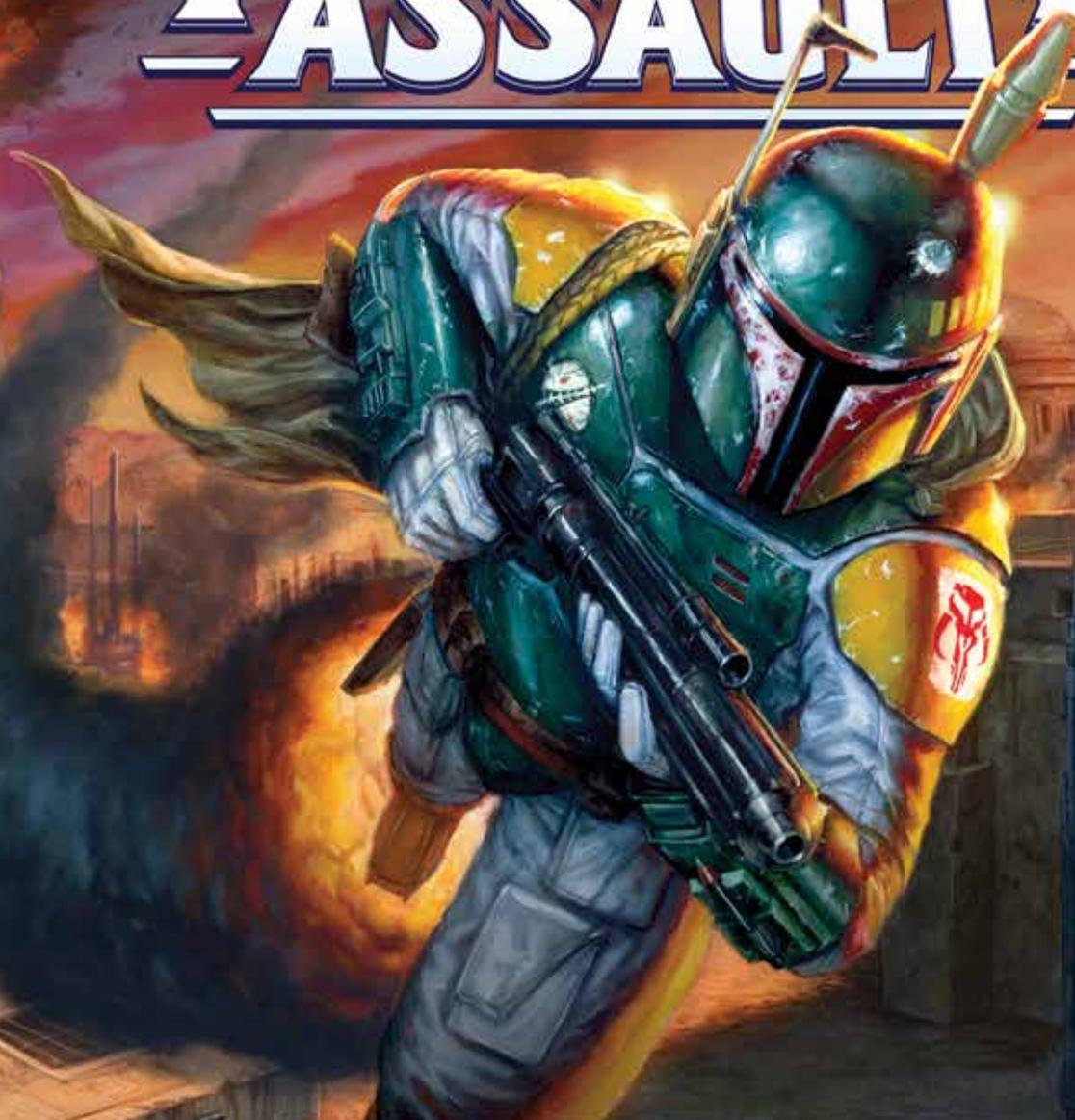


STAR WARS

IMPERIAL ASSAULT



TWIN SHADOWS
RULEBOOK

COMPONENT LIST



10 Plastic Figures
(2 Heroes, 4 Heavy Stormtroopers,
4 Tusken Raiders)



12 Map Tiles



2 Hero Sheets



11 Deployment Cards
(3 decks)



6 Agenda Cards



4 Side Mission Cards



6 Item Cards
(3 decks, 2 in each)



18 Hero Class Cards
(2 decks, 9 in each)



9 Imperial Class Cards



5 Reward Cards



2 Supply Cards



3 Command Cards



4 Condition Cards



5 Condition
Tokens



8 Device Tokens



10 Damage Tokens
(6 1's and 4 5's)



6 Strain Tokens



1 Skirmish Map Sheet



2 Skirmish Mission Cards



4 Ally and
Villain Tokens



8 ID Tokens with
24 ID Stickers

INSIDE THIS EXPANSION

The *Twin Shadows* expansion includes new content to expand all elements of your *Imperial Assault* experience. There are new heroes, classes, items, figures, and much more to enhance your campaigns and skirmishes. In addition, this expansion contains six new side missions, which can either be incorporated into any full campaign, or played in a sequence as the *Twin Shadows* mini campaign.

