

STAR WARS™

IMPERIAL ASSAULT™



OFFICIAL FAQ

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

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

ERRATA

This section describes official changes to rule text and cards.

CAMPAIGN GUIDE

INDEBTED

The second bullet of “Mission Briefing” should read:

“Imperial mission tokens represent pulse cannons; at the end of each round, each one will fire upon a Rebel figure. When this happens, the Imperial player chooses a Rebel figure in line of sight of that cannon and rolls 1 red and 1 yellow die. That figure suffers \otimes equal to the \otimes 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 (\otimes or \otimes) 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 \otimes equal to the \otimes 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 (\otimes or \otimes) 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 \otimes or \otimes) to open it.”

CHARACTER SHEETS

JYN ODAN

The “Opportunist” ability should read:

“After you resolve an attack, if the target suffered 1 or more \otimes , you may move 1 space.”

Opportunist

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

Original Card Text

DEPLOYMENT CARDS

IMPERIAL OFFICER

The “Order” ability on the regular Imperial Officer should read:

“ \blacktriangleright **Order:** Choose another friendly figure within 2 spaces. During a campaign, that figure may interrupt to perform a move. During a skirmish, that figure gains 2 movement points.”



Original Card

REBEL SABOTEUR

The regular Rebel Saboteur card should include the following changes:

- The ability “ \sim : Pierce 2” should read “ \sim : Pierce 1.”
- The Speed value should be 4.

On the elite Rebel Saboteur card, the ability “Blast 2 \otimes ” should read “Blast 1 \otimes .”



Original Cards

ROYAL GUARD

The Royal Guard cards should include the following changes:

- On the regular Royal Guard, the ability “: +2” should read “: Pierce 1.”
- Neither the regular nor the elite Royal Guard should include the “Protector” ability. It should instead include the following: “**Sentinel:** While a friendly non-GUARDIAN figure is defending, and you are adjacent to the targeted space, apply +1 to the defense results. Limit 1 “Sentinel” or “Protector” ability used per attack.”
- On the regular Royal Guard, the “Vengeance” ability should read: “When an adjacent, friendly, non-GUARDIAN figure is defeated, you become Focused.”
- On the elite Royal Guard, the “Forward Vengeance” ability should read: “When an adjacent, friendly, non-GUARDIAN figure is defeated, you become Focused and may move 1 space.”



Original Cards

LEARN TO PLAY GUIDE

ENDING A MISSION

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

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

RULES REFERENCE GUIDE

ACTIVATION PHASE

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

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

ADJACENT

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

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

ATTACKING OBJECTS

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

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

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

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

DEPLOYMENT CARDS

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

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

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

MASSIVE

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

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

MELEE ATTACK

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

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

REACH

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

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

TERRAIN

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

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

FREQUENTLY ASKED QUESTIONS

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

GENERAL

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

A: No.

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

A: Yes.

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

A: Yes.

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

A: Yes.

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

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

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

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

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

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

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

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

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.

COMMAND CARDS

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

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

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

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

MISSION RULES

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

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

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

A: Yes.

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

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

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

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

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

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

TWIN SHADOWS

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

ERRATA

This section contains official changes to *Twin Shadows*.

FIELD OFFICER/FIELD GENERAL

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



Original Card Text

FAQ

This section answers frequently asked questions about *Twin Shadows*.

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

A: No.

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

A: Yes.

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

A: Yes.

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

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

ALLY AND VILLAIN PACKS

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

ERRATA

REBEL SABOTEURS

See page 1 for errata to the regular and elite Rebel Saboteur Deployment cards.

FAQ

This section answers frequently asked questions about *Ally and Villain Packs*.

CHEWBACCA ALLY PACK

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

A: No.

R2-D2 AND C-3PO ALLY PACK

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

A: No.

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

A: Whoever played “Terminal Network” last controls all terminals.

