STAR WARS

A long time ago in a galaxy far, far away....

Episode XXXVII – Brass Knobs On

It's time to play *'Star Wars – Risk'* with

some extra interesting rules

added on…

Version 1.1

1.0. INTRODUCTION.

1.1. SET-UPS

1.1.1. There are three set-ups that can be played…
a) The Clone Wars
b) The Rebellion
c) The Resistance

1.1.2. Prepare the board.
a) In 'The Resistance' mark Alderaan with asteroid markers as the planet is destroyed, but still counts as a 'space' to move through.
b) Add to the board the area of 'Lawless Space'. This contains the following additional planets on cards:- Ahch-To, Geonosis, Hosnian Prime, Jakku, Kamino, Mustapfar, Scarif, Minor Planets #1, Minor Planets #2, Minor Planets #3. These have a value for generating troops and ships, but their cards can be occupied and the resources belonging to them thereby purloined (see 3.2.). 'Lawless Space' counts as one area to move around, but two areas to move to or from (see1.3.5.d.). Unless stated elsewhere (see 2.1.) these systems cannot be occupied at the start of play.

1.2. FACTIONS

As many cooperating players as wished my play each faction.

a) In 'The Clone Wars' the three factions are:-
The Galactic Republic. 'Lightside '. They win if all Separatists are eliminated.
The Separatists. 'Dark side'. They win if the Galactic Republic collapses and it is turned into 'The Empire'.
Neutrals. *If played* they win if they control ten planets when one of the other two factions achieve their victory conditions.

b) In 'The Rebellion' the three faction are:-
The Galactic Empire. 'Dark side'. They win if all Rebel Alliance forces are eliminated.
The Rebel Alliance. 'Light side'. They win if The Emperor himself is eliminated.
Neutrals. *If played* they win if they control ten planets when one of the other two factions achieve their victory conditions.

c) In 'The Resistance' the three factions are:-

The First Order. 'Dark side'. They win if all the Resistance forces are eliminated.

The Resistance. 'Light side'. They win if they control twenty planets to re-establish a viable Republic.

New Republic / Neutrals. *If played* they win if they control ten planets when one of the other two factions achieve their victory conditions.

1.3. THE GAMEBOARD AND EQUIPMENT

1.3.1. The map is not the entire Star Wars universe, just the main systems. It consists of 42 planets in 6 regions plus 'Lawless Space' (see 1.1.2.b) Generally speaking, pieces can move from one planet to another as long as they are adjacent, i.e. sharing a border or connected by a hyperspace lane. See also 1.1.2.b. Control of a region gives additional pieces as below

REGION	COLOR	# OF PLANETS
MID RIM	GRAY	11
CORE WORLDS	RED	9
OUTER RIM	ORANGE	8
PERGOD SECTOR	BLUE	6
ISON CORRIDOR	YELLOW	4
WILD SPACE	GREEN	4

▲ Example: The planet of Gamorr is adjacent to Radin, Kathin, Rothawui, and Nar Shaddaa because they share a border. Gamorr is also adjacent to Escarga because a hyperspace line connects them. Forces in Gamorr can attack any of these planets. But beware! The forces in Gamorr can also BE attacked from any of

Pieces will need to be used for each faction. Each participating player also needs an 'area card' for 'special projects' (see 4.2.).

