

STAR WARS™

IMPERIAL ASSAULT™



LEGENDS OF THE ALLIANCE
RULEBOOK

GAME OVERVIEW

Legends of the Alliance provides a cooperative mode of play for *Imperial Assault* and its expansions. In *Legends of the Alliance*, one to four hero players must work together to overcome the challenges presented to them by the companion app.

Legends of the Alliance uses the majority of the physical contents of the *Imperial Assault* core game. In general, the app tells players how and when those contents are used, as well as controlling the enemies and presenting the narrative to the players.

PLAYING THE GAME

The core action of *Legends of the Alliance* happens during missions. Each mission is a game of exploration and tactical combat played on a modular game map. Players use the physical components from the *Imperial Assault* base game with the app informing them how to set up their map, which enemies to place, how those enemies behave, and the overall objectives of a given mission.

In between missions, players travel the galaxy, visiting planets, acquiring new equipment and abilities, and generally growing in strength before embarking upon their next mission.

TUTORIALS

The app includes tutorials both for new players and for players who have played *Imperial Assault* before. After the players complete setup on page 4, they can choose the tutorial in the app to learn the game while playing, using this rulebook as a reference when needed. If players would prefer to learn the game from this rulebook, they should read the document in its entirety before beginning play.



DOWNLOAD THE APP

To download the *Legends of the Alliance* app, search for “*Legends of the Alliance*” on the Apple iOS AppStore™, Google Play™ store, Amazon Appstore, or Steam.



COMPONENTS

The component list on the next page gives the quantities for all components in the core game that are used with *Legends of the Alliance*. The remaining components can be returned to the box. This list 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.

ID TOKENS AND DUPLICATE GROUPS

During play, multiple groups of the same figure type may be present on the map. In these situations, it is important for players to be able to identify which figures belong to which group. To assist with this identification, players can use the included ID tokens and stickers.



Two groups of Trandoshan Hunters differentiated by the red “5” sticker and token.

To apply these stickers, follow these steps:

1. For each Deployment card, gather the number of corresponding figures (indicated by bars in the upper-left corner of the card).

This group contains three figures.



2. Set aside one copy of each group. These groups will be identified by their lack of a sticker.
3. For each remaining group, apply one matching sticker to each of those figures (e.g., apply the red “1” sticker to the second group of Stormtroopers). It is recommended that players use different colors for duplicate groups (i.e., use blue stickers for the third group of Stormtroopers).

During play, when a group of figures is placed on the map, take the ID token matching their stickers and place it on their Deployment card.

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

COMPONENT LIST FOR LEGENDS OF THE ALLIANCE



1 Rules Reference Guide



6 Hero Sheets



59 Map Tiles



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



39 Deployment Cards
(3 decks)



5 Reference Cards



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



36 Item Cards
(3 decks, 12 in each)



18 Reward Cards



12 Condition Cards
(3 decks, 4 in each)



12 Supply Cards



12 Ally and Villain Tokens



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



4 Door Tokens with 4 Plastic Stands



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



8 Crate Tokens



8 Terminal Tokens



15 Condition Tokens
(3 types, 5 of each)



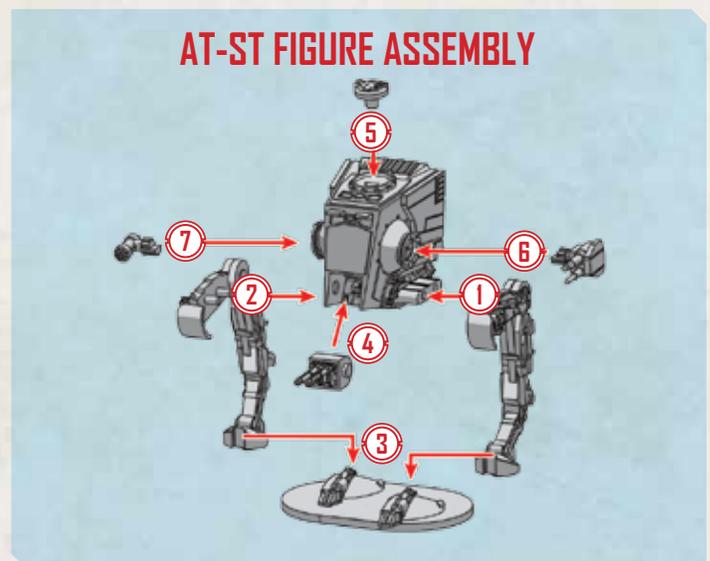
20 ID Tokens with 60 ID Stickers



35 Strain Tokens



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



SETUP

When starting a new campaign in *Legends of the Alliance*, perform the following steps:

1. **Prepare Supply:** Place the dice, Condition cards, and the damage, strain, and condition tokens within easy reach of all players. Place the Reference cards within easy reach of all players. Remove the cards “Valuable Goods,” “Troop Data,” and “C1 Comlink” from the Supply card deck and return them to the game box. Then shuffle the Supply deck and place it facedown in reach of all players.

- If players have already incorporated the *Jabba's Realm* or *Twin Shadows* expansions, they should also remove the “Pit Droid” and “Chance Cubes” Supply cards, respectively.

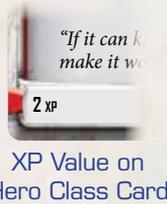
2. **Prepare Set-Aside Components:** Set aside the Deployment cards, gray figures, map tiles, doors, and the objective, terminal, and crate tokens. These components are called for at various times by the app—they should be neatly organized so they can be retrieved easily during play.

3. **Run App:** Run the *Legends of the Alliance* app and select “New Game.” Then, choose a campaign to play, the desired difficulty level, and an empty save slot.

- For the players’ first campaign, it is recommended that they choose the tutorial that is appropriate for their experience level with *Imperial Assault*. The tutorials guide the players through the remainder of setup.

4. **Set Up Party:** If the players are not playing the tutorial, the app instructs them to choose their heroes. Each player selects a hero in the app (two if playing single-player) and gathers the Hero sheet, figure, and Hero Class deck that correspond to that hero. Each player places his or her components in his or her play area. Each player retrieves the Item cards from his or her Hero Class deck that do not have an XP value in the lower-left corner, placing them faceup in his or her play area. The rest of the deck should be returned to the box, as it is not used during the first mission.

- For a two-hero game, each player also takes a “Legendary” Reward card. For a three-hero game, each player takes a “Heroic” Reward card. These Reward cards serve as a reminder about heroes’ bonus health; the text about activation tokens is ignored because it is already handled by the app.



5. **Begin:** Select “Continue” in the app. On the next screen, enter a name for the group. Then select continue to begin play.

RESUMING A GAME

When resuming an existing campaign or adventure, set up the supply and all set-aside components as normal. Then, in the app, select “Load Game” and select the appropriate save slot.

After the game loads, players must open the Training and Inventory screens to gather and distribute the appropriate components for the party.



WHAT DOES THE APP DO?

In *Legends of the Alliance*, the app serves as a live campaign guide. The app gives players the options for missions that they can embark upon, and during missions, provides all details for setup, rules, and Imperial figure behaviors.

Players are responsible for the physical components: moving their figures on the map, fighting Imperial figures, and completing objectives. Between missions, they shop and train to upgrade their heroes, gaining new cards with powerful abilities.

