

THE BESPIN GAMBIT CAMPAIGN LOG

SETUP

Before starting a new mini campaign, perform only steps 1-3 of Campaign Setup as outlined on page 7 of the Rules Reference Guide in the core game. Then, perform the following steps:

- Build the Agenda Deck:** The Imperial player builds his deck of Agenda cards following the guidelines in 'Building the Agenda Deck' on page 4 of the Rules Reference Guide in the core game. Then, he returns all cards in his Agenda deck that are played as side or forced missions to the game box.
- Upgrade Heroes:** Each hero receives 3 XP and heroes collectively receive 400 credits per hero. Then, heroes resolve a Rebel Upgrade Stage. When purchasing Item cards during this Rebel Upgrade Stage, Rebel players draw cards from the Tier 1 Item deck and draw ten cards instead of six.
- Upgrade Imperial Player:** The Imperial player receives 3 XP. Then, he performs an Imperial Upgrade Stage but skips purchasing Agenda cards.
- Set Up Introductory Mission:** Players are then ready to set up and play the introductory mission for the mini campaign. For The Bespin Gambit, the introductory mission is "Reclamation" (see page 8).

MISSION

INTRODUCTION

RECLAMATION

3

Tier 1 & 2 Items, Spend XP

Agenda, Spend XP

STORY MISSION 1

4

Tier 2 Items, Spend XP

Agenda, Spend XP

STORY MISSION 2

5

Tier 2 & 3 Items, Spend XP

Agenda, Spend XP

FINALE

THREAT LEVEL

5

Empire

Experience (XP)

Influence

Ongoing Agendas

Name	Target

Rebels

Experience (XP)

Credits
