

STAR WARS™

# IMPERIAL ASSAULT™



## OFFICIAL FAQ

**VERSION 2.2 / EFFECTIVE 7.18.16**



All changes and additions made to this document since the previous version are marked in blue.

- Updated FAQ, Pages 4
- Updated Return to Hoth, Page 6
- Added The Bospin Gambit, Page 6
- Updated Ally and Villain Packs, Page 7
- Reorganized and Created Rules Updates, Pages 8, 9

This document contains frequently asked questions, rule clarifications, and errata for *Imperial Assault*.

## ERRATA

This section describes official changes to rule text and cards.

## CAMPAIGN GUIDE

### INDEBTED

The second bullet of “Mission Briefing” should read:

“Imperial mission tokens represent pulse cannons; at the end of each round, each one will fire upon a Rebel figure. When this happens, the Imperial player chooses a Rebel figure in line of sight of that cannon and rolls 1 red and 1 yellow die. That figure suffers  $\otimes$  equal to the  $\otimes$  results. If that figure is Gaarkhan, he becomes Focused.”

### LUXURY CRUISE

The first bullet of “Mission Briefing” should read:

“Doors are locked to Rebel figures. A Rebel figure can interact with a door ( $\otimes$  or  $\otimes$ ) to open it.”

### MEANS OF PRODUCTION

The first bullet of “Mission Briefing” should read:

“Doors are locked. A Rebel figure can attack a door (Health: Twice the threat level, Defense: 1  $\nabla$ ).”

### UNDER SIEGE

The first bullet of “Assault” should read:

“Remove 1 door from the map and roll 1 red die. Each Rebel figure within 3 spaces of that door suffers  $\otimes$  equal to the  $\otimes$  results.”

### DRAWN IN

The second bullet of “Mission Briefing” should read:

“Doors are locked to Rebel figures. A Rebel figure can interact with a door ( $\otimes$  or  $\otimes$ ) to open it.”

### CHAIN OF COMMAND

The third bullet of “Mission Briefing” should read:

“The door is locked to Rebel figures. A Rebel figure can interact with the door (2  $\otimes$  or  $\otimes$ ) to open it.”

### TEMPTATION

The second bullet of “Hatred” should read:

“When Darth Vader has suffered  $\otimes$  equal to twice the threat level, he is defeated and the mission ends ( $\odot$ ).”

## CHARACTER SHEETS

### JYN ODAN

The “Opportunist” ability should read: “After you resolve an attack, if the target suffered 1 or more  $\otimes$ , you may move 1 space.”

#### Opportunist

After you resolve an attack, if the target suffered 1 or more  $\otimes$ , move 1 space.

[Original Card Text](#)

## DEPLOYMENT CARDS

### IMPERIAL OFFICER

The “Order” ability on the regular Imperial Officer should read:

“ $\blacktriangleleft$  Order: Choose another friendly figure within 2 spaces. During a campaign, that figure may interrupt to perform a move. During a skirmish, that figure gains 2 movement points.”



[Original Card](#)

### REBEL SABOTEUR

The regular Rebel Saboteur card should include the following changes:

- The ability “ $\sim$ : Pierce 2” should read “ $\sim$ : Pierce 1.”
- The Speed value should be 4.

On the elite Rebel Saboteur card, the ability “Blast 2  $\otimes$ ” should read “Blast 1  $\otimes$ .”



[Original Cards](#)



## ROYAL GUARD

The Royal Guard cards should include the following changes:

- On the regular Royal Guard, the ability “ +2” should read “: Pierce 1.”
- Neither the regular nor the elite Royal Guard should include the “Protector” ability. It should instead include the following: “Sentinel: While a friendly non-Guardian figure is defending, and you are adjacent to the targeted space, apply +1 to the defense results. Limit 1 “Sentinel” or “Protector” ability used per attack.”
- On the regular Royal Guard, the “Vengeance” ability should read: “When an adjacent, friendly, non-Guardian figure is defeated, you become Focused.”
- On the elite Royal Guard, the “Forward Vengeance” ability should read: “When an adjacent, friendly, non-Guardian figure is defeated, you become Focused and may move 1 space.”



