

# The Second Uprising of Onderon



## Prologue

After the destruction of the first Death Star, the forces of the Empire are intent on burning the Rebellion out of every corner of the galaxy. Meanwhile, Rebel forces are focused on consolidating this victory by gathering allies and avoiding the Empire's closing grip.

On the planet of Onderon, despite Imperial censorship, news of the Rebel's victory inspires a new uprising. However, while many locals wish to throw off the shackles of the Empire's oppression and have willingly joined the cause, there is disunity amongst the leaders of these partisan groups as to how it should be executed. Many remember, painfully, the events of the last uprising and the toll it cost its people. Some believe that Saw Gerra went too far in attempting to liberate the planet from Separatist rule the first time. Some believe he had not gone far enough and that was why the planet had once again become enslaved by the Empire immediately afterward. Finding no way to resolve their differences, these partisan groups have taken their fighting to the streets, engaging each other and the Imperial Garrison in a messy conflict. Amid the madness and blood, a message has been sent to the Rebel Alliance for aid.

Yet, even for Onderon's Imperial garrison, fractious infighting has disrupted the cause. Prior to the eruption of violence, Governor-General Vasrid had been besieged by wide-spread allegations of corruption and on the verge of losing his position. Using the chaos to his advantage, Vasrid has taken forces still loyal to him and issued orders to arrest or engage anyone seeking to usurp him of his position. Outnumbered and unable to assail the Governor-General's well-fortified position, those Imperial officers who consider themselves loyal to the Emperor and wish to see Vasrid executed for treason have initiated a distress beacon to any nearby Imperial battlegroups.

## Structure and Setting

The campaign will be set between A New Hope and the Empire Strikes Back, where by some miraculous turn of events, both Jyn Erso and Director Krennic survived the destruction of Scariff (meaning that all currently released heroes are alive). The chaotic nature of the Second Onderon Uprising has already seen blood drawn on all sides and neither incoming Rebel or Imperial forces can be sure who is their enemy and who is their friend. To accommodate this (and the regular imbalance

of Rebel and Imperial players), a Blue Team and Red Team will be formed which may consist of players using either faction.

The campaign will be played across three months, with **major battles occurring on the second Sunday of each month**. During each major battle, players are required to play **at least one 800pt game**. The results of each game will be recorded, with the winner contributing their points to whichever team they belong. Players are welcome to play 'skirmishes' in between these meetings, with results being noted in a Facebook group which I will create for the campaign. **The results of skirmish games count – so make sure you keep playing throughout each month!**

Games will be played at the 800pt standard and players are free to make changes to their list between each monthly meeting and between skirmishes, **however, players must use the same roster for each game played as part of a major battle**, i.e. if a player participates in more than one game during a single Sunday meeting, they cannot make changes to the roster between those games.

## Factions

Players may elect to declare which faction they are fighting for when playing a mirror match.

Rebel factions:

Absolutionists	Immortal Flame
"By any means necessary."	"Hope burns eternal."
Rebels	Rebels
Absolutionists fight for freedom at all costs. They live in a world where compromise is seen as a weakness and the 'ends' always justifies the 'means.' While others in the Rebellion might stray from their course because they are unwilling to inflict collateral damage, absolutionists will stop at nothing to achieve their mission.	The Immortal Flame remain true to the Rebellion's idealistic vision of a better galaxy. They consider the uprising to be the physical rebirth of hope for those who have suffered under the Empire's rule. While soldiers of the Flame are willing to die for the cause, they consider the hardline tactics employed by the Absolutionists as barbaric and self-defeating.

Empire factions:

<b>Vasridians</b>	<b>Loyalists</b>
<b>"Death to the Emperor."</b>	<b>"The Emperor prevails."</b>
<b>Empire</b>	<b>Empire</b>
The Vasridians consider the loss of the Death Star to have revealed the weakness and incompetence that has infected High Command. By challenging the Emperor for control of the galaxy, the Governor-General has already demonstrated the kind of bold leadership necessary to reverse the Empire's decay.	The Loyalists adhere strictly to Imperial doctrine and consider Governor-General Vasrid and his followers to be traitors of the highest order. Order shall be restored through unrelenting discipline and overwhelming firepower. All who are opposed are to be eliminated.

