

Galactic Event

FREEDOM IN THE GALAXY

nr. 119

GALACTIC EVENT

Radical clone experiments are a big success. Draw *three* characters at random from among the dead Characters. Place each character in any Environ on a planet controlled by the owning Player. If the Rebel Player controls no planets, he may place a character drawn in this manner in any Environ on a Planet in Rebellion. If a player has no planets he can place a character on as described here, the character is returned to the dead characters pile.

nr. 118

GALACTIC EVENT

Hyperjump dimensions in a state of flux. For the duration of this Galactic Game-Turn, when ever a unit is going to hyperjump, the owning Player names its destination and then rolls the die twice, reading the result as a two-digit number (i.e., a roll of 4 and 3 would be 43). If the result matches the number of an existing star on the map, that unit must attempt to Hyperjump to there, or else be automatically placed in the *Drift Two* box of its original destination. If the rolled number matches no star, it may jump normally.

nr. 126

GALACTIC EVENT

An unprecedented amount of propaganda and publicity for both the Imperial and Rebel causes inspire all characters to overcome any obstacles between them and total victory. When resolving all missions this Campaign Game-Turn, ignore any Actions Events that specifically prevent bonus draws.

nr. 125

GALACTIC EVENT

Imperial Deltroics recall all standard Imperial character spaceships due to mechanical defect. All Imperial character spaceships (except Redjac's ship) may not be moved for the duration of this Galactic Game-Turn.

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ASSIGNMENT

Province One to Province Five

nr. 132

ASSIGNMENT

Province One to Province Four

FREEDOM IN THE GALAXY

Strategic Assignment

nr. 140

ASSIGNMENT

Province Three to Province Four

nr. 139

ASSIGNMENT

Province Two to Province Five

FREEDOM IN THE GALAXY

Strategic Assignment

nr. 114

GALACTIC EVENT

Independent nomadic star-faring race suddenly invades the Egrix Star System (22). The Player with the most military space Strength Points in the Orbit Box of each planet at the end of this Campaign Game-Turn may shift the Loyalty of that planet one space in his favor, as he has contributed the most to driving off the outside attackers there. Space and land combat between Rebel and Imperial military units is carried out normally and the Imperial Player is still restricted by his Strategic Assignments. If neither Player has units in an Orbit Box that planet's Loyalty marker is not moved.

nr. 113

GALACTIC EVENT

Bungled administrative work at Imperial transport control sends valuable military material into surprised Rebel hands. *Decrease* Imperial resources by five Force Points and *Increase* Rebel resources by five Force Points. If there are not enough points currently on the Imperial Resource Track, it is subtracted from the upcoming Imperial Taxation.

nr. 121

GALACTIC EVENT

Strange jamming signals from an unknown source shut down galactic communication for the duration of this Galactic Game-Turn. No Imperial units may be moved across a province boundary (even if a planet is in rebellion), and no Domino Effects may be initiated this Game-Turn.

nr. 120

GALACTIC EVENT

Internal racial disputes among the Kayns supercede any Imperial problems this Galactic Game-Turn. The Loyalty markers on any Planets occupied by the Kayn race may not be moved at all. Kayn characters (both Rebel and Imperial) may not be included in any Mission Groups or be named as a leader this Turn. They may be moved and may heal.

nr. 128

ASSIGNMENT

Province One to Province Two

nr. 127

ASSIGNMENT

Province One to Province Two

nr. 135

ASSIGNMENT

Province Two to Province Three

nr. 134

ASSIGNMENT

Province One to Province Five

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Strategic Assignment

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Strategic Assignment

nr. 117

GALACTIC EVENT

Plague breaks out in Province Three. All characters currently in the province must receive one wound. Exception: Dr. Sontag and any Rebel character in the same environ, or any Rebel characters in the same environ as a Rebel character who owns the Medi-kit of Ptolus do not receive a wound. Furthermore, a planet in Province Three that has either the Doctor or the Medi-Kit on it shifts on Loyalty space in the Rebel Player's favor.