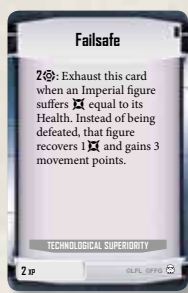
Original Cards

## IMPERIAL CLASS CARDS

### FAILSAFE

This card should read:

“2: Exhaust this card when an Imperial figure has suffered equal to its Health. Instead of being defeated, that figure recovers 1 and gains 3 movement points.”



Original Card Text

## LEARN TO PLAY GUIDE

### ENDING A MISSION

The second paragraph in “Ending a Mission” on page 7 should read:

“For the Tutorial, the Rebel players’ objective is to defeat all Imperial figures. The Imperial player’s objective is to either have his figures interact with both terminals or defeat a hero.”

## RULES REFERENCE GUIDE

### ACTIVATION PHASE

The “Activation Phase” entry on page 3 should include the following bullet:

“During a skirmish, if a player has fewer ready Deployment cards than his opponent, that player may choose not to activate a group and pass play back to his opponent.”

### ADJACENT

The first bullet of “Adjacent” on page 4 should read:

“Two spaces that share only an edge that is a wall, blocking terrain, or a door are not adjacent.”

### ATTACKING OBJECTS

The second to last bullet of “Attacking Objects” on page 6 should read:

“When attacking a door, using an ability that affects a door, or counting spaces to a door, the door is considered to be occupying each empty space with which it shares an edge.”

The final bullet of “Attacking Objects” on page 6 should read:

“The spaces that share an edge with a door are the only spaces that are considered adjacent to that door. When declaring a (melee) attack targeting a door, the attacker must be in one of those spaces. If the attacker has Reach, he must be in or adjacent to one of those spaces.”

### DEPLOYMENT CARDS

The “Deployment Cards” entry on page 11 should include the following bullet:

“Some Deployment cards have the *SKIRMISH UPGRADE* trait. Rules and abilities that reference Deployment cards do not affect, do not include, and cannot manipulate Skirmish Upgrade cards unless the rule or ability states otherwise.”

For example, a player cannot use the card “Temporary Alliance” to add Skirmish Upgrade cards from other factions to his army. Or, as another example, when using “Take Initiative,” players cannot choose to exhaust one of their Skirmish Upgrade cards.

### MASSIVE

The “Massive” entry on page 16 should include the following bullet:

“If a Massive figure occupies a space containing blocking terrain, line of sight can be traced to that figure, spaces can be counted to that figure, and adjacent figures can attack that figure.”

## MELEE ATTACK

The first bullet of “Melee Attack” on page 17 should read:

“Melee attacks can target a hostile figure or object adjacent to or in the same space as the attacker.”

## REACH

The first sentence of “Reach” on page 21 should read:

“A figure with this keyword may perform  $\phi$  (melee) attacks that target figures or objects up to 2 spaces away.”

## TERRAIN

The “Terrain” entry on page 24 should include the following bullet:

“Spaces that are fully encompassed by a combination of a single terrain border and walls are considered to be fully encompassed by the terrain border.”

# FREQUENTLY ASKED QUESTIONS

This section answers frequently asked questions about *Imperial Assault*.

## GENERAL

**Q: Can Item cards from a Class deck or earned as a reward be traded to other heroes?**

A: No.

**Q: Do Class, Reward, and Item cards that apply additional health to a hero continue to apply that health if the hero is wounded?**

A: Yes.

**Q: Does “Move a number of spaces equal to your speed” follow the same rules as “Move X spaces?”**

A: Yes.

**Q: When a large figure moves, does it exit all spaces it occupied and then enter all of its new spaces, even if some of those spaces overlap?**

A: Yes.

**Q: In a skirmish, if my opponent plays “Take Initiative,” can I play my own copy of “Take Initiative” to counteract it?**

A: No. Your timing window to play cards “at the start of the round” would have passed (see “Conflicts in a Skirmish” in the Rules Reference Guide).

