BGT™

Board Game Therapy™

Extended Edition

Star Wars: Rebellion

TABLE Method™ Game Guide



Play. Connect. Grow.

INSIDE THIS GUIDE

How to use this guide

An extended TABLE Method™ companion for Star Wars: Rebellion. The game is not included; play by the rulebook in your box.

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START HERE

For a first session, read pages 4 to 6, pick the session plan for your role, and print the desk card and agreements card. Everything after that is there when you need it: more prompts, more debrief questions, adaptations, and fixes for common problems.

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AT A GLANCE

Star Wars: Rebellion at the table

Two very different sides: a hidden Rebel base, a searching Empire, and leaders sent on secret missions. A TABLE Method™ companion for a game you already own. This guide does not include the game.

Edition	Fantasy Flight Games Learn to Play booklet (2016 web file, base game, first-game setup)
Players	2 as written; 3 or 4 in two teams (p.19)
Session plan	Learning game: about 3.5 hours BGT window; may end unfinished
Materials	Base game only; first-game unit setup; the Rise of the Empire expansion left out

PLAY BY THE RULEBOOK IN YOUR BOX

This summary is a session aid, not a substitute for the published rules, and it leaves out details. Fantasy Flight Games Learn to Play booklet, publisher-hosted PDF pp.4 to 19. Rules Reference retained for lookups, not summarized. Editions differ; if your rulebook says something different, follow your rulebook.

In the BGT book: Independent TABLE Method companion facilitation; no book chapter placement or tested outcome is asserted.

How the game works, in brief

One player leads the Rebels and hides a base; the other leads the Empire and searches for it. Each round both assign leaders to secret missions, then take turns moving units or revealing missions. The Rebels win when their reputation meets the time marker; the Empire wins by conquering the hidden base. Talk about the two sides as game roles only.

1. Setup: choose sides. Each player puts his four leaders without a recruit icon in his leader pool. The time marker starts on space 1 and the reputation marker on space 14. The Rebel player draws one secret objective and picks the base location from the probe deck (pp.4,5).
2. Each round has three phases: Assignment, Command and Refresh. In Assignment the Rebel player goes first, placing one or two leaders on a facedown mission card from his hand; then the Imperial player does the same (p.6).
3. Command: starting with the Rebels, players alternate. Either activate a system with a leader from your pool, moving ships in from adjacent systems (ships carry ground units up to their transport capacity), or reveal a mission. A player can pass at any time and is then skipped (p.7).
4. A mission that says attempt succeeds unless the opponent sends one leader to oppose it. Then both roll dice for matching skill icons, and the attempt succeeds only with more successes than the opponent. A mission that says resolve cannot be opposed (p.8).
5. Moving into a system with opposing units starts a combat: leaders draw tactic cards, ships attack, then ground units attack, then either side may retreat. Each attack rolls at most five red and five black dice (p.14). Refresh: retrieve leaders, draw two missions, the Empire draws two probe cards, the Rebels draw an objective, and time advances (p.10).
6. The Empire wins at once by conquering the Rebel base system: an Imperial unit there and no Rebel units. The Rebels win at once when the reputation marker and the time marker are on the same space of the time track (p.11).

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THE TABLE PLAN

Why this game, and how to set it up

The two sides want different things and know different facts: one hides, the other searches, and both send leaders on secret missions. That gives a clear way to talk about seeing a situation from the other side, keeping a secret fairly, and changing a plan, all inside the game.

T **Target.** Notice how each side reads the other side's goals, how secrets are kept within the rules, and each player's ownership of their side.

Relational demand: Choose discussion depth with participants; no formal stage or ability rating is assigned.

A **Assess.** Check the player count, the time, and whether the game serves today's goal.

- Does everyone want a very long two-sided game with hidden information?
- Can each player read mission cards and faction sheets with chosen support?
- Do we have 2 players, or 3 or 4 in two teams?

B **Build.**

- Show one round with sample cards: assign one leader to a mission, activate one system, then reveal and oppose one mission with a dice roll. Reset the samples first.
- Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.
- Offer reflection after a Refresh phase, never during a combat or an opposed mission. A real Fold halts the whole table immediately.

L **Lead.**

- Name a found base or a failed mission as a game result, not a personal defeat.
- Leave every mission and leader choice with its owner.
- Read card text aloud on request without advising.

E **Extract and Extend.** Debrief in order: Board, Self, Us, Life or Work, Extension. Ask what participants make of the game. Do not tell them.

