STAR WARS™

IMPERIAL ASSAULT™

OFFICIAL FAQ

VERSION 4 / EFFECTIVE 6.12.19

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

- Added Tyrants of Lothal, Page 10
- Errata to "Spectre Cell", Page 10
- Addressed blocking terrain for Lothal Wastes Skirmish map, Page 13
- Miscellaneous FAQ and Clarifying Errata

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

ERRATA

This section describes official changes to rule text and cards.

CAMPAIGN GUIDE

INDEBTED

The second bullet of "Mission Briefing" should read:

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

LUXURY CRUISE

The first bullet of "Mission Briefing" should read:

"Doors are locked to Rebel figures. A Rebel figure can interact with a door (⊟ or ⚒) to open it."

MEANS OF PRODUCTION

The first bullet of "Mission Briefing" should read:

"Doors are locked. A Rebel figure can attack a door (Health: Twice the threat level, Defense: 1 ▼)."

UNDER SIEGE

The first bullet of "Assault" should read:

"Remove 1 door from the map and roll 1 red die. Each Rebel figure within 3 spaces of that door suffers ⊠ equal to the ⊠ results."

DRAWN IN

The second bullet of "Mission Briefing" should read:

"Doors are locked to Rebel figures. A Rebel figure can interact with a door (⊟ or ⚒) to open it."

CHAIN OF COMMAND

The third bullet of "Mission Briefing" should read:

"The door is locked to Rebel figures. A Rebel figure can interact with the door (2 ⊟ or ⚒) to open it."

TEMPTATION

The second bullet of "Hatred" should read:

"When Darth Vader has suffered ⊠ equal to twice the threat level, he is defeated and the mission ends (�res)."

CAPTURED

The second bullet of "Mission Briefing" should read:

"When a hero withdraws, he is incapacitated instead. When activating, he receives only 1 action and can only use that action to perform a move or to interact with the equipment cache."

CHARACTER SHEETS

JYN ODAN

The "Opportunist" ability should read:

"After you resolve an attack, if the target suffered 1 or more ⊠, you may move 1 space."

> **Opportunist**
> After you resolve an attack, if the target suffered 1 or more ⊠, move 1 space.

Original Card Text

DEPLOYMENT CARDS

IMPERIAL OFFICER

The "Order" ability on the regular Imperial Officer should read:

"▶ Order: Choose another friendly figure within 2 spaces. During a campaign, that figure may interrupt to perform a move. During a skirmish, that figure gains 2 movement points."

Original Card

REBEL SABOTEUR

The regular Rebel Saboteur card should include the following changes:

- The ability "〰: Pierce 2" should read "〰: Pierce 1."
- The Speed value should be 4.

On the elite Rebel Saboteur card, the ability "Blast 2 ⊠" should read "Blast 1 ⊠."

Original Cards

ROYAL GUARD

The Royal Guard cards should include the following changes:

- On the regular Royal Guard, the ability "➴: +2✖" should read "➴: Pierce 1."

- Neither the regular nor the elite Royal Guard should include the "Protector" ability. It should instead include the following: "Sentinel: While a friendly non-Guardian figure is defending, and you are adjacent to the targeted space, apply +1 ▼ to the defense results. Limit 1 "Sentinel" or "Protector" ability used per attack."

- On the regular Royal Guard, the "Vengeance" ability should read: "When an adjacent, friendly, non-Guardian figure is defeated, you become Focused."

- On the elite Royal Guard, the "Forward Vengeance" ability should read: "When an adjacent, friendly, non-Guardian figure is defeated, you become Focused and may move 1 space."
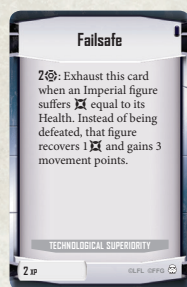

Original Cards

IMPERIAL CLASS CARDS

FAILSAFE

This card should read:

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

Original Card Text

LEARN TO PLAY GUIDE
ENDING A MISSION

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

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

RULES REFERENCE GUIDE
ACTIVATION PHASE

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

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

ADJACENT

The first bullet of "Adjacent" on page 4 should read:

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

ATTACKING OBJECTS

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

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

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

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

DEPLOYMENT CARDS

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

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

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

MASSIVE

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

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

MELEE ATTACK

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

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

REACH

The first sentence of "Reach" on page 21 should read:

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

TERRAIN

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

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

FREQUENTLY ASKED QUESTIONS

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

GENERAL

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

A: No.

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

A: Yes.

