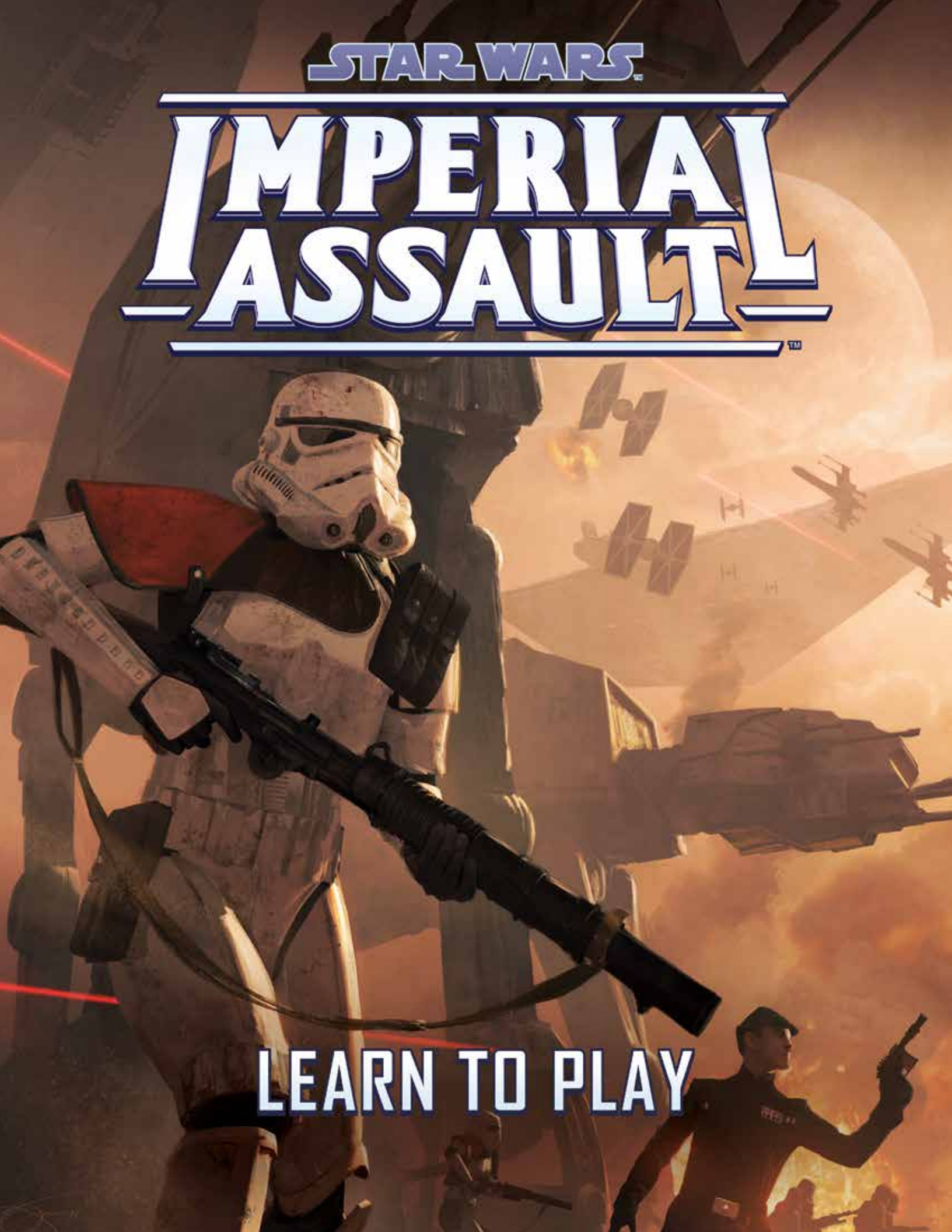

STAR WARS
IMPERIAL ASSAULT
LEARN TO PLAY

INTRODUCTION

Victory! With the destruction of the Death Star, the Rebellion has given hope to a galaxy living in fear. Having lost their ultimate weapon, the Empire scrambles to recover in the face of this crushing defeat.

As the scattered fragments of the battle station rain down upon the Rebel base on Yavin 4, the Empire sets in motion a plan to seek retribution against Rebel forces stationed on the small moon.

Not long after, when an Imperial beacon begins to broadcast from an outpost some distance away from the Rebel base, a small team of elite operatives is dispatched; their mission: to silence the signal at all costs....

CAMPAIGN MODE OVERVIEW

In the *Imperial Assault* Campaign Mode, two to five players take part in an epic *Star Wars* adventure. One player controls the forces of the mighty Galactic Empire, commanding everything from squadrons of Stormtroopers to iconic villains, such as Darth Vader.

All other players work together as a team, each controlling a hero of the Rebel Alliance. Throughout the course of the game, these heroes travel the galaxy and take part in daring missions. During each mission, Rebel and Imperial forces clash in tactical ground-based combat.

Players play multiple missions in order, growing in power and experience until facing off in a climactic final mission that determines the fate of the galaxy.

PLAYING THE CAMPAIGN MODE

The core action of the Campaign Mode happens during missions. Each mission is a game of tactical combat played on a modular game map. The map setup and special rules for each mission are described in the included Campaign Guide.

This Learn to Play booklet starts with a tutorial that teaches players the basic rules for playing a mission. This includes moving figures on the map, resolving attacks, and winning a mission. It is important for players to understand these concepts before moving on to larger concepts, such as playing consecutive missions in a campaign.

In addition to the campaign, *Imperial Assault* can be played as a two-player, head-to-head battle called Skirmish Mode or an app-driven Cooperative Mode. Once players have learned the basics of the *Imperial Assault* Campaign Mode by playing the tutorial, they can learn to play either of these other modes as well.

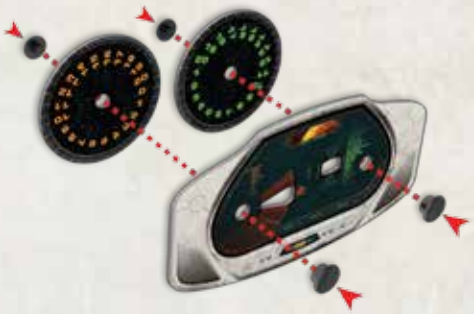
USING THIS BOOKLET

This Learn to Play booklet is written with the sole purpose of teaching new players how to play the *Imperial Assault* Campaign Mode. For this reason, this booklet omits many rules exceptions and card interactions that may be present in either of the other two modes.

In addition to this booklet, this game includes a Rules Reference Guide. The Rules Reference Guide addresses questions and special exceptions that are not answered in this booklet. Players should refer to the Rules Reference Guide if any questions arise during gameplay.

COMPONENT LIST

This component list gives the quantities for all components in the core game. It does not include the expansion components found in the Luke Skywalker and Darth Vader figure packs. All cards found in the core game are marked with the icon.



