wishes. [15.4]

Possessions SRS

There are 20 possessions in the game. [14.0]

There are 4 types of possessions: character spaceships, weapons, objects, and companions. [14.0]

Possessions are only used by the rebel player [14.0]

Possessions are obtained during the course of the game, or the beginning of the game. [14.0]

The imperial spaceship is not a possession. [14.0]

The imperial spaceship can only be used by the imperial player. [14.0]

Player may obtain possessions from a "Scavenge for Possessions" mission. [14.1]

When the rebel player receives a possession, it must be immediately assigned to a character. [14.11]

If a possession is obtained at the beginning of the game, any character may hold it. [14.11]

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]

Possessions may be transferred at the beginning of the rebel mission phase, never during. [14.12]

A character may possess any number of weapons and object possessions. [14.13]

A character may only have one companion possession (regardless of other possessions). [14.13]

A character may only have one spaceship (regardless of other possessions). [14.13]

Until the possession is used, it may be kept secret. [14.2]

If the possession card states, "Never needs repair", the possession maybe used as many times as the rebel player wishes. [14.1]

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]

During the star system game, if the possession is inoperative, it is lost. [14.22]

In the province and galactic games, inoperative possession may be repaired. [14.22]

If the possession card states, "Lost after one use", it is returned to the possession deck after use. [14.23]

Lost possession are returned to the possession deck. [14.24]

Drawing a possession is random. [14.24?]

Possessions carried by a killed character are destroyed (except spaceships). [14.25]

Destroyed possessions are not returned to the possession deck, they are removed from play. [14.25]

If a rebel character is capture, the imperial player may hold to that character's possessions until the end of play (except spaceships), but may not use it. [14.26]

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]

Possessions (n49-n52) "Cervac Mk V", "Norrocks", "Charsot", and "Advisor Andriod" are companions. [14.3]

A companion counts as one passenger on a character spaceship. [14.3]

Possessions (n41-n42) "High Energy Sniper's Rifle" and "Assassin's Blade" are weapons. [14.4]

Possessions (n43-n48) are objects. [14.4]

Weapons and objects do not count towards passenger limits. [14.4]

Helian Drug lasts from the segment of the player-turn declared to the beginning of the same segment in the phasing player's next player-turn. [14.4]

For spaceship possession information, refer to the Spaceships SRS under the Rebel Spaceships or General sections.

Rebel Military Units SRS

Star System Game

Rebel military units only have values of '1-0' and '2-1' [7.3]

Units with stats of '2-1' are considered to be mobile. [7.3], therefore units with stats of '1-0' cannot leave the planet, while units with stats '2-1' can.

Rebel military units are never hidden [7.3]

For each value, Rebel units come in each type of environ. [7.31]

Rebel military units are created when planet goes into Rebellion [7.32]

The rebel military units have the type of the environ in which they are created, although they are not confined to that environ [7.32]

When a planet enters a state of rebellion the rebel player receives military units according to each environ's resource rating. [15.4]

Rebel military units received when entering a state of rebellion may attack imperial units if the rebel player wishes. [15.4]

Rebellion SRS

A planet goes into Rebellion when a Start Rebellion mission is completed on the planet, in a Province game, a result of a Domino Effect, in the Galactic Game as a result of a Galactic Event. [15.52]

If the planet is currently in rebellion or rebel-controlled, ignore the event if the Rebel player is conducting the mission. [13.48]

The Stop Rebellion mission only applies to the Imperial Player. [13.53]

The Stop Rebellion requires two mission letters to be completed. [13.53]

Control is determined by whether or not a planet is in rebellion and which player's military units are on the planet. [15.0]

A planet may be put into rebellion when the planet is in a state of unrest. [15.0]

An imperial player may attempt to stop a planet in rebellion. [15.0]

Rebellion starts by performing the "Start Rebellion" mission. [15.2]

A rebellion maybe started only on a planet in unrest. [15.2]

A player may select the "Start Rebellion" mission even if the planet is not in "unrest". [15.2]

The imperial player maybe attempt to stop a Rebellion by attempting the "Stop Rebellion" mission. [15.3]

A planet in a state of rebellion is controlled by neither player. [15.4]

When a planet enters a state of rebellion the rebel player receives military units according to each environ's resource rating. [15.4][5.3H]

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]

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]

Rebel military units placed because of starting rebellion, are placed regardless of other rebel or imperial military units. [15.43]

Rebel military units placed because of starting rebellion, can move regularly after being placed. [15.43]

Rebel military units received when entering a state of rebellion may attack imperial military units if the rebel player wishes. [15.4][15.45]

When the planet is placed into rebellion, the Imperial Player loses control of the planet. [15.4]

When the planet goes into rebellion, the Rebel player receives force points for each environ on a planet equal to the Environ's Resource Rating. [15.41]

