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# v2

Jan 2019

Game: **STAR WARS: IMPERIAL ASSAULT**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# STAR WARS IMPERIAL ASSAULT

## ORDER OF PLAY

### ACTIVATION PHASE

Play alternates back and forth; in a campaign, starting with the Rebel players. **When a hero is activated:**

- 1. Start of Activation:** Ready all of the hero's exhausted Class and Item cards.
- 2. Perform Actions:** Perform any combination of up to 2 of these actions with the hero: **move**, **attack**, **interact**, **rest**, and **special**.

When a hero is activated, flip his **activation token** to the red side. If a hero has 2 activation tokens, he cannot resolve his second activation until after each hero has resolved its first activation. In a 3 hero game, the Rebel players choose 1 hero to claim a second activation token at the end of each round.

**The Imperial player then chooses 1 deployment card to activate.** The number of bars below the card's deployment cost is the number of figures in its **deployment group**. Perform up to 2 actions with each figure in the group in the order of your choice. Resolve both actions for a figure before choosing the next figure.

When the last figure from a Deployment card is activated, **exhaust** the card (rotate it 90°). The corresponding figures cannot be activated again during this round.

Players alternate activating figures in this way until all figures have been activated.

Each action must be resolved completely before a figure performs its next action.

## MOVE

A figure performing a **move** gains MPs equal to its **Speed**. A figure can move to an orthogonally or diagonally adjacent space by spending 1 MP. MPs may be spent before or after performing an action.

**A hero (only) may suffer 1 strain** during his activation to gain 1 MP. He may do this up to twice per activation.

A figure can move into a space occupied by a friendly or neutral figure at no additional cost. **A figure can move into a space occupied by a hostile figure, but must spend 1 additional MP to do so.** A figure cannot end its movement in a space containing another figure.

A figure cannot move through the diagonal intersection of walls, blocking terrain, or impassable terrain.

**Walls (black line):** Spaces separated by a wall are *not* adjacent. Figures cannot move through or trace LOS through walls.

**Impassable (dotted red line):** Figures cannot move through dotted red lines. Spaces separated by impassable terrain are adjacent. LOS can be traced through impassable terrain.

**Blocked (red line):** Figures cannot enter or trace LOS through blocking terrain.

**Doors (door token):** Spaces separated by a door are *not* adjacent. Figures cannot move through or trace LOS through doors.

**Difficult (blue line):** A figure must spend 1 additional MP to enter difficult terrain; LOS can be traced through it.

## ATTACK

**1. Declare Target:** choose an eligible hostile target. Each attack is either a **melee** or a **ranged attack**. Melee attacks can target adjacent figures or objects only. Ranged attacks *may* target adjacent figures or objects.

When performing a ranged attack, the target must be in **line of sight** (LOS). The attacking player chooses one corner of his figure's space. Trace 2 straight, uninterrupted lines to 2 different corners of the target's space. These cannot overlap and cannot be traced through walls, blocked terrain, spaces containing figures, or through the diagonal intersection of walls or blocking terrain.

**2. Roll Dice:** The attacker rolls the **attack dice** listed on his Deployment card (Imperial figures or allies) or weapon Item card (heroes). The defender simultaneously rolls the **defense dice** listed on his Deployment card or Hero sheet.

**3. Rerolls:** Resolve dice reroll effects. Each die may be rerolled only once per attack regardless of who rerolls it.

### 4. Apply Modifiers:

**Evoke** Each evade icon cancels one result.

**Dodge** The attack is a miss.

### 5. Spend Surges:

**Surge** The attacker can spend to trigger special abilities. **A hero may spend up to 1 to recover 1.**

**6. Check Accuracy:** On a ranged attack, the **accuracy** (the sum of the numbers and any modifiers) must be equal to or greater than the number of spaces the target is away from the attacker (the **distance**). If it is not, the attack is a miss.

**7. Calculate Damage:** The target suffers **damage** equal to the number of icons rolled by the attacker minus the number of **block** icons rolled by the defender. If the attack is a **miss**, the target suffers 0 damage.

**Only heroes can use both of their actions to perform attacks during the same activation.** If a special action involves one or more attacks, this does count as the figure using an action to attack.

## INTERACT

Figures can **interact** with a token in their space or in an adjacent space.

**Crates:** A hero can interact with a crate to draw 1 Supply card and place it faceup near his Hero sheet. You may use the card's ability. Then claim the crate token by placing it by your Hero sheet. A crate token with its colored side down cannot be examined by players.

**Doors:** A figure can interact with a door to open it. Return the door to the box. Figures cannot voluntarily close doors.

**Special:** A figure can interact with other tokens on the map, as stated in the mission. If there is an attribute icon listed, the figure must pass the corresponding attribute test to resolve the interact effect.

## REST

Only heroes can **rest**. By resting, a hero can recover equal to his **endurance**. If a hero recovers in excess of the number of strain tokens he has, he recovers **damage** equal to the amount of excess.

During campaign missions, heroes can suffer **strain** to resolve some abilities.

## SPECIAL

Class cards, abilities, and mission rules with a allow figures to perform special actions. An ability with requires both of a figure's actions to resolve. **Each special action can only be performed once per activation.**

## STATUS PHASE

After all figures have resolved their activations, players ready all exhausted Deployment cards (rotate upright) and activation tokens (flip to their green side).

## ABILITIES

**Abilities** provide special effects beyond the standard rules. If the requirements of an ability cannot be met, it cannot be performed. If an ability is 'used', it can be triggered multiple times each round, but only once per timing instance.

The hero must suffer the listed amount of (without exceeding his endurance) to use the ability.

The Imperial player must spend the listed amount of **threat** to use the ability.

These abilities are performed as an action and can be performed only once per activation.

These abilities can be used by spending results during an attack. The number of the attacker can spend during the attack is equal to the amount of rolled minus the number of **evades** rolled.

Each ability can be triggered only once per attack.

**Exhaust:** You must exhaust the card to use this ability.

**Deplete:** You must deplete the card to use this ability.

An ability that can be used 'during your activation' can be used before or after performing an action during an activation. It cannot be used while resolving an action.

An ability that causes figures to suffer damage is not considered to be an attack.

## STRAIN AND ENDURANCE

All heroes can choose to suffer to use abilities and to move additional spaces.