1.3.2. Troop pieces and ship tokens are:-
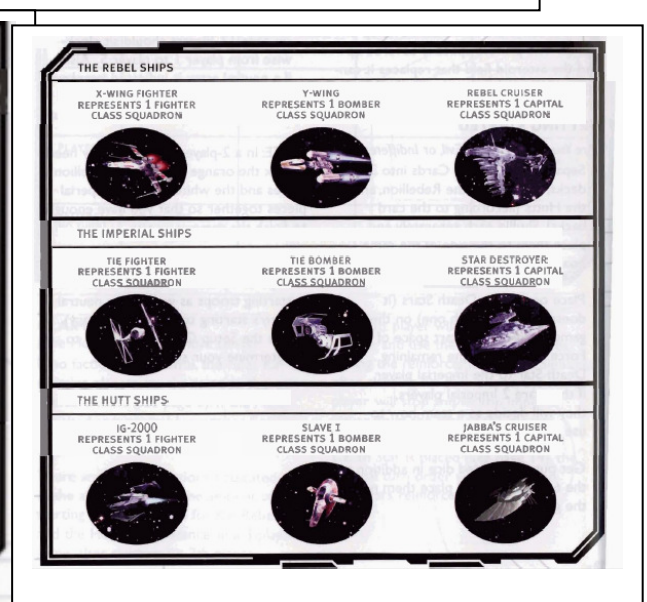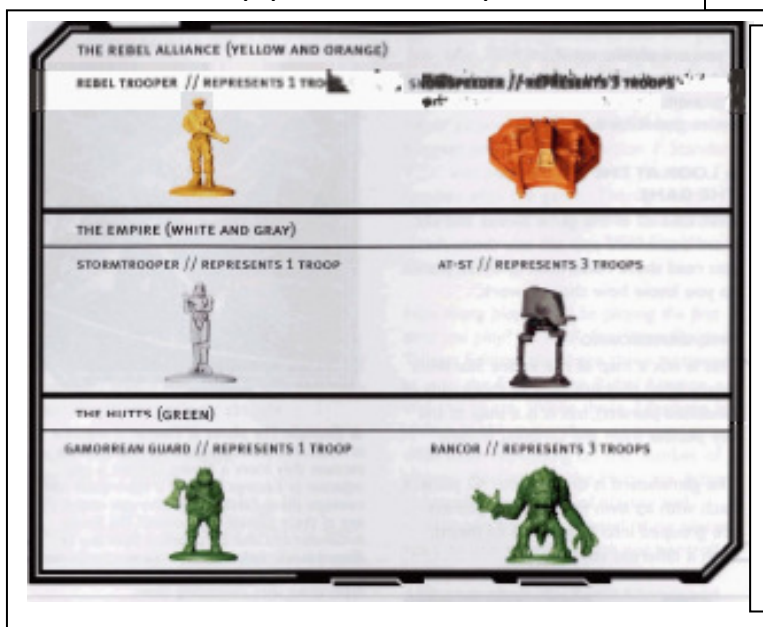
In the above, for 'Imperial' read also 'Separatist' and 'First Order' – for 'Hutts' read 'Neutral' and 'New Republic', for 'Rebels' read 'Republic' and 'Resistance'. Ships cannot conquer planets, only transport troops and fight in space. Unlike ground troops, ship classes are not interchangeable 'multiples'. N.B. Imperial and First Order Fighters are short range and *must* be accompanied by a Capital Ship to move between planets. 'Leader' tokens will be explained later. Only the number of ship tokens provided for each faction can be used – any number of troop pieces

1.3.3. 'Faction cards' are used to gain extra troops and ships (as described below, see 3.3.). Colours used are:-

     Neutrals – Green
     'Dark' (Separatists / Empire / First Order) - Grey
     'Light' (Republic / Rebel Alliance / The Resistance) – Red
     Pieces might need to be of any colour.

1.3.4. D6 dice are generally used, but sometimes D8 are used.

1.3.5. Other board features are:-

a) An 11 space 'track marker', with a Darth Sidious counter on, is needed in 'The Clone Wars' to determine if and when 'Order 66' will be invoked (see 4.1.).

b) In 'The Rebellion' and 'The Resistance' a 'secret base' area will also be needed. All pieces here will *always* defend with the 8-sided dice. If all are destroyed so is the base. As the location is 'secret' it is only ever declared to be in a system – of the Rebel / Resistance choice - when they are reduced to two or less systems. The base area is then removed from play (see 3.5.1.f.). If the Rebels / Resistance expand again they may establish a new 'secret base'.

c) The 'Force Meter' will show which side is in the ascendant and currently favoured; 'Light' of 'Dark'. Neutrals are not affected by the Force. The Force Meter is moved by playing faction cards (see 3.3.). It also moves one point towards the light side when a Death Star is destroyed; one point to the dark side when a planet is destroyed. If a new Death Star is built it also moves one space to dark side. At the start of 'The Rebellion' it moves one point to the 'Light' side 'after recent Rebel victories'.

d) The Death Star. This is used in 'The Rebellion'. In 'The Resistance' its analogue is 'Starkiller Base' (for convenience we shall refer to both as 'the Death Star' – there is no analogue in 'The Clone Wars'). There may never be more than one active in play. Place any that are building in the 'special projects' box (see 4.2.)
i) It is moved by using faction cards up to a D6 number of systems (see 3.7.).
ii) Rebels/Resistance add the current number of 'Force Meter' points (see c), above) to their dice score when attacking a Death Star.
iii) The Empire / First Order places this at any controlled system at the start of play.
iv) In defence, its planet cannot be attacked until the Death Star itself is destroyed. In attack it can destroy a planet system once moved to it by playing the appropriate card. It defends with an 8 sided dice.
v) It's fire destroys all hostile troops (but not ships) in a planet system as well as the planet enemy ships in the system may flee to any friendly system when the Death Star arrives, or when the planet is destroyed.

