STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
TYTHON MEDITATION FIELD
(KATH SCHOES)

BALANCE OF THE FORCE

Setup: Each player claims two mission tokens.

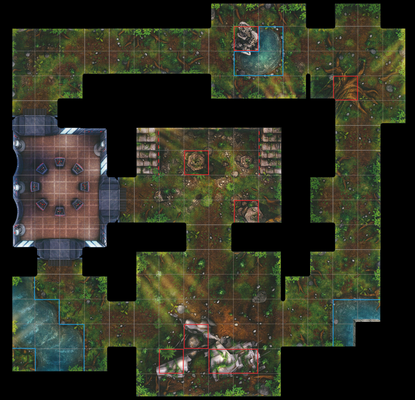
During a figure's activation, a player may give one mission token to his opponent. If he does, the figure gains 2 movement points, or its next attack gains Pierce 2.

End of each round: Each player gains 3 VPs for each Force Pilot he controls.

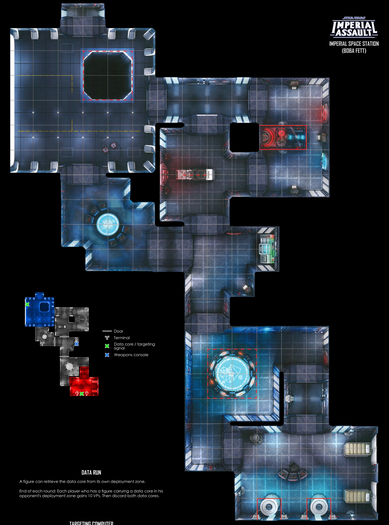
THE CHOSEN OF THE FORCE

Before setup, each player secretly chooses one of his deployment cards. These deployment cards are the most these cards. Figures from the chosen cards are veterans. Veteran groups can be activated twice per round, and the reward for their defeat is doubled.

End of each round: Each player gains 2 VPs for each Force Pilot he controls.



STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
IMPERIAL SPACE STATION
(ROBA FETT)



DATA RUN

A figure can retrieve the data core from its own deployment zone.

End of each round: Each player who has a figure carrying a data core in his opponent's deployment zone gains 10 VPs. Then discard both data cores.

TARGETING COMPUTER

Start of each round: In place of its attack, a cover moves the targeting signal from their opponent's deployment zone 3 spaces, ignoring doors and figures.

End of each round: If a player controls the weapons console, he can choose one targeting signal and roll one red die. Each figure adjacent to the targeting signal suffer ⚙ equal to the ⚙ results.

REPROGRAMMED

Setup: One player claims a Rebel mission token, the other an Imperial token.

The door is locked (Health: 10, Defense: 1 ▼).

A figure can retrieve a remote replace it with a mission token matching the one you claimed during setup. This remote is now reprogrammed.

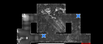
End of each round: Each player scores 2 VPs for each of his reprogrammed remotes on the board.

DECEPTION GAME

After setup, each player places a red mission token and two blue mission tokens face down on three of his deployment cards. These groups are "marked".

Each time the last figure in a marked group is defeated, reveal its token. If the token is blue, the group's owner may draw one command card. If it is red, the group's opponent gains 10 VPs.

The door is locked (Health: 10, Defense: 1 ▼).



STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
TRAINING GROUND
(STORMTROOPERS)

THE ART OF ROBOTICS

End of each round: For each terminal he controls, each player may choose one droid prototype and move it up to 4 spaces. Then, each player who controls at least one prototype gains 8 VPs.

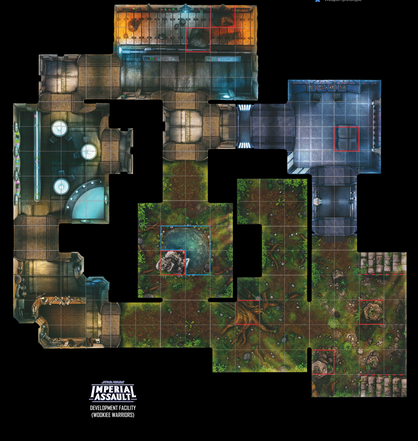
EXPERIMENTAL WEAPONS

A figure can retrieve a weapon prototype, but may only carry one. A figure carrying a prototype applies ▼ to its defense results and gains the following:

Perform an attack. Before performing the attack, you become Focused.

Discard this 4 spaces and recover ⚙.

Gain 3 VPs.



STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
DEVELOPMENT FACILITY
(ARCHIVES WARRIORS)

UNKNOWN TREASURES

Setup: Collect two mission tokens of each colour (red, blue, green, yellow). Shuffle these tokens and place them face down in a stack.

A figure can retrieve an item. When it does, reveal that item's colour. A figure may discard an item it is carrying during its activation to apply the item's effect.

Red: Recover 10 ⚙.
Blue: Recover 10 ⚙.
Green: Become Focused.
Yellow: Gain 4 VPs.

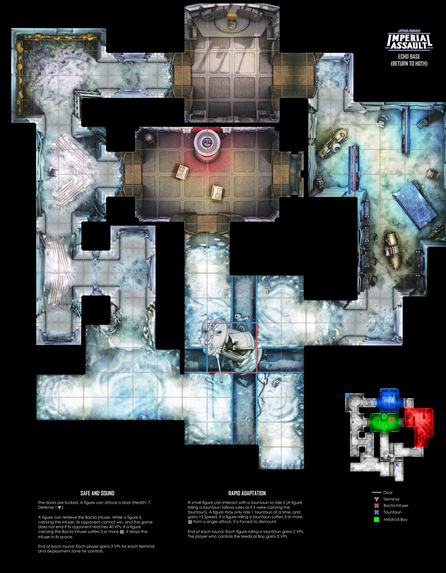
SOMETHING IN THE AIR

Setup: Collect two mission tokens of each colour (red, blue, green, yellow). Shuffle these tokens and place them face down in a stack.

Start of each round: Draw the top token off the stack and apply an effect based on the token's colour:
Red: During this round, groups gain +1 ⚙.
Blue: During this round, groups gain +1 ⚙.
Green: During this round, groups gain +1 ⚙.
Yellow: At the end of the round, each player gains 4 VPs for each terminal he controls.

STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
SEWERS OF MAR SHADDAA
(WEED GUMO)

STAR WARS: ATOMIC TRIBUNAL
IMPERIAL ASSAULT
ECHO BASE
(RETURN TO HOTH)



SAFE AND SOUND

The door is locked. A figure can attack a door (Health: 7, Defense: 1 ▼).

A figure can retrieve the Bacta Infuser. While a figure is carrying the infuser, its opponent cannot win, and the game does not end if its opponent reaches 40 VPs. If a figure carrying the Bacta Infuser suffers 5 or more ⚙, it drops the infuser in its space.

End of each round: Each player gains 3 VPs for each terminal and deployment zone he controls.

RAPID ADAPTATION

A small figure can interact with a tourniquet to ride it (A figure riding a tourniquet follows rules as if it were carrying the tourniquet). A figure may only ride 1 tourniquet at a time, and it may ride 1 tourniquet. A tourniquet rider suffers 5 ⚙ more ⚙ than it would. Only a Droid tourniquet rider suffers 5 ⚙ more.

End of each round: Each figure riding a tourniquet gains 2 VPs. The player who controls the medical Bay gains 8 VPs.

Door
Terminal
Bacta Infuser
Tourniquet
Medical Bay