A hero can only optionally suffer an amount of up to his **endurance**. If any effect forces a figure to suffer that would exceed its endurance, the figure suffers equal to the amount of excess.

## DAMAGE AND DEFEAT

### DAMAGE & STRAIN

When you suffer **damage** or **strain**, place that number of corresponding tokens on your Hero sheet. For other figures, tokens are placed on the map next to the figure. When a figure recovers or, discard the appropriate number of tokens.

If a figure suffers outside of an attack, the is not prevented by, and the figure does not roll defense dice.

If a hero recovers in excess of the number of strain tokens he has, he recovers equal to the amount of excess.


If an object suffers equal to or greater than its Health, it is destroyed and removed from the map.

## INCAPACITATED


An incapacitated figure remains on the map and does not restrict movement or block LOS, though other figures cannot end their movement in the space. The figure discards all conditions, and conditions cannot be applied to it. It cannot suffer or be targeted or affected by anything except as specified by the mission's rules. However it can still be pushed by a *Massive* figure ending its movement in its space.



## DEFEAT



When a figure has suffered damage  equal to its Health, it is immediately **defeated**. Excess damage is ignored.



When a hero is **defeated**, he becomes **wounded**. When any other figure is defeated, it is removed from the map. During a campaign, when the last Imperial figure in a **non-unique** group is defeated, the corresponding deployment card is returned to the Imperial player's hand and can be optionally deployed later in the mission.

A hero defeated for the first time during a mission discards all damage tokens from his Hero sheet and flips his Hero sheet to the **wounded** side. If there are more strain tokens on your Hero sheet than your Endurance value, discard the excess tokens. A hero who is wounded follows all rules for activation and can still suffer . If a wounded hero is defeated, he **withdraws**.

A hero who **withdraws** removes his figure from the map and is eliminated from the mission, but still receives all hero rewards at the end of the mission.

## ATTRIBUTE TESTS



Only heroes roll dice for **attribute tests**. Roll the dice listed for the listed attribute on your Hero sheet. If you roll at least 1 , you pass the test. If you roll no , you fail.

If a test lists a number directly before the icon, that number of successes are needed in order to pass the test. If you do not roll the required number of successes, you fail the test but place 1  token near the test subject for each success. The next time a figure attempts this test, discard these tokens and apply +1  to your results for each token discarded.

**An elite figure required to perform an attribute test automatically receives 1 success.** A regular figure required to perform a test automatically fails the test.

## ITEM RESTRICTIONS

Heroes can possess an unlimited number of Item cards, but each hero can only bring a limited number to an individual mission:

-  1 Armor card
- 2 Weapon cards  
(any card with an attack type followed by dice icons)
-  3 Equipment cards

Before deploying, heroes may give any of their Item cards, except those from a Class or Reward deck, to other heroes. Item cards cannot be traded during a mission.

**Modifications** are items placed below a weapon that provide the listed ability to the weapon. Each weapon can have a limited number of modifications (listed as a number of bars in the card's bottom right corner).

An Item card cannot have more than 1 modification with the same trait attached to it at the same time, excluding the *Modification* trait.




## LARGE FIGURES

A figure that occupies more than 1 space on the map is a **large figure**. When a large figure attacks, LOS may be traced from any single space it occupies. A figure attacking a large figure can target any 1 space the large figure occupies.

A large figure cannot move diagonally. While moving, a large figure cannot rotate its base unless it spends 1 MP; and when doing so must occupy at least half of the spaces it occupied before the rotation.




## KEYWORDS

### BLAST

If the target of this attack suffers 1 or more , each figure and object adjacent to the target space suffers  equal to the *Blast* value (not prevented by ). If the target is a large figure, *Blast* only affects figures adjacent to the targeted space and does not affect the target figure.

If an attack inflicts a condition, it is applied only to the target of the attack and not to figures affected by *Blast*.

### CLEAVE

If the target of this attack suffers one or more , the attacker may choose a different hostile eligible figure or object to suffer the  listed (not prevented by ).

If an attack inflicts a condition, it is applied only to the target of the attack and not to figures affected by *Cleave*.

### MASSIVE

Figures do not block LOS to or from a *Massive* figure.

During a campaign, *Massive* figures cannot enter interior spaces. They can move through and end their movement on spaces with blocking and impassable terrain or other figures (not *Massive* figures), and can enter spaces containing hostile figures and difficult terrain at no additional MP cost.



Any figures in a *Massive* figure's spaces are pushed into the closest empty space of its controller's choice. The player moving the *Massive* figure pushes friendly figures first, and then other players push their figures. After a *Massive* figure ends its movement in spaces containing at least 1 other figure, it cannot move any more during this activation.

If a *Massive* figure occupies a space containing blocking terrain, LOS can be traced to that figure, spaces can be counted to it, and adjacent figures can attack it.


### MOBILE

This figure ignores additional movement costs when entering difficult terrain and spaces containing hostile figures. It can also enter, move through and end its movement in impassable spaces and edges and blocking terrain. If it is in blocking terrain, LOS can be traced to the figure and adjacent figures can attack it.

### PIERCE


This figure may ignore a number of  results while attacking. If the number of  results is less than the *Pierce* value, the excess has no effect. If multiple *Pierce* abilities are used in an attack, their values are added together.

### REACH

The figure may perform **melee**  attacks targeting figures or objects up to 2 spaces away and in LOS. A *Reach* attack does not require **accuracy**.


## CONDITIONS

When a hero gains a **condition**, he places the appropriate Condition card by his Hero sheet; place an appropriate condition token next to other figures. A figure cannot be affected by multiple instances of the same condition.

If a keyword causes a condition, the target of the attack must suffer 1 or more  to trigger the condition (which is applied after the attack resolves). A *beneficial* condition is applied to the attacker and a *harmful* condition is applied to the target.

### FOCUS

The figure receives an additional green die the next time it attacks or performs a test. The condition is then discarded.

A figure with the *Focus* keyword may become focused after attacking if the target suffers 1 or more .

## OTHER RULES

**RETRIEVING TOKENS** To retrieve a token, a figure must perform an **interact** while on or adjacent to the token. Then place the token on the figure's base to denote the figure is carrying it.

If the figure is defeated, the token is dropped in the figure's space and can be retrieved as above. Figures cannot optionally drop tokens they are carrying.

