

# RULES SUMMARY DOCUMENT

## Freedom in the Galaxy, Python Team

Prepared for:  
CS 383 Course Project

Prepared by:  
Documentation Subteam of Python

December 18, 2013

Freedom In The Galaxy Test Plan, Python Group

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	MERGE METRICS	-	-
-	Dec 18	ALL	CORRECTIONS	-	-

# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
<b>2</b>	<b>Capture and Kill</b>	<b>5</b>
<b>3</b>	<b>Combat</b>	<b>6</b>
3.1	Types of Combat . . . . .	6
3.2	General Combat . . . . .	6
3.3	Environ Combat . . . . .	6
3.4	Character Combat . . . . .	7
3.5	Character Combat and Creatures/Irate Locals . . . . .	9
3.6	PDB Combat . . . . .	9
<b>4</b>	<b>Control</b>	<b>10</b>
4.1	General . . . . .	10
4.2	States . . . . .	10
4.2.1	Imperial Control . . . . .	10
4.2.2	Rebellion . . . . .	11
4.2.3	Rebel Control . . . . .	11
4.2.4	Rebellion Stopped . . . . .	12
<b>5</b>	<b>Creature and Irate Locals</b>	<b>12</b>
<b>6</b>	<b>Detection</b>	<b>12</b>
6.1	Detection using a PDB . . . . .	12
6.2	Movement and Detection . . . . .	13
6.3	Detection and Searching . . . . .	13
6.4	Detection and Missions . . . . .	14
<b>7</b>	<b>Environ</b>	<b>14</b>
<b>8</b>	<b>Game Turn</b>	<b>14</b>
<b>9</b>	<b>Healing</b>	<b>14</b>
<b>10</b>	<b>Military Units</b>	<b>15</b>
10.1	Rebel . . . . .	15
10.2	Imperial . . . . .	16
<b>11</b>	<b>Mission</b>	<b>16</b>
11.1	General . . . . .	16
11.2	Specific . . . . .	18
<b>12</b>	<b>Movement</b>	<b>19</b>
<b>13</b>	<b>PDB</b>	<b>20</b>
13.1	PDB . . . . .	20

<b>14 Possessions</b>	<b>21</b>
<b>15 Reaction</b>	<b>22</b>
<b>16 Rebellion</b>	<b>23</b>
<b>17 Search</b>	<b>24</b>
<b>18 Spaceships</b>	<b>26</b>
18.1 Rebel Spaceships . . . . .	26
18.2 Imperial Spaceships . . . . .	27
<b>19 Stacking</b>	<b>28</b>
<b>20 Star System Scenarios</b>	<b>28</b>
<b>21 Changes to the Official Rules</b>	<b>29</b>

# 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 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 3.6.

### 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
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
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 to attacking units are subtracted from combat strength.	12.74	4

### 3.5 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
2	Character combat involving irate locals only occurs when the Irate Locals attack one Mission Group event card is drawn.	12.13	2
3	The creature is considered the attacking force in creature combat.	12.10	3
4	Irate locals are considered the attacking force in irate locals combat.	12.10	3
5	Character combat involving creatures is resolved immediately.	12.12	1
6	Character combat involving irate locals is resolved immediately.	12.13	1
7	Only one character mission group is attacked.	12.2	4
8	If more than one character mission groups are present in the environ, the mission group attacked is chosen at random.	12.2	3
9	Combat involving irate locals may be firefight or hand-to-hand as determined by the Irate Locals chart.	12.31	2
10	The intention of combat involving creatures is always kill.	12.32	3
11	The intention of combat involving irate locals is always kill.	12.32	3

