

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 the strain token, that figure's player gains 2 VPs. 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.

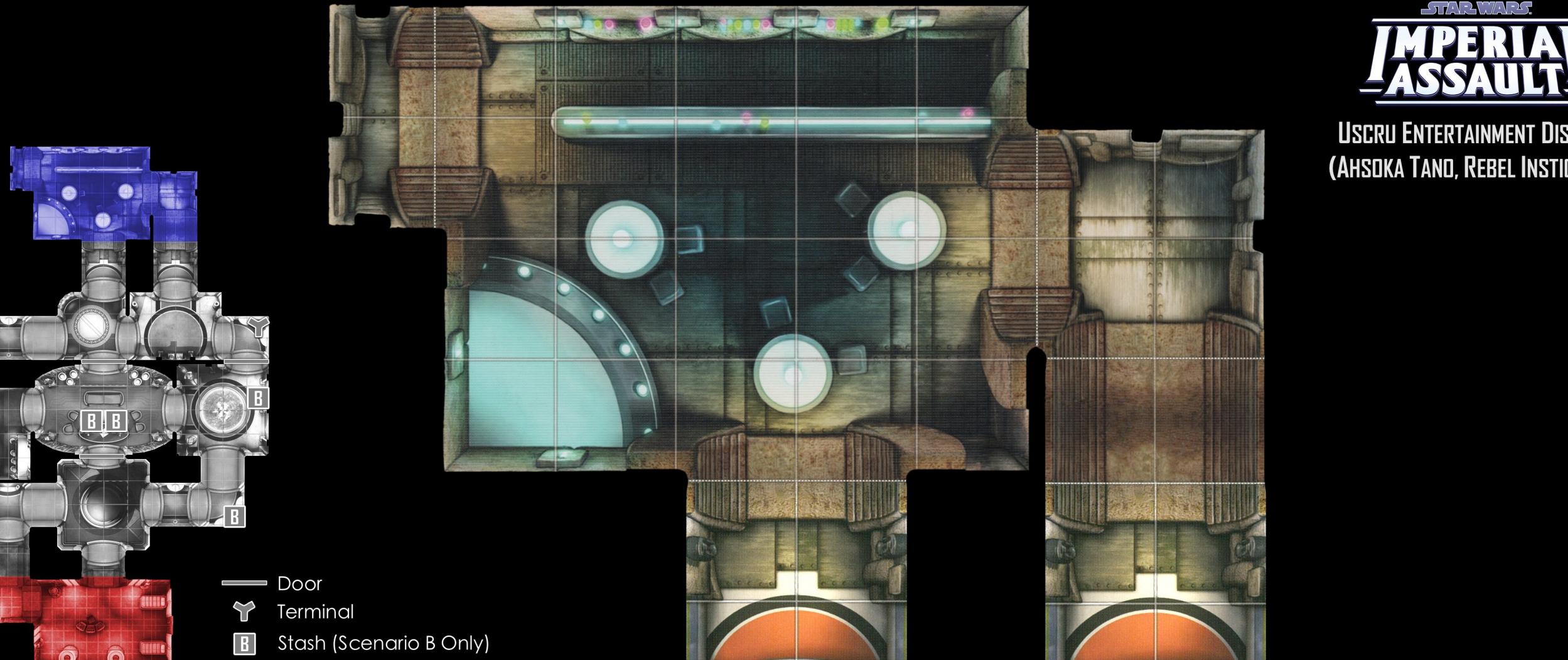
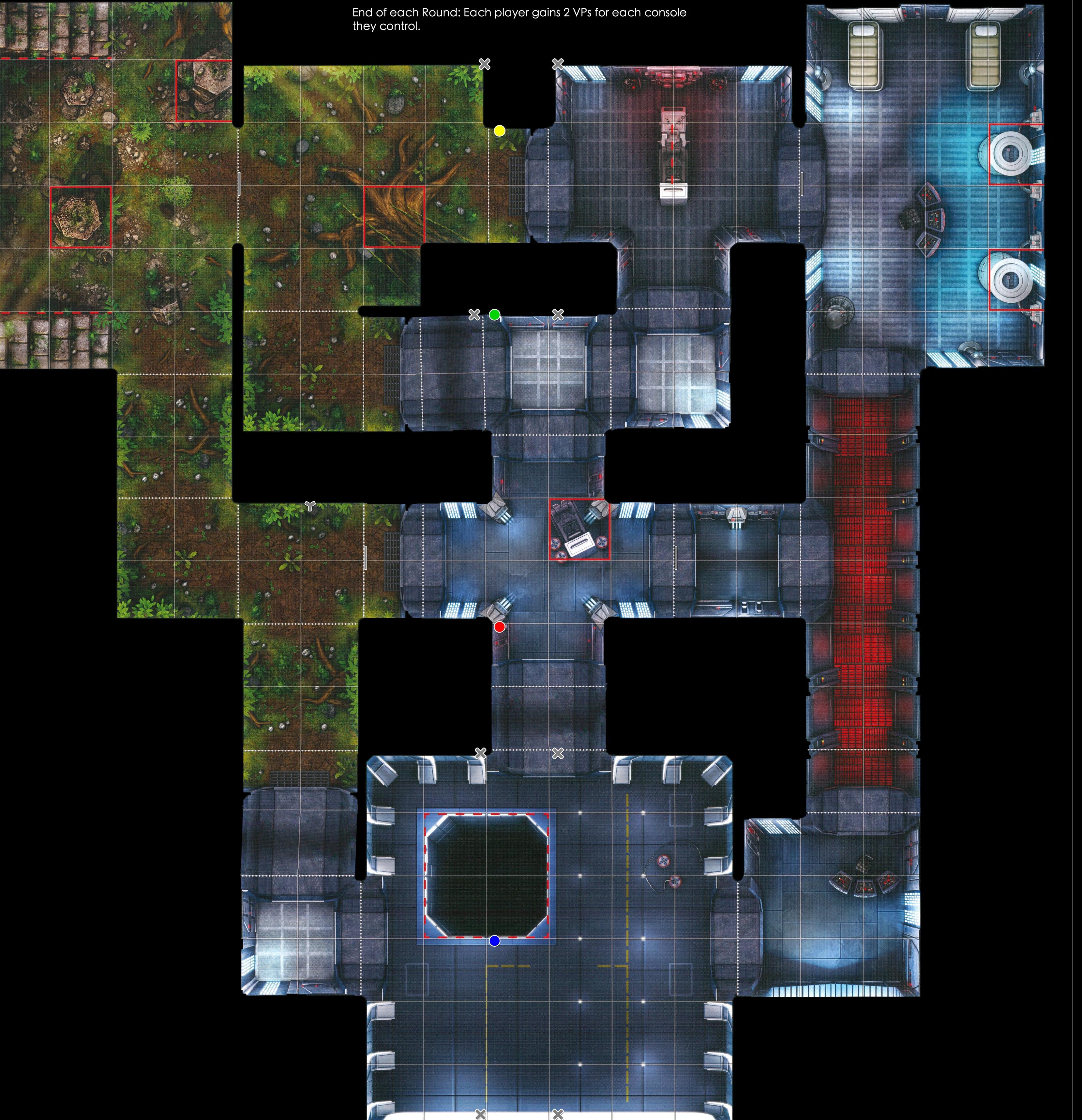
IMPERIAL ASSAULT
TARKIN INITIATIVE LABS
(BT-1 and D-O-D)

