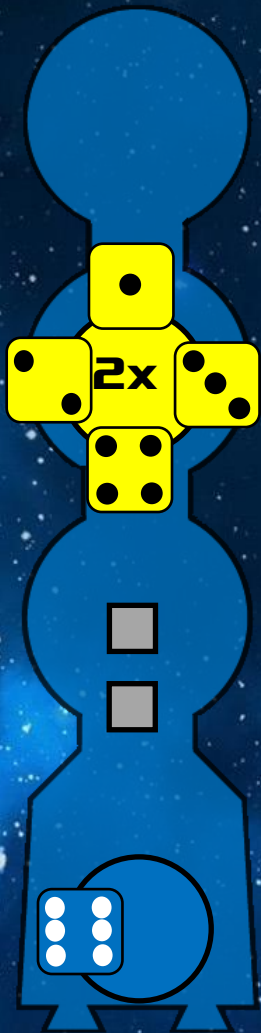


15 pts **Converted Freighter**
"Ark"



Fighter Bays

+

Engines

Engineering



8 pts **Salvaged Destroyer**
"Howitzer"



Defence Grid

Engines

Engineering



Proto-Uprising Fighters are upgraded tugboats. Heavy lifters that move slowly, but can take a beating. These fighters start with only two rings, but have an armour cube. They only have two D10, but the first damage they take is absorbed by removing the cube. When you flick them, they only go as far as the cube goes, if the cube falls off, that's where they end up.

Proto-Uprising Converted Freighters can launch two fighter wings for one action, as long as they still have two bays left, otherwise they just launch one.

Proto-Uprising Weapons Barges fire their side lasers only to the side that the arrow is pointing. Location 5 is a turret, and can fire in any direction.

Proto-Uprising ships start the campaign with mining lasers, which act like Defense Grid lasers, but miss shields on 7-10 as well.

25
pts

Weapons Barge "Mjolnir"

The board features a blue ship-shaped structure with four red dice and two red circles labeled '2x'. Red arrows point outwards from the ship. A 'Defence Grid' panel is located at the top right, showing a hand icon, a red die with '7', and a red circle. Below it is an 'Engines' panel with a hand icon and a blue engine icon. At the bottom right is an 'Engineering' panel with a rainbow circle, a question mark, and a cube icon. A blue fist icon is in the bottom left corner.

8
pts

Infiltrator "Peregrine"

The board features a blue penguin character with a blue die and a red circle labeled '2x'. At the top left, two dice are shown with an 'X' next to them. A 'Defence Grid' panel is at the top right, showing a hand icon, a red die with '7', and a red circle. Below it is an 'Engines' panel with a hand icon and a blue engine icon. At the bottom right is an 'Engineering' panel with a rainbow circle, a question mark, and a cube icon. A blue fist icon is in the bottom left corner.


Three identical red cards labeled 'Mining Laser'. Each card features a hand icon, a red die with '7', and a red circle.

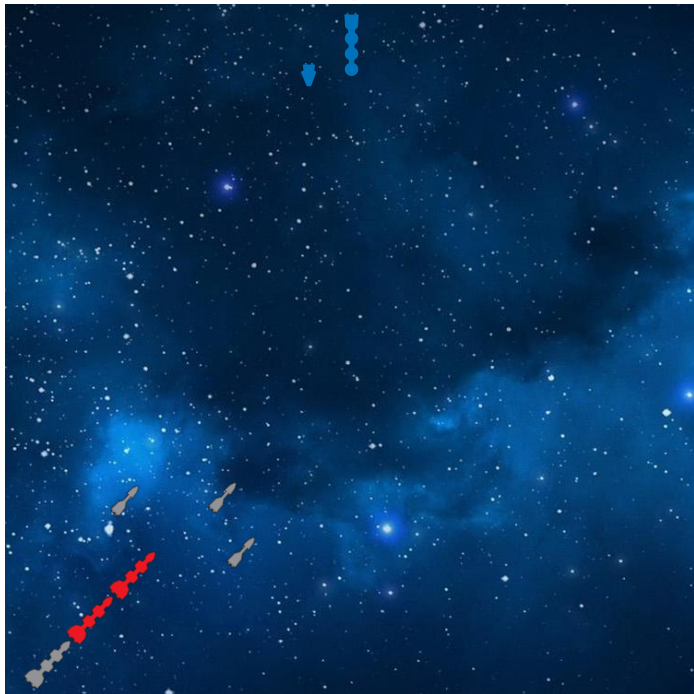


Proto Uprising Mission 1a: Train Job

You and a band of insurrectionists have started raiding Imperium supply trains, gathering supplies, funds, prestige, and searching for an intact copy of an Imperium Defense Grid laser.

(You may do this mission first, or mission 1b first. You may repeat these two missions, and only these two missions, as many times as needed to get a perfect score. However, each time that you repeat the mission, the Imperium gets an extra 3pts to spend on ships to guard their supply trains.)