### 3.6 PDB Combat

#	Rule Description	Reference(s)	Metric
1	PDB combat does not occur against spaceships.	9.21	3
2	An attack by a Level 2 PDB is resolved using 3-1 column of the table.	9.22	1
3	An attack by a Level 1 PDB is resolved using the 1-1 column of the table.	9.22	1
4	A level 0 PDB cannot be used to attack.	9.22	3
5	Surviving moving units can continue movement.	9.24	5
6	If PDB incurs a loss of 2 when attacking, it is placed in down status.	9.25	3
7	If PDB incurs a loss of 3 when attacking, it is placed in down status and reduced a level.	9.25	3
8	A loss of 1 has no effect on a PDB.	9.25	1
9	A unit cannot attack an enemy PDB.	9.26	1

10	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	5
11	A stack with military units are considered detected with regards to enemy PDBs.	9.52	1

## 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	2
6	Neither player may perform Coup or Diplomacy missions if the planet is in a state of Rebel controlled.	15.75	3
7	If the loyalty of a planet is shifted when a planet is in a state of Rebellion Stopped, the Loyalty marker and Rebel control marker are moved together.	15.75	5
8	A planet must be in one of four states: "Imperial Control", "Rebellion", "Rebel Control", "Rebellion Stopped".	15.5	5
9	Actual control of a planet is determined by military units and status of PDB.	15.5	2
10	Control of a planet may change at any time.	15.5	3

### 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
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	4
3	If there are only Rebel military units on the planet and the PDB is Up, the Imperial Controls the planet.	15.51	4
4	If there are only Rebel military units on the planet and the PDB is Down, neither player controls the planet.	15.51	4

#### 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	4
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	4
3	The Rebel player may place the the PDB up (according to [16.16])	15.52	3
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	4
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

#### 4.2.3 Rebel Control

#	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	4
2	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	4
3	If there are only Imperial military units on the planet and the PDB is Up, the Rebel player controls the planet.	15.53	3
4	If there are only Imperial military units on the planet and the PDB is Down, neither player controls the planet.	15.53	3

#### 4.2.4 Rebellion Stopped

#	Rule Description	Reference(s)	Metric
1	A planet is in a State of Stop Rebellion when the Imperial player has completed a Stop Rebellion mission.	15.54	8
2	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	3

## 5 Creature and Irate Locals

#	Rule Description	Reference(s)	Metric
1	The description of any creature overrides any general rule of the game.	13.45	3
2	Creature stats and descriptions are found in the Galactic Guide.	13.45	0
3	Creatures are used during an action card that states a creature attacks (See Galactic Guide)	5.3K	1
4	Creatures are only spawned on environs in which they are listed.	5.3K	3
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	2
6	During an Irate locals attacks event, the race is determined by the environ and the stats by the Irate Locals Chart.	13.47	2
7	If more than one race is named, use the first on listed on the Irate Locals Chart.	13.47	1
8	If the planet is currently in rebellion or rebel-controlled, ignore the event if the Rebel player is conducting the mission.	13.47	2

## 6 Detection

### 6.1 Detection using a PDB

#	Rule Description	Reference(s)	Metric
1	The outcome of the detection is one of the following four results: Undetected, Detected, and Detected and Damaged, and Eliminated.	9.31	6
2	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
3	If the outcome of the detection is Detected all characters in the spaceship have a status now of detected and movement continues	9.31	5
4	If the outcome of the detection is Detected and Damaged, all the characters in the spaceship have a status of detected.	9.31	5

5	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	4
6	If the outcome of the detection is Eliminated, the spaceship and all characters on board are eliminated.	9.31	5
7	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	4
8	A down PDB cannot be used for detection.	9.32	3
9	Detection against the same spaceship may be done twice (i.e. move from and to a planet controlled by an enemy PDB)	9.33	6
10	Movement from one environ to another on the same planet can be detected just once.	9.33	4
11	Military units or characters specifically never undergo detection.	9.34	2
12	A stack with military units are considered detected with regards to enemy PDBs.	9.52	2
13	Each spaceship much be detected separately.	9.54	4

## 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	4
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
3	If undetected characters move to an environ with detected characters, those undetected characters become detected.	9.4	3
4	If detected characters move to an environ with undetected characters, the undetected characters become detected.	9.4	3
5	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	2
6	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	3