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FACILITATOR SEQUENCE

Running the session

Opening script

> *"We play the Learn to Play rules with the first-game setup. The Rebel base stays hidden until the rules reveal it. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

Suggested timing

SEGMENT	TIME
Agreements and fit	5 min
Teach and reset	25 min
Play within chosen window	165 min
Optional reflection	12 min
Close and reset	3 min

Adjust to your group and to the official rules. Use the agreed session boundary; an early stop is unfinished, not a new official victory.

Planned pauses

WHEN	ASK
After a Refresh phase	Which mission or move mattered most this round?
After an opposed mission	Was the dice result clear?
At close	Did either side meet a win condition, or is this unfinished?

Agreements and signals

Pass: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. Pause: say "pause" for a break. Fold: say "fold" or use the agreed nonverbal signal, and play halts for the whole table. No explanation is required.

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EXTRACT AND EXTEND

The five-rung debrief

Start at the board every time. Each person decides how far to go, and the group can end at any rung. Passing on any rung is allowed, and the later rungs are optional.

RUNG	QUESTION
Board	Which mission changed the game most?
Self	Did you have enough time to plan your leaders?
Us	Did we keep secrets fairly and kindly?
Life or Work	If you choose: how do you work out what someone else wants?
Extension	Which table agreement would you keep next time?

LISTEN FOR THE PARTICIPANT'S MEANING

If someone connects the game to life or work, ask what fits and what does not. If no connection fits, leave the moment in the game. The person who played decides what it means.

Closing check

"What would you like to keep, try, or leave at the table?"

Record a chosen step only if that belongs in your normal role and documentation.

FOLD OR CHANGE COURSE

Signals: say "pass" to skip optional reflection, not an invented game move, "pause" for a break, and "fold" to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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FACILITATOR JUDGMENT

Fit, access, and repair

The participant's account carries more weight than a guess about their behavior.

A LIKELY PINCH POINT

A found base or a run of failed missions can feel personal. The more experienced player may explain the other side's plan unasked.

A WORKABLE ADJUSTMENT

Use the mission readback and keep base guesses inside the game. Ask before giving any advice. Agree on any adjustment before play, and name it as an adaptation. Do not require anyone to disclose a disability or explain their needs to the group.

AFTER TENSION

End personal remarks, restate that hidden information is part of the rules, offer a break, and close unfinished if wanted. Describe the sequence, not a motive. Accept a pass. Continue only if the group is ready.

Different roles, same game

HOST OR TEACHER

Check that both players want a long game with hidden information before teaching.

COACH

Invite one voluntary focus on reading the other side's goals. Results are not ratings of people.

LICENSED CLINICIAN

Confirm consent for a conflict theme within your own practice; do not read secrecy or bluffing as a clinical sign.

An accessible alternative is better than insisting on a rule that prevents someone from taking part. Say when you are adapting a rule, and agree on it before play. The rule variations come next.

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Rule variations for different goals

Small rule changes let one box serve different goals. Each variation below names the change, the objective it targets, the group it suits, what to watch for, and a debrief prompt. This guide has 2 rulebook settings or practices (not separate variants) and 2 BGT house rules.

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

First-game setup

RULE CHANGE	Remove the five listed probe cards and place the first-game units and loyalty exactly as the diagram shows (p.16).
TARGETS	Make the first game easier to start.
SUITS	A first table.
WATCH FOR	Advanced setup comes after a first game (p.18).
DEBRIEF PROMPT	“Was the starting board clear?”

FROM THE RULEBOOK · NOT A SEPARATE VARIANT

Team game

RULE CHANGE	Each side has an Admiral and a General with their own leaders. Teammates may share anything, but all discussion takes place openly in front of the other team (p.19).
TARGETS	Play with three or four people.
SUITS	Groups of three or four.
WATCH FOR	Agree how teammates will talk before play.
DEBRIEF PROMPT	“Did your team role feel clear?”

BGT HOUSE RULE · NOT AN OFFICIAL RULE

Mission readback

RULE CHANGE	When a mission is revealed, its owner reads the card aloud and names the skill it needs before anyone decides to oppose it.
TARGETS	Keep missions easy to follow.
SUITS	Tables new to missions.
WATCH FOR	A readback is a fact, not a warning.
DEBRIEF PROMPT	“Was each mission clear before anyone opposed it?”

