# STAR WARS

# IMPERIAL ASSAULT

# SKIRMISH GUIDE

# INTRODUCTION

*Han Solo fires at the AT-ST, his blast glancing the side of its cockpit. "Over here you lumbering piece of junk!" he shouts, ducking back behind a pile of rubble.*

*The AT-ST's guns roar to life, showering him with dirt and bits of rock. The AT-ST turns laboriously, shaking the ground and bringing heavy blasters to bear upon its target.*

*Han flashes a hand signal to the Duros hiding in the tree above, then braces himself. "5, 4, 3..." He counts under his breath and plugs his ears.*

*Two seconds later, an explosion sucks the breath out of his lungs. After the world stops spinning, Han forces himself to survey the damage. The AT-ST teeters dangerously on one leg, its other lying in a twisted heap on the ground. "Should have picked on someone your own size," Han says as the rest of the AT-ST tips over and slams into the ground with deafening force.*

## STOP!

Before reading this document, first read pages 1–9 in the Learn to Play booklet. This will teach the basic concepts needed to play any game of *Imperial Assault*.

# OVERVIEW

The *Imperial Assault* skirmish game is an exciting experience in which two players create armies using their favorite *Star Wars* characters. The armies then face each other on the battlefield in a winner-takes-all skirmish mission.

The skirmish game uses the same foundational rules found in the Learn to Play booklet. Many of the same strategies discovered while playing the tutorial can be leveraged in a skirmish mission to crush the opposition.

One unique element of the skirmish game is that players can build their own personalized armies. This allows them to control their experience and see how their own ideas and strategies stack up against different foes.

Army building has players not only choose the figures in their armies, but also which Command cards they wish to use. Command cards have a wide range of special abilities, and add suspense and unexpected tactics.

Different combinations of figures and Command cards create wildly divergent experiences and open up unique strategies. Players can discover unexpected synergies, plan daring gambits, and feel more invested in their armies.

Playing a skirmish is not just about participating in a story, it is about outsmarting your opponent and actively shaping the battlefield.

# THE SKIRMISH GAME

A skirmish is a special way to play the game for exactly two players. In a skirmish mission, players attempt to acquire points by defeating hostile figures and fulfilling the mission's objectives.

To play a skirmish, both players must first create an army consisting of figures and Command cards of their choosing. This is described in detail in "Army Building" on page 6 of this document.

## SKIRMISH SETUP

Before playing a skirmish, perform the following steps:

1. **Bring Armies and Command Cards:** To play a skirmish mission, each player needs an army consisting of up to 40 points worth of Deployment cards and a deck of exactly 15 Command cards. Each player places his Deployment cards faceup in front of him and shuffles his deck of Command cards.

### ARMIES FOR YOUR FIRST SKIRMISH

For your first skirmish mission, each player controls one of the armies listed below. Each player receives all Deployment and Command cards listed for that army:

#### IMPERIAL ARMY

- **Deployment Cards:** Darth Vader, Royal Guard, Stormtrooper, Stormtrooper
- **Command Cards:** Force Lightning, Lure of the Dark Side, and 1 copy of each 0 cost card

#### REBEL ARMY

- **Deployment Cards:** Luke Skywalker, Diala Passil, Jyn Odan, Gaarkhan, Fenn Signis
- **Command Cards:** Deflection, Son of Skywalker, and 1 copy of each 0 cost card

**Note:** Hero sheets are not used in a skirmish. Instead, players use the included hero Deployment cards.

2. **Determine Initiative:** The player who has the **lowest total cost** of Deployment cards chooses which player begins the game with the initiative token. In the case of a tie, players determine initiative randomly.

    The player with initiative will choose deployment zones and resolve the first activation during the first round.

3. **Determine and set up Skirmish Mission:** The player with initiative shuffles his Skirmish Mission deck (see, "Building a Skirmish Mission Deck" on page 6) and draws one card. This card lists the name of the mission, which map it is played on, and the special rules for this mission.