e) The 'Resource Planet Counter'. This marks the current number of neutral controlled worlds, and is adjusted accordingly. It starts at number '3'.
i) If the neutrals *are not* being actively played – this is the number of reinforcements (see 3.3.) each neutral system should gain each turn.
ii) If the neutrals *are* being actively played – each time a planet is lost or captured by them move the counter accordingly *and* take extra cards according to this movement (everyone wants to trade through middlemen).

f) Imperial / First Order Base Tokens. At the start of play place these on any controlled planet. They convert any one defensive D6 dice to a D8. In 'The Rebellion' one will have the Emperor's secret location. If wished, the Imperial player can remove his Emperor Palpatine 'leader' token (see 1.3.6.) and instead remain 'hidden' at one base, using this token. This is a one off election, and the leader token for the Emperor cannot again enter play or be moved.

g) Asteroid Fields. When a planet's system is destroyed by a Death Star the system becomes vacant space that cannot be reinforced or garrisoned, or counted as a planet towards income, but counts as an area to move through. Mark with asteroid fields.

h) 'Lawless Space' transit box. This is used to mark the transit of ships to and from 'Lawless Space'. No combat may take part in it, and it is adjacent to every planet on the board. That said, players must move to 'Lawless Space' or back –

as the transit box cannot be moved to directly short-cut movement across the board. Move from 'Lawless Space to the transit box, then to the board, and vive versa.

i) 'Special Projects' box. See 4.2.

1.3.6. Each Faction has 'leader tokens' that represent 'heroes' and their associated personnel and minions. These (generally) can be placed at any controlled planet at the start of play (see below 2.0.).

2.0. GETTING STARTED

2.1. Set out the board and separate the 'Faction Cards' in three piles, one for each faction, and shuffle. Always take a card from the top and place a used card in a 'discard' pile. Once all cards have been drawn shuffle the discard pile and re-use. Each player (including neutrals) starts with the below pieces and 'leaders' to place. Note some planets and locations are assigned to players at the start of play, and some leaders can be activated by more than one faction:-

1) THE CLONE WARS
a) The Galactic Republic. 20 value troop pieces, 5 fighters, 5 bombers, 4 capital ships; leaders Anakin Skywalker, Obi-Wan Kenobi, Senator Padme Amidala, Master Yoda & Jedi Council, Master Windu & Jedi Council, Chancellor Palpatine.
MUST place at least 2 troops and 2 capital ships and Chancellor Palpatine in Corsucant and 1 trop on Naboo.
b) The Separatists. 20 value troop pieces, 5 fighters, 5 bombers, 5 capital ships; leaders Count Dooku, General Grievous, Darth Maul.
MUST occupy no more than six planets.
c) The Hutts / Neutrals. 15 value troop pieces, 5 fighters, 5 bombers, 1 capital ship; leaders Jabba the Hutt, Nute Gunray.
MUST place at least 2 troops and Jabba the Hutt on Tatooine, Nute Gunray (if neutrals not represented by a player) on controlled their planet nearest to Naboo and occupy no more than eight planets.

2) THE REBELLION
a) The Galactic Empire. 20 value troop pieces, 5 fighters, 5 bombers, 6 capital ships, 1 Death Star; leaders Darth Vader, Emperor Palpatine (if active – see 1.2.5.f), Grand Moff Tarkin, Boba Fett.

MUST place at least 2 troops and 3 capital ships and Emperor Palpatine (if active) on Corsucant, and Grand Moff Tarkin with the Death Star, and Boba Fett on Tatooine (until activated).

b) The Rebel Alliance. 10 value troop pieces, 5 fighters, 5 bombers, 3 capital ships; leaders Mon Mothma, Princess Leia, Luke Skywalker, Han Solo & Chewbacca, Obi-Wan Kenobi.

MUST place at least 2 troops, 5 fighters, 1 bomber, 1 capital ship and Mon Mothma in 'secret base', 1 troop on Alderaan, Luke Skywalker, Han Solo & Chewbacca, Obi-Wan Kenobi place all on Tatooine (until activated). Can occupy no more than 1XD8+1 planets.

c) The Hutts / Neutrals. 15 value troop pieces, 3 fighters, 2 bombers, 2 capital ships.

