GET TO THE SHIP

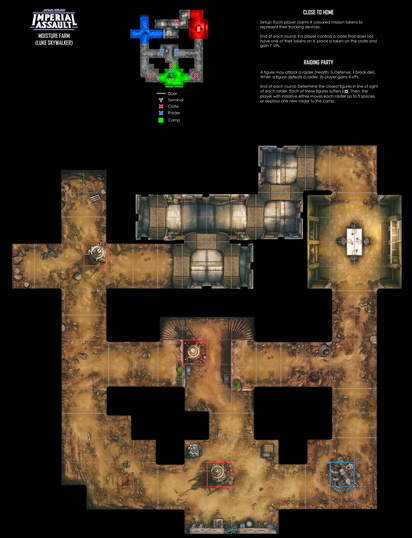
A figure can interact with a launch panel to flip the token coloured side up or grey side up. Each player can flip a maximum of one token per round.

End of each round: Each player gains 3 VPs for each coloured launch panel he controls, and 2 VPs for each grey launch panel he controls.

SMUGGLED GOODS

A figure can retrieve contraband. Apply -2 Speed to each figure carrying contraband.

End of each round: Each player gains 15 VPs for each of their figures carrying contraband in their deployment zone. Then, discard those contraband tokens.



CLOSE TO HOME

Setup: Each player claims 2 coloured mission tokens to represent their tracking devices.

End of each round: If a player controls a crate that does not have one of their tokens on it, place a token on the crate and gain 1 VP.

RAIDING PARTY

A figure may attack a raider (Health: 5, Defense: 1 black die). When a figure defeats a raider, its player gains 4 VPs.

End of each round: Determine the closest figure in the of sight of each raider. Each of these figures suffers ⚁. Then, the raiders move 2 spaces towards the closest, within up to 3 spaces, or deploys one new raider to the camp.

LOST KNOWLEDGE

A figure can retrieve a holocron, but cannot carry more than one.

When one of your figures carrying a holocron enters a space adjacent to the communications beacon, you may discard the holocron to gain 10 VPs.

LEAVE NO EVIDENCE

Start of each round: If a player controls the communications beacon, he may call in a planetary bombardment: covering ⚁ to each figure in an exterior space.

End of each round: Each player may discard one excavation site token he controls to gain 6 VPs.

LOCAL TROUBLE

Thugs are hostile to all figures except other thugs.

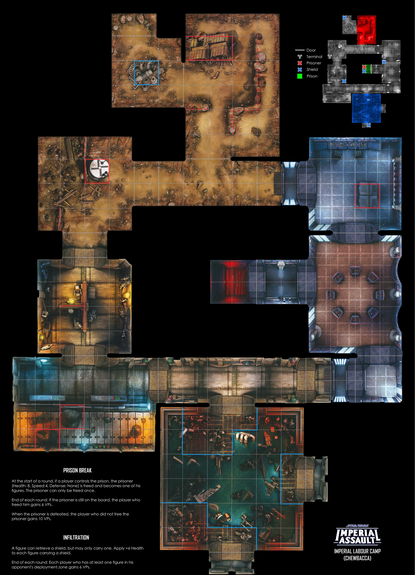
End of each round: Move each thug 2 spaces towards the closest hostile figure. Then, each hostile figure adjacent to a thug suffers ⚁. A figure can attack a thug (Health: 4, Defense: 1 black die).

End of each round: The player who controls the cantina gains 6 VPs.

SABACC STANDOFF

Start of each round: The player with initiative places 2 tokens next to the cantina for each Command card in his hand.

End of each round: Until the end of the next round, the player who controls the Sabacc table is considered to have 1 additional VP for each token next to the cantina.



PRISON BREAK

At the start of a round, if a player controls the prison, the prisoner (Health: 8, Speed: 6, Defense: none) is freed and becomes one of his figures. The prisoner can only be freed once.

End of each round: If the prisoner is still on the board, the player who freed him gains 6 VPs.

When the prisoner is defeated: the player who did not free the prisoner gains 10 VPs.

INFILTRATION

A figure can retrieve a shield, but may only carry one. Apply +6 Health to each figure carrying a shield.

End of each round: Each player who has at least one figure in his opponent's deployment zone gains 6 VPs.

SHADOW WAR

The door is locked. A figure can attack the door (Health: 10, Defense: 1 black die) to open it.

A figure can attack the generator adjacent to their enemy's deployment zone (Health: 15, Defense: 1 black die). Destroying a generator is worth 20 VPs.

WEAPONS PROJECT

A figure can retrieve an experimental weapon, but may only carry one. A figure carrying an experimental weapon applies +⚁ to its attack results.

End of each round: Each player gains 2 VPs for each of their figures carrying an experimental weapon.

A player gains 4 VPs when an opponent's figure is defeated while carrying an experimental weapon.