    After drawing this card, players refer to the matching skirmish mission diagram to build the map (see "Skirmish Maps" on page 8).
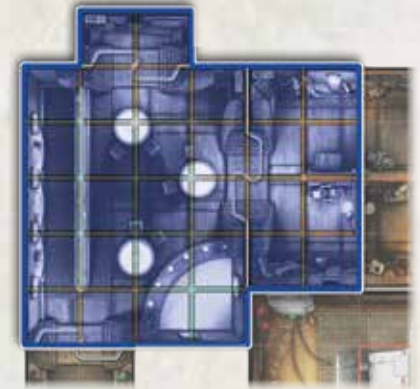
4. **Deploy Units:** The player who has initiative chooses the red or blue DEPLOYMENT ZONE (group of colored spaces) shown on the skirmish mission's diagram. He deploys all of his figures in this deployment zone.

    Then his opponent deploys all of his figures in the other deployment zone.



All blue spaces are part of one deployment zone.

5. **Draw Command Cards:** Each player draws three cards from his Command deck (see "Command Cards" on page 5).

Players are then ready to begin playing the game.

## PLAYING A SKIRMISH

To play a skirmish, players follow all the basic rules used for playing a mission. Each round consists of an **ACTIVATION PHASE**, followed by a **STATUS PHASE**. Note that the specific rules for these phases differ slightly from the rules of a campaign mission.

1. **Activation Phase:** Players first resolve any abilities that are triggered at the start of a round (for example, from the Skirmish Mission card).

    Then, starting with the player that has initiative, the players take turns activating deployment groups and performing actions with the corresponding figures. If a player has fewer ready Deployment cards than his opponent, that player can choose not to activate a group and pass play back to his opponent.

    Once all Deployment cards are exhausted, players proceed to the Status Phase.

2. **Status Phase:** After all figures have been activated, players resolve the cleanup steps in preparation for the next game round. Note that these steps are different than the Status Phase steps in a campaign (see below).

These phases are repeated until the mission ends (see "Winning a Skirmish" on page 5).

### SKIRMISH STATUS PHASE

To resolve the Status Phase during a skirmish, perform the following steps:

1. **Ready Cards:** Both players ready all of their Deployment cards.

2. **Draw Command Cards:** Each player draws one Command card from his deck, plus one additional card for each terminal he controls.

3. **End of Round Effects:** Resolve any abilities or mission rules that are triggered at the end of the round.

4. **Pass Initiative:** The player who has the initiative token passes it to his opponent. Then players begin a new round starting with a new Activation Phase.

## COMMAND CARDS

Command cards are unique to skirmishes and provide players with a wide range of abilities. Each player has a unique deck of 15 Command cards. During the last step of setup, each player draws three cards from his deck and keeps these cards secret.

A player can play each Command card when specified on that card. To play the card, he reveals it to his opponent, resolves its ability, and then discards the card.

There is no limit to the number of Command cards a player can play each turn, nor is there a limit to the number of cards he may have in hand. If there are no cards remaining in a player's Command deck, he cannot draw Command cards.
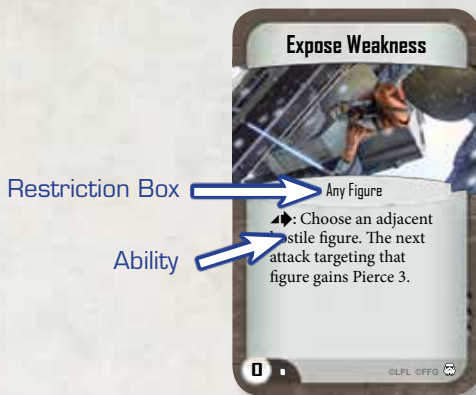
*The Initiative Token*

During the Status Phase of each round, each player draws one Command card, plus one additional card for each terminal he **CONTROLS** on the map. A player controls a terminal if he is the only player who has a figure on or adjacent to that terminal.

### FIGURES USING COMMAND CARDS

Many Command cards have a restriction box listed above the ability. These cards must be played **on a single friendly figure** that matches the restrictions listed (often a trait or figure name). If the player does not have any eligible figures on the map, then he cannot play the card. Command cards with a restriction box use the word "you" to refer to the figure using the ability.

If the card has the ◢▶ icon, that figure must use one of its actions to resolve the ability on the card.

Restriction Box →

Ability →

**Expose Weakness**

Any Figure

◢▶: Choose an adjacent hostile figure. The next attack targeting that figure gains Pierce 3.