A "1-0" military unit costs one Force Point. [15.41]

A "2-1" military unit costs three force points. [15.41]

The force point from each environ can only be spent on units placed on that environ. [15.41]

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]

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]

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]

A Coup or Diplomacy mission cannot be performed on a planet in a state of Rebellion. [15.47]

The loyalty marker on a planet in rebellion cannot be moved. [15.47]

A planet can be placed in and out of rebellion any number of times. [15.48]

If a planet is placed into a state of rebellion from rebellion stopped, the Rebel player does not receive units. [15.48]

SS Only

Only "1-0" and "2-1" military units can be purchased using force points for a planet placed in a state of rebellion. [15.42]

Search SRS

Star System

If a military unit finds an enemy unit, squad type combat is (automatically?) initialized. [7.1]

Enemy can make a reaction move due to "detected" characters and may conduct a search for those characters during the Search Phase [9.41]

Characters may be detected due to events on an action card when resolving mission or due to a search. [9.42]

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]

Non-phasing player may search for enemy characters that are performing missions (Action Event) [11.0]

Searching is resolved by using the search table. [11.0]

Characters found by searching can be attacked. [11.0]

Characters stacked with military units cannot be used for searching [11.21]

Characters stacked with military units can be unstacked and then the characters can perform a search. [11.21]

If a character is a leader, that character cannot be used for searching. [11.22]

Searching by military units and characters must be done separately and is two different searches. [11.23]

Only the group that successfully searches can attack. [11.23]

All searching attempts are set before any search procedure is carried out. [11.23?]

When a player uses characters to search, those characters are automatically detected [11.31]

Combat is not required in either kind of searching. [11.32, 11.33]

If player decides on combat, combat must be immediate. [11.34]

Procedure:

1. Non-phasing player determines "search value" by adding up the total combat strength points plus the leader's leadership rating, if the leader is present OR the sum of the intelligence ratings of the searching characters [11.0]

2. Phasing player determines the Hiding value of characters being searched by adding intelligence ratings of one character in the group to the environ size number then subtracting the total number of characters. [11.0]

3. Refer to Search Table to yield a number [11.0]

4. Generate a random number 1-6 [11.0]

5. If random number is =< number, characters have been found. [11.0]

Searching can only be done during the search phase of enemy player turn or if called by an action card [11.1]

If searching is called by an action event, play is interrupted until the searching operation and possible combat is resolved [11.12]

Searching can only be done in environs with friendly characters or military units AND detected enemy characters. [11.1]

Characters stacked with military units cannot be searched. [11.1]

Characters alone or stacked with other characters and/or spaceships can be searched. [11.11]

Searching can be done in any and all environs each search phase that meet the criteria. [11.1]

Characters performing a successful search are considered the attacking force. [12.1]

An event allowing non-phasing player to conduct search for characters going on the missions, he searches for one group immediately (Also see [13.42]). [13.48]

Spaceships SRS

(Incomplete?)

Rebel Spaceships:

Possession cards 33-40 are Rebel Character spaceships. [14.5]

Spaceships can be used to move from environ to environ and planet to planet.

Rebel Spaceships have the following ratings:

Maneuver

Passengers

Cannon (non SS)

Shields (non SS)

The Maneuver rating is used to determine the evasion value during detection routine. [14.5]

The evasion value is the sum of the spaceship's maneuver rating and the pilot character's navigation rating (see 14.53). [14.5]

The passenger ratings determines the maximum number of characters and companion possessions that the spaceship may carrying when it is being moved. [14.5]

A spaceship may be assigned and reassigned to any Rebel characters. [14.51]

To pilot a starship, the assigned spaceship must have a navigation greater than one. [14.51]

The pilot is determined by whoever possesses the spaceship. [14.51]

If the ship's maneuver rating exceeds the pilot's navigation by more than one, the ship's maneuver rating is reduced until it is one greater than the pilot's navigation rating (except for S-XIII spaceship). [14.52]

The S-XII spaceship always has its full maneuver rating when determining the evasion rating. [14.58]

If the pilot's navigation rating exceeds the ship's maneuver rating by more than one, the pilot's navigation rating is reduced until it is one greater than the ship's maneuver. [14.52]

If the rebel player receives a character than possess a character spaceship during play, that character's spaceship is assigned to that player if the spaceship is not in play. [14.53]

If the rebel player receives a character that possess a character spaceship, the spaceship is assigned to that character. [14.53]

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]

If the character spaceship already exists when the player receives the character, then no effect. [14.53]

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]

If a character moves during a reaction move, only the pilot and the spaceship may be moved, no other characters. [14.56]

The number of characters and companion possessions is limited by the ship's passenger rating. [14.57]

Weapons and object possession do not count towards the passenger limit. [14.57]

A spaceship cannot carry another spaceship. [14.57]

Each spaceship must be piloted unless moving with Rebel military units. [14.57?]