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

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

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

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

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

Q: In a campaign, can I deploy a Massive figure if there are exterior spaces, but no deployment points in them?

A: Yes. The Massive figure can be deployed to the exterior space closest to the chosen deployment point.

Q: When a Massive figure is deployed, does it push figures away from the deployment point?

A: Yes. The Massive figure is considered to have ended its movement when it is placed during a deployment. This means that unless another Massive figure is on the deployment point, a deployed Massive figure will deploy directly to the point, pushing all other figures aside.

Q: When are tokens on cards like the Imperial Class card "Shock and Awe" (Military Might – core set) removed?

A: Unless otherwise specified on a card or in a rulebook, as with Bounty tokens (from the Hutt Mercenaries Imperial Class – Jabba's Realm), all tokens are removed after each mission during Post-Mission Cleanup.
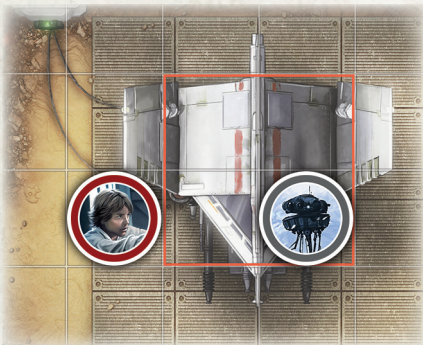
Q: If a Massive figure ends its movement on a large figure, how is the large figure pushed?

A: The large figure is pushed to a valid position that requires the least spaces of pushed movement. Note that while pushing a large figure, it cannot move diagonally and cannot be rotated. If the figure cannot reach a valid position by being pushed, place it in a valid position that is the least number of spaces away.

Q: Can I attack a Mobile figure on blocking terrain with a ⚔ (melee) attack with Reach from two spaces away?

A: Yes, if you have line of sight to the Mobile figure.

Q: Does Luke have line of sight to the Probe Droid?

A: No, neither figure has line of sight to the other. Line of sight is blocked by the space of blocking terrain that the Probe Droid does not occupy.

Q: When performing an attack with a hostile figure, can abilities from attachments be used?

A: Yes. You gain control of all abilities that are available to the figure, though you must be able to pay the costs. For example, you can have the figure suffer strain to use an ability as that choice is under the figure's control. You cannot, however, spend the Imperial player's ⚙ as that resource is under your opponent's control, not the figure's control.

HERO ABILITIES

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

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

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

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

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

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

IMPERIAL ABILITIES

Q: Does "Oppression" apply +1 ↻ to the results if Diala has suffered 1 ✷, then uses "Precise Strike" when she attacks?

A: No. Oppression's effect is triggered "when a hero who has suffered 2 or more ✷ declares an attack." When the attack is declared, Diala does not satisfy the condition and the ability is not triggered.

Q: Can I choose a Junk Droid as the Imperial figure for the "Hidden Detonators" Imperial Class card?

A: Yes.

Q: Does a figure with "Experimental Arms" suffer the 1 ⛧ after attacking even if it did not choose to apply +1 ∿?

A: No. The figure only suffers ⛧ after resolving an attack in which it chose to apply the +1 ∿.

COMMAND CARDS

Q: Can "To the Limit" be used after performing any action?

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

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

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

Q: If an elite Imperial Officer uses "Executive Order" to cause a Stormtrooper to attack, can I play "Element of Surprise?"

A: Yes. You can play "Element of Surprise" even if it is not the attacker's activation. In this case, "Element of Surprise" checks if the target figure had line of sight to the attacker at the start of the current activation, not the attacker's last activation.

Q: Can I play "Element of Surprise" during an attack during the end of a round?

A: No. "Element of Surprise" can only be played during an activation, friendly or hostile. It cannot be played during start or end of round effects.

Q: If an attacker plays "Element of Surprise," then the target is changed with "Bodyguard," does the attacker still remove a defense die?

A: No. "Element of Surprise" removes the die from the original defender's pool before the target is switched. The new target still has all of its defense dice in its pool.

Q: Can Darth Vader perform an additional action from "Lord of the Sith" if he defeats a figure after playing the card?

A: Yes. "Lord of the Sith" provides a passive effect for the duration of the activation.

MISSION RULES

Q: What does it mean when a door becomes "unlocked?" Does it open?

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

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

A: Yes.

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

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

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

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

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

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

Q: In "Captured," can large Imperial figures end their movement across a door?

A: No. When a rule states that a door does not block a large figure's movement, that figure can move through the door, but cannot end its movement across that door's edge.