- Proto-Uprising Objective: Have the Peregrine dock with each piece of the train. Docking with three pieces is a great victory and gives 6pts, docking with only two is a small victory and gives 3pts, regardless, a victory also provides the ability to use Defense Grid Lasers for the rest of the campaign.
- The Proto-Uprising starts with the Ark with its four wings of Proto-Uprising fighters and the Peregrine.
- If the Proto-Uprising did Mission 1b first and succeeded in docking with a damaged Destroyer, then they may start this mission with a Proto-Uprising Destroyer as well., and may use it for docking too. 
- Imperium Objective: To get the train off the board. Each player's turn, take the back train piece (Carrier) and move it to the front. If the Peregrine does not dock with any piece of the train, the Imperium gains an absolute victory. If the Peregrine only docks with one, the Imperium only gets a small victory.
- The Imperium starts with three destroyers and the three carriers that act as the train. For the purposes of this scenario, the carrier pieces are not carriers.



Proto Uprising Mission 1b: Ambush

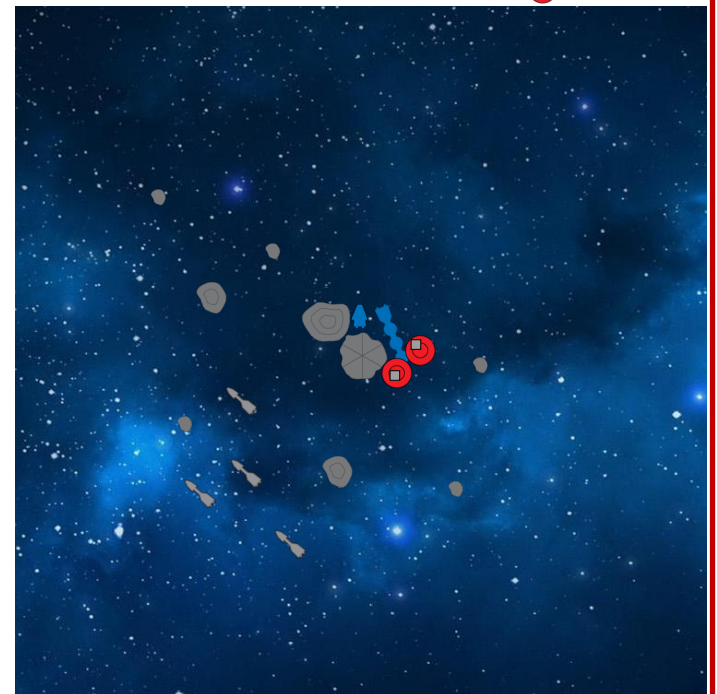


You and a band of insurrectionists are conducting raids against Imperium patrols in backwater systems, harrying them to build the reputation of your group and attempting to disable at least one Imperium destroyer to increase your arsenal.

(You may do this mission first, or mission 1a first. You may repeat these two missions, and only these two missions, as many times as needed to get a perfect score. However, each time that you repeat the mission, the Imperium gets an extra 3pts to spend on ships to guard their supply trains.)

The Proto-Uprising player gets the first two activations because of the element of surprise.


- Proto-Uprising Objective: Take down the shields on a destroyer, damage at least one system, then have the Peregrine dock with it. If the Proto-Uprising wins this mission, they receive 2vp per destroyer that the Peregrine captures, plus the ability to use the Proto-Uprising version of the destroyer, the Howitzer.
- The Proto-Uprising starts with the Ark and the Peregrine, two wings of Proto-Uprising fighters already launched and two wings of Proto-Uprising fighters off the board.
- If the Proto-Uprising did Mission 1a first and succeeded in docking with at least two pieces of the train, then they may start this mission with Defense Grid Lasers instead of Mining Lasers.
- Imperium Objective: To destroy all of the Proto-Uprising ships without letting the Peregrine dock with any Imperium vessels
- The Imperium starts with four destroyers.

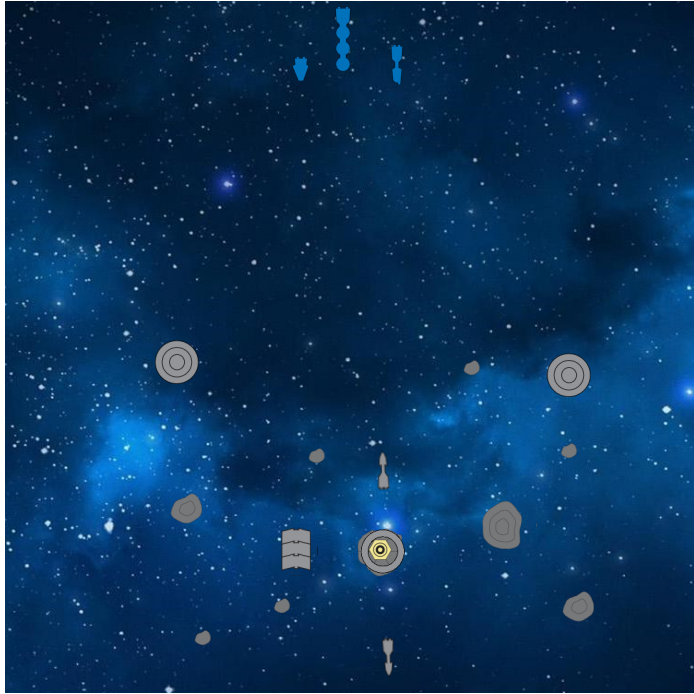




Proto Uprising Mission 2: Jailbreak

You have heard rumours that a member of your group has been imprisoned, an engineer who has devised a way to turn an ordinary freight barge into a powerhouse, bristling with lasers. They must be freed at any cost.