*The "Expose Weakness" card shown above can be used by any figure. Since it has the special action icon (◢▶), the figure uses one of its actions to resolve this card's ability.*

## CHANGES FROM THE CAMPAIGN

This section lists the major rules differences between a campaign mission and a skirmish mission.

- **Suffering Strain:** If a figure suffers ✦ in a skirmish, that figure suffers ▨ instead. For each ✦ a figure suffers, the player controlling that figure may choose to discard one Command card from the top of his deck to prevent it from suffering the resulting ▨. Figures cannot recover ✦ in a skirmish.
- **Resting:** Figures cannot rest.
- **Attacking:** Figures can only use one of their actions to attack per activation. This includes using special actions that involve performing one or more attacks (such as the Nexu's "Pounce" or Darth Vader's "Brutality").
- **Heroes:** Hero sheets are not used in skirmishes. Instead, players use the corresponding Deployment cards. These cards have stats and abilities similar to, but not exactly the same as, those used in a campaign.

  Because heroes use Deployment cards, they do not follow the hero rules from the campaign and instead function like all other figures. Their activations are tracked by exhausting their Deployment cards, they can use one action to attack per activation, and they are removed from the map when defeated.
- **No Supply Cards:** Figures cannot interact with crate tokens to draw Supply cards. The effects of crate tokens are described in the mission's rules.

## WINNING A SKIRMISH

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

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

  When a player gains VPs in any of these ways, he should record the number of VPs and keep it by the figures he has defeated. We recommend using the Threat Dial to track these VPs, though players may wish to use tokens, dice, or a piece of paper.

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

# ARMY BUILDING

To play a skirmish, each player needs to build an army consisting of Deployment cards and Command cards. Armies are built without any foreknowledge of the opponent's army or the skirmish mission they will be playing.

This section details the requirements and restrictions for building an army.

## CHOOSING DEPLOYMENT CARDS

The Deployment cards in a player's army determine the figures he brings to the skirmish. The Deployment cards in a player's army must obey the following restrictions:

- **Deployment Cost:** The total Deployment cost of his cards must be 40 or fewer deployment points (shown on the upper-left corner of the card).

- **Affiliation Restriction:** All deployment cards in an army must contain the same affiliation icon (shown on the upper-right corner of the card).

- **Name Restriction:** Each army is limited to a number of Deployment cards with the same name as follows:

  - Maximum of 1 of each unique Deployment card. These cards are identified by a bullet before the name (for example, "• Darth Vader").

  - Maximum of 2 of each elite (red) Deployment card.

  - Maximum of 4 of each regular (gray) Deployment card.

- **Skirmish Upgrade Cards:** Some Deployment cards have the "Skirmish Upgrade" trait. These cards provide special abilities, but unlike normal Deployment cards, they do not have corresponding figures. These cost deployment points and often have a game changing ability (for example, allowing an army to contain Deployment cards from multiple affiliations).

## CHOOSING COMMAND CARDS

The Command cards in a player's army determine the tricks and surprises that he will be able to spring throughout the course of the skirmish (see "Command cards" on page 5).

Each player's Command deck must follow these restrictions:

- **Deck Size:** Each army's Command deck must include exactly 15 Command cards.

- **Command Cost:** The total cost of a player's Command cards must be 15 or fewer points (see diagram below).

- **Duplicate Restriction:** Each Command card has a number of card limit icons displayed to the right of the card's cost. The number of icons represents the number of copies of that card a player can have in his deck. Most Command cards have only one icon, meaning that a player can have only one copy of this card in his Command deck.

Card Cost ➡ **0** ⬅ Card Limit Icon

# ADDITIONAL SKIRMISH RULES

## MARKING FIGURES

Because it is possible for a player to have multiple identical Deployment cards in his army, it is important that each figure be identified to its player and group.

Players are free to utilize any method of their choice to differentiate these figures, such as by painting or marking the figures. Players can also use the included ID stickers and tokens by applying matching stickers to each figure in a group and placing the corresponding token on that group's Deployment card.

There are no restrictions in regards to which armies may play against one another. For example, both players may control Imperial armies in a skirmish. In this situation, players should mark any identical figures to help distinguish them from their opponent's figures.