If the spaceship is not stacked with Rebel characters or with Rebel military units, it is immediately lost. [14.59]

Imperial Spaceships

Redjac's spaceship can only be piloted by Redjac. [14.6]

If Redjac's spaceship is ever not stacked with Redjac, it is removed from play. [14.6]

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]

If the imperial player is eligible to receive a starship, it must be stacked with an Imperial Knight. [14.61][15.73]

An Imperial spaceship received by an Imperial Knight at the end of the turn can be reassigned. [14.62]

Redjac's spaceship cannot return to play if lost. [14.62]

Redjac can receive an Imperial spaceship occurring to the beginning of game turn if his spaceship is lost. [14.63]

Imperial Spaceships are subject to all the restrictions of Rebel spaceships. [14.64]

General

A character with a navigation of 0 cannot pilot the spaceship. [14.51]

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" [9.36][9.7]

If the outcome of the detection routine is "Detected" all characters in the spaceship have a status now of "detected" and movement continues [9.31]

The PDB can be used to attempt detection of Enemy characters entering, leaving, or travelling on the planet in a spaceship [8.2]

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] (SS)

If a spaceship leaves a planet and (and is not detected or there is no Detection Routine), the spaceship is no longer detected. [9.45]

If a spaceship leaves a planet and is not detected, all passengers are no longer detected. [9.45]

If the outcome of the detection is "Detected" all characters in the spaceship have a status now of "detected" and movement continues [9.31]

If the outcome of the detection is "Detected and Damaged", all the characters in the spaceship have a status of "detected" [9.31]

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] (SS only)

If the outcome of the detection is "Eliminated", the spaceship and all characters on board are eliminated (i.e. removed from play) [9.31]

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". [9.32]

A PDB that is "down" cannot be used for detection [9.32]

Detection against the same spaceship might be done twice (i.e. move from and to a planet controlled by an enemy PDB) [9.33]

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]

Stacking SRS

There is no limit the number of units in a stack (except due to environ size restriction) [9.5]

The number of military units in a stack can never exceed the size of the environ size. [9.5]

A stack can be comprised of characters, military units, and spaceships [9.5]

At the end of the operations phase, an environ may have at most two stacks for each player [9.5]

These two stacks are one of military units and one of characters that are eligible to perform missions [9.5]

Before the end of the operations phase, a stack can be comprised of any combination of military units, spaceships, and characters [9.51]

If the stack contains any military units, it is moved according to the military units rules [9.52]

Stacks with military units attack/attacked according to military unit units. [9.52]

A stack with military units are considered detected with regards to enemy PDBs [9.52]

A character with a leadership of 1 or more in a stack can be named leader [9.53]

The leader of a stack can be changed at any time to another eligible character [9.53]

The stack, without any military units, must contain at least one character and any number of spaceships. [9.54]

Spaceships cannot move as one stack. [9.54?]

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]

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]

At the end of the movement segment, all characters that are not in the mission stack cannot perform missions that turn. [9.57]

If the leader is no longer in the stack, the stack no longer has a leader. [9.57?]

Star System Scenarios SRS

@todo finish…

GENERAL RULES

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]

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]

Military units can be placed on any environ on a planet under the player's control. [16.13]

All friendly units on the same environ are placed in one stack. [16.13]

Mobile imperial units are placed in "mobile" status. [16.13]

Rebel military units must be placed in the same environ as the unit type. [16.13]

The imperial player always places his units first. [16.14]

The rebel player game turn is first. [16.14]

Reinforcements received during the game may be placed on any Environ on any planet the player controls. [16.15]

Reinforcements received during the game may be placed on any Environ with no enemy units on any planet that neither player controls. [16.15]

If the player cannot receive reinforcements due to lack of eligible environ, the player does not receive those reinforcements.

@todo

FLIGHT TO EGRIX

(Start of Rebellion Scenario)

Place the loyalty marker for each planet on the space on the political tract marked "S" [16.11]

THE VARU POWDERKEG

(Armegeddon Scenario)

Place the loyalty marker for each planet on the space on the political tract marked "A" [16.11]

Place the rebel control marker for each planet on the space on the political tract marked "AC" [16.11]

Star System SRS

(Not to be confused with the Star System Game SRS)

Each star system is comprised of a star, which has a name and number.

The star system number is two digits. The first is the province number and the second a unique identifier.

Each star has 1, 2, or 3 planets. [5.21]

Each sun is bordered by a drift area. [5.22]

Each star system is bordered by a a 2nd drift area. [5.22]

All the star systems are connected by a network of space routes used for hyperjumping. [5.22]