MUST place at least 2 troops and Jabba The Hutt and Boba Fett and Han Solo & Chewbacca (until activated) on Tatooine and occupy no more than six planets.

3) THE RESISTANCE

a) The First Order. 20 value troop pieces, 5 fighters, 5 bombers, 6 capital ships, 1 Death Star; leaders Supreme Leader Snoke, Kylo Ren, General Hux.

MUST place 2 troops and 1 capital ship on Jakku.

b) The Resistance. 10 value troop pieces, 5 fighters, 5 bombers, 2 capital ships; leaders General Organa, Rey, Finn & Poe Dameron, Luke Skywalker, Han Solo & Chewbacca.

MUST place at least 2 troops, 5 fighters, 1 bomber, 1 capital ship and General Organa in 'secret base', Rey (until activated) and Finn & Poe Dameron on Jakku and Luke Skywalker on Ahch-To (until activated) and can occupy no more than two planets.

c) The New Republic / Neutrals. 15 value troop pieces, 5 fighter, 5 bombers, 5 capital ships.

MUST place at least 2 troops on Tatooine, and 2 troops, 2 fighters, 2 bombers, 2 capital ships on Hosian Prime and occupy no more than six planets.

2.2. Place all compulsory forces first, as above To allocate non-compulsory forces at the start of play each player rolls a D6 – the highest starts, then each player in turn, moving clockwise, places a unit of troops, until all planets are claimed or there are none left. Players cannot place onto an already claimed planet. Next, allocate to excess planets until all are 'claimed' (allocate 'neutrals' by player rotation if there is not a neutral player). N.B. No troops are *ever* voluntarily placed in 'Lawless Space' and each planet must have at least one troop piece. After troops are allocated do the same with ships, then with leaders.

2.2.1. The more troop pieces that are on each planet the more difficult it is to attack. There is no limit to the number of troop pieces or ships that can be placed upon a planet.

2.2.2. The Rebel/Resistance 'secret base' can only ever contain a maximum of 5 troops pieces and/or 10 fighters/bombers and 5 capital ships.
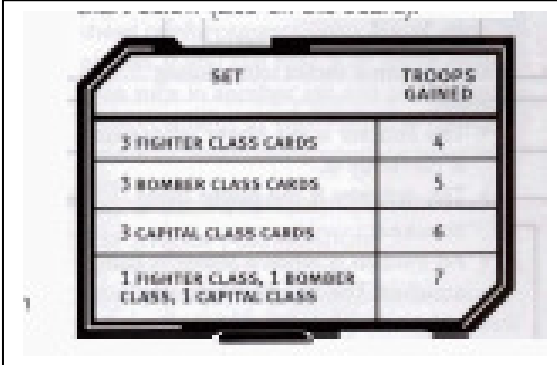
3.0. TURN ORDER

3.1. TURN SEQUENCE. Roll a dice for first turn, then proceed clockwise. Each player/team's turn consists of the following 'steps':-

3.2. STEP 1: COUNT PLANETS / REGIONS

a) Count the number of non 'Lawless Space' planets held and divide by three. This is the number of reinforcement points received (in all cases there is a minimum of three). Each region also shows the number of extra points you receive if you control that entire region (see 1.3.1.)

b) Play any cards held to receive additional reinforcements. Hand in 'sets' to get more points as follows

SET	TROOPS GAINED
3 FIGHTER CLASS CARDS	4
3 BOMBER CLASS CARDS	5
3 CAPITAL CLASS CARDS	6
1 FIGHTER CLASS, 1 BOMBER CLASS, 1 CAPITAL CLASS	7

c) Possession of the 'Lawless Space' planets conveys the following benefits immediately upon each capture:-

Ahch-To – Jedi Temple – immediately move The Force one point towards preferred side.

Geonosis – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

Hosnian Prime – Major Resources – upon capture gain four extra troops *or* 1 capital ship to immediately place at any controlled planet.

Jakku – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

Kamino – Cloners – upon capture gain five extra troops to immediately place at any controlled planet.

Mustapfar – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

Scarif – Major Resources – upon capture gain four extra troops *or* 1 capital ship to immediately place at any controlled planet.

Minor Planets #1, Minor Planets #2, Minor Planets #3 – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

3.3. STEP 2: BUY REINFORCEMENTS

a) Use the reinforcement points to 'buy' troops and ships. Costs are:-

Troops 1 point

Fighters 2 points (Imperial / First Order fighters 1.5 points each – see 3.5.1.d – buy only in pairs)

Bombers 2 points

Capital Ships 6 points

N.B. Ships cannot conquer planets themselves, just assist troops to do so.

