

STAR WARS™

IMPERIAL ASSAULT™



JABBA'S REALM
RULEBOOK

COMPONENT LIST



16 Plastic Figures
(and 8 plastic pegs)



18 Map Tiles



1 Skirmish Map Sheet



3 Hero Sheets



20 Deployment Cards
(3 decks)



11 Story Mission Cards



4 Side Mission Cards



4 Skirmish Mission Cards



6 Agenda Cards



27 Hero Class Cards
(3 decks, 9 in each)



19 Imperial Class Cards
(2 decks)



10 Command Cards



4 Reward Cards



9 Item Cards
(3 decks, 3 in each)



3 Supply Cards



8 Condition Cards



2 Companion Cards



6 Ally and Villain Tokens



10 Condition Tokens



2 Companion Tokens



4 Bounty Tokens



8 ID Tokens with
24 ID Stickers

INSIDE THIS EXPANSION

The *Jabba's Realm* 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 the *Jabba's Realm* campaign, whose story missions can be combined with the side missions from the core game, this expansion, and other expansions to create an entirely new story.

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 *Jabba's Realm*.

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. Set aside the Companion cards.
- Assemble the Rancor and Jet Trooper figures as shown (see right). Add the Hero sheets, plastic figures, tokens, and map tiles from this expansion to their respective supplies.
- Set aside the new Story Mission cards. These will be used in the *Jabba's Realm* campaign.

Players should finish any active campaigns before incorporating the components from *Jabba's Realm* into the core game.

Note: In a campaign, players are limited to the number of figures and Deployment cards included in this expansion. For example, the Imperial player is limited to simultaneously using two Jet Trooper groups and only one of those groups can be elite, 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 *Jabba's Realm* expansion icon to distinguish these components from those found in the core game and other expansions.



MISSIONS

Jabba's Realm features sixteen new campaign missions and four new skirmish missions for *Imperial Assault*.

CAMPAIGN MISSIONS

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

- Missions corresponding to a Side Mission card can be incorporated into any campaign as a side mission.
- The story missions are featured in the *Jabba's Realm* campaign and are used exclusively in that campaign.

SKIRMISH MISSIONS

Jabba's Realm contains four new skirmish missions to be shuffled into your Skirmish Mission deck. These missions use the “The Pit of Carkoon” and “Nal Hutta Borderlands” maps, found on the included Skirmish Map Sheet. One of these maps allows four players to compete in a skirmish at once. Rules for four-player skirmishes can be found on page 6.

FIGURE ASSEMBLY

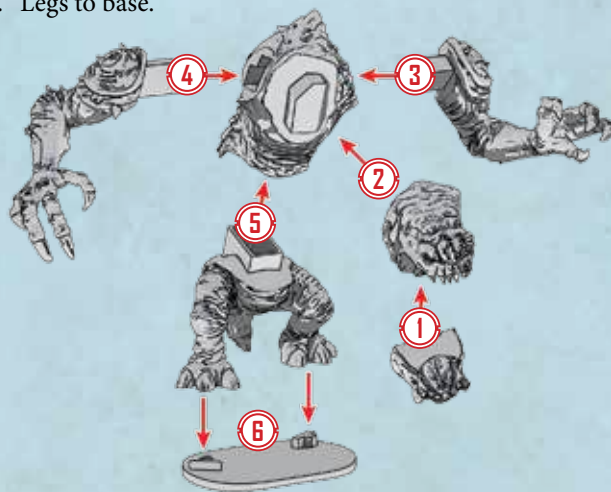
JET TROOPER

1. Figure to peg.
2. Peg to base.



RANCOR

1. Jaw to head.
2. Head to body.
3. Left arm to left side of body.
4. Right arm to right side of body.
5. Legs to body.
6. Legs to base.



EXPANSION RULES

The following sections describe the new rules featured in the components of *Jabba's Realm*.

