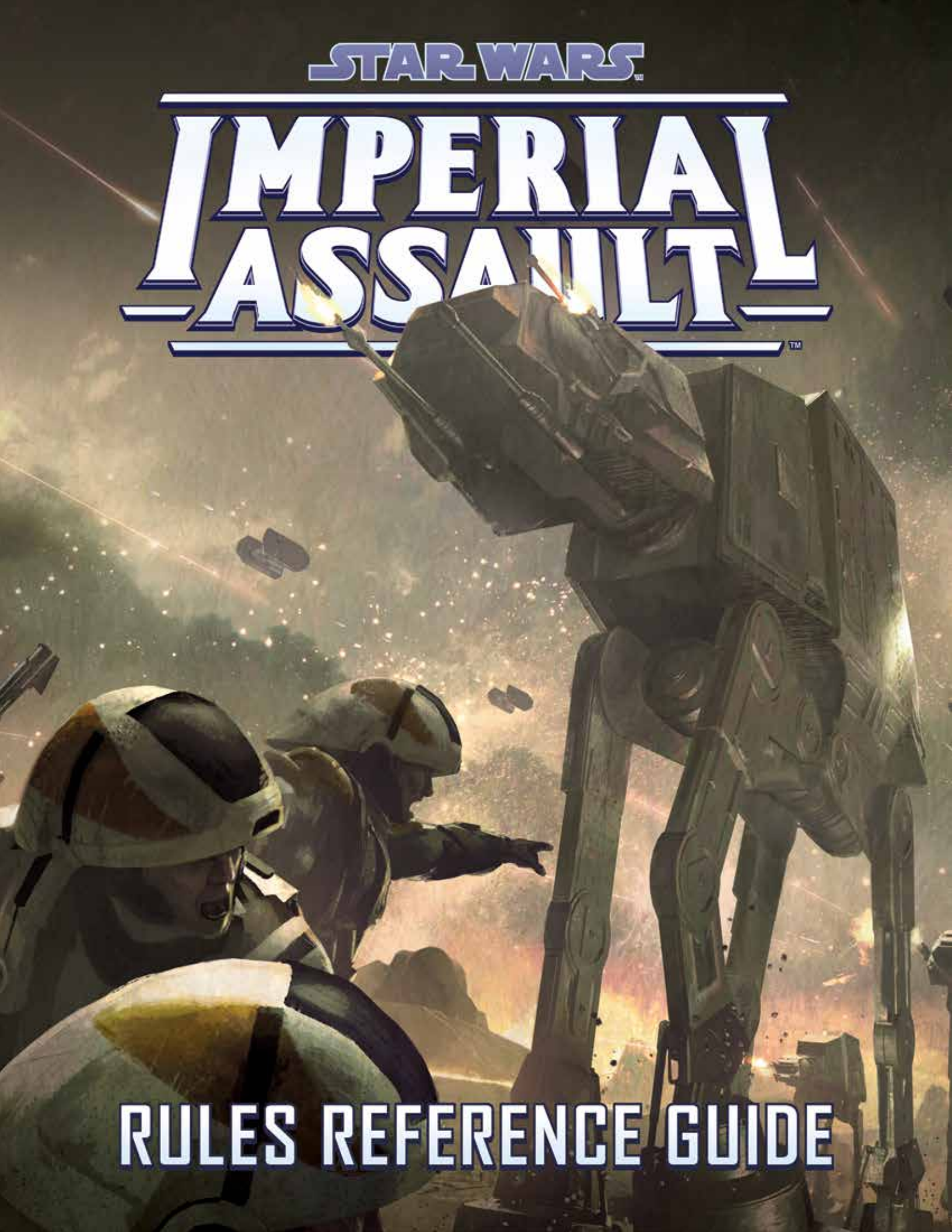
STAR WARS

IMPERIAL ASSAULT



RULES REFERENCE GUIDE

STOP!

This Rules Reference Guide does not teach players how to play the game. Players should first read the Learn to Play booklet, then use this Rules Reference Guide as needed when playing the game.

INTRODUCTION

"I only hope that when the data is analyzed, a weakness can be found." – Leia Organa, A New Hope

This guide is the definitive source for all *Imperial Assault* rules. Unlike the Learn to Play booklet, this guide addresses complex and unusual gameplay situations.

Most rules in this guide apply whether playing a campaign or a skirmish. Any rules that apply to only one or the other are labeled with "during a campaign" or "during a skirmish."

The rules in this guide can be read by any player at any point before, after, or during a game.

GOLDEN RULES

If a rule in this guide contradicts a rule in the Learn to Play booklet or Skirmish Guide, the rule in this reference guide takes priority.

Card abilities can override the rules listed in this guide. Mission rules can override both card abilities and rules from this guide.

If a card or mission uses the word **cannot**, that effect is absolute and cannot be overridden by other effects.

CARD INTERPRETATIONS

Many cards use the word "you" to refer to a figure instead of the player. For example, if a Deployment card reads "While attacking, you may reroll 1 or more attack dice" any figure belonging to that card's group may reroll one die while it is attacking.

TIMING

Numerous game effects have the possibility of triggering at the same time. If this occurs, use the following to determine the order in which these effects are resolved:

In a campaign, resolve mission rules first, followed by effects triggered by the Imperial player, then effects triggered by Rebel players.

In a skirmish, resolve mission rules first, followed by effects triggered by the player with initiative, then effects triggered by his opponent.

During an attack, in both a campaign and a skirmish, resolve mission rules first, followed by effects triggered by the attacker, then effects triggered by the defender.

For additional information on timing conflicts, see "Conflicts" on page 9.

GLOSSARY

This section of the Rules Reference Guide lists every core rule for *Imperial Assault* in alphabetical order. This allows players to quickly find answers to questions during gameplay by looking up the entry in question.

Each entry lists the basic rule first, followed by a list of exceptions and additional details. Lastly, each entry lists some related topics that may hold additional information that is relevant to the topic.

ABILITIES

All text on cards and hero sheets are referred to as abilities. Abilities provide special effects that can be performed above and beyond the standard rules of the game.

Abilities can have one or more requirements. If the requirements cannot be met, the ability cannot be performed.

- If an ability is "used," it can be triggered multiple times each round, but it can only be triggered once per timing instance. For example, an ability that says, "Use while attacking to apply +1 to the attack results," can only be triggered once during each attack.
- Some abilities have costs which must be paid in order to resolve the ability. Here is a list of the different types of ability costs:
  - : These abilities are performed as an action.
  - : A surge ( ) result must be spent during an attack to use this ability.
  - : These abilities appear in the campaign. The hero must suffer the listed amount of (strain) without exceeding his endurance in order to use this ability.
  - : These abilities appear in the campaign. The Imperial player must spend the listed amount of (threat) to use this ability.
  - **Exhaust:** The player must exhaust the card to use this ability.
  - **Deplete:** The player must deplete the card to use this ability.
- A figure can perform each special action ability (listed on his cards by) only once per activation.
- 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 one or more figures to suffer damage (such as Darth Vader's "Force Choke") is not considered to be an attack and does not count toward a figure's attack limitations.

Related Topics: Attacks, Deplete, Exhaust, Endurance, Strain, Threat

ACCURACY

Ranged attacks ( ) need enough Accuracy to not miss the target figure. The amount of Accuracy needed is equal to the number of spaces the attacker is away from the target (see "Counting Spaces" on page 9).

- The attacker's total Accuracy is determined by adding all numbers rolled on dice, and applying any Accuracy modifiers provided by abilities.
- While attacking an adjacent figure with a ranged attack, the attacker needs at least 1 Accuracy.

Related Topics: Attacks, Counting Spaces, Line of Sight, Miss

ACTIONS

During a figure's activation, it may perform two actions. The available actions are Attack, Move, Interact, Rest, and Special.

- The figure is not required to perform both actions.
- Each action must be resolved completely before the figure performs its next action.
- Special actions are denoted on components by the icon. A figure can choose to spend one of its actions to resolve a special action from one of its cards. If an ability has two icons, it costs the figure two of its actions to resolve this ability.
  - When a special action contains multiple attacks, or a move and an attack, it still only requires the listed number of actions to perform.
- Movement points can be spent before or after performing an action. If movement points are gained as part of a special action, they must be spent immediately during that action.
- A figure can perform the same action multiple times during the same activation except as follows:
  - A non-hero figure can use only one of its actions to perform an attack per activation.
  - A figure can perform each special action only once per activation.
- Numerous game effects allow figures to attack, rest, interact, or perform a move without performing an action.

Related Topics: Activation, Attacks, Movement, Interact, Rest

ACTIVATION

During each Activation Phase, each figure receives one activation. During a figure's activation, it performs up to two actions.

- Players alternate resolving activations. After a player finishes resolving an activation, one of his opponents then resolves an activation.
- While activating a group of two or more figures, the player resolves two actions for each figure in that group before his opponent resolves an activation. He must resolve both actions for one figure before activating the next figure.
- During a campaign:
  - A Rebel player performs the first activation.
  - When it is their opportunity to resolve an activation, the Rebel players choose which Rebel figure will activate.
  - A hero can suffer 1 (strain) during his activation to gain 1 movement point. He may do this up to **twice** per activation.
  - If a hero has two activation tokens, he **cannot resolve his second activation** until after each hero has resolved its first activation.
  - A hero readies all of his Item and Class cards at the start of his activation.
  - In a three hero game, Rebel players choose one hero to claim a second activation token at the end of each round.
- A figure ends its activation after performing both of its actions and spending its remaining movement points. A player may choose to end his figure's activation without performing both actions or spending all of its movement points. Remaining actions and unspent movement points do not carry over to a figure's next activation.
- After resolving an activation, exhaust the figure's activation token (for heroes) or Deployment card (for all other figures).
- If all friendly groups are exhausted, that player cannot perform any more activations this round. The player's opponent(s) continue to resolve activations until all groups are exhausted.
- Abilities that trigger "during" a figure's activation are used before or after either of that figure's two actions.

Related Topics: Active Missions, Exhaust, Deployment Cards, Group

ACTIVATION PHASE

The first phase of each round is the Activation Phase. During this phase, players alternate activating groups of figures.

- While activating a group of two or more figures, the player activates all figures in the group, one at a time, in the order of his choice.
- During a campaign mission, Rebel and Imperial players alternate activating groups of figures. The Rebel players resolve the first activation each round.
- During a skirmish, players alternate activating groups of figures. The player with initiative resolves the first activation each round.
- 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.

Related Topics: Activation, Actions, Group

ACTIVE MISSIONS

During a campaign, an active mission is any available story mission or side mission that the heroes can choose to resolve.

Related Topics: Missions

ADJACENT

A space is adjacent to each other space that shares an edge or corner with the space.

- Two spaces that share only an edge that is a wall, blocking terrain, or a door are not adjacent.
- A figure is not considered to be adjacent to itself.
- Two figures that are in adjacent spaces are adjacent figures. These figures are one space away from each other. This means that a (ranged) attack targeting an adjacent figure needs at least 1 Accuracy to not miss.
- Spaces on either side of the diagonal intersection of walls and/or blocking terrain are not adjacent to each other (see example #16 in "Appendix I - Line of Sight Examples" on page 26).

Related Topics: Accuracy, Melee Attack, Movement, Ranged Attack

AFFILIATION

Each figure belongs to one of three affiliations: Rebel (), Imperial (), or Mercenary (). All heroes are figures, while each other figure's affiliation is shown on the upper-right corner of its Deployment card.

- During a campaign, and figures are friendly to one another and hostile toward the figures. All figures are friendly to each other and hostile toward all and figures.
- During a skirmish, all of a player's Deployment cards must have the same affiliation. All figures belonging to that player are friendly to each other, while all figures belonging to his opponent are hostile toward his figures.

Related Topics: Friendly Figure, Hostile Figure, Imperial Figures

AGENDA CARDS

During a campaign, the Imperial player can purchase Agenda cards. These cards have a wide range of powerful abilities and are usually discarded after use.

- The Imperial player can purchase Agenda cards by spending influence during the Imperial Upgrade Stage.
- During campaign setup, the Imperial player builds his Agenda deck by choosing six sets of Agenda cards (see "Building the Agenda Deck" on the right).
- When an Agenda card is discarded, it is returned to the game box and is not used for the remainder of the campaign.

TYPES OF AGENDA CARDS

There are four types of Agenda cards:

- **Side Mission:** Some Agenda cards are played as side missions. After purchasing one of these cards, place it faceup on the table; it is now an active side mission. This Agenda card is kept with the active missions between sessions. Discard the card after the mission is resolved.
- **Forced Mission:** Some Agenda cards force players to resolve a specific mission. After purchasing one of these cards, players immediately resolve the listed mission and then discard the Agenda card.
- **Ongoing:** Some Agenda cards are placed in the Imperial player's play area after purchasing. These cards have an ongoing effect and remain in play until discarded by another effect. These Agenda cards are kept with the Imperial player's components between sessions.
- **Kept Secret:** If the card says "keep this card secret" the Imperial player keeps the card hidden from the Rebel players. He resolves the effect at a later point in the campaign as instructed on the card. These Agendas are kept with the Imperial player's components between sessions until resolved. All of these cards cost one influence but may cost additional influence when resolved.

