

Select Mission

Choose expansions

Mission card

Mission settings

Threat Level

6

Difficulty



Easy



Medium



Hard

Ally rules



Normal rules



Lothal rules

Optional deployment




Yes




No

Factions



Include 



Include 

Additional threat

0

Starting Groups

- X Stormtroopers
- X Stormtroopers (E)
- X Nexu
- X Trandoshan Hunters (E)

Royal Guard (E)

Add

Reserved Groups

- X Royal Guard
- X Probe Droid

E-Web Engineer (E)

Add

Earned Villains

- X Darth Vader

Royal Guard Cham

Add

Ignored Groups

- X Wampa

Tusken Raider

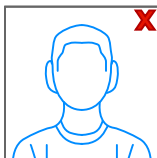
Add

Jyn Odan

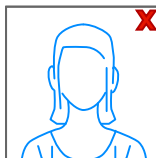
Add Hero

Luke Skywalker

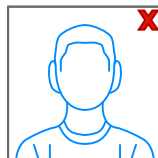
Add Ally



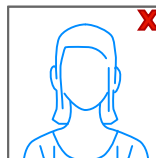
Gaarkhan



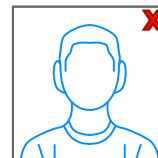
Diala Passil



Gideon Argus



Jyn Odan



Luke Skywalker

Threat cost



Yes



No

Mission rules

Start Mission

Choose expansions

Boxed Expansions

- ☐ Twin Shadows
- ☐ Return to Hoth
- ☒ **The Bespin Gambit**
- ☐ Jabba's Realm
- ☐ Heart of the Empire
- ☐ Tyrants of Lothal

Ally Packs

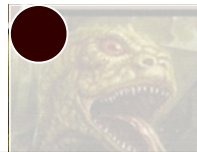
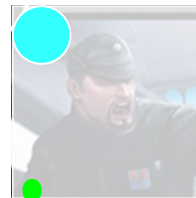
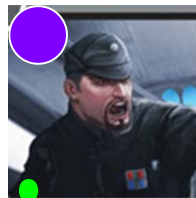
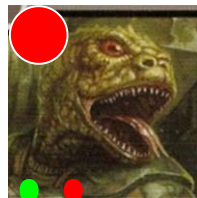
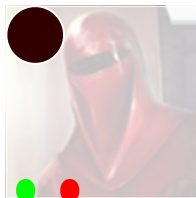
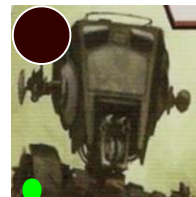
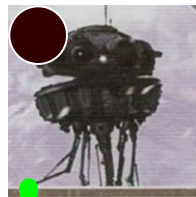
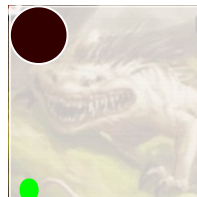
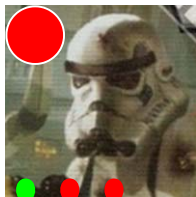
- | | | |
|--|---|---|
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| <input type="checkbox"/> Chewbacca | <input type="checkbox"/> Leia Organa | <input type="checkbox"/> Leia Organa |
| <input checked="" type="checkbox"/> Rebel Saboteurs | <input checked="" type="checkbox"/> Echo Base Troopers | <input checked="" type="checkbox"/> Hera & Chopper |
| <input type="checkbox"/> Rebel Troopers | <input type="checkbox"/> Lando Calrissian | <input type="checkbox"/> Ahsoka Tano |
| <input type="checkbox"/> R2-D2 & C-3PO | <input type="checkbox"/> Obi-Wan Kenobi | <input type="checkbox"/> Ezra & Kanan |
| <input type="checkbox"/> Wookiee Warriors | <input type="checkbox"/> Luke Skywalker (Jedi Knight) | <input type="checkbox"/> Sabine & Zeb |

Villain Packs (Imperial)

- | | | | |
|---|---|--|--|
| <input type="checkbox"/> General Weiss | <input type="checkbox"/> Stormtroopers | <input type="checkbox"/> ISB Infiltrators | <input type="checkbox"/> BT-1 & 0-0-0 |
| <input type="checkbox"/> Royal Guard Champion | <input type="checkbox"/> General Sorin | <input type="checkbox"/> Grand Inquisitor | <input type="checkbox"/> Emperor Palpatine |
| <input checked="" type="checkbox"/> Kayn Somos | <input checked="" type="checkbox"/> Agent Blaise | <input checked="" type="checkbox"/> Captain Terro | <input type="checkbox"/> Thrawn |

Villain Packs (Mercenary)

- | | | | |
|---|--|---|---------------------------------------|
| <input type="checkbox"/> IG-88 | <input type="checkbox"/> Bantha Rider | <input type="checkbox"/> Greedo | <input type="checkbox"/> Maul |
| <input type="checkbox"/> Boba Fett | <input type="checkbox"/> Dengar | <input type="checkbox"/> Jabba the Hutt | <input type="checkbox"/> Hondo Ohnaka |
| <input checked="" type="checkbox"/> Hired Guns | <input checked="" type="checkbox"/> Bossk | <input checked="" type="checkbox"/> Jawa Scavenger | |



Manual Deployment

X Royal Guard



X Probe Droid



X Leia Organa

Royal Guard Cham



Add

Deploy

Modify
Threat

4

Apply

At the beginning of each round: If there are non-retrieved spice barrels on the map, place 1 Imperial Officer on each non-retrieved spice barrel (maximum 2). If possible, first use figures set aside, then from Manual Deployment. The Imperial Officer immediately retrieves the spice barrel.

