

STAR WARS

IMPERIAL ASSAULT

EDGE OF OBLIVION

WAVE VII MINI-CAMPAIGN

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Edge of Oblivion

Inside This Campaign

The Edge of Oblivion custom campaign is a new way to enjoy the content that you already own. This document uses new story content to incorporate existing side missions from released Ally and Villain packs into a full mini campaign. There are no new heroes, classes, items, figures, tiles, or missions.

The purpose of Edge of Oblivion is to allow players to enjoy the heroes and villains that are features in Wave VII like Obi-Wan Kenobi and Greedo in campaign play in a way that better fits into the larger Star Wars narrative. Wave IV figures were also incorporated in order to flesh out a full mini campaign. The campaign missions that are associated with these figures are not associated with any official FFG campaign expansions, therefore it is likely that many players have not yet encountered them in campaign play, and forming them into a full mini campaign will give players a chance to enjoy the campaign content that is included with these figures.

This is a fan-made campaign that was not produced with any input or authorization from Fantasy Flight Games. This is a derivative work that builds off of the amazing creations of FFG's designers and artists, and is not to be distributed for commercial use.

Before You Play

If you are new to Imperial Assault, make sure to read the Learn to Play Guide found in the core game. There you will find a tutorial mission and all the information needed to begin playing Imperial Assault.

Missions

Edge of Oblivion does not feature any new missions, but uses the campaign side missions included in figure packs from Wave IV and Wave VII, pictured below. Tiles and figures from the Twin Shadows expansion will also be required to play the mission included in the Bantha Rider pack. These missions are found on the back of the Skirmish mission pamphlets included in each figure pack. While each mission normally corresponds to a Side Mission or Agenda card and can be incorporated into a full campaign, they can now be played in a specific order to form the Edge of Oblivion mini campaign.

The official FFG Imperial Assault products pictured below must be purchased to play the Edge of Oblivion mini campaign.



Edge of Oblivion

The Mini Campaign

In addition to being usable in a full campaign, the missions used in Edge of Oblivion can be played in succession to form a narrative mini campaign that requires only 6-8 hours to complete.

Mini Campaign Setup

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

1. **Build the Agenda Deck:** The Imperial player builds his deck of Agenda cards following the guidelines in “Building the Agenda Deck” on page 4 of the Rules Reference Guide in the core game. Then, he returns all cards in his Agenda deck that are played as side or forced missions in the game box.
2. **Upgrade Heroes:** Each hero receives 3 XP and heroes collectively receive 400 credits per hero. Then, heroes resolve a Rebel Upgrade Stage. When purchasing Item cards during this Rebel Upgrade Stage, Rebel players draw cards from the Tier 1 Item deck and draw ten cards instead of six.
3. **Upgrade Imperial Player:** The Imperial player receives 3 XP. Then, he performs an Imperial Upgrade Stage but skips purchasing Agenda cards.
4. **Set Up Introductory Mission:** Players are then ready to set up and play the Introductory mission for the mini campaign. For Edge of Oblivion, the Introductory mission is “Deadly Transmission” (see Obi-Wan Kenobi pack). **The starting Threat Level is 2.**

Playing the Mini Campaign

Playing the mini campaign is similar to playing a full campaign (See “Playing a Campaign” on page 10 of the Learn to Play booklet in the core game).

Unlike a full campaign, missions in the mini campaign are all considered to be story missions and are played in a specific order. Side missions are not played during the mini campaign.

During the Mission Stage, Rebel players do not choose the next mission to resolve based upon active Side or Story Mission cards. Instead, each missions' epilogue will determine the next active mission to be resolved.

Ignoring “Additional Rewards”

When resolving the “End of Mission” event within the mission itself, players do not resolve the “Additional Rewards” text. Instead, the Imperial player will locate the corresponding Epilogue for that mission and resolve the story text and events listed there depending on who won the mission (See Epilogues).

Epilogues

When playing the mini campaign, each mission will resolve an additional event. These events are referred to as epilogues and provide additional narrative text as well as rewards specific to mini campaign progression.

Additionally, the epilogue indicates the next active mission the players will resolve. When this happens, players should record the name and page number of that mission in the next mission entry of the campaign log (see “The Campaign Log” below).

After resolving the epilogue, players progress to the “Post-Mission Cleanup” portion of the Mission Stage.

