

STAR WARS IMPERIAL ASSAULT

❖ 40 DEPLOYMENT POINTS

- ♦ Initiative to player who spends the least amount of points
- ♦ Must belong to same faction unless playing a Temporary Alliance card
- ♦ Deployment card bars reference how many figures deploy in the group (ie: Stormtroopers = 3 bars, Rebel Troopers = 3 bars)
- ♦ Maximum of 1 copy of each unique, 2 identical elites (red), 4 identical regular (gray)

❖ 15 COMMAND CARD DECK

- ♦ Total card count can't exceed 15
- ♦ Total card cost can't exceed 15pts
- ♦ Command Cards locked to trait type (ie: Force User, Trooper, Leader, unique name)
- ♦ Card limit icon (bottom left corner) shows how many copies allowed in deck

❖ MAP SETUP

- ♦ Select Skirmish mission/map
- ♦ Gather map tiles and map items (doors, crates, terminals)
- ♦ Gather tokens (damage, status effect, markers)
- ♦ Gather dice
- ♦ Gather threat dial (used to track Victory Points [VP])

❖ DRAW COMMAND CARDS

- ♦ Draw 3 cards (keep them secret)

TURN PHASES

❖ ACTIVATION PHASE

- ♦ Resolve start of round abilities on any cards
- ♦ Activate deployment groups
 - Alternate turns with opponent
 - Activate one complete group before the next group is activated
 - If player has fewer deployment cards than their opponent, they may choose to pass activation until inactivated deployment groups are at equal count

❖ ACTION PHASE (2 actions per activation)

- ♦ Gain movement points (MP) equal to speed value (usable any time during turn)
 - Moving through opponent costs 1 extra MP
 - Moving through difficult terrain (blue tiles) costs 1 extra MP per square of terrain
 - Difficult terrain (red tiles) block movement
- ♦ Interact with door, objective, map object
- ♦ Use Deploy/Command card Special Ability (➡)
- * *Deployment/Command Card abilities without a Special Ability icon (➡), cost no action (ie: Assault, Heroic, Cunning, Tempt, Relentless)*
 - ♦ Attack
 - Limit to 1 attack action, including Special Ability (➡) performed as attack (ie: Brutality, Close Quarters, Lightsaber Throw, Pounce)
 - * *Some abilities allow both actions to be attacks (ie: Assault, Heroic, Draw!, Enraged)*
 - Special Abilities (➡) that damage without verbiage stating perform as an attack, don't count as an attack action (ie: Force Choke, Force Lightning, Indiscriminate Fire, Slam)

❖ CALCULATE ATTACK

- ♦ ☠ = Damage, # = Range, ⚡ = Surge
 - Adjacent ranged attacks must have minimum 1 (#) range accuracy rolled
 - Surge abilities can only be used 1x each

❖ CALCULATE DEFENSE

- ♦ ▼ = Block, ⚡ = Surge Evade, ⊗ = Dodge
- * *Dodge negates all damage, but surges can still trigger non-damaging surge abilities (ie: Recover, Stun, Focus)*
- ♦ Strain ⚡ suffered as -1 damage to health, or via top card discard from command deck

❖ AWARD VICTORY POINTS

- ♦ VP earned when entire group is eliminated (deployment card cost = VP amount)
- ♦ VP earned via skirmish mission objective

❖ STATUS PHASE

- ♦ Resolve any end of round abilities on cards
- ♦ Draw command cards (1 card)
 - May draw 1 additional if controlling a terminal (standing on/adjacent to uncontested)
- ♦ Ready exhausted deployment cards
- ♦ Pass Initiative Token (unless retained by command card)