**Rogue AI**

(Scenario A)

Set aside a neutral mission token in each color (blue, green, yellow, & red) face down. Flip the red token face up and place 1 strain token on the red console on the map.

When a figure enters a space containing a console with the strain token, that figure's player gains 2 VPs. Then, that player flips 1 random set-aside face down neutral mission token face up & moves the strain token to the console of that color. Flip the previous face up neutral mission token face down.

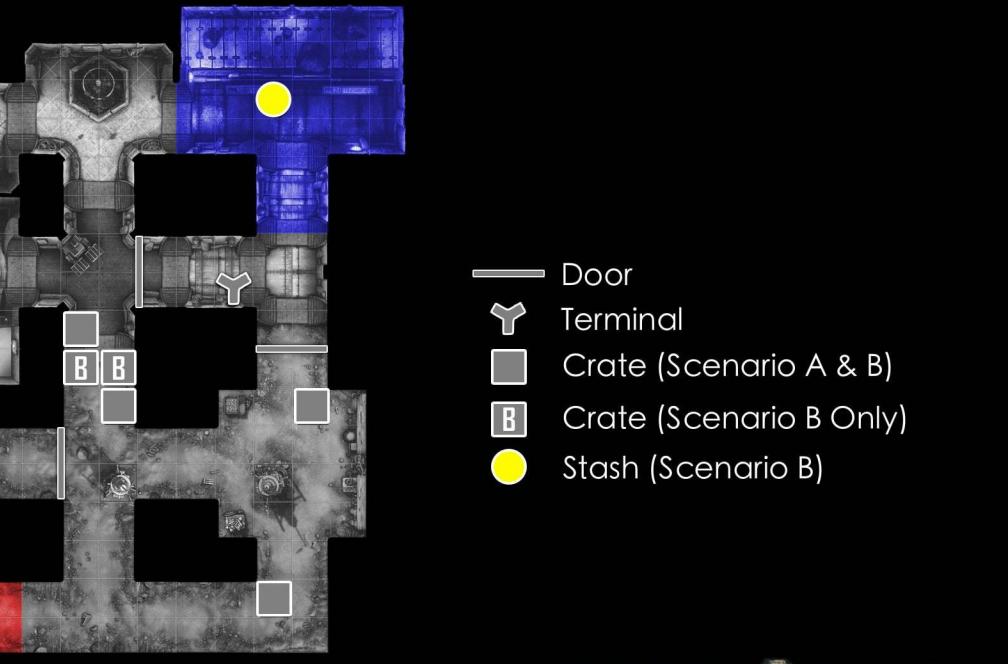
**IMPERIAL ASSAULT**  
TARKIN INITIATIVE LABS  
(BT-1 and D-D-D)**Abandoned Research**

(Scenario B)

In order of initiative, players take turns placing a colored Experimental Weapon token in a space marked with an X on the mini-map without a weapon until 8 weapons are placed. Limit 2 weapons of each color.

A figure can retrieve a Weapon Token but may only carry one. When a figure carrying a Weapon Token declares an attack, add 1 attack die of that Weapon's color to the attack pool. Limit once per activation.

End of each Round: Each player gains 2 VPs for each console they control.

**Stashed Away**

(Scenario A)

End of each Round: Each player gains 2 VPs for each crate he or she controls. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

**Concealed Treasures**

(Scenario B)

A figure can retrieve a crate. Each figure can carry only 1 crate. When a figure enters a space adjacent to a stash, that figure may discard a crate it's carrying to gain 4 VPs.

End of each Round: In reverse order of initiative, each player chooses and opens 1 closed door.

**IMPERIAL ASSAULT**  
MOS EISLEY BACK ALLEYS  
(JAWA SCAVENGER)**Krykna Infestation**

(Scenario A)

Kryknas are neutral figures. A figure can attack a Krykna (Health 8, Defense: 2). When a player defeats a Krykna, that player gains 2 VPs and claims that Krykna.

End of each Round - Perform 4 steps:

- 1) In order of initiative, each player chooses and pushes a Krykna up to 3 spaces, ending in a space adjacent to the most non-Krykna figure possible.
- 2) Repeat Step 1 until all Kryknas have been chosen.

- 3) Each non-Krykna figure adjacent to a Krykna suffers 2X.
- 4) Each player may place 1 of their claimed Krykna in the opponent's deployment zone.

**Powered Perimeter**

(Scenario B)

Setup: Set aside 1 blue, 1 green, and 1 red neutral mission token face down.

Start of each Round: Each player randomly reveals 1 set aside mission token. Place 1 strain token on each signal marker from signal markers they control, gaining 2 VPs for each strain token removed this way.

**IMPERIAL ASSAULT**  
CHOPPER BASE, ATOLLON  
(HERA SYDULLA and CI-10P)