TRUE DATA

End of each round: If a player controls a data chip, one of his figures may interact to retrieve it. Through each figure may only carry one chip.

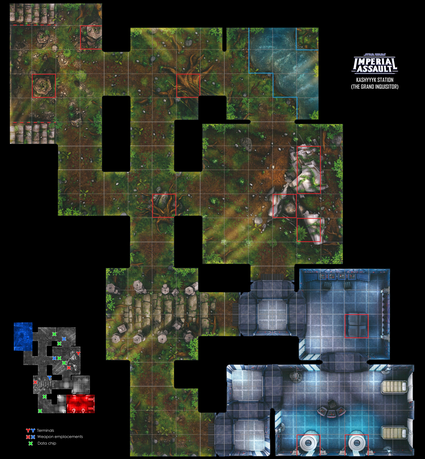
Setup: Each player deployment is a terminal matching its deployment zone's colour and carrying a chip may discard the chip to gain 6 VPs.

A figure carrying a chip may interact with a terminal matching its deployment zone's colour to discard the chip to gain 6 VPs.

HEAVY FIREPOWER

If a player controls a terminal, all weapon emplacements matching the terminal's colour are hostile to that player's opponent.

End of each round: Each figure within 3 spaces of one or more hostile weapon emplacements suffers 1 ✱. Then, each player gains 4 VPs for each weapon emplacement he controls.



THE HUNTED

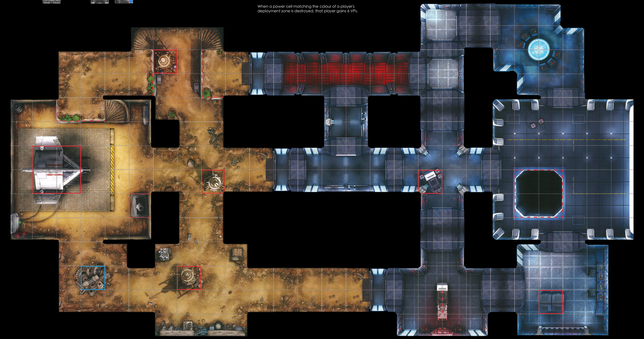
Setup: Each player chooses one of his opponent's groups to be targeted.

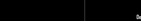
Each time a figure from a targeted group is defeated, the opponent gains VPs equal to the figure's cost.

FORTIFICATIONS

A figure can attack a power cell (Health: 5, Defense: 1 ▼).

When a power cell matching the colour of a player's deployment zone is destroyed, that player gains 6 VPs.





HANGAR BAY
(GREEDO)

Desert Dangers
(Scenario 8)

Neutral mission tokens represent installations.

Doors are locked:
A figure can attack a door (Health: 3, Defense: 1 ▼).

When a figure is pushed into a space on the Sarlacc Pit, that figure is defeated.

End of each Round:
Starting with the Eastern-most figures, each figure on an adjacent space suffers 1 ✱ for each Sarlacc Pit token.
Then, each player gains 3 VPs for each installation he or she controls.

Battle for the Kletsmee
(Scenario 9)

Neutral mission tokens represent installations.

Doors are locked:
A figure can attack a door (Health: 3, Defense: 1 ▼).

End of each Round:
Each player gains 2 VPs for each installation he or she controls.
Then, if a player controls the Cannon, that player may choose a space and roll 1 red die. Each figure in that space suffers 2 ✱ equal to the ✱ result.

THE DARK DEN
(LUKE SKYWALKER, JEDI KNIGHT)

Power Surge
(Scenario 5)

Neutral mission tokens represent power generation.

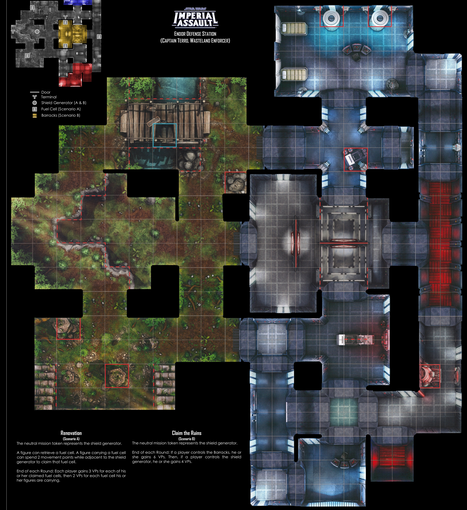
End of each Round:
Each player gains 2 VPs for each power generator he or she controls.

Supply Raid
(Scenario 5)

Neutral mission tokens represent valuable goods.

A figure can retrieve a valuable good: When a figure suffers 2 or more ✱, that figure drops all valuable goods it is carrying in its space.

Each player counts as having 3 additional VPs for each valuable good collected by his or her figures.



Renovation
(Scenario 8)

The neutral mission tokens represents the shield generator.

A figure can retrieve a fuel cell: A figure carrying a fuel cell may discard it to refill a terminal adjacent to the shield generator to open that fuel cell.

End of each Round: Each player gains 3 VPs for each of his or her claimed fuel cells. Then 2 VPs for each fuel cell his or her figures are carrying.

Claim the Ruins
(Scenario 8)

The neutral mission tokens represents the shield generator.

End of each Round: If the Gripper controls the Ramrods, he or she gains 6 VPs. If the Gripper controls the shield generator, he or she gains 6 VPs.