BUILDING THE AGENDA DECK

During campaign setup, the Imperial player chooses six sets of Agenda cards and shuffles them together to create his Agenda deck for the campaign.

- Each Agenda set consists of three cards. The card's set is written on the upper right corner of the card.
- The Imperial player cannot choose an Agenda set if it contains a card with a listed time period range that does not include the time period of the campaign.
- An Agenda's set is only used for building the deck at the start of a campaign and has no other game effect.
- All Agenda cards not chosen during campaign setup are returned to the game box and are not used during this campaign.

Related Topics: Forced Missions, Hidden Information, Influence, Imperial Upgrade Stage, Time Period

ALLIES

During a campaign, players can gain access to special figures as mission rewards. These figures are collectively referred to as **allies**.

- All figures corresponding to Rebel Deployment cards are allies. All figures corresponding to **unique** Imperial Deployment cards (such as "Darth Vader") are villains. Villains follow **all** general ally rules listed in this section.
- Allies **cannot be used** in a mission until claimed as a reward or granted by another game effect.
- Allies follow all rules for other figures that have Deployment cards. The ally is considered to be friendly to any other figures controlled by that player and other friendly players.
- When an ally is defeated, it is removed from the map and **cannot be redeployed** for the remainder of the mission. The ally may be used in future missions following normal rules.
- Certain missions can feature allies who have no corresponding Deployment card. These allies activate during the round as normal. Mark the figure with a strain token when it has activated.
- In the core game, allies are represented by tokens instead of plastic figures. The art on each token matches the art on the corresponding Deployment card.

VILLAINS

Imperial allies are referred to as villains. They follow all of the same rules as allies, in addition to the following:

- Once gained as a reward, villains (such as "Darth Vader") can be brought into any mission as an open group.

REBEL ALLIES

Once Rebel players gain an ally as a reward, they can bring that ally to any mission following these rules:

- Immediately after deploying hero figures to the map during setup, Rebel players can choose to deploy **up to one ally**. They 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 deployment cost listed on the Ally card and may immediately resolve an optional deployment. When using an ally in a mission, give the ally's Deployment card to one Rebel player. When it is their opportunity to resolve an activation, Rebel players can choose to activate an ally, collectively controlling it. After activating an ally, exhaust its Deployment card, and then the Imperial player performs an activation. Rebel allies are often rewarded from green Side Mission cards.
- Rebel allies are not heroes. During their activation, they cannot interact with crates or rest. Rebel allies can perform only one 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.
- Some missions give heroes control of a specific ally for that mission. These figures follow all normal rules for allies but have special deployment rules and do not give the Imperial player additional threat or an optional deployment. These figures do not restrict heroes from choosing to deploy another ally to the mission.

Related Topics: Open Groups, Deployment, Missions, Unique

ATTACHMENT

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

- When the Imperial player deploys figures to the map, he may take one or more "Attachment" cards and place them on the figures' corresponding Deployment card. 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, following the rules above.
- 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.

Related Topics: Class Cards, Deployment, Deployment Cards

ATTACKS

Figures perform attacks to attempt to defeat hostile figures.

Each attack uses an attack type (Melee: or Ranged:), attack dice, and (surge) abilities. For a hero, this information is found on his weapon Item card. For any other figure, this information is found on its Deployment card.

STEPS OF AN ATTACK

When a figure performs an attack, it resolves the following steps:

1. **Declare Target:** Based upon its attack type (or), the figure performing the attack (referred to as the attacker) declares one eligible target for the attack (referred to as the target).
   - For a melee attack ( ), an eligible target is any hostile figure adjacent to the attacker. For a ranged attack ( ), an eligible target is any hostile figure within line of sight of the attacker.
2. **Roll Dice:** The attacker rolls his attack dice **at the same time** as the defender rolls defense dice (listed under "Defense" on the target figure's Hero sheet or Deployment card).
3. **Rerolls:** If players have any effects that reroll dice, they are resolved now.
   - Each die may be rerolled only **once per attack** regardless of who is rerolling the die.
4. **Apply Modifiers:** If players have any effects that gain or remove icons or Accuracy, they are applied at this time. This includes spending (evade) results to remove results. Any abilities that provide modifiers are not resolved until step 5.
5. **Spend Surges:** If the attacker has any results, he may spend them to trigger special abilities.
6. **Check Accuracy:** If performing a ranged attack ( ) the total Accuracy value must be equal to or greater than the number of spaces the target is away from the attacker. (See "Counting Spaces" on page 9). If the total Accuracy value is less than this number, the attack is a miss.
7. **Calculate Damage:** The total number of (block) results is subtracted from the total number of (damage) results, and then the target suffers all remaining .

SPECIAL SITUATIONS REGARDING ATTACKS

- Unlike heroes, a figure that has a Deployment card can use only **one** of its actions to attack per activation. This includes using special actions that involve performing one or more attacks (such as the Nexu's "Pounce" or Darth Vader's "Brutality").
  - If an ability allows a figure to perform an attack **outside of its activation**, this attack does not count toward the limit of one attack per activation.
- A figure cannot target an empty space with an attack.
- A figure cannot target a friendly figure with an attack. Note that friendly figures may suffer damage from some abilities, such as Blast.
- Dice rolled by the attacker are referred to as the **ATTACK POOL**, while all dice rolled by the defender are referred to as the **DEFENSE POOL**.
- Red, blue, yellow, and green dice are referred to as **ATTACK DICE**. Black and white dice are referred to as **DEFENSE DICE.**
- The keyword abilities Blast and Cleave, and any keyword that causes a condition, all require the target of the attack to suffer one or more damage to trigger.
- Any ability that is resolved "while attacking" or "while defending" can be used at any point during the attack with the following exceptions:
  - An ability that adds dice to a dice pool can only be used immediately before step 2 of the attack.
  - An ability that allows a player to reroll dice can only be used during step 3 of the attack.
  - An ability that allows a player to modify die results can only be used during step 4 of the attack.
- 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 figures are considered hostile when choosing a target for this attack. The figure cannot target itself.
  - The player resolving the ability rolls the attack dice and can use any of the figure's abilities as if the figure were his own.
- An ability that does not involve an attack but causes a figure to suffer damage (such as Darth Vader's "Force Choke") is not considered to be an attack.
- During a campaign, a hero performing an attack may spend 1 surge to recover 1 damage. Limit once per attack.
- During a campaign, when a hero declares the target of his attack he must also declare one of his weapons to use for this attack.

Related Topics: Blast, Cleave, Conditions, Conflicts, Convert, Counting Spaces, Damage, Health, Item Cards, Line of Sight, Melee Attack, Miss, Surges, Ranged Attack, Target

ATTACKING OBJECTS

Mission rules can allow a figure to attack objects, such as doors or tokens.

- Mission rules specify how much Health the object has. Any damage it suffers is placed on or adjacent to the object. If an object suffers damage equal to or greater than its Health, it is destroyed and removed from the map. If the object is a door, it is considered to have opened.
- Many abilities that modify attacks can also affect objects that can be attacked, but some cannot. An ability that refers to a **target** can be used when attacking an object, but an ability that refers to a **figure** cannot. If the ability can modify any attack and does not specify target or figure, it can be used when attacking an object.
- Abilities that affect objects **only** affect objects that can be attacked.
- Conditions cannot be applied to objects, and objects cannot suffer damage. Objects cannot be pushed.
- Mission rules specify if the object rolls defense dice or has any inherent evade while being attacked. If it does not list a die color, it does not roll any dice.
- If a figure is in the same space as the token, the figure and token are targeted for attacks independently. Neither the figure nor the token block line of sight to the other.
- The Blast and Cleave keywords can affect objects. If a figure is in the same space as the token, the figure and token are considered adjacent for the purposes of Blast and Cleave.
- 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 spaces that share an edge with a door are the only spaces that are considered to be 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.

Related Topics: Blast, Cleave, Conditions, Convert, Counting Spaces, Damage, Doors, Health, Objects, Target

ATTRIBUTES

During a campaign, each hero has varying expertise in the following three attributes:

- **Strength ( ):** Strength is a measure of a figure's physical strength and toughness. tests are often used to overcome physical obstacles or resist a physical threat.
- **Insight ( ):** Insight is a measure of a figure's mental fortitude and discipline. tests are often related to the use of the Force or general perception and awareness.
- **Tech ( ):** Tech is a measure of a figure's manual dexterity and technical ability. tests are often related to slicing terminals and repairing objects.

Mission effects often test these attributes, requiring the hero to roll specific dice to determine if a positive or negative effect is resolved.

Related Topics: Attribute Tests

ATTRIBUTE TESTS

During a campaign, some effects instruct figures to perform attribute tests. This is listed by placing the attribute's icon in parentheses. For example, a mission rule may say, "A hero can interact with a terminal ( )." This means that the hero can interact with a terminal to test his attribute.

To perform a test, the player rolls the dice listed on his Hero sheet directly below that attribute icon. If he rolls one or more results, he passes the test. If he does not roll any results, he fails the test.

- Each game effect that requires an attribute test specifies the outcome of passing or failing the test. If only one outcome of the test is specified, the other outcome has no effect.
- Sometimes an interact requires a figure to pass an attribute test to resolve an effect. The effect listed after the word "to" is resolved only if the figure passes the test.
- Each rolled is a **success**. If an attribute test lists a number directly before the icon, multiple successes are needed in order to pass the test. If he does not roll the required number of successes, he fails the test but places one strain token near the subject of the test for each success. The next time any figure attempts this test, it discards these strain tokens and applies +1 to his test results for each token discarded.
- If an attribute test gives the option of multiple attributes, such as "(or)," the figure chooses one of the attributes to test. If this test also requires multiple successes, the number is written before the first icon. For example, (**2** or) requires two successes, from **any combination** of and attribute tests.
- Only heroes roll dice for attribute tests. If an elite figure is required to perform an attribute test, it automatically receives 1 success. If a regular figure is required to perform a test, it automatically fails the test.

Related Topics: Attributes, Elite Figure, Interact

BLAST

The Blast keyword appears on some cards. If the target of this figure's attack suffers one or more (damage), **each figure and object** adjacent to the target space suffers equal to the Blast value. For example, "Blast 1" causes each figure and object adjacent to the target to suffer 1.

- This affects both **hostile and friendly** figures adjacent to the target.
- If the target is a large figure, Blast only affects figures adjacent to the targeted space and **does not** affect the target figure.
- The suffered by Blast is not prevented by .
- If an attack inflicts a condition, such as Stun or Bleed, the condition is applied only to the target of the attack and not to figures affected by Blast.

Related Topics: Attacks, Attacking Objects, Conditions, Keywords, Large Figures, Target

BLEED

See "Conditions" on page 9.

BLOCKING TERRAIN

Blocking terrain is represented by a solid red line surrounding a space of the map. Figures cannot enter, be pushed into, count spaces through, or trace line of sight through blocking terrain.

- Sometimes blocking terrain is only on one edge of a space. Figures cannot move through or be pushed through this edge. Large figures cannot move onto, be pushed through, or be placed on a blocking edge unless they have a special ability that allows this, such as Massive or Mobile.

Related Topics: Massive, Mobile, Movement, Line of Sight, Place, Push, Terrain

CAMPAIGN

A campaign is a series of linked missions with a progressing narrative. Throughout the course of the campaign, players resolve a variety of missions and acquire Agenda, Item, and Class cards.

- Story missions are specific to their own campaigns. A story mission from one campaign cannot be played in another.
- Most side missions can be played in any campaign.
- Players record information about the campaign in the campaign log.

Related Topics: Campaign Setup, Imperial Upgrade Stage, Missions, Mission Stage, Rebel Upgrade Stage, Time Period, Winning the Game

CAMPAIGN SETUP

Before starting a new campaign, perform the following steps.

1. **Choose Player Roles:** Players choose one player to take on the role of the Imperial player. All other players are Rebel players. Players retain these roles for the entirety of the campaign.
2. **Choose Heroes:** Each Rebel player chooses one Hero sheet and places that hero's Class deck and figure in his play area. Then, each Rebel player retrieves any Item cards that do not have a cost from his Class deck and places them faceup in his play area.
   - If playing a 2-hero game, each hero claims a "Legendary" Reward card. If playing a 3-hero game, each hero claims a "Heroic" Reward card.
3. **Choose Imperial Class:** Then the Imperial player chooses an Imperial Class deck and places the basic card (the card without an experience cost) faceup in his play area.
4. **Build Agenda Deck:** The Imperial player builds his deck of Agenda cards (see "Building the Agenda Deck" on page 4).
5. **Build Side Mission Deck:** Rebel players build the Side Mission deck (see "Building the Side Mission Deck" on page 17).
6. **Set Up Introductory Mission:** Players are then ready to set up and play the Introductory mission for the campaign.

