



**Rogue AI**  
(Scenario A)

Set aside a neutral mission token in each color (blue, green, yellow, & red) face down. Flip the red token face up and place 1 strain token on the red console on the map.

When a figure enters a space containing a console with 1 or more strain tokens, that figure's player strains 1. Then, that player flips 1 random set aside face down neutral mission token face up & moves the strain token to the console of that color. Flip the previous face up neutral mission token face down.

**Abandoned Research**  
(Scenario B)

In order of initiative, players take turns placing a colored Experimental Weapon token in a space marked with an X on the mini-map without a weapon until 8 weapons are placed. Limit 2 weapons of each color.

A figure can retrieve a Weapon Token but may only carry one. When a figure carrying a Weapon Token declares an attack, add 1 attack die of that Weapon's color to the attack pool. Limit once per activation.

End of each Round: Each player gains 2 VPs for each console he or she controls.



## IMPERIAL ASSAULT

### TARKIN INITIATIVE LABS (BT-1 and D-0-D)



### Concealed Treasures

#### (Scenario B)

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