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BGT HOUSE RULE · NOT AN OFFICIAL RULE

Base guesses stay in the game

RULE CHANGE	Guesses about the base location are spoken as game guesses. The Rebel player answers only what the rules require and is never pressed for more.
TARGETS	Protect the hidden base as a game secret.
SUITS	Any new pair.
WATCH FOR	No reading of faces or asking for tells.
DEBRIEF PROMPT	“Did the hidden base stay fun to guess?”

BGT ADAPTATIONS ARE NOT FANTASY FLIGHT GAMES RULES

A BGT house rule is a facilitation adaptation written for this guide. It is not part of the official rules of Star Wars: Rebellion, and no publisher endorsement is asserted. Tell players when you are using one, and agree on it before play. Use one variation at a time so you can see what it changes.

Our game-specific agreement

Each player owns their side, leaders and missions. Hidden information is part of the rules: we keep the base and mission cards secret fairly, never read faces for tells, and treat a found base or failed mission as a game result. We ask before advising and never explain the other side’s plan unasked.

BGT session agreement: Pass skips optional reflection, not a legal turn. Pause offers a break; Fold halts the whole table immediately. Close unfinished if neither side has met a win condition. These are facilitation boundaries, not an official timed victory.

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SESSION PLANS BY ROLE

Session plan: host or teacher

WHO THIS PLAN IS FOR

For hosts, teachers and librarians choosing a game that fits their group. Offer a useful teach and an optional concrete conversation, not an assessment.

SEGMENT	TIME	WHAT TO DO
Welcome and fit	**5 min**	Check that both players want a long game with hidden information before teaching. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**25 min**	Show one round with sample cards: assign one leader to a mission, activate one system, then reveal and oppose one mission with a dice roll. Reset the samples first.
Play with choice	**165 min**	Offer reflection after a Refresh phase, never during a combat or an opposed mission. A real Fold halts the whole table immediately. Let each player choose missions, moves and leaders; read text only on request.
Optional reflection	**12 min**	Which mission changed the game most? Did we keep secrets fairly and kindly? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 210 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Star Wars: Rebellion is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Stay at the Board and Us rungs unless the group moves on by itself. If something personal comes up, listen, thank the person, and return to the game. If someone seems to need support, follow your setting's own procedure.

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SESSION PLANS BY ROLE

Session plan: coach

WHO THIS PLAN IS FOR

For coaches and team leads. Let participants choose a process to notice. Scores and decisions are not ratings of people or evidence of transfer outside play.

SEGMENT	TIME	WHAT TO DO
Choose a focus	**5 min**	Invite one voluntary focus on reading the other side's goals. Results are not ratings of people. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**25 min**	Show one round with sample cards: assign one leader to a mission, activate one system, then reveal and oppose one mission with a dice roll. Reset the samples first.
Play with choice	**165 min**	Offer reflection after a Refresh phase, never during a combat or an opposed mission. A real Fold halts the whole table immediately. Ask before giving a prompt; accept any legal mission without asking why.
Optional reflection	**17 min**	Which mission changed the game most? Did we keep secrets fairly and kindly? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 215 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Star Wars: Rebellion is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

Keep the focus on the skill the group chose, not on judging individuals. Do not interpret game moves as evidence about a person. Life or Work links are optional and come from participants.

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SESSION PLANS BY ROLE

Session plan: licensed clinician

WHO THIS PLAN IS FOR

For licensed clinicians within their own training, consent, license and records practice. This session shape is not a treatment plan, diagnostic tool or clinical protocol.

SEGMENT	TIME	WHAT TO DO
Purpose and consent	**7 min**	Confirm consent for a conflict theme within your own practice; do not read secrecy or bluffing as a clinical sign. Agree Pass/Pause/Fold and the closing plan before teaching.
Teach and reset	**25 min**	Show one round with sample cards: assign one leader to a mission, activate one system, then reveal and oppose one mission with a dice roll. Reset the samples first.
Play with choice	**165 min**	Offer reflection after a Refresh phase, never during a combat or an opposed mission. A real Fold halts the whole table immediately. Notice upset after a lost combat; offer Pause without needing an explanation.
Optional reflection	**15 min**	Which mission changed the game most? Did we keep secrets fairly and kindly? Later rungs stay optional; accept a pass and no personal inference.
Close and reset	**3 min**	Name the actual ending or mark unfinished. Ask keep, try or leave. Record public process notes only, following your role and privacy duties.

Total: about 215 minutes. Shorten play before you shorten the agreements or the close.