nr. 116

GALACTIC EVENT

Hyperjump technicians go on strike. All military units have their Navigation rating reduced by one this Galactic Game-Turn. Character spaceships are unaffected.

nr. 115

GALACTIC EVENT

It's *Military Inventory and Maintenance Month*, according to the Imperial calendar. No Imperial military units may be moved outside of the province they currently occupy for the duration of this Campaign Game-Turn. However, Imperial characters may be moved according to the normal Strategic Assignment routine. If the secret Rebel base has already been revealed, ignore this event.

nr. 124

GALACTIC EVENT

Suvan religious leader denounces alleged Imperial atrocities. The Rebel Player may shift the Loyalty marker on the home planet of the Suvans one space in his favor, or shift the Loyalty markers on two other Suvan-occupied planets one space in his favor.

nr. 123

GALACTIC EVENT

Public horror and outrage at the increasing suicide rate and apparent reckless habits among the youth, spark anti-Suicide Squad sentiments. The Imperial Player must remove one Suicide Squad unit from play. It may be re-purchased in a future turn (how quickly they forget).

nr. 122

GALACTIC EVENT

Industrial disaster at Defense Concepts Ltd., the manufacturer of all PDB equipment, cancels Imperial PDB output for this Galactic Game-Turn. The Imperial Player may not put any Down PDBs up or increase the levels of any of his PDBs.

nr. 131

ASSIGNMENT

Province One to Province Four

nr. 130

ASSIGNMENT

Province One to Province Three

nr. 129

ASSIGNMENT

Province One to Province Three

nr. 138

ASSIGNMENT

Province Four to Province Five

nr. 137

ASSIGNMENT

Province Four to Province Five

nr. 136

ASSIGNMENT

Province Two to Province Three

nr. 86

ACTION

Urban: F I Characters detected. Enemy Player may conduct search for one Mission Group in Environ.

Special: A J Characters are delayed by rumors. No bonus draws may be taken in this Environ this Mission Phase.

Wild: C T Characters detected. Enemy Player may conduct search for one Mission Group in Environ.

nr. 85

ACTION

Urban: G I Populace goes wild! If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Environ (see Case 15.46).

Special: R Characters detected. Enemy Player may conduct search for one Mission Group in Environ.

Wild: S 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 two sentry robots.

nr. 93

ACTION

Urban: R B Coup mission aborted: Characters detected. Roll the die, 1, 2, no effect; 3, 4, shift Loyalty marker one space in Non-Phasing Player's favor; 5, 6, shift Loyalty and entire Mission Group captured.

Special: F The Imperial Player may commit an Atrocity on this planet (see Section 35.0). Galactic Game only. Otherwise, ignore event.

Wild: S C Confusing local protocol aborts a Diplomacy mission. If one is being performed in the Environ, shift the Loyalty marker one space in the Non-Phasing Player's favor.

nr. 92

ACTION

Urban: S G Coup mission aborted: characters detected. Roll the die, 1-3, no effect; 4, 5, shift Loyalty marker one space in Non-Phasing Player's favor; 6, shift Loyalty and entire Mission Group killed.

Special: F I Local connections expedite missions. All missions receive one extra bonus draw in this Environ this Mission Phase.

Wild: R T It's the off-season for the local creatures. Ignore all "Creature Attacks" events in this Environ this Mission Phase.

nr. 100

GALACTIC EVENT

The Emperor is in a rare mood. If the Action Event "Imperial Player may commit atrocity" comes up at any time during this Galactic Game-Turn, the Imperial Player may immediately commit an Atrocity on any planet (see Case 36.2).

nr. 99

GALACTIC EVENT

Unattractive Imperial policies revealed in the final issue of the *Segunden Times-Dispatch*. The Imperial Player must move the loyalty marker on any *three* planets occupied by Segundens one space in the Rebel Player's favor.