Edge of Oblivion

The Campaign Log

Like in a full campaign, players utilize a campaign log to track and record information relevant to the progression of the mini campaign.

The campaign log for the Edge of Oblivion min campaign is found on the back of this rulebook and is used in a fashion identical to the campaign log in the core game.

Use the Campaign Log to determine the Threat Level for each mission as well as the item tiers to draw from.

The Epilogues

After resolving each mission in the mini campaign, players will resolve the “End of Mission” text, then the Imperial player will locate the prologue that corresponds to that mission and will read either the top event if the Rebel players won the mission, or the bottom event if the Rebel players lost. Then, the players resolve the listed rewards under the event before progressing to “Post-Mission Cleanup” or any upgrade stages.

Version Tracker

Version 2.1 – PDF document created

Version 2.2 – Epilogue typos corrected

Version 2.3 – Graphics, more typos

WAVE VII EDGE OF OBLIVION

A Galactic Empire has arisen. Emperor Palpatine's countless machinations have left those who would fight for democracy fragmented. Now they are relentlessly hunted by agents of the Empire.

Senator Bail Organa, one of the few allies of the fledgling Rebellion operating in the galaxy's core, has contracted a band of mercenaries, freelancers with no love for the Empire, to seek out those who are pursued by the Emperor's hunters for their beliefs and bring them to safety.

They must now make contact with a Rebel asset on Tatooine, one of the last of the Jedi Order, to learn the location of a Rebel smuggler that was captured after being given priceless data: proof of the true identity of the Emperor's chief enforcer and apprentice, Darth Vader.

Deadly Transmission

Rebel Victory – I WILL BE YOUR GUIDE

Kenobi waves his hand over the last of the Imperial troops and you release them back to their ships as they repeat the words spoken to them by the old wizard, seemingly convinced that the only thing for them to report is a heavy womp rat infestation in the local area.

“You have my gratitude today,” Kenobi tells you. “If not for your help, the galaxy’s only hope may have been lost to the Empire.” You have no idea what he’s talking about, but you quickly accept his gratitude and ask him to skip to the part where the Rebel smuggler is being held.

“He was taken by Sand People after he left with the holo vid that I gave him,” Kenobi explains. “By the time I arrived, there was nothing I could do, and an Imperial scout spotted me. There’s a Tusken camp in a canyon in the Jundland wastes to the east of here. You will probably find your man there.”

“Wait,” the old general commands as you turn to leave, eager to complete your mission and collect your pay. “The Jundland Wastes are no place for off-worlders to travel without a guide. You will need someone to show you the way,” he says, his eyes suddenly focused on the present instead of the past. He stifles a small grin as he re-latches his lightsaber, throws up his hood and begins walking ahead of you. “It seems I may just be foolish enough to follow you on this damn fool idealistic crusade.” You decide it’s best not to tell him about the money.

- Each player receives 2 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is “Into the Wastes” (see Bantha Rider pack).

Rebel Defeat – THE FORCE WILL GUIDE YOU

You create enough of a diversion to allow Obi-Wan to escape, and then rendezvous with him at his hut via an alternate route. You find him quickly packing a small satchel with supplies and a few belongings.

“Not to worry,” he says, throwing his hood back with both hands and giving you a small, knowing smirk. “I was able to make a slight alteration to their transmission before it was sent. My location here remains a secret. But the Empire remains, and now I must take steps to remove them. That which I protect is too precious to fall into their hands.” Kenobi raises his head to gaze at the horizon, and you follow his gaze to the faint glow of a YT-2400 freighter lifting off and exiting the atmosphere, silhouetted against the fading light of the evening suns.

“Ah,” chimes Kenobi, “it looks like your courier is more resourceful than we thought. If credits are what you seek in life, and I am to correctly understand the terms of your contract with senator Organa, you may want to keep an eye on that ship to make sure that holo vid that I gave to him arrives safely to its destination,” Kenobi says, pulling his robes around him tightly, readying himself to embark into the cold desert night. “I believe he said his next destination was Ryloth.”

As you sprint to your ship to catch up with the freighter, you can’t hear the old Jedi’s final words to you, but somehow you are able to feel them echoing around you, filling you with a sense of hope. “May the Force be with you, always”.

- Each player receives 2 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is “Precious Cargo” (see Alliance Smuggler pack).