## BUILDING A SKIRMISH MISSION DECK

During game setup, the player with initiative shuffles his Skirmish deck and draws one card to determine the mission to be played. A player's Skirmish deck consists of **one copy** of each Skirmish Mission card he owns. Players cannot customize the cards in their Skirmish decks.

## OVERFILLING A DEPLOYMENT ZONE

If a player cannot fit all of his figures into his deployment zone, he must fill as many spaces as possible. This may require him to remove some figures and redeploy in a different order.

After filling as many spaces as possible, the player may deploy his remaining figures in the spaces closest to his deployment zone.

## MEMORY ISSUES

Some Command cards have abilities that apply until a specific time, such as the end of the game round. To help remember that the card is in effect, players may wish to place the card by the component it is affecting. For example, if a Command card gives a figure a bonus each time it defends this round, players may wish to keep the card by the figure or its Deployment card until the end of the round.

## WHAT NOW?

The back of this Skirmish Guide displays the "Mos Eisley Outskirts" skirmish map and the rules for understanding skirmish maps. After reading this page, you will know everything needed to play your first skirmish mission. If questions arise during gameplay, you should use the Rules Reference Guide.

Once you have played your first skirmish, you are ready to build your own army and try your skills against your opponents.

# STAR WARS
# X-WING
## MINIATURES GAME

"WE'LL HAVE TO DESTROY THEM SHIP-TO-SHIP.

GET THE CREWS TO THEIR FIGHTERS."

— DARTH VADER

Recreate exciting *Star Wars*™ space combat in *X-Wing*, a fast-paced tabletop miniatures game! Take control of powerful Rebel X-wings and nimble Imperial TIE fighters with the core set, then build your fleet with a growing catalog of expansions. Featuring stunningly detailed and painted miniatures, *X-Wing* places the fate of the galaxy in your hands.

# SKIRMISH MAPS

The information for each skirmish mission is split across two components. The mission's rules are found on its Skirmish Mission card, while the map setup instructions and flavor text are shown in the mission setup diagram, like the one shown below.

There are two different skirmish missions played on each skirmish map. These missions are marked with an "A" or "B." For example, the skirmish map below is used for both the "Get to the Ship" and the "Smuggled Goods" skirmish missions. These names are identified on the left, followed by flavor text that describes players' motivations behind the mission.

On the right, the map is shown including the map tiles, deployment zones, and any tokens that need to be placed. Tokens that are marked with an "A" or "B" are placed on the map only when playing the corresponding mission.

# SKIRMISH QUICK REFERENCE

Below is a quick summary of the phases and steps used when playing a skirmish mission.

1. **Activation Phase**
   a. Start of Round Abilities
   b. Activate Figure Groups
2. **Status Phase**
   a. Ready Cards
   b. Draw Command Cards
   c. End of Round Effects
   d. Pass Initiative

## MOS EISLEY OUTSKIRTS
### Skirmish Map

### A — Get to the Ship

A T-16 Skyhopper, in the right hands, is a versatile and effective transport. When you heard one had been abandoned on the outskirts of the Mos Eisley spaceport, you mobilized your team to collect this useful piece of equipment.

You didn't mobilize so quickly as to leave behind your weapons and battle gear. A ship like this would attract the attention of scavengers, pirates, and other unsavory groups, and you'd rather not be the only ones without blasters.

### B — Smuggled Goods

If you thought Mos Eisley itself was rough, you haven't seen the city's outskirts. Cantinas with minimal patronage are surrounded by sand-worn storage shacks and abandoned alleyways. This, of course, makes it wonderful for smugglers.

Trying to make good with the local Hutts, you pick up a job to collect some contraband planted in this desolate location. You are on your guard for more than just law enforcement. The Hutts on Tatooine have been known to send in two teams for the same job to see who will fight harder for their employers.

**LAUNCH PANEL** — A

**CONTRABAND** — B

MAP TILES: 01ᴮ, 02ᴮ, 06ᴮ, 11ᴮ, 13ᴮ, 16ᴮ, 20ᴮ, 21ᴮ, 22ᴮ, 23ᴮ, 26ᴮ, 29ᴮ, 31ᴮ, 32ᴮ, 35ᴮ, 36ᴮ(4), 39ᴮ(3)