nr. 107

GALACTIC EVENT

Rebel demonstrations on Lonica (421) get ugly, generating pro-Imperial feelings. Place Loyalty marker on *Loyal*, unless it is currently at *Paritolic*. The Rebel Player may perform no Diplomacy or Coup missions on the planet this Campaign Game-Turn.

nr. 106

GALACTIC EVENT

A ghost fleet from the "Golden Age" mysteriously appears from the nether-dimension. During the Space Combat Segment of the first Rebel Player-Turn of this Campaign Game-Turn, the fleet attacks all Imperial military units in any one Orbit Box in the Fifth Province. It attacks with a strength of 20 (receiving no column shifts, although the Imperial forces may). After attacking in the Orbit Box of the Rebel Player's choice the fleet vanishes. The attack is resolved *before* all other space combat.

ACTION

FREEDOM IN THE GALAXY

ACTION

FREEDOM IN THE GALAXY

Galactic Event

FREEDOM IN THE GALAXY

Galactic Event

FREEDOM IN THE GALAXY

nr. 99

ACTION

Urban: C E The Imperial Player may commit an atrocity on this planet (see Section 35.0). Advanced Game only. Otherwise ignore event.

Special: P Civil war breaks out. The populace blames the Phasing Player. If the Loyalty marker is currently at 1 or 2 in the Player's favor, move the marker to Neutral. If the planet is in Rebellion or not in the Player's favor, ignore event.

Wild: R Local connections expedite mission. All missions receive one extra bonus draw in this Enviro this Mission Phase.

nr. 96

ACTION

Urban: A T Characters detected. Enemy Player may conduct search for one Mission Group in Enviro.

Special: D E Wrong soldier contacted. If a Subvert Troops mission is being performed, it is aborted. Mission Group found by Enemy squad. If an Enemy leader is stacked with the Enemy military units, entire Mission Group is captured.

Wild: P Disagreeable food substance hampers characters. No bonus draws may be taken in this Enviro this Mission Phase.

nr. 103

GALACTIC EVENT

The Empire's eligible young recruits are struck by a wave of scholarly enthusiasm and march off to institutions of higher learning. The Imperial Player may not purchase military units this Campaign Game-Turn. He still receives his normal taxes; he just cannot use his available Force Points to buy military units. He may expend Force Points on PDB's.

nr. 110

GALACTIC EVENT

The many-colored moons of Tamset (312) perform a once-in-a-millennium cosmic dance of eclipses and conjunctions. All characters on the planet stare in wonderment. No bonus draws may be taken for any missions performed on this planet during this Campaign Game-Turn.

nr. 88

ACTION

Urban: T Characters are delayed by rumors. No bonus draws may be taken in this Enviro this Mission Phase.

Special: F One Mission Group stumbles on Enemy squad. If the Enemy Player controls the planet and has military units in the Enviro, character combat is initiated using the Squad Table to determine the Enemy's strength.

Wild: B J Weather disturbances hamper Enemy operations. The Non-Phasing Player may conduct no searches in this Enviro this Mission Phase.

nr. 95

ACTION

Urban: R H Characters detected. Enemy Player may conduct search for one Mission Group in Enviro.

Special: F I Populace goes wild! If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Enviro (see Case 15.46).

Wild: B Creature attacks one Mission Group. If a creature is named in the Enviro, 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).

nr. 102

GALACTIC EVENT

It's *Galactic Peace Month*, according to the Imperial calendar. Imperial military units and characters are not restricted by the Strategic Assignment routine. The Imperial Player may move his units entirely as he sees fit for the duration of this Campaign Game-Turn.

nr. 109

GALACTIC EVENT

A fanatical rebel cult that roams the Deblon (44) Star System has sparked fervent Rebel support through their music and other persuasive entertainments. Shift the Loyalty markers on both planets one space in favor of the Rebels. If planet is currently Patriotic, shift it to Neutral, instead. If planet is currently in Unrest, it may be placed into Rebellion. The Domino Effect may be initiated if called for.

nr. 87

ACTION

Urban: S C Disagreeable food substance hampers characters. No bonus draws may be taken in this Enviro this Mission Phase.