On occasion, players need to input information into the app regarding their progress, such as when an Imperial group is defeated, when a door opens, or which Class card a player purchases. The app uses this information to progress the campaign, revealing new tiles and figures during a mission or saving information like Class card purchases for future sessions.

While the app automatically handles most campaign details, it does not track every detail of a mission in progress. It does not know the position of figures on the map; it does not keep track of damage or conditions suffered; and it does not roll dice for the players. Players track all of these aspects using physical components as described later.

ALREADY FAMILIAR WITH THE CORE RULES?

Legends of the Alliance uses many of the rules from the core game of *Imperial Assault*, including movement, actions, combat, and other aspects of the tactical game. However, there are a few key differences, in particular the following:

- *Legends of the Alliance* is a cooperative game with no Imperial player. All players are on the hero side and win or lose the missions and campaign together.
- The app determines the setup for each mission (including mission rules, tiles, tokens, and Imperial figures), and most missions do not start with the entirety of the map revealed. As players explore the map, additional mission rules, tiles, tokens, and Imperial figures are revealed.

Pages 5–10 of this rulebook take players through the basic aspects of movement, combat, attribute tests, and other fundamentals of the core game.

If players are already familiar with these rules, it is recommended that players either skip forward to page 11 or run the app's tutorial.

CORE RULES

While the *Legends of the Alliance* app provides a lot of information and handles upkeep for the players, these core rules determine how players use the physical components of cards, tiles, and dice to progress through missions.

ROUND OVERVIEW

Missions are played over a number of game rounds in which all figures, including heroes and Imperial figures, move around the map, resolve attacks, and make progress in the mission.

Each game round consists of hero and Imperial group activations. First, the players collectively choose a hero to activate, and that hero performs two actions. Players inform the app when the hero finishes its two actions, and the app then automatically instructs players how to activate a randomly selected Imperial group.

This continues, with the party choosing another hero to activate, followed by a group of Imperial figures activating, until every figure has activated. After all figures have activated, the app may produce special effects for the mission being played. Then, a new round begins, and this process repeats until the mission ends. How a mission ends depends upon that mission's rules.

The next section describes how heroes activate. Imperial group activation is described starting on page 14.

HERO ACTIVATION

When a hero is activated, the player controlling it resolves the following steps:

1. **Start of Activation:** Ready all of the hero's exhausted Class and Item cards. Readying and exhausting cards is described in detail later.
2. **Perform Actions:** Perform any combination of two actions with the hero. The details for each action are described on the next two pages. Possible actions include:
 - *Move:* Gain movement points to move on the map.
 - *Attack:* Attack a hostile figure.
 - *Interact:* Open an adjacent door or crate, or interact with another token allowed by the mission's rules.
 - *Rest:* Recover  (strain).
 - *Special:* Resolve an  (action) ability listed on one of its components.

After the hero resolves two actions, its activation ends. The players indicate in the app that the hero has activated, which causes the next Imperial group to activate. Interacting with the app is explained later.

ACTIONS

Each of a hero's possible actions are described below.

MOVE

When a hero performs a move, it gains movement points equal to the Speed printed on its Hero sheet.



A hero can move to an adjacent space by spending one movement point. Both orthogonal and diagonal movement is allowed. A hero'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 9).

INTERACT

Heroes can search, examine, or otherwise interact with objects on the map during a mission. Interacting with tokens can provide valuable rewards, such as Supply cards and credits, and may be required to further the players' progress during a mission.

A hero can interact with a token that is in its space or in an adjacent space. A figure can interact with a door in an orthogonally adjacent space only. To interact with an object, a player selects that object in the app and selects the "Interact" button, following any instructions that appear.

At any time, players may examine the rules and narrative associated with an object even if the object is not adjacent to a hero. The hero only uses an action when the "Interact" button is selected.



Crate Token



Door

EXAMPLE OF MOVE AND INTERACT



1. Diala uses her first action to perform a move. She gains four movement points (equal to her Speed). She spends one movement point to move diagonally one space.
2. Then, she chooses to use her second action to interact with the door to open it.
3. She has three movement points remaining and spends them to move three more spaces before ending her activation.

REST

During missions, heroes can suffer  (strain) to resolve powerful abilities (see "Strain and Endurance" on page 8). By resting, a hero recovers  equal to the Endurance printed on its hero sheet.



SPECIAL ACTION

Many Class cards, abilities, and mission rules allow heroes 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 hero can damage an Imperial figure. When a figure has suffered ☒ (damage) equal to its Health, it is defeated (see “Defeated” on page 8).

When a hero declares an attack, it first chooses an Imperial figure to target. Then, the hero rolls the attack dice listed on its weapon card. At the same time, it also rolls the defense dice listed on the Imperial figure’s Deployment card.



Attack Dice on Item Card



Defense Dice on Deployment Card

After dice are rolled, the target of the attack suffers ☒ equal to the number of ☒ icons rolled minus the number of ▼ (block) icons rolled. For each damage suffered, place one damage token next to the defending figure.

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 8).
- **⌚ (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).

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).

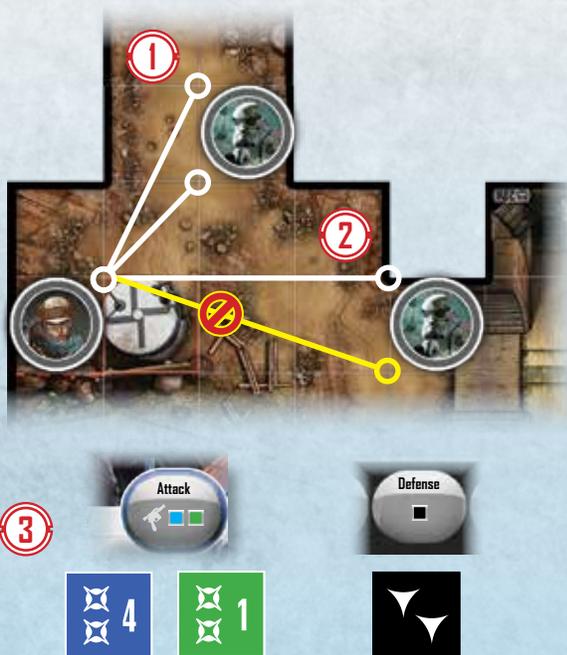


When performing a ranged attack, follow these restrictions:

- **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 the attacking figure’s space. Then he or she 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), blocking terrain (solid 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 the attack to be successful.

EXAMPLE OF AN ATTACK



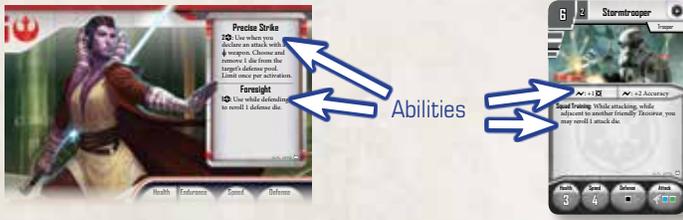
1. Fenn wants to attack a Stormtrooper with his E-11 blaster. He has line of sight to the first Stormtrooper because he can draw two non-intersecting lines from one corner of his space to two different corners of that Stormtrooper’s space.
2. He does not have line of sight to the second Stormtrooper because blocking terrain (a solid red line on the map) intersects the second line drawn from his corner to that Stormtrooper’s space.
3. Fenn performs an attack with his E-11 blaster against the first Stormtrooper. He rolls the dice listed on the E-11 weapon card and the dice listed for the Stormtrooper’s Defense on the Stormtrooper Deployment card.
4. Fenn rolled a total of 5 Accuracy. The Stormtrooper is only two spaces away, so the attack does not miss.
5. The Stormtrooper takes the number of ☒ (damage) rolled and subtracts the number of ▼ (block) icons rolled. The total result is two. The Stormtrooper suffers 2 ☒ by placing two damage tokens next to its figure.

