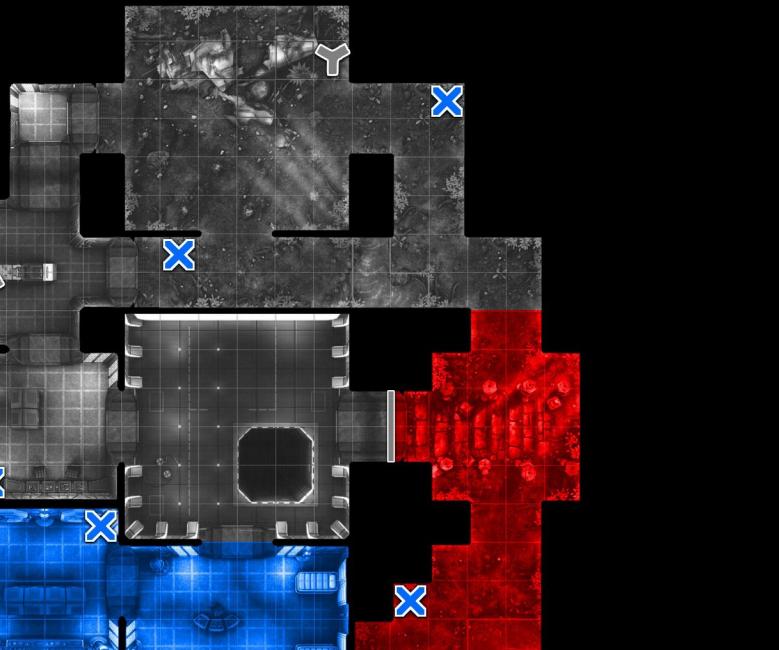


REPROGRAMMED

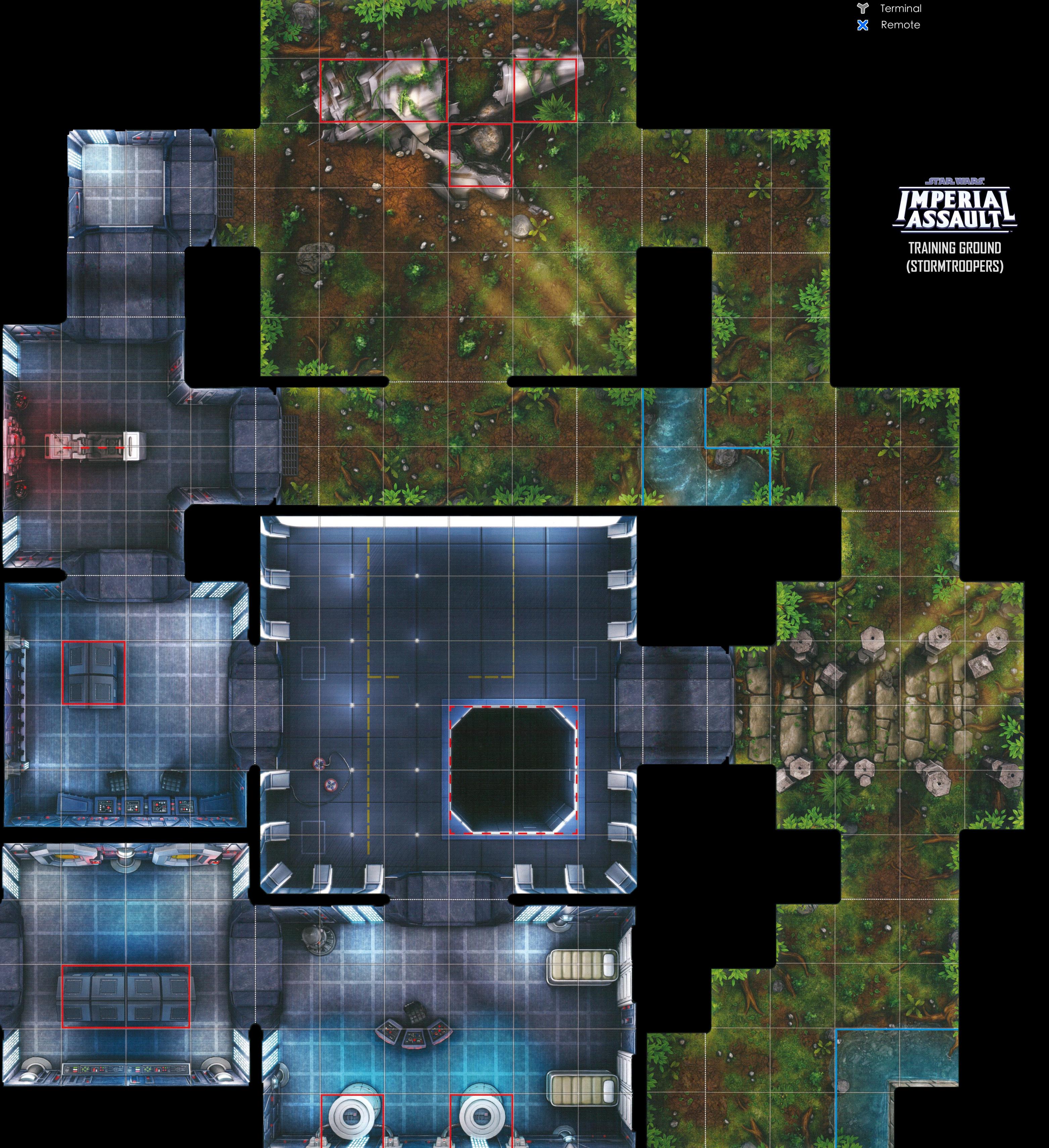
Setup: One player claims a Rebel mission token, the other an Imperial token.
The door is locked (Health: 10, Defense: 1 ▲).
A figure can retrieve a remote: replace it with a mission token matching the one you claimed during setup. This remote is now reprogrammed.
End of each round: Each player scores 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 ▲).