Related Topics: Agenda Cards, Class Cards, Missions, Mission Setup

CLAIM

When a player claims a token or component, he places it in his play area. The effect of claiming a token is explained in the mission's rules.

- At the end of a mission, all claimed tokens are returned to the game box.

Related Topics: Interact, Play Area

CLASS CARDS

During a campaign, each player has a deck of Class cards.

- At the start of the campaign, the Imperial player chooses any Imperial Class deck and each Rebel player receives the Class deck corresponding to his hero.
- At the start of the campaign, each player gains any Class cards in his deck that do not have a cost (shown in the lower left corner of the card).
- Players can purchase additional Class cards by spending experience points during the Rebel or Imperial Upgrade Stages.
- Class cards that have been purchased remain faceup in a player's play area. They have ongoing effects as listed on the cards.
- Some Class card abilities have costs. If this cost cannot be paid, the text immediately following this cost cannot be resolved. Ability costs are explained under "Abilities" on page 2.
- Some Class cards have multiple abilities separated by a horizontal line. These abilities can be used independently and have separate costs and requirements in order to use them.

Related Topics: Abilities, Actions, Attachment, Exhaust, Experience Points, Item Cards, Play Area, Strain

CLEAVE

The Cleave keyword appears on some cards. If the target of this figure's attack suffers one or more ✸ (damage), the attacker may choose a different hostile figure or object that he could target for an attack. The chosen figure or object suffers the amount of ✸ listed. For example, "Cleave 1✸" causes the chosen figure or object to suffer 1✸.

- The chosen figure or object must be an eligible target. For example, for a melee attack (without Reach), the chosen figure must be adjacent to the attacker.
- The ✸ suffered by Cleave is not prevented by ▼.
- If an attack inflicts a condition, such as Stun or Bleed, this condition is applied only to the target of the attack and not to figures affected by Cleave.

Related Topics: Attacks, Attacking Objects, Conditions, Keywords

COMMAND CARDS

During a skirmish, players play Command cards to resolve a wide range of powerful abilities.

- During setup, each player draws three Command cards into his hand. Command cards in a player's hand are kept secret from his opponent.
- Each player draws one Command card each Status Phase, plus one additional Command card for each terminal token he controls.
- After the effect of a Command card has resolved, it is placed faceup in the player's discard pile.
- If there are no cards remaining in a player's Command deck, he cannot draw Command cards.
- A player cannot play multiple copies of the same Command card at the same time. For example, if a card provides "+2 Accuracy," the player cannot play two copies of the card to gain +4 Accuracy for one attack.
- When playing a Command card that lists a trait, figure name, and/or affiliation icon, it is used by a single figure that matches all of these restrictions.
- Each player has his own deck of 15 Command cards. He chooses which cards to place in this deck when building his army. He must obey the following limits:
  - The total cost of cards in his deck must be 15 or less.
  - Each Command card has a number of restriction icons next to its cost. This is the maximum number of copies of that card a player can have in his deck.

Related Topics: Actions, Affiliation, Control, Status Phase, Terminal Tokens

COMPONENT LIMITATIONS

If players are required to use more components than found in the game, follow these rules:

- Tokens are not limited. If players run out of a token type, they should use a suitable replacement, such as a coin.
- If players are required to roll more dice than those included in the game, they should record the current result, reroll the needed dice, and combine the results. This does not count as a reroll.
- If players run out of a card type, additional cards of that type cannot be drawn or used.
- In a campaign, players are limited to the number of figures included in the game. For example, the Imperial player is limited to six regular and three elite Stormtrooper figures, even if he owns multiple copies of the game.
- In a skirmish, a player can have a maximum of one of each unique Deployment card in his army, two of each elite Deployment card, and four of each regular Deployment card.

Related Topics: Imperial Figures, Elite Figure, Unique

CONDITIONS

Conditions are ongoing effects that are applied to figures. Each condition has an ability that applies to the figure as long as it has that condition.

- When a hero gains a condition, place the corresponding **Condition card** next to that hero. As long as it has that Condition card, it must follow all rules on the card.
- When any other figure gains a condition, place a **condition token** next to that figure. As long as it has that token, it must follow all rules on the corresponding Condition card. The condition token stays with the figure if it moves or is placed in another space.
- Each Condition card lists when it is discarded. When this situation occurs, discard the card or token; the figure no longer follows the rules listed on the Condition card.
- Conditions can have the Beneficial or Harmful trait. This trait has no inherent effect but may be referred to by other abilities.
- A figure cannot be affected by multiple instances of the same condition. For example, if a figure that is already Stunned would become Stunned again for any reason, nothing happens.
- Conditions are sometimes used as keywords. When an attack uses a condition as a keyword, the condition is applied using the following rules:
  - The target of the attack must suffer one or more ✖ for the condition to apply.
  - The condition is applied after the attack resolves.
  - If it is a *Beneficial* condition, it is applied to the attacker. If it is a *Harmful* condition, it is applied to the target figure.

Related Topics: Attacks, Damage, Keywords

CONFLICTS

Numerous abilities, mission rules, and other game effects can be triggered at the same time.

- While attacking, mission rules are resolved first, followed by effects from the attacker (including figures friendly to him), then effects from the defender (including figures friendly to him).
- Effects from multiple figures under the control of a single player are resolved in the order of that player's choice.
- The decision for a player to resolve an optional effect coincides with the order of resolution. After a player has declined to trigger one or more abilities, he does not have the opportunity to trigger that ability until the next triggering instance.

CONFLICTS IN A CAMPAIGN

During a campaign, mission rules are resolved first, followed by effects from the Imperial player, then effects from the Rebel players.

- If multiple mission rules would resolve at the same time, the Imperial player decides the order of resolution.
- When Rebel players wish to resolve multiple effects at the same time, they collectively decide the order of resolution.
- If heroes are required to make a decision as a group and cannot come to a consensus, the Imperial player chooses a Rebel player to make the final decision.

CONFLICTS IN A SKIRMISH

During a skirmish, mission rules are resolved first, followed by effects from the player with initiative, then effects from his opponent.

- If multiple mission rules would resolve at the same time, the player with initiative decides the order of resolution.

Related Topics: Abilities, Attacks, Initiative, Winning the Game

CONTROL

Many missions require players to control tiles or tokens.

- A player controls a tile if there is at least one friendly figure in any space of the tile **and** no hostile figures in any spaces of the tile.
  - If friendly and hostile figures are on the same tile, no one controls the tile.
- A player controls a token if there is at least one friendly figure on or adjacent to the token and there are no hostile figures on or adjacent to the token.
  - If both friendly and hostile figures are on or adjacent to the token, no one controls the token.

Related Topics: Adjacent

CONVERT

Some abilities convert one die result into another. When resolving one of these abilities, the old result is treated as if it did not exist, and is completely replaced by the new result.

- These abilities are resolved during the Apply Modifiers step of an attack, unless they require a ↯ (surge).
- After being converted, the new result may be converted again by other effects.

Related Topics: Attacks

COUNTING SPACES

Many effects require players to measure the distance between two spaces. To determine this number, the player counts the number of movement points it would take for a figure to move from one space to the other.

Impassable terrain, figures, and difficult terrain can be moved into and through without costing additional movement point for this measurement. This measurement cannot go through walls, doors, or blocking terrain.

- If a figure's ability specifies to choose something within a set number of spaces, players count spaces **from the figure using the ability**. Likewise, if an ability specifies to choose an adjacent figure, the figure must be adjacent to the figure using the ability.

Related Topics: Doors, Terrain, Walls

CRATE TOKENS

Many missions place crate tokens on the map.

- Crate tokens do not block line of sight or figure movement. Figures may move through and end their movement in the same space as a crate token.
- If a crate token is in a space containing terrain, the terrain in the space still takes effect. For example, a space with blocking terrain that contains a crate token still blocks line of sight, and figures cannot enter the space.
- During a campaign, heroes can interact with a crate to claim the token and draw a Supply card.
- During a campaign, at the end of each mission, heroes receive 50 credits for each crate token they claimed during that mission.
- The color of crate tokens has no game effect unless specified by the mission.
- A crate token with its colored side down cannot be examined by players. This color is hidden information.

Related Topics: Claim, Credits, Hidden Information, Interact, Supply Cards

CREDITS

During a campaign, heroes gain credits at the end of most missions. During Rebel Upgrade Stages, heroes can spend credits to purchase Item cards.

- Credits are tracked on the campaign log, and shared by all heroes.
- When heroes gain credits, they add them to the credits on the campaign log and record this total. When heroes spend credits, they subtract them from the credits on the campaign log and record this total.
- Heroes do not have to spend all of their credits. Unspent credits may be spent during future Rebel Upgrade Stages.
- At the end of each campaign mission, heroes receive 50 credits for each crate token they claimed during that mission.

Related Topics: Crate Tokens, Item Cards, Rebel Upgrade Stage

DAMAGE

Many game effects cause figures to suffer ✖ (damage). This is most often suffered from attacks but can come from a variety of different sources.

- When a figure has suffered ✖ equal to or exceeding its Health, it is defeated.
- When a hero suffers ✖, place an equal number of damage tokens on his Hero sheet.
- When any other figure suffers ✖, place an equal number of damage tokens next to the figure. These damage tokens move with the figure.
- If a figure suffers ✖ outside of an attack, the ✖ is not prevented by ▼, and the figure does not roll defense dice.
- Some damage tokens have a "5" printed on them. Each of these tokens represent "5" damage tokens, and any player can freely exchange one of these tokens for five single damage tokens.
- When a game effect mentions the amount of ✖ a figure "has suffered," it refers to the total value of damage tokens currently on its Hero sheet or by its figure.
- A figure cannot suffer ✖ in excess of its Health. Any ✖ over this amount has no effect.

Related Topics: Attacks, Defeated, Health

DEFEATED

When a figure has a number of damage tokens equal to its Health, the figure is defeated.

- When a hero is defeated for the first time during a mission, he is wounded and flips his Hero sheet to the wounded side. If a wounded hero is defeated, he withdraws and is removed from the map.
  - When any other figure is defeated, it is removed from the map along with any of its condition and damage tokens.
- If a figure is defeated during its activation, its activation immediately ends.
- During a campaign, when the last Imperial figure in a **non-unique** group is defeated, the Deployment card is returned to the Imperial player's hand and can be optionally deployed later in the mission.

Related Topics: Damage, Deployment, Health, Reinforce, Unique, Withdraw, Wounded

DEPLETE

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.

Related Topics: Abilities

DEPLOYMENT

Deployment is the primary method by which figures are placed on the map during a mission.

When a player deploys figures, he places the Deployment card faceup and in the **ready** position on the table. Then, he places all figures from that group in and as close as possible to the location indicated by the campaign guide or deployment zone.

CAMPAIGN DEPLOYMENT

The Imperial player deploys figures throughout the course of every mission. The "Deployment and Setup" box in the mission's rules lists which figures the Imperial player can deploy throughout the mission (see "Mission Setup" on page 18).

- Deployment location is determined by named tiles or icons, such as deployment points, on the map.
- When the location for a figure's deployment is not specified, it is deployed as close as possible to any active deployment point shown in the mission's diagram, chosen by the Imperial player. This includes the space containing the deployment point.
  - Green deployment points are active at the start of each mission. Red, blue, and yellow deployment points are not active **until specified** by the mission's rules, even if another rule allows a one-time deployment to any of those points.
- When the Imperial player resolves an **optional deployment**, for example during the Status Phase, the Imperial player can deploy any Deployment cards from his hand. He must spend (threat) equal to the group's deployment cost, and then he deploys all figures in that group to any active deployment point. Figures deployed as initial or reserve groups do not cost to deploy.
- When an initial or reserved group is defeated, except for unique figures, the Deployment card is returned to the Imperial player's hand and can be optionally deployed during the Status Phase.
- The Imperial player may deploy any number of groups during each optional deployment.
- Deployment points on the mission's diagram are hidden information. The Imperial player must follow these icons but cannot show the map to the Rebel players.

SKIRMISH DEPLOYMENT

During setup of a skirmish, players place all of their figures within their deployment zone.

- The player who starts the game with initiative chooses his deployment zone, and deploys his figures first. His opponent then deploys to the other deployment zone.
- If all of a player's figures do not fit in his deployment zone, he must remove and redeploy figures to fill as many spaces of this zone as possible. Then he deploys any remaining figures as close to the deployment zone as possible (see "Counting Spaces" on page 9).