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, desert, and snow tiles. The tile types for the tiles in the core game and those introduced in *Jabba's Realm* are as follows:

- **Forest:**
 - Core game tiles 01A–18A, 37A, 38B, and 39A.
 - *Jabba's Realm* tiles 01A, 03A–06A, 08A–09A, 11A–12A, 14A, and 16A.
- **Desert:**
 - Core game tiles 01B–18B, 37A, 38A, and 39B.
 - *Jabba's Realm* tiles 03B–04B, 06B, 08B, 14B, and 16B.
- **Interior:**
 - Core game tiles 19A–36A and 19B–36B.
 - *Jabba's Realm* tiles 02A, 07A, 10A, 13A, 15A, 17A, 01B–02B, 05B, 07B, 09B–13B, 15B, and 17B.

CLASS CARDS

Some heroes, such as Shyla Varad, 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.

COMPANIONS

A **COMPANION** is a new type of support figure that is put into play through various game effects and is associated with a hero or a group. The companion shares that hero or group's affiliation and activates before or after the corresponding activation.

When a companion is put into play, place its Companion card faceup in the **ready** position near its associated Deployment card or Hero sheet. Then, place its token on the map as indicated by the effect putting it into play.

A companion follows all normal rules for figures with the following exceptions:

- A companion does not block line of sight, and a hostile figure does not spend one additional movement point to enter a space containing a companion.
- A companion can end its movement in a space containing another figure, and another figure can end its movement in a space containing a companion.
- A companion is adjacent to each figure and object in its space, and each of those figures and objects are adjacent to the companion.
- A companion cannot interact and cannot use abilities on Class, Item, or Supply cards.
- A companion has a figure cost of 0 (see “Figure Cost” below).
- If a companion performs an attribute test, it automatically fails.
- When a group that is associated with a companion leaves play, the companion remains in play but can no longer activate unless a game effect allows that companion to activate as part of a different group.
- During a campaign, only one companion of each type can be in play at a time. During a skirmish, each player may have one companion of each type in play.
- When a companion is put into play under a player's control, if that companion was already in play under that player's control, it is removed from the map first.
- During a skirmish, abilities that affect a specific companion can affect only your copy of that companion.

FIGURE COST

Each figure in *Imperial Assault* has a figure cost that may be referenced by abilities and game effects. A figure cost is one of two values:

- If a deployment group has a starting group size of 1, that figure's figure cost is equal to the group's deployment cost.
- If a deployment group has a starting group size of 2 or more, each figure in that group has a figure cost equal to the group's reinforcement cost.

SKIRMISH ATTACHMENTS

Some skirmish upgrade Deployment cards list the word “Attachment” above their abilities. These cards can be attached to other Deployment cards as follows:

- When deploying units during skirmish setup, if a player has one or more “Attachment” cards included in his army, he places each of these cards on one of his non-upgrade Deployment cards.
- Each Deployment card can have only one “Attachment.”
- Abilities on “Attachment” cards apply to all figures in the corresponding group.
- Many attachments require the group to have a specific trait, such as “TROOPER.” Attachments with these restrictions cannot be played on a group that does not have the trait.

When a group with an “Attachment” card is defeated, the opposing player scores VPs equal to the deployment cost of the “Attachment” card, in addition to the VPs he scores from the defeated group’s Deployment card.

REPLACING TILES

Some missions will direct the Imperial player to replace 1 or more tiles in the map with other tiles previously set aside. When this happens, the Imperial player removes the listed tile or tiles from the map. Then, he connects the listed set-aside tiles to the newly exposed puzzle edge of the map.

If a figure or token is occupying a space on a removed tile, place it in the corresponding space of the replacement tile. If there is no such space, place it in the nearest possible space instead.

REBEL UPGRADE STAGE

When 1 or more expansions are incorporated into an *Imperial Assault* campaign, Rebel players follow a different procedure during Rebel Upgrade Stages.

Rebel players no longer draw six cards from each Item deck listed in the campaign log. Instead, players should make note of the total number of cards in each Item deck at the start of the campaign. Then, during each Rebel Upgrade Stage, Rebel players draw a number of cards from each of the appropriate Item decks equal to half that number (rounded up) for the respective deck.

BOUNTY TOKENS

The Hutt Mercenaries Imperial class uses Bounty tokens to place prices on the heroes’ heads, inspiring Imperial figures, especially mercenaries, to take them down. These tokens have no inherent function and only interact with abilities found on Hutt Mercenaries Imperial Class cards.