TWIN SHADOWS

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

ERRATA

FIELD OFFICER/FIELD GENERAL

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

Original Card Text

FAQ

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

A: No.

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

A: Yes.

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

A: Yes.

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

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

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

A: Yes.

Q: Can any part of Biv Bodhrik's "Close and Personal" target objects?

A: No. "Close and Personal" must target a figure.

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

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

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

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

Q: If Saska is incapacitated, can other Rebel figures use her device tokens?

No. Incapacitated and withdrawn figures' abilities cannot be used, even if they don't affect that same figure.

Q: If R2-D2 rolls a blank defense result, can my opponent play "Heightened Reflexes" to remove the blank result and prevent "Lucky" from adding +1✖?

No. "Heightened Reflexes" can technically remove a blank result, but it's too late to stop "Lucky" from triggering and adding +1✖.

Q: If R2-D2 rolls a ✖ defense result, and my opponent plays "Heightened Reflexes" to remove it, does "Lucky" then add +1✖?

No. When the die was rolled, it did not roll a blank result, so Lucky does not trigger.

RETURN TO HOTH

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

ERRATA

LEIA ORGANA

The "Battlefield Leadership" ability should read:

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

Original Cards

MISSION: ESCAPE FROM CLOUD CITY

The third bullet of "Mission Briefing" should read:

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

MISSION: RESCUE OPS

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

FAQ

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

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

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

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

Q: Loku attacks an elite Stormtrooper with a Recon token, defeating it. Does Loku's "Spectrum Scanner" resolve before or after the Stormtrooper's "Last Stand?"

A: When a figure is defeated by an attack, any triggered abilities follow the timing resolution order for attacks. The attacker's abilities take priority, meaning "Spectrum Scanner" must be resolved before "Last Stand."

THE BESPIN GAMBIT

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

ERRATA

UGNAUGHT TINKERER

The regular and elite Ugnaught Tinkerer cards should include the following changes:

- The "Spot Weld" ability should read: "Put the Junk Droid companion into play in an adjacent space."

- The "Scrap Batallion" ability should read: "The Junk Droid readies at the start of your group's activation. It activates as though it was part of your group and may use your surge abilities."

Original Cards

MISSION: HOSTILE TAKEOVER

The fifth bullet of "Hostage Situation" should read:

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

FAQ

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

Q: Who draws the Supply card drawn from the R5 Astromech's "Forage" ability?

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

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

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

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

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

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

A: Yes.

Q: When can I use the Pierce reduction ability of "Zillo Technique" in a Skirmish?

A: Zillo Technique can be used to reduce the Pierce value at any time before Step 7 of an attack, where it is applied to reduce the number of blocks. Notably, this means that it can be used after surges are spent.

Q: Do black corners like those on 05A (*The Bespin Gambit*) block line of sight?

A: No. These are no different from any other corners of walls.

JABBA'S REALM

The following sections include all errata and frequently asked questions for the *Jabba's Realm* expansion.

ERRATA

MISSION: STORMING THE PALACE

The seventh bullet of "Hutt Retreat" should read:

"The neutral mission token represents Malakili. Malakili is an Imperial figure (Health: 8, Defense: None) that cannot activate. While Malakili is on the map, the Rancor gains 5 movement points at the start of its activations."

MISSION: MOMENT OF FATE

The twelfth bullet of "A Fateful Decision" should read:

"The Imperial player no longer receives bonus ⚙ at the start of each round."

FLASH BOMB

This card should read:

"2⚙: Use during your activation to choose a space within 3 spaces. Each figure on or adjacent to the chosen space suffers 1✴ and becomes Weakened. Then, discard this card."

Original Card Text

FAQ

This section answers frequently asked questions about *Jabba's Realm*.

Q: Can Luke Skywalker (Jedi Knight) attack twice during his activation?

A: Yes. Heroic does not require Luke to spend an action to perform that attack, so he is still free to use one of his two actions to perform a separate attack in the same activation.

Q: Can Luke Skywalker (Jedi Knight) use his "Heroic" ability to attack while in another figure's space?

A: No. To perform an attack, a figure must end it's movement, which Luke cannot do in a non-companion figure's space.

Q: When using "Elite Sniper" with an elite Alliance Ranger, do I have to reroll both dice at the same time, or can I reroll the second after seeing the result of the first?

A: If you choose to reroll two dice, both must be rerolled at the same time.

Q: When playing the "Hutt Mercenaries" Imperial class, when the last hero is defeated, do incapacitated heroes still get new Bounty tokens from "Wanted: Dead?"