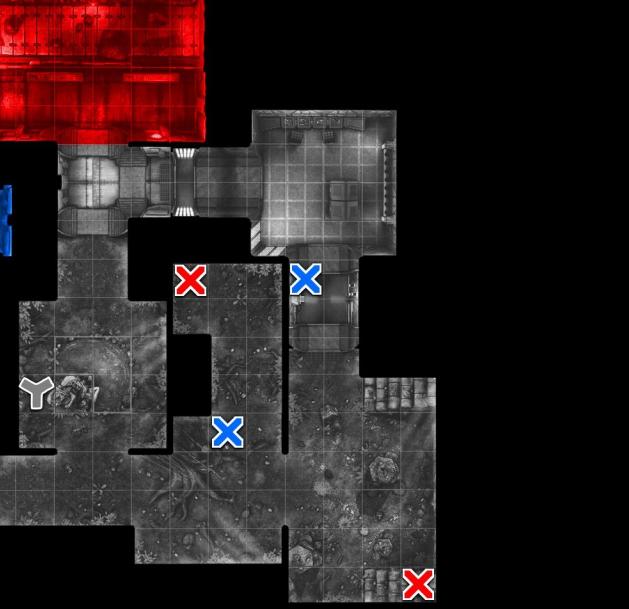
Door
Terminal
Remote



STAR WARS
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.



Door
Terminal
Droid prototype
Weapon prototype



STAR WARS
IMPERIAL ASSAULT
DEVELOPMENT FACILITY
(WOOKIEE WARRIORS)

UNKNOWN TREURES

Setup: Collect two mission tokens of each colour (red, blue, green and yellow). These represent items. Randomly place one item face down in each indicated space.

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: During this round, groups gain +1 ▲.
Blue: During this round, groups apply +1 Speed.
Green: Become Focused.
Yellow: At the end of the round, each player gains 4 VPs for each terminal he controls.

SOMETHING IN THE AIR

Setup: Collect two mission tokens of each colour (red, blue, green and 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 apply +1 Speed.
Green: During this round, groups gain +1 Q.
Yellow: At the end of the round, each player gains 4 VPs for each terminal he controls.



Terminal
Random item



STAR WARS
IMPERIAL ASSAULT
SEWERS OF NAR SHADDAA
(HIRED GUNS)