**CONTROLLING TOKENS AND SPACES** To control a token or space, there must be a friendly figure on or adjacent to the token or space and no hostile figures on or adjacent to the token or space.

**TIMING** When an ability interrupts another figure's activation, the current activation pauses while the interrupting ability is resolved, then the activation resumes. A figure's action cannot be interrupted while the figure is in a space containing another figure.

**While attacking**, resolve mission rules first, then attacker effects, then defender effects.

**In a campaign**, resolve mission rules first (Imperial player decides the order if several resolve at the same time), then Imperial player effects, then Rebel player effects.


**In a skirmish**, resolve mission rules first (the player with initiative decides the order if several resolve at the same time), then effects from the player with initiative, then effects from his opponent.

**DEPLETED CARDS** When a card is **depleted**, it is flipped facedown and cannot be used for the remainder of the mission. At the end of each mission, all depleted cards are flipped faceup.

**EXHAUST** Cards are rotated 90° to mark that they are exhausted; activation tokens are flipped red side up.

If all Deployment cards or activation tokens belonging to a player are exhausted, he cannot use abilities that must be used before, during, or after his figure activates.

**INITIAL GROUPS** When the last figure in an **initial group** is defeated, the corresponding Deployment card is placed in the Imperial player's hand. He can deploy these figures during optional deployments following normal deployment rules.

**NEUTRAL FIGURES** No player controls a neutral figure, and they cannot activate or perform actions. They cannot suffer  or be targeted by attacks, abilities, or any game effect except as specified by the mission's rules. Neutral figures block LOS.

Figures can move through spaces containing neutral figures at no additional MP cost.

**PUSH** The player resolving this ability moves the figure the specified number of spaces in any direction. When pushing a large figure, it cannot move diagonally and cannot be rotated. If a non-ability effect pushes a figure, such as a mission rule or if a door closes between 2 spaces occupied by a large figure, the player controlling that figure determines its placement.

**CONTROL** A player controls a deployment zone if there is at least 1 friendly figure in any space of that deployment zone and no hostile figures in any space of that zone.

**CLASS CARDS** If a hero has a class deck that includes item cards with an XP cost, these can be purchased with XP like any other Class card and sold for 50 credits like any other item card without a listed credit cost.

# STAR WARS IMPERIAL ASSAULT

## CAMPAIGNS

### CAMPAIGN SETUP

Decide who is the **Imperial player**. All other players are **Rebel heroes**. These roles stay the same for the entire campaign.

If playing with 2 heroes, each hero gets a *Legendary* Reward card. If playing with 3 heroes, each hero gets a *Heroic* Reward card.

If there is only 1 Rebel player, he separately controls 2 heroes.

A hero who has 2 activation tokens flips only 1 token facedown after resolving an activation (he will be able to activate twice each round). A hero cannot perform his second activation until each hero has performed his first activation.

Each Rebel player chooses 1 **Hero sheet** and his matching **Class deck** and **hero figure**. Place the basic Item cards (those with no XP cost) from your Class deck faceup in front of you.

Set aside any Agenda card sets or a Side Mission cards that have a time period range that doesn't include the time period of the campaign.

The Imperial player chooses 1 **Imperial Class deck**. Place the basic Class card (the one with no XP cost) faceup in front of you. Take all the **Agenda cards**, sort them by sets of 3 cards each (upper-right corner) and choose 6 sets. Shuffle the 18 cards to create the **Agenda deck**.

The Rebel players sort the **Side Mission cards** by color. Create the **Side Mission deck** by shuffling together these cards:

- Each red Side Mission card corresponding to their heroes.
- 4 green cards of the heroes' choice. Heroes cannot choose more than one of these cards that rewards the same ally.
- 4 random gray cards (do not reveal these to any player).

Start with the Introductory mission of the campaign.

### MISSION SETUP

The information in the *Campaign Guide* is secret and can be read only by the Imperial player.

**Imperial player:**

Assemble the map using **map tiles** as shown in the mission's diagram, then place all tokens on the map as indicated.



Set the **threat dial** to 0 and the **round dial** to 1.

Take all Deployment cards and sort them into groups as listed in the *Deployment and Setup* box of the mission:

**Initial Groups:** Place the listed Deployment cards faceup. The corresponding figures will be deployed on the map.

**Reserved Groups:** Secretly put the listed Deployment cards in a facedown pile. The corresponding figures will be placed on the map when dictated by the mission.

**Open Groups:** Secretly choose a number of the listed Deployment cards as a secret hand that can be used to deploy figures to the map during the Status phase.

You may choose any  or  Deployment cards. However, unique (●) cards and allies must be earned as mission rewards before being used as open groups.

**Special Setup:** Perform any listed instructions.

Deploy figures on the map as indicated in the diagram. Those with a gray or black border correspond to a gray Deployment card.

Place all dice, Condition and Supply decks, damage tokens, strain tokens, and condition tokens within reach of all players.

Read the *Mission Briefing* section aloud to the Rebel players. If there are any map tiles in the diagram that have names, indicate these tiles and names to all players. Keep the rest of the mission rules to yourself until instructed to resolve them.

**Each Rebel player:**

Each Rebel player chooses the Item cards they will bring to the mission and places his hero figure in an empty space as close to the entrance token as possible (including the token's space).

If they have earned an **ally**, they may then deploy it.


Each hero receives 1 activation token and places it **ready** (green side faceup) on his Hero sheet.

Fewer than 4 heroes may receive additional activation tokens as specified on their *Legendary* or *Heroic* Reward cards.

## PLAYING CAMPAIGN MISSIONS

### CAMPAIGN STATUS PHASE


After each figure has resolved its activation, resolve these steps before the next round begins:

1. **Increase Threat:** The Imperial player increases the threat dial by the threat level listed on the campaign log.
2. **Ready:** The Imperial player readies all of his exhausted Class and Deployment cards. Each hero readies all of his activation tokens, flipping them green side faceup.
3. **Deploy and Reinforce:** The Imperial player may spend **threat**  to bring additional figures onto the map.
4. **End of Round Effects:** Resolve any abilities or mission rules triggered at the end of the round.

If playing with 3 heroes, a hero with 2 activation tokens must give 1 of them to another hero of his choice.


5. **Advance Round Dial:** Advance the round dial by 1.