Into The Wastes

Rebel Victory – FAMILY

You finally make it to the safety of your shuttle, and with everyone on board, your pilot takes off. After taking a moment to catch your breath and re-hydrate, you step into the ship's cabin to check on Kenobi and your newest passenger. You learn that his name is Tagg Ronin, and he is in bad shape. His wounds suffered at the hands of the Tusken and their Imperial associates are grave.

Kenobi places his hands over the man's wounds. Tagg begins to visibly relax, and his breathing becomes more steady. "This man will soon be one with the Force. His family is in danger. One of their children has a connection to the Force, and they are being hunted by an especially deadly agent of the Emperor. Their hiding place on Ithor will not be safe for much longer."

You ask him what will happen to them if they are caught. His response is grim. "The Empire will kill them. And the child will face much worse." Your sense of honor and self-preservation have never been in greater conflict. Your crew begins to argue over whether to go to Ithor or deliver the data back to Organa. Nobody joined this crew to save the galaxy from tyrants.

"Please," you hear your doomed passenger wheeze. "Please protect my family. They are all I have. When the Empire takes everything from you, family..." he struggles through pain and tears, "family is the only thing left." With a final breath, he closes his eyes and falls silent. You turn to Kenobi. "We'll handle this old man. Where should we drop you off?"

"Oh, I'm in no hurry to return," he says as he tends to the body. "I sense that our destinies are to intertwine a little while longer. It seems that there is hope for all of you yet."

- Each hero receives 3 XP. The Imperial player receives 2 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is "Cornered" (see The Grand Inquisitor pack).

Rebel Defeat – DUTY

After escaping the Tusken camp, you double-back and pursue the smuggler's captors into the night, but not even Kenobi can match their native expertise of the area, and soon you cannot risk going further without becoming hopelessly lost. "Great, another payday botched!" one of you shouts, anger and frustration echoing in waves off the canyon walls.

"Well, not exactly," says one of your more dexterous members, who pulls a holodisc out of their pocket. "I snagged it off that grayshirt during the scuffle and replaced it with a blank one. It'll be a while before they've even got a clue." For some reason this gives you little comfort as you think back on the screams of the smuggler you were supposed to save as he was dragged away.

After you're picked up by your shuttle, you discover an encrypted message has arrived from senator Organa. It's your next assignment. A family hiding out on Ithor is being hunted by the Empire because one of their children is a suspected Force sensitive. A deadly Sith assassin has been dispatched to find them, and has already narrowed down the system they're hiding in. You must protect them until Rebel starfighter support can be mustered to facilitate their escape.

As you ready your gear, you are surprised when Kenobi declines to be taken back to his hut. "The Jedi Knights were once guardians of peace and justice. I've been hiding on this planet for too long, unable to help when I have seen others in need. Before I return to my sentry position here, allow me to lend you my skills and defend the innocent one last time." You nod and think: all you had to was ask, old man.

- Each hero receives 2 XP. The Imperial player receives 3 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is "Cornered" (see The Grand Inquisitor pack).

Precious Cargo

Rebel Victory – LAID BARE

You get a chance to speak with Tagg and his crew, which consists only of an ornery Ithorian pilot. You notice that Tagg was injured during your escape, and though a quick scan shows no vital spots were hit, it's still deep and likely painful. However, Tagg's demeanor and expression don't give any hint of pain.

"Well, as you can see, we're hardly in need of saving." You trade dubious looks with your own crew at this remark. "Hey, not that I'm not grateful for the assist, but that was nothing more than a brief setback, and with a little more time..." Tagg's defensive rant is cut short by a small flashing red light on a nearby comm panel. As Tagg reads the incoming transmission, his stoic expression gradually buckles under the weight of the gravity of the message he is reading. He turns to you and your crew. "My family, their location has been discovered by the Empire. An elite agent's been dispatched. I have no way to warn them, they'll be helpless!"

You ask him why the Empire is hunting his family. "Just a few weeks before the Republic fell, my first-born child had been ID'd as having Jedi potential and was selected to be enrolled in the Jedi Academy. My family has been forced into hiding ever since the Jedi were revealed to be traitors."

Tagg looks at you, now determined. "You're here to help me out, right? I need you to come with me to Ithor to help me protect my family." You explain to him that fighting a Sith assassin wasn't part of your contract. "No, but I'll bet retrieving that old hermit's holodisc from Tatooine was. And if you ever want to get your hands on that disc, and your reward, you'll help me. It's the right thing to do." You know he's right, though you're not quite sure for which reason.

