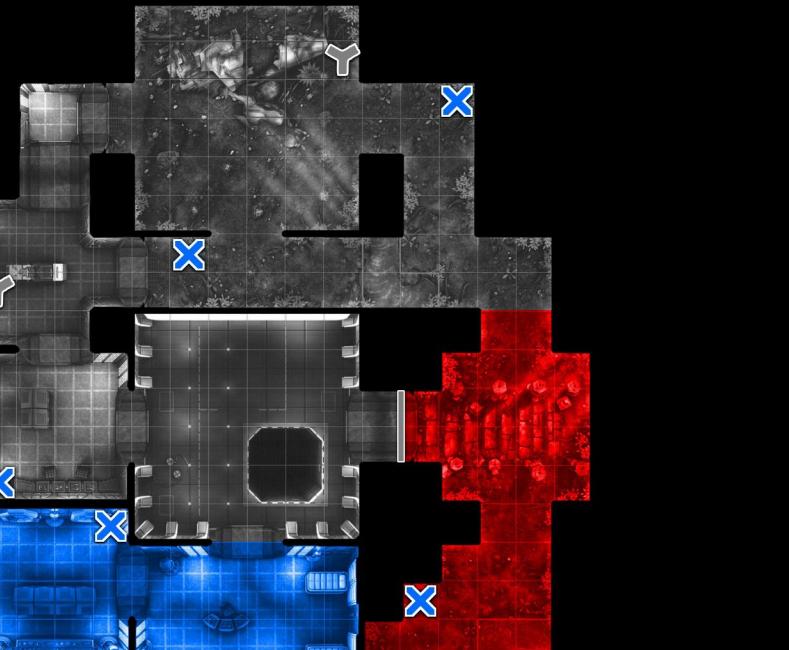


### REPROGRAMMED

Setup: One player claims a Rebel mission token, the other an Imperial token.  
The door is locked (Health: 10, Defense: 1 ▲).  
A figure can retrieve a remote: replace it with a mission token matching the one you claimed during setup. This remote is now reprogrammed.  
End of each round: Each player scores 2 VPs for each of his reprogrammed remotes on the board.

### DECEPTION GAME

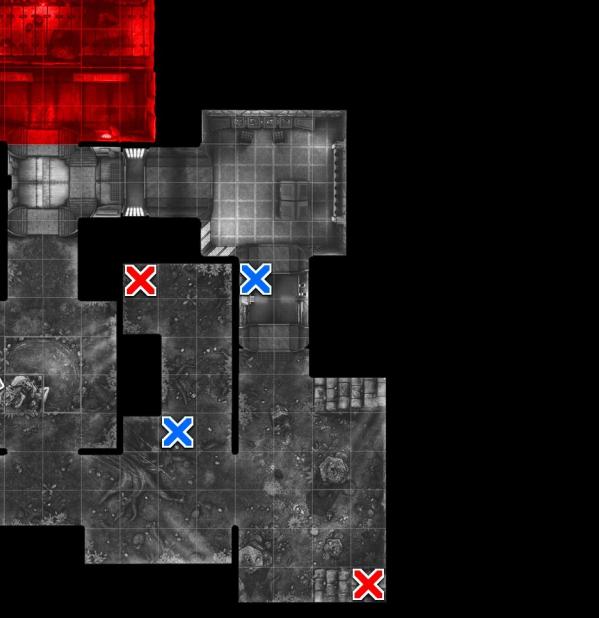
After setup, each player places a red mission token and two blue mission tokens face down on three of his deployment cards. These groups are "marked".  
Each time the last figure in a marked group is defeated, reveal its token. If the token is blue, the group's owner may draw one command card. If it is red, the group's opponent gains 10 VPs.  
The door is locked (Health: 10, Defense: 1 ▲).



Door  
Terminal  
Remote

### THE ART OF ROBOTICS

End of each round: For each terminal he controls, each player may choose one droid prototype and move it up to 3 spaces. Then, each player who controls at least one prototype gains 8 VPs.



Door  
Terminal  
Droid prototype  
Weapon prototype

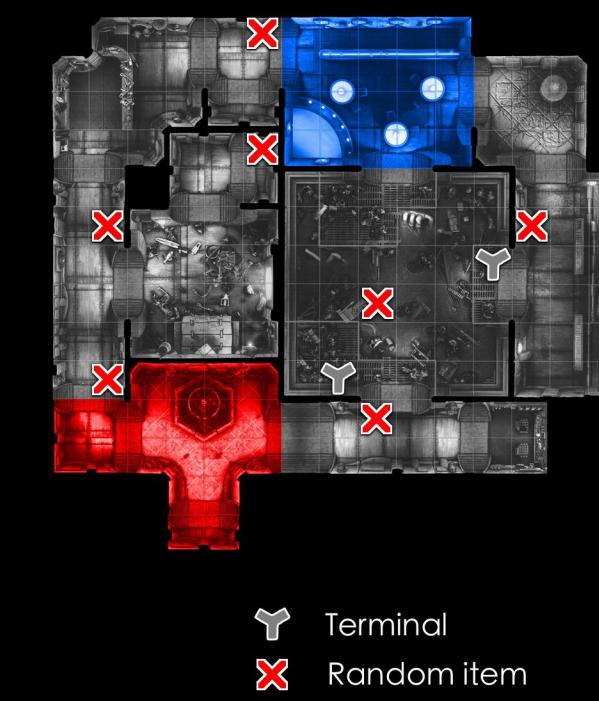
### EXPERIMENTAL WEAPONS

A figure can retrieve a weapon prototype, but may only carry one. A figure carrying a prototype applies -1 ▲ to its defense results and gains the following:  
▲: Perform an attack. Before performing the attack, you become Focussed.  
▲▲: Move up to 4 spaces and recover 3 ▲.  
▲▲▲: Gain 3 VPs.