- Proto-Uprising Objective: Have the Peregrine or the Howitzer dock with the jail. If the Proto-Uprising wins, they gain 5vp and the ability to use the Weapons Barge, Mjolnir. 
- The Proto-Uprising starts with Ark with its four wings of Proto-Uprising fighters, the Peregrine, the Howitzer.
- Imperium Objective: To destroy all Proto-Uprising ships before they get the Peregrine or a fighter squadron to the objective at the jail.
- The Imperium starts with two destroyers, stationed above and below the jail asteroid, a bomber squadron stationed to the left of the jail, and two fighter squadrons patrolling across the middle of the board.

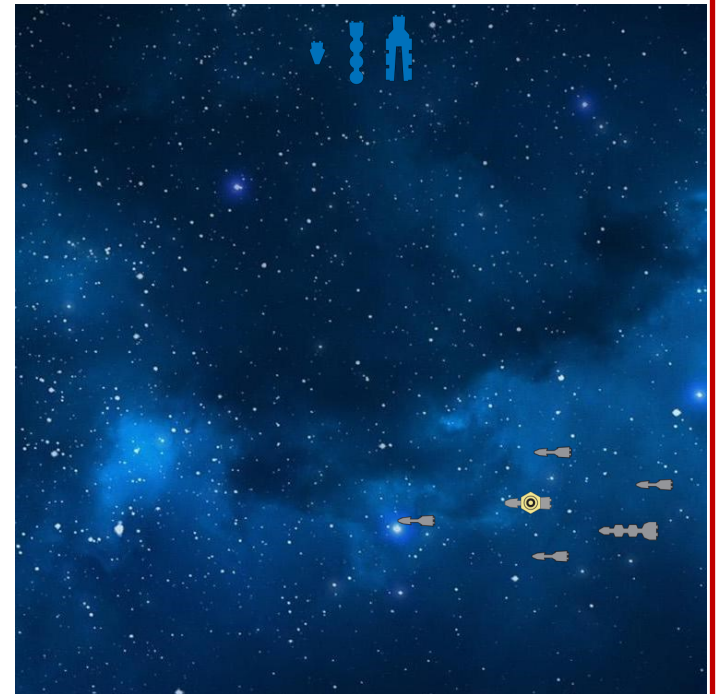


Proto Uprising Mission 3: Capture the Flag(ship)



A high ranking Imperium officer is being escorted about his luxury vessel, as well as a carrier headed for drydock, through space friendly to your cause, and word has reached you. He is head of the carrier fleet, and once interrogated he and his crew will provide vital intel on how to run a carrier.

- Proto-Uprising Objective: Dock the Peregrine with the Flagship. If the Proto-Uprising wins, they gain 10vp and the ability to use carriers, standard fighters, and standard bombers.
- The Proto-Uprising starts with Ark with its four wings of Proto-Uprising fighters, the Peregrine, the brand new Mjolnir (IF they succeeded in Mission 2, otherwise they just use the Howitzer).
- Imperium Objective: To destroy all of the Proto-Uprising ships without letting the Peregrine dock with the Flagship, or the carrier.
- The Imperium starts with four destroyers, and the model for the stealth ship, although in this encounter it is the private luxury vessel of a high ranking official, and can only move as far as the objective marker on it moves. If the objective marker falls off, move the ship back to where the objective marker ended up. It also starts with a carrier, but the carrier has no systems except for Engineering, Engines, and Shields.

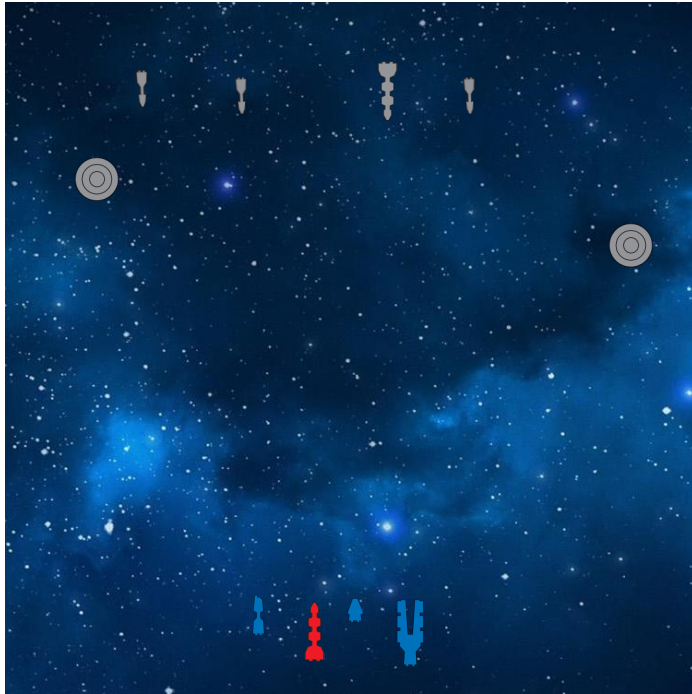




Proto Uprising Mission 4: Blockade Runner

Your main fleet has been cornered while resupplying. Get as many ships as possible through the blockade.