## 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	3
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	4

## 6.4 Detection and Missions

#	Rule Description	Reference(s)	Metric
1	Assassination mission can only be performed against a detected enemy character.	9.44	1

## 7 Environ

#	Rule Description	Reference(s)	Metric
1	The environ size limit is per player.	9.51	4
2	The environ size limit does not apply to characters and spaceships.	9.51	4
3	Enviros can be one of types: Urban, Wild, Liquid, Subterranean, Air, and Fire.	5.3J	1
4	Environ types Wild, Liquid, Subterranean, Air, and Fire are special enviros.	5.3J	3
5	The environ size limits the number of Actions cards.	5.3F	7

## 8 Game Turn

#	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
---	------------------	--------------	--------

1	Characters who are stacked with military units, characters who are guarding prisoners, or healing cannot go on missions.	13.7	4
2	Healing occurs if the character with wounds does nothing for the players entire turn.	13.71	3
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	1
4	If a characters is a passenger in a character spaceship or moved with military units, this does not prohibit healing.	13.71	1
5	All wounds of a character are automatically healed if the character meets the requirements for healing.	13.71	2
6	Doctor Sontag and the Medi-Kit of Ptolus can heal characters of wounds only during the Rebel players turn.	13.72	1
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	1
8	Any character in possession of the Medi-kit of Ptolus will be healed at the beginning of that players turn.	13.72	1
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	1
10	Doctor Sontag can perform mission in the turn in which he heals.	13.72	1
11	Doctor Sontag can heal himself.	13.72	1

## 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	1
2	Units with stats of 2-1 are considered mobile.	7.3	1
3	Units with stats of 1-0 are not mobile so cannot leave the planet by themselves.	7.3	3
4	Rebel military units are never hidden.	7.3	3
5	For each value, Rebel units come in each type of environ.	7.31	2
6	Rebel military units have the type of the environ in which they are created.	7.32	2

7	Rebel military units are not confined to the type of environ in which they were created.	7.32	1
8	Rebel military units with stats of '2-1' may move from any environ to any other in the Star System	7.3	10

## 10.2 Imperial

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

## 11 Mission

All missions in an environ are independent of all other missions in other environs. Each environ must be 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]). If the action card is ignored for any reason given below, it is as if that card was never drawn.

### 11.1 General

#	Rule Description	Reference(s)	Metric
1	Missions are performed during the Mission phase.	13.0	4
2	Missions are selected from available mission cards.	13.0	2
3	Missions are only performed by characters.	13.0	2
4	Mission are performed only in the environ in which a phasing players character(s) are located.	13.0	3



5	Missions are resolved by Action cards.	13.0	7
6	Each mission is completely resolved one environ at a time before preceding to the next environ.	13.0	7
7	The Order of the environs is up to the phasing player.	13.0	2
8	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		2
9	All eligible characters might be assign to one mission, each character to separate missions, or any combination in between.	13.1	6
10	Each character can only be assigned to one mission during each mission phase.	13.1	5
11	Some missions are only available one player.	13.1	1
12	Some missions require certain environ conditions.	13.1	3
13	Environ type determines which section of the Action card to use.	5.3J	2
14	The following are not available during the Star System game: Spaceship Quest, Summon Sovereign, Question Prisoner, and Steal Resources.	13.2	1
15	The maximum number of cards a mission group may draw is the environ size.	13.3	3
16	The mission groups may stop drawing action cards at any time.	13.3	2
17	Each card is resolved immediately, before the next one can be drawn.	13.3	2
18	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	4
19	The action card must be resolved before the mission letters on the card take effect.	13.3	2
20	If the mission group is eliminated during an action card effect, the mission letter does not take effect.	13.3	4
21	Each action card has three sections: urban, special, and wild.	13.32	1
22	For missions occurring in an environ of type urban, use the urban section of the action card only.	13.32	2
23	For missions occurring in an environ of type wild, use the wild section of the action card only.	13.32	2
24	For missions occurring in an environ of type subterranean, liquid, air, or fire, use the special section of the action card only.	13.32	2
25	An action card is only considered if any mission type mentioned is being performed on that environ.	13.41	2
26	If the action drawn is the same as a previously drawn action, the action drawn is ignored (except [13.48]).	13.42	2
27	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.		2
28	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	2
29	If an event aborts a mission, that mission group is no longer affected by subsequent action card effects.	13.44	2
30	If an event aborts a mission, that mission group is no longer effected by bonus draws.	13.44	2
31	The characters of a group that have successfully completed a mission are no longer take part in action draws.	13.5	3