A: Yes. Each hero should claim a new Bounty token, even if that hero is incapacitated or withdrawn at the time.

Q: When are the dice rolled for the start of round effects on the Nal Hutta Borderlands 4-Player map?

A: At the start of the round, the player or team with initiative chooses a space, then rolls 1 green die, noting the ◈ result for that space. That player or team does this once for each Turret, and may choose the same space more than once. Once all players or teams have done this for each Turret they control, each figure in the chosen spaces simultaneously suffers the cumulative damage that was assigned to that space. Any VPs gained from these figures being defeated are also gained simultaneously.

Q: In Skirmish, what happens when Greedo attacks Greedo?

A: When Greedo (A) attacks Greedo (B), A's Slow on the Draw ability triggers, causing B to attack A. This causes B's Slow on the Draw to trigger, resulting in A attacking B. In this case, only resolve each Slow on the Draw once. This results in 3 attacks in this order: A attacks B, B attacks A, A attacks B.

Q: If a player has no VPs, but counts as having 2 from a mission effect like in "Gaining Favor", can Jabba the Hutt spend those points to use "Order Hit?"

A: No. Players cannot spend VPs they currently have from "counts as" abilities. These abilities modify, but don't directly add to, the player's VPs.

Q: Can I use Jabba the Hutt's "Order Hit" ability to attack with my opponent's figure?

A: No. You could choose an opponent's figure with "Order Hit," but that figure would still make the decisions for its own attack and movement. Jabba does not let you perform an attack "with that figure."

Q: If an elite Jet Trooper attacks from 3 or more spaces away, does it gain the 2 movement points from "Fly-By?"

A: No, the Jet Trooper only gains the movement points if it attacks a target within 2 spaces.

Q: Is "Extra Protection" played as an interrupt?

A: Yes. Many abilities that trigger "when" something happens are played as interrupting abilities.

Q: Does an Alliance Ranger become Hidden with "Guerrilla" if it attacks and destroys an object?

A: No. Objects are destroyed, which is different from being defeated.

Q: If a skirmish ends in a tie, do points gained from Jabba's "Nefarious Gains" count as points from defeating hostile figures?

A: No.

Q: Can I convert two rolled ⤬ using the Ryyk Blades' ability before using the Vibrogenerator's ability?

A: No. The Vibrogenerator specifies that the -2 ⤬ is applied when the attack is declared, which will instantly cancel out the first two ⤬ results rolled or added, before they can be converted.

HEART OF THE EMPIRE

The following sections include all errata and frequently asked questions for the *Heart of the Empire* expansion.

ERRATA

DROKKATTA

The "Demolish" ability should read:

"**2⟳**: Use during your activation to choose a space within 3 spaces. Each figure and object on or adjacent to that space suffers 1 ◈. Place a rubble token on the chosen space. Limit once per activation."

KO-TUN FERALO

The "Stockpile" ability should read:

"When a friendly figure within 3 spaces interacts with a crate, instead of drawing the first Supply card, it may look at the top 5 cards and draw 1 non-VALUABLE card. Then, shuffle the deck."

TILE 02A

The Council Chamber side of tile 02 should be labeled "02A."

INTERIOR SPACES

The list of INTERIOR tiles on page 9 of the rulebook should include tiles 01A–12A and 15A–18A.

> **Demolish**
> **2⟳**: Choose a space within 3 spaces. Each figure and object on or adjacent to that space suffers 1 ◈. Place a rubble token on the chosen space. Limit once per activation.
>
> Original Card Text

> **Stockpile**
> When a friendly figure within 3 spaces interacts with a crate, that figure may draw 5 Supply cards and choose 1 non-VALUABLE card to keep, shuffling the others back into the deck.
> ©LFL ©FFG
>
> Original Card Text

PROGRESSION

The Progression section on page 10 should include the following rule:

"During the *Heart of the Empire* campaign, after the heroes choose a Story Mission to resolve, return all other active Story Mission cards to the game box."

MISSION: EXTRACTION

An additional bullet of "Mission Briefing" should read:

"When a hero withdraws, he or she is incapacitated instead. When activating, he or she receives only 1 action and can only use that action to perform a move. Incapacitated heroes do not count for control of Senator Feralo."

FAQ

This section answers frequently asked questions about *Heart of the Empire*.

Q: Can Chewbacca with "Wookiee Avenger" use the "Slam" ability twice per activation?