- Proto-Uprising Objective: Get as many capital ships as you can off the top edge of the board. The Proto-Uprising gains 5vp for each capital ship that they get off the top of the board. The Proto-Uprising can only move one ship off the board per round.
- The Proto-Uprising starts with the Ark, the Peregrine, the Mjolnir, and a carrier with its fighters and bombers.
- Imperium Objective: Do not let any Proto-Uprising ships through the blockade, and off the top edge of the board.
- The Imperium starts with three destroyers, one carrier (with its two fighter wings and its bomber wing off the board) as well as two fighter wings.

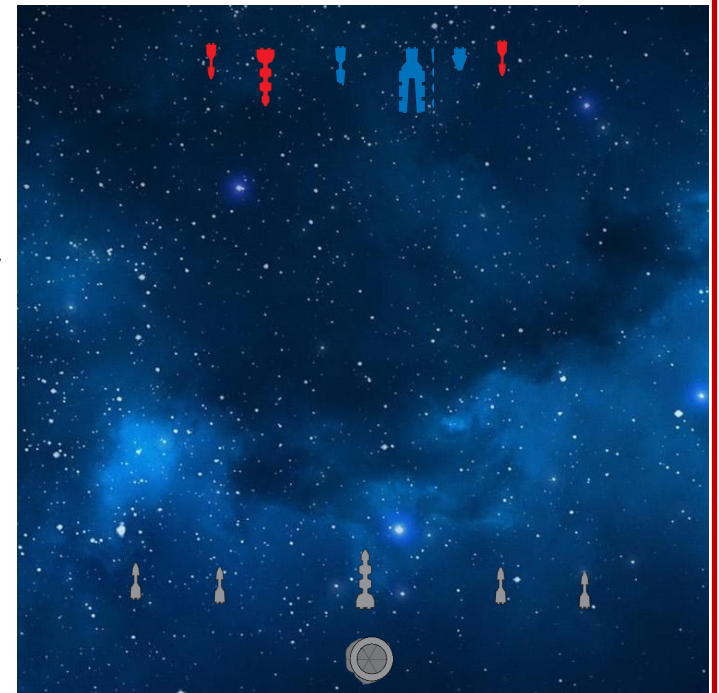


Proto Uprising Mission 5: Shootout



You and yours have grow strong enough to begin to take the fight to the Imperium in earnest. You have heard of a poorly defended shipyard for Imperium destroyers. If victorious, you will be able to produce top quality destroyers, and repurpose your old salvaged destroyers into a new vessel, the Ram.

- Proto-Uprising Objective: Destroy all the Imperium ships. If the Proto-Uprising win they get 5vp per Imperium ship destroyed, plus the ability to use destroyers and rams.
- The Proto-Uprising starts with the Mjolnir, the Peregrine, the Howitzer, a carrier with its fighters and bombers, and two destroyers.
- Imperium Objective: To destroy all of the Proto-Uprising ships.
- The Imperium starts with four destroyers, a carrier, and its fighters and bombers.

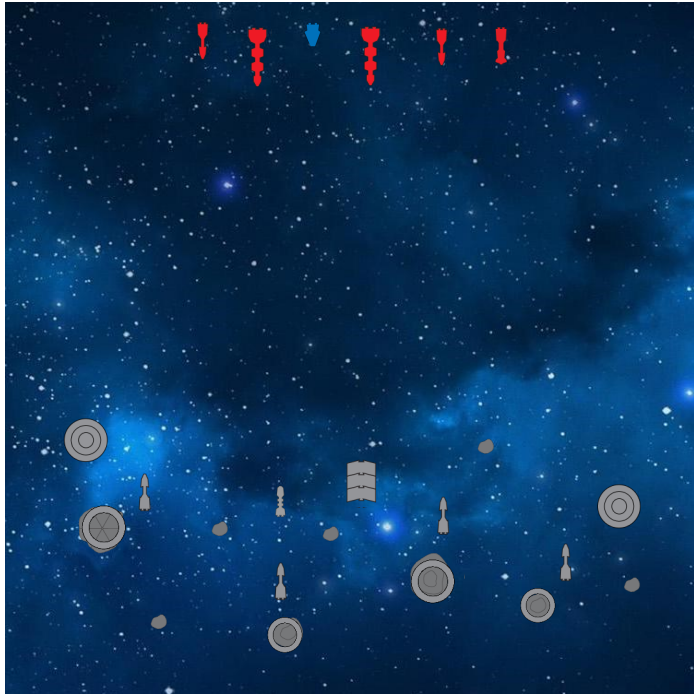




Uprising Mission 6: Supplies!

You have discovered a supply depot that could keep the Uprising (yes, we're calling it The Uprising now) in fighting condition for years.

- Uprising Objective: Have the Peregrine or a Destroyer dock with each supply depot. The Uprising gets 5vp for each supply depot that they dock with.
- The Uprising starts with the Peregrine, two destroyers, the ram, and two carriers, with their fighter wings and bomber wings.
- Imperium Objective: To defend the four supply depot asteroids.
- The Imperium starts with four destroyers, a mine-layer, two fighter wings, and a bomber wing.