**Q: When a mission rule deploys a figure to a deployment point, does that deployment point become active?**

A: No. Other than green deployment points, which are always active at the start of a mission, a deployment point only becomes active if the mission rules state so directly.

**Q: Can a figure perform an action while occupying the same space as another figure as long as it still has enough movement points remaining to exit that space after performing the action?**

A: No. A figure must end its movement in order to perform any actions and a figure cannot end its movement in a space containing another figure (unless it is massive).

**Q: When an ability’s effect lasts “until” a certain timing window (e.g. “Until the end of the round...”), does that effect persist through that timing window?**

A: No. These abilities’ effects end immediately as the specified timing window begins, before any other effects in that timing window are triggered. So, in the given example, the effect that persists “until the end of the round” would expire before any other “end of round” effects are triggered.

**Q: Does an “Attachment” Skirmish Upgrade card change the deployment cost of the Deployment card to which it is attached?**

A: No. The attachment is simply scored simultaneously when the group to which it is attached is defeated. Any effects that refer to a group’s deployment cost do not take the cost of an attached Skirmish Upgrade into account.

## HERO ABILITIES

**Q: When Gaarkhan suffers 3 or more damage and becomes Wounded as a result, does he still become Focused?**

A: No. Damage is suffered during the attack itself, and “Rage” allows Gaarkhan to become Focused after the attack resolves.

**Q: Does Mak have to use “Disengage” right away when a hostile figure enters a space within 3 spaces?**

A: Yes. The timing window for that ability is only when the hostile figure enters the space in question.

**Q: When Jyn has “Smuggler’s Luck” and heroes are drawing Item cards from more than one Item deck, from which deck is the extra card drawn?**


A: After revealing cards from both available decks, Jyn’s player chooses one of those decks from which to draw the extra card.





## COMMAND CARDS

**Q: Can “To the Limit” be used after performing any action?**

A: No. “To the Limit” can only be used after performing a special action (an action with the  symbol).

**Q: When a figure uses “To the Limit,” must that figure use the additional action immediately? Does the figure become Stunned immediately after performing that action?**

A: Yes, and yes. There is no window for performing additional actions or spending movement points in between playing “To the Limit” and resolving the action it grants you. Then, immediately after performing that action, that figure becomes Stunned.

## MISSION RULES

**Q: What does it mean when a door becomes “unlocked?” Does it open?**

A: No. When a locked door is unlocked by a mission effect, the door remains closed but can be opened with an interact, following normal rules for opening doors.

**Q: When a Rebel player is playing as multiple heroes, does each hero still receive 1 XP when the rules say each player receives 1 XP?**

A: Yes.

**Q: In “Under Siege,” if the Imperials secure the 4th capture point at the end of Round 8, which “End of Mission” condition triggers, the end of Round 8 or the Imperial player securing 4 capture points?**

A: Since they happen at the same time, the Imperial player decides (see “Conflicts in a Campaign” in the Rules Reference Guide).

**Q: Should all the rules text of mission events be read out loud to Rebel players or only the flavor text?**

A: Yes, all event rules text, including mission briefing, should be read aloud to Rebel players when that event is triggered (with the exception of reading out all options when the Imperial Player chooses from a list).

**Q: If the trigger for a mission event requires that a figure be on or adjacent to a certain space, can a figure meet that requirement while moving through another figure?**

A: Yes, the requirement of a figure being on or adjacent to a space for the purposes of a mission event does not require that that figure end its movement on that space. The mission event would trigger immediately when the condition is met and then that figure’s movement would continue.

## TWIN SHADOWS

The following sections include all errata and frequently asked questions for the *Twin Shadows* expansion.

## ERRATA

This section contains official changes to *Twin Shadows*.

### FIELD OFFICER/FIELD GENERAL


The first sentence of the special action of both cards should read: “Choose another friendly figure within 2 spaces.”



Original Card Text

## FAQ

This section answers frequently asked questions about *Twin Shadows*.

**Q: When Kayn Somos uses “Squad Command,” does the target of the attack need to suffer  in order for Focus to be applied?**




A: No.


