Before starting a new mini campaign, perform only steps 1-3 of Campaign Setup as outlined on page 7 of the Rules Reference Guide in the core game. Then, perform the following steps:

1. **Build the Agenda Deck**: The Imperial player builds his deck of Agenda cards following the guidelines in “Building the Agenda Deck” on page 4 of the Rules Reference Guide in the core game. Then, he returns all cards in his Agenda deck that are played as side or forced missions to the game box.

2. **Upgrade Heroes**: Each hero receives 3 XP and heroes collectively receive 400 credits per hero. Then, heroes resolve a Rebel Upgrade Stage. When purchasing Item cards during this Rebel Upgrade Stage, Rebel players draw cards from the Tier 1 Item deck and draw ten cards instead of six.

3. ** Upgrade Imperial Player**: The Imperial player receives 3 XP. Then, he performs an Imperial Upgrade Stage but skips purchasing Agenda cards.

4. **Set Up Introductory Mission**: Players are then ready to set up and play the Introductory mission for the mini campaign. For The Bespin Gambit, the Introductory mission is “Reclamation” (see page 8).