### UNKNOWN TREASURES

Setup: Collect two mission tokens of each colour (red, blue, green and yellow). These represent items. Randomly place one item face down in each indicated space.  
A figure can retrieve an item. When it does, reveal that item's colour. A figure may discard an item it is carrying during its activation to apply the item's effect:  
Red: During this round, groups gain +1 ▲.  
Blue: During this round, groups apply +1 Speed.  
Green: Become Focussed.  
Yellow: At the end of the round, each player gains 4 VPs for each terminal he controls.



Terminal  
Random item

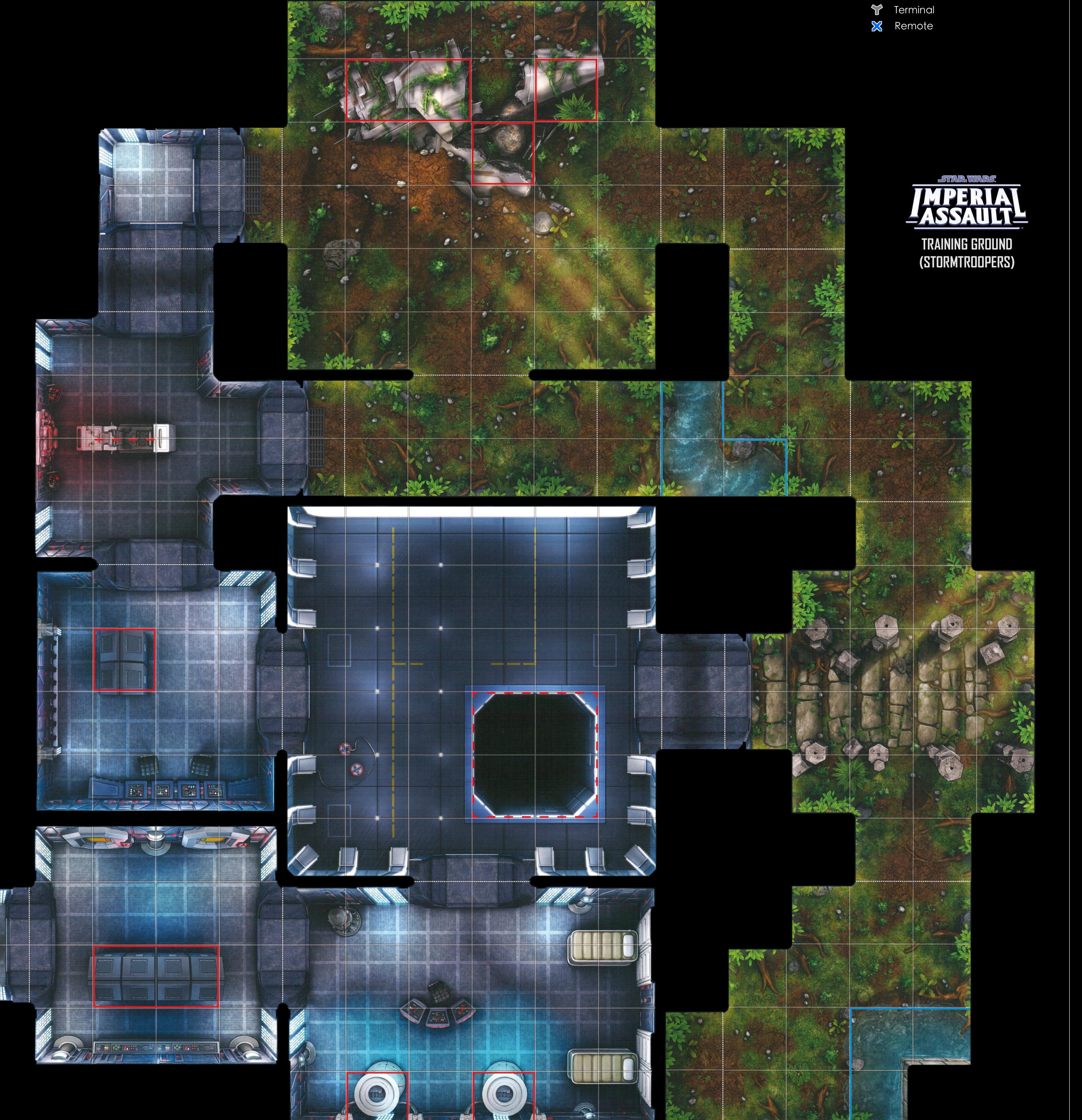
### SOMETHING IN THE AIR

Setup: Collect two mission tokens of each colour (red, blue, green and yellow). Shuffle these tokens and place them face down in a stack.  
Start of each round: Draw the top token off the stack and apply an effect based on the token's colour:  
Red: During this round, groups gain +1 ▲.  
Blue: During this round, groups apply +1 Speed.  
Green: During this round, groups gain +1 ▲.  
Yellow: At the end of the round, each player gains 4 VPs for each terminal he controls.



### STAR WARS IMPERIAL ASSAULT

TRAINING GROUND (STORMTROOPERS)



### STAR WARS IMPERIAL ASSAULT

DEVELOPMENT FACILITY (WOOKIEE WARRIORS)



### STAR WARS IMPERIAL ASSAULT

SEWERS OF NAR SHADDAA (HIRED GUNS)