Related Topics: Initial Groups, Initiative, Hidden Information, Mission Setup, Open Groups, Reserved Groups, Status Phase, Threat

DEPLOYMENT CARDS

All figures except heroes have corresponding Deployment cards. These cards list the figure's name, group size, abilities, Speed, Health, Defense, and attack.

- Since Deployment cards have a different back from Deployment cards, the Rebel players will know how many and cards are in the Imperial player's hand and in reserve.
- Elite Deployment cards have a red border. All other Deployment cards are regular Deployment cards and have gray borders.
- Deployment cards list a number of traits under the name (such as *Trooper*). Traits have no gameplay effect but may be referred to by other components.
- 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.

Related Topics: Activation, Allies, Elite Figure, Group, Open Groups, Unique

DIFFICULT TERRAIN

Difficult terrain is represented by a solid blue line surrounding a space of the map. A figure must spend one additional movement point to enter a space containing difficult terrain.

- A figure does not need to spend additional movement points to **exit** a space containing difficult terrain.
- Line of sight can be traced through difficult terrain.
- If a space contains a hostile figure and difficult terrain, other figures must spend two additional movement points to enter the space (one for the figure and one for the terrain).
- When a large figure enters difficult terrain, it spends only one additional movement point, regardless of the number of spaces of difficult terrain that it occupies.

Related Topics: Enter, Exit, Line of Sight, Terrain

DOORS

Doors are represented by stand-up tokens placed on the map. Each mission specifies where doors are placed.

- Figures cannot move, trace line of sight, or count spaces through doors.
- A figure can interact with a door to open it; the player removes the door token from the map.
- If an effect closes a door, place a door token on the map as shown on the mission's map. Figures **cannot voluntarily close doors**.
- If a large figure occupies spaces on both sides of a door when it closes, that figure is pushed to the closest empty space (see "Push" on page 21).
- The spaces that share an edge with a door are the only spaces that are considered to be adjacent to that door.
- Some missions specify that certain doors are locked. Locked doors **cannot be opened** except as specified in the mission rules.

Related Topics: Attacking Objects, Counting Spaces, Interact, Line of Sight, Push

ELITE FIGURE

All figures that correspond to elite (red) Deployment cards are elite. Elite figures usually have better abilities and more Health when compared to their regular versions.

- Elite Deployment cards share the same name as regular Deployment cards. When a figure is called out by name (for example, "Stormtrooper"), this refers to both regular and elite versions of this figure.
- In the campaign guide, elite Deployment cards are always listed in red. If the card name is shown in black, the guide is referencing the regular version.
- Elite figures are immune to some abilities. For example, an ability may say "Choose a regular figure."
- If an elite figure is required to perform an attribute test, it automatically receives one success.
- Heroes in the campaign are not considered regular or elite.
- A figure with a gray Deployment card is regular and not elite.

Related Topics: Allies, Deployment Cards, Group, Imperial Figures

EMPTY SPACE

Any space that does not contain a figure is empty.

Related Topics: Place

ENDURANCE

During a campaign, each hero has an Endurance value printed on his hero sheet. This is the maximum number of (strain) that the figure can suffer.

Related Topics: Strain

ENTER

Some effects are triggered when a figure enters a space. Entering a space includes when a figure moves into, is pushed into, or is placed in the space by an effect.

Related Topics: Exit, Movement, Place, Push

ENTRANCE

Entrance refers to the space containing the entrance token. Heroes are deployed to the entrance token at the start of a mission in a campaign.

Related Topics: Deployment, Missions

ESCAPING

Certain mission rules can allow a figure to escape. In order to escape, the figure must spend one movement point while in or adjacent to the space indicated in the mission's rules.

After a figure escapes, remove that figure from the map. That figure cannot be affected by abilities, and cannot perform activations.

Related Topics: Abilities, Activation, Movement

EXHAUST

Many game effects and abilities can require a player to exhaust a card or token. Cards and tokens that are exhausted must be readied before they can be used again.

- Cards are rotated 90 degrees to mark that they are exhausted.
- Activation tokens are flipped red side up when they are exhausted.
- When a player activates a figure, he exhausts its corresponding Deployment card or activation token to mark that the figures in that group have been used during this round.
- Figures that correspond to exhausted Deployment cards or activation tokens cannot be activated.
- If a hero has multiple activation tokens, he can be activated if at least one of his activation tokens is ready (green side up). A hero cannot perform his second activation until each hero has performed at least one activation.
- Abilities on exhausted cards can be used as long as the abilities do not require the player to exhaust the card to use the ability.
- 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.

Related Topics: Abilities, Activation, Class Cards, Deployment Cards, Ready

EXIT

Some effects are triggered when a figure exits a space. Exiting a space includes when a figure moves or is pushed out of a space, or is placed in a different space.

Related Topics: Enter, Place, Push

EXPERIENCE POINTS

During a campaign, players gain experience points (XP) as mission rewards. During the Rebel and Imperial Upgrade Stages, players can spend XP to purchase Class cards.

- Unspent XP is recorded on the campaign log and may be spent during future Upgrade Stages.

Related Topics: Imperial Upgrade Stage, Rebel Upgrade Stage

EXTERIOR SPACES

See "Interior Spaces" on page 15.

FOCUS

Focused is a condition that provides the figure with an additional green die the next time the figure attacks or performs a test. The condition is then discarded.

- A figure with this condition must gain the extra die when it attacks or performs an attribute test. The player cannot choose to save the condition for a later attack or test.
- If a figure has the "Focus" keyword, it may become focused after attacking. If the target suffers one or more (damage), the attacker becomes Focused after the attack resolves.

- If a figure gains the Focused condition after rolling dice for an attack or test, it cannot use the condition until the next time it attacks or performs a test.

Related Topics: Damage, Conditions

FRIENDLY FIGURE

All figures belonging to a player are friendly toward one another.

- A figure is friendly to itself.
- During a campaign, all figures are friendly toward one another. In addition, all figures and figures are friendly toward one another.
- Players cannot target friendly figures with attacks.

Related Topics: Affiliation, Hostile Figure

GROUP

All figures that correspond to a single Deployment card or Hero sheet are a group.

- A group can consist of one or more figures.
- Each Deployment card shows a number of bars below its deployment cost. This is the starting group size. This number of figures is placed when deploying this group.
- While activating a group of two or more figures, each figure resolves its actions independently. Resolve both actions for one figure before resolving actions for the next figure.
- When a Deployment card for a group is exhausted, all figures in that group are exhausted and cannot perform activations.
- If there are multiple versions of the same figure in play (regular or elite), each group of these figures needs to be differentiated.
  - To do this, players can place an ID token on the Deployment card and apply matching ID Stickers to the bases of the corresponding figures.

Related Topics: Deployment, Elite Figure, Exhaust

HEALTH

When a figure has damage tokens equal to its Health, it is defeated. Health is listed on the figure's Deployment card or Hero sheet. A healthy hero who is defeated flips his Hero sheet to its wounded side.

Related Topics: Damage, Defeated, Healthy

HEALTHY

During a campaign, a hero is healthy as long as he is not wounded.

Related Topics: Hero, Wounded

HERO

During a campaign, each Rebel player controls a hero. The word "Hero" is used to refer to hero figures, the player controlling the figure, and all of the associated components.

Related Topics: Campaign Setup

HIDDEN INFORMATION

Some information on cards and tokens is hidden from players, and cannot be examined. The following rules dictate which information is known to which players.

- **Campaign Guide:** Information in the Campaign Guide cannot be examined by Rebel players. The Imperial player may examine any information in the Campaign Guide at any time. Rebel players may ask the Imperial player about any rules read previously but are not allowed to know information about mission events that have not yet triggered. Tile names are not hidden information.
- **Imperial Cards:** Deployment cards in the Imperial player's hand and his reserve are kept secret from the Rebel players. Some Agenda cards are kept secret from the Rebel players when purchased and are not shown to the Rebel players until played.
- **Other Cards:** Players cannot look at the cards in any deck **except for the Reward deck.** Discarded cards, active missions, faceup cards on the table, and cards in players' play areas are open information and may be read by any player at any time.
- **Tokens:** Crate, neutral mission, and terminal tokens often have hidden information on one side of the token. Players cannot look at the facedown side of these tokens.

Related Topics: Agenda Cards, Deployment Cards, Crate Tokens, Missions, Terminal Tokens

HOSTILE FIGURE

All figures belonging to a player's opponent are considered hostile.

- During a campaign, all figures are considered hostile to all and figures.

Related Topics: Affiliation, Friendly Figure

IMPASSABLE TERRAIN

Impassable terrain is represented by a dashed red line surrounding a space of the map. A figure cannot enter a space containing impassable terrain.

- Sometimes impassable terrain is only on one edge of a space. Figures cannot move or be pushed through this edge. Large figures cannot move onto, be pushed through, or be placed on an impassable edge unless they have a special ability that allows this, such as Massive or Mobile.
- Line of sight can be traced through impassable terrain.

Related Topics: Line of Sight, Massive, Mobile, Movement, Place, Push, Terrain

IMPERIAL FIGURES

During a campaign, all figures belonging to the Imperial player are Imperial figures. This includes all Deployment cards with an or icon.

Related Topics: Activation, Deployment Cards, Elite Figure, Group

IMPERIAL UPGRADE STAGE

During a campaign, the Imperial player can purchase new cards during each Imperial Upgrade Stage. He can first spend experience points to purchase new Class cards and then influence to purchase new Agenda cards.

- To purchase Class cards, the Imperial player examines all cards in his Class deck and may purchase as many cards as he wishes by spending XP equal to the cards' costs. Once purchased, he retains the cards for the remainder of the campaign.
- To purchase Agenda cards, the Imperial player shuffles the Agenda deck and secretly draws four of them. He may purchase any of these cards by spending influence equal to the cards' costs.
  - The Imperial player **does not** show his drawn Agenda cards to the heroes. Any cards he does not purchase are shuffled back into the deck without being revealed.
  - Most Agenda cards are immediately read aloud and resolved when purchased. The only exception is if the card instructs the player to "keep this card secret." The Imperial player keeps the card and resolves the effect when he plays it (see "Types of Agenda Cards" on page 4).

Related Topics: Agenda Cards, Class Cards, Experience Points, Influence

INCAPACITATED

Some mission rules refer to a figure being incapacitated, most often when a figure is defeated. Instead of being discarded, the figure remains on the map and has a number of restrictions placed upon its activation.

- The figure remains under the control of the same player.
- The figure **does not** restrict movement or block line of sight. Other figures cannot end their movement in a space containing an incapacitated figure.
- When a figure is incapacitated, it discards all conditions, and conditions cannot be applied to that figure.
- The figure cannot suffer ✖ (damage) or be targeted or affected by attacks, abilities, or any game effect except as specified by the mission's rules.
  - The figure can still be pushed by a **MASSIVE** figure ending its movement in the incapacitated figure's space.

Related Topics: Massive, Missions, Withdraw

INFLUENCE

During a campaign, the Imperial player is often rewarded influence. This resource is used to purchase Agenda cards during the Imperial Upgrade Stage.

- Influence is tracked on the campaign log.
- When the Imperial player gains influence, he adds it to the current influence on the campaign log and records this new total. When he spends influence, he subtracts it from the current influence on the campaign log and records this new total.
- He does not have to spend all of his influence at once. Unspent influence may be spent during future Imperial Upgrade Stages.

Related Topics: Agenda Cards, Imperial Upgrade Stage

INITIAL GROUPS

During a campaign, most missions provide the Imperial player certain Deployment cards called initial groups. The figures for these groups are placed according to the map in the mission's diagram.

- These cards are not part of his hand and are placed faceup at the start of the mission.
- 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.

Related Topics: Deployment, Reinforce

INITIATIVE

During a skirmish, one player has the initiative token each game round. The player with initiative resolves the first activation during that game round.

- At the start of the game, the player whose army has the lowest deployment cost chooses which player starts the game with initiative. If both players have the same deployment cost, initiative is determined randomly by each player rolling one blue die. The player with the highest Accuracy rolled starts with initiative (reroll ties as necessary).
- The player who starts the game with initiative chooses his deployment zone and deploys his figures first. Then his opponent deploys figures to the other deployment zone.
- The player with initiative breaks all ties for mission rules. For example, if the mission rule moves a token one space toward the closest figure and there are two figures equidistant, the player with initiative chooses which figure the token moves toward.
- During step 4 of the Status Phase, the player with initiative passes the initiative token to his opponent.

Related Topics: Activation, Conflicts, Deployment, Status Phase

INTERACT

Figures can interact to perform a variety of different tasks. For example, a figure can open a door by performing an interact.

