STAR WARS
IMPERIAL ASSAULT
LETHAL WASTES
(Tyrants of Lothal)

Blitz
(Scenario II)

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 II)

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

Then, in order of initiative, each player may swap 1 fluctuation with another. A fluctuation cannot be moved twice in the same round.

STAR WARS
IMPERIAL ASSAULT
LETHAL BATTLEFORM
(Ezra Bridger & Kanan Jarrus)

Power Play
(Scenario II)

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 3 VPs for each of their figures carrying a power cell in their deployment zone. Then discard those power cell tokens.

Rise Up
(Scenario II)

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.

STAR WARS
IMPERIAL ASSAULT
DEVAANIAN GARRISON
(Sabine Wren & Zeb Orrelios)

Arms Salvage
(Scenario II)

Start of each Round: Place 1 power token on each crate according to that crate's color:

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 II)

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 2 ■.
For each crate in a player's deployment zone, that player counts as having an additional 4 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.

STAR WARS
IMPERIAL ASSAULT
LETHAL SPACEPORT
(Hondo Ohnaka, Friend for Hire)

Market Sabotage
(Scenario II)

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

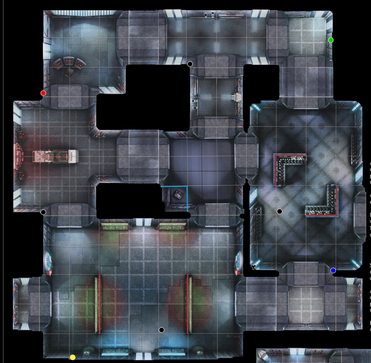
End of each Round: Each player gains 1 VP for each crate they control. Then, each figure on or adjacent to a crate may recover 1 ■. Then in reverse order of initiative, each player opens 1 door.

Mortar Fire
(Scenario II)

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 space 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 ■.



STAR WARS
IMPERIAL ASSAULT
IMPERIAL TOWER
(Thrawn, Grand Admiral)

Intruder Alert
(Scenario II)

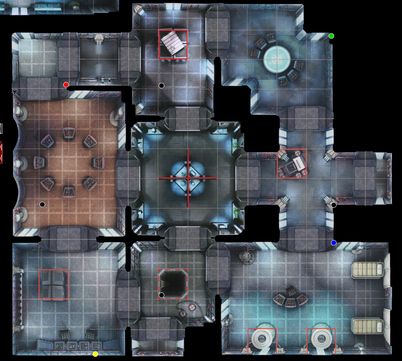
A figure in or adjacent to a space with a stair outside a deployment zone can spend 2 movement points. If it does, place that figure as close as possible to another stair of matching color. Limit once per figure per round.

A figure can attack a turret (Health 5, Defense 1 ▼). When a player destroys a turret, that player gains 2 VPs.

End of each Round: For each turret, the closest figures within 4 spaces and in line of sight of that turret suffer 2 ■. Then, replace each destroyed turret with a new turret in its original position.

Clean Contract
(Scenario II)

Setup: Players do not deploy normally. Instead, players alternate deploying groups anywhere on the same floor as their deployment zone, following the rules for passing.

A figure in or adjacent to a space with a stair outside a deployment zone can spend 2 movement points. If it does, place that figure as close as possible to another stair of matching color. Limit once per figure per round.

End of each Round: Each player gains 1 VP for each critical position that player controls.