Special: R Coup mission aborted: Characters detected. Roll the die. 1, 2, no effect; 3, 4, shift Loyalty marker one space in Non-Phasing Player's favor; 5, 6, shift loyalty and Mission Group found by Enemy squad or characters (Non-Phasing Player's choice).

Wild: F G Characters detected. Enemy Player may conduct search for one Mission Group in Enviro.

nr. 94

ACTION

Urban: D Q Coup mission aborted: Characters detected. Roll the die. 1-3, shift Loyalty marker one space in Non-Phasing Player's favor; 4-6, shift Loyalty and Mission Group found by Enemy squad or characters (Non-Phasing Player's choice).

Special: F G Disagreeable food substance hampers characters. No bonus draws may be taken in this Enviro this Mission Phase.

Wild: B E Populace goes wild! If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Enviro (see Case 15.46).

nr. 101

GALACTIC EVENT

The whole galaxy is caught in a time Singularity. Both Players, during their respective Mission Phases, may assign each of their Mission Groups two missions during their first Player-Turn of this Campaign Game-Turn. Note: Ignore this event on the *Hyper World* as Mission Groups there can already perform two missions each.

nr. 108

GALACTIC EVENT

Political scandals and their subsequent coverups are exposed, shocking residents of the Zakir (51) star system into anti-Imperial outrage. Shift Loyalty of all three planets one space in favor of the Rebels.

ACTION

FREEDOM IN THE GALAXY

nr. 91

ACTION

Urban: B E Controversial political matters argued. If a Diplomacy mission is being performed, and no character in the Mission Group has a Diplomacy rating of two or more, the mission is aborted.

Special: P Local connections expedite missions. All missions receive one extra bonus draw in this Enviroton this Mission Phase.

Wild: R Q Irrate Locals attack one Mission Group. Refer to the Irrate Locals Chart to determine the mob's attributes.

nr. 90

ACTION

Urban: B Confusing local protocol aborts a Diplomacy mission. If one is being performed in the Enviroton, shift the Loyalty marker one space in the Non-Phasing Player's favor.

Special: C H Enemy agent reveals mission. The Non-Phasing Player randomly chooses one mission that the Phasing Player is currently performing in the Enviroton; that mission is aborted. Characters detected.

Wild: G I Confusing local protocol aborts Diplomacy mission. If one is being performed in the Enviroton, shift the Loyalty marker one space in the Non-Phasing Player's favor.

nr. 98

GALACTIC EVENT

Rebel agents make contact with space pirates, who proceed to plunder any one Enviroton not occupied by Imperial military units on any one Imperial-controlled planet with no Imperial military units in Orbit. Add the resource value of the Enviroton to the Rebel Resource Track. If no such Enviroton exists, ignore this event.

nr. 97

ACTION

Urban: F Populace goes wild! If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Enviroton (see Case 15.46).

Special: S H Creature attacks one Mission Group. If a Creature is named in the Enviroton, look it up in the Galactic Guide to determine its attributes. If no creature is named, ignore event.

Wild: D Enemy agent reveals mission. The Non-Phasing Player randomly chooses one mission that the Phasing Player is currently performing in the Enviroton; that mission is aborted. Characters detected.

ACTION

FREEDOM IN THE GALAXY

nr. 105

GALACTIC EVENT

The heart of the galaxy is acting up again. Add two to the Hyperjump distance being travelled by any units that are moving into or out of Province One (but not between other provinces and not within Province One).

nr. 104

GALACTIC EVENT

Competition and entertainment are at their best ever, as the Imperial-sponsored *GALACTIC GAMES* tour Province One. The Rebel Player must move the loyalty marker on any three planets in Province One space in the Imperial Player's favor.

