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IMPERIAL ASSAULT™
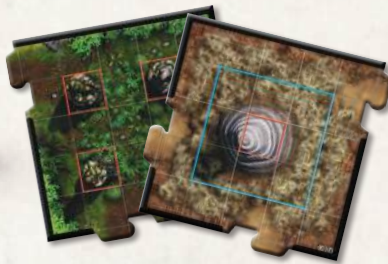
TYRANTS OF LOTHAL
RULEBOOK

COMPONENT LIST

10 Plastic Figures
(2 Heroes, 4 Loth-cats, and
4 Death Troopers)

14 Map Tiles

2 Hero Sheets

24 Deployment Cards
(3 decks)

6 Agenda Cards

6 Side Mission Cards

6 Item Cards
(3 decks, 2 in each)

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

9 Imperial Class Cards

6 Reward Cards

2 Supply Cards

5 Command Cards

4 Condition Cards

5 Condition
Tokens

6 Ally and
Villain Tokens

24 Power Tokens

2 Style Tokens

1 Skirmish Map Sheet

2 Skirmish Mission Cards

8 ID Tokens with
24 ID Stickers

INSIDE THIS EXPANSION

The *Tyrants of Lothal* 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 *Tyrants of Lothal* 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 *Tyrants of Lothal*.

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 *Tyrants of Lothal* 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 Loth-cat groups and only one of those groups can be elite, even if they own multiple copies of this expansion.

EXPANSION ICON

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

MISSIONS

Tyrants of Lothal 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 and can be incorporated into a full campaign.

- The missions can be played in a specific order to form the *Tyrants of Lothal* mini campaign (see "The Mini Campaign" on page 8).

SKIRMISH MISSIONS

Tyrants of Lothal contains two new skirmish missions to be shuffled into your Skirmish Mission deck. These missions use the "Lothal Wastes" map, found on the included Skirmish Map Sheet.

EXPANSION RULES

The following sections describe the new rules featured in the components of *Tyrants of Lothal*.

ALLIES

During the *Tyrants of Lothal* mini campaign, Rebel players follow a different procedure when choosing to deploy an ally in a mission.

During step 7 of "Campaign Mission Setup," after the Rebel players choose and deploy an ally, the Imperial player no longer gains threat equal to the Deployment cost listed on the ally's Deployment card. Instead, the Imperial player gains threat equal to half that cost (rounded up) and may resolve an optional deployment. Then, the Imperial player places strain tokens equal to half of the ally's Deployment cost (rounded down) in their play area.

During step 1 of the Status Phase, after gaining threat equal to the threat level, the Imperial player discards one strain token from their play area to increase threat by two. The Imperial player does this each round until there are no strain tokens in their play area.

If the ally is defeated, the Imperial player discards any remaining strain tokens in their play area. They do not gain threat for tokens discarded this way.

ICON TYPES

Some abilities refer to an icon's type. An icon's type is either "attack" or "defense."

- ⬩ and 〰 are attack icons.
- ▼, ↻, and ✖ are defense icons.

PAYING VPS

When an ability instructs a player to pay another player VPs, the paying player loses VPs and the paid player gains an equal number of VPs.

- If using an ability requires a player to pay more VPs than that player has, that player cannot use that ability.
- If a player's ability requires an opponent to pay more VPs than they have, that opponent pays all of their remaining VPs.

SPECTRE ALLIES

During the *Tyrants of Lothal* campaign, the Rebel players will be prompted to bring a Spectre ally. Spectre allies are those allies with "Spectre" or "Chopper" as part of its sub-name, such as Kanan Jarrus, Spectre-1.

During campaign setup, when the hero players are choosing green Side Missions, they may choose more than one mission that rewards "Any 1 Spectre ally."

STYLE TOKENS

The hero Tress Hacnua uses style tokens to enhance her melee attacks and build to powerful finishing strikes. These tokens have no inherent function and only interact with abilities found on Tress Hacnua's Hero sheet and Class cards.

During campaign setup, when Tress Hacnua is chosen as a hero, place the two style tokens near her play area. During a mission, Tress's abilities allow her to gain and spend these tokens for a number of beneficial effects.

The total number of style tokens that can be gained is limited by the included supply of two tokens.

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.

▪ Sabine Wren ◐	▪ Sabine Wren ✖
SPECTRE-5	SPECTRE-5
Campaign Deployment Icon	Skirmish Deployment Icon

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.

AGENDA CARDS

During the *Tyrants of Lothal* mini campaign, the Imperial player can only have a total of four Agenda cards between their hand and their play area. If, at the end of an Imperial Upgrade Stage, they have more than four Agenda cards, they must choose cards to discard until they have four.

POWER TOKENS

Various cards and abilities in *Tyrants of Lothal* allow figures to gain **POWER TOKENS**. These tokens represent a variety of things that increase a unit's effectiveness in battle, from enhanced armaments to affinity with the Force.

When a figure with a power token declares an attack or is declared as the target of an attack, that figure may discard one of its power tokens. If it does, apply +1 of the symbol on that token to that attack's results. For example, if a figure spent 1 ⊘, that figure's player would apply +1 ↻ to the defense results.

A power token showing a damage symbol

When an ability instructs a figure to gain a specific power token, that figure's player claims one token of that type from the supply and places it either near that figure on the board or on that figure's deployment card or hero sheet if that figure is the only figure in its group. When an ability instructs a player to gain any number of ❓, that player gains that number of power tokens of their choice. Power tokens are not limited by components. If players run out of a token type, they should use a suitable replacement, like a coin.

