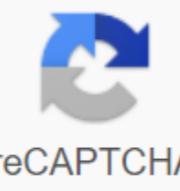


## Star wars imperial assault guide

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CAMPAIGN GUIDE This book contains 30 missions that will play with imperial attack. Many of these missions connect with each other to form a core campaign, but this book also contains numerous side missions that can be replicated in a core or any future campaign. HIDDEN INFORMATION Missions as part of the Imperial Assault campaign play with information hidden from Rebel players (often called heroes). Rebel players are not allowed to read any information found in this Campaign Guide, but they are always entitled to ask the Imperial Player to repeat any current or previous rules. Map DIAGRAM Map chart for each mission indicates the assembly of the map, as well as the placement of tokens, doors and shapes. It also displays information that mission rules refer to, such as map tiles or deployment points. Numbers on the Deployment Point Note map: Figures shown with gray and black borders correspond to gray deployment maps, but belong to different groups. DEPLOYMENT AND SETUP Each mission has a Deployment and Customization section that provides a list of imperial figures that will be present during the mission, as well as other special rules decided during installation. When collecting these deployment maps, the numbers listed in red are from the elite (red) version of the deployment map, and other pieces use the usual (grey) version of the deployment map. When selecting open groups, a mission can list specific groups or traits (such as CREATURES) that cannot be selected. In addition, the Imperial player cannot choose a unique deployment card unless it has been rewarded as a villain. SPECIAL SETUP Many missions have special customization instructions covering rules such as using an ally rebel or placing tokens. When the rules order you to randomly place multiple specified tokens, the Imperial player collects the listed tokens, shuffles them together, and puts them face down in the gaps listed on the map. Until the rules of the mission are revealed, no player can examine the side face down of these tokens. When the rules require you to select and place a number of these tokens, the Imperial player collects the listed tokens and places them face down in any of the specified spaces of their choice. Until the mission rules are revealed, rebel players are not allowed to study the side of these tokens face down. Once the tokens are placed, they cannot be moved, but the Imperial player can examine them during the mission. IMPERIAL ASSAULT-GDRE GAME CAMPAIGN GUIDE EVENT SUMMARY Each mission has an Event Summary that provides a list of events that will be called during the mission. This section is only used for the Imperial Player reference and contains abbreviated versions of event triggers. For full trigger each event, see the relevant event in the mission text. The information in the Event Summary is never read aloud. MISSION EVENTS Events form the initial structure and change the rules of this. The mission can consist of any number of activities, from The Mission Briefing to the End of the Mission: Each event can contain any combination of the text of history and additional rules that apply to the mission. When an event is triggered, all information about the text and rules in this section is read aloud and resolved in the heat. Mission rules are instant (me) or ongoing (i) effects. The instant effect is resolved immediately and more often than not you need to refer. The continuous effect is applied throughout the mission and often determines the special abilities provided by rebel or imperial figures. In cases of some the event will require the Imperial player to choose one of several effects that can be instant or continuous. When he chooses one, he reads the effect aloud and decides it, but he DEPLOYMENT AND SETUP STDRAGE Raam e q 22B Initial groups: Imperial Officer, Droid Probe, Stormtrooper. Reserved groups: E-Web engineer, Imperial Officer, Stormtrooper. MISSION BRIEFING - ---, "Arriving at the outpost, you immediately open fire upon troops standing guard. You suspect that they knew that you came and that you were probably going into an ambush. Ali, with the signature! continuing broadcasting, there is simply no time for a more nuanced approach. Rebel figure can attack the terminal (Health: 4, Defense: 1 Y). Apply No. 1 Y to terminal protection if it is adjacent to 1 or more imperial figures. The doors are locked for imperial figures. The mission ends when all the terminals are destroyed (I) at the end of the 6th round, or when all the characters are wounded. LDCKDDWN At the end of