- A figure can perform an interact as an action.
- A figure must be in the same space as or adjacent to a token in order to interact with it.
- During a campaign, a hero can interact with a crate token to claim the token and draw one Supply card.
- Mission rules will often list different tasks that can be performed by interacting, such as using terminals or retrieving tokens.
- If the mission rules have an attribute icon in parentheses after the target of the interact, the figure must pass the corresponding attribute test in order to resolve the effect of the interact.

Related Topics: Actions, Activation, Doors, Crate Tokens, Retrieving Tokens, Supply Cards, Terminal Tokens

INTERIOR SPACES





Some spaces are considered interior spaces and are affected by some mission rules or keywords such as Massive. Interior spaces form the following tiles: 19A–36A and 19B–36B.

- During a campaign, figures with the Massive keyword **cannot enter interior spaces.**
- Any space that is not an interior space is an exterior space.
- All spaces on tiles 38A, 39A, 38B and 39B are exterior spaces.

Related Topics: Massive

INTERRUPT

Some abilities use the term interrupt. When resolving an interrupt ability, players pause the current action of the game and resolve the interrupting ability. After the effect is resolved, players resume playing from the point that was interrupted. For example, if an attack is interrupted, the interrupting ability is fully resolved before players finish resolving the attack.

- It is possible for a figure to interrupt its own activation.
- If an interrupt makes the current action or ability invalid, that effect is not resolved. Any costs used to resolve that effect are still paid.

  For example, if a player plays a Command card that allows it to attack a figure, and the figure interrupts to move out of line of sight, the Command card is discarded and the action spent on the attack is lost.
- If two effects interrupt the same action, the player currently resolving his activation decides the order in which they are resolved.
- A figure's action cannot be interrupted while the figure is in a space containing another figure.

Related Topics: Conflicts

ITEM CARDS

During a campaign, heroes gain access to a wide range of Item cards. Item cards include weapons, armor, equipment, and modifications. All Item cards that a hero has are placed faceup in his play area.

- Weapons are identified by having the word "Attack" listed in a box above dice icons and a ✦ or ⏚ icon. Weapons are used to perform attacks. Each other Item card is used as instructed on the card.
- Abilities on a weapon cannot be used while resolving an attack with a different weapon.
- There are three decks of Item cards, differentiated by card back. The numeral on the back of the Item card is the card's tier. During the Rebel Upgrade Stage, Rebel players draw a number of Item cards from the tier deck listed in the Campaign Log.
- Some Class cards and Reward cards are also Item cards. These cards are identified as Item cards by their card face. Each hero in the core set has one starting Item card in his Class deck.
- Before deploying heroes to a mission, players may freely give any of their Item cards to other heroes. Item cards cannot be traded while resolving a mission.
- There is no limit to the number of Item cards a hero can have; however, each hero is limited in what he can bring to an individual mission: 1 Armor (⛑), 2 Weapons, and 3 Equipment (▮).
  - If a hero exceeds this limit after deploying his hero to the map, he must choose which cards to leave behind. Place the chosen cards aside; they cannot be used during this mission. These cards are returned to the player at the end of the mission.
  - If a hero brings 2 weapons to a mission, when he declares his attack, he must choose 1 of the weapons to use for that attack.
- Item cards list a number of traits under the artwork (such as *Pistol*). Traits have no gameplay effect but may be referred to by other components.

MODIFICATIONS

Some Item cards have the *Modification* trait. These cards have no effect on their own and must be attached to (placed on) an Item card matching its icon (either ✦ or ⏚). Once attached to an item, the hero can use the modification's ability while performing an attack with that weapon.

- Each weapon is limited in the number of modifications that can be attached to it. This limit is listed as a number of colored bars on the bottom-right corner of the card. If an Item card does not have any modification bars, modifications cannot be attached to it.
- Modifications are not weapons.

- When a hero purchases an Item card, and before each mission, heroes may attach any of their modifications to other Item cards. Heroes may also choose to remove modifications from their Item cards and keep them in their play area unattached. Abilities on modifications that are not attached to Item cards cannot be used.
- While resolving a mission, modifications cannot be attached to or removed from Item cards.
- An Item card **cannot** have more than one modification with the same trait attached to it at the same time, excluding the *Modification* trait. For example, a weapon can only have one *Barrel* modification attached to it.

Related Topics: Attacks, Campaign Setup, Credits, Play Area

KEYWORDS

Keywords are shorthand for longer abilities.

- The following keywords are in the core game: Bleed, Blast, Cleave, Focus, Massive, Mobile, Pierce, Recover, Reach, and Stun.
- Conditions such as Bleed, Focus, and Stun are also used as keywords to apply the corresponding condition.

Related Topics: Blast, Cleave, Conditions, Focus, Massive, Mobile, Pierce, Recover, Reach

LARGE FIGURES

Any figure whose base is larger than one space is a large figure. Large figures must obey the special rules listed below and shown in Appendix II on page 27.

- When a large figure attacks, line of sight may be traced from any of the spaces it occupies. When a large figure is targeted by an attack, the figure performing the attack must target one of the spaces the large figure occupies.
- Large figures cannot move diagonally.
- A large figure may spend one movement point to rotate 90 degrees (note that this is only necessary for figures with bases that occupy two or six spaces). When doing this, the large figure must still occupy at least half of the spaces it occupied before the rotation.
- When a large figure is pushed or moves a set number of spaces, its base **cannot** rotate and must retain its current orientation.
- Large figures are subject to all movement requirements for terrain and other figures, but they are subject to these requirements only once per movement point spent.

  For example, if an E-Web Engineer moves into two spaces containing figures, it must only spend one additional movement point instead of two.
- If an effect places a large figure in a space, the player resolving the effect chooses the figure's orientation. It can be placed in any legal spaces as long as part of the figure's base is in the space instructed.

Related Topics: Attacks, Line of Sight, Massive, Mobile, Movement, Push, Small Figure, Target

LINE OF SIGHT

Line of sight is used to determine what a figure can "see." Line of sight is most often used to determine which figures can be targeted by a (ranged) attack.

To determine line of sight, the player draws two imaginary, non-intersecting lines from one corner of the attacking figure's space to two adjacent corners of the target's space. If either of these lines passes through a wall, figure, or blocking terrain, then the figure **does not have line of sight** to the target.

- Line of sight can be traced **from** or **to** any corner on the map. Each line can be traced along the corners and edges of spaces containing figures, doors, walls, and blocked spaces.
- Walls only block line of sight **along an entire edge of a space**. If a wall does not cover an entire edge, then line of sight may be traced to, from, and through that edge.
- Line of sight **cannot** be traced through a corner where any combination of walls and blocking terrain intersect. It can be traced through the combination of one figure and a diagonally positioned wall, blocking terrain, or other figure.
- Figures have line of sight to adjacent figures.
- It is possible for a figure to have line of sight to another figure that does not have line of sight back to itself. This most often happens when a figure is behind a wall or figure. Thematically, this represents a figure leaning out of cover to make an attack and then ducking back behind cover.
- A figure does not block line of sight to itself. The target figure also does not block line of sight.
- Adjacent figures always have line of sight to each other.

Most of the above situations are shown in detail in "Appendix I - Line of Sight Examples" on page 26.

Related Topics: Adjacent, Attacks, Blocking Terrain, Ranged Attack, Walls

LOCKED

See "Doors" on page 11.

MASSIVE

The Massive keyword is found on some Deployment cards and refers to a series of special rules that apply to figures in that group.

- Figures do not block line of sight **to or from** a Massive figure.
- During a campaign, Massive figures cannot enter interior spaces.
- Massive figures can enter spaces containing blocking terrain and impassable terrain. They can also move through and end their movement on blocked or impassable edges.
- Massive figures can enter spaces containing hostile figures and/or difficult terrain at no additional movement cost.
- Massive figures cannot enter spaces containing other Massive figures.

- A Massive figure can end its movement in spaces that contain blocking terrain and/or other figures. Any figures in its spaces are pushed into the closest empty space of its controller's choice (taking impassable terrain into account). 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 one other figure, the Massive figure cannot move any more during this activation.
- 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.

Related Topics: Blocking Terrain, Impassable Terrain, Interior Spaces, Movement, Push

MELEE ATTACK

Some Deployment cards and Item cards are marked with the melee icon. This icon means that the figures can perform melee attacks.

- Melee attacks can target a hostile figure or object adjacent to or in the same space as the attacker.
- Accuracy is not required while performing melee attacks.
- If a figure does not have the melee icon, it cannot perform melee attacks. An attack targeting an adjacent figure that uses the ranged icon is a ranged attack, not a melee attack.

Related Topics: Accuracy, Adjacent, Attacks

MISS

Some effects can cause attacks to miss. When an attack misses, the target figure suffers zero (damage).

- The (dodge) icon found on the white die causes the attack to miss.
- While performing a ranged attack, the attacker requires Accuracy greater than or equal to the distance to the target. If his Accuracy is less than this distance, then the attack misses.
- When an attack misses, other effects can still be triggered (such as using the Recover keyword). If the ability requires the target figure to suffer one or more , such as Cleave, a miss prevents that ability from being resolved.

Related Topics: Accuracy, Attacks, Counting Spaces

MISSIONS

Each mission is a game of tactical combat played on a modular game map and featuring unique mission rules.

RESOLVING A MISSION

Missions in *Imperial Assault* are played over a number of game rounds. Each round consists of an Activation Phase followed by a Status Phase.

After resolving the Status Phase, play proceeds to the next round, starting with an Activation Phase. These phases are repeated until the mission ends (see "Winning the Game" on page 25).

STORY AND SIDE MISSIONS

During a campaign, players resolve a series of story and side missions. The rules and maps for each mission are found in the Campaign Guide.

- During each Mission Stage, the heroes choose one active mission to resolve.
  - The campaign log lists the type of active mission the heroes can choose during each Mission Phase. For example, if it says "Story Mission" the heroes must choose an active Story Mission to resolve. There is often only one active Story Mission at a time.
  - Active missions that are not chosen are saved between sessions and remain active until resolved.
- A mission cannot be played twice during a campaign.
- Side Mission cards list a number of traits under the name (such as *Tatooine*). Traits have no gameplay effect but may be referred to by other components.
- After the introductory mission is resolved, shuffle the Side Mission deck, draw two cards, and place these cards faceup on the table. After each non-agenda side mission is resolved, shuffle the side Mission deck, draw one card, and place this card faceup on the table.

Building the Side Mission Deck

During campaign setup, players separate the Side Mission cards into piles by type (color). Shuffle the following cards together to create the Side Mission deck:

- One red Side Mission card corresponding to each hero in the campaign.
- Four green Side Mission cards chosen by the hero players. Heroes cannot choose more than one of these cards that rewards the same ally, regardless of the ally's subtitle, such as "Hero of the Rebellion."
- Four random gray Side Mission cards. These are dealt facedown and are not shown to any players.

FORCED MISSIONS

During a campaign, certain Agenda cards and events can force a mission to be played. This most often happens as the result of a mission reward or Agenda card. For example, if an Agenda card says "Play 'Spice Mines of Kessel' as a forced mission," players would immediately play this mission, and then resume the campaign from the current stage.

- Forced missions are recorded on the "Forced Missions" section of the campaign log. When a mission is forced and players do not have time to resolve the mission this session, they should record the mission in the Forced Missions section without checking the box. The next time they resume their campaign, they will immediately play this mission.

- Forced missions are resolved **between** campaign stages. After resolving a forced mission, players should perform the "post-mission cleanup" step of a Mission Stage. Then they resolve the next available stage of the campaign.
  - If the mission occurs immediately after another mission is resolved, they resolve "post-mission cleanup" but do not resolve any Rebel or Imperial Upgrade Stages before this mission. The threat level for a forced mission is equal to the threat level of the most recently played mission.
- Because forced missions are never chosen to be played, they do not have corresponding Mission cards.
- If players run out of space in the "Forced Missions" section of the campaign log, they can still play additional forced missions. Record these additional missions on the back of the campaign log or another sheet of paper.

SKIRMISH MISSIONS

The map for each skirmish mission is shown in that mission's diagram. The rules for each skirmish mission are listed on Skirmish Mission cards.

Related Topics: Active Missions, Agenda Cards, Campaign, Mission Setup, Mission Stage, Winning the Game

MISSION SETUP

Before resolving a mission, players perform a number of setup steps.

CAMPAIGN MISSION SETUP

To setup a campaign mission, perform the following steps.

