

Card Decision-Making List V1.2

Abbreviations: **PRB** = Possible Rebel Base. **RB** = revealed Rebel Base

Definitions:

Strongest Leader: The Leader with the most Skill Icons and Tactic values (combined).

Most productive System: System with highest Production Value.

Whenever this reference leads to multiple results, determine random among these (die roll).

Action Cards - Assignments

Boba Fett? Where?	Most productive Imperial System.
Brilliant Administrator	Most productive Imperial System.
Catch Them by Surprise	System with at least 1 adjacent Imperial unit. Follow movement rules. Priorities: 1. RB, 2. PRB, 3. Most Productive Rebel System
Local Rumors	Rebel Base revealed: keep this card and use as soon as a new Base is established. Otherwise: Random Region with PRB. If successful the Empire gets the Probe Card of that Region's Remote System.
Proceeding as Planned	Draw Project Cards until an immediately achievable Mission is revealed.
Public Support	Rebel Base revealed: closest System to RB. Otherwise: Most productive Imperial System.
Scouting Mission	Rebel Base revealed: choose RB. Otherwise: Most Productive Rebel System. Choose Tie Fighters furthest away from target System.

Action Cards - Start of Combat

According to My Design	-
Fully Operational	Choose strongest Ship
Good Intel	Draw only 1 card per theater at the start of Combat (ignore your Leader's Tactics Values)
Keep Them from Escaping	-
More Dangerous Than You Realize	Add 3 to a randomly selected Tactics value of the Imperial Leader leading this Combat
Ready for Action	-
Target the Generator	Only use on combat in a System with structures. Priority: Ion Cannon

Action Cards -Special

Blindside	If available use one of these Leaders on the next achievable Mission revealed.
It Is Your Destiny	Keep this card and use as soon as a Leader is rescued.

Rebel Cards Clarified

Action Cards

Independent Operation	Rebel Base revealed: Empire moves units to closest Imperial System to RB. Otherwise: Empire moves units to most productive Imperial System.
It's a Trap	Imperial Leader will not use his space tactics during the first round (no forced re-rolls)

Objective Card (Level II)

Heart Of The Empire	Remove this card from the game during setup.
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Starting Mission Cards

Capture Rebel Operative	Most valuable Leader.
Gather Intel	Most productive Rebel System.
Research And Development	Priority: 1. Sabotaged System, 2. Most productive System. Choose second option. Place Project card on top of the Main Missions deck at the end of the Command Phase.
Rule by Fear	Priority: 1. Subjugated System, 2. Most productive System.

Regular Mission Cards

Address Delays	Most productive Imperial System.
Carbon Freezing	-
Collect Bounty	Choose strongest Leader.
Detained	Choose strongest Leader.
Display Of Power	Most productive Rebel System.
Double Our Efforts	Most productive Imperial System. Move strongest unit. Prefer space 3.
Fear Will Keep Them...	Random System with Death Star or Super Star Destroyer. Gain loyalty (Priority): 1. Most productive Rebel System, 2. Subjugated System, 3. Most productive System.
Homing Beacon	Choose strongest captured Leader. The Empire gets the Probe Cards of all Remote System not in that Region.
Hunt Them Down	Rebel Base revealed: choose RB. Otherwise: Most productive System with Rebel Units. Destroy strongest unit from strongest theater.
Imperial Propaganda	1. System in Region with most Rebel Systems. 2. Highest combined production value.
Intercept Transmission	Most productive Rebel System.
Interrogation	Choose strongest captured Leader. Discard 1 random Objective card from hand.
Interrogation Droid	Choose strongest captured Leader. Empire gets all except 3 Remote planet Probe cards of your choice. (If there are only 3 or less in the Probe Deck: no effect).
Long-Range Probe	PRB furthest away from Imperial Systems. If not RB: The Empire gets that System's Probe Card. If RB: The Empire gets the Probe Cards of all other Remote Systems.
Lure Of The Dark Side	Choose strongest captured Leader.
Planetary Conquest	Rebel Base revealed: choose RB. Otherwise: Most productive Rebel System. Move units from Systems furthest away from RB.
Probe Droid Initiative	-
Retrieve The Plans	Choose strongest captured Leader. Remove highest (most reputation) Objective card from hand to bottom of deck.
Secret Weapons Research	Most productive Imperial System. Place Project card on top of the Main Missions deck at the end of the Command Phase.
Trade Negotiations	Most productive Rebel System.

Project Cards

Construct Super Destroyer	-
Construct Death Star	Random PRB
Construct Factory	Most productive System.
Oversee Project	Rebel Base revealed: closest System to RB. Otherwise: Most productive Imperial System. Place strongest unit. Prefer space 2.
Superlaser Online	Priority: 1. RB, 2. PRB, 3. Rebel System, 4. none - skip action.