BEFORE YOU PLAY

If you are new to *Imperial Assault*, make sure to read the Learn to Play guide found in the core game. There you will find a tutorial mission and all the information needed to begin playing both *Imperial Assault* and *Twin Shadows*.

EXPANSION SETUP

Each *Imperial Assault* expansion is designed to seamlessly integrate into your collection. Before using this expansion for the first time, carefully punch out all tokens and map tiles from the cardboard frames. Then, perform the following steps:

- Add the Agenda, Command, Side Mission, and Skirmish Mission cards to their respective supplies. Players may choose these cards when building each of these respective decks when playing a campaign or a skirmish.
- Add the Condition, Class, Deployment, Item, Reward, and Supply cards to their respective decks.
- Add the Hero sheets, plastic figures, tokens, and map tiles from this expansion to their respective supplies.

Players should finish any active campaigns before incorporating the components from *Twin Shadows* into the core game.

Note: In a campaign, players are limited to the number of figures included in this expansion. For example, the Imperial player is limited to two regular and two elite Tusken Raider figures, even if he owns multiple copies of this expansion.

EXPANSION ICON

All cards, sheets, and map tiles found in this expansion are marked with the *Twin Shadows* expansion icon to distinguish these components from those found in the core game and other expansions.



MISSIONS

Twin Shadows features six new campaign missions and two new skirmish missions for *Imperial Assault*.

CAMPAIGN MISSIONS

The new campaign missions can be used in one of two ways.

- Each mission corresponds to a Side Mission card or Agenda card and can be incorporated into a full campaign.
- The missions can be played in a specific order to form the *Twin Shadows* mini campaign (see “The Mini Campaign” on page 6).

SKIRMISH MISSIONS

Twin Shadows contains two new skirmish missions to be shuffled into your Skirmish Mission deck. These missions use the “Mos Eisley Cantina” map, found on the included Skirmish Map Sheet.



EXPANSION RULES

The following sections describe the new rules featured in the components of *Twin Shadows*.

DEPLOYMENT CARD RESTRICTIONS

Some Deployment cards can be used in only one style of play in *Imperial Assault*. A Deployment card marked with a Campaign Deployment Icon can be used only in a campaign, while a Deployment card marked with a Skirmish Deployment Icon can be used only in a skirmish.



TILE TYPES

Each map tile in *Imperial Assault* has one or more **TILE TYPES** corresponding to the environment that tile represents. These types have no direct gameplay effect but may be referred to by other components.

The primary tile type distinction is between interior and exterior (see “Interior Spaces” on page 15 of the Rules Reference Guide in the core game). Other tile types include forest and desert tiles. The tile types for the tiles found in the core game and those introduced in *Twin Shadows* are as follows:

- **Forest:**
 - Core game tiles 01A-18A, 37A, 38B, and 39A
- **Desert:**
 - Core game tiles 01B-18B, 37A, 38A, and 39B
 - *Twin Shadows* tiles 04B-07B
- **Interior:**
 - *Twin Shadows* tiles 01A-07A and 01B-03B

HABITAT

HABITAT is a keyword found on certain Deployment cards. During a campaign, when the Imperial player is selecting open groups for a mission, he can choose a Deployment card with the Habitat keyword only if there is at least one tile in that mission’s map whose type matches the listed Habitat.

Note: During a skirmish, Habitat has no effect.

CLASS CARDS

Some heroes, such as Biv Bodhrik, have a Class deck that includes Item cards with an XP cost. These cards can be purchased with XP like any other Class card and are used like other items of the same type. If a player wishes to sell any of these items after purchasing them, he may do so for 50 credits like any other Item card without a listed credit cost.

DEVICE TOKENS

The hero Saska Teft uses device tokens to grant both herself and her fellow Rebels powerful abilities. These tokens have no inherent function and only interact with abilities found on Saska Teft’s Hero sheet and Class cards.