1 Threat and Round Dial
(assembled as shown above)



59 Map Tiles



4 Door Tokens with
4 Plastic Stands

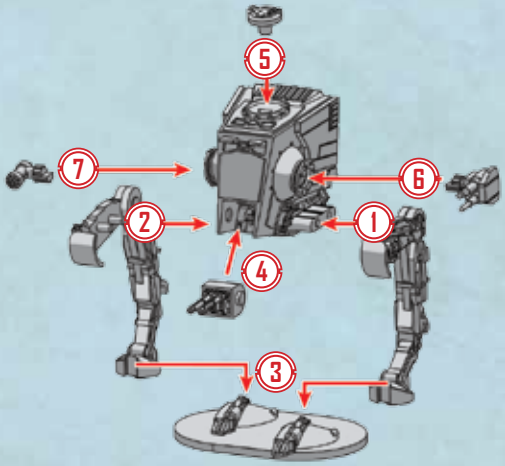


34 Figures
(includes AT-ST, assembled in
the order shown below)



11 Dice
(2 Blue, 2 Red, 2 Yellow,
2 Green, 2 Black, 1 White)

AT-ST FIGURE ASSEMBLY



COMPONENT LIST CONTINUED



1 Rules Reference Guide



1 Campaign Guide



1 Skirmish Guide



6 Hero Sheets



39 Deployment Cards (3 decks)



10 Story Mission Cards



14 Side Mission Cards



18 Agenda Cards



5 Reference Cards



54 Hero Class Cards (6 decks, 9 in each)



27 Imperial Class Cards (3 decks, 9 in each)



36 Item Cards (3 decks, 12 in each)



12 Supply Cards



18 Reward Cards



42 Command Cards



12 Condition Cards (3 decks, 4 in each)



1 Initiative Token



45 Damage Tokens (35 1's and 10 5's)



2 Skirmish Mission Cards



8 Terminal Tokens



8 Crate Tokens



15 Condition Tokens (3 types, 5 of each)



35 Strain Tokens



12 Ally and Villain Tokens



20 Mission Tokens (8 Rebel/Imperial, 12 Neutral)



1 Entrance Token



4 Activation Tokens



20 ID Tokens with 60 ID Stickers

TUTORIAL

The easiest way to learn the basics for any of the modes of *Imperial Assault* is to play a mission. For your first mission, begin by playing the Tutorial explained on pages 4–8.

After learning the basics of gameplay, players are ready to learn additional rules and begin playing a campaign.

To play the tutorial, first follow the "Tutorial Setup" steps listed below. This diagram shows how to build the map, including where to place tokens, figures, and doors.

Any unchosen hero figures and components are not used. If playing with fewer than four Rebel players the Imperial player does not use the E-Web Engineer's Deployment card and figure.
If playing with fewer than three Rebel players, the Imperial player also does not use the Probe Droid's Deployment card and figure.

After performing setup, players are ready to begin playing the game by following the rules for "Playing a Mission" on the right.

PLAYING A MISSION

Missions in *Imperial Assault* are played over a number of game rounds. Each round consists of two phases that are resolved in the following order:

1. **Activation Phase:** Play alternates back and forth, starting with the Rebel players activating one of their figures and resolving two actions, such as moving and attacking. Then the Imperial player activates all figures corresponding to one Deployment card.

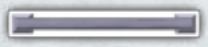
   Players continue activating figures until each figure has resolved an activation (see "Activating a Figure" on page 5).

2. **Status Phase:** After resolving all activations, players perform a number of cleanup steps (see "Status Phase" on page 7.)

After resolving the Status Phase, play proceeds to the next round, starting with Activation Phase. These phases are repeated until the mission ends (see "Ending a Mission" on page 7).

TUTORIAL SETUP

1. **Assemble Map:** Assemble the map using the map tiles, doors, crate token, and terminal tokens shown on the right.



Door Icon

2. **Assign Roles:** Players decide who will take on the role of the Imperial player. It is recommended that the most experienced player take on this role. All other players take on the roles of the Rebel heroes.

3. **Prepare Hero Components:** Each Rebel player chooses one of the following four heroes: Fenn Signis, Diala Passil, Gaarkhan, or Jyn Odan. If playing with only one Rebel player, that player chooses two heroes.

   Each hero player takes the Hero sheet, figure, and Class deck matching his hero. Then, he finds the weapon (marked with ⏚ or ⚔) in his Class deck and places it next to his Hero sheet.

4. **Activation Tokens:** Each hero claims one activation token and places it ready (green side faceup) on his Hero sheet.

5. **Prepare Deployment Cards:** The Imperial player takes one each of the following four Deployment cards and places them faceup in front of him: Stormtrooper (gray), E-Web Engineer (gray), Probe Droid (red), Imperial Officer (gray). If playing with fewer than 4 heroes, only use some of these cards and figures (see "Tutorial" above).

6. **Deploy Figures:** Place all figures on the map on the spaces indicated in the diagram on the right.



Stormtrooper figure



E-Web Engineer figure



Probe Droid figure



Imperial Officer figure

7. **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.



(Only components for two heroes shown)



MAP TILES: 02B, 07B, 25A, 27A, 32A, 33A, 36A, 38A(2)



ACTIVATING A FIGURE

When a figure is activated, resolve the following steps:

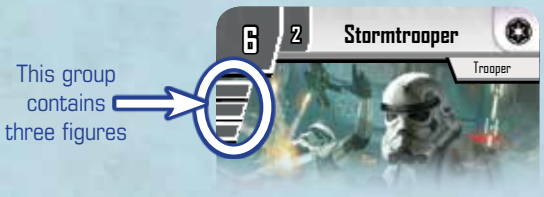
1. **Start of Activation:** When activating a hero, ready all of his exhausted Class and Item cards. Readying cards is described in detail later.
2. **Perform Actions:** The player performs any combination of two actions with the figure. Possible actions include:
   - *Move:* Gain movement points to move on the map.
   - *Attack:* Attack a hostile figure. Only **heroes** can use more than one action to attack.
   - *Interact:* Open an adjacent door or crate, or interact with another token allowed by the mission's rules.
   - *Rest:* Recover (strain) and possibly recover (damage).
   - *Special:* Resolve an (action) ability listed on one of his components.

After a Rebel figure resolves two actions, its activation ends and the Imperial player chooses a deployment group to activate. After the Imperial player activates all figures of a deployment group, the heroes choose another Rebel figure to activate.

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

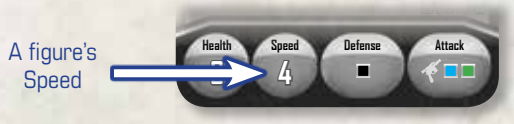
DEPLOYMENT GROUPS

Each Deployment card contains one or more bars below its deployment cost. The number of bars indicates the number of figures that form this card's **DEPLOYMENT GROUP**. While performing an activation using a Deployment card, the controlling player performs 2 actions **with each figure in the group** in the order of his choice. He must resolve both actions for one figure before choosing the next figure.