**Q: When a figure performs “Executive Order” and is granted an attack as a result of “Lead By Example,” can that figure still use its other action to perform an attack?**

A: Yes.

**Q: Can the hero Saska Teft use the “Gadgeteer” skill card to add a modification to a weapon that has no modification bars?**

A: Yes.

**Q: A figure with “Cunning” has the Weakened condition. While defending, it rolls a  symbol. Does it get to apply its +1  from “Cunning” before the -1  from the Weakened condition is applied?**

A: No. Conditions are treated as mission rules for the purposes of timing conflicts, so the -1  triggers before the defender has a chance to use “Cunning.”

**Q: Are Saska Teft’s device tokens discarded at the end of each mission?**

A: Yes.

**Q: Can any part of Biv Bodhrik’s “Close and Personal” target objects?**

A: No. “Close and Personal” must target a figure.

**Q: Can Biv Bodhrik use both “Close and Personal” and “Final Stand” during the same activation?**

A: Yes. Even though “Final Stand” includes performing “Close and Personal,” it is a different special action and therefore both can be used during the same activation.

**Q: If an elite Imperial Officer has the “Field General” card attached, can it use “Executive Order” twice during the same activation?**

A: Yes. Since he has two copies of the ability available, he is not using the same special action twice, so this would be legal.

## RETURN TO HOTH

The following sections include all errata and frequently asked questions for the *Return to Hoth* expansion.

### ERRATA

#### LEIA ORGANA

The “Battlefield Leadership” ability should read:

“Perform an attack, then choose another friendly figure within 3 spaces. That figure may interrupt to perform an attack with the same target.”



Original Cards

#### MISSION: ESCAPE FROM CLOUD CITY

The third bullet of “Mission Briefing” should read:

“The mission will progress when the door to the Cell opens (☺). The mission ends at the end of Round 6 or when all heroes are wounded.”

#### MISSION: RESCUE OPS

The third bullet of “End of Mission,” reading “The Imperial player receives 1 XP” should be removed.

### FAQ

This section answers frequently asked questions about *Return to Hoth*.

**Q: If my opponent plays “Take Initiative” and I cancel it with “Negation,” does my opponent still need to exhaust a deployment card?**

A: No. “Negation” cancels all effects of the affected card, including any costs included on that card. This also applies to any canceled cards that require the figure using the card to spend an action; if that card were to be canceled, the figure attempting to use that card would not forfeit the action.

**Q: In the “Return to Echo Base” mission, a hero can fire the ion cannon. When he does he is instructed to “test ⚡ and ⚡.” When this occurs does he resolve two tests, one for each attribute, or one test in which he combines the two attribute pools together?**

A: He performs one test in which he combines the two attribute pools together.

## THE BESPIN GAMBIT

The following sections include all errata and frequently asked questions for the *Return to Hoth* expansion.

### ERRATA

#### MISSION: HOSTILE TAKEOVER

The fifth bullet of “Hostage Situation” should read:

“During his activation, a Rebel figure adjacent to **Agent Blaise** may test ⚡. If successful, that figure pushes **Agent Blaise** up to 2 spaces. Otherwise, that figure pushes **Agent Blaise** up to 1 space. Limit once per activation.”

### FAQ

This section answers frequently asked questions about *The Bospin Gambit*.

**Q: Who draws the Supply card drawn from the R5 Astromech’s “Forage” ability?**

A: The hero that brought the R5 Astromech to the mission draws all Supply cards from “Forage.”

**Q: After an Ugnought Tinkerer places a Junk Droid, can that Junk Droid ready and activate with all of that player’s Ugnought Tinkerers or only the one that created it?**

A: The Junk Droid can ready and activate with each Ugnought Tinkerer.

**Q: Is the Junk Droid considered in the group of the Ugnought Tinkerer by which it was placed?**

A: No. Abilities that affect or are used by a group (such as an Attachment) do not affect and cannot be used by the Junk Droid.

**Q: Can a Junk Droid activate before the Ugnought Tinkerer with which it is activating?**

A: Yes.