### Threat and Deployment

During the Status phase, the Imperial player increases **threat**  which he can spend to deploy additional figures.



Each Deployment card has a **deployment cost**, a **reinforcement cost**, and a **group limit**.

During each Status phase, the Imperial player may deploy groups of figures and/or reinforce individual figures to the map.

**To deploy a group,** choose a Deployment card in your hand and spend  equal to the card's deployment cost. Then place the card faceup on the table and place a number of corresponding figures on the map equal to the card's group limit, as close as possible to a green deployment point shown in the mission's diagram (including deployment point's space).

**To reinforce,** choose a Deployment card already on the table and spend  equal to the card's reinforcement cost. Then place **1 figure** from that group as close as possible to a green deployment point.

Red, blue, and yellow deployment points are not active until specified by the mission.

Each time you spend , reduce the threat dial by that amount. You cannot have less than 0  or more than 20.

## ENDING A MISSION

Each mission's rules list the conditions that cause the mission to end. As soon as an end condition is met, the Imperial player resolves the *End of Mission* section of the mission rules. Read the listed story text aloud then give players the listed rewards.

Players then receive the rewards listed in the *Additional Rewards* section.

## CAMPAIGN STRUCTURE

Players first resolve a mission, then have the opportunity to purchase new Item cards, Class cards, and Agenda cards. Then they choose and resolve a new mission.

They continue resolving these stages until the campaign ends with a climatic mission called a **finale**.

To continue a campaign, check the **campaign log** on the back of the *Campaign Guide*, and resolve the next available (unmarked) stage. After resolving each stage, mark the stage's box on the campaign log to track your progress.

Track experience points (XP), credits, and influence on the campaign log with a pencil.



### I. MISSION STAGE

- a. **Choose Mission:** Rebel players refer to the campaign log to find their next mission. If the entry reads *Side Mission*, choose one of the active Side Mission cards. If it reads *Story Mission*, choose an active Story Mission card.



## b. Resolve Mission

### c. Post-Mission Cleanup:

- Wounded heroes flip their Hero sheets to the healthy side. Heroes recover all  and .
- Shuffle all Supply cards back into the deck.
- Heroes gain 50 credits for each crate token claimed during the mission, then discard the tokens.
- Return the just resolved Mission card to the box.
- If players just resolved the introductory mission, shuffle the Side Mission deck, then draw 2 cards and place them faceup. These are now active missions.

If players just resolved an active, non-agenda Side Mission, shuffle the Side Mission deck and draw 1 card. This card is now an active mission.

## 2. REBEL UPGRADE STAGE

a. **Spend XP:** Each hero can spend XP to purchase any number of cards from his Class deck.

b. **Spend Credits:** Rebel players draw 6 cards from each Item deck listed on the campaign log and may collectively decide which to purchase by spending credits equal to the cards' costs. Credits are shared by the group. Each purchased card is given to a hero to use in future missions. Unpurchased cards are shuffled back into their deck.

Players can then sell Item cards they own for credits equal to half the card's cost (rounded up to the nearest 25). Item cards without a cost can be sold for 50 credits. Sold cards are returned to the box.

## 3. IMPERIAL UPGRADE STAGE

a. **Spend XP:** The Imperial player can spend XP to purchase cards from his Class deck.

b. **Spend Influence:** The Imperial player draws 4 cards from the Agenda deck and may purchase any of them by spending influence. Unpurchased cards are shuffled back into the deck without being revealed to the Rebel players.

### Agenda Cards

**Side Missions:** The Agenda card is placed faceup on the table and becomes an active side mission. Heroes can choose to resolve one of these missions anytime they can resolve a side mission.

These cards provide an automatic reward to the Imperial player if the heroes decide to resolve another side mission instead of this Agenda's mission.

**Forced Mission:** Players immediately resolve the listed mission.

**Ongoing:** The Agenda card is placed in the Imperial player's play area, has an ongoing effect and remains in play until discarded by another effect.

**Kept Secret:** The Imperial player keeps the card hidden from the Rebel players (the only information they will know about the card is its cost) and resolves it later as instructed.

Unless instructed otherwise, Agenda cards are returned to the box when discarded or completed.

### Spending Experience Points

When you are allowed to spend experience, you may look through your deck of unpurchased Class cards and choose to purchase any of them by spending XP equal to the card's cost.

After purchasing a Class card, place it faceup in your play area. You can use its abilities for the rest of the campaign.

## WINNING THE CAMPAIGN

Players' ultimate goal is to win the **finale** (the last mission of the campaign).

Throughout the course of the campaign, players receive rewards such as Item cards, Class cards, Agenda cards, and allies that will help them win this finale. Certain mission rewards also steer the direction of the narrative and will dictate which of the finale missions players will resolve.

The players who win the finale are the ultimate victors and have won the campaign.

## CAMPAIGN RECORD KEEPING

After a game session:

**Record Progress:** Ensure the campaign log has up-to-date information about all players' XP, credits, and influence. Mark the current stage of the campaign and list the names of all completed missions.

**Store Components:** Store components in bags and keep them separate between sessions.

The **General bag** stores all active Mission cards and any Agenda cards that are in play.

The **Imperial bag** stores *purchased* Imperial Class cards and the Imperial player's deck of unpurchased Agenda cards, plus any of the Imperial player's secret Agenda cards that have been purchased (keep these separate from your Agenda deck).

Each hero creates his own **Hero bag** containing his Hero sheet, Item cards, and *purchased* Class cards. One player should store available allies in his bag, if any.


All other components do not need to be kept separate and are can be returned to the box; this includes all Class cards that players have not purchased, so that they are not confused with previously acquired Class cards.

## ALLIES

Deployment cards with a bullet (•) before the figure's name are unique **allies**. Imperial allies are called **villains** but follow the same rules as allies. Allies and villains cannot be used in a mission until claimed as a reward or granted by an effect.

Once gained as a **reward**, villains can be brought into any mission as an open group.

On missions, allies function like additional figures on that player's side. Defeated allies are removed from the map and cannot be redeployed for the remainder of the mission.

Once Rebel players gain an ally as a reward, they can bring that ally to any mission. Immediately after deploying hero figures to the map during setup, Rebel players can deploy up to 1 ally. Place all figures corresponding to the ally's Deployment card as close to the Rebel entrance token as possible. The Imperial player then gains **threat**  equal to the Ally card's deployment cost and may immediately resolve an optional deployment.