During campaign setup, when Saska Teft is chosen as a hero, place the device tokens in a supply near her play area. During a mission, Saska’s abilities may allow friendly figures to claim and discard these tokens for beneficial effects.

The number of device tokens that figures can collectively claim is limited by the provided supply of eight tokens. A figure can individually claim any number of these tokens.



RULES REFERENCE ADDITIONS

“When I left you I was but the learner; now I am the master.” – Darth Vader, A New Hope

This section introduces new combinations and clarifications of existing rules that are not included in the Rules Reference Guide in the core game, particularly with relation to new components found in *Twin Shadows*.

If an entry in this section has the same title as an entry in the Rules Reference Guide, treat the information in this section as augmenting that entry in the Rules Reference Guide.

Like in the core game, if a rule in this section contradicts a rule in the core game Learn to Play booklet or Skirmish Guide, the rule in this section takes priority.

Additionally, if a rule in this section should contradict a rule found the core game’s Rules Reference Guide, the rule in this section takes priority.

ATTACKS

- Some abilities allow a figure to perform an attack with a different attack type and attack pool than their normal attack.
 - When a hero performs an attack using an attack pool unrelated to his weapons (such as the melee attack from “Close and Personal” on Biv Bodhrik’s Hero Sheet), he cannot use any abilities from his weapons during that attack.
 - When a figure corresponding to a Deployment card performs an attack using an alternate attack pool (such as the melee attack from “Close and Personal” on Biv Bodhrik’s Deployment card), they may still trigger their surge abilities, unless the ability triggering the attack states otherwise.