ADDITIONAL CORE RULES

This section lists additional rules that are needed to play the game.

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).
- : These abilities can be used as an action (see “Special Action” on page 6).
- : 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.



Class card ability with a cost

Note: While performing an attack, a hero may spend up to 1 to recover 1 (see “Suffering and Recovering” to the right).

In *Legends of the Alliance*, some abilities do not function because they require an Imperial player to make a decision. Players ignore any abilities on Imperial Deployment cards that use the words “may” or “choose.”

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 its Endurance. If any game effect forces a hero to suffer that would exceed its Endurance, the hero suffers equal to the amount of excess . Allies and Imperial figures do not have an Endurance value, so they always suffer instead of .

ADDITIONAL MOVEMENT

At any point during its activation, a hero may suffer to gain movement points. For each it suffers, the hero gains one movement point, which is added to the total of movement points it 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), place the appropriate number of corresponding tokens on its Hero sheet. For other figures, this amount of tokens is placed on the map next to that figure.

Damage and strain tokens persist from round to round, but many game effects allow a figure to **RECOVER** or . When this happens, discard the appropriate number of corresponding tokens from the figure (either from its Hero sheet or from next to its base).

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

In a two-hero game, each hero gains 10 bonus Health. In a three-hero game, each hero gains 3 bonus Health. To help the players remember, bonus Health is shown in a hero's portrait in the app.



Bonus Health

DEFEATED

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

When the last figure in an Imperial group is defeated, the players indicate in the app that the group has been defeated.

WOUNDED

When a hero is defeated for the first time during a mission, discard all damage tokens from its Hero sheet and flip its Hero sheet to the wounded side. The players must also indicate to the app that the hero is wounded, which is described later.



Healthy Side



Wounded Side

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 its Hero sheet than its Endurance value, discard the excess strain tokens.

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

WITHDRAWAL

When a hero withdraws, its figure is removed from the map. That hero cannot activate for the remainder of the mission, and its card effects and hero sheet effects do not affect the game for the remainder of 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.
- **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.
- **Blocking:** Indicated by a solid red border surrounding a space. Figures cannot enter or trace line of sight through spaces of blocking 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.



Wall



Impassable Terrain



Blocking Terrain



Difficult Terrain

MOVEMENT THROUGH FIGURES

A figure can move into a space occupied by a hostile figure but must spend one additional movement point to do so. Moving through friendly figures does not cost additional points.

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

KEYWORDS

Keywords such as “Reach” and “Pierce” are used as shorthand for common abilities. Some keywords affect the outcome of the attack. Others, such as “Stun,” can apply a condition to the defender. Conditions are explained on page 10.

The effect of each keyword is described in the glossary of the Rules Reference Guide. However, a few keywords have changed in *Legends of the Alliance*; these changes are described in Appendix 1 on page 21.

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.

DEPLOYMENT GROUPS

Non-hero figures are deployed to the map as part of a **GROUP**. Each group has a corresponding Deployment card that indicates the attacks, attributes, Health, and abilities of **each figure** in that group. When a group is deployed, players retrieve the corresponding Deployment card and place it faceup where all players can see it.

REGULAR AND ELITE

Black Deployment cards correspond to **REGULAR** figures and red Deployment cards correspond to **ELITE** figures. These cards use the same type of figure, but the elite versions have better abilities and more Health. When the app instructs the players to deploy a group, it specifies which version to deploy.

This group is regular (black background).



This group has three figures.

GROUP SIZE

The size of each group is indicated on the group's Deployment card; the group includes one figure for each bar under the number in the upper-left corner of the card.

AFFILIATION

In *Legends of the Alliance*, all figures are **REBEL** or **IMPERIAL**. All Rebel figures display the Rebel icon on their hero sheets or deployment cards. All Imperial figures display either the Imperial or Mercenary icon on their Deployment cards.



Imperial Icon



Rebel Icon

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.

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.

ATTRIBUTE TESTS

Missions, abilities, and other game effects require heroes to resolve attribute tests. For example, selecting a door in the app may say: “A hero can interact with this door (🔑) to attempt to open it.” This means that a hero can interact with the door and potentially open it if the hero passes a test of its 🔑 attribute.

To resolve an attribute test, the player rolls the dice listed for that attribute on the hero’s sheet. Each 🎲 rolled equals one success. For a test on a physical component, a single success is enough to pass. For a test in the app, the player enters the number of successes rolled, and the app produces an outcome based on that number.

Allies and Imperial figures do not have attributes. Instead of rolling for an attribute test, elite figures automatically get one success and regular figures automatically fail.

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



Jyn rolls the blue die and the green die when performing an 🔑 test.

READYING AND EXHAUSTING CARDS

Some cards instruct a player to exhaust them to produce an effect. To exhaust a card, the player rotates that card 90 degrees clockwise. An exhausted card cannot be exhausted again until it has been readied. All of a hero’s cards are readied at the start of its activation. To ready a card, the player rotates that card 90 degrees counterclockwise.



Ready Class Card



Exhausted Class Card

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 it 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 in the lower-right corner of the card.



MODIFICATION Item card



This item can have two modifications.

CONDITIONS

When a hero gains a condition (such as “Bleed”, “Stun”, or “Focus”), take a Condition card of the listed name and place it by the hero’s 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. Note that the effects of some conditions have changed as described in Appendix 1 on page 21.

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. These abilities only apply the condition as long as the target figure suffers at least 1 🎯 during the attack.

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 the 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 choose to 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 players decide the order in which they resolve.

LEGENDS OF THE ALLIANCE APP

This section describes key details about gameplay in *Legends of the Alliance* and how to interact with the app.

CAMPAIGNS

Legends of the Alliance is played as a campaign composed of multiple missions. The players use the same heroes for the duration of the campaign, improving their equipment and their abilities throughout the challenging trials they endure. They progress through the campaign regardless of whether they succeed or fail at each individual mission. At the end of the campaign, their choices and performance throughout the campaign determine its outcome.

DIFFICULTY

Legends of the Alliance has two difficulty modes: Normal and Hard. When the players begin a campaign, they choose the difficulty for it. Players who choose Hard difficulty should expect to be challenged with better-trained enemies in greater numbers.

SINGLE-PLAYER CAMPAIGN

Legends of the Alliance can be played with one to four players. Normally, each player controls one hero. When playing single-player, that player chooses two heroes at the start of the campaign and controls both of them.

SAVING AND LOADING

When players start a new campaign in *Legends of the Alliance*, they select a save slot where the app will automatically save. Players do not manually save their games as they play; the app automatically saves at several key points during play:

- At the start of each mission.
- At the start of each round of a mission.
- At the end of each mission.

