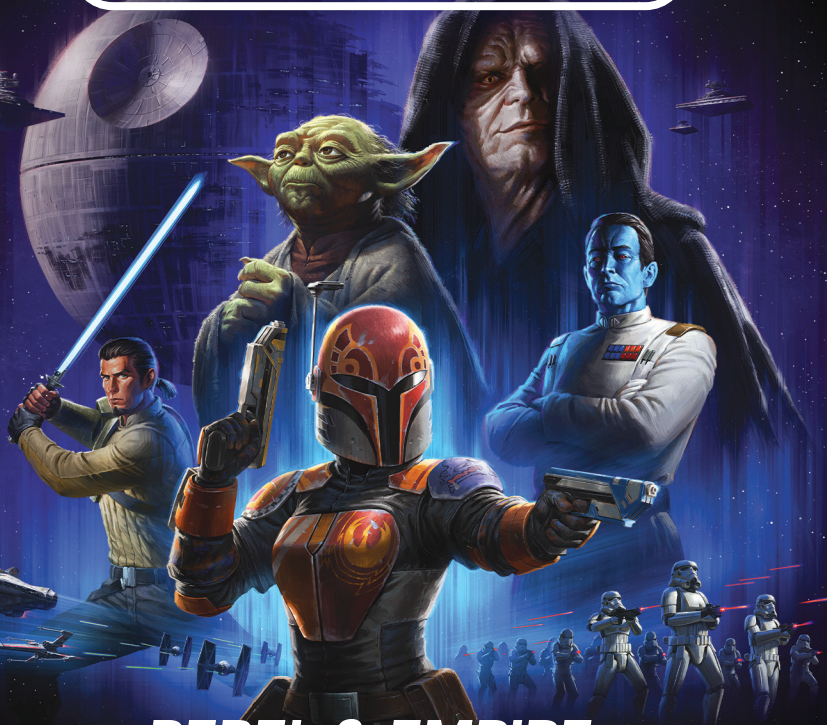


STAR WARS™

THE DECKBUILDING GAME



REBEL & EMPIRE
REINFORCEMENTS

EXPANSION

RULEBOOK

Welcome to the Rebel & Empire Reinforcements expansion to **STAR WARS: THE DECKBUILDING GAME!** In this direct expansion to the original edition of the game, the war between the Rebel Alliance and the Galactic Empire intensifies as new units, capital ships, and bases enter the conflict. Deploy your reinforcements as you see fit across five new, exciting game modes also introduced in this expansion.

CONTENTS

The *Rebel & Empire Reinforcements* expansion comes with 140 new cards divided evenly between the two factions: 70 Rebel and 70 Empire.

Each faction receives the following:

- ✦ 25 Reinforcement cards (see page 3)
- ✦ 25 Mission cards (see pages 4–5)
- ✦ 10 New base cards (see page 6)
- ✦ 10 Upgraded starter cards (see page 7)



REINFORCEMENTS

"The Emperor's made a critical error, and the time for our attack has come."
– Mon Mothma

The *Rebel & Empire Reinforcements* expansion comes with 25 iconic reinforcement cards for both the Rebel and Empire factions. Reinforcement cards are units and capital ships that can be added to your deck only by completing missions (see pages 4–5).

Reinforcement cards can easily be identified by their specialized card frames with gold bordering around the card title.



**Original Card
Frame**



**Reinforcements
Card Frame**

PLAYING WITH REINFORCEMENTS

Reinforcement cards are NOT automatically included in the galaxy deck. Instead, each player sets aside their faction's reinforcement cards during setup.

Each reinforcement card has a corresponding mission card that must be completed in order to place the reinforcement card on top of that player's deck. Once a reinforcement card is placed on top of a player's deck, that card becomes part of that player's deck for the rest of the game.

To learn about missions and how to complete them, go to the next page.

NEW CARD TYPE: MISSION

"I'm a member of the Imperial Senate on a diplomatic mission to Alderaan."
– Princess Leia

Mission is a new card type that allows you to unlock powerful reinforcement cards for your faction during the game.

MISSION CARD ANATOMY

This section details the symbols and information shown on each mission card.

CARD TYPE

Determines how this card functions in the game

FACTION SYMBOL

Indicates what faction this card belongs to

ABILITY

This card's specialized means of interacting with the game

TITLE

The name of this card



MISSION POINTS

The amount of resources required to complete this mission

PLAYING WITH MISSIONS

To play a standard 1v1 game with missions, follow these steps after setting up:

1. Shuffle your faction's mission cards together to create your individual mission deck and place it facedown next to your base deck.
2. Add your faction's 10 new base cards to your base deck.
3. Set your faction's reinforcement cards aside where you can reach them.
4. Look at the top 2 cards of your mission deck. Choose one to put into play faceup on top of your mission deck and place the other facedown on the bottom of it.