Galactic Event

FREEDOM IN THE GALAXY

nr. 112

GALACTIC EVENT

Imperial intelligence network cracks Rebel communication code. A Rebel Secret must be revealed immediately (see Case 37.4). A new code is hastily devised.

nr. 111

GALACTIC EVENT

Sun spots and storms on Yarru (43) drive all creatures wild. When resolving missions on planets in this system all "Creature Attacks" Action Events are carried out for the duration of the Campaign Game-Turn. Exception to Case 13.42.

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ACTION

FREEDOM IN THE GALAXY

ACTION

FREEDOM IN THE GALAXY

ACTION

FREEDOM IN THE GALAXY

ACTION

(J) Mission Result: If one mission letter comes up in the Action deck, one captured character has been rescued; place his counter with the Mission Group. If two mission letters come up, remove an Imperial Atrocity unit from the Orbit Box. If *no* mission letters come up, see Section 24.0. The mission receives *only* bonus draws (see 24.0). **Bonus Draws:** Evasion value of the pilot and spaceship (see Case 14.52) plus the Cannon rating of the spaceship.

(E) Mission Result: If one mission letter comes up in the Action Deck, a friendly sovereign has been summoned, see Case 25.1. If two mission letters come up, a neutral sovereign has been summoned, with the same effects as above. If the mission fails, see Case 25.15. **Bonus Draws:** One character's Diplomacy rating plus one character's Leadership rating.

(I) Mission Result: If one mission letter comes up in the Action Deck, all Enemy military units and characters on the planet are revealed and detected.

Star System and Province Games: If two mission letters come up the above occurs and the Phasing Player earns one Victory Point for learning an Enemy secret.

Galactic Game: If two mission letters come up, the above happens and the Player learns an Enemy Secret (see Case 37.4)

Bonus Draws: One character's Intelligence.

(G) Mission Result: If the mission letter comes up in the Action Deck, draw a Character Card at random from the appropriate deck. The new character's counter is placed in the Environ with the Mission Group. No more than one character may be gained in one mission.

nr. 58

MISSION

Gather Information (I)

May attempt to learn details of Enemy deployment or strategic plans.

May not be performed on a planet that is controlled by the Phasing Player if there are no Enemy units in the Environ.

nr. 57

MISSION

Gain Characters (G)

May attempt to find new friend of worth to the Player's cause.

In the Star System and Province Games, the Imperial Player may perform this mission only if his current number of characters is equal to or less than the number of characters he started the scenario with.

nr. 65

MISSION

Spaceship Quest (J)

May attempt to free a captured character in an Orbit Box. In the Galactic Game, the Rebel Player may attempt to destroy an Imperial Atrocity unit in an Orbit Box.

May be performed only by a character with a Navigation rating of two or higher and a spaceship, in an Orbit Box that contains a captured Friendly character or, if Rebel performing mission, an Imperial Atrocity unit.

nr. 72

ACTION

Urban: P G Irrate locals attack one Mission Group. Refer to the Irrate Locals Chart to determine the mob's attributes.

Special: C Controversial political matters argued. If a Diplomacy mission is being performed, and no character in the Mission Group has a Diplomacy Rating of two or more, the mission is aborted.

Wild: D H The Imperial Player may commit an Atrocity on this planet (see Section 35.0), Galactic Game only, otherwise ignore event.

nr. 79

ACTION

Urban: S H Local connections expedite missions. All missions receive one extra bonus draw in this Environ this Mission Phase.

Special: G P 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).

Wild: B Civil war breaks out. The populace blames the Phasing Player. If the Loyalty marker is currently at 1 or 2 in the Player's favor, move the marker to Neutral. If the Planet is in rebellion or not in the Player's favor, ignore event.

nr. 64

MISSION

Summon Sovereign (E)

May attempt to summon a sovereign and his loyal followers to the Player's cause.