When it is their opportunity to resolve an activation, Rebel players can choose to activate an ally, collectively controlling it. Afterwards, exhaust its Deployment card, and then the Imperial player performs an activation.

Rebel allies are not heroes; they cannot interact with crates or rest, can perform only 1 attack each activation, and follow all other rules for non-hero figures. The term '*Rebel figures*' includes all heroes as well as Rebel allies.

If an ally has both a regular and elite Deployment card, only the regular card can be used as an ally. If an ally is rewarded to the heroes and the heroes have already earned that ally, they can use either the elite or regular Deployment card.

If a mission gives the heroes control of a specific ally for that mission, the ally follows all normal rules for allies but has special deployment rules and does not give the Imperial player additional threat or an optional deployment. They also do not restrict heroes from deploying another ally.

## ATTACHMENTS

When the Imperial player deploys figures to the map (even when deploying initial groups), he may take 1 or more *Attachment* cards and places them on the figures' corresponding Deployment cards. The abilities on the cards apply to all figures in the group.

When the last figure in a group is defeated, return any cards attached to the Deployment card to the Imperial player's play area. He may attach these cards when deploying figures in the future.

Attachments may require the group to have a specific trait, and cannot be played on a group that does not have the trait.

# STAR WARS IMPERIAL ASSAULT

## QUICK CAMPAIGN SUMMARY

### MISSION SETUP

#### IMPERIAL PLAYER:



Assemble the map and place tokens.

Set the **threat dial** to 0 and the **round dial** to 1.

Sort the Deployment cards into groups:

**Initial Groups:** Faceup cards. Deploy the figures.

**Reserved Groups:** Secret facedown pile. Deploy the figures when dictated by the mission.

**Open Groups:** Secret hand of cards. Figures can be deployed during the Status phase. Choose any  or  Deployment cards (unique cards and allies must be earned as mission rewards).

Read the Mission Briefing section aloud.

#### EACH REBEL PLAYER:

Chooses Item cards you will bring to the mission.

Places his hero figure on the entrance token or as close as possible to it. Then, an earned **ally** may be deployed.


Takes activation token(s), green side faceup.

### DURING CAMPAIGN MISSIONS

#### CAMPAIGN STATUS PHASE

1. **Increase Threat** by the threat level (see campaign log).

2. **Ready:** The Imperial player readies his exhausted Class and Deployment cards. Each hero readies his activation tokens.

3. **Deploy and Reinforce:** The Imperial player may spend **threat**  to bring on additional figures at green deployment points.

4. **End of Round Effects:** Resolve any abilities or mission rules triggered at the end of the round.

If playing with 3 heroes, a hero with 2 activation tokens must give 1 of them to another hero of his choice.

5. **Advance Round Dial**



### CAMPAIGN STRUCTURE

#### 1. MISSION STAGE

a. **Choose Mission:** If the next campaign log entry reads *Side Mission*, choose one of the active Side Mission cards. If it reads *Story Mission*, choose an active Story Mission card.

b. **Resolve Mission**

c. **Post-Mission Cleanup:**

- Wounded heroes flip their Hero sheets to healthy. Heroes recover all  and .
- Shuffle Supply cards back into the deck.
- Heroes gain 50 credits for each crate token claimed during the mission, then discard the tokens.
- Return the just resolved Mission card to the box.
- If players just resolved the introductory mission, shuffle the Side Mission deck, then draw 2 cards and place them faceup as active missions.

If players just resolved an active, non-agenda Side Mission, shuffle the Side Mission deck and draw 1 card as an active mission.

#### 2. REBEL UPGRADE STAGE

a. **Spend XP:** Each hero can spend XP to purchase any number of cards from his Class deck.

b. **Spend Credits:** Draw 6 cards from each Item deck listed on the campaign log and collectively decide which to purchase. Credits are shared by the group. Unpurchased cards are shuffled back into their deck.

Players can then sell Item cards (return them to the box) for half their cost (rounded up to the nearest 25). Item cards without a cost can be sold for 50 credits.

#### 3. IMPERIAL UPGRADE STAGE

a. **Spend XP:** The Imperial player can spend XP to purchase cards from his Class deck.

b. **Spend Influence:** Draw 4 cards from the Agenda deck and purchase any of them by spending influence. Unpurchased cards are shuffled back into the deck without being revealed to the Rebel players.

#### Agenda Cards

**Side Missions:** Place faceup on the table as an active side mission. Heroes can choose to resolve one of these anytime they can resolve a side mission. The Imperial player receives a reward if the heroes decide to resolve another side mission instead of this Agenda's mission.

**Forced Mission:** Players immediately resolve the mission.

**Ongoing:** Place in the Imperial player's play area. Ongoing effect; remains in play until discarded by another effect.

**Kept Secret:** The Imperial player keeps the card hidden from the Rebel players and resolves it later as instructed.

Unless noted, Agenda cards are returned to the box when discarded or completed.



# STAR WARS IMPERIAL ASSAULT

## SKIRMISH RULES

### SETUP

1. **Bring Armies and Command Cards:** Each player needs an army of up to 40 points worth of **Deployment cards** and a deck of exactly 15 **Command cards**.

Each player places his Deployment cards faceup in front of him and shuffles his deck of Command cards.

2. **Determine Initiative:** The player who has the lowest total cost of Deployment cards chooses which player begins the game with the initiative token. On a tie, players determine initiative randomly.

The player with initiative will choose deployment zones and resolve the first activation during the first round.

3. **Determine and set up Skirmish Mission:** The player with initiative shuffles his Skirmish Mission deck and draws 1 card (your Skirmish deck consists of 1 copy of each Skirmish Mission card you own; you cannot customize the cards in your Skirmish deck).

This lists the mission's name, special rules, and which map it is played on. Refer to the matching skirmish mission diagram to build the map. Place only the A or B tokens that match the Skirmish Mission card's letter.

4. **Deploy Units:** The player with initiative chooses the red or blue **deployment zone** on the skirmish mission's diagram, and deploys all of his figures in this zone. Then his opponent deploys all of his figures in the other deployment zone.

If you cannot fit all of your figures into your deployment zone, fill as many spaces as possible (you may redeploy previous placed figures), then deploy your remaining figures in the spaces closest to your deployment zone.