MOVE

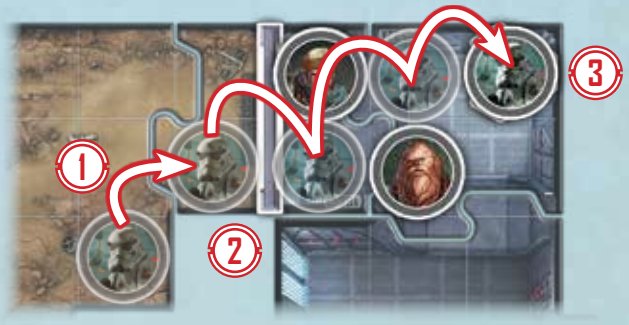
When a figure performs a move, it gains movement points equal to its Speed (printed on its Deployment card or Hero sheet).



A figure can move to an adjacent space by spending one movement point. Both orthogonal and diagonal movement is allowed. A figure's movement points may be spent at any time during its activation, before or after it performs an action.

Terrain and other figures can restrict figure movement (see "Movement Restrictions" on page 8).

EXAMPLE OF MOVEMENT



1. A Stormtrooper uses its first action to perform a move. It gains four movement points (equal to its Speed). The Imperial player then spends one movement point to move the figure one space.
2. After moving, he chooses to use his second action to interact with the door to open it.
3. He has three movement points remaining and spends them to move three more spaces before ending his activation.

INTERACT

Figures can search, examine, or otherwise interact with objects on the map during a mission. A figure can interact with a token in its space or in an adjacent space as follows:

- **Crates:** A hero can interact with a crate to draw one Supply card. He places the Supply card faceup near his Hero sheet and may use the ability as explained on the card. Then, he claims the crate token by removing it from the map and placing it by his Hero sheet. During a campaign, crates are worth credits at the end of the mission.


Crate Token

- **Doors:** A figure can interact with a door to open it. He removes the door from the map and returns it to the game box.
- **Special:** A figure can interact with other tokens on the map, such as a terminal or mission token, as stated in the mission's rules.


Door

REST

During campaign missions, heroes can suffer (strain) to resolve powerful abilities (see "Strain and Endurance" on page 7).

By resting, a hero can recover equal to his Endurance. If a hero recovers in excess of the number of strain tokens he has, the hero recovers (damage) equal to the amount of excess (see "Suffering and Recovering" on page 8).

Only heroes can rest.

SPECIAL ACTION

Many Class cards, abilities, and mission rules allow figures to perform unique actions. These abilities are denoted with a .

Each special action can only be performed once per activation.

Attack

Performing an attack is the main way in which a figure can damage a hostile figure. When a figure has suffered (damage) equal to its Health, it is defeated (see "Defeated" on page 8).

When a figure declares an attack, it first chooses a hostile figure to target. Then he rolls the attack dice listed on his Deployment card (for Imperial figures or allies) or weapon Item card (for heroes). At the same time, the defender rolls the defense dice listed on his Deployment card or Hero sheet.



After dice are rolled, the target of the attack suffers equal to the number of icons rolled minus the number of (block) icons rolled by the defender.

In addition to and icons, there are four other results that appear on dice:

- **(surge):** After rolling dice, the attacker can spend these results to trigger certain abilities (see "Abilities" on page 7).
- **(evade):** Each evade icon cancels one icon.
- **(dodge):** This icon appears on the white die. This result causes the entire attack to miss (the target suffers zero damage).
- **Accuracy:** The numbers on the dice are used to determine if a ranged attack ( ) misses (see "Accuracy" on the right).

Important: Heroes are the **only figures** that can use both of their actions to perform attacks during the same activation. If a special action ( ) involves one or more attacks, this does count as the figure using an action to attack.

Attack Restrictions

Each attack is either a **melee attack** ( ) or a **ranged attack** ( ), as indicated by the icon before the dice icons.

Melee attacks can only target figures adjacent to the attacker. Alternatively, ranged attacks can target any hostile figure that the figure can see (explained in "Line of Sight" below). There is also a chance that any ranged attack can miss the target (see "Accuracy" below).



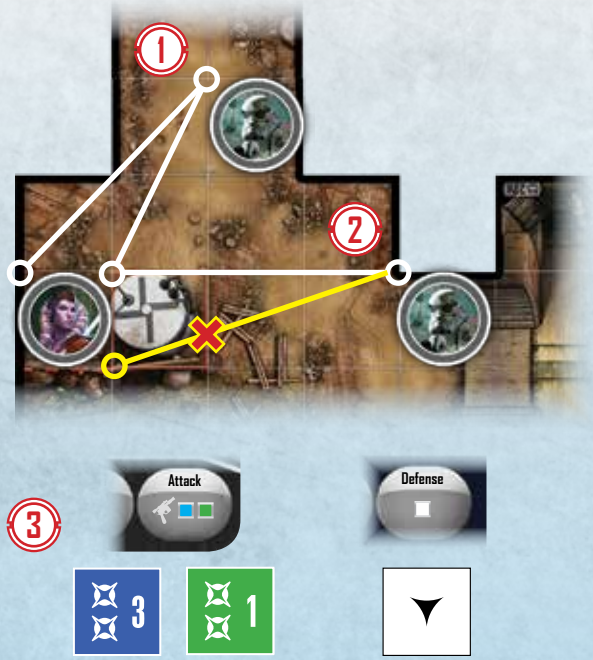
When performing a ranged attack, follow these restrictions:

- **Line of Sight:** To declare the attack, the target figure must be in line of sight of the attacking figure.

  To determine if a target is within line of sight, the attacking player chooses one corner of his figure's space. Then he traces **two** straight, uninterrupted lines to two different corners of the target's space. These lines cannot overlap and cannot be traced through walls (thick black lines), blocked terrain (red lines), or spaces containing figures. See "Example of an Attack" below for a visual example.

- **Accuracy:** After rolling dice, the amount of accuracy (the sum of the numbers on the dice) must be **equal to or greater than** the number of spaces the target is away from the attacker, referred to as distance. If the accuracy is less than the distance to the target, the attack misses and the target suffers zero damage. The farther the distance to a target, the less likely it is that the attacker will roll enough accuracy for his attack to be successful.

EXAMPLE OF AN ATTACK



1. The first Stormtrooper has line of sight to Diala, because he can draw two non-intersecting lines from one corner of his space to two different corners of Diala's Space.
2. The second Stormtrooper does not have line of sight to Diala because blocking terrain (a red line on the map) intersects the second line drawn from his corner to Diala's space.
3. The Imperial player performs an attack with the first Stormtrooper. He rolls the dice listed for his figure's Attack, while his opponent simultaneously rolls the die listed for Diala's Defense.
4. The attacker rolled a total of 4 Accuracy. Diala is only two spaces away, so the attack does not miss.
5. Then the defender takes the number of (damage) rolled and subtracts the number of (block) icons rolled. The total result is three. Diala suffers 3 by placing three damage tokens on her Hero sheet.

