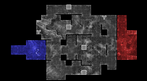


Terminal
Shield Generator (A) or Crate (B)

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 -1 ◆ to the attack roll.

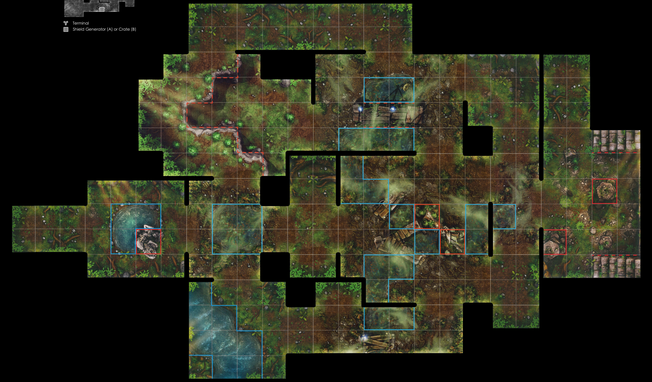
End of each Round: Each player gains 4 VPs for each shield generator he or she controls.

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.



Wal Nuth's Swamps
(Alliance Rangers)

Spoils of Crime
When a figure enters the Trap Door, it suffers ◆; then its owner places 5 on-pip as close to possible to the Trap Chute.

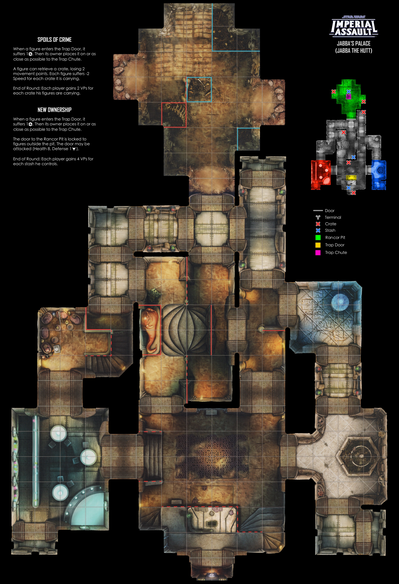
A figure can retrieve a crate, losing 2 movement points. Each figure suffers -2 Speed for each crate it is carrying.

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 suffers ◆; then its owner places 5 on-pip as close to possible to the Trap Chute.

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

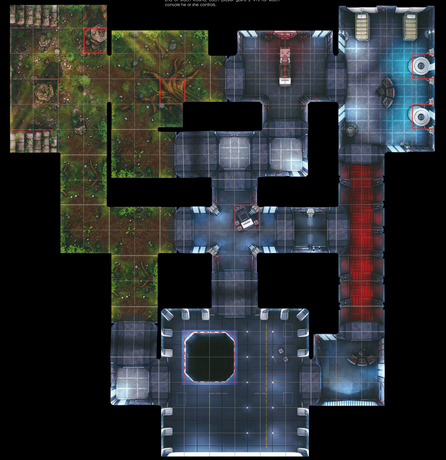
End of Round: Each player gains 4 VPs for each door he controls.



Imperial Assault
Jabba's Palace
(Jabba the Hutt)

Door
Terminal
Crate
Stash
Ranor Pit
Trap Door
Trap Chute

Door
Terminal
Consoles
Experimental Weapon Location (Scenario III)



Rogue III
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 onto a blank tile not located on the map.

When a figure enters a space containing a console with an adjacent blank tile, the owner of the figure's player flips a mission set-aside face down neutral mission token face up & moves the drain token to the console of that tile. The adjacent blank tile is neutral mission token face down.

Abandoned Research
Scenario III

In order of initiative, each player gains 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 decides an attack, the attacker gains the weapon's color for the attack pool. Limit once per activation.

End of each Round: Each player gains 2 VPs for each console he or she controls.

Imperial Assault
Tarkin Initiative Lab
(EE-1 and D-O-E)

Stashed Away
Scenario III

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

Concealed Treasures
Scenario III

A figure can retrieve a stash. Each figure can carry only 1 stash. When a figure carrying a stash suffers ◆◆◆◆, that figure may discard a crate it's carrying to gain 4 VPs.

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

Door
Terminal
Crate (Scenario A & B)
Crate (Scenario B Only)
Stash (Scenario B)

Imperial Assault
Mos Eisley Back Alleys
(Lara Scarrado)

Kraken Infestation
Scenario III

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

End of each Round: Each player:

1) Rolls a number of dice equal to his choosen and journey a Krakna up to 3 spaces, ending in a space adjacent to the most non-Krakna figure possible.

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

3) Each non-Krakna figure adjacent to a Krakna suffers ◆◆.

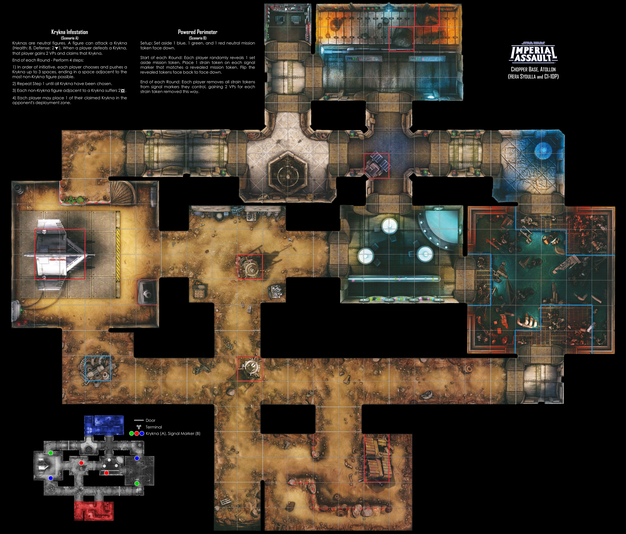
4) Each player may place 1 of their claimed Krakna in the opponent's deployment zone.

Powered Perimeter
Scenario III

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.



Door
Terminal
Krakna (A), Signal Marker (B)

Imperial Assault
Chopper Base, Atollon
(Ryan Dobiello and Ch Ripp)