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Star wars imperial assault wiki

1. Given the cost constraints, options b and c may seem similar in practice due to the strain cost. 2. However, your option c is correct as it highlights the importance of utilizing abilities during activations. 3. The "Precise Strike" ability's limitation can be a game-changer in certain situations. 4. He must choose an eligible target for the Brutal Cleave attack, but it doesn't have to be with the same weapon. 5. Even if the target is out of line of sight, Jyn can use Quick Draw and Trick Shot to gain LOS. 6. Saska's "Gadgeteer" ability allows attachment of modifications to existing or new weapons. 7. Biv Bodhrik can use Close and Personal twice in a single activation due to it being a separate special action. 8. Verena's Strain abilities may seem powerful when combined, but their timing is crucial. 9. Allies cannot opt for strain unless they are heroes with maxed Endurance stat. 10. The Environmental Hazard Suit can be used during attacks and recovers Health or removes conditions. 11. This figure refers to the Royal Guard Champion. 12. Spaces within LOS and line of sight determine eligible targets. What is the deployment strategy in Imperial Entanglements? In this mission, there are two entrance points, but the heroes and allies are not split into separate groups. Instead, they are combined into a single group, with the troopers being considered as one unit. The Rebel figures can deploy themselves without the need for mid-mission deployments. Can the Rebel figure move while stunned? The intent of the deployment is to allow the heroes to deploy their own figures and include allies in the calculation. However, the troopers are not split into separate groups, so they should be considered as one unit. What happens to token handling and other round effects? Neutral mission tokens are given to the Rebel players before the End of Mission event triggers. Can the Imperial player choose the effect applied to each figure in "Incoming"? The Imperial player chooses one effect, which is then applied to all figures. Will the wording in Failsafe and Temptation be corrected? Yes, both instances will read "has suffered" instead of "suffered damage". How does "Arsenal" interact with the command card "Deflection"? The "Arsenal" ability allows the dice pool to change at any moment, but when declaring an attack, the player must commit to their attack pool. The "Deflection" card can still be used after it is played. Can surges be reassigned if they are cancelled by a Heavy Armor Command Card? No, surges cannot be reassigned. Imperial Assault: A Strategy Board Game of Tactical Combat and Missions In Imperial Assault, players take on the roles of elite Rebel operatives or Galactic Empire troopers, engaging in battles and missions within the Star Wars universe. Heroes, each with their unique deck of class cards, play a crucial role in these encounters. When a hero becomes wounded, they retain their Health and Defense but lose Speed and Endurance stats, as well as attributes such as Strength, Insight, and Tech. The order of abilities also changes, with the first ability usually retained unless specified otherwise for specific heroes. The game offers two distinct experiences: a campaign mode where Rebels fight against Empire's limitless resources, and skirmish games where players compete head-to-head over objectives. The game has undergone several expansions, including Core Set, Wave 1-10, Alliance Smuggler Ally Pack, Bantha Rider Villain Pack, and more. After the destruction of the Death Star over Yavin 4, the Galactic Empire and Rebel Alliance clashed in a struggle for dominance. Imperial Assault offers two distinct gaming experiences: the campaign game pits the unlimited resources of the Empire against elite Rebel operatives fighting to break free from Imperial control; the skirmish game allows players to muster strike teams and battle each other with conflicting objectives. The core set includes products such as Core Set, Wave 1, Wave 2, Wave 3, Wave 4, Alliance Smuggler Ally Pack, Bantha Rider Villain Pack, and more, released in various waves between 2014 and 2017. In this strategy board game, players take part in two separate games: the campaign, where one player commands the Empire against Rebel operatives; or skirmish missions, where players compete in head-to-head combat with their own strike forces. Each mission is set during a cinematic event, offering objectives such as recovering data cores, stealing spice, escaping bounty hunters, and more. Star Wars: Imperial Assault lets you discover a hidden strength in the heat of battle, whether it's retrieving lost holocrons or fighting off a raiding party - every skirmish brings danger and strategic choices. The gameplay unfolds over rounds, each consisting of two phases: activation and status. During the activation phase, players take turns, with heroes alternating between different enemies controlled by the Imperial Player. Players can perform two actions per turn, including moving, interacting, or using unique player actions, and can also carry out an attack action. Character dice are rolled to determine damage, but the opposing player's defense results subtract from the damage dealt. The threat dial is increased during the status phase, and the Imperial Player can deploy figures to the board or trigger scenario abilities. Players have special abilities listed on their hero sheets and class cards that require strain, threat, or a dice surge to activate. The gameplay shares similarities with Mansions of Madness, making it feel like a fun addition to the Star Wars series from Fantasy Flight Games. With a high replay value due to its numerous campaign missions, players can enjoy multiple playthroughs. Reviews praise the game for its engaging gameplay and faithful adaptation of the Star Wars universe. One reviewer notes that the game is enjoyable despite not being a fan of the franchise, while another emphasizes how it brings back nostalgic feelings of exploring the Star Wars universe as a kid. The game allows players to blast through the galaxy, making it feel like scenes from the classic movies where heroes are fighting against stormtroopers. Star Wars: Imperial Assault is een strategisch bordspel met miniaturen waarin spelers allerlei missies kunnen spelen in het Star Wars universum. Het spel speelt zich af in de Galactic Civil War, net na de Battle of Yavin, en volgt de Rebel Alliance als het hoofdrolspelers. De spelers moeten dan een groep strijders tegen de troepen van het Galactic Empire staan houden. Het spel wordt gespeeld op een modulair spelbord en wordt standaard geleverd met onbeschilderde miniaturen.