## Optional Rules

Players may select their forces from a larger 1600pt roster (which should be created using the allowances/limitations of a Grand Army). At the start of the campaign, all units in the roster are considered to be 'active' and may be selected to be used during any 800pt games. *Note: it is advised (particularly with Corps troops) to include multiple version of the same unit so that they can be replenished if they are wiped out. You cannot, however, take multiple copies of unique heroes and upgrades.*

If a unit is completely wiped out during a major battle, it is marked as 'defeated' on the player's roster **and cannot be used in future games**, thus it is requested that you bring a **hard copy of your roster** to each game, noting which units have gained experience or been killed. Units lost during skirmish matches played between major battles **do not** count as being defeated, nor can they gain experience.

To accommodate new releases/purchases and to represent reinforcements being dispatched to the sector, players are free to substitute up to 2 units into/out of their existing roster between events, however, these new units must adhere to the roster's original restrictions. A player may continue to draw from a roster that is below the 1600pt threshold, but cannot ever add units that would allow the roster to exceed this limit. *For example: if a roster already contains 6 active support units, a seventh cannot be added until one active support unit is removed OR if the additional support unit would take the total of the roster above 1600pts.*

New units may be added to replace 'defeated' ones (and in some cases, may be necessary to field a useable army), however, if a new unit replaces an 'active' unit that has gained experience, that experience is lost.

### Understrength Roster

If a player finds they cannot field a full 800 point army due to losses, they may choose to fight on with however many points they can muster. A roster can only be classed as 'understrength' if the total of

the roster is 700 points or less. A player cannot deliberately field an understrength roster unless they have no other option.

Units which are part of an understrength roster and survive a major battle may roll twice on the relevant reward table and choose **two** rewards. If these units already hold a reward, they may elect to add a second. **Units may never hold more than two rewards if acquired in this manner. Units cannot select more than one of the same type of reward, i.e. an infantry unit could not take Grenadiers twice.**

## Gaining Experience and Sustaining Injuries

Commanders and operatives cannot be lost during major battles, although they may become wounded (see injury table further down). The effects of the injury do not last longer than the player's next game during a major battle. To determine an injury, after a game in which a hero was killed, roll a red defence dice and refer to the chart below:

Injury Table	
Result	Effect
Blank	Leg wound: -1 speed (to a minimum of 1).
Shield	Serious injury: -1 wound.
Surge	Lucky Survivor: during the next major battle, once per game, the hero may make a free one-speed action during their activation (this may trigger additional effects).

Injuries do not persist beyond the next major battle. For the sake of building a narrative, however, if both players consent, the effects may be used during skirmish games to represent the full length of the character's recovery.

Unique upgrades (e.g. Bistan) that are lost when a unit is wiped out may be passed onto any other eligible unit within the roster, bearing in mind the usual restrictions for such upgrades.

Unlike unique commanders and operatives, trooper units, vehicles and generic officers may gain experience during major battles. **With the exception of generic officers, no unit of any type may hold more than one reward at once.<sup>1</sup> Generic officers may hold more than one reward at any given time, but cannot select more than one of the same reward.** A unit that already holds a reward may be chosen to roll again to replace their current one. **Players may reroll the result if it is one which the selected unit already holds.** These rewards are held until the end of the campaign, unless they are defeated, in which case they are lost. A unit may not transfer its reward to another unit even if they are of the same type. To determine whether a unit gains experience, after a game, consult the table below. The minimum requirement for rolling experience requires that the **unit survived the battle:**

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<sup>1</sup> When using the Optional Rules, units that are part of an understrength roster are an exception to this rule.