Before you start

- ☐ Your copy of Star Wars: Rebellion is complete, and you have read the rulebook in your box.
- ☐ Seats let everyone see and reach the play area.
- ☐ The agreements card is printed or on display.
- ☐ You know which variation, if any, you will use, and you will name it before play.
- ☐ You know what your setting expects if someone needs support.

STAY INSIDE YOUR ROLE

This guide is not a treatment plan, assessment, or outcome measure. Use it only where it fits your license, training, and setting. Consent, clinical fit, confidentiality, and documentation remain your responsibility.

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SESSION PLANS BY ROLE

A three-session series

For groups that meet more than once. Each session uses the core plan in this guide; the series only changes the setup and the debrief focus. Skip or repeat a session whenever the group needs it.

SESSION	SETUP	DEBRIEF FOCUS
Learn a round	Two players, first-game setup.	Board: missions, moves, refresh.
Protect choices	Repeat with the mission readback.	Self/Us: ask before advising.
Choose scope	Swap sides or try the team game.	Extension: keep a friendly secrets agreement.

Between sessions

- Use the title-specific session log for setup, public process and actual ending. Never turn it into a ranking, diagnosis or promised progress measure.
- Open each session by asking what people remember from last time. Passing is fine.
- Change only one thing at a time: one variation or one new rule.
- Close the series by asking what the group would like to keep doing together.

A NOTE ON PROGRESS

A series gives a group more practice with the same game. It does not promise any change outside the game. If a participant names a change they have noticed, that is their observation to share or keep.

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FACILITATE WITH DEPTH

Facilitator prompt bank

Pick one or two prompts, not all of them. Offer reflection after a Refresh phase, never during a combat or an opposed mission. A real Fold halts the whole table immediately. Every prompt can be passed.

BEFORE PLAY

"Who wants which side?"

"Are we 2 players or two teams?"

"What reading support is wanted?"

"Which visible signal means Fold?"

AFTER A HARD MOMENT

"Is that a game move or a remark about a person?"

"Would a short break help?"

"Did anyone ask for advice?"

"Would we rather pause or close unfinished?"

BETWEEN TURNS

"How close are the time and reputation markers?"

"Was every mission read back?"

"Is the pace still comfortable?"

"Is everyone comfortable continuing?"

CLOSING

"Did either side meet a win condition?"

"If we stop now, do we record unfinished?"

"Which agreement helped most?"

"What would you keep, change or leave?"

HOW TO ASK

Ask the whole table, then wait. Accept short answers and silence. Reflect what you heard in the participant's words, not yours. If a prompt lands badly, say so, and move on.

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FACILITATE WITH DEPTH

Debrief question bank

Extra questions for each rung of the five-rung debrief. Use them to replace or follow the core question, one rung at a time. The later rungs stay optional, and the Life or Work questions are always offered as a choice.

BOARD

- Which leader did you use most?
- Which mission surprised the table?
- Where did the search go?

SELF

- Were the mission cards readable?
- Did a failed roll bother you?
- Was the length right?

US

- Did we keep secrets fairly?
- Did table talk stay friendly?
- Did each player own their side?

LIFE OR WORK

- If you choose: how do you guess what someone else plans?
- If you choose: how do you keep a secret without stress?
- If you choose: how do you change a plan once it is found out?

EXTENSION

- Would you try the other side next?
- Would the team game suit us later?
- Would you choose this game again?

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FACILITATE WITH DEPTH

Adapting for ages, group sizes, and access

Ages

Rating boundary	The Fantasy Flight Games product page lists 14+; the selected booklet prints no age.
Reading load	Read one mission card and one faction sheet together first.
Theme readiness	Space conflict and rebellion themes may fit differently.
Requested support	Agree literal readback without choosing missions.

Group sizes

2 players	The standard game: one player per side.
3 players	Two teams; one side has two players (p.19).
4 players	Two teams of two (p.19).
More than 4	Choose another activity.

Accessibility

Vision	Read mission cards and system names aloud on request.
Hearing	Announce dice results and revealed missions clearly.
Motor	A helper moves units and leaders as directed.
Language	Teach one round with sample cards first.
Attention	Offer breaks after a Refresh phase.

The Fantasy Flight Games product page lists 14+; the selected Learn to Play booklet prints no age. Readiness, theme and access notes are facilitation choices, not publisher requirements. Agree on any adaptation before play and name it as an adaptation. Nobody has to disclose a disability or explain a need to the group.