32	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	4
33	Bonus draws only occur after the maximum number of actions cards have been resolved due to the environ size.	13.6	4
34	Bonus draws only apply to the mission groups still performing missions.	13.6	4
35	Bonus draws are all drawn at once.	13.6	3
36	The action effects of bonus draws are ignored.	13.6	2
37	Each active mission group can take additional bonus draws equal to the amount specified by the mission card plus bonus.	13.6	3
38	Even if a mission card does not specify a bonus number, if a bonus applies, bonus draw(s) are still available.	13.6	2
39	Bonus draws bonuses can come from a characters special characteristic or an event that allows an extra bonus draw.	13.6	1
40	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	4
41	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	3
42	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	3
43	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	2
44	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	3
45	The decision to stop a continuing mission occurs after an action card has been resolved and before the next one is drawn.	13.52	3
46	If a continuing mission is stopped, the mission is considered complete and all accumulated results happen.	13.52	4
47	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	3
48	Bonus draws can be used for continuing missions.	13.52	1

## 11.2 Specific

#	Rule Description	Reference(s)	Metric
1	Coup mission requires at least one character with an intelligence rating greater than one.	13.2	3
2	If the coup mission is successful, the coup mission cannot be attempted again on the same environ.	13.2	2

3	Coup mission cannot be performed in an environ that does not have a coup rating.	13.2	2
4	The coup rating of the environ is used when performing the coup mission.	5.3I	1
5	Only the Gather Information mission directly affects victory points.	13.2	2
6	A diplomacy mission is affected by the planets loyalty status.	13.2	3
7	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 descent, one bonus draw is added.	13.2	3
8	Since there are no sovereigns in the star system game, there are no bonuses to the diplomacy mission from their presence.	13.2	1
9	The subvert troops and scavenge mission can only be performed by the rebel player.	13.2	2
10	Start Rebel Camp (B) can only be performed by the rebel player.	13.2	2
11	An established rebel camp can performed missions C, D, F, I, S, and T.	13.2	2
12	A rebel camp is equivalent to a character for mission purposes.	13.2	1
13	Rebel camps never receives bonus draws.	13.2	2
14	Rebel camps are never effected by the effects of action cards no matter what the contents.	13.2	2
15	Only at most one rebel camp can occupy an environ.	13.2	1
16	A rebel camp cannot be moved.	13.2	1
17	Characters cannot accompany the rebel camp on any mission.	13.2	-
18	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	2
19	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	2
20	During an Irate locals attacks event, the race is determined by the environ and the stats by the Irate Locals Chart.	13.47	2
21	If more than one race is named, use the first on listed on the Irate Locals Chart.	13.47	1
22	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	4
23	Player may obtain possessions from a Scavenge for Possessions mission.	14.1	3
24	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	2
25	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	2

## 12 Movement

#	Rule Description	Reference(s)	Metric
1	During the movement segment of the players turn, a player can move any of his characters, character spaceships, and military units.	9.0	10
2	Units can be moved from an Environ to a environ on the same planet without restriction.	9.0	8
3	Characters can only move from an environ to an environ on a different planet by using a spaceship.	9.0	6
4	Mobile units can move from an environ to an environ on a different planet without restriction.	9.0	7
5	A unit can only move to another environ, i.e. cannot move to a non environ space such the orbit box or drift.	9.0	4
6	If units are moved together, they are referred to as a stack.	9.0	3
7	Moving units have no penalty due to distance or type of movement (e.g. inter-planetary).	9.0	4
8	Each unit can only be moved at most once during the movement phase.	9.0	4
9	The player must 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.		6
10	Military units cannot move to an environ that has reached its maximum environ size.	9.5	4

## 13 PDB

### 13.1 PDB

For rules regarding detection, see section 6. For rules regarding PDB combat, see section 3.6.

