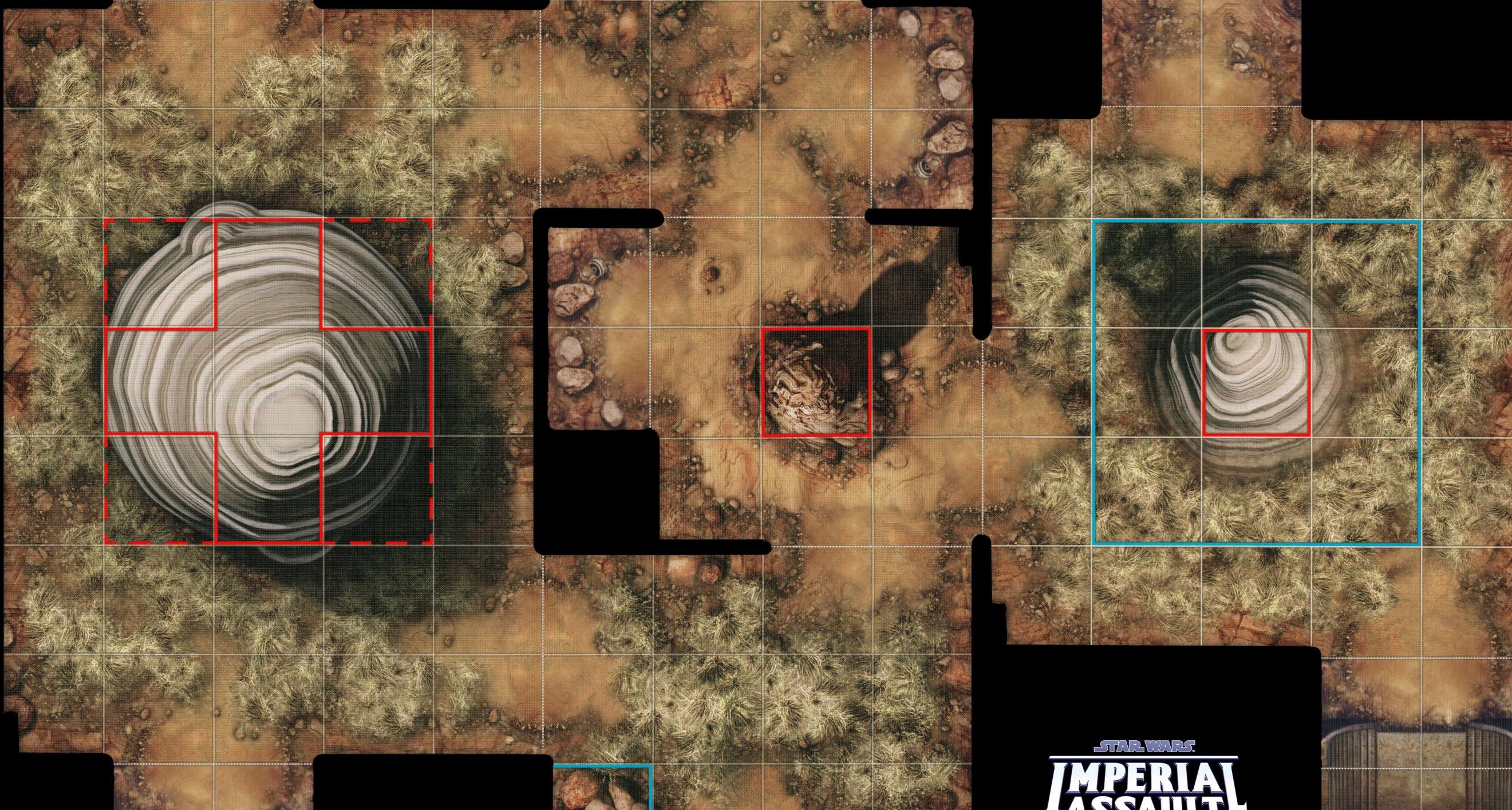


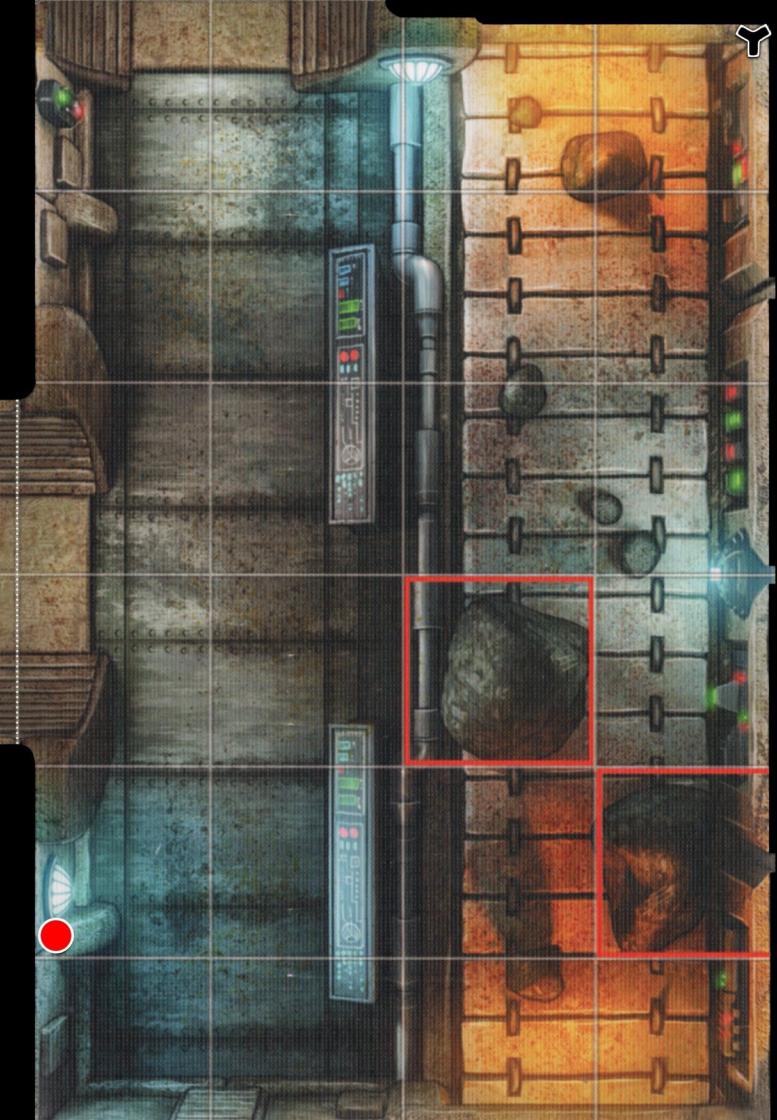