Choice and support agreement

Each player owns their side, leaders and missions. Hidden information is part of the rules: we keep the base and mission cards secret fairly, never read faces for tells, and treat a found base or failed mission as a game result. We ask before advising and never explain the other side's plan unasked.

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FACILITATE WITH DEPTH

Troubleshooting

Common problems at the table, with something to try first. If a fix does not work, stop the session rather than forcing play. A short good game beats a long hard one.

IF THIS HAPPENS	TRY THIS
Units moved out of a system with your own leader	You cannot move units out of a system that holds your leader.
Ground units move without a ship	Ships carry ground units up to their transport capacity.
A resolve mission is opposed	Only attempt missions can be opposed.
Tie on an opposed mission	Equal successes means the attempt fails.
More than five dice of one color	Each attack rolls at most five red and five black dice.
Starting mission discarded	Starting missions return to the hand after use.
Win checked at the end of the round	Both win conditions end the game at once.
Window ends early	Record unfinished; do not declare a winner.

WHEN TO END PLAY

Signals: say “pass” to skip optional reflection, not an invented game move, “pause” for a break, and “fold” to stop taking part, or use the agreed card or gesture. If anyone folds, halt play at once. Check in privately, not in front of the group, and offer choices: a break, watching, changing the activity, or ending. The game can end without a deep debrief, and no one owes an explanation.

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ONE-PAGE DESK CARD

Star Wars: Rebellion: quick guide

Standalone printable desk card. Print this page for the facilitator's seat. The game is supplied separately.

BEFORE

Show one round with sample cards: assign one leader to a mission, activate one system, then reveal and oppose one mission with a dice roll. Reset the samples first. Agree Pass for optional reflection, Pause for a break and Fold to halt play immediately for the whole table, plus a visible signal. These are session agreements, not new game actions.

SAY

> *"We play the Learn to Play rules with the first-game setup. The Rebel base stays hidden until the rules reveal it. Pass skips reflection, not a turn. Pause offers a break; Fold halts play and we close unfinished."*

DURING

After a Refresh phase: "Which mission or move mattered most this round?"

After an opposed mission: "Was the dice result clear?"

At close: "Did either side meet a win condition, or is this unfinished?"

DEBRIEF IN ORDER

1. Board: Which mission changed the game most?
2. Self: Did you have enough time to plan your leaders?
3. Us: Did we keep secrets fairly and kindly?
4. Life or Work: If you choose: how do you work out what someone else wants?
5. Extension: Which table agreement would you keep next time?

> FOLD: to stop taking part, say "fold" or use the agreed signal. PASS: say Pass to skip reflection without explaining; in-game decisions still follow the matched rulebook. PAUSE: say "pause." NO INFERENCE: ask participants what, if anything, a game moment means to them.

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PRINTABLE · TABLE AGREEMENTS

Our table agreements for Star Wars: Rebellion

Print and place in the middle of the table, or read aloud before play.

PASS

Skip a question or a share. No reason needed.

PAUSE

Take a break. The table waits.

FOLD

Stop taking part. Play halts for the whole table, and no one asks why.

We agree that

☐ Each player owns their side, leaders and missions. Hidden information is part of the rules: we keep the base and mission cards secret fairly, never read faces for tells, and treat a found base or failed mission as a game result. We ask before advising and never explain the other side's plan unasked.

☐ Game moves are game moves. We ask what something meant instead of guessing.

☐ Play halts if anyone folds, and we check in quietly, not in front of everyone.

☐ Sharing is a choice. We ask each other to respect what is shared, but other participants cannot promise confidentiality, so share only what you are comfortable with. The facilitator will explain how privacy works here, including any legal, clinical, or safeguarding duties that come first.

☐ Our nonverbal signal is: _____

Our adaptations today

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PRINTABLE · SESSION PLANNING SHEET

Session planning sheet: Star Wars: Rebellion

Date _____ Group _____ Players _____ Time available _____

MY ROLE TODAY

☐ Host or teacher ☐ Coach ☐ Licensed clinician, within my license

TARGET (T)

Which perspective or secret mission moment will we notice?

ASSESS (A)

Conflict theme comfort, reading load and player count

BUILD (B)

Learn to Play booklet, first-game setup, no expansion

LEAD (L)

How will I avoid steering anyone's missions?

EXTRACT AND EXTEND (E)

Which public moment and optional prompt will we revisit?