5. **Draw Command Cards:** Each player draws 3 cards from his Command deck.

### PLAYING A SKIRMISH

1. **Activation Phase:** First resolve any abilities triggered at the start of a round.

Then, starting with the player with initiative, players take turns activating deployment groups and performing actions with the corresponding figures. Once all Deployment cards are exhausted, proceed to the Status Phase.

If your opponent has more ready Deployment cards than you, you may choose not to activate a group and pass play to your opponent.

2. **Status Phase:** Players resolve the cleanup steps in preparation for the next round. These steps are different than the Status Phase steps in a campaign.

Repeat these phases until the mission ends.

### SKIRMISH STATUS PHASE

1. **Ready Cards:** Both players ready their Deployment cards.

2. **Draw Command Cards:** Each player draws 1 Command card from his deck, plus 1 additional card for each terminal he controls.

You control a terminal if you are the only player who has a figure on or adjacent to that terminal.

3. **End of Round Effects:** Resolve any abilities or mission rules triggered at the end of the round.

4. **Pass Initiative:** The player with the initiative token passes it to his opponent.


### COMMAND CARDS

You may play a Command card when specified on the card. Reveal it to your opponent, resolve its ability, then discard the card.

There is no limit to the number of Command cards you can play each turn, or to the number of cards you may have in hand, but you cannot play multiple copies of the same Command card at the same time.

If there are no cards left in your Command deck, you cannot draw Command cards.




Command cards with a **restriction box** listed above the ability (using the word *you* to refer to the figure using the ability) must be played on a **single friendly figure** that matches the restrictions listed. If you do not have any eligible figures on the map, you cannot play the card.

If the card has the  icon, that figure must use one of its actions to resolve the ability on the card.

Some Command cards have abilities that apply until a specific time. To remember that the card is in effect, you may place the card by the figure or Deployment card it is affecting.

### CHANGES FROM THE CAMPAIGN

**Strain:** A figure that suffers  suffers  instead.

For each  a figure suffers, the player controlling that figure may choose to discard 1 Command card from the top of his deck to prevent the figure from suffering the resulting . Figures cannot recover  in a skirmish.

**Resting:** Figures cannot rest.

**Attacking:** Figures can only use one of their actions to **attack per activation**, including using special actions that involve performing one or more attacks.

**Heroes:** Hero sheets are not used; instead, players use the corresponding Deployment cards. Heroes do not follow the hero rules from the campaign and instead function like all other figures. Their activations are tracked by exhausting their Deployment cards, they can use 1 action to attack per activation, and they are removed from the map when defeated.

**No Supply Cards:** Figures cannot interact with crate tokens to draw Supply cards. The effects of crate tokens are described in the mission's rules.

### WINNING A SKIRMISH

The game ends as soon as one player has accumulated 40 VPs. The player with the most VPs wins the game.

**Defeating Figures:** When the last figure in a group is defeated, the opposing player scores VPs equal to that group's deployment cost. The card's controller places the Deployment card near his opponent.

**Card and Mission Effects:** Each Skirmish Mission card, and some Command or Deployment cards, list additional ways in which players can gain VPs.

When you gain VPs, record the number of VPs (eg on the Threat dial) and keep it by the figures you have defeated. If all of your figures are defeated, you lose the game immediately, regardless of VPs.

### ARMY BUILDING

Each player builds an army consisting of **Deployment cards** and **Command cards**. Build armies without knowledge of the opponent's army or the mission.

Any armies may play against one another, but figures must be marked in some way so they are identified with their player and group.

### CHOOSING DEPLOYMENT CARDS

**Deployment cards** in your army determine the figures you bring to the skirmish, and must obey these restrictions:

**Deployment Cost:** The total Deployment cost of your cards must be 40 or fewer **deployment points** (upper left corner of the card).

**Affiliation Restriction:** All deployment cards in an army must contain the same **affiliation icon** (upper right corner of the card).

**Name Restriction:** Each army is limited to a number of Deployment cards with the same name as follows:

- Maximum of 1 of each **unique** Deployment card (• before the name).
- Maximum of 2 of each **elite** (red) Deployment card.
- Maximum of 4 of each **regular** (gray) Deployment card.

**Skirmish Upgrade Cards:** Deployment cards with the **Skirmish Upgrade** trait provide special abilities, but do not have corresponding figures. These cost deployment points and often have a game changing ability.

### CHOOSING COMMAND CARDS

Each player's **Command deck** must obey these restrictions:

**Deck Size:** Each army's Command deck must include exactly 15 Command cards.



**Command Cost:** The total cost of a player's Command cards must be 15 or fewer points.

**Duplicate Restriction:** A Command card's number of **card limit icons** (to the right of the card's cost) is the number of copies of that card a player can have in his deck.



# STAR WARS IMPERIAL ASSAULT

## DEPLOYMENT CARD RESTRICTIONS

A deployment card marked with a **campaign deployment icon**  can be used only in a campaign, while one with a **skirmish deployment icon**  can be used only in a skirmish.

## TILE TYPES

Each map tile has one or more tile types corresponding to the environment that tile represents.

The primary tile type distinction is between **interior** and **exterior**.

**Forest:** Core Game 01A-18A, 37A, 38B, 39A; *Return to Hoth* 05A, 24A; *Bespin Gambit* 11A; *Jabba's Realm* 01A, 03A-06A, 08A-09A, 11A-12A, 14A, 16A; *Tyrants of Lothal* 02A, 09A-10A.

**Desert:** Core Game 01B-18B, 37A, 38A, 39B; *Twin Shadows* 04B-07B; *Bespin Gambit* 12A; *Jabba's Realm* 03B-04B, 06B, 08B, 14B, 16B; *Tyrants of Lothal* 01B-02B, 04B-07B, 09B-10B, 12B.

**Snow:** *Return to Hoth* 01A-24A, 21B.

**City:** *Heart of the Empires* 01B-18B.




**Interior:** Core Game 19A-36A, 19B-36B; *Twin Shadows* 01A-07A, 01B-03B; *Return to Hoth* 01B-20B, 22B-24B; *Bespin Gambit* 01A-10A, 01B-12B; *Jabba's Realm* 02A, 07A, 10A, 13A, 15A, 17A, 01B-02B, 05B, 07B, 09B-13B, 15B, 17B; *Heart of the Empire* 01A-18A, *Tyrants of Lothal* 01A, 03A-08A, 11A-12A, 03B, 08B, 11B.