# ALLY AND VILLAIN PACKS

The following sections include all errata and frequently asked questions for the Ally and Villain Packs.

## ERRATA

### REBEL TROOPERS

In the mission “Brace for Impact,” the third bullet of “Mission Briefing” should read:

“Neutral mission tokens represent reinforcements. When a Rebel Trooper is defeated, discard one neutral mission token. At the end of each round, Rebels deploy one Rebel Trooper to the Rebel Barricade for each neutral mission token discarded that round.”

### REBEL SABOTEURS

See page 2 for errata to the regular and elite Rebel Saboteur Deployment cards.

### HIRED GUNS

The “Parting Shot” ability should read:

“When you have suffered ☒ equal to your Health, before you are defeated, you may interrupt to perform an attack. Then, you are defeated.”



Original Cards

## FAQ

This section answers frequently asked questions about *Ally and Villain Packs*.

### CHEWBACCA ALLY PACK

**Q: In the Skirmish Mission “Prison Break,” does the player who freed the prisoner continue to score VPs for doing so after the prisoner is defeated?**

A: No.

### R2-D2 AND C-3PO ALLY PACK

**Q: Can “Single Purpose” be used to perform a special action twice if that action involves performing an attack?**

A: No.

**Q: If both players use “Terminal Network,” who controls the terminals?**

A: Whoever played “Terminal Network” last controls all terminals.

### BANTHA RIDER VILLAIN PACK

**Q: When I play “Jundland Terror,” do I need to gain the 2 movement points before resolving the attack or special action?**

A: No, the two effects can be resolved in either order.

**Q: Can the Bantha Rider (or any massive figure) end its movement in spaces containing other figures multiple times during the “End of Round” step?**

A: No. It can only do this once during the “End of Round” step.

**Q: When an effect places the Bantha Rider (or any massive figure), is it considered to have “ended its movement?”**

A: Yes.

### LEIA ORGANA ALLY PACK

**Q: In the Skirmish Mission “Fallout,” can a player attack any of the 4 doors, or only the 2 doors to the Command Room?**

A: All 4 doors can be attacked. Even though only the doors to the Command Room are locked, the rule allowing a figure to attack a door applies to all doors on the map.

**Q: In the Skirmish Mission “Constant Motion,” do players take turns moving Patrol Droids until all 3 have been moved or does each player move only 1 Patrol Droid?**

A: Each player moves only 1 Patrol Droid.



## RULES UPDATES

The following section includes all new rules and rules interactions introduced in various *Imperial Assault* expansions, collected for ease of reference.

### ATTACKS

- Some abilities allow a figure to perform an attack with a different attack type and attack pool than their normal attack.
  - When a hero performs an attack using an attack pool unrelated to his weapons (such as the melee attack from “Close and Personal” on Biv Bodhrik’s Hero Sheet), he cannot use any abilities from his weapons during that attack.
  - When a figure corresponding to a Deployment card performs an attack using an alternate attack pool (such as the melee attack from “Close and Personal” on Biv Bodhrik’s Deployment card), they may still trigger their surge abilities, unless the ability triggering the attack states otherwise.

### SPECIAL SITUATIONS REGARDING ATTACKS

- Some abilities allow players to perform an attack with a hostile figure. To resolve such an attack, the player resolving the ability controls the hostile figure for the duration of that attack.
  - The player resolving the ability chooses the target of the attack. All non-neutral figures are considered hostile and no figures are considered friendly while performing this attack. The figure cannot target itself.
  - During a campaign, while a Rebel player is attacking with an Imperial figure or the Imperial player is attacking with a Rebel figure, that figure is considered to be both Rebel and Imperial by mission rules.
  - A figure that uses such an ability does not count as having performed an attack.

### CLASS CARDS

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

### CONTROL

Some skirmish missions require players to control deployment zones, in addition to tiles or tokens.