A: No. "Slam" is a special action, as it is denoted by the ◢▶ icon, even if it does not cost an action to perform. A figure can perform each special action only once per activation.

Q: Jarrod has the "C22 Frag Grenade" Supply card. Can J4X-7 use the grenade? Can J4X-7 suffer damage from it?

A: J4X-7 cannot use the grenade. "C22 Frag Grenade" does not specify that any figure besides the hero who has the card can use it. J4X-7 can suffer damage from the grenade as any other figure would.

TYRANTS OF LOTHAL

The following sections include all errata and frequently asked questions for the *Tyrants of Lothal* expansion.

ERRATA

SPECTRE CELL

The second paragraph of the "Spectre Cell" upgrade should read:

"At the start of each round, distribute 1 ✖ and 1 ▼ among friendly figures."

Original Card

FAQ

This section answers frequently asked questions about *Tyrants of Lothal*.

Q: In a Skirmish on the Lothal Wastes map, can a mobile figure in the center of the blocking terrain on tile 01B be attacked?

A: Yes. Please see the updated Rules Clarification entry for Blocking Terrain on page 13.

ALLY AND VILLAIN PACKS

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

ERRATA

REBEL TROOPERS

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

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

REBEL SABOTEURS

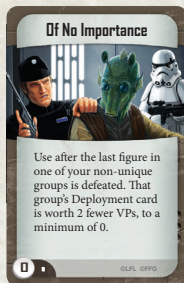See page 2 for errata to the regular and elite Rebel Saboteur Deployment cards.

HIRED GUNS

- The "Parting Shot" ability should read: "When you have suffered ◆ equal to your Health, before you are defeated, you may interrupt to perform an attack. Then, you are defeated."

Original Cards

- "Of No Importance" should read: "Use after the last figure in one of your non-unique groups is defeated. That figure is worth 2 fewer VPs, to a minimum of 0."

Original Card Text

MAUL

- The top section of "The Triple Cross" skirmish mission (also available in the Coruscant Back Alleys skirmish map) should read: "Gangsters are neutral figures (Health: 6, Defense: 2 ▼). They can suffer ◆ and be targeted by attacks and by abilities that can target hostile figures. When a figure defeats a gangster, its player gains 3 VPs."

- The setup rules for the "Propaganda War" skirmish mission (also available in the Coruscant Back Alleys skirmish map) should read: "Setup: The player with the red deployment zone claims a Rebel mission token from the map and the other player claims an Imperial mission token from the map."

SABINE WREN AND ZEB ORRELIOS

- Sabine Wren's "Evasive Maneuver" ability is incorrect on the campaign Deployment card from the Ally pack. It should read: "Move up to 2 spaces, then recover 2◆."

Original Card

- On the "Devaron Garrison" skirmish map diagram, the center door is incorrectly depicted in the center of two spaces. The correct position is along the edges half a space down, toward the interior tiles.

FAQ

CHEWBACCA ALLY PACK

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

A: No.

REBEL TROOPERS ALLY PACK

Q: If I play "Reinforcements", does my opponent lose the VPs scored from the defeated figure?

A: No. Reinforcements creates a new figure, which can be defeated for additional VPs.

Q: If my opponent has no remaining activations this round, can I play "Provoke" to force the targeted group to activate first next round?

A: No. "Activate next if able" abilities only apply to the current round.

R2-D2 AND C-3PO ALLY PACK

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

A: No.

Q: If both players use "Terminal Network," who controls the terminals?

A: Whoever played "Terminal Network" last controls all terminals.

STORMTROOPERS PACK

Q: Does an attack need to have damage to reduce in order to stun the defender with "Set for Stun?"

A: No. "Set for Stun" adds two separate effects to the attack:

1. If the target would suffer damage, reduce it to 0.
2. Then, the target becomes Stunned.

The second effect is not conditional upon the first. In cases of ambiguity, "then" is interpreted to imply a sequence of effects.

"Set for Stun" stuns the defender even if no damage is reduced, including instances where the attack misses due to insufficient accuracy or the defender rolls a ⊗.

BANTHA RIDER VILLAIN PACK

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

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

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

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

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

A: Yes.

LEIA ORGANA ALLY PACK

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

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

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

A: Each player moves only 1 Patrol Droid.

AGENT BLAISE VILLAIN PACK

Q: In the Skirmish Mission "Reconnaissance," can I place a holocam on blocking terrain?

A: No. Blocking terrain blocks adjacency, so spaces of blocking terrain are not adjacent to a figure to place a holocam in it.

