



## Rescue Rebel Operatives

Refueling Station: Part I

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### Neutral Territory

10 Turns

Intercept a damaged HWK-290 and protect it from an Imperial patrol

+ "Disable Sensor Net"

Return to deck and shuffle

*Requires:* Asteroids x6,

*Requires:* Asteroid x6, GR-75, x1-2

Neutral Territory  
10 Turns  
Use a Rebel Transport to lure out and destroy a prototype TIE Phantom  
+ "Cloak & Dagger"  
Imperial Victory Point



Chasing Phantoms: Part II

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Bait



## Disable Sensor Net

Refueling Station: Part II

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### Neutral Territory

12 Turns

Avoid Imperial patrols and disable an asteroid field sensor network

+ "Capture Refueling Station"

Return to deck and shuffle

*Requires:* Asteroids x12

*Requires:* Ion Cloud x10, x1-2

Neutral Territory  
12 Turns  
Locate and rescue an escape pod lost in an Ion Storm  
+ "Bait"  
Imperial Victory Point



Chasing Phantoms: Part I

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Needle in a Haystack



## Capture Refueling Station

Refueling Station: Part III

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### Hostile Territory

12 Turns

Escort a freighter of commandos to capture an Imperial refueling station

Rebel Victory Point

Imperial Victory Point

*Requires:* Asteroids x6, Station,

*Requires:* Asteroid x12, GR-75

Hostile Territory  
10 Turns  
Escort a Rebel Transport through an Asteroid field until it jumps to safety  
Rebel Victory Point  
Imperial Victory Point



Minefields: Part III

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Care Package



## Tread Softly

Minefields: Part I

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### Friendly Territory

12 Turns

Clear out an Imperial minefield to secure Rebel supply lines

+ "Imperial Entanglements"

Return to deck and shuffle

*Requires:* Minefield x3/player

*Requires:* Minefield x12, GR-75,

Neutral Territory  
10 Turns  
Rescue a crippled Rebel Transport from Imperial capture  
+ "Care Package"  
Imperial Victory Point



Minefields: Part II

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Imperial Entanglements





START

Capture Officer

Capture Officer: Part I

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START

Nobody Home

Capture Officer: Part II

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START

Miners' Strike

Capture Officer: Part III

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START

Secure Holonet Receiver

Defection: Part I

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Friendly Territory

12 Turns

Disable an Imperial shuttle before it can flee or call for help

+ "Nobody Home"

Return to deck and shuffle

Friendly Territory

10 Turns

Ambush an Imperial search and rescue team in a debris field

+ "Miner's Strike"

Imperial Victory Point

Neutral Territory

12 Turns

Strafe an Imperial moonbase and shut down their mining operations

Rebel Victory Point

Imperial Victory Point

Neutral Territory

12 Turns

Escort Slicer Techs in a HWK-290 while they secure a holonet receiver

+ "Defector"

Return to deck and shuffle

Requires: Asteroid x6, x1

Requires: Ion Cloud x10, /player

Requires: Asteroid x6, Debris x6, x2

Requires: Ion Cloud x10, Station, x1-6

Requires: Station, x1-2

Requires: Asteroid x6, x2-4

Requires: Asteroid x6, Station, x2-4

Hostile Territory

10 Turns

Survive an ambush by Imperial Aces during an Ion Storm

Rebel Victory Point (Possible)

Imperial Full Campaign Victory

Hostile Territory

12 Turns

Locate and destroy the Empire's TIE Phantom research station

Rebel Victory Point, + "Revenge"

Imperial Victory Point

Neutral Territory

12 Turns

Cripple training squadrons for the Empire's TIE Defender program

Rebel Victory Point

Imperial Victory Point

Hostile Territory

10 Turns

Rendezvous with a TIE Defender prototype pilot who wishes to defect

+ "Pride of the Empire"

Imperial Victory Point

Revenge

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Chasing Phantoms: Part IV

Cloak and Dagger

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Chasing Phantoms: Part III

Pride of the Empire

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Defection: Part III

Defector

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Defection: Part II