Door
Terminal
Tactical Position (Scenario A)
Ship-Lift (Scenario B)

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 by the player who rolled the figure. Each player rolls once.

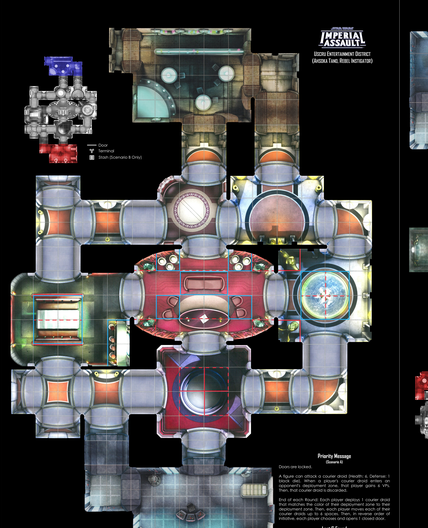
Then, each player gains 2 VPs for each tactical position they control.

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 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 of the opponent's deployment zone.



Door
Terminal
Stairs (Scenario B Only)

Priority Message

(Scenario B)

Doors are locked.

A figure can attack a cracle (Health: 5, Defense: 1 ▼, Armor: 0). When a player's counter droid enters an opponent's deployment zone, that player gains 6 VPs. Then, that counter droid is discarded.

End of each Round: Each player deploys 1 counter droid anywhere within their side of the deployment zone. Then, each player moves their counter droids up to 6 spaces. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

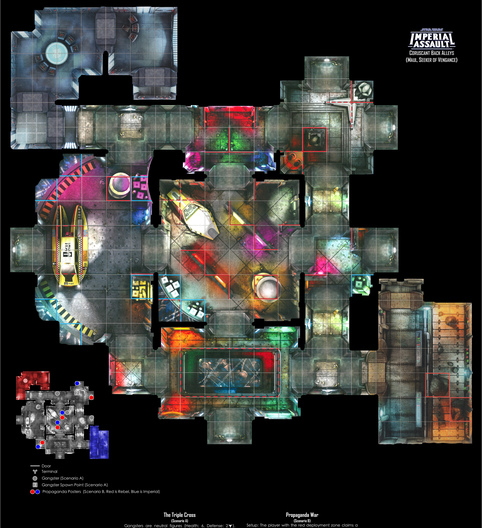
Lost & Found

(Scenario B)

Doors are locked.

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

Then, for each door a player controls, they gain 2 VPs.



Door
Terminal
Gangster (Scenario A)
Gangster Spawn Point (Scenario A)
Propaganda Posters (Scenarios B, Red & Rebel, Blue & Imperial)

The Triple Cross

(Scenario A)

Gangsters can neutral figures (Health: 6, Defense: 2 ▼). When a figure defeated, the player who gains it VPs.

End of each Round: The player with initiative rolls 1 blue die. Depiny a gangster is the space that matches the accuracy result. Then, for each gangster, determine the mission token they gangster. Then, roll eight black dice.

Then, for each gangster ⚙ equal to the ⚙ results, 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 mission that play plays.

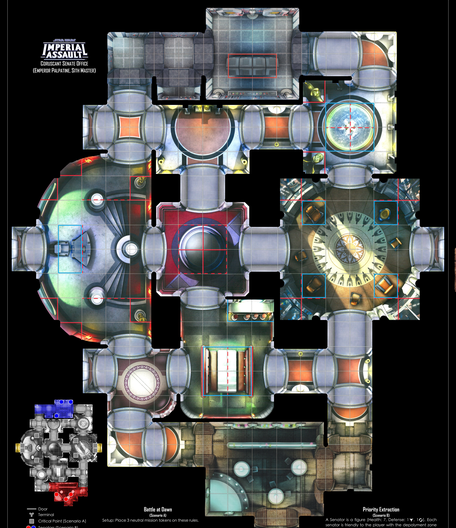
Battle at Dawn

(Scenario A)

Setup: Place 3 neutral mission tokens on these rules.

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

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



Door
Terminal
Critical Point (Scenario A)
Sensitive (Scenario B)
Extraction Point (Scenario B)

Priority Extraction

(Scenario B)

A Senator is a figure (Health: 7, Defense: 1 ▼, 1⚙). Each Senator is ally to the player with the deployment zone where it is placed.

When a Senator 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 Senator, each player gains 1 VP. Then each player moves that Senator up to 4 spaces. Then, roll 1 black die. Then, each player ⚙ Air VPs gained from this effect is scored simultaneously.

Terminal
Critical Position (A)
Fluctuation (B)

Blip

(Scenario A)

Setup: Players do not deploy normally. Instead: Players alternate deploying groups, following rules for spawing. 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: Each player gains 1 VP for each fluctuation they control. Each figure on a fluctuation gains a Fluxed token based on its color:

Red, Blue, Green, Yellow, Purple

Fluctuations of different color may swap. 1 fluctuation of each color. A fluctuation cannot be moved twice in the same round.

Terminal
Crate (A & B)

Arms Salvage

(Scenario A)

Start of each Round: Place 1 power token on each crate in a player's deployment zone.

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.