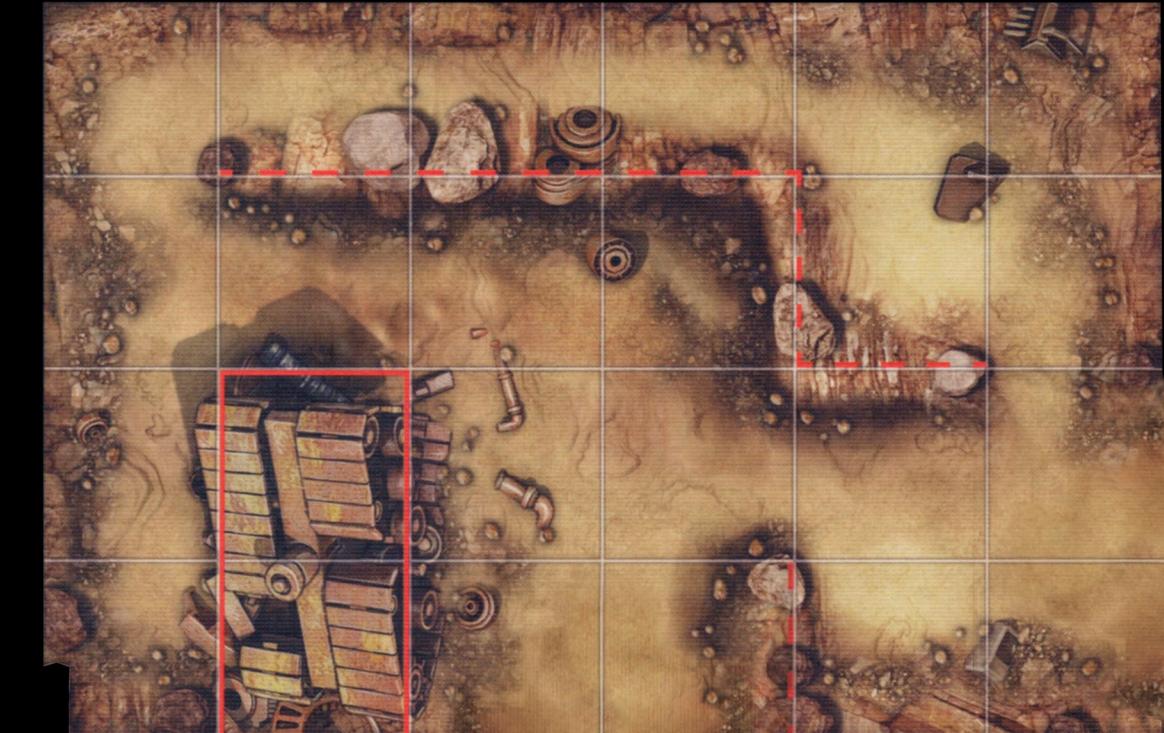
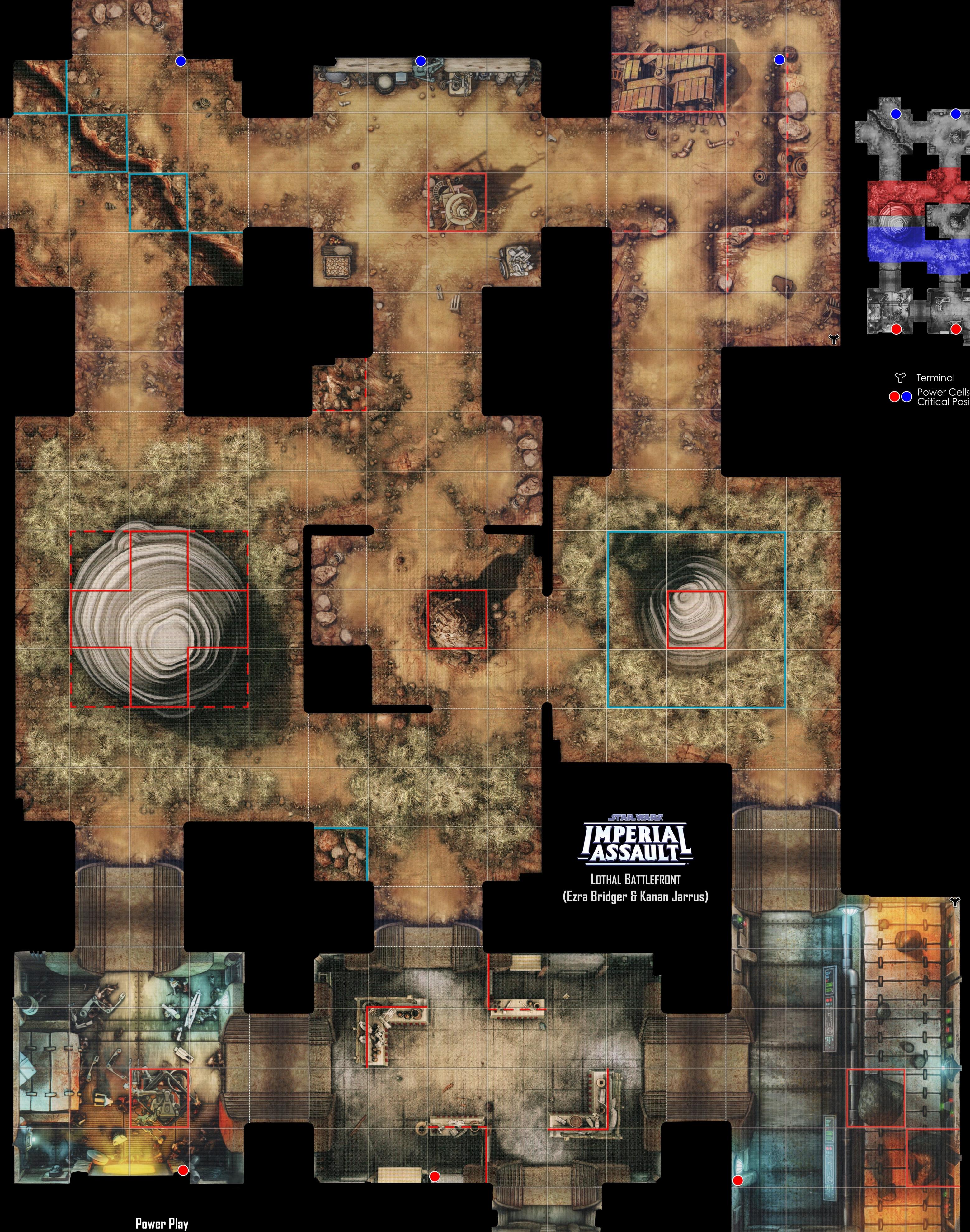


