Replace these cards from the base game with the new expansion cards: *Sabotage* (Rebel mission), *Son of Skywalker* (Rebel action), *Good Intel* (Imperial action), and both copies of *Construct Super Star Destroyer* (Imperial mission). Place the new unit reference sheet under your faction sheet. The new units can be built following normal rules.

Choose who controls the **Imperials** and who controls the **Rebels**. Take your faction's **miniatures**, **leaders**, **loyalty markers**, **faction sheet**, **mission cards**, and **action cards**.

Each player takes his 4 **starting leaders** (no recruit icon) and places them in the *Leader Pool* box on his faction sheet. Place all leaders with recruit icons near the board.

Assemble the board and place the **time marker** on space 1 of the track and the **reputation marker** on space 14.

Sort the **objective cards** into 3 piles (I, II, and III). Shuffle together a stage III deck with 1 *Death Star Plans* card and 4 random stage III cards. Shuffle together a stage II deck with 1 *Death Star Plans* card and 4 random stage II cards. Place this deck on top of the stage III deck. Shuffle the stage I pile and deal 5 random cards onto the top of the stage II deck. Then return all unused objective cards to the box unseen.

The Rebel player draws 1 card from the objective deck, keeping it secret from the Imperial player.

Each player takes all of their **action cards with a recruit icon** and shuffles them to create their **action deck**. Place your deck facedown next to the *Action Deck* side of your faction sheet.

Remove all of the original **tactic cards** from the game and use the new advanced tactic cards and rules.

Each player sets aside their 4 **starting mission cards** (curved arrow at the bottom).

The Imperial player shuffles the **project mission cards** (white star) and places them on the *Project* space on the board.

Players choose to use the set of base game **mission cards** or the *Rise of the Empire* set of mission cards.

The Rebel player and Imperial player each choose any 1 card from their mission decks, place them facedown, then simultaneously reveal them. Each player that revealed a card with a **Darth Vader icon** uses the *Rise of the Empire* set of mission cards this game. They remove all cards from the deck that do not have a leader icon or Darth Vader icon.

Each player that revealed a card with a **leader icon** or **no icon** uses the base set of mission cards this game. They remove all cards from the mission deck that have a Darth Vader icon.

All removed cards are not used during this game. All starting mission cards and project cards are used in every game.

Each player shuffles their remaining **mission cards** to create their **mission deck**, and places it facedown next to the *Mission Deck* side of their faction sheet.

Shuffle the **probe deck** and draw cards from the top of the deck until 3 Rebel systems and 5 Imperial systems have been revealed. Place a **Rebel loyalty marker** in each of the 3 Rebel systems. Place a **subjugation marker** in the first 2 Imperial systems drawn and an **Imperial loyalty marker** in each of the other 3 Imperial systems drawn. Return the 5 Imperial probe cards to the box and shuffle all other probe cards back into the probe deck.

After placing starting loyalty, players agree on whether to use the starting **unit list** from the base game or *Rise of the Empire*:

The Imperial player places **1** *Death Star* on space 3 of his build queue. He then receives...
4 *TIE Fighters*
1 *Stormtrooper*
1 *Death Star Under Construction*
The player places these unites in any 1 remote system. Then remove the remote system's card from the probe deck and place the card in the box.

The Imperial player receives...
8 *TIE Fighters*
3 *Assault Carriers*
3 *Star Destroyers*
2 *TIE Strikers*
12 *Stormtroopers*
4 *AT-STs*
2 *Assault Tanks*
1 *AT-AT*
These units can be placed in any system that has an Imperial loyalty marker, subjugation marker, or a *Death Star Under Construction*. At least 1 ground unit must be placed in each Imperial system.

The Rebel player receives...
1 *X-wing*
1 *Y-wing*
1 *U-wing*
1 *Rebel Transport*
1 *Corellian Corvette*
5 *Rebel Troopers*
2 *Airspeeders*
1 *Rebel Vanguard*
These units can be placed in the *Rebel Base* space and/or in any one Rebel or neutral system (except remote systems with a *DSUC*).

Each faction draws 2 random **starting action cards** (no recruit icon) and places them facedown near his faction sheet. Players can look at their own action cards at any time.

The Rebel player ensures that all systems that contain Imperial units have been removed from the probe deck. Then, from the remaining probe cards, he secretly chooses 1 card and places it facedown under the Rebel Base *Location* space on the board. Then shuffle the probe deck and place it on the *Probe Deck* space.

Each player takes his 4 **starting missions** and draws 2 cards from his mission deck to create his starting hand. Keep this hand of cards secret from your opponent.