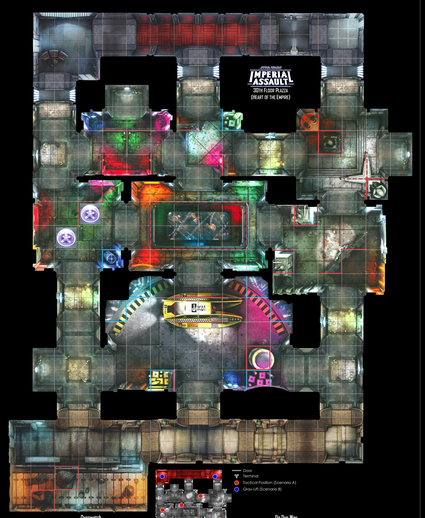


Dynamite
(Scenario A)

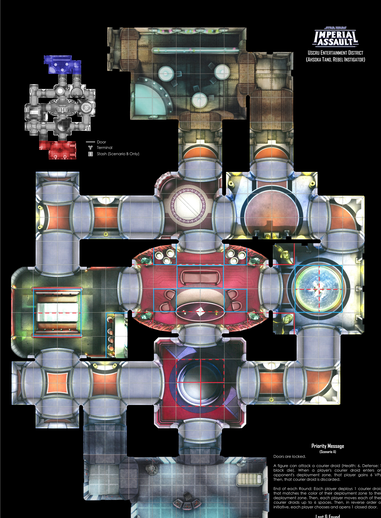
End of each Round: The player with initiative chooses 1 of the 4 tactical positions. Each figure in that tactical position suffers ⬤ equal to its ⬤ value. Then, the other player rolls the same. Any ⬤ gained this way are gained simultaneously after both players resolve this ability.

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's deployment zone is then only valuable if a local board unit(s) occupied enemy mission tokens, and the other is local board unit(s) occupied neutral mission tokens. Players may choose to place their units in either deployment zone. The green squad is marked in red with a blue the yellow squad.

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



Priority Message
(Scenario B)

Doors are locked.

A figure can attack a counter-shield (Health: 6, Defense: 1) block dice, reduce a generic counter dodge among its ⬤ to a specific counter dodge among its ⬤ of the same color. Then, that counter dodge is discarded.

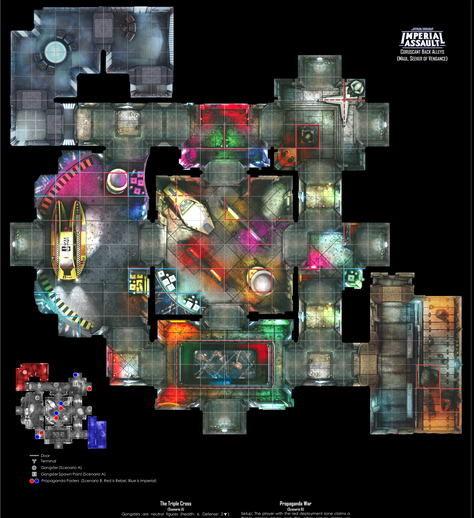
End of each Round: Each player deploys 1 counter-shield that matches the color of their deployment zone to their deployment zone. Then, each player rolls 1 ⬤ for each counter dodge on its ⬤ pool. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

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 chair a player controls, they gain 2 VP.



The Triple Crown
(Scenario A)

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

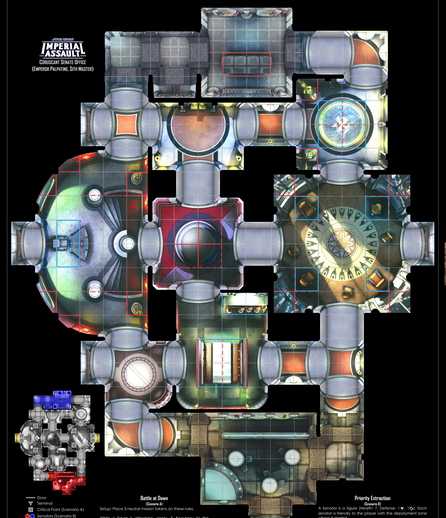
End of each Round: The player with initiative rolls 1 blue die. Deploy a gangster to the space that matches the result. Then, roll 1 ⬤ for each gangster. Then, remove the closest non-gangster figure in the of right, front of these figures, within ⬤. Then, in initiative order, each player moves 1 different 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 a propaganda poster in player controls, a figure can spend 2 movement points 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.



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 Sensitive is a figure (Health: 7, Defense: 1) ♥ (⬤). Each sensitive is friendly to the player with the deployment zone where it starts.

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

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

Blitz
(Scenario A)

Setup: Players do not deploy normally. Instead, Players alternate deploying groups, following rules for passing when a figure's deployment. If 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. Then, roll 1 ⬤ for each Fluctuation. Then, in order of initiative, each player may swap 1 fluctuation with another. A fluctuation cannot be moved twice in the same round.

Market Sabotage
(Scenario A)

Doors are locked.

A figure can interact with a generator that matches its deployment zone to place a plain token on that generator. Then, if that generator has a plain token, remove it from and the figure's owner scores 12 VPs.

End of each Round: Each player gains 1 VP for each crate that generator they control. Then, each crate that generator they control. Then reveal all coordinates. Each figure and object on a adjacent to a green coordinate suffers 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 coordinate that generator they control. Then reveal all coordinates. Each figure and object on a adjacent to a green coordinate suffers 1⬤.