Uprising Mission 7: The Sleeping Giant

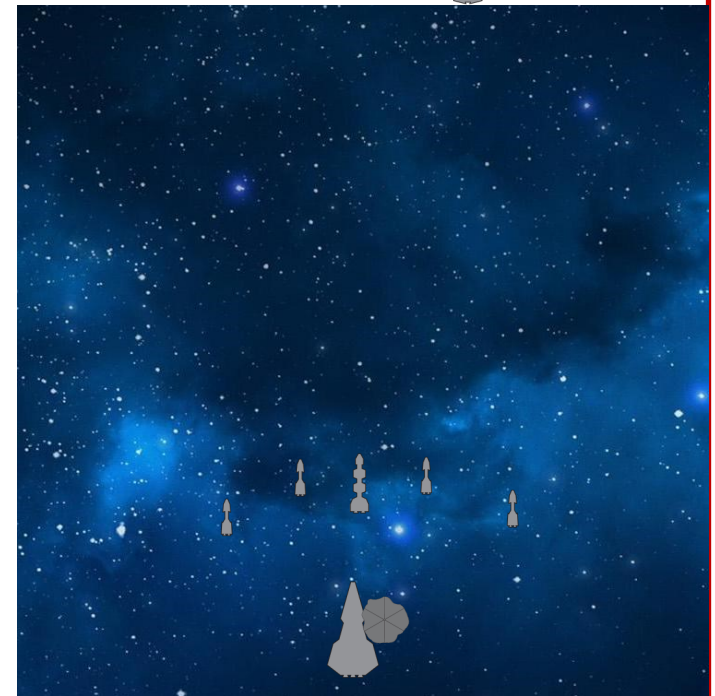


An Imperium Dreadnought is nearing completion, and its destruction would be a severe blow to the Imperium. Take it out.

- Uprising Objective: To destroy all the Imperium ships.
- **The Uprising starts with whatever ships they can afford based on the VP that they have won during the campaign.**

P-UR Fighter Wing: 3pts	Fighter Wing : 5pts
Bomber Wing: 8pts	Infiltrator: 8pts
Salvaged Destroyer: 8pts	Destroyer: 10pts
Freighter Full: 15pts	Freighter Empty: 3pts
Weapons Barge: 25pts	Ram:10pts
Carrier Full: 25pts	Carrier Empty: 7pts

- Imperium Objective: To destroy all of the Uprising ships.
- The Imperium starts with four destroyers and a carrier with its fighter wings and bomber wing.
- A Dreadnought with its fighter wings will activate after the end of round 6, and if the fight is still going by round 9, the Imperium's new vessel, a stealth ship, will arrive as a last ditch effort to save the shipyard.

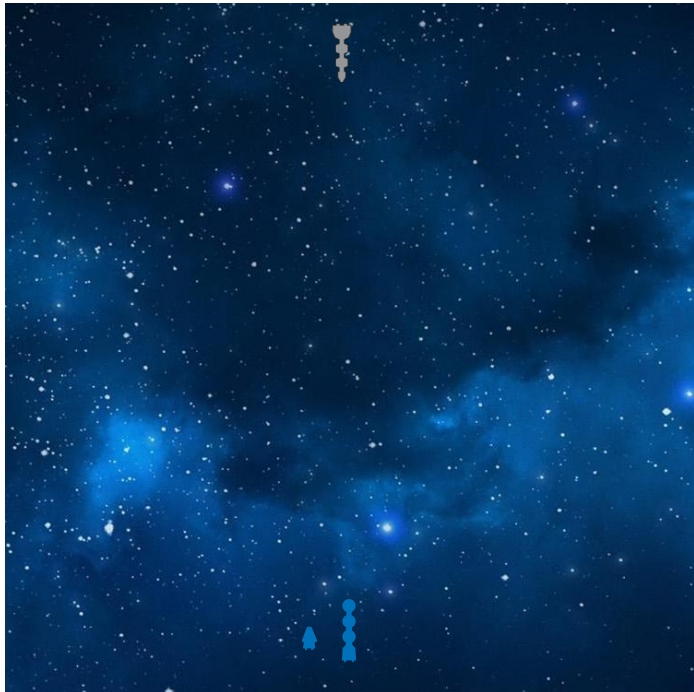




Imperium Mission 1: Local Insurrection

Intel suggests that a local insurrection is gathering support in Sector 32b-197, it must be put down before news spreads. There can never be a new hope of freedom.

- Imperium Objective: Destroy all enemy vessels. If the Imperium fails, the Unrest Meter goes up by 1.
- The Imperium starts with a carrier with its fighter wings and bomber wing.
- Proto-Uprising Objective: Destroy all enemy vessels.
- The Proto-Uprising starts with the Peregrine and the Ark with its fighter wings.