During campaign setup, when Hutt Mercenaries is chosen as the Imperial class, the Imperial player places the four Bounty tokens near his play area. At the start of the campaign, each hero will claim 1 Bounty token. As the campaign progresses, heroes will claim and discard these tokens as described on the “Wanted: Dead” Imperial Class card.

Unlike other tokens, heroes do not discard Bounty tokens at the end of a mission during “Post-Mission Cleanup.”

The total number of Bounty tokens that can be used is equal to the number of heroes in the campaign.



FOUR-PLAYER SKIRMISHES

The “Nal Hutta Borderlands” skirmish map, found on the Skirmish Map Sheet, allows four players to compete in a massive *Imperial Assault* battle. Depending on which mission is played, the players could all compete against each other in a Free-For-All or combine forces with another in a Team Battle.

SETUP AND GAMEPLAY CHANGES

During a four-player skirmish, apply the following changes to the rules of setting up and playing a skirmish, found on page 4 of the Skirmish Guide in the core game:

- In step 3 of Skirmish Setup, “Determine and set up Skirmish Mission,” players do not use their standard Skirmish Mission deck, but rather, use a deck that includes only Skirmish mission cards corresponding to four-player skirmish maps.
- Two additional deployment zones, yellow and green, are available for players to deploy figures. In step 4 of Skirmish Setup, “Deploy Units,” the player who has initiative chooses one of the four available deployment zones and deploys all of his figures in this deployment zone. The player to his left does the same, choosing from the remaining deployment zones, and so on until all players have deployed.
- During the Activation Phase, instead of play passing back and forth between two opponents, each player in clockwise order activates a group.
- During the Skirmish Status Phase, all players ready all of their Deployment cards and the player who has the initiative token passes it to the player on his left.

GAME MODES

There are two different modes of play for four-player skirmishes: Free-For-All and Team Battle.

FREE-FOR-ALL

When playing a Free-For-All skirmish, all other players are opponents, and all of their figures are hostile figures.

A Free-For-All skirmish ends immediately when at least one player has gained 40 or more VPs, at which point the player with the most VPs wins the game. The game will also end when three players have been eliminated, at which point the remaining player wins the game.

TEAM BATTLE

During a Team Battle skirmish, the players on your immediate left and right are your opponents and the remaining player is your teammate. All figures belonging to opponents are hostile, and all figures belonging to your teammate are friendly.

A Team Battle skirmish ends immediately when one team has collectively gained 60 or more VPs, at which point the team with the most VPs wins the game. The game will also end when a pair of teammates have both been eliminated, at which point the remaining team wins the game.



SPECIAL RULES

In a four-player skirmish, some special rules come into effect.

- When a card effect targets your opponent (such as “Shadow Ops”), you must choose one available opponent.
- If a player would claim the initiative token out of turn, such as by playing “Take Initiative,” that player receives the first activation on that turn, but **does not** claim the initiative token. After the first activation resolves, play passes to the player with the initiative token and then proceeds normally.
 - The player with the initiative token cannot also use effects that would claim the initiative token.
 - If multiple players use effects that would claim the initiative token, each of those players gain an activation that they may use before the player with initiative resolves his first activation. These activations are resolved in order of initiative.
 - A player cannot use more than one effect that would allow him to claim the initiative token in the same round.
- When the last figure in a group is defeated, the player who defeated that figure gains the VPs for that figure’s group.
 - When the last figure in a group is defeated, but was not defeated by an opponent, such as when a Probe Droid becomes defeated after using “Self-Destruct,” that figure’s player chooses one available opponent to gain the VPs for that group.
- If all of a player’s figures are defeated, that player is eliminated. He can no longer play cards, and his Skirmish Upgrade cards no longer have any effect.
- If more than one player includes the Skirmish Upgrade card “Devious Scheme” in his army, then all copies of “Devious Scheme” have no effect.
- If a player includes “Jabba the Hutt (Vile Gangster)” in his army, at the start of the mission, that player must choose one of his opponents. The chosen opponent’s figures are the only hostile figures that are counted for “Nefarious Gains.”

CONFLICTS IN A FOUR-PLAYER SKIRMISH

During a four-player skirmish, mission rules are resolved first, followed by effects from the player with initiative, and then effects from each other player, proceeding clockwise around the table.