TRACKING ACTIVATIONS AND EXHAUSTING CARDS

When a hero is activated, he flips his activation token red side faceup to mark that he has resolved his activation.



Ready Activation Token



Exhausted Activation Token

When the last figure from a Deployment card is activated, its card is exhausted (rotated 90 degrees). Figures corresponding to an exhausted Deployment card cannot be activated again during this game round.



Ready Deployment Card



Exhausted Deployment Card

The Activation Phase ends when all activation tokens and Deployment cards are exhausted.

STATUS PHASE

After all figures have resolved their activations, players resolve a number of steps to prepare for the next round.

For the tutorial, players should simply ready all exhausted Deployment cards (by rotating them upright) and activation tokens (by flipping them green side faceup).

After resolving this phase, players start the next game round beginning with a new Activation Phase.

ENDING A MISSION

The mission's rules describe when the mission will end.

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.

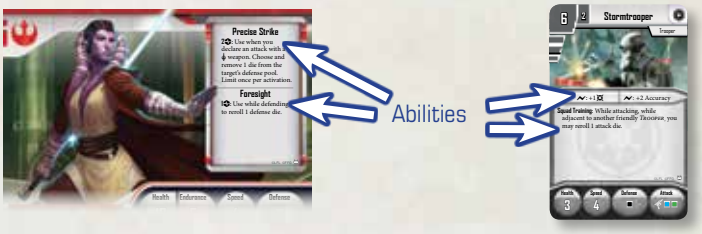
The mission ends as soon as one of these objectives is fulfilled.

ADDITIONAL CORE RULES

This section lists additional rules that are needed to play the Tutorial. This includes using special abilities, suffering damage, and more.

ABILITIES

Abilities are found on Hero sheets, Deployment cards, Class cards, and within mission rules.



Abilities provide special effects that can be performed above and beyond the standard rules of the game. For example, an ability may let a figure perform an additional attack or allow it to break the rules in certain situations.

Some abilities are prefaced by icons that function as follows:

- : The hero must suffer the amount of listed before the (strain) icon to use the ability (see "Strain and Endurance" below).
- : The Imperial player must spend the amount of (threat) listed before the icon to use the ability. Threat is not used in the tutorial and is described later.
- : These abilities can be used as an action (see "Special Action" on page 5).
- : These abilities can be used by spending (surge) results during an attack. The number of the attacker can spend during the attack is equal to the amount of rolled minus the number of (evades) rolled.

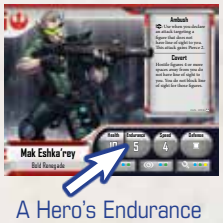
  Note: While performing an attack, a hero may spend up to 1 to recover 1 (see "Suffering and Recovering" on page 8).



Class card ability with a cost

STRAIN AND ENDURANCE

All heroes can overexert themselves by suffering (strain) to perform superior feats. The two most common reasons to suffer are to use abilities (see above) and to move additional spaces.



A Hero's Endurance

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

ADDITIONAL MOVEMENT

At any point during his activation, a hero may suffer to gain movement points. For each he suffers, the hero gains one movement point, which is added to the total of movement points he possesses. Only heroes can suffer to gain movement points. A hero can do this **up to two times** per activation.

SUFFERING AND RECOVERING

When a hero **SUFFERS** ✖ (damage) or ✚ (strain), he places the appropriate number of corresponding tokens on his Hero sheet. For other figures, this amount of tokens is placed on the map next to that figure.

Many game effects allow a figure to **RECOVER** ✖ or ✚. When this happens, discard the appropriate number of corresponding tokens from the figure (either from the hero's Hero sheet or next to the figure's base).

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

DAMAGE AND HEALTH

Attacks and abilities can cause a figure to suffer ✖ (damage). When a figure has suffered ✖ equal to its Health, that figure is immediately defeated. A figure cannot suffer ✖ in excess of its Health (any excess ✖ is ignored).



Damage Token

DEFEATED

When a figure has suffered damage equal to its Health, it is defeated. When a hero is defeated, he becomes wounded (see below). When any other figure is defeated, it is removed from the map.

When the last figure in a group is defeated, the corresponding Deployment card is returned to the Imperial player's hand.

WOUNDED

When a hero is defeated for the first time during a mission, he discards all damage tokens from his Hero sheet and flips his Hero sheet to the wounded side.



Healthy side of a Hero sheet



Wounded side of a Hero sheet

The wounded side of a Hero sheet is similar to the healthy side, but certain abilities may no longer be present, and many values for statistics and attributes may be changed. If there are more strain tokens on his Hero sheet than his Endurance value he discards the excess strain tokens.

A hero who is wounded follows all rules for activation and can still suffer ✖. If a wounded hero is defeated, he withdraws.

WITHDRAWAL

A hero who withdraws removes his figure from the map. His figure can no longer activate and is eliminated from the mission.

MOVEMENT RESTRICTIONS

In most situations a figure can spend one movement point to move into an adjacent space. There are, however, two main elements that can restrict movement: terrain and hostile figures.

MOVEMENT THROUGH TERRAIN

Some spaces on the map have a terrain type as defined by a color-coded line around the space. These spaces have the following effects on gameplay:

- **Walls:** Indicated by a black line that most often appears on the edge of map tiles. Two spaces separated by a wall are not adjacent. Figures cannot move through or trace line of sight through walls.



Wall

- **Impassable:** Indicated by a dotted red border between spaces on the map. Figures **cannot move through** dotted red lines. Two spaces separated by impassable terrain are adjacent, and line of sight can be traced through impassable terrain.



Impassable Terrain

- **Blocked:** Indicated by a solid red border surrounding a space. Figures cannot enter or trace line of sight through spaces of blocking terrain.



Blocked Terrain

- **Doors:** Indicated by a door token between spaces on the map. Two spaces separated by a door are not adjacent. Figures cannot move through or trace line of sight through doors.

- **Difficult:** Indicated by a solid blue border surrounding a space. A figure must spend one additional movement point to enter a space of difficult terrain.



Difficult Terrain

MOVEMENT THROUGH FIGURES

A figure can move into a space occupied by a friendly or neutral figure at no additional cost. A figure can move into a space occupied by a hostile figure, but must spend one additional movement point to do so.

A figure cannot end its movement in a space containing another figure.

KEYWORDS

Keywords are used as shorthand for certain abilities. The keywords "Blast," "Cleave," "Pierce," "Recover," and "Reach" are used in the tutorial. For information, see the Rules Reference Guide or the included Reference card. Other keywords, "Bleed," "Stun," and "Focus," relate to conditions. For the purposes of the tutorial, ignore all abilities that use conditions. They are described in detail later.