Players should keep in mind that *Legends of the Alliance* does not save the state of their physical content: the position of figures, damage suffered, and so on. If the players decide to stop playing in the middle of a mission, they need to record this information themselves.

MISSIONS

During a mission in *Legends of the Alliance*, players resolve a series of rounds, performing actions in an effort to explore the map, defeat Imperial figures, and pursue the mission's objectives. Much of this is assisted by the app, including the figures that are deployed, the tiles that are used, and how the mission is won.

WINNING AND LOSING

To win a mission, the heroes must complete the mission's objectives. A mission may have numerous objectives, but the players are only shown the current objective. The players can review the current objective at the bottom of the Log window, which is accessed by selecting the Log button.



Log Icon

The players lose a mission if each hero is wounded. When a hero becomes wounded (and again if it withdraws), players need to inform the app by selecting that hero's portrait and selecting the icon to the left of the portrait.



Defeat Hero Icon

DEPLOYING HEROES

At the start of each mission, the app indicates where the Rebels (heroes and allies) should be placed on the map. Each Rebel must be placed in a highlighted space on the map, or adjacent to a highlighted space if none are empty. The Rebels can be deployed in any order.



Highlighted Space

ACTIVATIONS

During a mission in *Legends of the Alliance*, heroes and Imperial groups alternate turns and activations.

At the start of each round, players collectively choose one hero to take its turn. After that hero is finished, select its portrait in the app and select the checkmark to the right of the portrait.



Imperial group activations occur automatically after a hero ends its activation. The app randomly selects a group and displays instructions for how it activates (see "Imperial Activations" on page 14).



Activated Hero



Activated Imperial

Play passes back and forth in this manner until all heroes and Imperial groups have activated. Then the next round begins.

BONUS ACTIVATIONS

When playing with fewer than four heroes, the heroes gain additional activations. In a two-hero campaign, each hero has two activations per round. In a three-hero campaign, one hero gets the bonus activation each round, cycling in portrait order.



Two Activations

Bonus activations are represented by an additional copy of a hero's portrait. After that hero's first activation, the activated portrait slides behind the unactivated portrait. A hero cannot spend a bonus activation until each hero has activated during that round.

EXAMINING THE MAP

Players can examine any element of the map at any time by selecting it in the app. This often provides information about the token as well as how to interact with it. A hero does not need to be adjacent to an object in order for a player to examine it.



EXPLORING

Missions in *Legends of the Alliance* often begin with only a small portion of the map revealed. As heroes open doors, defeat Imperials, and interact with tokens, the app automatically displays instructions for placing new tiles, tokens, and figures.



SUPPLY CARDS AND MEDPACS

As the heroes explore their environment, they may discover useful resources, primarily Supply cards and medpacs.

When a hero gains a Supply card, it is placed faceup next to that hero's sheet. That hero can use the ability as described on the card. All unused Supply cards are discarded at the end of the mission.

Medpacs are a shared resource that any hero can use. The number of medpacs the heroes have is displayed at the bottom of the screen. The app automatically updates this number when the heroes gain a medpac.

A hero can use a medpac **when it performs a rest action**, and an ally figure can use a medpac as an action. When a figure uses a medpac, it recovers 5 (damage). To use a medpac, select the medpac icon and confirm its use.



Medpac icon

PERIL EFFECTS

Peril represents the building threat of entering into the enemy's domain. A group of heroes that moves quickly and efficiently through each mission has little to worry about in the way of peril. A group that lingers too long may find themselves facing peril effects of increasing severity.



Peril Effect

Peril effects may occur at the end of a round, causing Imperial figures to deploy, dealing damage, or otherwise making the mission more difficult for the heroes.

MISSION END

After each mission, the heroes receive rewards based on their performance. All items and credits that the heroes receive are automatically added to their inventory. For each item they receive, they should retrieve the corresponding card and give it to a hero. The heroes also become healthy if they were wounded, recover all (damage) and (strain), and ready all of their cards.

ALLIES

Throughout the campaign, the heroes establish relationships with other members of the Rebel Alliance. Allies are groups represented by Rebel Deployment cards, such as the Rebel Troopers. The players gain allies when instructed to by the app.



Rebel Icon on Deployment Card

Each mission, players can deploy one ally group. Allies usually can be deployed only once, but sometimes players earn more than one deployment. If a regular ally survives a mission, it is promoted to its elite version and can be deployed again.

When deployed to a mission, the ally's portrait is displayed under the hero portraits. The players can activate the ally group instead of a hero. When activated, each figure in the ally group activates, one at a time, and performs two actions as chosen by the players.

Allies follow the same rules as heroes with the following exceptions:

- Allies are Rebel figures, but they are not heroes. Abilities and app effects that specify heroes do not apply to allies.
- Allies cannot perform the rest action, and they cannot interact with objects in the app that specify that heroes must interact.
- Allies cannot use more than one action per activation to attack.
- When defeated, ally figures are removed from the map instead of becoming wounded. They cannot be activated or deployed again during the mission.

IMPERIAL GROUPS

Imperial figures in *Legends of the Alliance* are controlled by the app. Players follow the app's instructions in order to handle these figures' activations.

IMPERIAL TRACKER

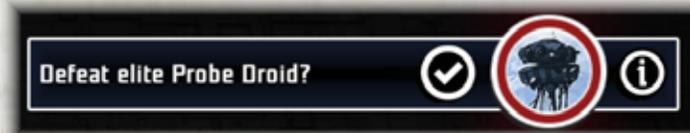
As Imperial groups are deployed during a mission, they are automatically added to the Imperial tracker in the app. The Imperial tracker provides information regarding each Imperial group: if the group has activated, if it is still in play, and its ability clarifications (if any).

The app does not know the status of individual Imperial figures. After initial placement, players must use the corresponding physical components to move figures on the map and track their damage, conditions, and other effects.

Selecting an Imperial group's portrait on the tracker provides a few options:



Imperial Tracker



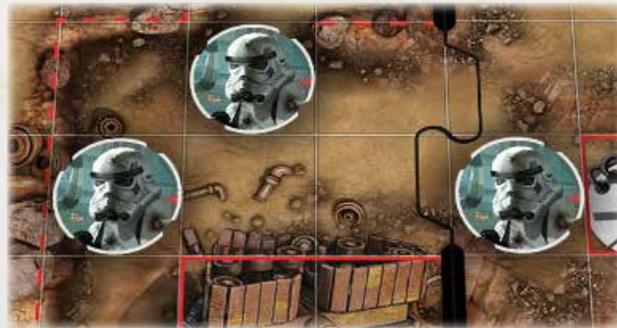
- **Defeat:** When the last figure in a group is defeated, players must inform the app by selecting the checkmark to the left of the portrait. This removes the group from the tracker and may trigger an event in the mission.
- **Info:** Players select the info button to the right of the portrait to open the info panel, which provides clarifications on the group's abilities and how they spend surges. It also displays the "Activate Group" button, which the players can use to activate a group if they need to review its most recent activation window (such as if they forgot to activate all the figures in the group).

IMPERIAL FIGURE DEPLOYMENT

During a mission, figures are deployed based upon specific circumstances in the mission, such as when a door opens.