#	Rule Description	Reference(s)	Metric
1	The PDB is controlled by the player who controls the planet.	8.0	7
2	Every planet has a PDB.	8.0	3
3	The level of the PDB is one of the following values: 0,1,2.	8.0	2
4	The PDB can have status of up or down.	8.0	2
5	A status of up means functional and a status of down means not functioning.	8.0	1
6	If the planet is not in control of either player, the PDB cannot be used by any player.	8.33	3
7	The level of a PDB cannot be improved.	8.13	1
8	A PDB can be used to attempt detection of Enemy characters entering, leaving, or traveling on the planet in a spaceship.	8.2	8
9	The PDB can only be used if the status is up.	8.2	4
10	A PDB with a status of down cannot be used for any purpose.	8.2	3
11	The PDB can change to down status due to Sabotage Mission (n53), Action Event Locals Raid (n70).	8.31	6

12	If units move from environ to another environ on the same planet, the PDB cannot be used for detection.	9.0	3
13	If characters move across the planet without a spaceship, the PDB cannot be used for detection.	9.0	2
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	4

## 14 Possessions

#	Rule Description	Reference(s)	Metric
1	There are 20 possessions in the game.	14.0	3
2	There are 4 types of possessions: character spaceships, weapons, objects, and companions.	14.0	2
3	Possessions are only used by the rebel player.	14.0	3
4	Possessions are obtained during the course of the game, or the beginning of the game.	14.0	2
5	The imperial spaceship is not a possession.	14.0	3
6	The imperial spaceship can only be used by the imperial player.	14.0	2
7	Player may obtain possessions from a Scavenge for Possessions mission.	14.1	6
8	When the rebel player receives a possession, it must be immediately assigned to a character.	14.11	4
9	If a possession is obtained at the beginning of the game, that possession may be assigned to any Rebel character.	14.11	3
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	4
11	Possessions may be transferred at the beginning of the rebel mission phase, never during.	14.12	3
12	A character may possess any number of weapons and object possessions.	14.13	2
13	A character may only have one companion possession (regardless of other possessions).	14.13	2
14	A character may only have one spaceship (regardless of other possessions).	14.13	2
15	Until the possession is used, the possession may be kept secret.	14.2	2
16	If the possession card states, Never needs repair, the possession maybe used as many times as the rebel player wishes.	14.1	4

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	3
18	During the star system game, if the possession is inoperative, it is lost.	14.22	2
19	If the possession card states, Lost after one use, it is returned to the possession deck after use.	14.23	2
20	Lost possession are returned to the possession deck.	14.24	2
21	Drawing a possession is random.	14.24	1
22	Possessions of a killed character are destroyed (except spaceships).	14.25	2
23	Destroyed possessions are not returned to the possession deck, they are removed from play.	14.25	1
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	3
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	3
26	Possessions (n49?n52) Cervac Mk V, Norrocks, Charsot, and Advisor Andriod are companions.	14.3	1
27	A companion counts as one passenger on a character spaceship.	14.3	2
28	Possessions (n41-n42) High Energy Snipers Rifle and Assassins Blade are weapons.	14.4	1
29	Possessions (n43-n48) are objects.	14.4	1
30	Weapons and objects do not count towards passenger limits.	14.4	1
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	3

## 15 Reaction

#	Rule Description	Reference(s)	Metric
1	During the enemy reaction segment, the non-Phasing player can make reaction moves.	9.6	8
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	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	6