STOP!

You now know everything needed to play the tutorial mission. After playing this, you will have a basic understanding of the game and be ready to learn advanced rules before you begin playing a campaign (see page 9).

ADVANCED RULES

There are a number of general rules that apply to all game modes, but are not needed in the tutorial. These rules are listed on this page.

FIGURES

Figures on the map represent characters, vehicles, and creatures controlled by the players. Some figures are plastic miniatures, while others are represented by cardboard tokens.

Friendly and Hostile Figures

Figures on the map relate to each other in one of two ways: figures can either be friendly or hostile. An attack can only target a hostile figure. Numerous other game effects specify whether they affect a friendly or hostile figure.

In a campaign, all Rebel figures are friendly toward each other and hostile toward all Imperial figures. Likewise, all Imperial figures are friendly toward each other and hostile toward all Rebel figures.

Figure Size

A figure that occupies only one space on the map is a small figure. A figure that occupies more than one space on the map is a large figure. The following rules apply to large figures:

When a large figure attacks, line of sight may be traced from any single space it occupies. When a large figure is attacked, the figure performing the attack can target any single space the large figure occupies.

A large figure cannot move diagonally. While moving, a large figure cannot rotate its base unless it spends one movement point to do so. When doing this, the large figure must occupy at least half of the spaces it occupied before the rotation.

Duplicate Figure Groups

It is important that players can easily identify which figures correspond to which Deployment card. Whenever two or more Deployment cards with the same name are deployed, players can use the included ID stickers and tokens.

Simply apply matching stickers to all figures that correspond to one of the Deployment cards and place the matching ID token on that card. It is not necessary for any type of figure to have a specific color or number, as long as the same sticker is not used on different types of figures.



If desired, players may find other ways to differentiate their figure groups, such as by painting the figures or bases in different colors.

CONDITIONS

When a hero gains a condition (such as "Bleed", "Stun", or "Focus"), he takes a Condition card of the listed name and places it by his Hero sheet. When any other figure gains a condition, place a condition token next to the figure. While a figure has a Condition card or token, it must follow the rules on the corresponding Condition card.

Condition names are sometimes used as keywords on Deployment, Item, and Class cards. For example, a figure with the "~: Bleed" ability can spend a ~ while attacking to trigger this ability. As long as the target figure suffers at least 1 ✕ during the attack, that figure becomes Bleeding.

RETRIEVING TOKENS

Some missions allow figures to retrieve specific tokens on the map. In order to retrieve a token, the figure must perform an **interact** while on or adjacent to the token. The player then places the token on his figure's base to denote that the figure is now carrying it. When the figure moves, the token moves with it.

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

CONTROLLING TOKENS AND SPACES

Some missions require figures to control tokens or spaces on the map. To control a token or space, there must be a friendly figure **on or adjacent to the token or space** and no hostile figures on or adjacent to the token or space.

TIMING

Many game effects allow figures to trigger abilities during another figure's activation. These abilities specify that they **INTERRUPT**, followed by the effect of the ability.

When this happens, the current activation pauses while the interrupting ability is resolved. Then the activation resumes.

Simultaneous Effects

If two effects happen at exactly the same time, the player currently activating a figure chooses the order in which they resolve. If no figure is currently being activated, the Imperial player decides (during a campaign) or the player with initiative decides (during a skirmish).

WHAT'S NEXT?

You now know all general rules and are ready to play a full game. There are now two distinct games that can be played.

The **Campaign Mode** is a series of linked missions with a progressing narrative. Over the course of a campaign, players resolve a variety of missions while acquiring new Item, Agenda, and Class cards. To start playing Campaign Mode, read pages 10–12 of this Learn to Play booklet.

The **Skirmish Mode** is a competitive, two-player game. Players construct armies using the figures of their choice and face each other in special skirmish missions. To play Skirmish Mode, you will now need to read the Skirmish Guide.

PLAYING CAMPAIGN MODE

After players have learned the core mission rules in the tutorial, they are ready to play a full campaign.

The campaign opens with players resolving the action-packed introductory scenario "Aftermath." This mission lays the groundwork for the main story arc and helps players get comfortable with the complete mission rules.

To start playing a new campaign, players first perform the steps of "Campaign Mode Setup" below.

CAMPAIGN MODE SETUP

1. **Choose Player Roles:** Players decide who will take on the role of the Imperial player. It is recommended that the most experienced player take on this role. All other players take on the roles of the Rebel heroes.

   Players retain these roles for the entirety of the campaign.

2. **Choose Heroes:** Each Rebel player chooses one Hero sheet and takes that hero's matching Class deck and hero figure. Then each Rebel player retrieves the basic Item cards (the cards without an XP cost) from his Class deck and places them faceup on the table in front of him.

3. **Choose Imperial Class:** The Imperial player chooses one Imperial Class deck. Then he retrieves the basic Class card (the card without an XP cost) from this deck and places it faceup on the table in front of him.

4. **Build Agenda Deck:** The Imperial player takes all Agenda cards and sorts them by set (listed in the upper-right corner of the card). He chooses six Agenda card sets and shuffles these 18 cards to create the Agenda deck.

   Agenda cards are described in detail on page 14 under "Spending Influence."

5. **Build Side Mission Deck:** After playing the introductory mission, heroes use Mission cards to choose which mission they will resolve next.

   During this step of setup, Rebel players create the Side Mission deck that will be used during this campaign. They first sort the Side Mission cards by the color on the face of the cards. Then they create the Side Mission deck by shuffling together the following cards:

   - Each red Side Mission card corresponding to their heroes
   - Four green cards of the heroes' choice
   - Four random gray cards (do not reveal these cards to any player)

6. **Set Up Introductory Mission:** Players are ready to play the introductory mission for the core campaign. To prepare this mission, follow the "Mission Setup" steps listed to the right. To resolve these, the Imperial player will need to reference the "Aftermath" mission on page 4 of the Campaign Guide.

   If this is your first time playing, the Imperial player should first read the general mission rules found on page 2 of the Campaign Guide.

LESS THAN FOUR HEROES?

The Campaign Mode for *Imperial Assault* provides a balanced experience for 2–5 players. If playing with fewer than four heroes, Rebel players receive special cards from the Reward deck during setup. These cards help balance the game by increasing the heroes' Health and providing additional activation tokens.

After campaign setup for fewer than four heroes, give heroes the following components:

- *2-Hero Game:* Each hero receives a "Legendary" Reward card.
- *3-Hero Game:* Each hero receives a "Heroic" Reward card.

If there is only one Rebel player in the game, he plays a two-hero game and controls both of them separately.

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

MISSION SETUP

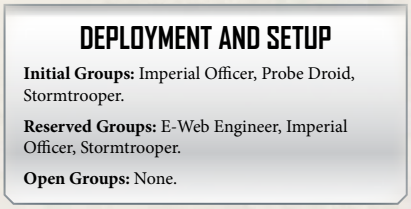
Before playing a mission, players perform the following steps:

1. **Assemble Map:** The Imperial player assembles this mission's map using map tiles as shown in the mission's diagram 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 0 and the round dial to 1.