When an Imperial Officer carrying a spice barrel moves adjacent to or on the Spicer's stockpile, the Imperial AI claims that barrel. Then, remove that figure from the map and set it aside. (It is not defeated.)

Mission instructions (add to the top of the instruction list):

All Imperial Officers carrying spice barrels gain:

- ➡ Move 4 towards the Spicer's stockpile.
- ➡ Move 4 towards the Spicer's stockpile.

Mission Rules

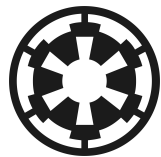
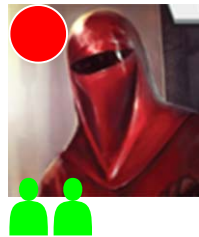
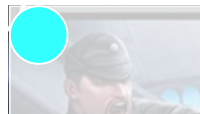
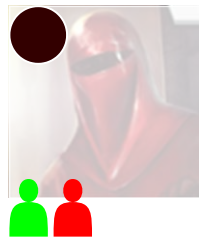
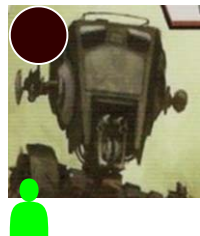
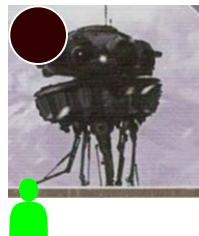
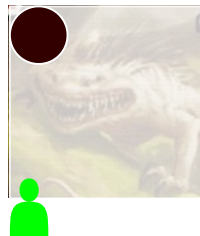
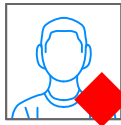
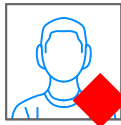


Mission
Info

Round

4





Mission Rules

Manual Deployment

X Royal Guard

X Probe Droid

X Leia Organa

Royal Guard Cham

Add

Deploy

Hostile Negotiations

Special Setup:
Place 5 instead of 3 neutral mission tokens on each of the blue points. When a spice barrel is dropped on a stockpile, that player claims the spice barrel.

Rebel Objective:
Claim more spice barrels than the Imperial AI.

Imperial Objective:
Claim more spice barrels than the Rebels.

At the end of round 2:
Resolve the event **Unleashed**.

At the end of round 4:
Resolve the event **Hired Muscle**.

Mission Info

Modify Threat

4

Apply

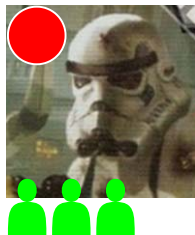
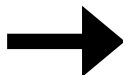
Round

4

Reinforcement



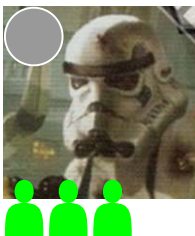
Stormtroopers
(Elite)



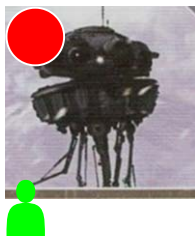
Stormtroopers
(Elite)

ONSLAUGHT

Deployment



Stormtroopers



Probe Droid
(Elite)

OK

ACTION Move 4 towards the Spicer's stockpile.
ACTION Move 4 towards the Spicer's stockpile.

Mission Rules

Manual Deployment

X Royal Guard

Add

Modify
Threat

4

Apply

Round

4



Imperial Officer
(Elite)



Bonus Effect

At the start of this activation, each Imperial figure within 3 spaces of the figure discards 1 Harmful condition. Each of those figures that did not discard a condition recovers 2 ☒.

⊘ Cower, Executive Order, Order

⚡ Order: Another Imperial figure with a figure cost of 6 or less that can perform an attack attacks <<Gaarkhan>>.

★➡ If this figure did not use Order, move 3 to attack <<Gaarkhan>>.

★➡ Move 1 to attack <<Gaarkhan>>.

⚡ Move 3 to engage the other Imperial figure with the most Health remaining.

⚡ If this figure is not adjacent to another Imperial figure, move 4 to reposition 5.

- **Cower:** If adjacent to another Imperial figure, recover 2 ☒. The adjacent non-Focused Imperial figure with the highest figure cost becomes Focused.

OK

All Imperial Officers carrying spice barrels gain

ACTION Move 4 towards the Spicer's stockpile.
ACTION Move 4 towards the Spicer's stockpile.

Mission Rules

Manual Deployment

X Royal Guard

Add

Modify
Threat

4

Apply

Round

4

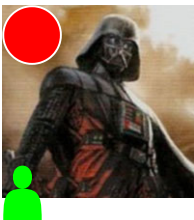
Mission
Info

Event

Leave them to me

For a moment, the sounds of battle seems to subside as an eerie silence falls over the battlefield. From the shadows, a threatening figure emerges, to the cheers and war cries of your enemies.

Deploy **Darth Vader (Lord of the Sith)**.



OK

Event

Combat Medics

Your shots manage to drive your enemies back as new reinforcements arrive, wearing the green badges of battlefield medics. They scamper towards the wounded troupes, doing their best to patch them up.

All Imperial *Troopers* immediately resolve the following instructions:

- Move 2 to engage as many friendly figures that have suffered ☒ as possible.
- Each friendly figure within 2 spaces of you recovers 2 ☒.

OK

All Imperial Officers carrying spice barrels gain

ACTION Move 4 towards the Spicer's stockpile.
ACTION Move 4 towards the Spicer's stockpile.

Mission Rules

Manual Deployment

X Roval Guard

Add

Modify
Threat

4

Apply

Round

4

Mission
Info