HAZARDOUS MATERIALS

Start of each round: Each figure adjacent to an energy cell suffers 2 ⚙.

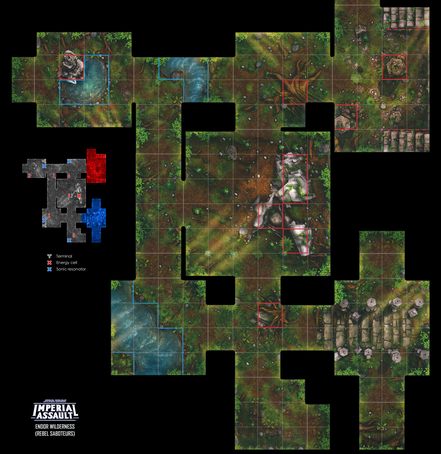
End of each round: Each player who controls 1 or more energy cells gains 2 VPs if the energy cell is not disabled. Then, the player with adjacent units in blue die and places an energy cell on any numbered spawn point (see the new map). End machines the occupancy result.

BREAKTHROUGH

A figure may retrieve a sonic resonator, but may only carry one.

A figure in contact with a sonic resonator is carrying carried resonator. If a carrier is killed, the sonic resonator is destroyed, each adjacent figure suffers 2 ⚙.

End of each round: If a figure carrying a sonic resonator is in a hostile deployment zone, discard the resonator. That figure's player gains 10 VPs.



STAR WARS
IMPERIAL ASSAULT
ENDOR WILDERNESS
(REBEL SABOTEURS)

STOLEN SCHEMATICS

A figure can interact with a terminal. If it does, each figure in the central room suffers 2 ⚙. Limit once per terminal per round.

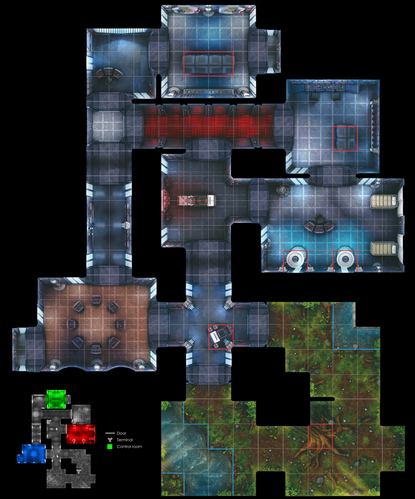
End of each round: Each player gains 6 VPs if he has at least one figure in the central room.

STAR WARS
IMPERIAL ASSAULT
IMPERIAL RESEARCH LAB
(GENERAL WEISS)

STRANDED

Start of each round: If a player has more figures in the central room than his opponent, he may flip a terminal token to its adjacent side or grey side. Coloured terminals do not provide additional Command cards.

End of each round: Each player gain 4 VPs for each grey terminal he controls.



STAR WARS
IMPERIAL ASSAULT
KUAT SPACE STATION
(ROYAL GUARD CHAMPION)

DATA HEIST

The doors are locked.

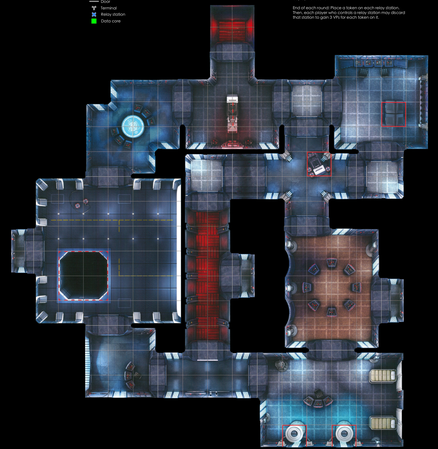
Start of each round: For each terminal a player controls, he may open one door of his choice.

End of each round: Close both doors. The player who controls the data core gains 10 VPs.

INCOMING TRANSMISSION

A figure may only open a door when they are standing in a deployment zone.

End of each round: Place a token on each relay station. Then, each player who controls a relay station may discard that station to gain 3 VPs for each token on it.



MIND OF ITS OWN

Start of each round: If it is not the first round, move the laser cannon two squares from its current location, ignoring terrain and figures. Then deliver all figures in the same row as and in each row South of the marker, spinning walls, doors and terrain.

End of each round: Each player gains 5 VPs for each terminal he controls.

MOST DANGEROUS GAME

Before setup, each player secretly chooses one of his opponent's units. Place a bounty hunter token on each of these units. Figures from the chosen units are bounty hunters. Each time a bounty hunter defeats the last figure in a hostile group, the reward is twice as many VPs as usual.

End of each round: Each player who has one or more bounty hunters on the map gains 2 VPs.

STAR WARS
IMPERIAL ASSAULT
ORD MANTELL JUNKYARD
(GE-101)

DRONES AND DEALS

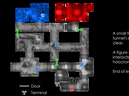
A figure can interact with a contact for its player to gain 2 VPs. Limit once per group per round.

BATTLEFIELD ENGINEERING

End of each round: If a player controls a vital component, one of the adjacent figures may retrieve it, though a figure can only carry one component at a time.

A figure carrying a component can interact with another friendly figure also carrying one. Each figure discards their component, and their player gains 5 VPs.

STAR WARS
IMPERIAL ASSAULT
MOS EISLEY CANTINA
(TWIN SHADOWS)



ANCIENT KNOWLEDGE

A small figure can spend 1 movement point while standing on a tunnel's entrance to traverse the tunnel, but only if the exit is clear.

Doors are locked. A figure can attack a door (Defense Strength: 10, Defense: ▼).

If a player controls the terminal near the deployment zones, his figures can interact with it to discard any single crate.

End of each round: The figure carrying the holocron suffers 1 ⚙.

VOLATILE MATERIALS

A small figure can spend 1 movement point and suffer 1 ⚙ while standing on a tunnel's entrance to traverse the tunnel, but only if the exit is clear.

Doors are locked. A figure can attack a door (Defense Strength: 10, Defense: ▼).

If a player controls the terminal near the deployment zones, his figures can interact with it to discard any single crate.

End of each round: Each player gains 5 VPs for each crate he controls.

STAR WARS
IMPERIAL ASSAULT
MASTELLAND OUTPOST
(CC-102 AND C-3PO)