

STAR WARS REBELLION




FAQ AND ERRATA

May 18, 2016

This document contains errata and answers to frequently asked questions for the *Star Wars: Rebellion* board game.

ERRATA

This section describes official changes to rule text and cards.

-  The first line of the Rebel “Sabotage” mission should read: “Attempt in any **populous** system.”
-  If the Rebel player wishes to optionally reveal his base, he can only do so **at the start of** one of his turns of the Command Phase, before using one of his leaders.
-  When using the “Independent Operation” action card, the Imperial units cannot move to a system that contains Rebel units. If there are no valid systems to move to, this card cannot be used at this time.

FREQUENTLY ASKED QUESTIONS

DESTROYED SYSTEMS

Q: If the Imperial player uses the “Superlaser Online” card to destroy the Rebel base while it is still hidden, does the Imperial player win the game?

A: Yes.

Q: Can missions and action cards be attempted or resolved in destroyed systems?

A: Yes. For example the “Seek Yoda” mission card can be resolved in the Dagobah system even if Dagobah has been destroyed.

Q: Are destroyed populous systems still considered to be populous systems?

A: Destroyed systems are no longer considered to be populous or remote systems. Destroyed systems do not have resource icons or loyalty.

Q: If the Imperial player destroys all populous systems in a region, can the Rebels accomplish the “Regional Support” objective in that region?

A: No, not in that region. The Rebels need to have at least one loyalty in the region.

DEATH STAR

Q: If the Imperial has a Death Star or Death Star Under Construction in the same system as the hidden Rebel Base, is the base automatically revealed?

A: No. The Rebel base is revealed only if the Imperial player moves ground units into the system.

Q: Is the Death Star Under Construction able to use either the “Superlaser Online” or “Fear Will Keep Them In Line” mission cards?

A: No. An ability that refers specifically to the “Death Star” cannot be used by the Death Star Under Construction unless specified otherwise. For example, the Rules Reference specifically allows the “Death Star Plans” objective card to be used against the Death Star Under Construction.

Q: Can the Imperial player use the “Oversee Project” card to accelerate the production of a new Death Star?

A: Yes, but only if the mission is resolved in the Death Star Under Construction’s system.

Q: What happens in the rare situation when the Imperial player’s only ship in a system is a Death Star, and that system contains two or more Ion Cannons and Rebel ships.

A: The Rebel ships are forced to retreat at the end of a combat round if **all** of the following conditions are true:

- I. The only Imperial ship in the system is a Death Star, which cannot roll dice because there are two or more Ion Cannons in the system.
- II. The Imperials have no ground units in the system.
- III. The Rebels did not play a “Death Star Plans” objective card at some time during that combat round.

If the Rebels do not have a leader in the system, or otherwise cannot retreat, their ships are destroyed.

MOVEMENT

Q: Can a player choose to activate a system and not move any units into the system?

A: Yes. A player can place a leader in a system and then choose to move 0 units.

Q: If there is a Rebel leader at the “Rebel Base” space, can the Rebel player move units from the base using the “Lead the Strike Team” mission card?

A: No, not in this case. However, there are some cards (such as “Plan the Assault”) that specifically override this rule.

CAPTURED LEADERS

Q: Do captured leaders contribute their tactic values during a combat in their system?

A: No.

Q: Can the Imperial player capture a Rebel leader if there is already one Rebel leader frozen in carbonite?

A: Yes. The Imperial player can keep one leader in each of these rings.

Q: Can the Imperial player attempt missions against a captured leader that is in the carbonite ring?

A: Yes.

Q: Can a captured leader use action cards?

A: No.

Q: Can a captured Luke Skywalker complete the "Return of the Jedi" objective card?

A: Yes. The "Return of the Jedi" objective card simply requires Luke Skywalker to be in the system and can be used even if he is captured or has a different Imperial attachment ring on him. In this situation, Luke Skywalker keeps his attachment ring.

Q: Does the "Millennium Falcon" ability rescue a leader during step 6 of a mission?

A: No, it rescues a leader after all mission steps are complete.

Q: Does using the "Millennium Falcon" ability to rescue a leader count as a mission for purposes of using Darth Vader's "It Is Your Destiny" action card?

A: Although resolving the Millennium Falcon ring isn't a mission in itself, it is resolved in conjunction with a mission. The "It Is Your Destiny" card can be used to capture one of the leaders who attempted that mission.

Q: Can the Imperial player capture an Imperial leader using the "It Is Your Destiny" action card?

A: No. Only Rebel leaders can be captured.

OBJECTIVE CARDS

Q: If Darth Vader or Emperor Palpatine retreats from a combat before it ends, and the Rebels go on to win the battle, would the "Return of the Jedi" card be playable?

A: Yes. The Rebel player can play "Return of the Jedi" if the Emperor or Darth Vader retreats from a battle. However, the leader would not be eliminated because it is no longer in the system.

Q: If the Rebel player uses the "Point Blank Assault" action card and then proceeds to destroy an AT-AT by dealing it two damage, does this count as destroying "3-health worth of units" for the "Crippling Blow" objective card?

A: Yes. The "Crippling Blow" objective card refers to the health value printed on the Imperial faction sheet.

MISSION AND ACTION CARDS

Q: On the "Plant False Lead" mission card, what does the text "without showing them to the Imperial player" mean?

A: The Imperial player can see the faces of the cards when the Rebel player takes them. When the Rebel player places them on the deck, the Imperial player can see the quantity of cards being placed on the bottom or top of the deck, but cannot see the faces of the cards.

Q: Can the Rebel player use the "Contingency Plan" mission with the "Rapid Mobilization" starting mission?

A: Yes. If a player uses "Contingency Plan" to use "Rapid Mobilization" a second time, he would resolve "Rapid Mobilization" twice at the end of the Command Phase. This could allow him to relocate the base twice, move units to the base twice, or one of each.

Q: When a mission or action card allows a player to assign a leader to a mission, can he also assign a second leader to the mission from his leader pool?

A: A player may assign a second leader if the ability is used during the Assignment Phase (for example, the "Our Most Desperate Hour" action card). If the ability is used during the Command Phase, the player cannot assign an additional leader at that time (for example, the "Contingency Plan" mission card).

Q: When a mission or action card allows a player to place units on the build queue using a system's resource icons, does the system's loyalty matter?

A: No. The player uses all resource icons in the system regardless of the system's loyalty (or subjugation).

MISCELLANEOUS

Q: In which situations can a player choose to destroy his own units during step 5 of the Refresh Phase?

A: A player can choose to destroy his own unit only if he has zero units of that type available in his supply and he is placing it on the build queue. This means that the Imperial player cannot choose to destroy his own Death Star.

Q: Can the Imperial player take notes about the location of the Rebel base?

A: Yes.

Q: Is passing during the Command Phase considered to be an action?

A: No. A player passes **instead of** taking his turn.

Q: When a player retreats from combat, are there any restrictions for when he is allowed to leave behind ground units and/or TIE Fighters?

A: The player can always choose to leave ground units and/or TIE Fighters behind. He must retreat all of his other space units.

Q: If the Rebel player reveals the base on his turn and there are already Imperial units in the system, do they immediately resolve a combat?

A: Yes.