HAZARDOUS MATERIALS

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

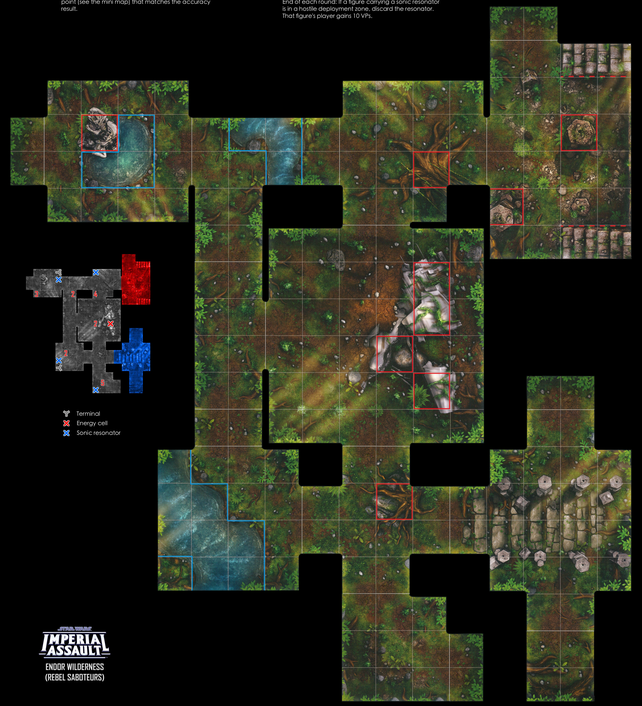
End of each round: Each player who controls 1 or more energy cells discards them, and gains 10 VPs per cell discarded. Then, the player with initiative rolls a blue die and places an energy cell on any numbered spawn point (see the mini map) that matches the accuracy result.

BREAKTHROUGH

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

A figure can attack a resonator that is not being carried (Health: 6, Defense: None). When a resonator is destroyed, each adjacent figure suffers 3 ◆.

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 control 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 control room.

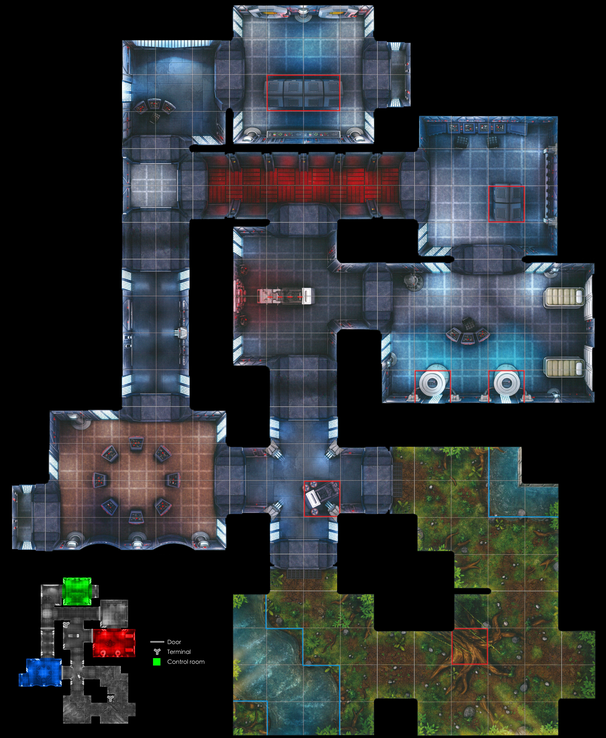
STAR WARS
IMPERIAL ASSAULT

IMPERIAL RESEARCH LAB
(GENERAL WEISS)

STRANDED

Start of each round: If a player has more figures in the control room than his opponent, he may flip a terminal token to its coloured 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.

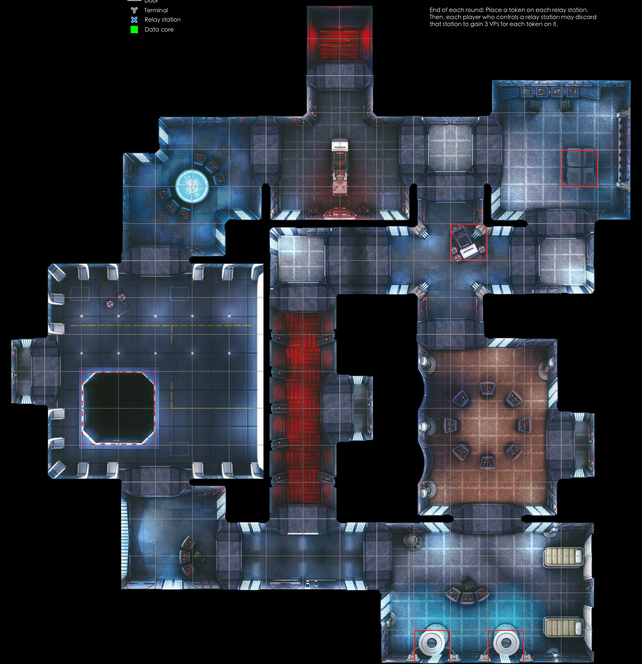
Start of each round: For each terminal a player controls, he may open one door of his choice.

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

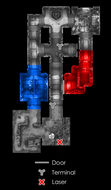
Start of each round: If it is not the first round, move the laser marker two spaces North up the map, ignoring terrain and figures. Then defeat all figures in the same row as and in each row South of the marker, ignoring walls, doors and terrain.

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 deployment cards. Then, players simultaneously reveal these cards. Figures from the chosen cards 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

DRD MANTELL JUNKYARD
(IG-88)