Also, when playing a team battle skirmish, conflicts that arise during an attack resolve slightly differently than in other missions. Mission rules are resolved first, followed by effects from the attacker and the attacker’s figures, then effects from the defender and his figures. After both the attacker’s and defender’s effects have resolved, the attacker’s teammate may resolve effects, followed by the defender’s teammate.



RULE CLARIFICATIONS AND RULES REFERENCE ADDITIONS

"Your powers will not work on me, boy."
-Jabba the Hutt, Return of the Jedi

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 *Jabba's Realm*.

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.

As 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

- During an attack, if a figure ends its movement such that the attacker no longer has line of sight to the target, the attack misses.

ATTRIBUTE TESTS

- Some abilities give a figure the option of whether or not to perform an attribute test. If that figure chooses not to perform the test, it counts as not having succeeded that test.

CAMPAIGN SETUP

- If the Imperial player's chosen Imperial class has multiple basic cards (without an XP cost), each of those cards are placed faceup in his play area.

FIGURE COST

- If a figure does not have either of the costs listed in the main definition of "Figure Cost," such as the captive from "Imperial Hospitality," (pg. 29, Campaign Guide, core game) it has a figure cost of 0.

HIDDEN INFORMATION

- When a mission event provides a choice to the Rebel players, the Imperial player reads only the portions of that mission event that corresponds to the option chosen.

KEYWORDS

- The following keywords are included in *Jabba's Realm*, in addition to those found in the core game: Hide, Weaken.
- The Weakened and Hidden conditions are also used as keywords to apply the corresponding condition.



REVEAL

When a rule or ability instructs a player to reveal a card, that player takes that card from its current location (such as a player's hand or the top of a deck) and shows it to all players. After the rule or ability resolves, that card is returned to that location unless it was otherwise affected by the ability.

VICTORY POINTS

Some abilities allow a player to spend his VPs or force his opponent to lose VPs. A player cannot have fewer than 0 VPs and any VPs lost beyond 0 are ignored. A player cannot use an ability that requires him to spend more VPs than he has.

VILLAINS

All figures corresponding to unique Imperial (☘ or ☙) Deployment cards are villains. Villains follow all general rules for allies listed on pg. 5 of the Rules Reference Guide in the core game.

"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.

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THE JABBA'S REALM CAMPAIGN

The *Jabba's Realm* campaign is a new full campaign for *Imperial Assault*. This campaign will play out similarly to the campaign found in the core game; heroes will fight through a series of story and side missions as they, and the Empire, grow stronger.

TIME PERIOD

In order to allow a more open-ended play experience, the *Jabba's Realm* campaign does not include a time period. Missions of all time periods may be included when playing this campaign.

JABBA THE HUTT

During the *Jabba's Realm* campaign, the Imperial player cannot earn Jabba the Hutt as a villain.

AGENDA CARDS

During the *Jabba's Realm* campaign, the Imperial player may only have a total of four Agenda cards between his hand and his play area. If, at the end of an Imperial Upgrade Stage, he has more than four Agenda cards, he must choose cards to discard until he has four.

THE CAMPAIGN LOG

As in the core game campaign, players utilize a campaign log to track and record information relevant to the progression of the campaign.

