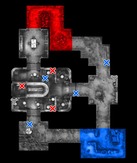
DRINKS AND DEALS

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 10 VPs.



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.

A figure can retrieve the holocron. If a figure carrying the holocron interacts with the terminal near the deployment zones, discard the holocron and gain 15 VPs.

End of each round: The figure carrying the holocron suffers 2 ✪.

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.

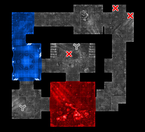
Doors are locked. A figure can attack a door (Health: 10, Defense: 1 ▼).

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.

IMPERIAL ASSAULT

WASTELAND OUTPOST
(R2-D2 AND C-3PO)



IMPERIAL ASSAULT

TYTHON MEDITATION FIELD
(KAYN SOMOS)

BALANCE OF THE FORCE

Setup: Each player claims two mission tokens.

During a figure's activation, a player may give one mission token to his opponent. If he does, the figure gains 2 movement points, or its next attack gains Pierce 2.

End of each round: Each player gains 2 VPs for each Force Pillar he controls.

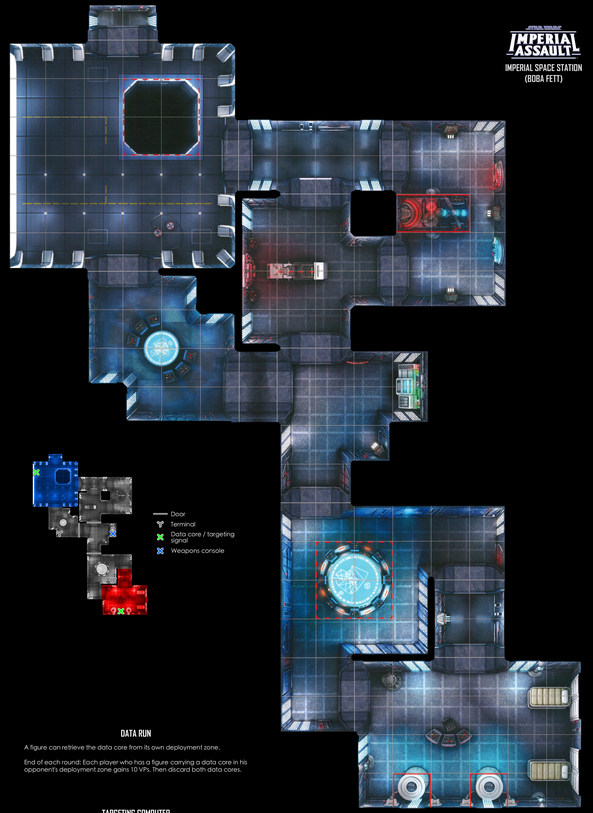
THE CHOSEN OF THE FORCE

Before setup, each player secretly chooses one of his deployment cards. Then, players simultaneously reveal these cards. Figures from the chosen cards are veterans. Veteran groups can be activated twice per round, and the reward for their defeat is doubled.

End of each round: Each player gains 2 VPs for each Force Pillar he controls.

IMPERIAL ASSAULT

IMPERIAL SPACE STATION
(BOBA FETT)



DATA RUN

A figure can retrieve the data core from its own deployment zone.

End of each round: Each player who has a figure carrying a data core in his opponent's deployment zone gains 10 VPs. Then discard both data cores.

TARGETING COMPUTER

Start of each round: In order of initiative, each player moves the targeting signal from their opponent's deployment zone 3 spaces, ignoring doors and figures.

End of each round: If a player controls the weapons console, he can choose one targeting signal and roll one red die. Each figure adjacent to the targeting signal suffers ✪ equal to the ✪ results.