

STAR WARS: EMPIRE VS REBELLION

Shuffle all event cards, place them facedown.

Each player selects either Rebel or Imperial.

Each player places his 5 strategy cards facedown.

Each player secretly chooses 4 of his faction's character resource cards. Then he sets aside his remaining character resource cards facedown to create his reserve.

Each player shuffles his chosen character resource cards with his other resource cards to create his facedown resource deck.

Each player gains 2 influence tokens.

Determine the faceup side of the balance token randomly.

Each round consists of the following phases:

1. Planning 2. Struggle 3. Dominance

1. PLANNING PHASE

Reveal the top card of the event deck, placing it faceup between both players. This card is the event for this round.

Many events have an effect in the lower-right corner of the card.

After revealing the event, each player secretly chooses one of his strategy cards, which takes effect at the end of this round. He places his chosen strategy card facedown in his play area and sets aside his unused strategy cards facedown. A player cannot choose one of his previously chosen strategy cards.

2. STRUGGLE PHASE

The players compete using their resources and influence to win the event. The players alternate taking turns, performing one of the options described below. The faceup side of the balance token indicates which player goes first. On each player's turn, that player chooses one of the following options:

PLAY A CARD

The player draws the top card of his resource deck and places it faceup and ready. A player cannot play a resource card if doing so would cause the number of faceup resource cards to exceed the event's capacity.

USE A POWER

The player exhausts one of his ready resource cards, turning it 90° clockwise, and resolves that card's power.

SPEND INFLUENCE

The player spends an influence token and readies one of his exhausted resource cards.

PASS

A player who passes may choose another option on a later turn. The struggle phase ends when both players pass in succession. If a player has no resource cards in his play area, he must play a card.

3. DOMINANCE PHASE

REVEAL STRATEGIES

Each player reveals his strategy card and resolves its effect. If a player's total resource value exceeds the event's objective value, his strategy card's effect is not resolved.

DETERMINE VICTORY

The player with the greatest total resource value *without exceeding the event's objective value* wins the event. In the case of a tie, the faceup side of the balance token indicates who wins

the event. The winner places it faceup in his play area; the event is worth the number of VP indicated by the event card. The winner also gains influence tokens from the supply. If the event has an effect, that effect might be resolved now. If both players' total resource values exceed the event's objective value, neither player wins the event, discard it.

CLEANUP

Each player gathers all of his resource cards, shuffles them to create a new resource deck, and places it facedown. Set the balance token so the faction with the fewest total victory points is faceup. If the players have the same total VP, set the balance token so the faction that lost the event this round is faceup. Finally, each player discards his chosen strategy card, placing it faceup near his unused strategy cards. If a player has no unused strategy cards remaining, he retrieves all of his previously chosen strategy cards, placing them facedown. Retrieved strategy cards can be chosen in later rounds.

WINNING THE GAME

If a player's total victory points is equal to 7 or more, he immediately wins the game.