BT-1 AND 0-0-0 VILLAIN PACK

Q: In the Skirmish scenario Abandoned Research, if more than one figure attacks during the same activation (with Greedo's "Parting Shot", for example) can both use their weapons?

A: Yes. Each weapon can be used once per activation.

HERA SYNDULLA AND C1-10P ALLY PACK

Q: If I play Hera's Command card "Evacuate" on Chewbacca who has "Wookiee Protector," how many VPs does my opponent score?

A: Your opponent only scores 3 VPs. "Evacuate" only counts the figure's printed cost not counting any attachments or other effects. Chewbacca's points are halved (rounded down) to 7, then "Wookiee Protector" reduces the VPs scored by 4 more.

MAUL VILLAIN PACK

Q: Darth Vader defeats Greedo during Vader's activation. Can I play "Looking for a Fight" to step out of the way of Greedo's "Parting Shot?"

A: No. "Looking for a Fight" can be used "during your activation" but cannot interrupt other actions or abilities.

RULES UPDATES AND CLARIFICATIONS

The following section includes rules introduced in various *Imperial Assault* expansions as well as clarifications to entries in the Rules Reference Guide.

ABILITIES

- Abilities that can be used "during your activation" are not interrupting abilities unless otherwise specified.
- Abilities that have per-activation limits (for example: "limit once per activation") cannot be used outside of an activation.

ATTACKS

- Some abilities allow a figure to perform an attack with a different attack type and attack pool than their normal attack.
  - When a hero performs an attack using an attack pool unrelated to his weapons (such as the melee attack from "Close and Personal" on Biv Bodhrik's Hero Sheet), he cannot use any abilities from his weapons during that attack.
  - When a figure corresponding to a Deployment card performs an attack using an alternate attack pool (such as the melee attack from "Close and Personal" on Biv Bodhrik's Deployment card), they may still trigger their surge abilities, unless the ability triggering the attack states otherwise.
- A figure must end its movement to perform an attack.
- Any effects that trigger after an attack resolves use "during an attack" resolution order.
- "After performing" and "after resolving" an attack refer to the same timing instance.
- During an attack action, all "after resolving an attack" abilities must resolve before any "after resolving an action" abilities can be triggered.
- During an attack, if the attacker's line of sight to the target space changes or if the defender moves, the attacker must then re-declare a target space. If none of the defender's spaces are eligible, the attack misses, there is no target space, and abilities that refer to a target space have no effect.

SPECIAL SITUATIONS REGARDING ATTACKS

- Some abilities allow players to perform an attack with a hostile figure. To resolve such an attack, the player resolving the ability controls the hostile figure for the duration of that attack.
  - The player resolving the ability chooses the target of the attack. All non-neutral figures are considered hostile and no figures are considered friendly while performing this attack. The figure cannot target itself.

- During a campaign, while a Rebel player is attacking with an Imperial figure or the Imperial player is attacking with a Rebel figure, that figure is considered to be both Rebel and Imperial by mission rules.
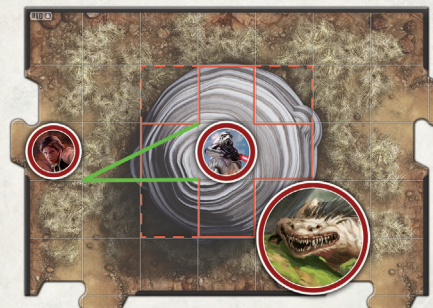- A figure that uses such an ability does not count as having performed an attack.

BLAST

Blast is applied after the attack resolves. Blast does not affect the target of the attack.

BLOCKING TERRAIN

- If a figure or object without mobile occupies a space containing blocking terrain, apply the rules for mobile to that figure or object.
- While a figure occupies a space bordered on all four edges by walls or spaces that contain blocking terrain:
  - Those spaces of blocking terrain do not block counting spaces to or from that figure's space.
  - Those spaces of blocking terrain do not block line of sight to or from that figure's space.
  - Melee attacks can be declared by or targeting that figure, ignoring those spaces of blocking terrain.
  - Those spaces of blocking terrain still block movement.

Note: This situation occurs with mobile figures on *Tyrants of Lothal* tile 01B.

Both Han and the Nexu can attack the Jet Trooper.

CLASS CARDS

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

CLEAVE

- Cleave is applied after the attack resolves.
- When a figure uses the Cleave keyword during a ✦ attack, the hostile figure chosen to suffer the ✕ from Cleave must be within line of sight of the attacker and within a number of spaces of the attacker equal to or less than the Accuracy result of the attack.