1. **Assemble Map:** The Imperial player assembles the mission's map using map tiles as shown in the Campaign Guide. He places all tokens on the map as indicated in the diagram.
2. **Prepare Threat and Round Dial:** The Imperial player sets the threat dial to zero and the round dial to one.
3. **Deployment and Setup:** The Imperial player takes all Deployment cards and sorts them as listed in the "Deployment and Setup" box of the mission rules. This box has up to four different elements:
   - *Initial Groups:* He takes the listed Deployment cards and places them faceup on the table.
   - *Reserved Groups:* He secretly takes the listed Deployment cards, and places them in a facedown pile out of the way.
   - *Open Groups:* He secretly chooses a number of Deployment cards as listed in the "Open Groups" section and places them in his hand.
     - » He may choose any non-Rebel Deployment cards not used in the initial or reserved groups. He cannot choose an ally that he has not gained as a reward.
     - » All Deployment cards not in initial, reserved, or open groups are returned to the game box and not used during this mission.
   - *Special Setup:* Follow any rules listed in this section. Many missions do not have special setup rules.
4. **Deploy Imperial Figures:** The Imperial player deploys figures on the map as indicated in the diagram.
   - If the figure shown on the map has a gray or black border, the group corresponds to a gray Deployment card.
5. **Prepare Dice, Cards, and Other Tokens:** Place all dice, the Condition and Supply decks, damage tokens, strain tokens, and condition tokens within easy reach of all players.
6. **Read Mission Briefing:** The Imperial player reads the "Mission Briefing" section of the mission's rules aloud to all players.
7. **Deploy Rebel Figures:** Rebel players place all Rebel figures in the space containing and as close as possible to the entrance token. This includes the space containing the entrance token.
   - Rebel players choose the order in which their figures are deployed. Before placing their figures, they choose the Item cards that they will bring to the mission. Each hero may bring up to 1 Armor ( ), 2 Weapons, and 3 Equipment ( ).
   - After deploying hero figures, Rebel players may choose to deploy an ally that they have gained as a reward (see "Allies" on page 4).
8. **Prepare Activation Tokens:** Each hero receives one activation token and places it ready (green side faceup) on his Hero sheet.

SKIRMISH MISSION SETUP

To set up a skirmish mission, perform the following steps.

1. **Bring Armies and Command Cards:** Both players simultaneously place their Deployment cards faceup in their play areas. Then each player shuffles his deck of 15 Command cards and places it by his Deployment 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. In the case of a tie, players determine initiative randomly.
3. **Determine and set up Skirmish Mission:** The player with initiative shuffles his deck of Skirmish Mission cards and draws one card. This card lists the name of the mission, which map it is played on, and the special rules for the mission.

   After drawing this card, players refer to the matching skirmish mission's diagram, and then build the map and place tokens on it as shown.
   - Player's place only the "A" or "B" tokens on the map that match the Skirmish Mission card's letter.
4. **Deploy Units:** The player with initiative chooses either the red or blue deployment zone shown on the skirmish mission's diagram. He deploys all of his figures in this deployment zone.

   Then his opponent deploys all of his figures in the other deployment zone.
5. **Draw Command Cards:** Each player draws three cards from his Command deck.

Related Topics: Allies, Campaign Setup, Command Cards, Deployment, Deployment Cards

MISSION STAGE

During a campaign, players choose and resolve missions during the Mission Stage. This stage consists of the following steps:

1. **Choose Mission:** Rebel players refer to the campaign log to determine their next mission. If this reads "Side Mission," the heroes choose one of the active Side Mission cards. If this reads "Story Mission," they must choose an active Story Mission card.
2. **Resolve Mission:** Players resolve the chosen mission.
3. **Post-Mission Cleanup:** After resolving the mission, players perform the following:
   - All wounded heroes flip their hero sheets to their healthy side. Then heroes recover all (damage) and (strain).
   - Heroes shuffle all of their Supply cards back into the Supply deck.
   - Heroes gain 50 credits for each crate token claimed during the mission and then discard the tokens.
   - Return the Mission card corresponding to the mission that was just resolved to the game box.
   - If players just resolved the introductory mission, shuffle the Side Mission deck. Then draw two cards and place them faceup on the table. These are now active missions.

     If players just resolved a non-agenda Side Mission, shuffle the Side Mission deck, draw one card, and place it faceup on the table. This card is now an active mission.

After resolving "Post-Mission Cleanup," players proceed to the next stage listed on the campaign log.

Related Topics: Crate Tokens, Missions, Supply Cards

MISSION TOKENS

These tokens are used to represent objects, people, or general points of interest. Mission tokens have no inherent effects and act as specified in the mission.

- There are three types of mission tokens. If a mission token shows a icon, it is referred to as a Rebel mission token. Likewise, a mission token that shows a icon is referred to as an Imperial mission token. All other mission tokens are neutral mission tokens.
- Mission tokens do not block line of sight or affect figure movement. Figures can enter and end their movement in the same space as a mission token.
- If a mission token is in a space containing terrain, the terrain in the space still takes effect. For example, a space with blocking terrain that contains a mission token still blocks line of sight, and figures cannot enter the space.
- The colored border of mission tokens has no game effect unless specified by the mission.
- A neutral mission token with its colored side down cannot be examined by players. This color is hidden information.

Related Topics: Control, Hidden Information, Interact

MOBILE

Figures that have this keyword ignore additional movement costs when entering difficult terrain and spaces containing hostile figures. They can also enter impassable and blocking terrain, and can end their movement in a space containing impassable or blocking terrain.

- If a figure with mobile 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.

Related Topics: Keywords

MODIFICATIONS

See "Item Cards" on page 15.

MOVEMENT

When a figure performs a move, it gains movement points equal to its Speed.

- Performing a move **does not move the figure**; it only provides movement points that may be spent during that figure's activation. This means that a figure may use its first action to perform a move, followed by an attack, and then spend the movement points. It may even spend some movement points before the attack and then some of them after the attack.
- Figures can move diagonally along the corner of any individual wall, blocking terrain, or impassable terrain, but a figure **cannot** move through the diagonal intersection of any combination of wall, blocking terrain, or impassable terrain (see "Appendix II - Movement Examples" on page 27).
- **Move X Spaces:** If an ability moves a figure a listed number of spaces, this movement ignores movement point costs. All other effects of terrain and figures apply (for example the figure cannot end its movement in another figure's space). When moving in this way, a large figure's base **cannot** rotate and must retain its orientation.
- Figures can move **through** other figures' spaces. The figure must spend one additional movement point to enter a space containing a hostile figure. Some abilities allow figures to move through spaces containing blocking and impassable terrain.

  The definition of "moving through a space" is that the figure can enter the space as long as it does not end its movement in the space. The figure cannot enter the space if this would spend its last movement point.
- There are rare situations where a figure can lose all of its movement points while in a space where it cannot end its movement (such as in another figure's space). In this situation, place the moving figure in the closest empty space. If there are multiple closest empty spaces, the player controlling the figure chooses.
- Large figures have additional movement restrictions. See "Large Figures" on page 16 and "Appendix II - Movement Examples" on page 27.

Related Topics: Adjacent, Counting Spaces, Large Figures, Movement Points, Place, Push, Terrain

MOVEMENT POINTS

There are numerous methods by which a figure can gain movement points. A figure can spend one movement point to move to any adjacent space.

- Any time a figure gains movement points, they are added to the remaining total of movement points that figure possesses.
- A figure is not required to spend all of the movement points it possesses, but at the end of its activation, it loses all of its remaining movement points.
- Spending movement points is not an action and may be done at any time during the figure's activation. They can be spent before or after performing any action but cannot be spent while resolving an action.
- If a figure gains movement points when it is not its activation, those movement points must be spent immediately as an interrupt or be lost.
- Movement points are an intangible resource that are not tracked by tokens. When a figure gains movement points, the player announces how many movement points his figure has and counts out loud as he spends movement points.
- During a campaign, a hero can suffer 1 (strain) at any point during his activation to gain one movement point. He may do this up to **twice** per activation.

Related Topics: Movement, Strain

NEUTRAL FIGURES

During a campaign, some figures are denoted as neutral. These figures are only present in specific missions. The rules regarding these figures are described in the mission.

- No player controls a neutral figure. Neutral figures cannot activate or perform actions.
- These figures cannot suffer (damage) or be targeted by attacks, abilities, or any game effect except as specified by the mission's rules.
- Figures can move through spaces containing neutral figures at no additional movement point cost.
- Neutral figures block line of sight.

Related Topics: Line of Sight, Movement

OBJECTS

Objects refer to elements on the map that are not figures. Doors, crates, and terminals are all considered to be objects.

- Most mission tokens are considered to be objects, unless the mission rules use the token to represent a figure.
- Except for doors, objects do not restrict movement or block line of sight.
- Objects cannot be pushed.
- Mission rules can allow objects to be attacked by specified figures (see "Attacking Objects" on page 6).
- Abilities that affect objects **only** affect objects that can be attacked.

Related Topics: Attacking Objects, Crate Tokens, Doors, Mission Tokens, Movement, Terminal Tokens

OPEN GROUPS

During a campaign, most missions allow the Imperial player to choose a number of Deployment cards known as open groups.

- These Deployment cards are kept secret in the Imperial player's hand until deployed.
- The Imperial player can deploy figures from an open group during an optional deployment.
- When the last figure in a group is defeated, the Deployment card returns to the Imperial player's hand of Deployment cards.

Related Topics: Deployment, Deployment Cards, Group, Status Phase

PIERCE

This keyword allows a figure to ignore a number of (block) results while attacking. For example, "Pierce 2" allows an attack to ignore up to 2 results.

- If the number of results is less than the Pierce value, the excess Pierce value has no effect.
- If multiple Pierce abilities are used during an attack, their values are added together.

Related Topics: Attacks, Keywords

PLACE

Many effects place figures or tokens on specific spaces of the map.

- When a figure on the map is placed, it is removed from its current space and then placed where indicated.
- Placing a figure in a space requires no movement points.
- A player cannot choose to place a figure in a space where it cannot end its movement, such as in a space containing another figure, blocking terrain, or impassable terrain.
- When a figure is placed, it enters the space(s) where it is placed.

Related Topics: Enter, Movement, Terrain

PLAY AREA

The table space in front of a player is known as his play area. This is where a player keeps all game components that belong to him but are not on the game board, including his Hero sheet, Item cards, Deployment cards, Class cards, and more.

- Abilities on cards and Hero sheets in a player's play area can be used as explained on the card or sheet.
- All faceup cards in a player's play area are open information and can be examined by any player.

Related Topics: Claim

PUSH

Some abilities push figures. The player resolving this ability moves the figure the specified number of spaces.

- The figure can be moved in any direction. It does not need to move directly away from the figure using the push ability.
- A pushed figure is not voluntarily exiting its space.
- Pushing a figure requires no movement points.
- If a non-ability effect pushes a figure, such as a mission rule or if a door closes between two spaces occupied by a large figure, the player controlling that figure determines its placement.
- While pushing a large figure, it cannot move diagonally and cannot be rotated.

Related Topics: Exit, Large Figures, Movement

RANGED ATTACK

Some Deployment cards and Item cards are marked with the icon. This icon means that the figures can perform ranged attacks.

- Ranged attacks can target any hostile figure within line of sight of the attacker.
- While performing a ranged attack, the attacker requires Accuracy equal to or greater than the number of spaces away from the target. If he does not have enough Accuracy results, the attack misses.
- While performing a ranged attack that targets an adjacent figure, the attacker requires at least 1 Accuracy result or the attack misses.

Related Topics: Attacks, Accuracy, Counting Spaces, Line of Sight, Miss

REACH

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

- The attacking figure must have line of sight to the target in order to make this attack.
- An attack with Reach does not require Accuracy.

Related Topics: Attacks, Counting Spaces, Melee Attack

READY

A ready figure is any figure that is eligible to be activated. Any card that is not exhausted is ready and may be exhausted to trigger certain abilities.

- A hero is ready if he has **at least one** ready (green) activation token on his Hero sheet.
- When a Deployment card is ready, all figures of that card's group are ready.
- When a figure or card is readied, rotate its Deployment card to orient it upright. If the figure is a hero, flip all of its activation tokens green side faceup instead.
- Deployment cards, Imperial Class cards, and activation tokens are readied during the Status Phase of each round. A hero's items and Hero Class cards are readied at the start of that figure's activation.

Related Topics: Activation, Class Cards, Deployment Cards, Exhaust, Item Cards

REBEL UPGRADE STAGE

During a campaign, heroes can purchase new cards during each Rebel Upgrade Stage. They can first spend experience points to purchase new Class cards and can then spend credits to purchase new Item cards.

- To purchase Class cards, each Rebel player looks at all cards in his Class deck and can purchase any number of those cards of his choice.
  - In order to purchase a Class card, the hero must spend a number of XP equal to the card's cost.
  - Once purchased, he retains the cards for the remainder of the campaign.
- To purchase Item cards, Rebel players shuffle the Item deck listed on the campaign log. Then they draw six cards from this deck and may purchase any number of those cards of their choice. Then they shuffle any unpurchased cards back into the deck.
  - If more than one Item deck is listed on the campaign log, players shuffle and draw six cards from each deck.
  - In order to purchase an Item card, the Rebel players must spend a number of credits equal to the card's cost.
  - After purchasing an Item card, Rebel players give the Item card to the hero of their choice.
  - Immediately before purchasing Item cards, heroes can sell any of the Item cards they already own. Each sold card is returned to the game box. Then the heroes receive an amount of credits equal to half the card's cost rounded up to the nearest 25.
  - Item cards without a credit cost can be sold for the heroes to receive 50 credits.

