Province One to Province Five

ASSIGNMENT

nr. 134

province

nr. 135

ich be moved for the duration of this Galactic Game.

Galactic Event

nr. 139

TIme.

Jr. 126

In a separate amount of experience and public-

Galactic Event

nr. 130

edd number makes no sense. It may jump

province

nr. 138

Hypothetically if there were six places, an x, y, or

Galactic Event

nr. 118

Hypothetically if there were six places, an x, y, or
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**Notes:**
- Galactic Events are significant in the context of the game's storyline and can have a profound impact on the player's strategy and progression. They are typically disruptive and can cause significant changes to the player's resources and infrastructure.
- The Galactic Event cards are placed in order to reflect the game's progression, with each card representing a new challenge or opportunity for the player.
- The specific details of each Galactic Event are provided on the cards, detailing its effects and potential outcomes.

**Additional Information:**
- Galactic Events can be triggered by various in-game actions, such as consuming resources, interacting with other players, or reaching certain milestones.
- Players must carefully manage their resources and strategies to respond effectively to Galactic Events, ensuring they have the best possible outcome.
Character may be failed in one mission.

**Mission Result:** If one mission letter comes up in the Action Deck, draw a Character card at random from the appropriate deck. The character may be failed in one mission.

**Mission Result:** If two mission letters come up, the above occurs, and the character is failed in one mission.

**Mission Result:** If two mission letters come up, the above occurs, and the character is failed in two missions.

**Star System and Province Games:** If two mission letters come up, the above occurs, and the character is failed in one mission, and the character is failed in two missions.

**Mission Result:** If one mission letter comes up in the Action Deck, draw a Character card at random from the appropriate deck. The character may be failed in one mission.

**Mission Result:** If two mission letters come up, the above occurs, and the character is failed in two missions.

**Mission Result:** If one mission letter comes up in the Action Deck, draw a Character card at random from the appropriate deck. The character may be failed in one mission.
**Urban: C 3** Local connections expedite missions. All actions take place in this mission phase.

**Urban: B 4** Call war brigades out the population drains the mission phase.

**Urban: A 5** Treat locals attack one Mission Group.

**Mission: J** 1) Reclaim occupied local mission.

**Mission: I** 2) 1) Reclaim occupied local mission.

**Mission: H** 3) 1) Reclaim occupied local mission.

**Mission: G** 4) 1) Reclaim occupied, defend character from Rebel player.

**Mission: F** 5) 1) Reclaim occupied local mission.

**Mission: E** 6) 1) Reclaim occupied local mission.

**Mission: D** 7) 1) Reclaim occupied local mission.

**Mission: C** 8) 1) Reclaim occupied local mission.

**Mission: B** 9) 1) Reclaim occupied local mission.

**Mission: A** 10) 1) Reclaim occupied local mission.

**Specials G** 1) Attack one Mission Group.

**Specials D** 2) Attack two of the Mission Group.

**Specials C** 3) Attack one Mission Group.

**Specials B** 4) Attack one Mission Group.

**Specials A** 5) Attack one Mission Group.

**Specials I** 6) Attack one Mission Group.

**Specials H** 7) Attack one Mission Group.

**Specials J** 8) Attack one Mission Group.

**Specials K** 9) Attack one Mission Group.

**Specials L** 10) Attack one Mission Group.

**Mission: G** 1) Reclaim occupied local mission.

**Mission: F** 2) 1) Reclaim occupied local mission.

**Mission: E** 3) 1) Reclaim occupied local mission.

**Mission: D** 4) 1) Reclaim occupied local mission.

**Mission: C** 5) 1) Reclaim occupied local mission.

**Mission: B** 6) 1) Reclaim occupied local mission.

**Mission: A** 7) 1) Reclaim occupied local mission.

**Specials G** 1) Attack one Mission Group.

**Specials D** 2) Attack two of the Mission Group.

**Specials C** 3) Attack one Mission Group.

**Specials B** 4) Attack one Mission Group.

**Specials A** 5) Attack one Mission Group.

**Specials I** 6) Attack one Mission Group.

**Specials H** 7) Attack one Mission Group.

**Specials J** 8) Attack one Mission Group.

**Specials K** 9) Attack one Mission Group.

**Specials L** 10) Attack one Mission Group.
(c) Mission Result: Every mission letter comes up in the Action Deck. The Imperial Player must remove one Imperial Military unit from the Action Deck. The Imperial Player may fire a Group mission with a 1-0 Rebel Payout or one Rebel Payout. May not place a Rebel Player on any Payout to fill the group.}