The app always provides a message telling players which group to place and where to place them. There are two ways in which the app may instruct players to place figures:

- **As Individuals:** The icon of each figure to be placed is shown on the map in the exact space where it should be placed. If any of the spaces are not empty, place the figure as close as possible to the indicated space.



Three Stormtroopers Placed Individually

- **As a Group:** A specific space is highlighted. When this happens, the figures are placed as close as possible to the highlighted space. Generally, this involves placing the first figure in the space and the remaining figures (if any) adjacent to that space.



Highlighted Space

ID COLOR

When a group is deployed, the app may instruct the players to choose a color for that group. The purpose of the color is to differentiate multiple groups that share the same name and portrait. The players should choose the color that matches the ID sticker/token they placed on that group's figures or that best matches how they otherwise differentiated their figures.

BONUS HEALTH

Missions may grant additional Health to Imperial figures when they are deployed. This additional Health is displayed in the lower-right corner of the group's portrait. Each figure in the group adds this number to its total Health.



Imperial Officer with +3 Health

IMPERIAL ACTIVATIONS

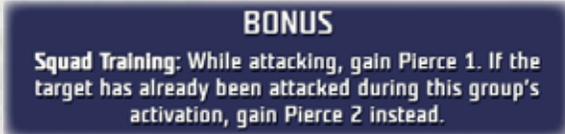
When an Imperial group activates, an activation window is displayed on the screen. Players activate figures in the displayed group, and each figure fully resolves its activation before the next figure activates.

Each activation window has two main parts: the bonus effect and the instruction list.



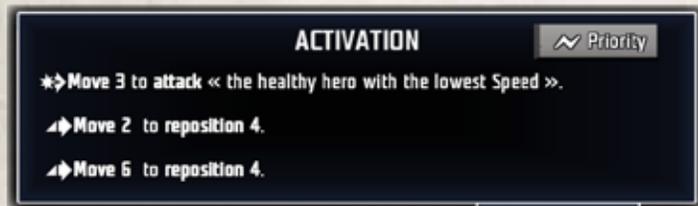
BONUS EFFECT

Each activation features a special effect that provides benefits or particular behaviors to **each** figure in that group. Bonus effects apply to the figure's whole activation unless otherwise specified.



INSTRUCTION LIST

The activation window displays a list of instructions. Each figure in the group, one at a time, resolves the displayed instructions from top to bottom. Any instructions that the figure cannot resolve are skipped (see "Skipping Instructions" to the right). After the figure resolves or skips the last instruction in the list, its activation ends and the next figure in that group activates.



An Imperial figure **cannot perform more than two actions** during its activation. An instruction costs one action for each **▶** (action) or **✦▶** (attack action) icon preceding it. If the figure does not have enough actions remaining for an instruction, that instruction is skipped.

The app uses new terms and information in regard to Imperial figure attacks and movement. The "Activation Instructions" section on page 15 describes these rules in detail.

SKIPPING INSTRUCTIONS

There are some cases in which an Imperial figure may skip an instruction. The various types of instructions and what causes them to be skipped are described later, but these are general guidelines:

- If an instruction would cause no change to the game state, the instruction is skipped unless the rules say otherwise.
- If an instruction targets a Rebel figure within a certain number of spaces and there are no Rebel figures within that number of spaces, skip that instruction.
- If an instruction would cause a figure to be defeated before it could otherwise affect a Rebel figure, skip that instruction.

FINISHING ACTIVATIONS

After all Imperial figures in a group have activated, players select the "Finish" button at the bottom of the activation window. This closes the window and allows the app to proceed.

THE IMPERIAL RULE

When resolving activation instructions, players frequently have multiple options that satisfy the instructions. When this happens, players should follow the **IMPERIAL RULE**, which means always choosing the option that is most punishing for the players.



ACTIVATION INSTRUCTIONS

The following sections explain the various types of activation instructions.

TARGET PRIORITY

Most instructions include a figure or object to target, which is enclosed by “« »” brackets. The target may be specifically named (e.g., “Gaarkhan”) or chosen by some criteria (e.g., “the hero with the highest speed”). If two or more targets satisfy the criteria, the Imperial figure chooses the closest of those targets.

Sometimes, the Imperial figure’s intended target is not legal. For example, it might be instructed to attack the hero with the most health remaining but does not have line of sight to that hero. In these situations, the figure chooses a legal target that best satisfies the criteria. If no target satisfies the criteria or if no criteria was given, the Imperial figure targets the closest Rebel figure.

Text outside of the “« »” brackets is absolute and should be resolved as written.

IMPERIAL FIGURE MOVEMENT

Many activation instructions include some form of movement. The types of movement are described in the following sections.

MOVE X TOWARD

With this type of instruction, an Imperial figure simply moves toward its target. It gains movement points equal to the number after “Move” and spends them to move as close to the target as possible. It stops moving after it spends all of its movement points or after it is adjacent to the target.

If the figure is already adjacent to its target or cannot move closer to its target, it **does not skip** this instruction. The instruction is considered resolved and costs an action if it was preceded by the  symbol.

EXAMPLE OF MOVING TOWARD



The Stormtrooper group receives the instruction: “ Move 4 toward « Fenn ».”

1. This Stormtrooper is separated from Fenn by a wall, so it spends its 4 movement points to move around the wall (Diala’s space costs 2 points). Then it finishes its activation.
2. The second Stormtrooper is already adjacent to Fenn, so it does not move. It still treats the instruction as resolved, leaving it with one action remaining.

MOVE X TO ENGAGE

When moving to engage, an Imperial figure tries to move adjacent to its target. The figure gains movement points equal to the number after “Move” and spends them to move to a space adjacent to the target. It stops moving after it is adjacent to the target.

If the figure cannot move adjacent to the target, it attempts the instruction with the next best target, following target priority. If the figure cannot move adjacent to any target, this instruction is skipped. If the figure is already adjacent to the target, it **does not skip** this instruction. The instruction is considered resolved and costs an action if it was preceded by the  symbol.

EXAMPLE OF ENGAGING



The Royal Guard group receives the instruction: “ Move 3 to engage « Diala ».”

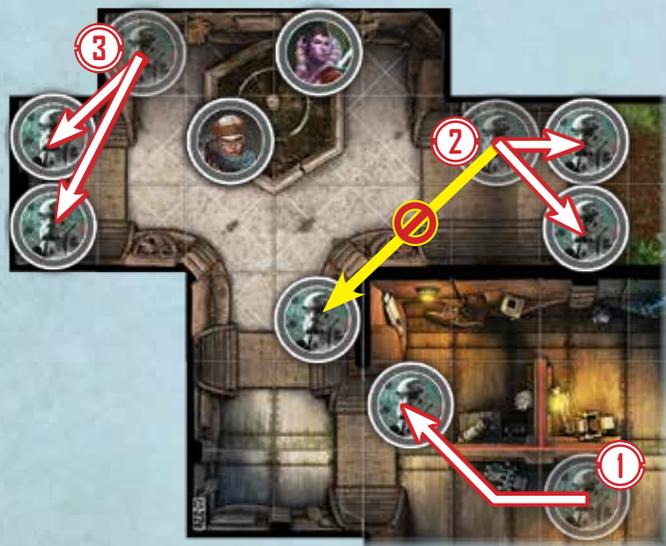
1. This Royal Guard figure moves toward Diala. After moving 2 spaces, it is adjacent to Diala, so it ends this instruction and finishes the rest of its activation.
2. This Royal Guard cannot move adjacent to Diala due to those spaces being occupied or blocked by terrain, so the Royal Guard’s target defaults to the closest Rebel figure. It moves adjacent to Fenn and finishes its activation.