Related Topics: Class Cards, Credits, Experience Points, Item Cards

RECOVER

Some abilities allow figures to recover (damage) or (strain). When a figure recovers, remove the listed amount of damage or strain tokens from the figure or its Hero sheet.

- Some cards use Recover as a keyword. For example ": Recover 1" allows the figure to spend a (surge) during an attack to recover 1 after resolving the attack. He can recover this even if the target of his attack does not suffer any .
- If a hero recovers more than he has suffered, he recovers one for each he cannot recover.

Related Topics: Damage, Keywords, Rest, Strain, Surges

REINFORCE

During the Status Phase of a campaign, the Imperial player is able to place figures that were previously defeated back on the map.

To reinforce, he pays (threat) equal to the figure's reinforcement cost. Then he places **one figure** from that group as close as possible to any active deployment point.

- Some Deployment cards do not have a reinforcement cost. The corresponding figures cannot be reinforced. Unless the figure is unique, it can be deployed again after being defeated.
- The reinforcement cost of a figure is listed on its Deployment card directly to the right of its deployment cost.
- A figure can be reinforced only if at least one other figure from its group is on the map.
- The Imperial player can reinforce multiple figures during each Status Phase (including figures from the same group), as long as he spends the individually for each figure.
- The Imperial player cannot reinforce a figure from a group that has figures on the map equal to its group limit.

Related Topics: Deployment, Group, Unique

REROLL

See Step 3 of "Attacks" on page 5.

RESERVED GROUPS

During a campaign, many missions provide the Imperial player certain Deployment cards called reserved groups.

- These cards are not part of his hand and are kept facedown on the table. They cannot be deployed or reinforced while facedown. Rebel players cannot look at reserved Deployment cards.
- Mission rules specify when and how these figures can be deployed to the map.
- When the last figure in a non-unique reserved group is defeated, the matching Deployment card is placed in the Imperial player's hand. He can then deploy these figures during an optional deployment following normal deployment rules.

Related Topics: Deployment, Hidden Information, Mission Setup

REST

During a campaign, hero figures can perform an action to rest. When performing a rest, the hero recovers equal to his Endurance.

- If he recovers more than he has suffered, he recovers one for each he cannot recover.

Related Topics: Actions, Damage, Endurance, Recover, Strain

RETRIEVING TOKENS

Some missions allow figures to retrieve specific tokens. A figure adjacent to or in the same space as the token can perform an interact to retrieve the token. Place the token on the figure's base to mark that the figure is now **carrying** that token. The token now moves with the figure.

- A carried token cannot be retrieved by other figures, traded to other figures, or voluntarily dropped.
- If a figure is defeated, any tokens that it is carrying are dropped in its space. This includes when a hero becomes wounded or if he withdraws.
- Mission rules specify the effect and purpose of retrieving tokens.
- At the end of a mission, all carried tokens are returned to the game box.
- Retrieving a token is not claiming a token.

Related Topics: Claim, Interact, Mission Tokens

REWARD CARDS

During a campaign, players can gain cards from the Reward deck. This deck contains Item cards and Class cards that cannot be purchased and are usually gained only as a mission reward.

- Players always gain specific Reward cards from the deck.
- In a three-hero game, each player receives a "Heroic" Reward card at the start of the campaign. In a two-hero game, each player receives a "Legendary" Reward card (see "Campaign Setup" on page 7).
- Players can look at cards in the Reward deck at any time.
- Heroes **cannot** give their Reward cards to other heroes, and cannot sell Reward cards.

Related Topics: Class Cards, Item Cards

RUNNING OUT OF COMPONENTS

See "Component Limitations" on page 8.

SKIRMISH

A skirmish is a special mission in which two players build armies of figures and compete to acquire 40 victory points.

- Any rules in this Rules Reference Guide that specify "during a campaign" do not apply to skirmish missions.
- The basic rules for playing a skirmish and building an army can be found in the Skirmish Guide.

Related Topics: Missions, Mission Setup, Winning the Game

SMALL FIGURE

Any figure that occupies only a single space is a small figure. Some rules and abilities specify that they apply only to small figures.

Related Topics: Large Figures

STATUS PHASE

After each Activation Phase, players perform a number of cleanup steps known as the Status Phase.

STATUS PHASE IN A CAMPAIGN

During a campaign, the Status Phase consists of the following steps:

1. **Increase Threat:** The Imperial player increases the threat dial by the threat level as listed on the campaign log.
2. **Ready:** The Imperial player readies all of his exhausted Class and Deployment cards. Each hero also readies all of his activation tokens by flipping them green-side faceup.
   - Hero Class cards and Item cards are readied at the start of that hero's activation, not during the Status Phase.
3. **Deploy and Reinforce:** The Imperial player may perform an optional deployment and may reinforce figures. This allows him to spend (threat) to place additional figures onto the map.
4. **End of Round Effects:** If there are any abilities or mission rules triggered at the end of this game round, players resolve them at this time.
   - If playing with three heroes, a hero that has two activation tokens must give one of the tokens to another hero of his choice at the end of each round.
5. **Advance Round Dial**: Advance the round dial by one. Then players begin a new round starting with a new Activation Phase.

STATUS PHASE IN A SKIRMISH

During a skirmish, the Status Phase consists of the following steps:

1. **Ready Cards:** Both players ready all of their Deployment cards.
2. **Draw Command Cards:** Each player draws one Command card from his deck plus one additional card for each terminal he controls.
3. **End of Round Effects:** If there are any abilities or mission rules triggered at the end of this game round, players resolve them at this time.
4. **Pass Initiative:** The player who has the initiative token passes it to his opponent. Then players begin a new round starting with a new Activation Phase.

Related Topics: Command Cards, Control, Deployment, Initiative, Ready, Reinforce, Terminal Tokens, Threat

STRAIN

Strain is shown as the icon and represents the loss of willpower or fortitude. Many game effects cause figures to suffer .

STRAIN IN A CAMPAIGN

When a hero suffers , place an equal number of strain tokens on his Hero sheet. When any other figure suffers , it suffers an equal amount of (damage) instead.

- Heroes have many abilities that have costs. These abilities require the hero to suffer in order to use the ability.
- A hero can suffer 1 (strain) at any point during his activation to gain one movement point. He may do this up to **twice** per activation.
- A hero cannot choose to suffer if the amount of he has suffered would exceed his Endurance. This includes suffering to gain movement points or using abilities with a cost.
- If an effect forces a hero to suffer that exceeds his Endurance, he instead suffers one for each he cannot suffer.
- If an effect allows a hero to recover more than he has suffered, he recovers one for each he cannot recover.
- If a Hero sheet ever contains strain tokens in excess of that hero's Endurance, such as when a hero becomes wounded, the excess strain tokens are discarded.
- When a game effect mentions the amount of a hero "has suffered," it refers to the total value of strain tokens currently on his Hero sheet.

STRAIN IN A SKIRMISH

When a figure suffers , it suffers an equal amount of (damage) instead. The player controlling the figure can prevent any of this by discarding one Command card from the top of his deck for each that he wishes to prevent.

Related Topics: Abilities, Damage, Endurance, Movement, Recover

STUN

See "Conditions" on page 9.

SUPPLY CARDS

During a campaign, a hero can interact with a crate token to claim the token and draw one Supply card. The card is placed faceup in the hero's play area and can be used as instructed on the card.

- Most Supply cards are discarded after use.
- Supply cards cannot be traded to different heroes.
- After a mission ends, all Supply cards are shuffled back into the Supply deck, whether they were used or not.

Related Topics: Claim, Credits, Crate Tokens

SURGES

Surges are results represented by ~ icons. They are gained during an attack and can be spent to trigger certain abilities.

- Each ↻ (evade) result removes one ~ result. This effectively reduces the number of ~ the attacker can spend by one.
- Any ~ not spent during an attack are lost.
- During a campaign, a hero performing an attack may spend 1~ to recover 1✚.
- Each ~ ability can be triggered only once per attack.
- A ~ ability that relates to a keyword, such as Blast, Cleave, or a condition, applies after the attack resolves.

Related Topics: Attacks

TARGET

When declaring an attack, the attacker chooses a figure to attack. This figure is referred to as the target.

- If the target is a large figure, the attacker must target one space that the target occupies. This space is used for determining line of sight and some abilities.
- If an ability refers to the **target space**, it is referring to the space occupied by the defender. If the target is a large figure, it is referring to the space chosen.

Related Topics: Attacks, Blast, Line of Sight

TERMINAL TOKENS

Terminal tokens are placed on the map as indicated by the mission's diagram.

- In a campaign, terminal tokens have no inherent abilities and function as described in the mission's rules.
- In a skirmish, each player draws one additional Command card during the Status Phase for each terminal he controls.
- Terminals do not block line of sight or movement. Figures can end their movement in the same space as a terminal token.
- If a terminal is in a space containing terrain, the terrain in the space still takes effect. For example, a space with blocking terrain that contains a terminal token still blocks line of sight, and figures cannot enter the space.
- The colors of terminal tokens have no game effect unless specified by the mission.
- A terminal token with its colored side down cannot be examined by players. This color is hidden information.

Related Topics: Control, Hidden Information, Interact

TERRAIN

Some spaces have colored borders. The color and look of a border defines the terrain, which has special effects on movement and line of sight.

- A group of adjacent spaces that share a terrain type are surrounded by a single terrain border.
- Colored borders that do not fully encompass a space or group of spaces are terrain edges. The terrain rules are only applied to the colored edge of this space and not the space itself.
- Tokens in a space have no effect on the space's terrain.
- Solid red lines are blocking terrain (see page 7).
- Dotted red lines are impassable terrain (see page 13).
- Solid blue lines are difficult terrain (see page 11).
- 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.

Related Topics: Blocking Terrain, Difficult Terrain, Impassable Terrain, Movement, Walls

TESTS

See "Attribute Tests" on page 7.

THREAT

During a campaign mission, the Imperial player spends ⚙ (threat) to deploy and reinforce figures to the game board.

- Each Status Phase, ⚙ is increased by the mission's **threat level** printed on the campaign log. Threat level is also frequently referenced to determine a particular value in many missions.
- When ⚙ is increased or reduced, the Imperial player rotates the threat dial to display the new total.
- The Imperial player cannot have less than 0 ⚙ or more than 20 ⚙. Any threat gained or lost beyond these limits is ignored.
- The Imperial player cannot trigger an ability that costs more ⚙ than he has.

Related Topics: Abilities, Class Cards, Deployment, Reinforce

THROUGH

See "Movement" on page 19.

TIME PERIOD

Each campaign is associated with a time period, represented by a number. This corresponds to a range of time period values found on certain Side Mission cards and certain cards in Agenda sets.

During campaign setup, set aside any Side Mission cards whose range of values does not include the number associated with the campaign. These cards cannot be included in the Side Mission deck.

- If a card in an Agenda set has a time period range that does not include the number associated with the campaign, the Imperial player cannot choose that set when building his Agenda deck.
- If an Agenda set or Side Mission card does not have a time period displayed, it can be used in any campaign.

Related Topics: Agenda Cards, Campaign, Campaign Setup, Missions

UNIQUE

Each player can only use one copy of each unique card at a time. These cards are identified by a bullet (■) before the name, for example, "■ Darth Vader."

- Unique cards are identified by name only. Sub-names, affiliations, and abilities are not taken into account when determining which cards have the same name. For example, a player that has "■ Darth Vader, Lord of the Sith" cannot deploy any other version of Darth Vader.

Related Topics: Allies

VILLAINS

See "Villains" on page 5.

WALLS

Walls are solid black lines along the boundaries of map tiles. Figures cannot move or trace line of sight through walls. See Appendix I and Appendix II for visual examples of moving and tracing line of sight with walls.

- Walls are not terrain and are not affected by abilities that affect terrain. For example, Massive figures can enter blocking terrain but cannot move through walls.
- Walls only block line of sight **along an entire edge of a space**. If a wall does not cover an entire edge, then line of sight may be traced to, from, and through that edge.

Related Topics: Line of Sight, Movement, Terrain

WINNING THE GAME

The rules for winning a game depend upon whether players are playing a campaign mission or skirmish mission.

WINNING IN A CAMPAIGN

The campaign consists of a number of linked missions. Each mission's objectives are listed in the mission's rules in the Campaign Guide.

The player(s) who win the final mission win the campaign.