Unrest Meter:

15 or greater:
The Imperium Crumbles

8-14: Imperium becomes unstable, and must take drastic measures to reassert their authority

0-7: The Imperium is strong as ever, even in the face of a steadily growing Uprising. This is the canonical end of the campaign

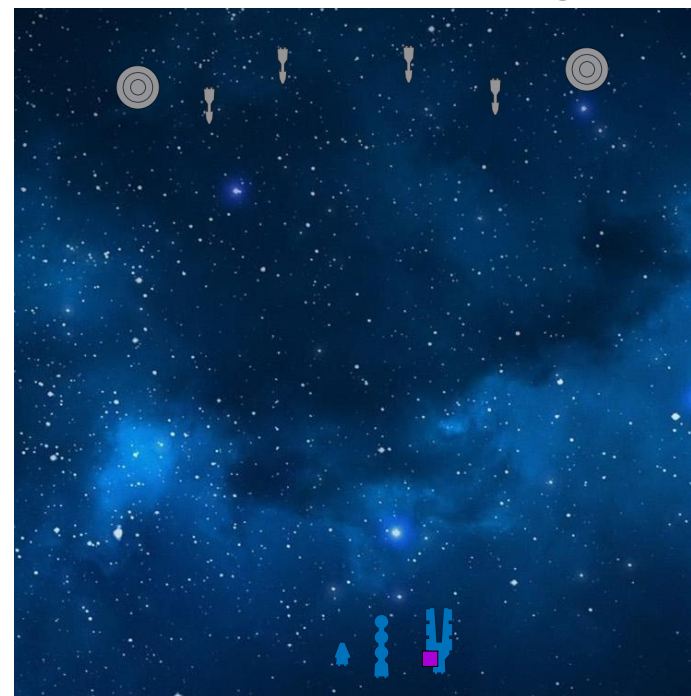


Imperium Mission 2: Blockade



A whole world has declared allegiance to this new threat. They must be forced back in line.

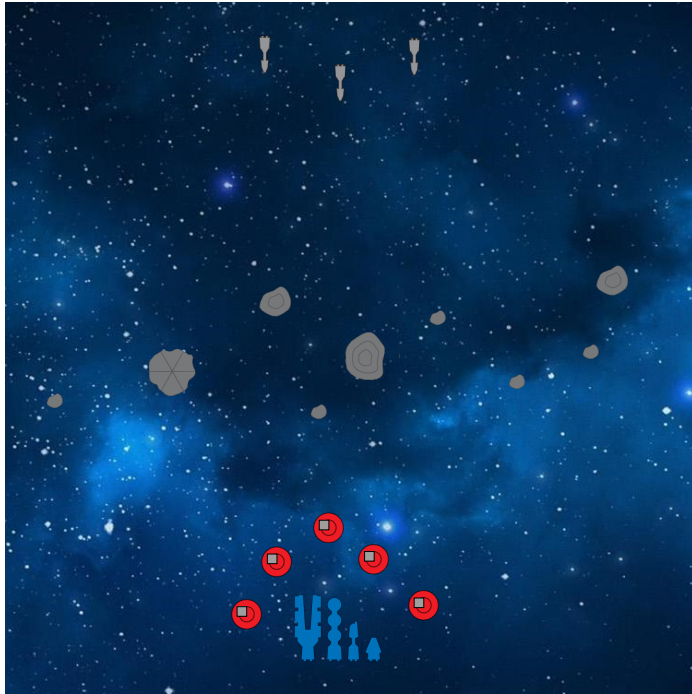
- Imperium Objective: Do not let any enemy vessel escape. The Unrest Meter goes up by 1 for each barge that escapes.
- The Imperium starts with a carrier with its fighter wings and bomber wing.
- Proto-Uprising Objective: Get three barges off the top of the board.
- The Proto-Uprising starts with the Peregrine, the Ark with its fighter wings, and one civilian barge. They will also need five purple activation cubes. Each time a barge makes it off the top of the board, place its cube at the top of the board, and return the barge to the bottom of the board with a new cube. If it is destroyed, return its cube to the box. Once three cubes are at the top of the board, the Proto-Uprising wins.



Imperium Mission 3: Shell Game

An agent of the insurrection has been freed from custody and has been hidden among a civilian fleet. Stop the insurrection from getting her through the asteroid belt and past our blockade. (This mission is similar to Escort Duty in the Expansion Rule Book, but from the Imperium perspective, and with five Proto-Uprising fighters instead of three standard fighters, also, the agent can change ships.)