MOVE X TO REPOSITION Y

When moving to reposition, an Imperial figure is trying to get to a specific distance from the Rebel figures. This may mean moving closer to the Rebels if it is too far away, or moving away from the Rebels if it is too close. The reposition value (the number after “Reposition”) is the exact distance away from the Rebel figures that the Imperial figure moves to. The Imperial figure gains movement points equal to the number after “Move” and spends those points to move toward or away from Rebel figures, stopping when the distance between it and the nearest Rebel figure is equal to its reposition value.

Imperial figures always resolve a reposition instruction as well as they can. If the Imperial figure cannot move far enough to satisfy the reposition value, it **does not skip** this instruction. If it is too close to the Rebels, it moves as far away from as many Rebel figures as possible. If it is too far away from the Rebels, it moves as close to as many Rebels as possible. The instruction still costs an action if it was preceded by the  icon.

EXAMPLE OF REPOSITIONING



The Stormtrooper group receives the instruction: “ Move 2 to reposition 3.”

1. This Stormtrooper is more than 3 spaces away from the Rebels, so it moves 2 spaces toward them.
2. If this Stormtrooper moved southwest, Fenn would become the closest Rebel figure and the Stormtrooper cannot get 3 spaces away from Fenn in that direction. Instead, it moves either east or southeast as chosen by the players. It moves only 1 space in the chosen direction because it stops moving when it is 3 spaces away from the closest Rebel figure (Diala). Then it finishes its activation.
3. With only 2 movement points to spend, this stormtrooper cannot move to a space that is 3 spaces away from the Rebels. Instead, it attempts to move as far away from as many Rebels as possible. It has two options that put it at the same distance from the nearest Rebel figure, so the players choose either option.

MOVE X TO ATTACK

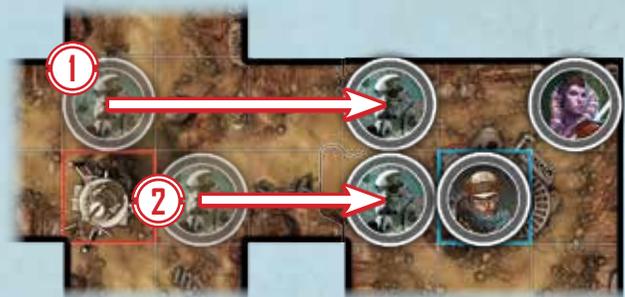
When moving to attack, an Imperial figure tries to move to and attack the target from the closest space possible. The figure gains movement points equal to the number after “Move” and spends them to move toward the target to a space where it has line of sight to the target. The figure stops moving when one of the following conditions are met:

- It has spent all of its movement points.
- It is adjacent to the target.
- It would not have line of sight to the target in a closer space.

If the figure cannot move to a space where it can attack the target, it attempts the instruction with the next best target, following target priority. If it cannot move to attack any target, it skips this instruction.

Imperial figure attacks are explained on page 17.

EXAMPLE OF MOVING TO ATTACK



The Stormtrooper group receives the instruction: “ Move 3 to attack « the hero with the most Health remaining ».”

1. Diala has more Health remaining than Fenn, so this Stormtrooper targets Diala. It spends all 3 movement points to move 3 spaces and then attacks Diala.
2. Due to the damage Diala suffered from the first Stormtrooper’s attack, Fenn now has the most Health remaining, so the second Stormtrooper targets Fenn. After moving 2 spaces, it is adjacent to Fenn, so it stops moving and attacks Fenn.

IMPERIAL MOVEMENT CLARIFICATIONS

When resolving an Imperial figure's movement, the players always abide by the following rules:

- The figure always moves via the route that uses the fewest movement points.
- After resolving an instruction, the figure’s unspent movement points are lost.
- If a hero interrupts an Imperial figure’s movement with a skill or ability, the players reevaluate the Imperial figure’s instruction to determine if the target has changed.

IMPERIAL FIGURE ATTACKS

Imperial figure attacks resolve just like hero attacks. Imperial figures use the attack type icon and dice listed on their Deployment cards. The defender uses the defense dice listed on its hero sheet or Deployment card. The player controlling the defender rolls the dice and resolves the attack.



Attack Type and Dice on Deployment Card



Defense Dice on Hero Sheet

For an Imperial figure to perform an attack, the following must be true:

- The Imperial figure must have line of sight to the target.
- For a ⚔ (melee) attack, the Imperial figure must be adjacent to the target, or within two spaces if it has the "Reach" keyword.

If the Imperial figure cannot perform an attack against its target, it chooses the next best target, following target priority. If there is no legal target for its attack, it skips the instruction.

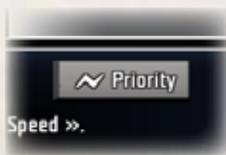
LIMIT OF ONE ATTACK ACTION

An Imperial figure **cannot perform more than one attack action** during its activation unless it has an ability that states otherwise. An instruction is an attack action if it is preceded by the ⚡ symbol.

An attack instruction that is not preceded by a ⚡ symbol does not count against the number of attack actions a figure can perform.

SPENDING SURGES

In *Legends of the Alliance*, each Imperial figure spends ⚡ icons according to its surge priority. To display a figure's surge priority, either select the "⚡ Priority" button in that figure's activation window or select the figure's portrait in the Imperial Tracker and select the info button to the right of the portrait.



Opens Surge Priority

The surge priority represents the order in which an Imperial figure spends ⚡ icons. If the figure has at least one ⚡ to spend, it uses the topmost surge ability in the list that it does not skip. The figure skips a surge ability if one of the following is true:

- It has already used that ability during this attack.
- The ability costs more ⚡ than it has remaining.
- The ability would have no effect (e.g., increasing accuracy when the attack already has enough accuracy or attempting to inflict a condition when the attack currently deals no damage).

Then, if the figure has any ⚡ remaining, it repeats this process, starting from the top of the list again. If the figure cannot resolve any surge abilities, the remaining ⚡ have no effect.

IMPERIAL ATTACK EXAMPLE



A regular Stormtrooper receives the instruction: "⚡ Attack « Diala »." It has line of sight to Diala and does not need to be adjacent for a ⚡ attack, so it can perform the attack.

1. Diala rolls her defense dice (1 white die) and the Stormtrooper's attack dice. The Stormtrooper's results are 4 accuracy, 1 ⚡, and 2 ⚡, and Diala's result is a blank. The Stormtrooper must spend its ⚡ icons according to its surge priority in the app.



2. The Stormtrooper already has enough accuracy for the attack, so it skips its first surge ability (+2 Accuracy) and spends 1 ⚡ to resolve the second surge ability (+1 ⚡).



3. The Stormtrooper has 1 ⚡ remaining, so it goes through the surge priority list again. As before, it skips the first surge ability because it has enough accuracy. It has already used the second surge ability, so it skips that ability as well. It reaches the end of the list without resolving any surge ability, so the second ⚡ has no effect.
4. The Stormtrooper has a total of 2 ⚡, so Diala suffers 2 damage. Since the Stormtrooper successfully resolved an attack action, it must skip any additional attack action instructions it receives this activation.
5. The Stormtrooper's next instruction is "⚡ Move 3 to attack « the closest Rebel figure »." It skips this instruction because it has already resolved an attack action.

