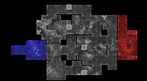


Terminal
Shield Generator (A) or Crate (B)

Shielded
Scenario III

Crate tokens represent shield generators.

When an attack targeting a space within 2 spaces of a shield generator is declared, if the attacker is not within 2 spaces of the same shield generator, apply "⬅" to the attack.

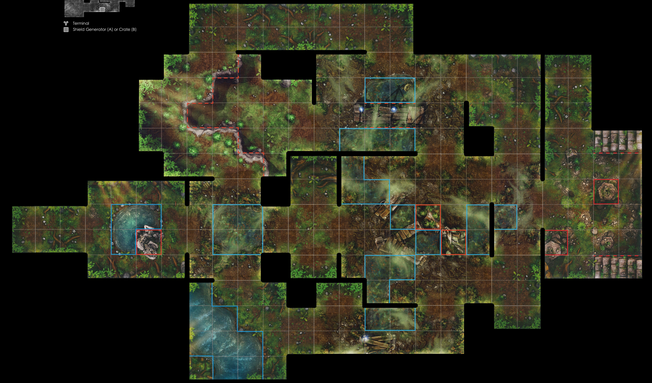
End of each Round: Each player gains 4 VPs for each shield generator he or she controls.

Raining Freight
Scenario IV

Setup: Each player claims 2 crate tokens from the supply.

A figure can spend 2 movement points while adjacent to a crate for its player to gain 2 VPs and claim that crate.

End of each Round: The player with initiative places 2 of his or her claimed crates within 2 spaces of the opponent's figures. Then his or her opponent does the same. Until one crate per space.



Spoils of Crime

When a figure enters the Trap Door, it suffers ⚫, then its owner places 4 on as or as close as possible to the Trap Chute.

A figure can retrieve a crate, losing 2 movement points. Each figure suffers 2 Spores for each crate it is carrying.

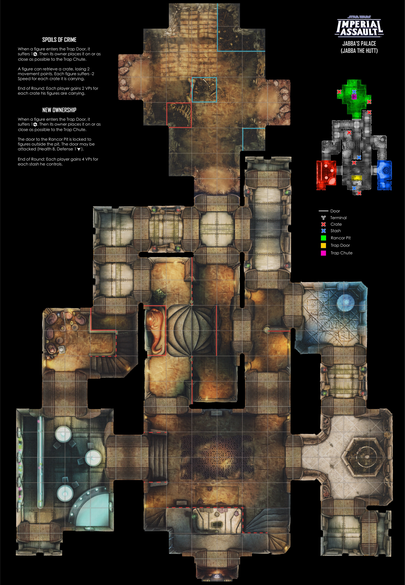
End of Round: Each player gains 2 VPs for each crate his figures are carrying.

New Ownership

When a figure enters the Trap Door, it suffer ⚫, then its owner places 4 on as or as close as possible to the Trap Chute.

The door to the Rancor Pit is locked to figures outside the pit. The door may be attacked (Health 8, Defense "◆").

End of Round: Each player gains 4 VPs for each door he controls.



Door
Terminal
Consoles
Experimental Weapon Location (Scenario 8)

Rogue AI
Scenario II

Set aside a neutral mission token in each color (blue, green, yellow, & red), face down. Flip the red token face up and place it token on the red console on the map.

When a figure enters a space containing a console with the drain token, that figure's player gains 2 VPs. Then, that player flips 1 random set-aside face-down neutral mission token face up and places it on the console in the same space as the player. Flip the previous face-up neutral mission token face down.

Abandoned Research
Scenario III

In order of initiative, players take turns placing a colored Experimental Weapon token in a space marked with an X on the minimap without a weapon until 8 weapons are placed. Until 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. Until once per activation.

End of each Round: Each player gains 2 VPs for each console they control.

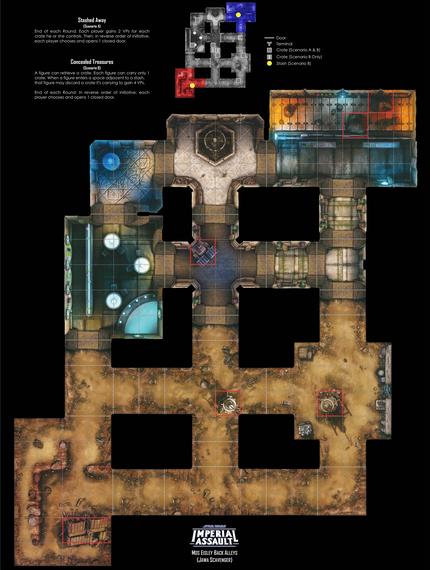
Stashed Away
Scenario II

End of each Round: Each player gains 2 VPs for each stash he controls. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

Concealed Treasures
Scenario III

A figure can retrieve a crate. Each figure can carry only 1 crate. When a figure carrying a crate enters a space, that figure may discard a crate it is carrying to gain 4 VPs.

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



Krylexa Infestation
Scenario III

Krylexa are neutral figures. A figure can attack a Krylexa (Health 8, Defense "◆"). When a player defeats a Krylexa, that player gains 2 VPs and claims that Krylexa.

End of each Round: Random attack:

1) Each player, in reverse order of initiative, chooses and puts a Krylexa on to 3 spaces, with the door adjacent to the most non-Krylexa figure possible.

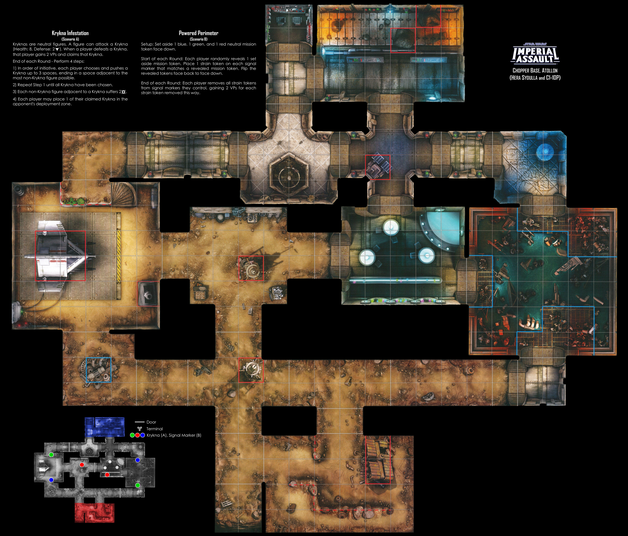
2) Repeat Step 1 until all Krylexa have been chosen.

3) Each non-Krylexa figure adjacent to a Krylexa suffers ⚫.

4) Each player may place 1 of their claimed Krylexa in the opponent's deployment zone.

Powered Perimeter
Scenario IV

Setup: Set aside 1 blue, 1 green, and 1 red neutral mission token face down.

Start of each Round: Each player randomly reveals 1 set aside mission token. Place 1 drain token on each signal marker that matches a revealed mission token. Flip the revealed tokens face back to face down.

End of each Round: Each player removes all drain tokens from his or her signal marker, gaining 2 VPs for each drain token removed this way.