Once the game begins, follow these rules:

- ✦ At the start of your turn, if you do not have a faceup mission in play, look at the top 2 cards of your mission deck. Choose one to put into play faceup on top of your mission deck and place the other facedown on the bottom of it.
 - ◇ Resolve this step before revealing a new base if you don't have a base in play at the start of your turn.
 - ◇ You and your opponent can look at your set-aside reinforcement cards at any time.
- ✦ During your turn, you may take any number of resources from your resource pool and place them on your mission. Resources placed on a mission remain there until that mission is completed.
 - ◇ Missions do not leave play until they are completed.
- ✦ A mission is completed when it has resources equal to or greater than its mission points. When you complete a mission, resolve its ability.
 - ◇ Return all the resources on a completed mission to the supply.
- ✦ The number of missions each player can complete during a game is limited to the number of bases required to win that game. For example, in a standard game to 4 bases, each player can complete up to 4 missions.
 - ◇ If a player already has the maximum number of missions in their victory pile at the start of their turn, they do not look at the top 2 cards of their mission deck or put another one into play.

NEW BASE CARDS

"Now witness the firepower of this fully armed and operational battlestation!"
– Emperor Palpatine

Each faction receives 10 new base cards that can be added to their base deck in most game modes.



REBEL BASES

- Shantipole*
- Klatooine*
- Mykapo*
- Krownest*
- Ferrix
- Garel
- Lira San
- Atollon
- Ryloth
- Segra Milo



EMPIRE BASES

- Eadu*
- Jalindi*
- Yarma*
- Death Star II*
- Scarif
- Fondor
- Kuat
- Montross
- Narkina V
- Nur

Players should add all 10 of these new bases to their base decks when playing any game mode that uses missions.

Bases marked with an asterisk (*) should not be included in a player's base deck when playing a game mode without missions.

- ✦ These bases have abilities that require missions.
- ✦ Bases without an asterisk can be used in game modes without missions.

UPGRADED STARTER CARDS

"I've made a lot of special modifications myself." – Han Solo

Each faction receives 10 starter upgrades. These cards are used only in campaign mode (see pages 8-11) and upgraded starter mode (see page 14).

Upgraded starter cards can easily be identified by the black tag at the bottom of each one.



**Rebel Starter
Upgrades**



**Empire Starter
Upgrades**

CAMPAIGN MODE

Campaign mode is an exciting, new mode of play that transforms **STAR WARS: THE DECKBUILDING GAME** from a fast, one-and-done skirmish into a five-part series where the results of each game carry into the next one!

A campaign is played over a series of 5 games. During games 1–4, the first player to destroy 3 enemy bases wins the game. Players score points and unlock powerful cards in each game to gain advantage over their opponent. In game 5, the first player to destroy 5 enemy bases wins the game and the campaign!

PLAYING CAMPAIGN MODE

"We fight to win. That we means we lose. And lose and lose and lose, until we're ready." – Luthen Rael

To set up your first game of campaign mode, follow the directions for "Playing with Missions" on page 5. Then, set your faction's starter upgrade cards aside where you can find them. You will score points during the game that can be used to purchase these cards afterwards.

To play a game in campaign mode, simply follow the rules for "Playing with Missions."

At the end of games 1–4, each player completes the following 5 steps:

- 1. Determine how many points you scored.** Each player scores 1 point for each base & mission in their victory pile at the end of the game.
 - ✦ *Example: The Rebel player lost the game. However, they completed 3 missions and destroyed 2 enemy bases, so they still score 5 points.*
- 2. Use points to purchase upgraded starter cards.** Upgraded starter cards are used to replace cards in a player's starter deck, thereby improving its strength.
 - ✦ Players gather their 10 starter cards, including any exiled during play.
 - ✦ Players purchase upgraded starter cards by spending points equal to their cost. Players can purchase as many upgraded starter cards as they can afford. Any unspent points are lost between games.
 - ✦ After you replace an old starter card with an upgraded starter card, remove the old one from the campaign. Your starting deck must be exactly 10 cards.



The Rebel player has 5 points to spend, so they purchase a copy of the 3-cost Smuggling Ship and a copy of the 2-cost Tauntaun Rider. They choose to replace 2 copies of Alliance Shuttle with these new cards, altering the composition of their starter deck for the rest of the campaign. The 2 Alliance Shuttles removed from the deck are returned to the box, where they remain for the rest of the campaign.