Each figure cannot have more than two total power tokens. If a figure would gain more than two, its player must choose tokens to discard until the figure has two. A figure cannot use more than one power token per attack.

REBEL UPGRADE STAGE

When one 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.

REPLACING TILES

Some missions will direct the Imperial player to replace one 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, they connect 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.

TIME PERIOD

In order to allow a more open-ended play experience, the side missions in *Tyrants of Lothal* do not include a time period. These missions may be included when playing a campaign in any time period.

RULES REFERENCE ADDITIONS

"We have hope; hope that things can get better. And they will." – Hera Syndulla, Star Wars: Rebels

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 *Tyrants of Lothal*.

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's 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. If the target of a ⬦ attack ends its movement such that it is no longer adjacent to the attacker (or within 2 spaces and in line of sight if the attack has Reach), 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 succeeding at that test.

DISTRIBUTE

Some effects allow a player to distribute a number of identical elements amongst various figures. When doing so, that player gives a number of those elements to each of those figures such that the total number given out is equal to or less than the amount designated to be distributed. Each figure among those to whom the elements are to be distributed may receive as many as the total number or as few as zero.

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.

KEYWORDS

- The keyword Weaken is included in *Tyrants of Lothal* in addition to those found in the core game.
- The Weakened condition is also used as a keyword to apply the corresponding condition.

SKIRMISH ROUNDS

In skirmish, some effects on Command and Deployment cards refer to the number of the current round. Players should keep track of the current round number. The round number advances during the Status Phase after step 3, "End of Round Effects."

TILE TYPES

Rules in other *Imperial Assault* expansions may reference a map tile's type. In *Tyrants of Lothal*, tiles 02A, 09A, 10A have the **Forest** type, tiles 01B-02B, 04B-07B, 09B-10B, and 12B have the **Desert** type, and all other tiles have the **Interior** tile type.

VICTORY POINTS

Some abilities allow a player to spend their VPs or force their opponent to lose VPs. A player cannot have fewer than zero VPs, and any VPs lost beyond zero are ignored. A player cannot use an ability that requires them to spend more VPs than they have.

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.

THE MINI CAMPAIGN

In addition to being usable in a full campaign, the missions included in *Tyrants of Lothal* 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 their 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, they return all cards in their Agenda deck that are played as side or forced missions to the game box.

2. **Upgrade Heroes:** Each hero receives 2 XP, and heroes collectively receive 300 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.

3. **Upgrade Imperial Player:** The Imperial player receives 2 XP. Then, they perform an Imperial Upgrade Stage, but skip 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 *Tyrants of Lothal*, the Introductory mission is "Call to Action" (see page 10).

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 only played as described under "Expanding 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.

HONDO OHNAKA AND THRAWN

During the *Tyrants of Lothal* campaign, the Imperial player cannot earn Hondo Ohnaka or Thrawn as a villain.

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 22) 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.

EXPANDING THE MINI CAMPAIGN

The *Tyrants of Lothal* mini campaign can be expanded using side missions found in certain Ally and Villain packs to create a longer campaign.

Players may expand the mini campaign using some or all of these missions. If they do, use the optional side mission elements of the campaign log. Otherwise, ignore those rows in the campaign log (including upgrade stages).

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 *Tyrants of Lothal* 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:

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.

CREDITS

FANTASY FLIGHT GAMES

ASMODEE NORTH AMERICA

LUCASFILM LTD.

PLAYTESTERS

FANTASY FLIGHT SUPPLY™

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PROTECTIVE CARD SLEEVES

Tyrants of Lothal Campaign Log

Optional Side Missions

HONDO OHNAKA VILLAIN PACK REQUIRED FOR THIS MISSION

OPTIONAL SIDE MISSION
The Pirate's Plot

4 ▲ Tier 2 Items, Spend XP ☐ Agenda, Spend XP ☐

EZRA BRIDGER AND KANAN JARRUS OR SABINE WREN AND ZEB ORRELIOS ALLY PACK REQUIRED FOR THIS MISSION

OPTIONAL SIDE MISSION

5 ▲ Tier 2 Items, Spend XP ☐ Agenda, Spend XP ☐

THRAWN VILLAIN PACK REQUIRED FOR THIS MISSION

OPTIONAL SIDE MISSION
The Admiral's Grip

6 ▲ Tier 3 Items, Spend XP ☐ Agenda, Spend XP ☐

Reminder

These side missions are not required to play the Tyrants of Lothal mini campaign. Following some epilogues, you will be given the option to play an optional side mission. For more information, refer to page 8 of this booklet.

	MISSION	THREAT LEVEL	REBEL UPGRADE		IMPERIAL UPGRADE
INTRODUCTION	*Call to Action*	**3**	▲ Tier 1 & 2 Items, Spend XP ☐		Agenda, Spend XP ☐
▲ **OPTIONAL SIDE MISSION?** ☐					
STORY MISSION 1		**4**	▲ Tier 2 Items, Spend XP ☐		Agenda, Spend XP ☐
▲ **OPTIONAL SIDE MISSION?** ☐					
STORY MISSION 2		**5**	▲ Tier 2 & 3 Items, Spend XP ☐		Agenda, Spend XP ☐
▲ **OPTIONAL SIDE MISSION?** ☐					

Finale
The Final Order

THREAT LEVEL
6 ☐

Rebels

Experience (XP)

Name	Name	Name
Name	Name	Name

Credits

Empire

Experience (XP)

Influence

Ongoing Agendas

Name		Target