STAR WARS
IMPERIAL ASSAULT

ECHO BASE
(RETURN TO HOTH)

Door
Terminal
Bacta Infuser
Tauntaun
Medical Bay

SAFE AND SOUND

The doors are 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 3 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 tauntaun to ride it (A figure riding a tauntaun follows rules as if it were carrying the tauntaun). While a figure riding a tauntaun, a terminal, and a terminal adjacent to the tauntaun, the tauntaun suffers 2 or more ✖ from a single attack, it is forced to dismount.

End of each round: Each figure riding a tauntaun gains 2 VPs. The player who controls the Medical Bay gains 3 VPs.

Door
Terminal
Droid
Command Room

FALLOUT

The doors to the Command Room are locked. A figure can attack a door (Health: 15, Defense: none).

A figure can retrieve a broken Droid. Though it may only carry one at a time. If a figure carrying a broken Droid interacts with a terminal, discard the droid and gains 9 VPs.

CONSTANT MOTION

End of each round: In order of initiative, each player chooses a Droid and moves it up to 3 spaces (each Droid may only be moved once per round). Then, each player gains 4 VPs for each Droid he controls.

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MELITAAN WARZONE
(LEIA ORGANA)

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HOTH WEATHER SHELTER
(ECHO BASE TROOPERS)

Terminal
Crate

PAYLOAD

A figure can retrieve the crate with the same colour as its deployment zone.

End of each round: If a figure carrying a crate is in the opponent's deployment zone, discard the crate and gain 15 VPs.

VITAL SUPPLIES

Setup: set aside 12 tokens; these represent supplies.

A figure can interact with a crate to retrieve a supply. A figure can also retrieve a supply if it is dropped on the ground by a defeated figure.

A figure carrying one or more supplies applies -1 ▼ to its defense results for each supply it is carrying.

Each player counts as having 3 additional VPs for each supply being carried by one of his figures.

Terminal
Weapon suit / Strategic point

FIREFIGHT

A figure can retrieve a weapon suit, but may only carry one. A figure carrying a weapon suit applies +1 ✖ to its attack results and -1 ▼ to its defense results.

End of each round: The player whose figure are carrying the most weapon suits gains 6 VPs. In the case of a tie, neither player gains VPs.

HOLDING GROUND

End of each round: Each player gains 2 VPs if he controls his opponent's deployment zone, and 3 VPs for each strategic point he controls.

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CLIMATE RESEARCH CAMP
(GENERAL SORINO)

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HOTH BATTLE STATION
(DENGAR)

Door
Terminal
Explosive
Command Centre

INSIDE JOB

While a figure inside its own deployment zone is defending, apply -1 ▼ to the defense results.

While a figure inside its opponent's deployment zone is defending, apply +1 ✖ to the defense results.

End of each round: Each player scores 5 VPs for each deployment zone he controls. If a player controls the Command Centre, he scores 5 VPs.

BOMB DROP

A figure may retrieve an explosive. Figures carrying explosives gain: ▲. Discard 1 explosive you are carrying and choose a space within 3 spaces. Each figure on or adjacent to the chosen space suffers 2 ✖.

End of each round: Each figure in an opponent's deployment zone carrying 1 or more explosives discards all carried explosives and scores 4 VPs for each.