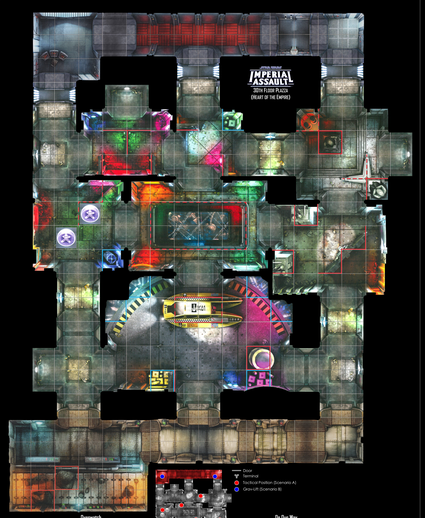


Overwatch
(Scenario A)

End of each Round: The player with initiative chooses 1 of their tactical positions. Place a token on that tactical position. ■ equal to figure ■ reach. Then, for other figure ■ equal to figure ■ reach. If ■ for other figure does the same. Any ■ against the way are gained simultaneously after both players resolve this ability.

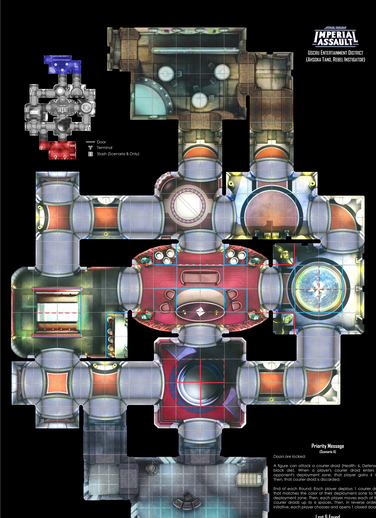
Then, each player gains 2 VP for each tactical position they control.

On Our Way
(Scenario B)

Setup: Before deploying units, each player divides their army into two groups. Each player places one grav-lift on their side. Place a black token where neutral mission tokens, and the other a blue token where green neutral mission tokens. Players alternate placing neutral mission tokens, beginning with the green squad. Its minimal is left side of the yellow squad.

End of Round 1: Each player deploys their yellow squad to a grav-lift inside their opponent's deployment zone.

STAR WARS
IMPERIAL ASSAULT
DESPIA ENTERTAINMENT DISTRICT
(ANGARA TANG, REBEL INFILTRATOR)



Priority Message
(Scenario B)

Doors are locked.

A figure can attack a counter-shrd (Health: 6, Defense: 1 black die). Reveal a generic counter-shrd deck and place a random counter on the counter-shrd. Then, that counter-shrd is discarded.

End of each Round: Each player deploys 1 counter-shrd that matches the color of their deployment zone to their deployment zone. Then, each player reveals 1 of their counter-shrds on the board. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

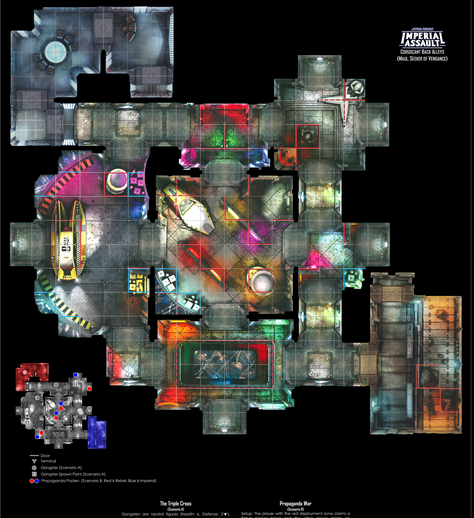
Lost & Found
(Scenario B)

Doors are locked.

End of each Round: In reverse order of initiative, each player chooses and opens 1 closed door.

Then, for each shrd a player controls, they gain 2 VP.

STAR WARS
IMPERIAL ASSAULT
(MAUL, SEEKER OF VENGANCE)



The Triple Crown
(Scenario A)

Gangsters are neutral figures (Health: 6, Defense: 1 ■). When a figure defeats a gangster, its player gains 2 VP.

End of each Round: The player with initiative rolls 1 blue die. Deploy a gangster to the space that matches the rolled result. If ■ is rolled, deploy a gangster to the closest non-gangster figure in the of right. Each of these figure, suffer ■. Then, in initiative order, each player moves 1 different gangster up to 2 spaces.

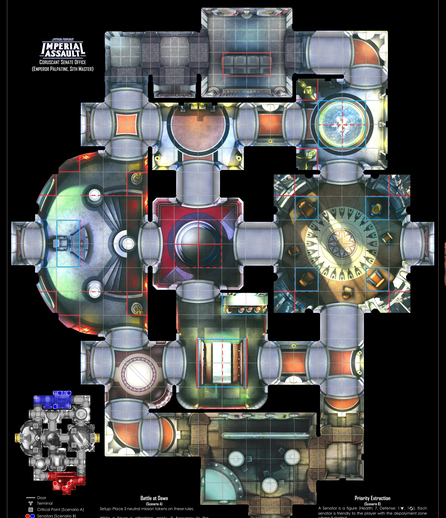
Propaganda War
(Scenario B)

Setup: The player with the red deployment zone claims a Rebel mission token and the other player claims an Imperial mission token.

While adjacent to propaganda posters in player controls, a figure can spend 1 movement point to flip that propaganda poster.

End of each Round: Each player gains VPs equal to the number of propaganda posters that match the token in their play area.

STAR WARS
IMPERIAL ASSAULT
CORUSCANT SENATE OFFICE
(EMPEROR PALPATINE, SITH MASTER)



Battle at Dawn
(Scenario A)

Setup: Place 2 neutral mission tokens on these rules.

While a figure is attacking, apply -4 Accuracy to the attack results where it is the number of neutral mission tokens on these rules.

End of each Round: Each player gains 1 VP for each critical position he or she controls. Then, remove 1 neutral mission token from these rules.

Priority Extraction
(Scenario B)

A Senator is a figure (Health: 7, Defense: 1 ■). Each Senator is friendly to the player with the deployment zone where it starts.

When a Senator enters an extraction point, remove it from the board and the player to whom it was friendly scores 3 VP.

End of each Round: For each friendly Senator, each player gains 1 VP. Then each player moves that Senator up to 4 spaces to a space adjacent to a friendly figure. All VPs gained from this effect is scored simultaneously.

STAR WARS
IMPERIAL ASSAULT
LETHAL WASTES
(Tyranny of Lothal)

Blitz
(Scenario A)

Setup: Players do not deploy normally. Instead, Players alternate deploying groups, following rules for passing when a figure 5 deployed. It may move up to 8 spaces.

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

Fluctuations
(Scenario B)

End of each Round: Each player gains 1 VP for each Fluctuation that he or she controls. Then, in initiative order, a Power token (based on the Fluctuation) is placed. Then, in initiative order, each figure may swap 1 fluctuation with another. A fluctuation cannot be moved twice in the same round.

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

Market Sabotage
(Scenario A)

Doors are locked.

A figure can interact with a generator that matches its deployment zone to place a green token on that generator. Then, if that generator is adjacent to a crate, replace that crate and the figure's owner scores 12 VP.

End of each Round: Each player gains 1 VP for each crate that he or she controls. Then, each crate and generator they control. Then reveal all coordinates. Each figure and object on a adjacent to a green coordinate suffer 1■.

Mortar Fire
(Scenario B)

Setup: each player chooses 2 coordinates that match their deployment zone color and 1 green coordinate.

End of each Round: Each player places each of their coordinates locations in spaces 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 a adjacent to a green coordinate suffer 1■.