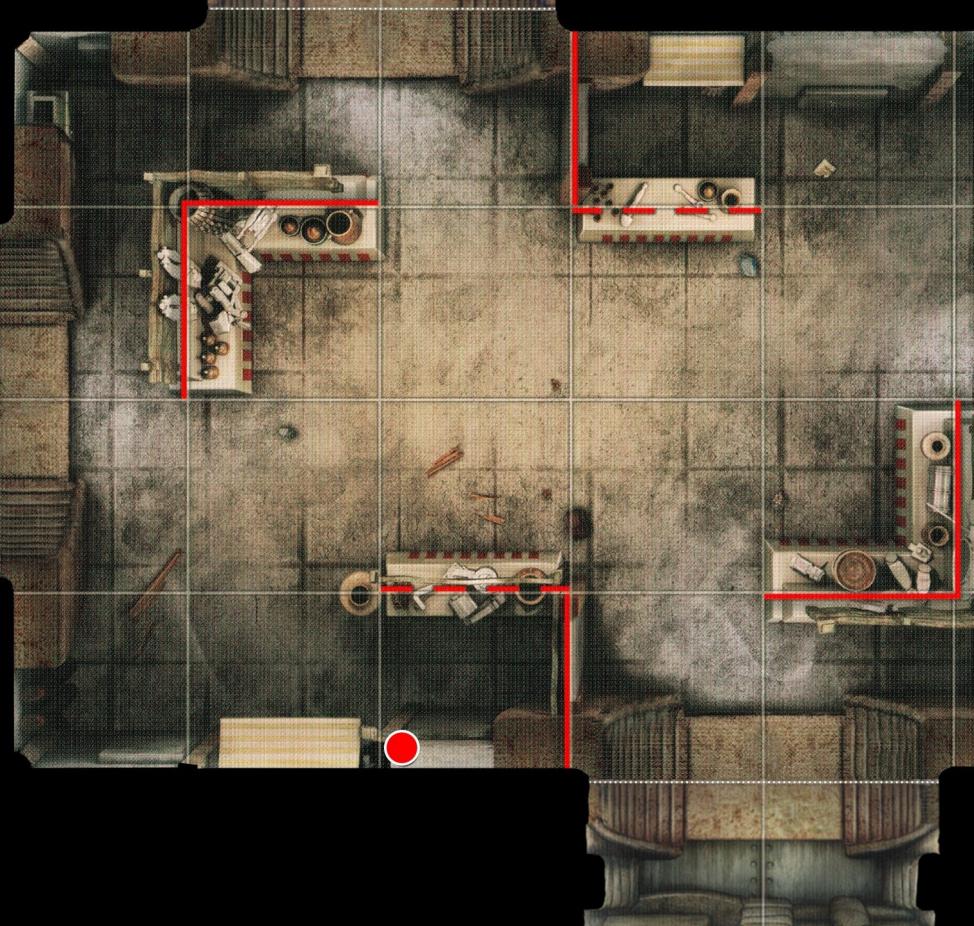
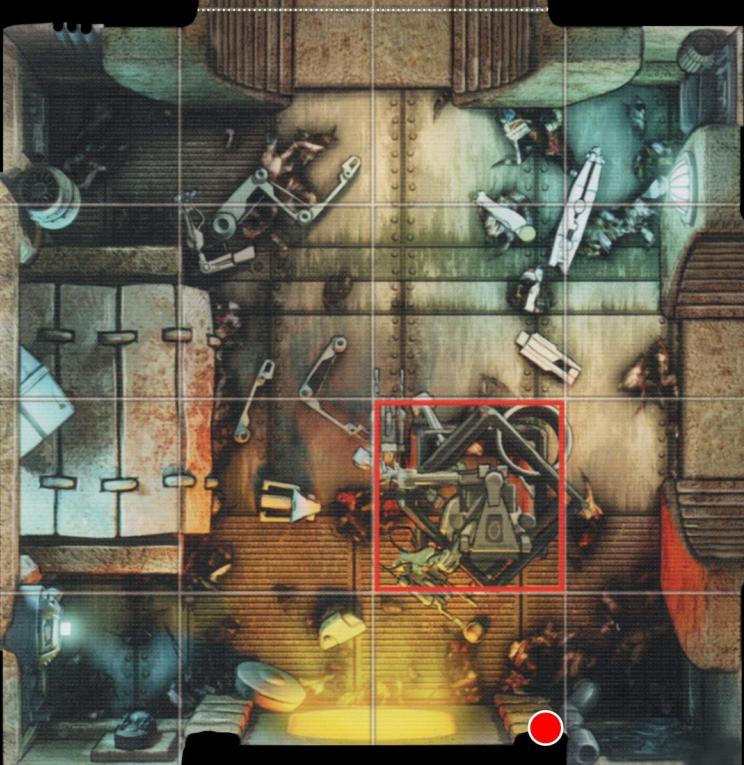


Terminal  
● Power Cells (A)  
● Critical Positions (B)



## STAR WARS **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.