CAMPAIGN MAP

After a mission is resolved, the app automatically transitions back to a view of the campaign map. From this view, players resolve the campaign phase, which allows them to gain Class cards, visit the armory, undertake encounters, and more.



The Campaign Map

MISSIONS

Each campaign consists of a series of narrative-driven story missions culminating in a finale. Each mission is displayed with a star icon under the name of its location.



Mission Icon

Selecting a mission on the map opens a description of that mission. If the players have any allies available, they may choose an ally to accompany them on the mission by tapping the left or right arrows on the Ally tab. Selecting the “Begin Mission” button starts the mission.



Ally Choice

ENCOUNTERS

While traveling the stars, the party will frequently encounter other inhabitants of the galaxy and be asked to interact with them. Encounters provide an alternate source of items, allies, and more for the heroes, and their resolution may have far-reaching consequences.



Encounter Icon

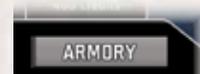
New encounters appear on the campaign map after each story mission. Players can select encounters on the map for more information. Once the players start the next story mission, all remaining encounters on the campaign map are removed and will not appear again during that campaign.

Before an encounter, the players can assign their inventory as though starting a mission. During encounters, all heroes and their Item, Class, and Reward cards are in play. Also, each hero is considered to be both adjacent to and one space away from each other hero.

After an encounter, the heroes recover all  (damage) and  (strain), and they ready all of their cards.

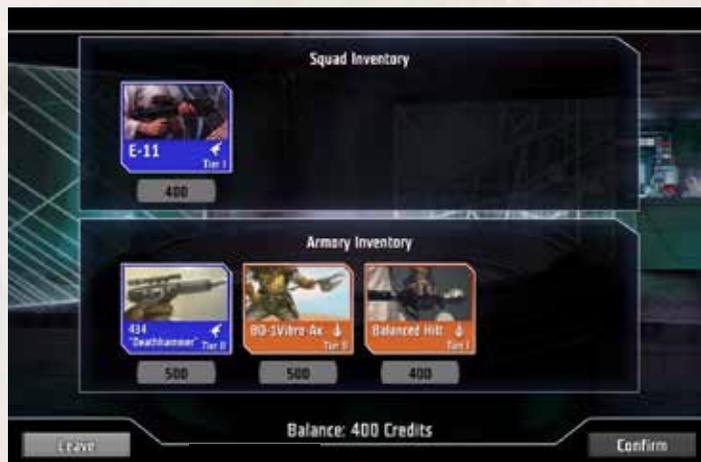
ARMORY

Throughout the campaign, the players earn credits that they can spend at the armory to buy items. The armory displays a selection of items that the heroes can purchase. The players should retrieve these items from the Item deck to read the cards' abilities.



Armory Button

The heroes' inventory is displayed above the armory's selection of items. These are the items that the players can sell to the armory. Starting equipment cannot be sold.



Armory Screen

Players can buy items from the selection and sell items from their inventory, both for the displayed prices. The credit values shown in the app may be different than those found on the cards. Players ignore the credit values printed on the cards.

What the armory has in stock changes after each mission. The armory only sells weapons and modifications. Armor and accessories are awarded by the Alliance as mission rewards.

To purchase or sell an item, players select the item on the screen. After confirming, the amount of credits is automatically added to or removed from the party's total credits, shown at the bottom of the screen. If purchasing, the item is added to their inventory in the app and the players gain the corresponding card. If selling, players return the card to its deck.

Balance: 400 Credits

TRAINING

After each mission, each hero gains a Class card from its Class deck. To do so, the players select the training icon, which opens the training screen.

While viewing the training screen, players select one of the heroes, which provides a list of the Class cards available for that hero to purchase at this time.



Training
Icon



Training Screen

To gain a card, the player selects one of the Class cards outlined in blue and retrieves the corresponding card from the hero's Class card deck.

Over the course of the campaign, each hero will gain four Class cards. The first Class card will be chosen from the Class cards valued at one XP (the number in the lower-left corner), the second Class card will be chosen from the cards valued at two XP, etc. The players can always choose a card of a lower XP value if they prefer.

When a hero can gain Class card, the Class card icon is displayed next to that hero's portrait in the training screen. Players can undo a Class card selection by selecting that Class card again in the training screen.

The training screen is also used by players when they load a saved campaign so that they can retrieve the appropriate Hero sheets and Class cards.

INVENTORY

Players can select the inventory icon on the campaign map to display the equipment that they currently have as well as the amount of credits in their possession.

This window is primarily used by players when they load a saved campaign to retrieve the appropriate physical components. Players can assign the cards from their inventory to their heroes before an encounter and before a mission.

This window also tracks which allies they have gained and how many deployments remain for each ally.



Inventory
Icon

LOG

The log provides the history of the heroes' adventures and can be opened by selecting the log icon. By using the tabs on the left, players can switch between messages displayed during missions and messages displayed on the campaign map. The log also displays the current fame level that the party has.



Log Icon



Log Screen

FAME

Fame is a new concept in that determines the level of notoriety that the party has achieved. It is displayed to the right of the hero portraits on the log screen. It represents the players' score at the end of the campaign, so players can attempt to beat their high score the next time they play through the campaign. It also improves the quality of items rewarded at the end of a mission.

Fame increases as players defeat their enemies, finish missions quickly, resolve encounters, and generally perform heroic deeds.

COLLECTION MANAGER

Legends of the Alliance allows players to integrate their physical collection of *Imperial Assault* through the Collection Manager found on the main screen of the app. As players acquire more physical products, they should update the Collection Manager accordingly.



Collection Manager

Owning more physical products adds a large amount of variety to the *Legends of the Alliance* experience. For example, many of the Imperial groups that deploy throughout a mission have multiple options that can be drawn from the player's collection.

Because of the large variety of physical content available, players may encounter questions on how certain game effects interact with the new *Legends of the Alliance* rules. Clarifications for these effects are found in the appendices at the end of this rulebook.

CREDITS

Fantasy Flight Games

Legends of the Alliance Design and Development: Tony Fanchi and Todd Michlitsch, with Brandon Perdue

Producer: Jason Walden

Editing: Adam Baker and Molly Glover

Board Game Manager: James Kniffen

Expansion Graphic Design: Michael Silsby

Graphic Design Manager: Brian Schomburg

Cover Art: David Auden Nash

Interior Art: Arden Beckwith, Christopher Burdett, Rovina Cai, Joel Hustak, David Kegg, Ryan Valle, Timothy Ben Zweifel, and the artists from the Lucasfilm Art Archives

Art Direction: Crystal Chang

Managing Art Director: Melissa Shetler

Software Development: Mark Jones, Paul Klecker, Xavier Marleau, and Gary Storkamp

Software Executive Producer: Keith Hurley

Senior Project Manager: John Franz-Wichlacz

Senior Manager of Project Development: Chris Gerber

Executive Game Designer: Corey Konieczka

Creative Director: Andrew Navaro

Quality Assurance Coordinator: Zach Tewalthomas

Asmodee North America

Licensing Coordinator: Sherry Anisi and Long Moua

Licensing Manager: Simone Elliott

Publisher: Christian T. Petersen

Lucasfilm Ltd.