- Each hero receives 3 XP. The Imperial players receives 2 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is "Cornered" (see The Grand Inquisitor pack).

Rebel Defeat – RENEGOTIATE

"Well, I can't say that went especially well, but I do appreciate the assist back there. Although hearing that you've been following us since Tatooine doesn't exactly put my mind at ease about having you on my ship." You explain to Tagg and his Ithorian pilot that you were secretly contracted by senator Bail Organa to retrieve the holodisc given to him by Kenobi on Tatooine, and to bring him and his pilot to safety under Organa's protection.

"All makes sense now, I guess. I was happy to do anything that hurt the Empire after my family was forced into hiding when my oldest was suspected of having a connection to the Force." You resist the urge to chide him for being so talkative about such things in this day and age.

Tagg reaches down and pulls a disc out of a compartment in the sole of one of his boots. "This is what you're after I suppose. Glad you're taking it off my hands, nasty Jedi stuff on there, wouldn't want my kids watching it." You pray the disc is undamaged from its hiding place.

Tagg's pilot runs into the cabin and begins speaking frantically in his native language to Tagg. "No," Tagg responds. "How could that be!? They must have a hunter who can sense Force users." Tagg looks at you and your crew. "My family is in danger. I know a group of fighter pilots that will help me, but I need you to go and protect them in the meantime. Please, if you want me to come with you, you have to help me save them." It seems that you have no choice if you want to complete your contract and collect your pay, but you remind yourself to upgrade your contract with the senator later from sand people to Sith lord.

- Each hero receives 2 XP. The Imperial player receives 3 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is "Cornered" (see The Grand Inquisitor pack).

Cornered

Rebel Victory – REBEL SCUM

Although you've been given a reprieve thanks to the Y-Wing air strike, you know it won't be long until the Empire returns to finish the job, and you can't risk staying in the area any longer. You gather up the remaining survivors. They are still in shock from seeing their family members executed in front of them by stormtroopers and the Inquisitor's lightsaber.

You can't believe the Empire would use such extreme prejudice against unarmed civilians. Against children. And just because one of them was different, was special, which made all of them a threat. You look around at your crew and think about how different all of you are. Your apathy towards the Empire had been slowly chipping away, but now you feel it rapidly crumbling.

Your ship's vid display pops open with the image of a teal skinned Rodian. You recognize it instantly as the bounty hunter Greedo, who was less than professionally courteous in your last encounter. "I can't believe it," he laughs boastfully. "You fools must have been pretty desperate to throw in your lot with the Rebellion. Now half the galaxy is hunting for you! If you needed money that badly, I'm sure Jabba would have given you a job scrubbing his throne room." You almost wish he could see you so you could show him one or two choice hand gestures.

"It will be such a pleasure to collect the bounty on you myself. I'm coming for you, Rebel scum!" Greedo's final two words hang in the air as his message completes. You decide it's time to go to the hiding place senator Organa gave you and lay low. You're surprised to catch yourself replaying Greedo's last words, and thinking maybe fighting against the Empire is the right thing to do. You must really be crazy.

- Each hero receives 3 XP. The Imperial player receives 2 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is Top Target (Greedo pack).

Rebel Defeat – FIRST STEPS

Grief hangs heavy over your crew for the innocent souls lost. Your mind is still reeling from what you just witnessed. Imperial stormtroopers murdering children. These were not casualties of war, not caught by a stray blaster bolt in a firefight with criminals. They were purposefully targeted and summarily executed, their only crime that one of them was born different. And that Sith hunter made sure there was nothing you could do to stop it. The memory of his sharp-toothed grin and yellow eyes still haunts you.

You receive an encrypted transmission from senator Organa. One of you was identified during your last encounter with the Empire, and has now been labeled as a public enemy of the galaxy, with a price on their head and their mugshot being broadcast across the holonet. The Grand Inquisitor is now personally hunting you, as are a few low level bounty hunters.

The senator instructs you to take any passengers you've brought on board and go to a designated Rebel safehouse on Ord Mantell and lay low until things quiet down. Getting the holodisc to Organa will have to wait. You sense that your brief career as a mercenary is coming to an end, but also that this perhaps is the beginning of something far more important.

- Each hero receives 2 XP. The Imperial player receives 3 XP. Heroes receive 300 credits per hero. The Imperial player receives 1 Influence.
- The next active mission is Top Target (Greedo pack).