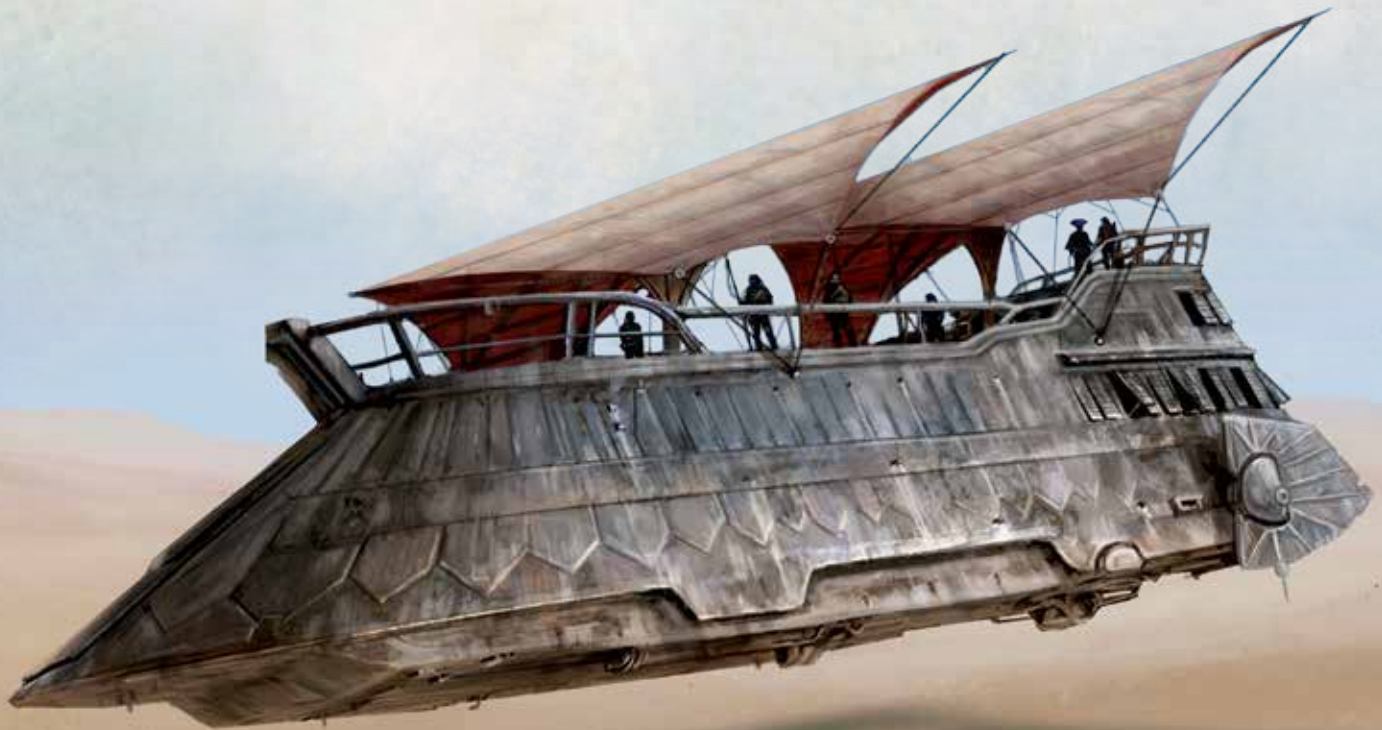
The campaign log for the *Jabba's Realm* campaign is found on the back of this rulebook and is used in a fashion identical to the campaign log in the core game.

Players can print out additional campaign logs online at:

FantasyFlightGames.com/ImperialAssault

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.



JABBA'S REALM CAMPAIGN LOG

MISSION	THREAT LEVEL	REBEL UPGRADE	IMPERIAL UPGRADE
INTRODUCTION			
TRESPASS	2	Tier 1 Items, Spend XP	Agenda, Spend XP
SIDE MISSION	2	Tier 1 Items, Spend XP	Agenda, Spend XP
STORY MISSION 1	3	Tier 1 Items, Spend XP	Agenda, Spend XP
SIDE MISSION	3	Tier 1 & 2 Items, Spend XP	Agenda, Spend XP
STORY MISSION 2	4	Tier 2 Items, Spend XP	Agenda, Spend XP
SIDE MISSION	4	Tier 2 Items, Spend XP	Agenda, Spend XP
INTERLUDE	4	Tier 2 & 3 Items, Spend XP	Agenda, Spend XP
MOMENT OF FATE			
STORY MISSION 3	5	Tier 3 Items, Spend XP	Agenda, Spend XP
SIDE MISSION	5	Tier 3 Items, Spend XP	Agenda, Spend XP
STORY MISSION 4	6	Tier 3 Items, Spend XP	Agenda, Spend XP
FINALE	6		

FORCED MISSION	THREAT LEVEL *	FORCED MISSION	THREAT LEVEL *
FORCED MISSION	THREAT LEVEL *	FORCED MISSION	THREAT LEVEL *

* Threat level is equal to that of the previous Mission's Threat level

Experience (XP)

Influence

Empire

Ongoing Agendas

Name	Target

Experience (XP)

Rebels

Name	Name	Name	Name

Credits