# STAR WARS IMPERIAL ASSAULT

LOTHAL SPACEPORT  
(Hondo Ohnaka, Friend for Hire)



Terminal  
Power Cells (A)  
Critical Positions (B)



## IMPERIAL ASSAULT

LOTHAL BATTLEFRONT  
(Ezra Bridger & Kanan Jarrus)

### Power Play (Scenario A)

Setup: Players do not deploy normally. Instead, Players alternate deploying groups, following rules for passing.

A figure can retrieve a power cell whose color matches that of their deployment zone. A figure cannot carry more than one power cell.

End of each Round: Each player scores 5 VPs for each of their figures carrying a power cell in their deployment zone. Then discard those power cell tokens.

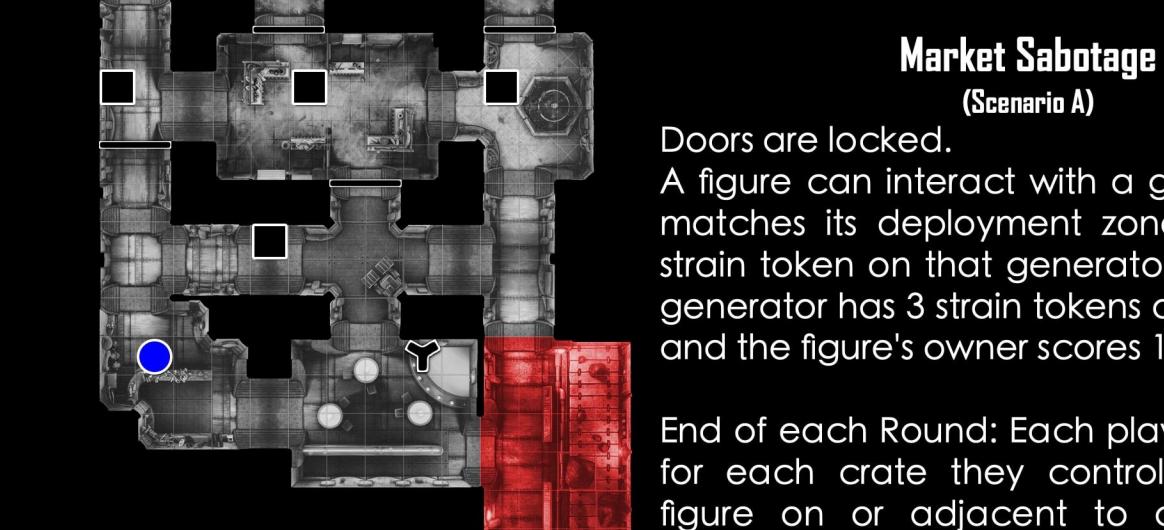
### Rise Up (Scenario B)

Setup: Players do not deploy normally. Instead, Players alternate deploying groups, following rules for passing.

End of each Round: Each player scores 5 VPs for each critical positions that player controls matching the color of their deployment zone.

### Terminal

Generator (A & B)  
Crate (A & B)  
Door



### Market Sabotage (Scenario A)

Doors are locked. A figure can interact with a generator that matches its deployment zone to place a strain token on that generator. Then, if that generator has 3 strain tokens on it, discard it and the figure's owner scores 12 VPs.

End of each Round: Each player gains 1 VP for each crate they control. Then, each figure on or adjacent to a crate may recover 1. Then in reverse order of initiative, each player opens 1 door.

### Mortar Fire (Scenario B)

Setup: each player claims 2 coordinates that match their deployment zone color and 1 green coordinate.

Start of each Round: Each player places each of their coordinates facedown in spaces on the map, but not within 3 spaces of that player's other coordinates.

End of each Round: Each player gains 2 VP for each crate and generator they control. Then reveal all coordinates. Each figure and object on or adjacent to a green coordinate suffers 3.