Top Target

Rebel Victory – WE REBEL

You follow the tunnel back to the large hangar where you've hidden your ship. You're glad to see that it's still where you left it and perfectly hidden among a stack of cargo. The few bounty hunters investigating the hangar haven't found it yet, which means the few refugees that you were able to rescue have followed your directions and stayed on the ship.

You hear a Rodian voice crackle over one of the bounty hunter's comms. "Come in, this is Greedo. Those Rebels managed to escape, don't let them slip past you, we're on our way!" You take that as your cue to move and make short work of the few bounty hunters in the hangar. By the time Greedo and his thugs arrive, your ship is taking off, sending cargo crates flying and taking out a few of Greedo's men before you blast off through the hangar door and into the freedom of space.

With such a huge bounty on your heads, you realize that it's going to be impossible to continue working as a mercenary in any sort of profitable fashion. After you've seen what the Empire's capable of, you and your crew agree that it's time you fought for something greater than credits and thrills. You contact Bail Organa over a secure channel to notify him of your decision.

"I'm glad to hear that," he says. "In that case, I'll arrange for you to have a new long term informant. It's too dangerous for me to continue to communicate like this. I'd like you to meet your new Rebel contact, code-name: Fulcrum."

Rebel Defeat – BACK TO REALITY

You wish it was just you that was surrounded, subdued and put into bindings. That the rest of your crew had escaped, and that your rescue was imminent. A strike on the head from the back of a pistol brings you back to reality. None of you were able to escape, and the chances of rescue from the Rebellion are slim.

"Load them onto the ship. We'll hand these stoopas over to the Empire and collect our reward," you hear from one of the bounty hunters. One by one your heads are covered by a hood and you're hoisted roughly to your feet. Suddenly, you hear the snap-hiss of a lightsaber igniting, and the humming of a blade mixed with the screams of your captors and the sounds of bodies hitting the floor. The red glow filtering through the hood over your head sends a chill down your spine. This is no Jedi sent from the Rebellion to save you.

Your hood is yanked off your head, and the yellow-eyed face of the Inquisitor appears before you. The shackles on your wrists and ankles make it impossible to run. "Did you think you had defeated me back on Ithor? Or that you had escaped me in this place?" he asks, seeming genuinely curious. "You doomed yourselves the moment you chose to interfere." His double-bladed lightsaber begins spinning freely around its circular handle, creating a high pitched buzz. "Any last words before you die?"

You dryly request for your weapons so that you can fight for a warrior's death. "Nice try," he scoffs. "I think not."

- Heroes win the campaign!
- The Empire wins the campaign!

EDGE OF OBLIVION CAMPAIGN LOG

SETUP

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

- Build the Agenda Deck:** The Imperial player builds his deck of Agenda cards following the guidelines in "Building the Agenda Deck" on page 4 of the Rules Reference Guide in the core game. Then, he returns all cards in his Agenda deck that are played as aids or forced missions to the game box.
- Upgrade Heroes:** Each hero receives 3 XP and heroes collectively receive 400 credits per hero. Then, heroes resolve a Rebel Upgrade Stage. When purchasing item cards during this Rebel Upgrade Stage, Rebel players draw cards from the Tier 1 item deck and draw ten cards instead of six.
- Upgrade Imperial Player:** The Imperial player receives 3 XP. Then, he performs an Imperial Upgrade Stage but skips purchasing Agenda cards.
- Set Up Introductory Mission:** Players are then ready to set up and play the Introductory mission for the mini campaign. The Introductory mission is "Deadly Transmission" (See Ob-Wan Kenobi, Jedi Knight pack).

MISSION

INTRODUCTION

DEADLY TRANSMISSION

2

Tier 1 & 2 Items, Spend XP

Agenda, Spend XP

STORY MISSION 1

3

Tier 2 Items, Spend XP

Agenda, Spend XP

STORY MISSION 2

4

Tier 2 & 3 Items, Spend XP

Agenda, Spend XP

CORNERED

FINALE

TOP TARGET

THREAT LEVEL

5

REBEL UPGRADE

THREAT LEVEL

IMPERIAL UPGRADE

Empire

Experience (XP)

		Influence
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Ongoing Agendas

Name	Target

Rebels

Experience (XP)

Name	Name	Name	Name

Credits