3. **Reset and customize the galaxy deck.** The players deconstruct their decks by returning each galaxy card to the galaxy deck. During this process, the players set aside each reinforcement card they unlocked during that game. (Players can reference the missions in their victory pile to help identify these cards.) For each of their unlocked reinforcement cards, that player must choose: Swap that card for a card of their faction in the galaxy deck, or remove that card from the campaign.

- ✦ There are 30 cards in the galaxy deck for each faction. This number must remain constant throughout the campaign. To add a reinforcement card of their faction to the galaxy deck, a player must first remove a card of their faction.
- ✦ If you choose not to add a reinforcement card to the galaxy deck at the end of a game, then you lose the opportunity to use that card for the rest of the campaign.



The Rebel player unlocked Yoda, Zeb Orrelios, and R2-D2. They choose to add Yoda and R2-D2 to the galaxy deck by removing a copy of Rebel Transport and Y-Wing. Those two cards are returned to the box where they remain for the rest of the campaign. Zeb Orrelios is also returned to the box and removed from the campaign because the Rebel player chose not to add him to the galaxy deck.

4. Remove each card in each player's victory pile from the campaign. Missions that were completed and bases that were destroyed are returned to the box.

✦ Completed missions and destroyed bases cannot be used again.



The Rebel player lost game one. At the end of the game, Dantooine, Mon Cala, and Hoth were in the Empire player's victory pile. Each of those bases is returned to the box where they will remain for the rest of the campaign.

5. Note which base the winning player has in play and the position of the Force marker. The winner of the match repairs all damage from their base and begins the next game with that base in play. The Force marker begins the next game on the same space where it ended.



At the end of game one, the Empire player has won with Endor as their base. There is 8 damage on Endor and the Force marker is on the neutral space. For game two, the Empire player begins the game with Endor as their base (completely repaired), and the Force marker is placed on the neutral space.

To set up games 2–5 in campaign mode, follow the directions for “Playing with Missions” with these additional instructions:

- ✦ Each player shuffles their mission deck before selecting their first mission.
- ✦ Make sure that each player’s starting deck has exactly 10 cards, including all of the upgraded starter cards they have purchased.
 - ◇ Starter cards that were exiled in a previous game are returned to the deck when setting up the next game.
- ✦ Make sure the galaxy deck has exactly 90 cards, including all of the reinforcement cards each player added to the deck.
 - ◇ Galaxy cards that were exiled in a previous game are returned to the deck when setting up the next game.
- ✦ Place the Force marker on the same space that it ended the previous game on.
- ✦ The winner of the previous game begins the current game with the same base they had in play at the end of the previous game.
 - ◇ That base begins the new game with 0 damage on it.
- ✦ The player who lost the previous game goes first. They choose a base from their base deck at the start of their first turn.
 - ◇ Base selection occurs after the galaxy row has been populated, each player has drawn their hand, and each player has selected their first mission.

CAMPAIGN LOG

A five-part campaign can be played in a single afternoon. However, some players may prefer to take their time and divide the experience across multiple sessions. In order to help track each player’s progress from match to match, we have provided a campaign log on pages 12–13.

To use the campaign log, simply record the relevant information in the space provided after each game. To track the position of the Force marker after each game, update the Balance of the Force track in the log on page 13.

A printable copy of the campaign log can be found on our website at [Fantasyflightgames.com/star-wars-the-deckbuilding-game](https://fantasyflightgames.com/star-wars-the-deckbuilding-game)



CAMPAIGN LOG



REBEL CARDS



Cards removed from base deck (record base names)

Cards removed from starter deck

(check box for each card removed)

- ☐ ☐ ☐ ☐ ☐ ☐ Alliance Shuttle
- ☐ ☐ Rebel Trooper
- ☐ Temple Guardian

Cards added to starter deck

(check box for each card added)

- ☐ ☐ Rebel Astromech ☐ ☐ A-Wing
- ☐ ☐ Tauntaun Rider ☐ ☐ MC30 Scout Frigate
- ☐ ☐ Smuggling Ship

Cards removed from galaxy deck (record card names & quantities)

Cards added to galaxy deck (record card names & quantities)



EMPIRE CARDS



Cards removed from base deck (record base names)

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Cards removed from starter deck

(check box for each card removed)

- ☐ ☐ ☐ ☐ ☐ ☐ ☐ Imperial Shuttle
- ☐ ☐ Stormtrooper
- ☐ Inquisitor

Cards added to starter deck

(check box for each card added)

