# HOW TO READ THE EVENTS

The event list is pretty straightforward.

* *Italic text* is fluff text (incomplete for now).
* Normal black text is the event description and the actions the players need to carry out.
* Some events feature instructions for the app, they are denoted by [Rules].
* Some events feature the placeholder <<Rebel>>. The app randomly chooses a healthy Rebel. In the final instructions, this would be displayed as e.g. <<Gaarkhan>>.
* To view this in Word, you need to install the ImperialAssaultSymbols font.

## Hidden Detonators

*Suddenly, one of your enemies throws away his weapon and starts charging towards you with a loud yell. You notice the detonator charge clenched in his fist. An instant later, the charge explodes, the shockwave rocking you violently.*

The first Imperial figure with figure cost 5 or less immediately resolves the following instructions:

* Move 3 to engage 2 or more Rebels.
* If adjacent to 2 or more Rebels, each adjacent Rebel figure and object suffers 2 H. Then the Imperial figure is defeated.

## Priority Shift

*Elsewhere, multiple displays shine pale light on the faces of the Imperial war council. “This won’t do”, the Imperial Admiral says. “We need to change plans.” He turns towards his assistant. “Execute the contingency plan.”*

Draw a card from the Imperial Side Mission Deck and put it into play.

If there is already an Imperial side mission or forced mission in play, ignore this event.

## Noble Sacrifice

*As your shots continue to rain down on your enemies, one officer steps forth, calling out a challenge and urging his troops on. He is soon cut down in the fire, but your enemies come charging in after him, their shots flashing through the air.*

Choose an Imperial LEADER or GUARDIAN with a figure cost of 5 or less that is within 2 spaces of at least one other Imperial figure. The chosen figure is defeated.

All Imperial figures within 2 spaces immediately perform the following instructions:

* Move 2 to attack <<Rebel>>

## I’m on the Leader

Roll 2 yellow dice. The Rebel that has suffered the least H suffers 1 H for each H rolled.

## Supernatural Vigor

The two Imperial figures closest to a Rebel recover 2 H and become Focused.

## Arc Blasters

Choose 2 Rebels. Those Rebels may test K. Each Rebel that fails is Stunned.

## Sustained Fire

The two figures closest to <<Rebel>> immediately perform the following instruction:

* Move 2 to attack <<Rebel>>. Then, become Stunned.

## Leave them to me

Deploy <<Villain>>.

If this villain was not earned before, it now counts as earned.

[Rules – Steps to select and deploy the villain:]

* If there is a villain in the deployment hand, choose that villain.
* If there are any earned villains, select one of those villains randomly.
* If there are no earned villains, select a villain randomly.
* The villain is deployed no matter how much threat is left. However, after deployment, decrease threat by the villain’s threat cost, to a maximum of 7. (If the villain is cheaper than 7 threat, decrease threat by that amount.)

## Blaster Emplacement

Roll 1 yellow die. Each Rebel suffers 1 H for each H rolled and 1 C for each B rolled.

## Embrace Suffering

Choose a random Rebel figure. That figure immediately resolves the following instruction:

* Move 2 to attack <<Rebel>>.

## Combat Medics

All Imperial TROOPERS immediately resolve the following instructions:

* Move 2 to engage as many friendly figures that have suffered H as possible.
* Each friendly figure within2 spaces of you recovers 2 H.

## Surgical Strike

Each hero tests K. Each hero that fails suffers 1 C and 1 H and becomes Bleeding and Weakened.

## As you Wish

Darth Vader (Lord of the Sith) has been added to the deployment hand. He may be deployed by the app for the rest of the mission.

[Rules]

* If Darth Vader is not deployed, add him to the deployment hand.
* The threat cost of deploying Darth Vader is reduced by 5 for the rest of the mission.

## Fire at Will

All TROOPERS immediately resolve the following instruction:

* Attack <<Rebel>>.

## Impending Doom

The four Imperial figures closest to a Rebel become Focused.

## Tactical Explosives

All Rebels test J. Each figure who fails suffers 3 H and becomes Bleeding.

## Strike and Subdue

Each hero who has suffered 2 or more C must test J and K. If they fail the J test, they suffer

2 C. If they fail the K test, they become Weakened.

## Unchained

Deploy <<Creature>>. The creature immediately resolves the following instruction:

* Move 3 to engage <<Rebel>>.
* All adjacent hostile figures suffer 1 H.

[Rules – Steps to select and deploy the creature:]

* Randomly select a creature, based on the available groups: Nexu, Nexu (Elite), Loth-Cat, Loth-Cat (Elite), Wampa, Wampa (Elite)
* If the selected creature is on the “Ignored groups” list, randomly select a different creature.
* Deploy that creature.
* The creature is deployed no matter how much threat is left. However, after deployment, decrease threat by the creature’s threat cost, to a maximum of 5. (If the creature is cheaper than 5 threat, decrease threat by that amount.)

## Inspiring Command

Each Imperial figure within 3 spaces of an Imperial Leader becomes Focused.

## When they Least Expect it

Each Imperial HUNTER immediately resolves the following instructions:

* Move 3 to reposition 2 and become Focused.

## Isolation

Each hero that is not within 2 spaces of another Rebel figure suffers 2 C and becomes Weakened.

## Medic!

Roll 1 red die. All Rebel figures recover H equal to the H rolled.

## Unexpected Help

Deploy <<Ally>> within 2 spaces of a hero. The Rebel players control <<Ally>> as an ally.

[Rules – Steps to select and deploy the ally:]

* Randomly select an ally, based on the available groups.
* Deploy that ally.
* Increase threat by half the ally’s threat cost.

## Bought Some Time

1 Rebel figure may choose to suffer 5 H. lf it does, the round limit for this mission is extended by 1.

## He’s With Us

Rebel players may choose 1 lmperial non-unique figure. That figure performs an attack on another Imperial figure. Then, the figure that performed the attack suffers 2 H.

## X-Wing Strafing Run

Rebel players may choose 2 exterior spaces and roll 1 green die for each. Each figure on or adjacent to that space suffers 1 H for each H rolled.