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

## COMPANIONS

A **COMPANION** is a new type of support figure that is put into play through various game effects and is 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 follows all normal rules for figures with the following exceptions:

- A companion does not block line of sight, and a hostile figure does not spend one additional movement point to enter a space containing a companion.
- A companion can end its movement in a space containing another figure, and another figure can end its movement in a space containing a companion.
- A companion is adjacent to each figure and object in its space, and each of those figures and objects are adjacent to the companion.
- A companion cannot interact and cannot use abilities on Class, Item, or Supply cards.
- A companion has a figure cost of 0 (see “Figure Cost” on the right).
- If a companion performs an attribute test, it automatically fails.
- 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 one companion of each type can be in play at a time. During a skirmish, each player may have one 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.

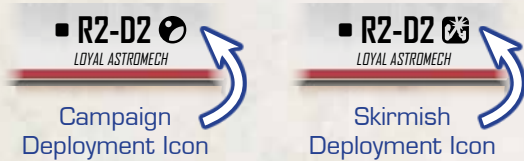
### DEplete

When a card is depleted, abilities on that card no longer have any effect. For example, if MHD-19 uses the “deplete” ability on his Reward card, “Systems Upgrade,” that card no longer provides the “+2 Health” ability, and MHD-19’s Health value is immediately reduced by 2.



## DEPLOYMENT CARD RESTRICTIONS

Some Deployment cards can be used in only one style of play in *Imperial Assault*. A Deployment card marked with a Campaign Deployment Icon can be used only in a campaign, while a Deployment card marked with a Skirmish Deployment Icon can be used only in a skirmish.



## DICE TYPES

Some abilities refer to a die's type. A die's type is either "attack" or "defense."

- Blue, Red, Green, and Yellow dice are attack dice.
- Black and White dice are defense dice.

## FIGURE COST

Each figure in *Imperial Assault* has a figure cost that may be referenced by abilities and game effects. A figure cost is one of two values:

- 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, when the Imperial player is selecting open groups for a mission, he can choose a Deployment card with the Habitat keyword only if there is at least one tile in that mission's map whose type matches the listed Habitat.

**Note:** During a skirmish, Habitat has no effect.

## 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, a player may choose to include Neutral Deployment cards as if they belonged to his affiliation. Neutral Deployment cards cannot be used in a campaign.



Neutral icon

## SKIRMISH ATTACHMENTS

Some skirmish upgrade Deployment cards list the word "Attachment" above their abilities. These cards can be attached to other Deployment cards as follows:

- When deploying units during skirmish setup, if a player has one or more "Attachment" cards included in his army, he places each of these cards on one of his non-upgrade Deployment cards.
- Each Deployment card can have only one "Attachment."
- Abilities on "Attachment" cards apply to all figures in the corresponding group.
- Many attachments require the group to have a specific trait, such as "TROOPER." 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 he scores from the defeated group's Deployment card.

## TILE TYPES

Each map tile in *Imperial Assault* has one or more **TILE TYPES** corresponding to the environment that tile represents. These types have no direct gameplay effect but may be referred to by other components.

The primary tile type distinction is between interior and exterior (see "Interior Spaces" on page 15 of the Rules Reference Guide in the core game). Other tile types include forest and desert tiles. The tile types for the tiles found in the core game and those introduced in *Twin Shadows* are as follows:

- **Forest:**
  - Core game tiles 01A-18A, 37A, 38B, and 39A
  - *Return to Hoth* tiles 05A and 24A
  - *The Bespin Gambit* tile 011A
- **Desert:**
  - Core game tiles 01B-18B, 37A, 38A, and 39B
  - *Twin Shadows* tiles 04B-07B
  - *The Bespin Gambit* tile 012A
- **Snow:**
  - *Return to Hoth* tiles 01A-24A and 21B
- **Interior:**
  - Core game tiles 19A-36A and 19B-36B
  - *Return to Hoth* tiles 01B-20B and 22B-24B
  - *Twin Shadows* tiles 01A-07A and 01B-03B
  - *The Bespin Gambit* tiles 01A-10A and 01B-12B

## "YOU"

If an effect corresponding to a figure instructs "you" to claim a token, gain VPs, or manipulate cards, or refers to "your" army or figures, "you" refers to that figure's player.