4	A reaction move cannot be made from one planet to another.	9.61	2
5	Units moved in a reaction move can be stacked with other units in that environ.	9.62	2
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	3
7	The non-Phasing player can make a reaction move only when the phasing player has finished his movement segment.	9.0	5

## 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	10
2	If the planet is currently in rebellion or rebel controlled, ignore the event if the Rebel player is conducting the mission.	13.48	5
3	The Stop Rebellion mission can only be attempted by the Imperial Player.	13.53	2
4	The Stop Rebellion requires two mission letters to be completed.	13.53	4
5	A planet may be put into rebellion when the planet is in a state of unrest.	15.0	6
6	Rebellion starts by performing the Start Rebellion mission.	15.2	7
7	A rebellion may only be started on a planet in unrest.	15.2	6
8	A player may attempt the Start Rebellion mission even if the planet is not in unrest.	15.2	6
9	The imperial player may attempt to stop a Rebellion by attempting the Stop Rebellion mission.	15.3	7
10	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	7
11	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	5
12	Rebel military units placed because of starting rebellion, are placed regardless of other rebel or imperial military units.	15.43	4
13	Rebel military units placed because of starting rebellion, can move regularly after being placed.	15.43	4
14	Rebel military units received when entering a state of rebellion may attack imperial military units if the rebel player wishes.	15.4,15.45	5

15	When the planet is placed into rebellion, the Imperial Player loses control of the planet.	15.4	7
16	When the planet goes into rebellion, the Rebel player receives force points for each environ on a planet equal to the Environments Resource Rating.	15.41	5
17	A 1-0 military unit costs one Force Point.	15.41	3
18	A 2-1 military unit costs three force points.	15.41	3
19	The force point from each environ can only be spent on units placed on that environ.	15.41	3
20	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	2
21	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	5
22	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	3
23	A Coup or Diplomacy mission cannot be performed on a planet in a state of Rebellion.	15.47	5
24	The loyalty marker on a planet in rebellion cannot be moved.	15.47	3
25	A planet can be placed in and out of rebellion any number of times.	15.48	8
26	If a planet is placed into a state of rebellion from rebellion stopped, the Rebel player does not receive units.	15.48	4
27	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	5
28	Control/Rebellion has no effect on the level of a PDB.	15.62	2

## 17 Search

#	Rule Description	Reference(s)	Metric
1	If a military unit finds an enemy unit, squad type combat may be initialized.	7.1	8
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	6
3	Characters may be detected due to events on an action card when resolving mission or due to a search.	9.42	4
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	9



5	Non-phasing player may search for enemy characters that are performing missions (Action Event).	11.0	7
6	Searching is resolved by using the search table.	11.0	1
7	Characters stacked with military units cannot be used for searching.	11.21	5
8	Characters stacked with military units can be unstacked and then the characters can perform a search.	11.21	4
9	If a character is a leader, that character cannot be used for searching.	11.22	2
10	Searching by military units and characters must be done separately and is two different searches.	11.23	6
11	Only the group that successfully searches can attack.	11.23	5
12	All searching attempts are set before any search procedure is carried out.	11.23	6
13	When a player uses characters to search, those characters are automatically detected.	11.31	4
14	Combat is not required in either kind of searching.	11.32, 11.33	2
15	If player decides on combat, combat must be immediate.	11.34	1
16	Searching can only be done during the search phase of enemy player turn or if called by an action card	11.1	6
17	If searching is called by an action event, play is interrupted until the searching operation and possible combat is resolved.	11.12	2
18	Searching can only be done in environs with friendly characters or military units AND detected enemy characters.	11.1	4
19	Characters stacked with military units cannot be searched.	11.1	5
20	Characters alone or stacked with other characters and/or spaceships can be searched for.	11.11	7
21	Searching can be done in any and all environs each search phase that meet the criteria.	11.1	9
22	Characters performing a successful search are considered the attacking force.	12.1	3
23	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	4
24	If additional action card is drawn that allows the non-Phasing to search for characters (during the same mission phase as the previous one), the non-Phasing player may search for a mission group that has not been searched for during that mission phase.	13.48	4