3.4. STEP 3: PLACE TROOPS / SHIPS

a) These can be placed at any location held – bearing in mind the capacity of the Rebel / Resistance base (see 2.2.2.). All must be placed, or the reinforcement points are 'lost' (except under 4.2. 'Special projects'). they can be given to 'allies' (e.g. buying pieces for a neutral).

3.5. STEP 4: INVADE

3.5.1.

a) You can chose how many times you attack in an attempt to take a player's planet from them, and the order of your attacks. You can also choose *not* to attack and to go to Step 5.

b) Attacks last until the planet is taken over, of until the attacker withdraws.

c) Each battle is one roll of the dice and invasions may require several battles. You can invade from any one planet adjacent to an enemy planet, or from moving from the 'Lawless Space' transit box.

d) The use of transports for troops is implicit – *but* at least one capital ship *must* be present in order to transport Imperial / First Order fighters (see 3.3.b).

e) Planets with defending ships present *cannot* be bypassed by invading forces.

f) The Rebel Base can attack to any planet on the main map, as it is hidden. It is not – and may not be – in 'Lawless Space' (see 1.3.5.h.)

g) For the movement of Death Stars see 1.3.3.d.

h) There must be at least two troops on a planet in order to launch an attack as one must remain to garrison. Each troop point up to a maximum of three gains a dice for each battle. For the defender each troop point up to two gains a dice for each battle. Compare each pair of dice scores, highest to lowest to decide the winners. If there is a tie the defender always wins. If there are no dice to compare ignore it's score. Troops are lost accordingly by who wins the combats.

i) Invasions can be called off at any point – and different planets attacked instead from the same location.

j) You cannot battle with forces from different planets at the same time, but converging forces can take turns in an attack.

k) Each leader token present adds a dice to their sides roll to compare. This may mean more than two dice a turn can be compared.

l) Each capital ship present allows a player to replace one D6 dice with a D8

m) Each fighter present negates a '1' rolled on a dice and enables a re-roll

n) Each bomber presents add '1' to the highest dice roll; 2 bombers to the two highest, and so forth.

N.B. Players *cannot* add more than one piece or token per dice. Ships committed to battle are destroyed along with the piece the support. Ships may instead flee to any friendly planet.

3.5.2.

a) You win an invasion by defeating the last enemy troops on that planet.

b) 'Destroyed' Leader tokens can escape from an attacked planet to any friendly planet by rolling a 1-4 on a D6, otherwise they are eliminated and removed.

c) After winning a combat a player can then move additional troops from the winning planet (not an assisting planet) onto that planet

d) Move on to the next invasion.

3.5.3.

If a player is eliminated you gain his cards. Trade in any surplus cards above 5 for an instant reinforcement of 'defectors'.

3.6. STEP 5: CONSOLIDATION / FORTIFICATION

a) After you've finished with combat you get one 'free move' of troops to an adjacent controlled planet.

b) You may also move any ships to an adjacent planet.

c) Leaders can be freely moved to any friendly controlled planet or base or Death Star. If they roll a 6, however, they are captured and placed by the

enemy player on your right, and are held in custody with any of their leaders. They may not then be moved. If the planet or base where they are located is captured they are freed.

3.7. STEP 6: ENDING A TURN
a) Draw a card if having taken control of a new planet (one card no matter how many planets are captured).
b) Play a special card here – e.g. activate a Death Star
c) Check The Force meter – if it is neutral nothing happens – if it is with the Dark side they draw two extra cards – if with the Light side they draw two extra cards. These are then played next turn in addition to those received by conquest.
d) Activate any unactivated leaders to your side by rolling a D6. A 5 or 6 activates. N.B. some Leaders can align with more than one side. One attempt at activation is allowed only per leader, per player.

4.0. SPECIAL RULES.

4.1. Executing 'Order 66'
a) If playing 'The Clone Wars', when all players have taken their turn, move the 'Darth Sidious' token on one track and roll to see if 'Order 66' is to be invoked. It can only be rolled to be invoked once per game – if it fails it may not be attempted again.
b) To invoke roll a D6 and add the track number – a score of 12 is required. Rolling before turn 6 will be pointless, by turn 11 inevitable.
c) If 'Order 66' is invoked remove all Republic 'Leader' counters except Anakin Skywalker, which is replaced as Darth Vader counter, who changes sides from the Republic to the Separatists. If held by the Republic, Corsucant also becomes Separatist. The Chancellor Palpatine leader token is taken is replaced by the Emperor Palpatine token and the Separatists now become 'The Empire'
d) On the turn after 'Order 66' is executed Palpatine/Sidious is considered vulnerable – so cannot modify any dice against Republican forces – if the Republic captures him that turn they win the game as they have successful arrested the Dark side.