## DICE AND ICON TYPES

Blue, red, green, and yellow dice are **attack dice**.

Black and white dice are **defense dice**.

 and  are **attack icons**.

  and  are **defense icons**.

## FIGURE COST

If a deployment group has a starting group size of 1, that figure's figure cost is equal to the group's deployment cost.

If a deployment group has a starting group size of 2 or more, each figure in that group has a figure cost equal to the group's reinforcement cost.

## HABITAT

**Habitat** is a keyword found on certain deployment cards. During a campaign, an Imperial player selecting open groups for a mission can choose a deployment card with the Habitat keyword only if there is at least 1 tile in that mission's map whose type matches the listed habitat.

During a skirmish, Habitat has no effect.

## CLASS CARDS

Some heroes have a **class deck** that includes item cards with an XP cost. These can be purchased with XP like any other class card and are used like other items of the same type. If you wish to sell any of these items after purchasing them, you may do so for 50 credits like any other item card without a listed credit cost.

## SKIRMISH ATTACHMENTS

Skirmish upgrade deployment cards with the word **Attachment** above their abilities can be attached to other deployment cards.

When deploying units during skirmish setup, if you have less than 1 or more **Attachment** cards in your army, place each of these cards on one of your non-upgrade deployment cards. Each deployment card can have only 1 **Attachment**.

Abilities on **Attachment** cards apply to all figures in the corresponding group.

Many attachments require the group to have a specific trait. Attachments with these restrictions cannot be played on a group that does not have the trait.

When a group with an **Attachment** card is defeated, the opposing player scores VPs equal to the deployment cost of the **Attachment** card, in addition to the VPs they score from the defeated group's deployment card.

## NEUTRAL DEPLOYMENT CARDS

Deployment cards with a **neutral** icon and card back do not belong to an affiliation. When creating an army for a skirmish, you may include neutral deployment cards as if they belonged to your affiliation. Neutral deployment cards cannot be used in a campaign.

## REBEL UPGRADE STAGE

When 1 or more expansions are part of a campaign, Rebel players follow a different Rebel Upgrade Stage.

Instead of drawing 6 cards from each item deck listed in the campaign log, make note of the total number of cards in each item deck at the start of the campaign. Then, during each Rebel Upgrade Stage, Rebel players draw a number of cards from each of the appropriate item decks equal to half that number (rounded up) for the respective deck.

## TWIN SHADOWS

### DEVICE TOKENS



The hero *Saska Teft* uses **device tokens** to grant herself and the Rebels powerful abilities. These only interact with abilities on her hero sheet and class cards.

If Saska is chosen during campaign setup, place the 8 device tokens near her sheet. During a mission, her abilities may allow friendly figures to claim and discard these tokens. The number of device tokens that figures can collectively claim is limited by the supply of 8 tokens.

## RETURN TO HOTH

### RECON TOKENS



The hero *Loku Kanoloo* uses **recon tokens** to grant himself and the Rebels tactical advantages. These only interact with abilities on his hero sheet and class cards.

If Loku is chosen during campaign setup, place the 2 recon tokens near his sheet. During a mission, his abilities allow him to place these tokens. The number of recon tokens that can be placed is limited by the supply of 2 tokens. However, when he places a token, Loku may either use a token already in play, or use one from his supply.

## THE BESPIN GAMBIT

### COMPANIONS

A companion is a new type of support figure associated with a hero or a group. The companion shares that hero or group's affiliation and activates before or after the corresponding activation.

When a companion is put into play, place its companion card faceup in the ready position near its associated deployment card or hero sheet. Then place its token on the map as indicated by the effect putting it into play.

A companion does not block LOS, and a hostile figure does not spend 1 additional MP to enter a space containing a companion. A companion can end its movement in a space containing another figure, and vice versa. A companion is adjacent to each figure and object in its space, and vice versa.

A companion cannot interact and cannot use abilities on class, item, or supply cards. A companion automatically fails attribute tests.

A companion has a figure cost of 0.

When a group that is associated with a companion leaves play, the companion remains in play but can no longer activate unless a game effect allows that companion to activate as part of a different group.

During a campaign, only 1 companion of each type can be in play at a time. During a skirmish, each player may have 1 companion of each type in play.

When a companion is put into play under a player's control, if that companion was already in play under that player's control, it is removed from the map first.

During a skirmish, abilities that specifically affect a companion can affect only your companion.

## JABBA'S REALM



### BOUNTY TOKENS



The *Hutt Mercenaries* Imperial class uses **bounty tokens** to place prices on the heroes' heads, inspiring Imperial figures to take them down. These only interact with abilities found on their Imperial class cards.

If *Hutt Mercenaries* is chosen as the Imperial class during campaign setup, the Imperial player places the 4 bounty tokens near his play area. At the start of the campaign, each hero claims 1 bounty token. As the campaign progresses, heroes claim and discard these tokens as described on the *Wanted: Dead* Imperial class card.

Unlike other tokens, heroes do not discard bounty tokens at the end of a mission during Post-Mission Cleanup.

The number of bounty tokens that can be used is equal to the number of heroes in the campaign.

## REPLACING TILES

When the Imperial player must replace 1 or more tiles with other tiles previously set aside, they remove the listed tile or tiles from the map, then connects the listed set-aside tiles to the newly exposed puzzle edge of the map.

If a figure or token is occupying a space on a removed tile, place it in the corresponding space of the replacement tile. If there is no such space, place it in the nearest possible space instead.

## HEART OF THE EMPIRE




### POWER TOKENS



When a figure with a **power token** declares an attack or is declared as the target of an attack, that figure may discard 1 of its power tokens.

If it does, apply +1 of the symbol on that token to that attack's results.

When an ability instructs a figure to gain a specific power token, that player claims 1 token of that type from the supply and places it either near that figure on the board, or on that figure's deployment card or hero sheet if that figure is the only figure in its group. When an ability instructs a player to gain any number of , that player gains that number of power tokens of his choice.



Each figure cannot have more than 2 total power tokens. If a figure would gain more than 2, its player must choose tokens to discard until the figure has 2.

A figure cannot spend more than 1 power token per attack.