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 they control.



IMPERIAL ASSAULT
USCRU ENTERTAINMENT DISTRICT
(AHSOKA TANO, REBEL INSTIGATOR)

Priority Message
(Scenario A)

Doors are locked.

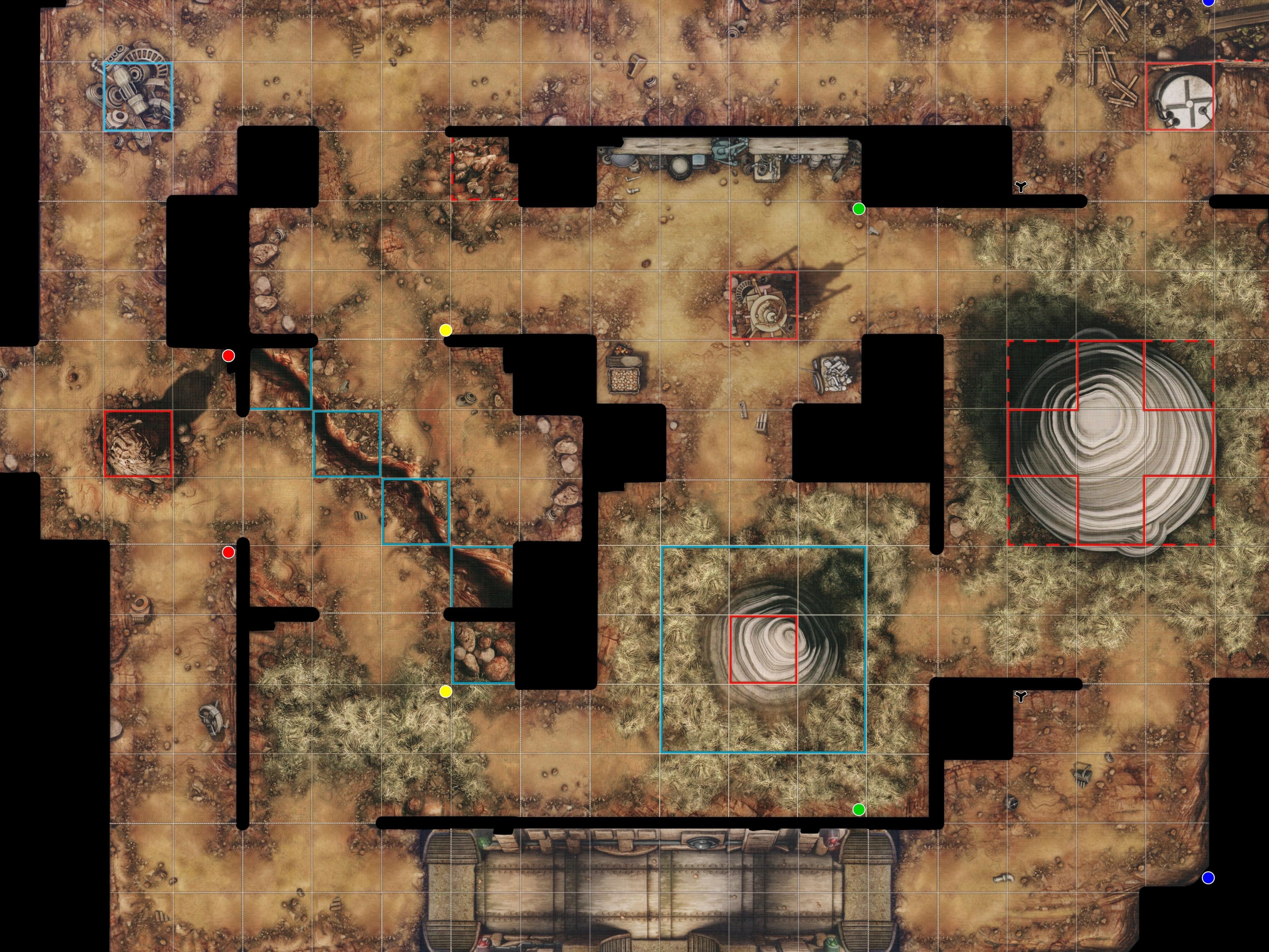
A figure can attack a courier droid (Health: 6, Defense: 1 black die). When a player's courier droid enters an opponent's deployment zone, that player gains 6 VPs. Then, that courier droid is discarded.

End of each Round: Each player deploys 1 courier droid that matches the color of their deployment zone to their deployment zone; then, each player moves each of their courier droids up to 6 spaces. 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 stash a player controls, they gain 2 VPs.



Blitz
(Scenario A)

Setup: Players do not deploy normally. Instead, Players alternate deploying groups, following rules for passing.

When a figure is deployed, it may move up to 8 spaces.

End of each Round: Each player gains 2 VPs for each critical position that player controls.

Fluctuations
(Scenario B)

End of each Round: Each player gains 1 VP for each fluctuation they control. Each figure on a fluctuation gains a Power Token based on its color:

●: ⚡ ●: ⚡ ●: ⚡ ●: ⚡ ●: ⚡

Then, in order of initiative, each player may swap 1 fluctuation with another. A fluctuation cannot be moved twice in the same round.