CONTROL

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

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

COMPANIONS

A **COMPANION** is a new type of support figure that is put into play through various game effects and is associated with a hero or a group. The companion shares that hero or group's affiliation and activates before or after the corresponding activation.

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

A companion follows all normal rules for figures with the following exceptions:

- A companion does not block line of sight, and a hostile figure does not spend one additional movement point to enter a space containing a companion.
- A companion can end its movement in a space containing another figure, and another figure can end its movement in a space containing a companion.
- A companion is adjacent to each figure and object in its space, and each of those figures and objects are adjacent to the companion.
- A companion cannot interact.
- A companion has a figure cost of 0 (see "Figure Cost" on the right).
- If a companion performs an attribute test, it automatically fails.
- When a group that is associated with a companion leaves play, the companion remains in play but can no longer activate unless a game effect allows that companion to activate as part of a different group.
- During a campaign, only one companion of each type can be in play at a time. During a skirmish, each player may have one companion of each type in play.
- When a companion is put into play under a player's control, if that companion was already in play under that player's control, it is removed from the map first.

- During a skirmish, abilities that specifically affect a companion can affect only your companion.
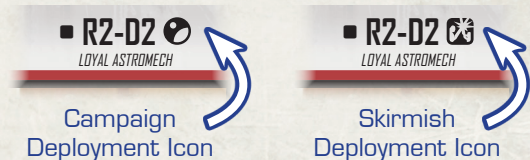- A companion is not a member of its associated group.

DEPLETE

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

DEPLOYMENT

- During a campaign, when a group is deployed, all figures in that group are deployed to the same point unless otherwise specified by the mission.

DEPLOYMENT CARD RESTRICTIONS

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

R2-D2 ⊘	R2-D2 ⊗
LOYAL ASTROMECH	LOYAL ASTROMECH
Campaign Deployment Icon	Skirmish Deployment Icon

DICE TYPES

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

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

FIGURE COST

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

- If a deployment group has a starting group size of 1, that figure's figure cost is equal to the group's deployment cost.
- If a deployment group has a starting group size of 2 or more, each figure in that group has a figure cost equal to the group's reinforcement cost.

HABITAT

HABITAT is a keyword found on certain Deployment cards. During a campaign, when the Imperial player is selecting open groups for a mission, he can choose a Deployment card with the Habitat keyword only if there is at least one tile in that mission's map whose type matches the listed Habitat.
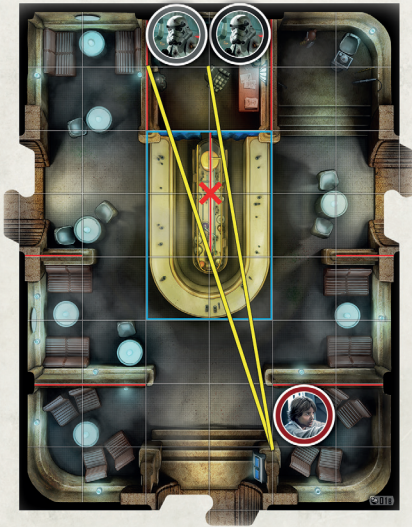
Note: During a skirmish, Habitat has no effect.

LINE OF SIGHT

The second paragraph of the Rules Reference Guide entry for Line of Sight (page 16) should read:
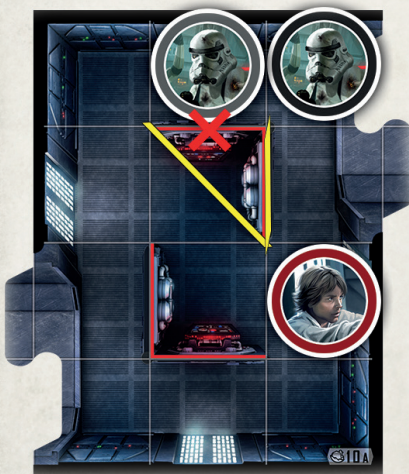
"To determine line of sight, the player draws two imaginary, non-intersecting lines from one corner of the attacking figure's space to two adjacent corners of the target's space. If either of these lines passes through--or the area between them contains--a wall, door, figure, or blocking terrain, then the figure **does not have line of sight** to the target."

Luke does not have line of sight
to the gray Stormtrooper

Additionally, a bullet has been added to clarify when an edge does or does not block line of sight:

- A blocking edge, door, or wall connecting the two chosen corners of the target space blocks line of sight if it is between the target space and the corner from which line of sight is being drawn.

