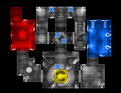


Door
Terminal
Tibanna Gas Reserve
Carbon-freezing Chamber

MAN IN CARBONITE

Setup: Each player claims 2 mission tokens.

When a hostile figure is defeated, his opponent may choose to place 1 of his mission tokens in that figure's space. The defeated figure is unconscious.

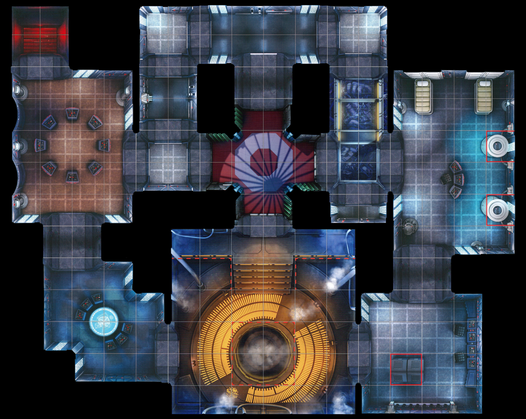
Each figure a player controls can retrieve his mission tokens. A figure carrying a mission token can interact with the Carbon-freezing Chamber to discard the mission token and score VPs equal to the figure cost of the corresponding unconscious figure.

DELIVERY SYSTEM

A figure can retrieve a Tibanna Gas Reserve.

End of each round: Each player determines the total figure cost of each of his figures on or adjacent to the Carbon-freezing Chamber. The player with the highest total is operating the Chamber until the end of the next round.

The player who is operating the Carbon-freezing Chamber is considered to have 4 additional VPs for each Tibanna Gas Reserve his figures are carrying.



STAR WARS
IMPERIAL ASSAULT

BESPIN TIBANNA FACILITY
(THE BESPIN GAMBIT)

Door
Terminal
Artefact
Hidden shipment

STAR WARS
IMPERIAL ASSAULT

LOTHAL SAFEHOUSE
(LANDO CALRISSIAN)

"PRICELESS" RELICS

For each artefact a player controls, that player counts as having an additional 6 VPs.

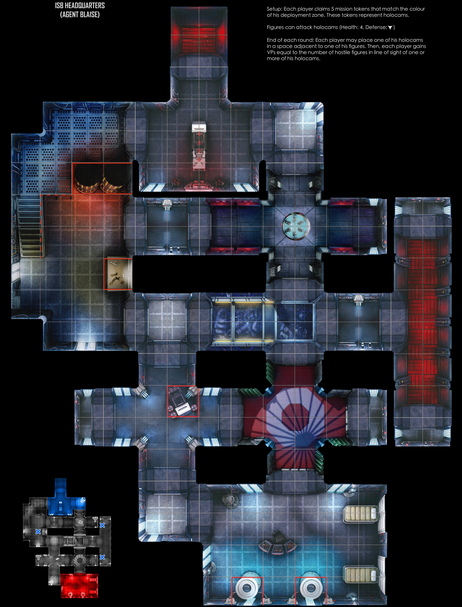
ILLICIT RESERVES

Setup: Set aside 4 tokens.

End of each round: For each hidden shipment without a token on it that a player controls, that player gains 3 VPs. Place 1 token on each hidden shipment.
Then, for each shipment with a mission token on it that a player controls, that player gains 2 VPs.

STAR WARS
IMPERIAL ASSAULT

ISB HEADQUARTERS
(AGENT BLAISE)



Door
Terminal
Security Station

TO YOUR STATIONS

End of each round: Each player gains 3 VPs for each Security Station he controls.
Then, for each station, the player who controls it chooses a hostile figure in line of sight of the station. That figure suffers 1 ☠.

RECONNAISSANCE

Setup: Each player claims 5 mission tokens that match the colour of his deployment zone. These tokens represent holocarns.

Figures can attack holocarns (Health: 4, Defense: ▼).

End of each round: Each player may place one of his holocarns in a space adjacent to one of his figures. Then, each player gains VPs equal to the number of hostile figures in line of sight of one or more of his holocarns.

COUNTER-SLICE

A figure can retrieve a wiretap. A figure carrying a wiretap can interact with a databank to flip the databank coloured side up or grey side up. Each player may flip a maximum of 1 databank per round.

End of each round: Each player gains 5 VPs for each coloured databank he controls, and 2 VPs for each grey databank he controls.

INFILTRATION GAMES

Setup: place each wiretap so that it matches the colour of the deployment zone in which it is situated.

A figure can retrieve a wiretap that matches the colour of its deployment zone. A figure carrying a wiretap can interact with a panel to install the tap on that panel.

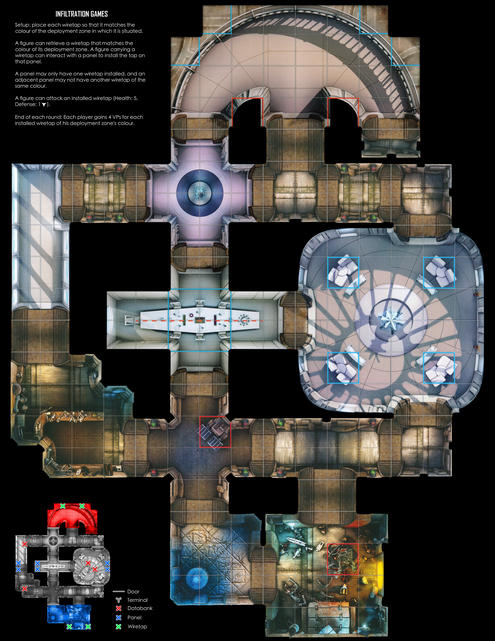
A panel may only have one wiretap installed, and an adjacent panel may not have another wiretap of the same colour.

A figure can attack an installed wiretap (Health: 5, Defense: 1 ▼).

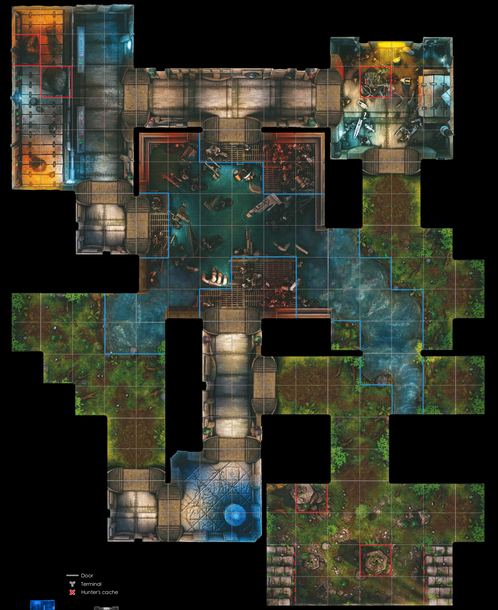
End of each round: Each player gains 4 VPs for each installed wiretap of his deployment zone's colour.

STAR WARS
IMPERIAL ASSAULT

ISB TRAINING GROUNDS
(ISB INFILTRATORS)



Door
Terminal
Databank
Panel
Wiretap



Door
Terminal
Hunter's cache

STAR WARS
IMPERIAL ASSAULT

WASSKAH HUNTING GROUND
(BOSSK)

SCAVENGERS

End of each round: Each player gains 4 VPs for each hunter's cache he controls.

WATCH YOUR STEP

Figures do not spend additional movement points to enter difficult terrain. The first time a figure and a non-mobile figure enters difficult terrain, it suffers 1 ☠.

End of each round: Each player gains 4 VPs for each hunter's cache he controls.