(c) Mission Result: Every mission letter comes up in the Action Deck. The Imperial Player must remove one Imperial Military unit from the Action Deck. The Imperial Player may fire a Group mission with a 1-0 Rebel Payout or one Rebel Payout. May not place a Rebel Player on any Payout to fill the group.
Coup (C)
May attempt to place a small group favorable to the Player's cause in control of an Environ. May be performed only in an Environ with a Coup rating and if at least one character in the Mission Group has an Intelligence rating greater than one.

Urban: P I Creature attacks one Mission Group. If a creature is named in the Environ, look it up in the Galactic Guide to determine its attributes. If no creature is named, the Mission Group is attacked by two sentry robots.
Special: S C Characters detected.
Wild: R G Locals raid Enemy forces. Non-Phasing Player must eliminate one of his military units in the Environ, or, if he controls a PDB that is Up on the planet, place it Down (non-Phasing Player's choice).

Subvert Troops (T)
Rebel Player only: May attempt to subvert Imperial Militia, Patrol, or Line Military units to the Rebel cause. May be performed only in an Environ occupied by an Imperial military unit(s).

Urban: D Creature attacks one Mission Group. If a creature is named in the Environ, look it up in the Galactic Guide to determine its attributes. If no creature is named, the Mission Group is attacked by a sentry robot (see Case 13.46).
Special: C S Weather disturbances hamper Enemy operations. The non-Phasing Player may conduct no searches in this Environ this Mission Phase.
Wild: P I Coup Mission aborted; Characters detected. Roll the die. 1-3, no effect; 4, shift Loyalty marker one space in non-Phasing Player's favor; 5 or 6, shift Loyalty and entire Mission Group captured.

Urban: C Weather disturbances hamper Enemy operations. The non-Phasing Player may conduct no searches in this Environ this Mission Phase.
Special: S E Coup mission aborted; characters detected. Roll the die. 1,2, no effect; 3-5, shift Loyalty marker one space in non-Phasing Player's favor; 6, shift Loyalty marker and Mission Group captured, one character killed (Phasing Player's choice).
Wild: F I Local connections expedite missions. All missions receive one extra bonus draw in this Environ this Mission Phase.

Urban: A Locals shelter characters from enemy. No enemy searchers may be conducted in this Environ for the remainder of this Mission Phase.
Special: B E Creature attacks one Mission Group. If a creature is named in the Environ, look it up in the Galactic Guide to determine its attributes. If no creature is named, the Mission Group is attacked by a sentry robot.
Wild: F B Coup Mission aborted; Characters detected. Roll the die. 1-4, no effect; 5, shift Loyalty marker one space in Non-Phasing Player's favor; 6, shift Loyalty and entire Mission Group captured.

Urban: F P Locals raid Enemy forces. Non-Phasing Player must eliminate one of his military units in the Environ, or, if he controls a PDB that is Up on the planet, place it Down (Non-Phasing Player's choice).
Special: R Creature attacks one Mission Group. If a creature is named in the Environ, look it up in the Galactic Guide to determine its attributes. If no creature is named, the Mission Group is attacked by two sentry robots (see Case 13.46).
Wild: S H Characters detected.

Urban: D S Locals raid Enemy forces. Non-Phasing Player must eliminate one of his military units in the Environ, or if he controls a PDB that is Up on the planet, place it Down (Non-Phasing Player's choice).
Special: R Q Characters detected. Enemy Player may conduct search for one Mission Group in the Environ.