4.2. 'Special Projects'
4.2.1. Reinforcement points can also be put towards 'special projects' like Death Stars, Starkiller Base, espionage etc. Place troop tokens in the relevant box.

a) For espionage, at an opponent's Step 3.4. each piece used as espionage may be expended to prevent the movement of one of an opponent's pieces (ship or troop)

b) For building a new Death Star (Empire and First Order only) the player can expend twenty pieces to place a new Death Star in the box; ready to be deployed – or deployed immediately if one is not currently active.

c) Up to five points in 'Special Projects' can also be cashed-in' for troops and ships at Step 3.4. – representing a secret build-up.

Ahch-To – Jedi Temple – immediately move The Force one point towards preferred side.

Geonosis – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.
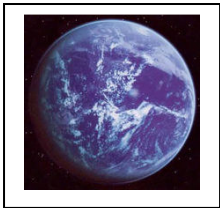
Hosnian Prime – Major Resources – upon capture gain four extra troops *or* 1 capital ship to immediately place at any controlled planet.
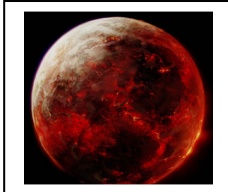
Jakku – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.
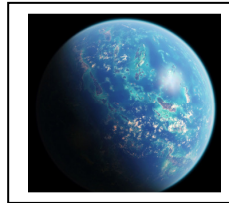
Kamino – Cloners – upon capture gain five extra troops to immediately place at any controlled planet.

Mustapfar – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.
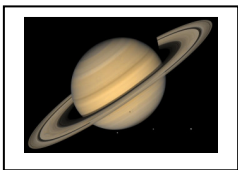
Scarif – Major Resources – upon capture gain four extra troops *or* 1 capital ship to immediately place at any controlled planet.

Minor Planets #1 – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.
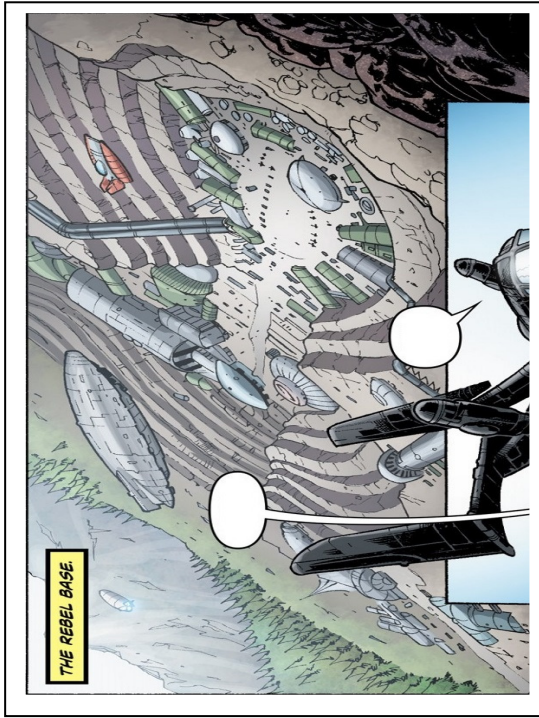
Minor Planets #2 – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

Minor Planets #3 – Minor Resources – upon capture gain two extra troops *or* 1 fighter to immediately place at any controlled planet.

THE REBEL BASE.

TO / FROM 'WILD SPACE'

(TRANSIT BOX)

'ORDER 66' TABLE	1	2	3	4	5
6	7	8	9	10	11

Darth Sidious	Anakin Skywalker	Obi-Wan Kenobi	Senator Padme Amidala	Master Yoda & Jedi Council	Master Windu & Jedi Council
Chancellor Palpatine	Count Dooku	General Grievous	Darth Maul	Jabba The Hutt	Nute Gunray

Darth Vader	Emperor Palpatine	Grand Moff Tarkin	Boba Fett	Mon Mothma	Princess Leia
Luke Skywalker	Han Solo & Chewbacca	General Organa	Rey	Finn & Poe Dameron	Supreme Leader Snoke

Kylo Ren	General Hux	2	3	4	5
6	7	8	9	10	11

'Special Projects'