the round in which the door opens for the first time: Imperial Player chooses 1 of the following: Each terminal has 7 Health instead of 4. - HALLWAY (No 3DA) TRASH CAMPACTDR C@ tse) (is MISSION BRIEFING " you worked for days on whether how to open your cell!, but all your equipment, except for one well-hidden comlink, is gone, you think it's pretty hopeless until the object shudders and comlink cracks / es - In ten seconds - the voice comes - the door to your cell will open. For now! Flip Ali Heroes Ihero cards face down. They can't use cards face down. A neutral mission marker represents a cache of equipment. The hero can interact with the equipment cache to flip his faceup elements. When the hero leaves, he is incapacitated. When activated, it receives only 1 action and can only use this action to make a move. A hero without a weapon can attack a nearby hostile figure with 1 green and 1 yellow to die. Before this attack, the hero tests Kew. If it passes, the attack gains momentum. N: 2 euros (-). The doors in the pantry and hallway are locked. A -- / MISSION BRIEFING " I'm in a hurry! Fenn barks, charging through the undergrowth. Driven by a singular purpose, he curses the short-sighted caution of the High Rebels. They have repeatedly denied support, saying, it would be too dangerous. J think it's just as good, he says, shaking his head as you continue. "If anyone yet they would have sent already. Mission tokens are explosives. The hero can interact with the explosives to defuse and throw it away. If the hero is Fenn or is within 3 spaces of Fenn, the figure disarms and removes the explosives. : If the explosive is dropped, place the Rebel marker up. The explosives remain defused, and the rebel figure can retrieve it. The explosive-carrying hero can interact with the AT-ST to place 1 explosive on the AT-ST deployment map. At the end of each round, discard all explosives from AT-ST. He suffers from 5 euros for each discarded token. The mission ends when all Explosives were defused (I) at the end of the 5th round, or when Ali's heroes are injured. IMPERIAL ASSAULT-GDRE GAME CAMPAIGN GUIDE SMALL VICTORY When AT-ST is defeated: a walker's husk crashes into the ground with a metal squeal detonating ' with a massive explosion. Roll! 2 red bones. Each figure within 2 gaps of the defeated AT-ST suffers: Deployment of the reserved group Trandoshan Hunter. THE LATEST STAND When 4 Explosives Have Been Disarmed: Increased Threat Level! The Imperial player decides on additional deployment. The Imperial player chooses one of the following, if possible: Release 1 explosives that the hero carries. This hero suffers 4) (. Choose a supply drawer and place the explosives in the space adjacent to it. DEPLOYMENT AND SETTING Initial Groups: AT-ST, E-Web Engineer, Imperial Officer, Droid Probe. Booked groups: Trandoshan Hunter. Open Groups: 3. Special Settings: Double the ion threat! and decide optional deployment. EVENT SUMMARY Round 5: End of Mission AT-ST Defeated: Small Victory 4 Explosives Disarmed: Last Stand All Explosives Disarmed or All Heroes Wounded: End Mission End DF MISSION When Ali Explosives Were Disarmed: With Explosives Removed and Empire Advantage Erosion Away, Fenn Continues On. With brutal efficiency, it reduces any imperial soldiers stupid enough not to flee. Fenn receives the Veteran of Valor award card. At the end of the 5th round or when Ali's heroes are wounded: Explosions shake the ground, and fires burn Ali around. Fenn continues to fight, and the seores of enemy soldiers fall. But to no avail. The raging fire drives everyone back with unbearable heat and suffocating black smoke. By retreating, Fenn can only look like a place where he bled to release burns. The Imperial player gets two influences. ADDITIONAL REWARDS Each player receives 1 XP. Heroes get 100 credits per hero. The Imperial player gets one influence. TILE MAP: D2A, D4A, Osa, D6A, D7A, MAR, IIA, 12A, 13A, 14A (2), IGA, 17A " 1 : !!!!! HaLaRAN CHAMBER (@2Be) MISSION BRIEFING, -----, I'm a heavy mist settles about Forest 1, you travel in silence. Painful expression cross es diala features, more than j1st j1st coming back here. There is darkness here, Ali of you can feel it. As you approach the place where dial's master died, ghostly figures, your enemies past and present, rise from the mist and attack! : The tokens of the rebel mission represent internal force. During ea ea star wars imperial assault painting guide, star wars imperial assault buying guide, star wars imperial assault expansion guide, star wars imperial assault rules reference guide, star wars imperial assault hero guide

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