WINNING A SKIRMISH MISSION

The mission ends **as soon as** one player has accumulated 40 or more victory points (VPs). The player with the most VPs wins the game. VPs come from two main sources:

- **Defeating Figures:** When the last figure in a group is defeated, the opposing player scores points equal to the deployment cost of that group. To track this, the card's controller places the Deployment card near his opponent.
- **Card Effects:** Each Skirmish Mission card lists a special way in which players can gain VPs. Some Command or Deployment cards also list additional ways in which players gain VPs.

If all of a player's figures are defeated, he loses the game immediately, regardless of victory points.

TIE BREAKERS

In the rare situation that both players have the same number of VPs at the end of the game, the player that has defeated the highest total deployment cost of hostile figures wins the game. If the result is still a tie, the player with the fewest damage tokens on his figures wins. If the result is still a tie, the player with initiative wins.

Related Topics: Campaign, Defeated, Group, Skirmish

WITHDRAW

During a campaign, when a wounded hero is defeated he withdraws. The hero is removed from the map and cannot be activated for the remainder of the mission.

- The abilities on the hero's sheet, Class cards, and Item cards cannot be used for the remainder of the mission.
- The player controlling the hero can still help the Rebel players make any group decisions as needed.
- If a hero has an Ally's Deployment card in the mission, he may choose to give it to the player whose hero has withdrawn.
- Withdrawn heroes still receive all hero rewards at the end of the mission. If a hero withdraws during the final mission, he still wins or loses the campaign with the rest of the Rebel players.
- A hero who has withdrawn remains wounded until the end of the mission.
- During post-mission cleanup, withdrawn heroes are no longer considered withdrawn. They perform all normal "Post-Mission Cleanup" steps and participate in all future stages of the campaign.

Related Topics: Defeated, Mission Stage, Wounded

WITHIN X SPACES

See "Counting Spaces" on page 9.

WOUNDED

During a campaign, when a healthy hero suffers ✖ (damage) equal to his Health he is wounded. He discards all damage tokens and flips his Hero sheet to the wounded side. If his ✪ (strain) exceeds his new Endurance value, he discards any strain tokens that exceed his Endurance.

- If a wounded hero is defeated, he withdraws.
- The wounded side of a hero sheet lists fewer abilities and often has lower Health, Speed, Endurance, or Attributes.
- Once a hero is wounded, his sheet remains on the wounded side until the end of the mission.

Related Topics: Damage, Health, Healthy, Hero, Strain, Withdraw

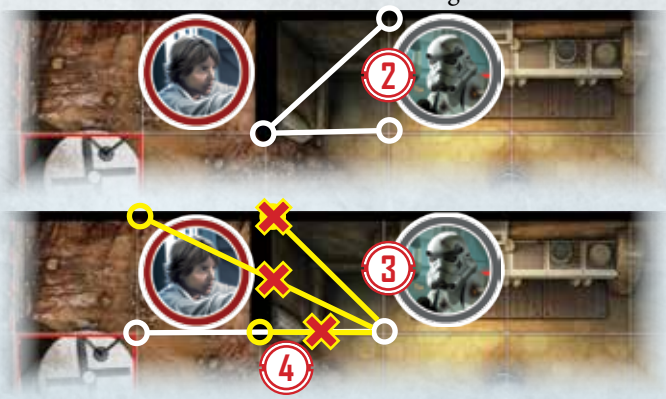
XP

See "Experience Points" on page 12.

APPENDIX I - LINE OF SIGHT EXAMPLES



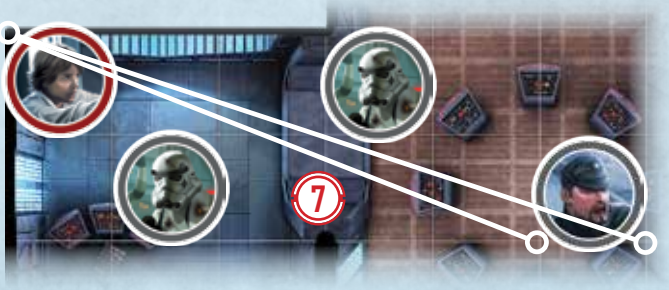
- The part of a wall that partially extends into a space does not block line of sight or movement. In this diagram, only the imaginary yellow lines along the edges of the spaces (1) block line of sight and movement.



- Line of sight can sometimes be traced to a figure (2) who cannot trace it back (3). The lines cannot overlap (4).



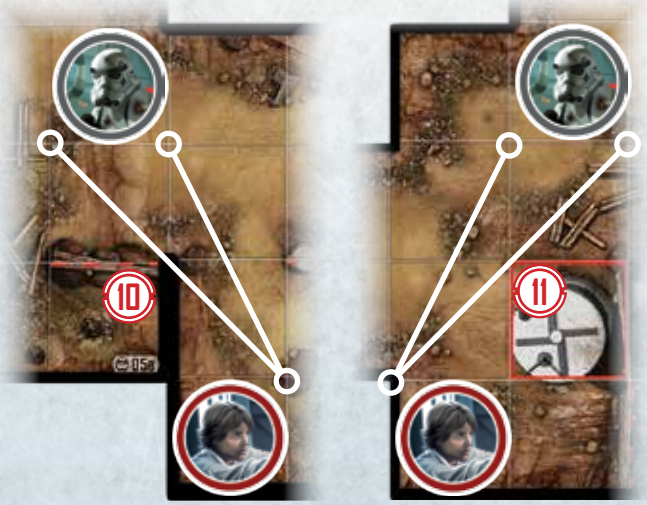
- Line of sight can be traced through the target (5). Figures on opposite sides of the end of a wall have line of sight to each other (6), but since the spaces **are not** adjacent, attacks cannot be performed unless the attacker has Reach.



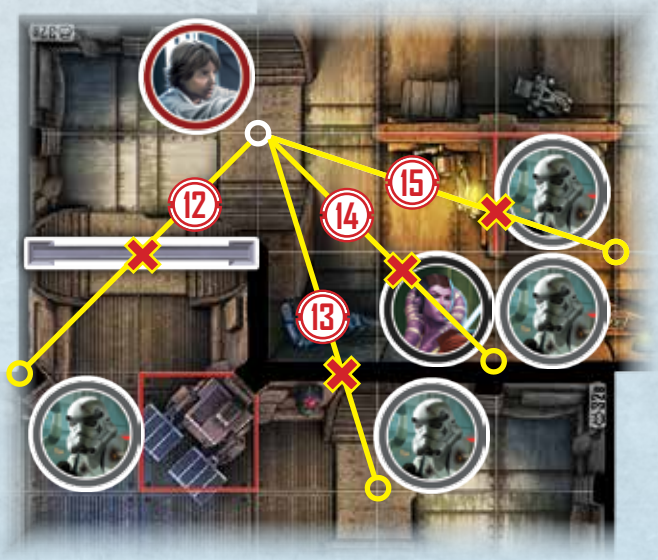
- A figure can trace line of sight through itself and through its target (7).



- Line of sight can be traced parallel along a wall (8), blocked space (9), or door (not pictured).



- Line of sight can be traced along the corner of a wall (10) or blocked space (11) as long as the line does not enter the blocked space or cross through an edge completely covered by a wall.



- Line of sight cannot be traced through doors (12), walls (13), non-target figures (14), or blocking terrain (15).



- Line of sight cannot be traced through the diagonal intersection of any walls or blocking terrain (16).



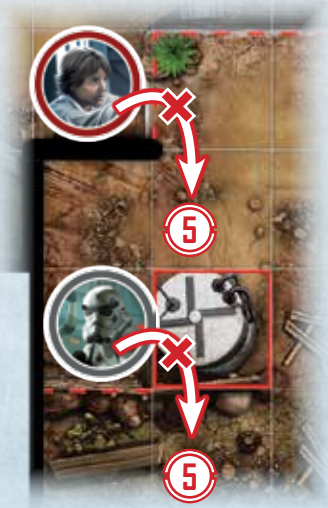
- Line of sight can be traced from the corner of a figure and any combination of another figure (17), wall, or blocking terrain.

APPENDIX II - MOVEMENT EXAMPLES

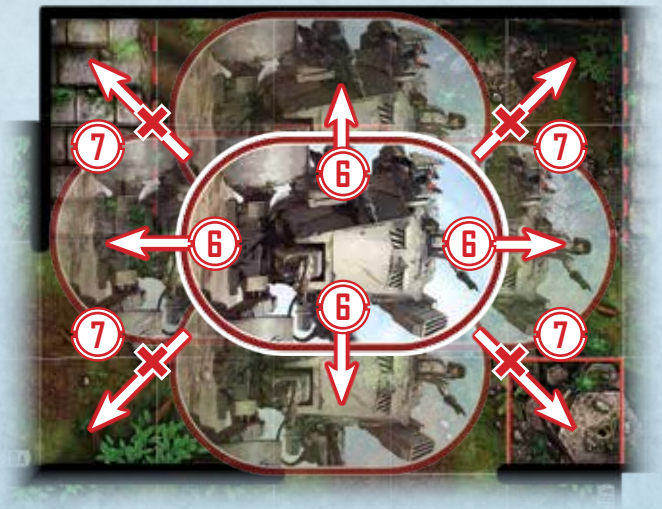


- A figure can move diagonally past blocking terrain (1), impassable terrain (2), walls (3), and figures (4). If there is a figure positioned diagonally to the terrain, walls, or another figure, this **does not** cost additional movement points.

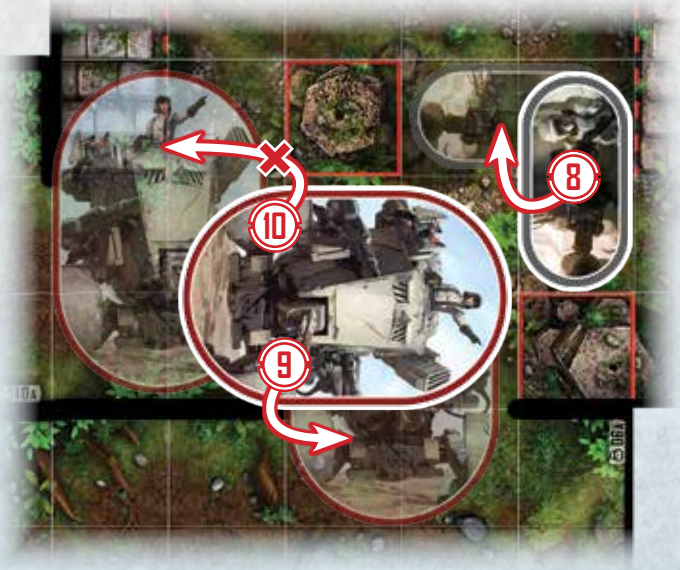




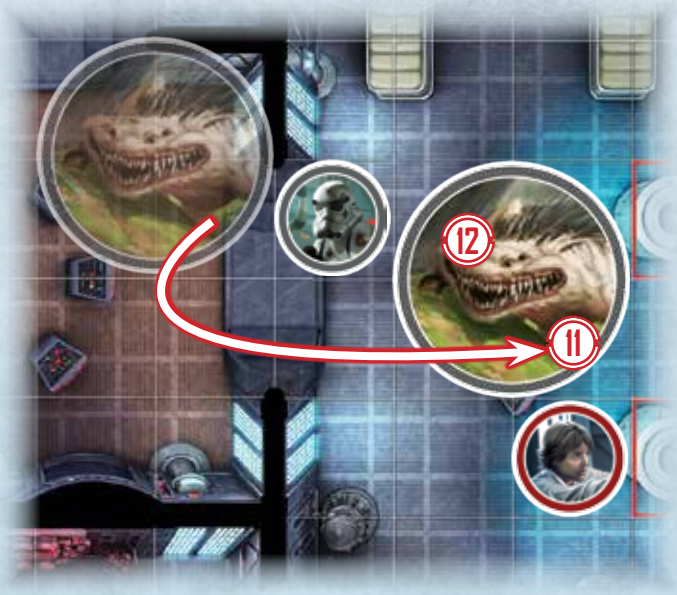
- A figure cannot move through the diagonal intersection of any combination of walls, blocking terrain, or impassable terrain (5).



- A large figure (a figure that occupies more than one space) can move orthogonally (6) but cannot move diagonally (7). Note that not all large figures ignore terrain, only figures that have the *Massive* or *Mobile* ability.



- Figures that occupy two spaces (8) and figures that occupy six spaces (9) can rotate their bases 90 degrees for one movement point. A figure cannot rotate into a position where it would occupy less than half of the spaces it occupied before the rotation (10).



- When a large figure is placed, either by deployment or an ability such as "Pounce," locate a space (11) indicated by deployment or the ability. One space of the large figure's base is placed in the located space, and the remainder of its base may be placed in any orientation relative to that space (12), following placement rules (such as not placing in spaces containing figures).

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