Lucasfilm Approvals: Brian Merten

Playtesters

Kathy Bishop, Annaliese Milne Bosi, Filippo Bosi, Frank Brooks, Donald Bubbins, Pierre Buffiere, Paul Carlson, Jim Cartwright, Tim Cox, Andrea Dell'Agnese, Alice Ding, Wes Divin, Richard A. Edwards, Julia Faeta, Mark Fischer, Caleb Grace, Matthew Grace, Justin Hoeger, Christopher Kowall, Trevor Kupfer, Christopher Leigh, Daniel Lovat Clark, Antti Mäkelä, Satu Mäkelä, Scott Marlow, Adam McLean, Ethan McLean, Trenton McLean, Luke Myall, Bryce Nielsen, Alexander Nobles, Tim O'Brien, Pasi Ojala, Joe Olson, Tyler Parrott, Jorgen Peddersen, Katie Picotte, Josh Pratt, Karl Rim, Brad Rochford, Janne Salmijärvi, Jerry Santos, Alexandra Schwalbe, Dominic Shelton, Evan Simonet, Kristo Vaher, Michael Walsh, Ben Waxman, Timothy Wiley, Ben Wilson, and David Withington.

© & ™ Lucasfilm Ltd. No part of this product may be reproduced without specific permission. Fantasy Flight Games and the FFG logo are registered trademarks of Fantasy Flight Games. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, USA, 651-639-1905. Actual components may vary from those shown. NOT INTENDED FOR USE BY PERSONS AGES 13 YEARS OR YOUNGER.

APPENDIX 1: RULES CHANGES FOR LEGENDS OF THE ALLIANCE

Some rules used in the competitive modes of *Imperial Assault* operate differently when playing *Legends of the Alliance*. This section describes these changes.

CONDITIONS

- **Bleeding:** After an Imperial figure with the Bleeding condition performs an instruction preceded by an  or  icon, it suffers 1 . Then, if it has only 1 health remaining, it discards the Bleeding condition.
- **Stunned:** When an Imperial figure with the Stunned condition would gain movement points from a Move instruction, it gains no movement points instead. After an Imperial figure with the Stunned condition resolves a Move instruction, it discards the Stunned condition.

Stunned Imperial figures cannot attack or voluntarily exit their space outside of their own activation.

KEYWORDS

- **Blast:** Figures do not suffer  from Blast abilities used by friendly figures.
- **Massive:** Massive figures can enter interior spaces.

OTHER

- Heroes do not automatically receive a Supply card or credits when interacting with a crate token. The app will direct the players to gain specific rewards (which may include Supply cards or credits).
- When a hero recovers more  than it has suffered, it does not recover any .
- Players ignore abilities on Imperial Deployment cards that use the words “may” or “choose.” These ignored abilities are also listed in each Imperial group’s info panel.
- Activation tokens are not used to track activations (the app manages this). Card effects that refer to activation tokens instead refer to hero portraits in the app.

APPENDIX 2: CLARIFICATIONS

This appendix contains clarifications for the *Legends of the Alliance* rules and for terms that appear in the app.

ACTIVATION INSTRUCTIONS

- Some Imperial figure instructions are not preceded by the  (action) or  (attack action) icon. These instructions do not cost an action.
- If a hero can use an interrupt ability to cause an Imperial figure’s instruction to resolve for no effect, that Imperial figure still attempts the instruction. After the ability is used, the Imperial figure should reevaluate its target.
- If a hero’s ability would cause an Imperial figure’s instruction to resolve for no effect and that ability is already in effect before the instruction begins, the Imperial figure skips that instruction.

OTHER

- **Reinforce:** When a group is reinforced, the players place defeated figures from that group back on the map in the indicated spaces. If no space is indicated, they are placed as close as possible to figures from that group that are already on the map.

INDEX

This index lists topics presented in the *Legends of the Alliance* rulebook. Rules concerning the app are exclusively found in this document, as well as the rules that have changed from the original game. **If players cannot find answers through this index**, they should refer to the Rules Reference Guide's glossary and index.

A

abilities, 8
 timing, 10
accuracy, 7
actions, 6
Activate Group button, 13
activations, 11
 activation instructions, 15
 hero activations, 11
 Imperial activations, 11, 14
affiliation, 9
allies, 12
armory, 18
attacks, 7
 allies, 12
 attack action limit, 17
 Imperial attack, 17
attribute tests, 10

B

blocking terrain, 9
bonus activations, 11
bonus effect, 14

C

campaign map, 18
campaigns, 11
clarifications, 21
Class cards
 abilities, 8
 Training, 19
Collection Manager, 20
conditions, 10, 21
controlling tokens/spaces, 10
credits, 18

D

damage, 8
defeated, 8
 allies, 12
 Imperial figures, 13
deploying heroes, 11
deploying Imperial figures, 13
deployment groups, 9
diagonal movement, 6
 large figures, 9
difficult terrain, 9
difficulty, 11

dodge, 7
doors, 9

E

elite figures, 9
encounters, 18
Endurance, 8
engage, 15
evade, 7
examine, 12
exhaust, 10

F

fame, 19
figures, 9
friendly, 9

G

group size, 9

H

Health, 8
hero activations, 5
hostile, 9

I

ID tokens and color, 2, 13
ignoring Imperial abilities, 8
impassable terrain, 9
Imperial activations, 14
Imperial rule, 14
Imperial tracker, 13
instruction list, 14
interact, 6
interrupt, 10
Inventory, 19
items, 10
 modifications, 10
 restrictions, 10

K

keywords, 9, 21

L

large figures, 9
line of sight, 7
Log, 19

M

medpacs, 12
melee attacks, 7
missions, 11
 mission rewards, 12
 on campaign map, 18
modifications, 10
movement
 Imperial clarifications, 16
 Imperial movement, 15
 move action, 6
 restrictions, 9
 suffering strain for additional movement, 8
 through figures, 9
move X to attack, 16
move X to engage, 15
move X to reposition, 16
move X toward, 15

P

peril effects, 12
portraits
 hero, 11
 Imperial group, 13

R

ranged attacks, 7
ready, 10
recover, 8
regular figures, 9
reposition, 16
rest action, 6
 allies, 12
retrieving tokens, 10
rounds, 5
rules changes from core, 21

S

saving and loading, 11
setup, 4
single-player game, 11
skipping instructions, 14
small figures, 9
special action, 6
strain, 8
suffering, 8
Supply cards, 12

surge priority, 17
surges, 7
 spending for Imperials, 17
 spending to recover strain, 8

T

target priority, 15
terrain, 9
three-hero game
 bonus activations, 11
 bonus health, 8
timing, 10
trading items, 10
Training, 19
two-hero game
 bonus activations, 11
 bonus health, 8

W

walls, 9
winning and losing, 11
withdrawal, 8
wounded, 8

ICONS

: Action

: Attack Action

: Ranged Attack

: Melee Attack

: Damage

: Strain

: Surge

: Dodge

: Evade

: Block

: Threat

Affiliation

: Rebel

: Imperial

: Mercenary (treat as Imperial)

Attributes

: Strength

: Insight

: Tech