

STAR WARS™

IMPERIAL ASSAULT™

FAQ VERSION 1.1/UPDATED 6.24.2015

This document contains frequently asked questions, rule clarifications, and errata for *Imperial Assault*. Additions since the last update appear in red text.

ERRATA

This section describes official changes to rule text and cards.

CAMPAIGN GUIDE

INDEBTED

The second bullet of “Mission Briefing” should read:

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

LUXURY CRUISE

The first bullet of “Mission Briefing” should read:

“Doors are locked to Rebel figures. A Rebel figure can interact with a door (🔒 or 🗡️) to open it.”

MEANS OF PRODUCTION

The first bullet of “Mission Briefing” should read:

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

UNDER SIEGE

The first bullet of “Assault” should read:

“Remove 1 door from the map and roll 1 red die. Each Rebel figure within 3 spaces of that door suffers \times equal to the \times results.”

DRAWN IN

The second bullet of “Mission Briefing” should read:

“Doors are locked to Rebel figures. A Rebel figure can interact with a door (🔒 or 🗡️) to open it.”

CHAIN OF COMMAND

The third bullet of “Mission Briefing” should read:

“The door is locked to Rebel figures. A Rebel figure can interact with the door (2 🔒 or 🗡️) to open it.”

CHARACTER SHEETS

JYN ODAN

The “Opportunist” ability should read: “After you resolve an attack, if the target suffered 1 or more \times , you may move 1 space.”

Opportunist

After you resolve an attack, if the target suffered 1 or more \times , move 1 space.

[Original Card Text](#)

LEARN TO PLAY GUIDE

ENDING A MISSION

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

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

RULES REFERENCE GUIDE

ACTIVATION PHASE

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

“During a skirmish, if your opponent has more ready Deployment cards than you, you may choose not to activate a group and pass play to your opponent.”

ADJACENT

The first bullet of “Adjacent” on page 4 should read:

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

ATTACKING OBJECTS

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

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

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

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



DEPLOYMENT CARDS

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

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

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

MASSIVE

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

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

MELEE ATTACK

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

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

REACH

The first sentence of “Reach” on page 21 should read:

“A figure with this keyword may perform \downarrow (melee) attacks that target figures or objects up to 2 spaces away.”

TERRAIN

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

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

FREQUENTLY ASKED QUESTIONS

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

GENERAL

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

A: No.

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

A: Yes.

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

A: Yes.

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

A: Yes.

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

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

HERO ABILITIES

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

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

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

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

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

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

MISSION RULES

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

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

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

A: Yes.

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

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