25	If all mission groups in an environ has been searched for once (success is not important), no more searches can be conducted.	13.48	2
26	If no more searches can be conducted because all missions groups have already been searched for, the card is ignored.	13.48	2
27	Searching Rebel characters that attack benefit from possessions.	12.11	2
28	If the military units have a leader, the squads endurance is increased.	12.12	1
29	Military units are never affected by the outcome of character combats involving squads that they have dispatched upon finding enemy characters.	12.12	3

## 18 Spaceships

### 18.1 Rebel Spaceships

#	Rule Description	Reference(s)	Metric
1	Possession cards 33-40 are Rebel Character spaceships.	14.5	2
2	The Maneuver rating is used to determine the evasion value during detection routine.	14.5	5
3	The evasion value is the sum of the spaceships maneuver rating and the pilot characters navigation rating (see 14.53).	14.5	6
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	3
5	A spaceship may be assigned and reassigned to any Rebel characters.	14.51	2
6	To pilot a starship, the assigned spaceship must have a navigation greater than one.	14.51	2
7	The pilot is the character who possesses the spaceship.	14.51	2
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	2
9	The S-XII spaceship always has its full maneuver rating when determining the evasion rating.	14.58	1
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	2
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	2
12	If the rebel player receives a character that possess a character spaceship, the spaceship is assigned to that character.	14.53	2

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	1
14	If the character spaceship already exists when the player receives the character, then no effect.	14.53	1
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	1
16	The number of characters and companion possessions is limited by the ships passenger rating.	14.57	2
17	Weapons and object possession do not count towards the passenger limit.	14.57	1
18	A spaceship cannot carry another spaceship.	14.57	1
19	Each spaceship must be piloted unless moved with Rebel military units.	14.57	3
20	If the spaceship is not stacked with Rebel characters or with Rebel military units, it is immediately lost.	14.59	2

## 18.2 Imperial Spaceships

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

## 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	5
2	The number of military units in a stack can never exceed the size of the environ size.	9.5	4
3	A stack can be comprised of characters, military units, and spaceships.	9.5	7
4	At the end of the operations phase, an environ may have at most two stacks for each player.	9.5	4
5	If the stack contains any military units, it is moved according to the military unit's rules.	9.52	3
6	Stacks with military units attack and are attacked according to military unit rules.	9.52	7
7	A character with a leadership of 1 or more in a stack can be named leader.	9.53	5
8	The leader of a stack can be changed at any time to another eligible character.	9.53	2
9	The stack, without any military units, must contain at least one character and can contain any number of spaceships.	9.54	3
10	A stack with more than one spaceship cannot move.	9.54	1
11	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	2
12	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	3
13	At the end of the movement segment, all characters that are not in the mission stack cannot perform missions that turn.	9.57	3
14	If the leader is no longer in the stack, the stack no longer has a leader.	9.57	1

## 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 environ on a planet the player controls.	16.12	6
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	6
3	All friendly units on the same environ are placed in one stack.	16.13	2
4	Mobile imperial units are placed in mobile status.	16.13	1
5	Rebel military units must be placed in the same environ as the unit type.	16.13	2
6	The imperial player always places his units first.	16.14	4
7	The rebel player game turn is first.	16.14	6

8	Reinforcements received during the game may be placed on any Environ on any planet the player controls.	16.15	2
9	Reinforcements received during the game may be placed on any Environ with no enemy units on any planet that neither player controls.	16.15	2
10	If the player cannot receive reinforcements due to lack of eligible environs, the player does not receive those reinforcements.		2

## 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	Wounds during combat are randomly assigned	12.7	1
2	Orbit boxes are valid locations	9.0	1