May be attempted only in an Environ occupied by a Friendly or neutral sovereign, within the restrictions of Case 25.1

nr. 71

ACTION

Urban: C J Irrate locals attack one Mission Group. Refer to the Irrate Locals Chart to determine the mob's attributes.

Special: B T Would-be rebels chicken out. Start Rebellion mission aborted. Characters detected.

Wild: P G Weather disturbances hamper Enemy operations. The non-Phasing Player may conduct no searches in this Environ this Mission Phase.

nr. 78

ACTION

Urban: C S Local connections expedite missions. All missions receive one extra bonus draw in this Environ this Mission Phase.

Special: D G Coup mission aborted; characters detected. Roll the die, 1-3, no effect; 4,5, shift Loyalty marker one space in non-Phasing Player's favor; 6, shift Loyalty and entire Mission Group killed.

Wild: F P Characters are delayed by rumors. No bonus draws may be taken in this Environ this Mission Phase.

nr. 61

MISSION

Start Rebel Camp (B)

Rebel Player only: May attempt to establish a band of locals dedicated to the Rebel cause.

May be performed only on a planet that is currently Patriotic or Loyal.

nr. 60

MISSION

Assassination (A)

May attempt to assassinate any one detected Enemy character in Environ.

May only be performed in an Environ occupied by at least one detected Enemy character (who must be named before drawing Action Cards).

nr. 59

MISSION

Free Prisoners (F)

May attempt to free Friendly captured characters in the same Environ.

nr. 68

ACTION

Urban: R H 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, ignore event.

Special: B 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).

Wild: P Locals shelter characters from Enemy. No Enemy searches may be conducted in this Environ for the remainder of this Mission Phase.

nr. 67

MISSION

Question Prisoner (Q)

May attempt to learn Enemy secrets by questioning a captured Enemy character. The Imperial Player may choose to torture a captured Rebel character.

May be performed by only *one* character stacked with a captured Enemy character.

nr. 66

MISSION

Steal Enemy Resources (H)

May attempt to take Force Points from the Enemy Player's Resource Track and add them to yours. May only be attempted if there are at least two Force Points on the Enemy Resource Track. Rebel Player may only perform on an Imperial-controlled Capital or Throne Planet, or planet in the province scheduled to be taxed this Game-Turn (see Case 33.1). The Imperial Player may only perform on the Rebel secret base, after it is revealed (see Case 34.2)

nr. 75

ACTION

Urban: F G Characters detected.

Special: D Populace goes wild. If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Environ (see Case 15.46).

Wild: A H 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).

nr. 74

ACTION

Urban: P Enemy agent reveals mission. The non-Phasing Player randomly chooses one mission that the Phasing Player is currently performing in the Environ; that mission is aborted. Characters detected.

Special: B H Hate locals attack one Mission Group. Refer to the Hate Locals Chart to determine the mob's attributes.

Wild: C 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, ignore event.

nr. 73

ACTION

Urban: D Would-be rebels chicken out. Start Rebellion mission aborted. Characters detected.

Special: G I Weather disturbances hamper Enemy operations. The non-Phasing Player may conduct no searches in this Environ this Mission Phase.

Wild: R S Wrong soldier contacted. If a Subvert Troops mission is being performed, it is aborted. Mission Group found by Enemy squad. If an Enemy leader is stacked with the Enemy military units, the entire Mission Group is captured.

nr. 82

ACTION

Urban: G Civil war breaks out. The populace blames the Phasing Player. If the Loyalty marker is currently at 1 or 2 in the Player's favor, move the marker to neutral. If the planet is in rebellion or not in the Player's favor, ignore event.

Special: R S Weather disturbances hamper Enemy operations. The Non-Phasing Player may conduct no searches in this Mission Phase.

Wild: D Populace goes wild! If the planet is placed into rebellion during this Mission Phase, the Rebel Player receives double the resource value in this Environ (see Case 15.46).

nr. 81

ACTION

Urban: F I Wrong soldier contacted. If a Subvert Troops mission is being performed, it is aborted. Mission Group found by enemy squad. If an Enemy leader is stacked with the enemy military units, entire mission is captured.