3. **Deployment and Setup:** The Imperial player takes all Deployment cards and sorts them into groups as listed in the "Deployment and Setup" box of the mission rules. This box has up to four different elements:



Example of a Deployment and Setup box

   - *Initial Groups:* Take the listed Deployment cards and place them faceup on the table. The corresponding figures are placed on the map during step 4 "Deploy Imperial Figures."

THE CAMPAIGN GUIDE

The map diagram and special rules for each mission are listed in the Campaign Guide. To set up a mission, the Imperial player finds the chosen mission in the Campaign Guide.

The information in the Campaign Guide is secret and can **be read only by the Imperial player**. At certain points during each mission, the Imperial player will read aloud some of this information to the Rebel players.

- *Reserved Groups:* The Imperial player secretly takes the listed Deployment cards and places them in a facedown pile out of the way. The figures corresponding to these cards are placed on the map when dictated by the mission rules.
- *Open Groups:* The Imperial player secretly chooses a number of Deployment cards as listed in the "Open Groups" section. These cards form a secret hand of Deployment cards and can be used to deploy figures to the map during the Status Phase (see "Threat and Deployment" on the right).

  He may choose any ❂ or ⚔ Deployment cards **except unique cards** (cards with a ■ before the name); unique cards must be earned as mission rewards before being used as open groups (see "Allies" on page 15).

  Deployment cards not in initial, reserved, or open groups are returned to the game box and not used during this mission.
- *Special Setup:* Some missions have a "Special Setup" section. Any instructions listed here are performed at this time.

4. **Deploy Imperial Figures:** The Imperial player deploys figures on the map as indicated in the diagram.
5. **Prepare Dice, Cards, and Other Tokens:** Place all dice, 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 rules aloud to the Rebel players. If there are any map tiles in the diagram that have names, he should also indicate these tiles and names to all players. He keeps the rest of the mission rules to himself until instructed to resolve them.
7. **Deploy Rebel Figures:** Each Rebel player places his hero figure in an empty space as close to the entrance token as possible. This **includes** the space containing the entrance token itself.



Entrance Token

   If the heroes have earned an **Ally**, they can choose to deploy it at this time. Allies are not used in the introductory mission and are described later.
8. **Prepare Activation Tokens:** Each hero receives one activation token and places it ready (green side faceup) on his Hero sheet. If playing with fewer than four heroes, they may receive additional activation tokens as specified on their "Legendary" or "Heroic" Reward cards.

After players have finished setup, they are ready to begin playing the game.

PLAYING CAMPAIGN MISSIONS

Missions in *Imperial Assault* are played over a number of game rounds. Each round consists of an **Activation Phase** (see page 5) followed by a **Status Phase** (see below).

After resolving the Status Phase, players begin a new round starting with the Activation Phase. These phases are repeated until the mission ends (see "Ending a Mission" on page 12).

CAMPAIGN STATUS PHASE

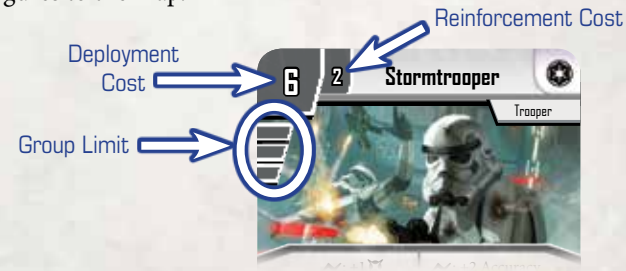
After each figure has resolved its activation, players resolve the following steps before the next round begins:

1. **Increase Threat:** The Imperial player increases the threat dial by the threat level **listed on the campaign log**, which is found on the back of the Campaign Guide. For the introductory mission, the threat level is two.
2. **Ready:** The Imperial player readies all of his exhausted Class and Deployment cards. Each hero readies all of his activation tokens, flipping them green side faceup.
3. **Deploy and Reinforce:** The Imperial player may spend ⚙ (threat) to bring additional figures onto the map.
4. **End of Round Effects:** If there are any abilities or mission rules triggered at the end of this game round, players resolve them at this time (see "Mission Events" on page 12).
5. **Advance Round Dial**: Advance the round dial by one. Then begin a new round, starting with the Activation Phase.

Threat and Deployment

During the Status Phase of each round, the Imperial player increases ⚙ (threat) which he can spend to deploy additional figures.

Each Deployment card has a deployment cost, a reinforcement cost, and a group limit. During each Status Phase, the Imperial player may deploy groups of figures and/or reinforce individual figures to the map.



To deploy a group, the Imperial player chooses a Deployment card in his hand and spends ⚙ equal to the card's deployment cost. Then he places the card faceup on the table and places a number of corresponding figures on the map equal to the card's group limit. These figures are placed as close as possible to a green deployment point shown in the mission's diagram. This **includes** the space containing the deployment point itself.



Deployment Point

To reinforce a figure, he chooses a Deployment card already on the table and spends ⚙ equal to the card's reinforcement cost. Then he places **one figure** from that group as close as possible to a green deployment point.

Each time he spends ⚙ he reduces the threat dial by that amount.

EXAMPLE OF DEPLOYMENT



1. At the start of the Status Phase, the Imperial player has 5. During the Increase Threat step, he increases by the campaign level of 2. He adjusts the dial to reflect this new total of 7.
2. During the Deploy and Reinforce step, he decides to Deploy a group of Stormtroopers. He reduces his threat dial by the Stormtrooper's deployment cost of 6, leaving him with 1 (not shown). Then he takes a Stormtrooper Deployment card from his hand and places it faceup on the table.
3. He then looks at the diagram in the Campaign Guide to locate the green deployment point.
4. Finally, he places three Stormtrooper figures on the map as close to the green deployment point as possible.

MISSION INFORMATION

Each mission provides specific rules of play, including objectives for the Rebel and Imperial players to achieve. This information, including how and when the mission will end, is described in the mission's entry in the Campaign Guide.

Some mission rules are persistent and remain in play for the entire mission. Other rules consist of individual occurrences that trigger only once, such as deploying reserved figures or increasing .

Each mission is full of many surprises that provide a sense of exploration for the Rebel players. For this reason, Rebel players cannot read the Campaign Guide. Though most rules and mission information will eventually become available to the heroes, this information is presented over time as they play through the mission.

Mission Events

At certain points during a mission, the Imperial player will be required to read information from the Campaign Guide aloud and resolve rules listed there.

These events are often triggered at the end of a certain game round, but may also be triggered when a specific situation occurs (for example, when a certain door is opened by a figure).

