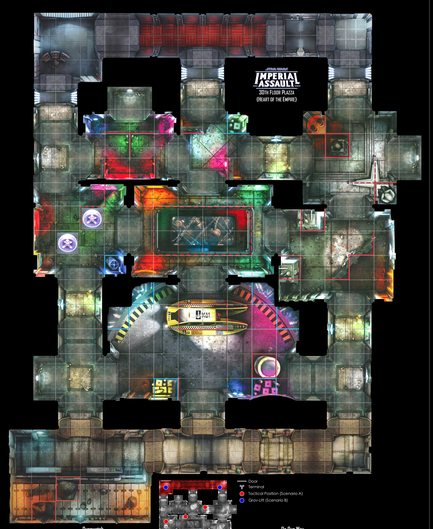


Overwatch
(Scenario A)

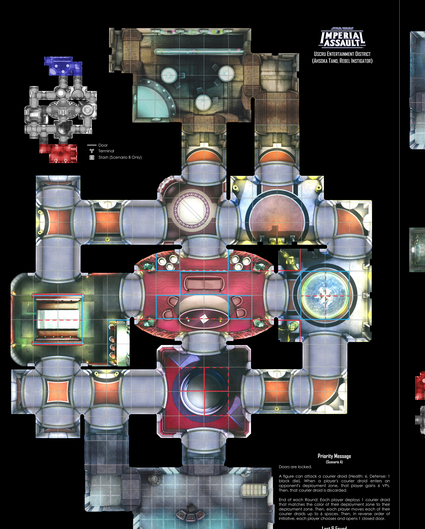
End of each Round: The player with initiative chooses 1 of their opponent's figures and rolls 1 clear die. That figure suffers ⚙ equal to the ⚙ results. Then, the other player does the same. Any VPs gained this way are gained simultaneously. Then, remove all ⚙ from the figures.

Then, each player gains 2 VPs for each tactical position they control.

Go Our Way
(Scenario B)

Setup: Before deployment, each player divides their army into two squads. Then, each player assigns one opponent's squad a face down yellow neutral mission token, and the other squad a face down green neutral mission token. Then, simultaneously reveal the tokens. Each player deploys the green squad in normal but sets aside the yellow squad.

End of Round 1: Each player deploys their yellow squad to a gap in it's side that opponent's deployment zone.



Priority Message
(Scenario B)

Doors are locked.

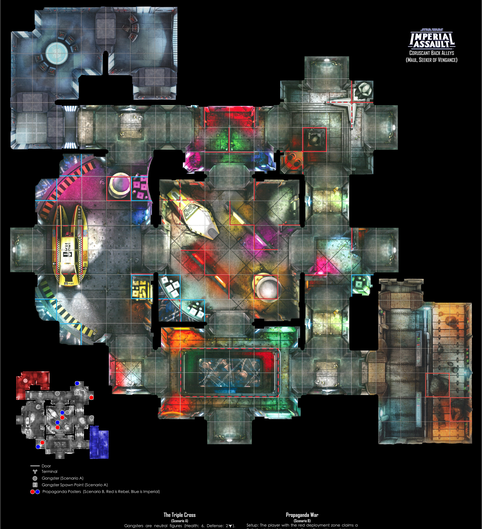
A figure can attack a cover droid (Health: 6, Defense: 1 Armor: 0dice). When a player's cover droid enters an opponent's deployment zone, that player gains 6 VPs. Then, that cover droid is discarded.

End of each Round: Each player deploys 1 cover droid anywhere on the board, in an deployment zone or their deployment zone. Then, each deployment zone for their cover droids up to 6 spaces. Then, in reverse order of initiative, each player moves one of their cover droids.

Lost & Found
(Scenario B)

Doors are locked.

End of each Round: In reverse order of initiative, each player chooses 1 of their cover droids. Then, for each droid a player controls, they gain 2 VPs.



The Triple Cross
(Scenario A)

Gangsters are neutral (Speed: 3, Health: 6, Defense: 2). When a figure defeats a gangster, that player gains 3 VPs.