Infantry and Heroes		Vehicles	
Condition	Result	Condition	Result
Survived the Battle	May roll on either table	Survived the Battle	May roll on the table
Claimed or contested an objective	May roll an additional die and pick the desired result	Ended the game in the enemy deployment zone	May roll an additional die and pick the desired result
Killed more than 50% of an enemy unit (or caused >50% wounds)	May roll an additional die and pick the desired result	Ended the game with a damage token	May roll an additional die and pick the desired result
Survived combat with a Jedi or Sith	May roll once on each Infantry Boon Table		

After determining which units in the player's army are eligible to roll on the experience tables, you may pick two corps units **or** one of any other trooper unit **or** one vehicle. Generic officers are always eligible to make one roll on either experience table after any major battle, in addition to any other units, even if they also became injured. **When rolling, please make the roll in clear sight of your opponent and have both players confirm the results with the Event Organiser.**

**ALL TABLES USE A RED DEFENCE DICE:**

Infantry Experience Table 1	
Result	Effect
Blank	Light Infantry: Treat this card as if it were <b>Recon Intel</b> . This card does not count as a Gear upgrade. When building your army, you may not purchase <b>Recon Intel</b> for this unit.
Shield	Grenadiers: You may choose a grenade upgrade card at zero cost.
Surge	Veterans of the Uprising: the Unit gains +1 Courage.

Infantry Experience Table 2	
Result	Effect
Blank	Stubborn: This unit cannot panic when within range 1 of an objective. If the leader mini of this unit is carrying an objective, it cannot panic.
Shield	Combat experts: While performing a melee attack, add 1 red attack die to your attack pool.
Surge	Veterans of the Uprising: the Unit gains +1 Courage.



Officer Experience Table 2	
Result	Effect
Blank	Tough: You gain 1 additional wound.
Shield	Disciplinarian: You gain <b>Compel</b> .
Surge	Master of Deceit: After all units have been deployed, but before the first turn, you may redeploy this mini and one trooper unit within range 1 anywhere within the your deployment zone.

Officer Experience Table 1	
Result	Effect
Blank	Crack shot: You gain <b>Gunslinger</b> .
Shield	Lucky: While defending, you may reroll up to two defense dice.
Surge	Hero of the Uprising: Your courage is increased by 1. You gain <b>Inspire 1</b> .

Vehicle Experience Table	
Result	Effect
Blank	Maverick Pilot: Before or after making a standard move, you may choose to make free pivot. If so, roll a white defense die. If the result is a s, the vehicle suffers a wound. This card cannot be used to make more than one free pivot per activation.
Shield	Wing Commander: Treat this card as if it were the <b>Comms Relays</b> upgrade. This card does count as a Comms upgrade.
Surge	Heroic Last Stand: If this vehicle is destroyed with a faceup order token, activate this vehicle immediately. Ignore damage and ion tokens assigned to the vehicle. After the vehicle has activated, remove the vehicle from play.

Experience persists from major battle to major battle. If a unit receives a result which it already has, it may choose to reroll the dice once. If they unit receives the same result a second time, it **does not gain that bonus a second time**.

While you can not gain experience during skirmish games, for the sake of narrative, you may choose to use these bonuses in such games, with your opponent's permission.

## Victory Boons

If your army won a during a major battle, you may roll on the following table. The results of this table persist until the end of the next major battle. A player may hold on to a victory boon, even if they can no longer use it. If the player wins a game at the next major battle, they may choose to reactivate a boon they already hold, rather than rolling for a new one. Players may hold and use all three boons at once, but cannot hold or use more than one of the same type at any given point.

Boon Table	
Result	Effect
Blank	Mobilised: During step four of <b>setup</b> , you may count your roster as being 5 points less than it actually is. If this card creates a tie, you win. If a tie occurs because your opponent also played this card, roll to determine the <b>blue player</b> as normal.
Shield	Bothan Spies: During step six of <b>setup</b> , you may choose to eliminate an additional card.
Surge	Preliminary Bombardment: During the first <b>Command Phase</b> of the game, before orders are assigned, you may play this card. Select up to three enemy units and roll one red attack die for each. On a h or o, the unit receives 1 suppression token. On a c, they receive 2 suppression tokens. On a blank, there is no effect.