If this occurs during a figure's activation, the Imperial player interrupts the activation in progress. He reads the text aloud, resolves any special instructions listed, and then the player continues resolving his figure's activation.

The "Event Summary" box in the Campaign Guide provides the Imperial player a list of when events are triggered during this mission.

EVENT SUMMARY

- **End of Round when door opens:** Lockdown
- **Round 6:** End of Mission

- **Door opens:** Fortified
- **All terminals destroyed or all heroes wounded:** End of Mission

Example of an Event Summary box

Ending a Mission

Each mission's rules list the conditions that cause the mission to end. As soon as an end condition is met, the Imperial player resolves the "End of Mission" section of the mission rules. He reads the listed story text aloud, and then gives players the rewards listed below. Then players receive the rewards listed in the "Additional Rewards" section.

There is most often not a stated winner to each individual mission, though certain results are more favorable to one side or the other. The goal within each mission is for players to fulfill their mission objectives, which often will cause the mission to end. By fulfilling objectives, players receive rewards that will help them win the campaign.

END OF MISSION

When all terminals are destroyed:

Their plans disrupted, the remaining Imperial forces fall into a hasty retreat. "Nice work!" Your pilot grins back at you as you pile into the transport. "Ground troops'll be able to keep 'em nice and scattered now."

- Put Mission card "A New Threat" into play. Heroes receive 100 credits per hero.

At the end of Round 6 or when all heroes are wounded:

Imperial soldiers pour out of the forest on all sides; the beacon has done its job, and you have to run. With so many of the Imperial survivors getting organized, Rebel ground troops are going to have their hands full.

- Put Mission card "Under Siege" into play. The Imperial player receives 1 influence.

ADDITIONAL REWARDS

- Each player receives 1 XP. Heroes receive 100 credits per hero. The Imperial player receives 1 influence.

Example of the End of Mission section

STOP!

You now know everything needed to play the "Aftermath" introductory mission. After completing this mission, you are ready to continue your adventure by first following the rules for "c. Post-Mission Cleanup" on page 13.

Over the course of the campaign, players resolve a variety of missions while acquiring new items and abilities until the campaign ends in a final climactic mission.

CAMPAIGN STRUCTURE

Playing a campaign is simple. Players first resolve a mission, and then have the opportunity to purchase new Item cards, Class cards, and Agenda cards. Then they resume their narrative by choosing and resolving a new mission. They continue resolving these stages until the campaign ends with a climactic mission known as a finale.

To continue a campaign, players check the campaign log, found on the back of the Campaign guide, and resolve the next available (unmarked) stage.



In the above example, players have just resolved the "Aftermath" mission. The Rebel Upgrade stage is the next available stage.

There are three types of stages: Mission Stages, Rebel Upgrade Stages, and Imperial Upgrade Stages.

1. **Mission Stage:** Players perform the following steps:
   a. *Choose Mission:* Rebel players refer to the campaign log to determine their next mission. If the entry reads "Side Mission," heroes choose one of the active Side Mission cards. If it reads "Story Mission," they choose an active Story Mission card.
   b. *Resolve Mission:* Players resolve the chosen mission following the rules for "Playing Campaign Missions" on page 11.
   c. *Post-Mission Cleanup:* After resolving the mission, players perform the following:
      » Heroes recover all and . Any wounded heroes flip their Hero sheets to the healthy side.
      » Heroes shuffle all Supply cards back into the Supply deck.
      » Heroes gain 50 credits for each crate token in their play areas, and then discard the tokens (see "Campaign Resources" on page 14).
      » Heroes return the current mission's card to the game box.
      » If players just resolved the introductory mission, shuffle the Side Mission deck, and then draw two cards placing them faceup on the table. These are the **ACTIVE MISSIONS** that Rebel players can choose to resolve during future Mission Stages.

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

MISSION CARDS

There are three types of Mission cards: Side Missions, Story Missions, and Agenda Missions.

Mission cards represent the different adventures that Rebel players can choose to undertake. Each card provides a brief narrative explaining the mission's story as well as the possible rewards for completing that mission's objectives.

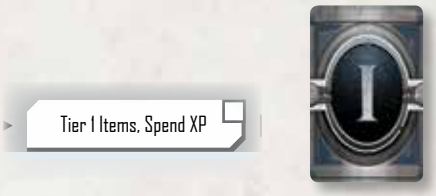
During campaign setup, Rebel players build a Side Mission deck and the Imperial player builds an Agenda deck. Story Mission cards are never randomized and become active as a result of certain mission rewards.

2. **Rebel Upgrade Stage:** Rebel players perform the following steps:
   a. *Spend Credits:* Rebel players draw six cards from the Item deck listed on the campaign log and may purchase these cards by spending credits (see "Spending Credits" below).
   b. *Spend Experience Points*: Each hero can spend experience points (XP) to purchase cards from his Class deck (see "Spending Experience Points" on page 14).
3. **Imperial Upgrade Stage:** The Imperial player performs the following steps:
   a. *Spend Influence:* The Imperial player draws four cards from the Agenda deck and may purchase any of them by spending Influence (see "Spending Influence" on page 14).
   b. *Spend Experience Points:* The Imperial player can spend XP to purchase cards from his Class deck (see "Spending Experience Points" on page 14).

After resolving each stage, players mark this stage's box on the campaign log to track their progress.

SPENDING CREDITS

During the Spend Credits step of the Rebel Upgrade Stage, players draw six Item cards from the current tier's Item deck.



The campaign log above shows that heroes draw cards from the tier 1 Item deck.

Place the drawn Item cards faceup on the table. Rebel players then collectively decide the cards that they wish to purchase by spending credits equal to the cards' costs. They give each purchased Item card to one hero, who may use this card in future missions.



During this step, players can also sell any Item cards that they already own. To sell a card, Rebel players receive an amount of credits equal to half the card's cost. Then shuffle that card back into the appropriate Item deck.

Then shuffle any Item cards not purchased back into their corresponding Item decks.

Credits are not assigned to specific heroes, they are shared by the group.

CAMPAIGN RESOURCES

Throughout a campaign, players acquire various resources as rewards for completing missions. These resources are spent to gain a variety of different advantages.

Experience Points: Both heroes and the Imperial player earn experience points (XP). XP can be spent to purchase cards from the player's Class deck.

Credits: Heroes collectively earn credits that can be spent to purchase powerful new weapons, armor, equipment, and modifications.

Influence: The Imperial player collects influence which he spends to resolve powerful Agenda cards.

These resources are not tracked with tokens. Instead, players should use a pencil to write this information on the campaign log, which is found on the back of the Campaign Guide. When a player spends or gains one of these resources, he records the new amount on this log.

Players can print out additional campaign logs online at:
www.FantasyFlightGames.com

SPENDING INFLUENCE

The Imperial player may trigger special events or create active side missions through the use of Agenda cards.