Special: C T Accidents will happen, especially in an unfamiliar Environ. Any one character performing a mission in the Environ must receive a wound.

Wild: E Controversial political matters argued. If a Diplomacy mission is being performed, and no character in the Mission Group has a Diplomacy rating of two or more, the mission is aborted.

nr. 80

ACTION

Urban: R E Local connections expedite missions. All missions receive one extra bonus draw in this Environ this Mission Phase.

Special: F P Confusing local protocol aborts a Diplomacy mission. If one is being performed in the Environ, shift the Loyalty marker one space in the Non-Phasing Player's favor.

Wild: C S One Mission Group stumbles on Enemy squad. If the Enemy Player controls the planet and has military units in the enemy character combat is initiated using the Squad Table to determine the Enemy's strength.

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(Q) Mission Result:

If one Mission Letter comes up in the Action Deck, the captured character has revealed an Enemy secret (see Case 37.4).

The mission receives only Bonus Draws (see Case 37.11)

Bonus Draws: Three plus the questioning character's Intelligence rating, minus the prisoner's Intelligence rating. If the Imperial Player announces torture, he receives six draws, plus and minus the characters' Intelligence ratings (however, see Case 37.12).

(H) Mission Result:

If one mission letter comes up in the Action Deck, two Force Points are subtracted from the Enemy Player's Resource Track and added to the Phasing Player's Track. If two mission letters come up, *eight* Force Points are subtracted from the Enemy Track and added to the Phasing Player's.

Bonus Draws: One character's Intelligence rating plus one for each other character in the Mission Group.

(B) Mission Result:

If the mission letter comes up in the Action Deck, place a Rebel Camp marker in the Environ. Beginning with the next Rebel Player-Turn, the camp may perform certain missions, within the restrictions of Case 13.2. The camp is removed from the game immediately if the planet's loyalty becomes Dissent or Unrest, *or* if there are a number of Imperial military Strength Points in the Environ equal to or greater than the Environ Size plus *three*.

Bonus Draws: One character's Leadership rating.

(A) Mission Result:

If the mission letter comes up in the Action Deck, the named Enemy character is removed from play. If it does not come up, roll the die. On a roll of 4 or 5 all characters on the mission are captured; on a roll of 6, all characters on the mission are killed.

Bonus Draws: One character's Intelligence rating.

(F) Mission Result:

Every time that the mission letter comes up in the Action Deck, *one* captured character may be freed; place the captured character with the Mission Group. If more than one character is currently captured, the Phasing Player takes the one of his choice from among the Enemy's prisoners (but only those in the same Environ).

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FREEDOM IN THE GALAXY

ACTION

(C) Mission Result: Every mission letter that comes up in the Action Deck shifts the planet Loyalty marker one space in favor of the Phasing Player. May not place a planet in or out of rebellion. Some Action Events may abort a Coup mission with adverse effects to the Mission Group.

Bonus Draws: One character's Leadership rating plus the planet's Coup rating.

(T) Mission Result: If the mission letter comes up in the Action Deck, the Imperial Player must remove one Imperial Militia military unit from the Environ. It is replaced with a 1-0 Rebel military unit of the same Environ type. If the mission letter comes up twice, two Militia, one Patrol or one Line unit is removed and replaced with a 2-1 Rebel military unit.

Bonus Draws: One character's Leadership rating.

nr. 63

MISSION

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.

nr. 62

MISSION

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).

nr. 70

ACTION

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).

nr. 77

ACTION

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.

nr. 84

ACTION

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.

nr. 69

ACTION

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.

nr. 76

ACTION

Urban: A Locals shelter characters from enemy. No enemy searches 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.

nr. 83

ACTION

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.

Wild: F Would-be rebels chicken out. Start Rebellion mission aborted. Characters detected.