End of each Round: The player with initiative rolls 1 blue die. Depiction a gangster is the space that matches the accuracy result. Then, for each gangster determine the closest gangster. Then, roll 1 red die for each gangster. Then, for each gangster, if the result is equal to the number of each player moves 1 different gangster up to 3 spaces.

Propaganda War
(Scenario B)

Setup: The player with the deployment zone claims a Rebel mission token and the other player claims an Imperial mission token.

While adjacent to a propaganda poster is player controls, a figure can spend 2 movement points to tip that propaganda poster.

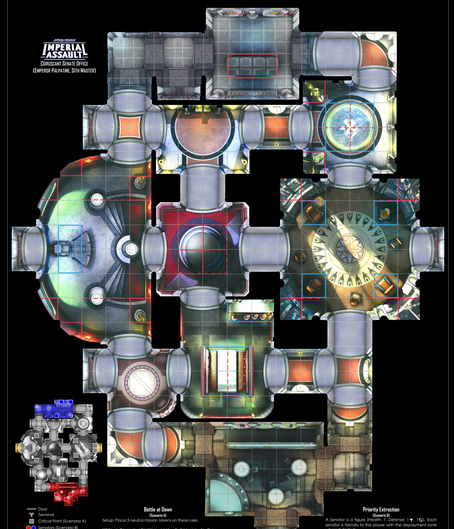
End of each Round: Each player gains VPs equal to the number of propaganda posters that match the faction that play plays.

Battle at Dawn
(Scenario B)

Setup: Place 3 neutral mission tokens on these rules.

While a figure is attributing, apply -4 Accuracy to the attack results, where it is the number of neutral mission tokens on the board.

End of each Round: Each player gains 1 VP for each neutral mission token they control. Then, remove 1 neutral mission token from these rules.



Priority Extraction
(Scenario B)

A Sensitive is a figure (Health: 7, Defense: 1 , 1). Each Sensitive is claimed by the player with the deployment zone where it is placed.

When a Sensitive enters an extraction point, remove it from the map and the player to whom it was friendly scores 2 VPs.

End of each Round: For each friendly Sensitive, each player gains 1 VP. Then each player moves that Sensitive up to 4 spaces. Then, each player rolls 1 black die. Then, for each ⚙ gained from this effect is cured simultaneously.

Blip
(Scenario A)

Setup: Players do not deploy normally. Instead: Players alternate deploying groups, following rules for passing. When a figure is deployed, it may move up to 8 spaces.

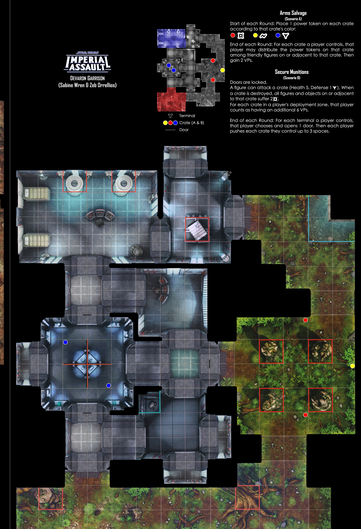
End of each Round: Each player gains 2 VPs for each critical position that player controls.

Fluctuations
(Scenario B)

End of each Round: 1 player gains 1 VP for each fluctuation they control. Each figure on a fluctuation gains a Fluxed token based on its color.

Fluctuations: ⚙, ⚙, ⚙, ⚙, ⚙, ⚙, ⚙

Then, 1 pair of adjacent fluctuations of the same color may swap. 1 fluctuation can only swap. A fluctuation cannot be moved twice in the same round.



Arms Salvage
(Scenario A)

Start of each Round: Place 1 power token on each crate that has no power.

End of each Round: For each crate a player controls, that player may distribute the power tokens on that crate among friendly figures on or adjacent to that crate. Then gain 2 VPs.

Secure Munitions
(Scenario B)

Doors are locked.

A figure can attack a crate (Health: 5, Defense: 1). When a crate is destroyed, all figures and objects on or adjacent to that crate suffer ⚙⚙.

End of each Round: In a player's deployment zone, that player counts as having an additional 6 VPs.

End of each Round: For each terminal a player controls, that player chooses and opens 1 door. Then each player pushes each crate they control up to 3 spaces.