- ☐ ☐ Probe Droid ☐ ☐ TIE Striker
- ☐ ☐ Dewback Rider ☐ ☐ Arrestor Cruiser
- ☐ ☐ VT-49 Decimator

Cards removed from galaxy deck (record card names & quantities)

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Cards added to galaxy deck (record card names & quantities)

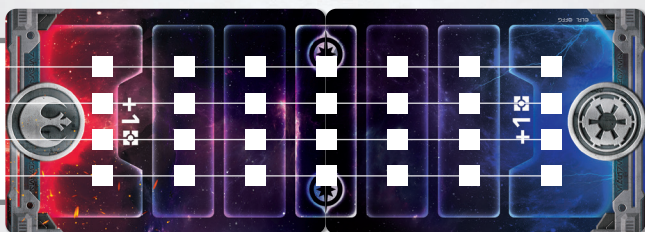
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Game 1

Game 2

Game 3

Game 4



UPGRADED STARTER MODE

"Make 10 men feel like 100." – Cassian Andor

Upgraded starter mode is an enhanced way to play **STAR WARS: THE DECKBUILDING GAME**. To play a game of upgraded starter mode, each player replaces their 10-card starter deck with their faction's 10 starter upgrade cards. Then, follow all the rules for "Playing with Missions" on page 5 with these modifications:

- ✦ Before the game begins, each player replaces their starting base with a base from this expansion:
 - ◇ The Rebel player replaces Dantooine with Shantipole.
 - ◇ The Empire player replaces Lothal with Eadu.
 - ◇ Return each faction's original starting base to the box. They are not used in upgraded starter mode.
- ✦ We recommend playing to four bases as described in the adjustable game length rules on page 29 of the original edition rulebook.

CUSTOM GALAXY MODE

Custom galaxy mode allows players to customize the galaxy deck using the reinforcement cards included in this expansion. To read the rules for custom galaxy mode, please visit: FantasyFlightGames.com/star-wars-the-deckbuilding-game

2V2 MULTIPLAYER WITH MISSIONS

Multiplayer mode is a two-on-two team battle introduced in the original edition of **STAR WARS: THE DECKBUILDING GAME**. It requires two copies of the game to play, and it can be expanded to include missions with two copies of the *Rebel & Empire Reinforcements* expansion. To read the rules for multiplayer mode please visit FantasyFlightGames.com/star-wars-the-deckbuilding-game

FAQ

These are answers to some frequently asked questions about the **REBEL & EMPIRE REINFORCEMENTS EXPANSION**:

Q. If I need to reveal both a base and a mission at the start of my turn, which do I do first?

A. You reveal your mission first.

Q. If I do not have a mission in play, can I still use the Smuggling Ship or VT-49 Decimator ability to remove 2 resources from my opponent's mission?

A. No. You must have a mission in play in order to move 2 resources from your opponent's mission to yours.

Q. If a card's target value is reduced to 0 by the Grand Inquisitor's ability, can I use a card with no attack value, such as an Imperial Shuttle, to defeat it?

A. No. A unit must have at least 1 attack value in order to commit to an attack.

Q. What do I do when a card ability such as Gold Leader instructs me to reveal the top 5 cards of my deck but there are fewer than 5 cards left?

A. Reveal as many cards as are left, placing them faceup in front of you. Then, reset your deck and keep revealing cards until there are 5 faceup cards in front of you.

Q. Can I look at my set-aside reinforcements or my opponent's set-aside reinforcement cards at any time?

A. Yes. In fact, if a player has a mission in play, they are encouraged to find the corresponding reinforcement card and place it faceup on top of their set-aside reinforcements so both players can see what's coming.

Q. In campaign mode, if I start the game on a base with a 'When you reveal' ability like Mon Cala, do I resolve that ability again?

A. No. If you start the game with a base in play, it is not revealed and you do not resolve its ability.

Q. At the end of games 2-4 in a campaign, can I swap out a reinforcement card I previously added to the galaxy deck for a reinforcement card that I just unlocked?

A. Yes. You can swap out any card of your faction from the galaxy deck when swapping in an unlocked reinforcement card.

Q. How do I best determine which galaxy cards to swap out for reinforcement cards?

A. We recommend you start by swapping out low cost units that provide resources because your starter upgrades can give you better access to those. Additionally, consider what types of reward abilities you don't want your opponent to earn by bounty hunting/sabotaging your cards in the galaxy row and swap out cards with those abilities.

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