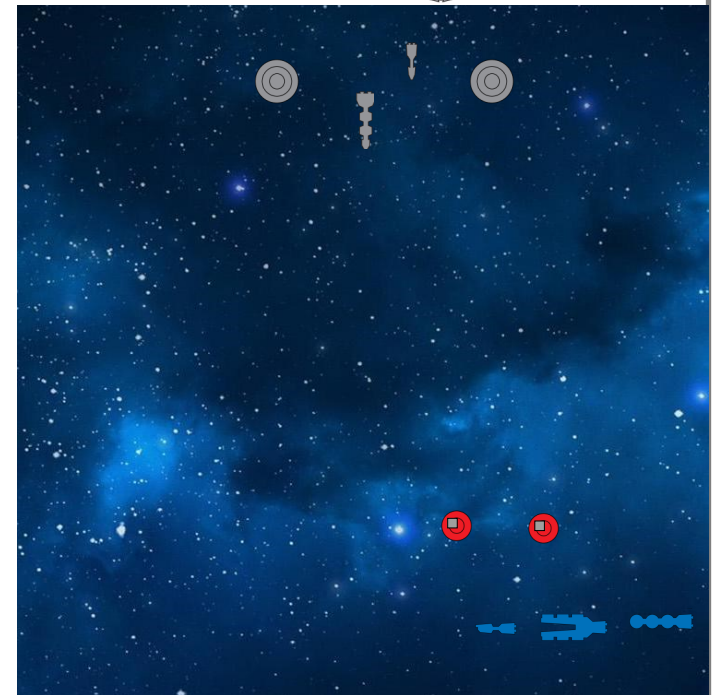
- Imperium Objective: Destroy the Civilian Ship that secretly is transporting the Proto-Uprising agent. If the enemy agent escapes the Unrest Meter goes up by 2.
- The Imperium starts with three destroyers.
- Proto-Uprising Objective: Get the Civilian Ship whose number was written down at the beginning of the game off the opposite edge of the table.
- The Proto-Uprising starts with five wings of Proto-Uprising fighters, and four Civilian ships.
- At the beginning of the game the Proto-Uprising player writes the number of the civilian ships (as denoted by the number of triangles shown at its back) on four slips of paper, then secretly selects the one that contains their agent. This is kept secret from the Imperium player. The Proto-Uprising player needs to get that ship off the opposite edge of the board (the one where the Imperium destroyers are initially). If they do that, they win. The Proto-Uprising player has full control of the Civilian Ships and can move them at any point during their turn as with any other ship. **If the ship with the agent touches another Civilian ship, the agent may move to the new ship.**



Imperium Mission 4: Convoy

A convoy of supplies vital to this new resistance is travelling through Sector 57. Destroy the convoy, and any enemy combatants encountered.

- Imperium Objective: To destroy the convoy and all of the Proto-Uprising ships. The Unrest Meter goes up by 1 per convoy ship that survives.
- The Imperium starts with a destroyer, a carrier with its fighter wings and bomber wings, and two additional fighter wings.
- Proto-Uprising Objective: To destroy all the Imperium ships. This is an ambush.
- The Proto-Uprising starts with two Proto-Uprising fighter wings, a salvaged destroyer, a weapons barge, and a converted freighter. After the Imperium fires on a "civilian" ship, the three blue ships may reveal themselves as combatants.

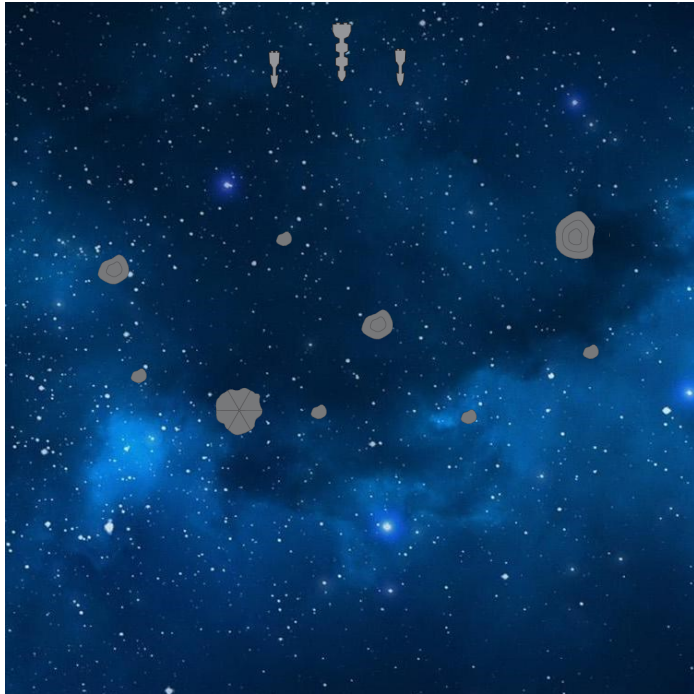




Imperium Mission 5: Search and Destroy

A traitor to the Uprising has revealed that there is a secret Uprising base located on one of the asteroids in the Varsi System. Search it out, and destroy it.

- Imperium Objective: To find the secret Uprising asteroid base and destroy it. If they do not destroy it the Unrest Meter goes up by 3.
- The Imperium starts with a carrier, and two destroyers.
- Uprising Objective: Keep the Imperium from destroying the secret base.
- The Uprising starts with the Peregrine, three destroyers, and a carrier, with its fighter wings and bomber wing. The Uprising player may place their ships anywhere on the board that they like. They also will set up the asteroids roughly as shown in the diagram, but will secretly stick a piece of tape to the underside of one of the asteroid pieces to represent the secret base.