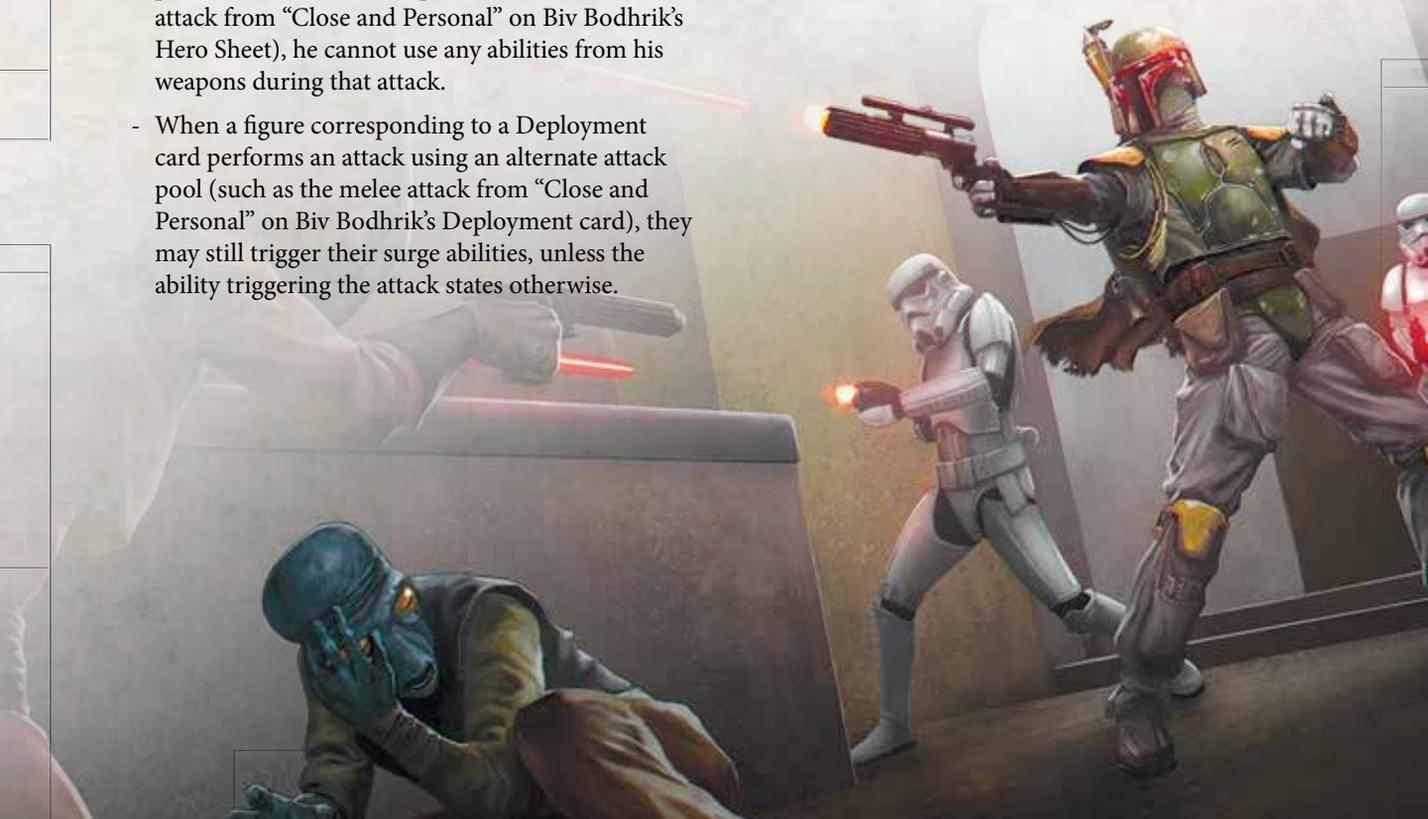
ATTRIBUTE TESTS

- Many attribute tests required by mission rules require the figure performing the test to interact with an object (such as a mission token, terminal, or door). These are referred to as attribute tests on objects.
- Some missions allow any Rebel figure to perform attribute tests on objects, instead of only heroes. If this occurs, allies can interact to perform those tests in the same way a hero would. Elite figures automatically receive 1 success when they perform attribute tests. Regular figures automatically fail tests.

“YOU”

Many cards use the word “you” to refer to a figure instead of the player. For example, if a Deployment card reads “While attacking, you may reroll 1 attack die,” any figure belonging to that card’s group may reroll one die while it is attacking.

- If an effect corresponding to a figure instructs “you” to claim a token, gain VPs, or manipulate cards, or refers to “your” army or figures, “you” refers to that figure’s player.



THE MINI CAMPAIGN

In addition to being usable in a full campaign, the missions included in *Twin Shadows* can be played in succession to form a narrative mini campaign that requires only 6-8 hours to complete.

MINI CAMPAIGN SETUP

Before starting a new mini campaign, perform only steps 1-3 of “Campaign Setup” as outlined on page 7 of the Rules Reference Guide in the core game. Then, perform the following steps:

1. **Build the Agenda Deck:** The Imperial player builds his deck of Agenda cards following the guidelines in “Building the Agenda Deck” on page 4 of the Rules Reference Guide in the core game. Then, he returns all cards in his Agenda deck that are played as side or forced missions to the game box.
2. **Upgrade Heroes:** Each hero receives 3 XP and heroes collectively receive 400 credits per hero. Then, heroes resolve a Rebel Upgrade Stage. When purchasing Item cards during this Rebel Upgrade Stage, Rebel players draw cards from the Tier 1 Item deck and draw ten cards instead of six.
3. **Upgrade Imperial Player:** The Imperial player receives 3 XP. Then, he performs an Imperial Upgrade Stage but skips purchasing Agenda cards.
4. **Set Up Introductory Mission:** Players are then ready to set up and play the Introductory mission for the mini campaign. For *Twin Shadows*, the Introductory mission is “Hunted Down” (see page 8).

PLAYING THE MINI CAMPAIGN

Playing the mini campaign is similar to playing a full campaign (see “Playing a Campaign” on page 10 of the Learn to Play booklet in the core game).

Unlike a full campaign, missions in the mini campaign are all considered to be story missions and are played in a specific order. Side missions are not played during the mini campaign.

During the Mission Stage, Rebel players do not choose the next mission to resolve based upon active Side or Story Mission cards. Instead, each mission’s epilogue will determine the next active mission to be resolved.

EPILOGUES

When playing the mini campaign, each mission’s “End of Mission” text will direct players to resolve an additional event. These events are referred to as epilogues (see “The Epilogues” on page 20) and provide additional narrative text as well as rewards specific to mini campaign progression.

Additionally, the epilogue indicates the next active mission the players will resolve. When this happens, players should record the name and page number of that mission in the next mission entry of the campaign log (see “The Campaign Log” below).

After resolving the epilogue, players progress to the “Post-Mission Cleanup” portion of the Mission Stage.

THE CAMPAIGN LOG

Like in a full campaign, players utilize a campaign log to track and record information relevant to the progression of the mini campaign.

The campaign log for the *Twin Shadows* mini campaign is found on the back of this rulebook and is used in a fashion identical to the campaign log in the core game.

Players can print out additional campaign logs online at:

www.FantasyFlightGames.com

STOP!

Only the Imperial player is allowed to read information contained in the campaign portion of this rulebook. Rebel players can ask the Imperial player to repeat any rules previously read, but they are never allowed to look at or read any of the mission information beyond this page.