Luke does not have line of sight
to the gray Stormtrooper

MASSIVE

- After a Massive figure ends its movement in spaces containing at least one other figure during an activation, Start of Round, or End of Round, the Massive figure cannot move any more during that activation, Start of Round, or End of Round.

NEUTRAL DEPLOYMENT CARDS

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

Neutral icon

REBEL UPGRADE STAGE

When 1 or more expansions are incorporated into an Imperial Assault campaign, Rebel players follow a different procedure during Rebel Upgrade Stages.

Rebel players no longer draw six cards from each Item deck listed in the campaign log. Instead, players should make note of the total number of cards in each Item deck at the start of the campaign. Then, during each Rebel Upgrade Stage, Rebel players draw a number of cards from each of the appropriate Item decks equal to half that number (rounded up) for the respective deck.

SKIRMISH ATTACHMENTS

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

- When deploying units during skirmish setup, if a player has one or more "Attachment" cards included in his army, he places each of these cards on one of his non-upgrade Deployment cards.

- Each Deployment card can have only one "Attachment."

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

- Many attachments require the group to have a specific trait, such as "*Trooper*." Attachments with these restrictions cannot be played on a group that does not have the trait.

When a group with an "Attachment" card is defeated, the opposing player scores VPs equal to the deployment cost of the "Attachment" card in addition to the VPs he scores from the defeated group's Deployment card.
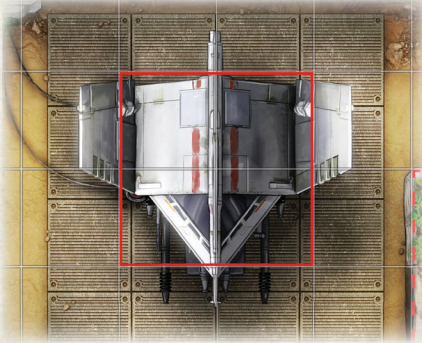
STUN

- A Stunned figure cannot declare an attack, but can resolve an attack that has already been declared if it becomes Stunned during it.

- During a mission that allows escaping, Stunned figures cannot escape.

TERRAIN

- If a group of spaces is fully encompassed by a single terrain border or a combination of a single terrain border and walls, each of those spaces is considered to contain that terrain type

  For example, each of the four spaces surrounded by blocking terrain on tile 01B (core set) contains blocking terrain. These spaces are not adjacent to one another.

Core Set Tile 01B

TILE TYPES

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

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

- **Forest:**
  - Core game tiles 01A–18A, 37A, 38B, and 39A
  - *Return to Hoth* tiles 05A and 24A
  - *The Bespin Gambit* tile 011A
  - *Jabba's Realm* tiles 01A, 03A–06A, 08A–09A, 11A–12A, 14A, and 16A
  - *Tyrants of Lothal* tiles 02A and 09A–10A
- **Desert:**
  - Core game tiles 01B-18B, 37A, 38A, and 39B
  - *Twin Shadows* tiles 04B–07B
  - *The Bespin Gambit* tile 012A
  - *Jabba's Realm* tiles 03B–04B, 06B, 08B, 14B, and 16B
  - *Tyrants of Lothal* tiles 01B–02B, 04B–07B, 09B–10B, and 12B

- **Snow:**
  - *Return to Hoth* tiles 01A–24A and 21B
- **Interior:**
  - Core game tiles 19A–36A and 19B–37B
  - *Return to Hoth* tiles 01B–20B and 22B–24B
  - *Twin Shadows* tiles 01A–07A and 01B–03B
  - *The Bespin Gambit* tiles 01A–10A and 01B–12B
  - *Jabba's Realm* tiles 02A, 07A, 10A, 13A, 15A, 17A, 01B–02B, 05B, 07B, 09B–13B, 15B, and 17B
  - *Heart of the Empire* tiles 01A–12A and 15A–18A
  - *Tyrants of Lothal* tiles 01A, 03A–08A, 11A–12A, 03B, 08B, and 11B

WINNING A SKIRMISH MISSION

A player earns victory points (VPs) during a game each time he or she defeats an opponent's figure or through card or mission effects. This is updated from the core set Rules Reference Guide.

- When a figure is defeated, the opposing player scores VPs equal to that figure's figure cost (see "Figure Cost" in the "Rules Updates" section).
- Players do not score VPs equal to the deployment cost of a group when the last figure in that group is defeated.
- When the last figure in a group is defeated, if that group had an attachment, the opposing player scores VPs equal to that attachment's cost.

"YOU"

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