During the Imperial Upgrade Stage, the Imperial player shuffles his Agenda deck and secretly draws four Agenda cards. He may spend influence to purchase one or more of these cards. The cards that he chooses not to purchase are shuffled back into the deck without being revealed to the Rebel players.



If the card instructs him to **keep it secret**, he does not show it to the Rebel players after purchasing it, and the only information they will know about the card is its cost. Because of this, it is recommended that the Imperial player reveal the cost portion of the card before marking the spent influence to help ensure no mistakes are made in record-keeping. After purchasing, he keeps the card and can resolve it later during the campaign as specified on the card.

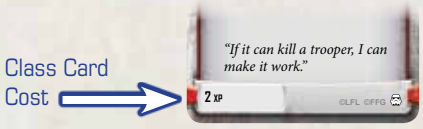
All other Agenda cards are revealed and resolved immediately after purchasing them. Unless instructed to keep the card in play or shuffle it back into the Agenda deck, the Imperial player returns Agenda cards to the game box after they are resolved.

Some Agenda cards become active side missions when purchased. Heroes can choose to resolve one of these missions anytime they can resolve a side mission. These cards provide an automatic reward to the Imperial player if the heroes decide to resolve another side mission instead of this Agenda's mission.

Agenda missions are returned to the game box when discarded or completed.

SPENDING EXPERIENCE POINTS

When a player is allowed to spend experience, he may look through his deck of unpurchased Class cards and choose to purchase any of these cards by spending XP equal to the card's cost.



After purchasing a Class card the player places it faceup in his play area. He can use this card's abilities for the rest of the campaign.

WINNING THE CAMPAIGN

Players' ultimate goal is to win the last mission of the campaign, known as the finale.

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

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

ADVANCED CAMPAIGN RULES

There are a number of advanced concepts that players may not encounter for their first few missions. This section describes these advanced rules in detail.

ATTRIBUTE TESTS

Though not used in the introductory mission, many other missions, abilities, and other game effects require heroes to resolve an attribute test.

For example, a mission rule may say: "A hero can interact with a terminal ( ) to open any door." This means that the hero can interact with a terminal to test his attribute. If he passes, he immediately opens the door.

To resolve an attribute test, the player rolls the dice listed for that attribute on his Hero sheet. If he rolls at least 1 , he passes the test. If he does not roll any , he fails the test.

Passing a test can often provide specific benefits or advance a given mission. Failing a test can often result in negative consequences such as delaying progress on mission objectives.



CAMPAIGN RECORD KEEPING

When players have finished playing *Imperial Assault* for the day, they should perform the following steps to save their progress. This will allow them to store the game and quickly resume the campaign at the start of their next session:

- **Record Progress:** Make sure the campaign log has up-to-date information about all players' XP, credits, and influence. Players should also mark the current stage of the campaign and list the names of all completed missions.
- **Store Components:** Players should use some small plastic bags (not included) to safely store components and keep them separate between sessions:
  - **General Bag:** Store all active Mission cards and any Agenda cards that are in play.
  - **Imperial Bag:** Store the **purchased** Imperial Class cards and the Imperial player's deck of unpurchased Agenda cards. He also stores any of his secret Agenda cards that he has purchased, being careful to keep them separate from his Agenda deck.
  - **Hero Bags (2-4):** Each hero creates his own bag, consisting of his Hero sheet, Item cards, and **purchased** Class cards. One player should also store available allies in his bag, if any.

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

ALLIES

Some Deployment cards have a bullet (▪) before the figure's name. These **ALLIES** represent unique personas, such as Luke Skywalker. Imperial Allies, such as Darth Vader, are called villains but follow all of the same rules as allies. Allies and villains cannot be used unless dictated by the mission or until gained as a mission reward.

During missions, allies function like additional figures on that player's side. If a player wishes to bring an ally to a mission, he must follow the "Allies" rules found in the Rules Reference Guide.

ITEM RESTRICTIONS

Throughout the course of the campaign, players will acquire a large number of Item cards. Heroes can potentially possess an unlimited number of Item cards, but each hero is limited in what he can bring to an individual mission:

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

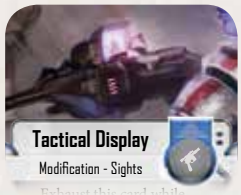
Trading Items

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

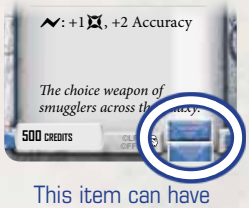
Modifications

Some items are modifications. These cards are placed below a weapon and provide the listed ability to the weapon.

Each weapon is limited in the number of modifications it can have, listed as a number of bars at the bottom right corner of the card.



MODIFICATION
Item card



This item can have two modifications.

WHAT NOW?

You now know the general rules needed to play the Campaign Mode for *Imperial Assault*. If any questions arise during gameplay, refer to the Rules Reference Guide. The Rules Reference Guide has complete rules for every topic and includes many rules exceptions not listed in this Learn to Play booklet.

In addition to the Campaign Mode, we also encourage you to check out the head-to-head battles of the Skirmish Mode and the app-driven missions of the Cooperative Mode.



CAMPAIGN QUICK REFERENCE

CAMPAIGN MISSION STRUCTURE

Missions in *Imperial Assault* are played over a number of game rounds. Each round consists of two phases that are resolved in the following order:

1. **Activation Phase**
2. **Status Phase**
    a. Increase Threat
    b. Ready
    c. Deploy and Reinforce
    d. End of Round Effects
    e. Advance Round Dial

ACTIONS

During the action phase, players alternate activating figure groups, starting with a Rebel player. While activating a figure, it receives 2 actions and can use them to perform any combination of the following:

- **Move:** Gain movement points equal to speed.
- **Attack:** Attack a hostile figure. Only heroes can use more than one action to attack.
- **Interact:** Open an adjacent door, or use an adjacent crate or terminal token.
- **Rest:** Recover ✪ (strain) and possibly ✖ (damage). Only heroes can perform a rest.
- **Special:** Other effects that require an action (listed as ◢◆).

CAMPAIGN STAGES

When playing a campaign, players resolve the following stages:

1. **Mission Stage:** Players choose and resolve a mission as follows:
    a. *Rebels Choose Active Mission*
    b. *Resolve Mission*
    c. *Post-Mission Cleanup*
        » Heroes recover all damage and strain.
        » Heroes shuffle all of their Supply cards back into the deck.
        » Heroes gain 50 credits for each crate token in their play areas, then discard the tokens.
        » Return the current mission's card to the game box.
        » Draw a new Side Mission card (if needed).
2. **Rebel Upgrade Stage:** Perform the following steps:
    a. *Spend Credits (6 cards from current Item deck)*
    b. *Spend Experience on Class cards*
3. **Imperial Upgrade Stage:** Perform the following steps:
    a. *Spend Influence (4 cards from Agenda deck)*
    b. *Spend Experience on Class cards*

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Special thanks to all of our beta testers.

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