IF TIME RUNS SHORT

Close unfinished if neither side has met a win condition

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PRINTABLE · TRACKER

Rounds and missions log

Record sides, player count, public moments and the actual ending. Do not rate secrecy or bluffing.

SESSION	SIDES / COUNT	PUBLIC MOMENT	ENDING	NEXT AGREEMENT
1				
2				
3				
4				
5				
6				
7				
8				

House printable for voluntary process notes, not an assessment or a replacement for required records. Do not retain private content or infer traits.

After-session notes (for the facilitator)

Note how the session ran, not judgments about people. If your role requires records, follow your own setting's rules instead of this sheet.

What went well, and where did the plan not fit?

Rules, setup, or access changes for next time

Next session I will try (variation, prompt, or timing)

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R

REPRODUCIBLE SHEET · STAR WARS: REBELLION

Participant Reflection

Name or group (optional): _____ Date: _____ Game: Star Wars: Rebellion

Use only if a written reflection fits the setting. You decide whether to share or submit this sheet. Your facilitator will explain any collection or storage before use. A spoken or drawn reflection works too. The five response boxes are fillable on screen.

My choice: keep this private / share a part / pass.

BOARD

Which mission changed the game most?

SELF

Did you have enough time to plan your leaders?

US

Did we keep secrets fairly and kindly?

LIFE OR WORK

If you choose: how do you work out what someone else wants?

EXTENSION

Which table agreement would you keep next time?

You can pass on any prompt. Leave it blank, write “pass,” or draw instead. No reason needed. Play is a prompt for reflection, not proof about a person.

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Independent companion

The game's name, designer, and publisher are given only to identify the game. This guide is not affiliated with, endorsed by, or sponsored by Fantasy Flight Games, Lucasfilm Ltd., or any rights holder. Star Wars and all associated elements are © & TM Lucasfilm Ltd.

Sources

Publisher-authored Fantasy Flight Games Learn to Play booklet for Star Wars: Rebellion (PDF created 2016-02-09), linked as Learn to Play from the Fantasy Flight Games product page fantasyflightgames.com/en/products/star-wars-rebellion (lists 2 to 4 players and 14+), hosted on the Asmodee CDN. 20 pages. The Rules Reference was retained for lookups but not summarized. No age printed in the booklet. https://cdn.svc.asmodee.net/production-fantasyflightgames/uploads/2026/09/sw03_learn_to_play_web.pdf (retained November 9, 2026; SHA-256 b26b98139d694e9f42cb36060ec82fdc3000ab753d29809be03b7bc44d8598fc). This is a facilitation summary, not a replacement for the matched rulebook. Check the rulebook in your box for your printing. Variations marked "Official variant" appear in that source, and variations marked "From the rulebook" use a setting, recommendation, or practice the rulebook describes rather than a separate variant. Variations marked "BGT house rule" are original adaptations and are not official rules. Session plans, prompt banks, adaptation notes, troubleshooting, and printables are original facilitation material written for this guide.

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Scope and evidence boundary

This is a facilitation guide for structured play. It does not diagnose anyone, and the game is not therapy by itself. Board Game Therapy is not inherently psychotherapy. This product is an educational and facilitation resource for structured play and optional reflection. It is not a psychological assessment, screening tool, diagnosis, validated outcome measure, treatment plan, or treatment protocol, and no educational, social, behavioral, or clinical outcome is guaranteed. Teachers, coaches, hosts, and other facilitators work within their own role and their organization's policies. Licensed professionals who use it in clinical services remain responsible for clinical fit, informed consent, confidentiality, documentation, and the standards of their license.

Evidence. Research on board games covers many games, settings, and populations, with real methodological limits. Two general reviews: Gauthier, A., et al. (2019). Board Games for Health: A Systematic Literature Review and Meta-Analysis. Games for Health Journal, 8(2), 85-100. doi.org/10.1089/g4h.2018.0017. Noda, S., Shirotsuki, K., & Nakao, M. (2019). The effectiveness of intervention with board games: a systematic review. BioPsychoSocial Medicine, 13, 22. doi.org/10.1186/s13030-019-0164-1. Neither review evaluated the TABLE Method™ or this product. The TABLE Method™ and these variations are practice guidance, not a validated intervention. Nothing here promises that what happens in the game will carry over elsewhere.

> If someone is in distress, end the game and use the support your setting already names. In a crisis, contact local emergency services or a crisis line.

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