## ENERGY SHIELDS AND RUBBLE

A space can contain both rubble and an energy shield.



A space containing **rubble** is considered to be difficult terrain, in addition to its other terrain types. The effect of rubble does not stack with the effect of preexisting difficult terrain.



A space containing an **energy shield** blocks LOS, but does not block movement, adjacency, or counting spaces. The diagonal intersection of a space containing an energy shield and either a wall, blocking terrain, or another energy shield also blocks LOS. LOS can be traced to a figure or object occupying a space containing an energy shield.

## NEGATIVE DEPLOYMENT COST

When you include a card with a negative deployment cost, it modifies the total deployment cost of the rest of the cards.

If a card with a negative deployment cost is an attachment, the other deployment cards selected for the army must include at least 1 eligible card onto which it can be attached. When a group with an attachment with a negative deployment cost is defeated, the VPs scored are modified by that card's negative cost.

## FORM CARDS

A form card adds its text box and abilities box to a deployment card. When a form card is gained, place that card, oriented horizontally, below the relevant deployment card. All text on the form card is treated as though it were text on that deployment card.

A deployment card can only gain a form card with a subname corresponding to that deployment card's name.

## TYRANTS OF LOTHAL



## STYLE TOKENS



The hero *Tress Hachua* uses **style tokens** to enhance her melee attacks. These only interact with abilities on her hero sheet and class cards.

If Tress is chosen during campaign setup, place the 2 style tokens near her sheet. During a mission, Tress's abilities allow her to gain and spend these tokens. The total number of style tokens that can be gained is limited by the supply of 2 tokens.

## ALLIES

During the *Tyrants of Lothal* mini campaign, Rebel players follow a different procedure when choosing to deploy an ally in a mission.

**When setting up the campaign mission**, after the Rebel players choose and deploy an ally, the Imperial player no longer gains threat equal to the deployment cost listed on the ally's deployment card.

Instead, the Imperial player gains threat equal to half that cost (rounded up) and may resolve an optional deployment. Then, the Imperial player places **strain tokens** equal to half of the ally's deployment cost (rounded down) in their play area.

**During step 1 of the Status phase**, after gaining threat equal to the threat level, the Imperial player discards 1 strain token from their play area to increase threat by 2. The Imperial player does this each round until there are no strain tokens in their play area.

If the ally is defeated, the Imperial player discards any remaining strain tokens in their play area. They do not gain threat for tokens discarded this way.

## SPECTRE ALLIES

During the *Tyrants of Lothal* campaign, the Rebel players will be prompted to bring a Spectre ally. Spectre allies are those allies with *Spectre* or *Chopper* as part of its subname, such as *Kanan Jarrus, Spectre-1*.

During campaign setup, when the hero players are choosing green side missions, they may choose more than one mission that rewards *Any 1 Spectre ally*.

## AGENDA CARDS

During the *Tyrants of Lothal* mini campaign, the Imperial player can only have a total of 4 agenda cards between their hand and their play area. If, at the end of an Imperial Upgrade stage, they have more than 4 agenda cards, they must discard down to 4.

## TIME PERIOD

The side missions in *Tyrants of Lothal* do not include a time period. These missions may be included when playing a campaign in any time period.

## PAYING VPS

When an ability instructs a player to pay another player VPs, the paying player loses VPs and the paid player gains an equal number of VPs.

If using an ability requires a player to pay more VPs than that player has, that player cannot use that ability. If a player's ability requires an opponent to pay more VPs than they have, that opponent pays all of their remaining VPs.

## FOUR PLAYER SKIRMISHES

**When setting up the skirmish mission**, players do not use their standard skirmish mission deck, but instead use a deck that includes only skirmish mission cards corresponding to 4 player skirmish maps.

**Two additional deployment zones**, yellow and green, are available. When deploying units, the player with initiative chooses one of the 4 available deployment zones and deploys all of his figures in this deployment zone. The player to his left does the same, choosing from the remaining deployment zones, and so on until all players have deployed.

**During the Activation phase**, each player in clockwise order activates a group.

**During the Skirmish Status phase**, all players ready all of their deployment cards and the player who has the initiative token passes it to the player on his left.

There are 2 different modes of play for 4 player skirmishes: **Free-For-All** and **Team Battle**.

### Free-for-all

All other players are opponents, and all of their figures are hostile figures. The skirmish ends immediately when at least one player has gained 40+ VPs, at which point the player with the most VPs wins the game. The game also ends when 3 players have been eliminated, at which point the remaining player wins the game.

### Team battle

The players on your immediate left and right are your opponents and the remaining player is your teammate. All figures belonging to opponents are hostile, and all figures belonging to your teammate are friendly.

The skirmish ends immediately when one team has collectively gained 60+ VPs, at which point the team with the most VPs wins the game.

The game also ends when a pair of teammates have both been eliminated, at which point the remaining team wins the game.

## Special rules

When a card effect targets your opponent, you must choose 1 available opponent.

If a player would claim the initiative token out of turn, that player receives the first activation on that turn, but does not claim the initiative token.

After the first activation resolves, play passes to the player with the initiative token and then proceeds normally.

The player with the initiative token cannot also use effects that would claim the initiative token.

If multiple players use effects that would claim the initiative token, each of those players gain an activation that they may use before the player with initiative resolves his first activation. These activations are resolved in order of initiative.

A player cannot use more than 1 effect that would allow him to claim the initiative token in the same round.

When the last figure in a group is defeated, the player who defeated that figure gains the VPs for that figure's group.

When the last figure in a group is defeated, but was not defeated by an opponent, that figure's player chooses 1 available opponent to gain the VPs for that group.

If all of a player's figures are defeated, that player is eliminated. He can no longer play cards, and his skirmish upgrade cards no longer have any effect.

If more than one player includes the skirmish upgrade card *Devious Scheme* in his army, then all copies of *Devious Scheme* have no effect.

## Conflicts

During a 4 player skirmish, mission rules are resolved first, followed by effects from the player with initiative, and then effects from each other player, proceeding clockwise around the table.

Also, when playing a team battle skirmish, conflicts that arise during an attack resolve slightly differently than in other missions. Mission rules are resolved first, followed by effects from the attacker and the attacker's figures, then effects from the defender and his figures. After both the attacker's and defender's effects have resolved, the attacker's teammate may resolve effects, followed by the defender's teammate.