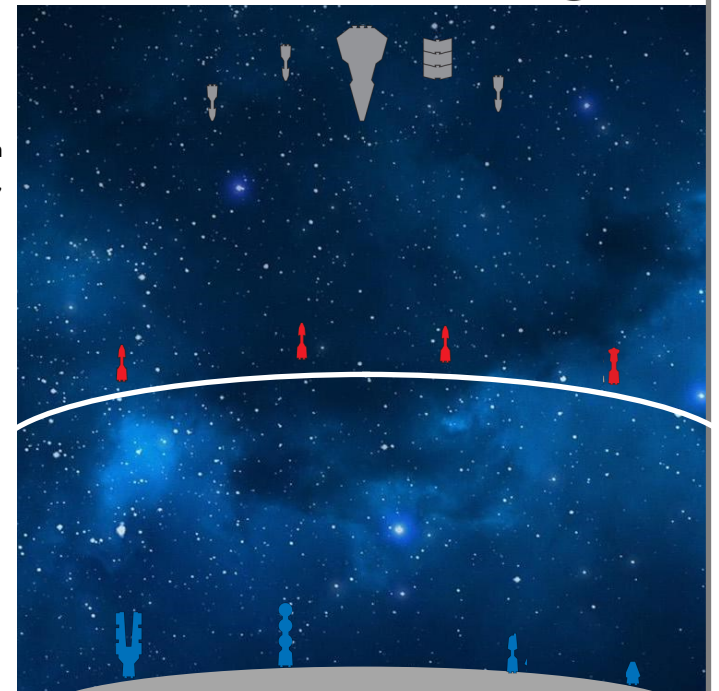
Imperium Mission 6: Bombardment



An informant has come forward with information that one of the Uprising's top leaders is on the planet Corbin. One of the cities there is sheltering this leader. Either destroy the city the leader is in, or destroy the ship that the leader tries to escape in. No other outcome is acceptable.

- Imperium Objective: Destroy the leader of the Uprising. Once an Imperium ship reaches the edge of the atmosphere, they may launch nukes at the civilian ships on the planet that might be harboring the leader. A nuke that hits the planet increases the Unrest Meter by 1, regardless of whether the nuke hit its target or even if it was aimed at an Uprising ship and missed. If it hits a ship, the Uprising player must reveal whether that city held the leader. If the Uprising Leader escapes, the Unrest Meter goes up by 5.
- The Imperium starts with a dreadnought, with its two fighter wings, three destroyers, and a bomber wing.
- Proto-Uprising Objective: Get the ship with the Uprising leader off the top of the board.
- The Proto-Uprising starts with three destroyers, a ram, and four civilian ships. The Uprising player will secretly select one of the ships as the one containing the leader, and write it on a piece of paper (Based on the number of triangles on the civilian ship.)

Special Rules and Setup: Place something at the bottom of the board to represent the planet Corbin. Halfway up the board place a line for the edge of the atmosphere. Every ship moves an inch towards the planet after its activation is over, and two inches towards the planet if it has touched or crossed the line of the atmosphere's edge.



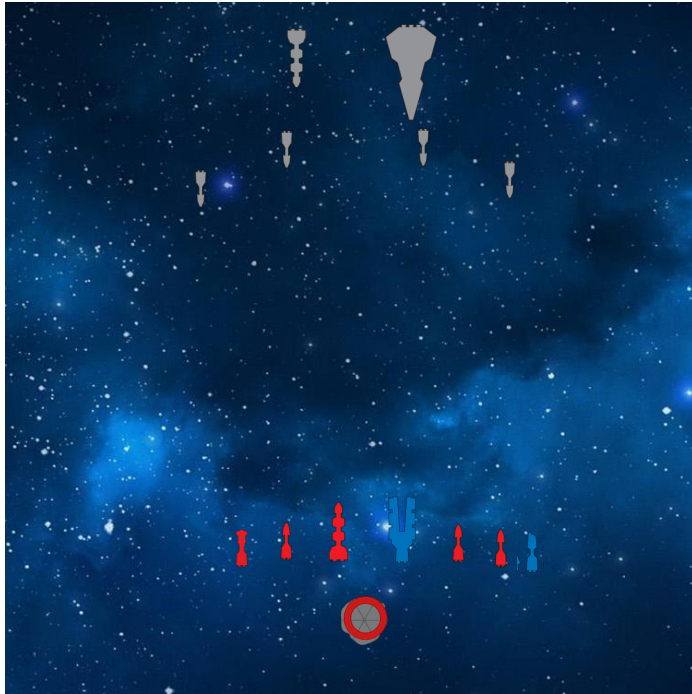


Imperium Mission 7a: Echo Base

The Uprising is on the ropes, and one of their primary bases is now vulnerable to attack. So attack it.

(This mission can only be played if the Imperium has 0-7 Unrest points)

- Imperium Objective: Destroy Echo Base.
- The Imperium starts with a carrier with its fighter wings and bomber wing, a dreadnought with its fighter wings, and four destroyers.
- Proto-Uprising Objective: Keep Echo Base alive.
- The Proto-Uprising starts with the weapons barge, three destroyers, a salvaged destroyer, the ram, and a carriers, with their fighter wings and bomber wings.



Imperium Mission 7b: Defensive Posture



The Uprising has discovered a vital secret research base. Do not let them steal the research.

(This mission can only be played if the Imperium has 8-14 Unrest points)

- Imperium Objective: Protect the research base at all costs.
- The Imperium starts with four destroyers, a mine-layer, three fighter wings, and a bomber wing.
- Proto-Uprising Objective: Dock the Peregrine with the research base.
- The Proto-Uprising starts with two carriers, with their fighter wings and bomber wings, the Peregrine, and two destroyers.

