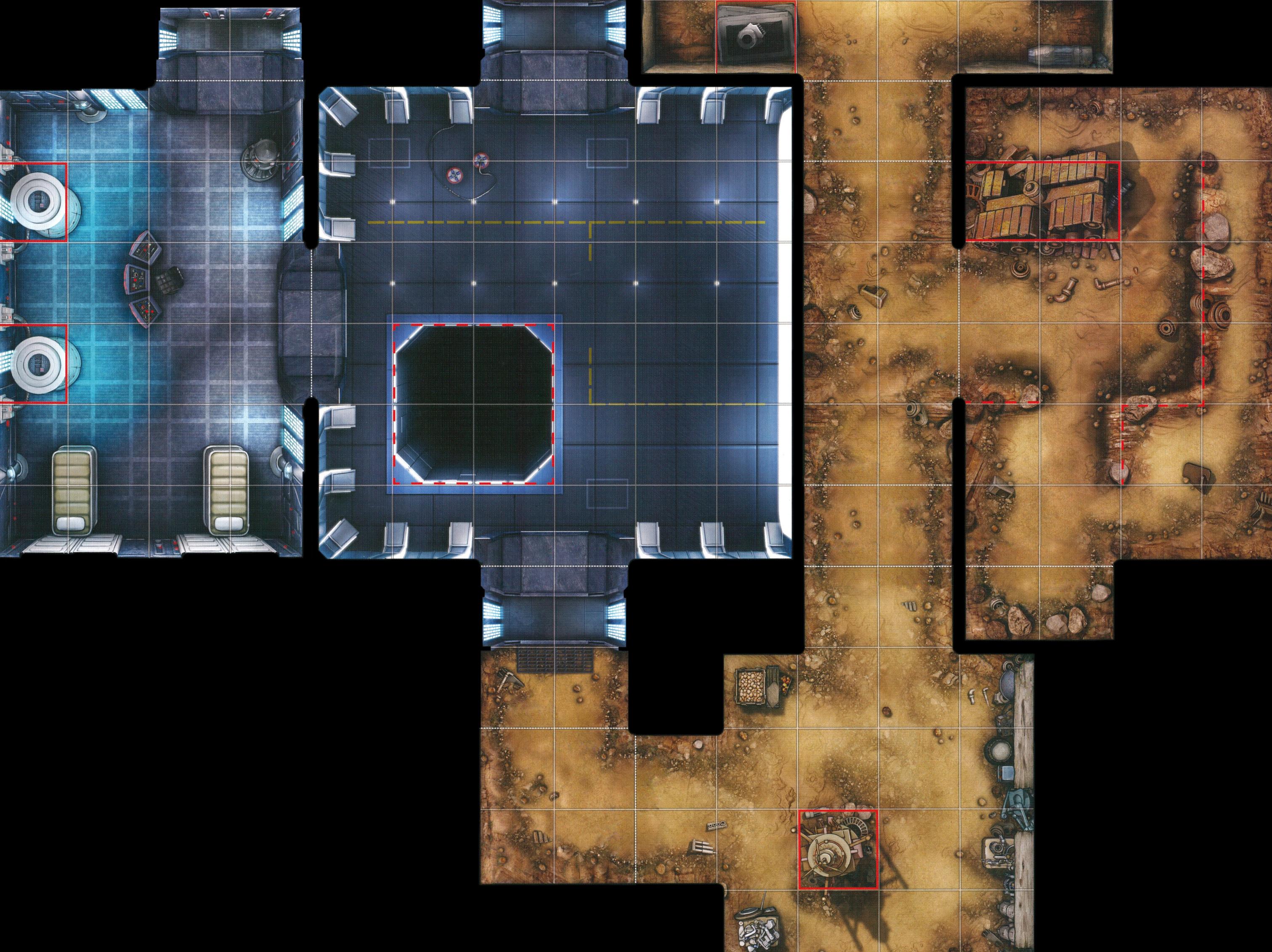


Door
Terminal
Datalink
Energy Cell
Desert Path
Hangar



UPLINK

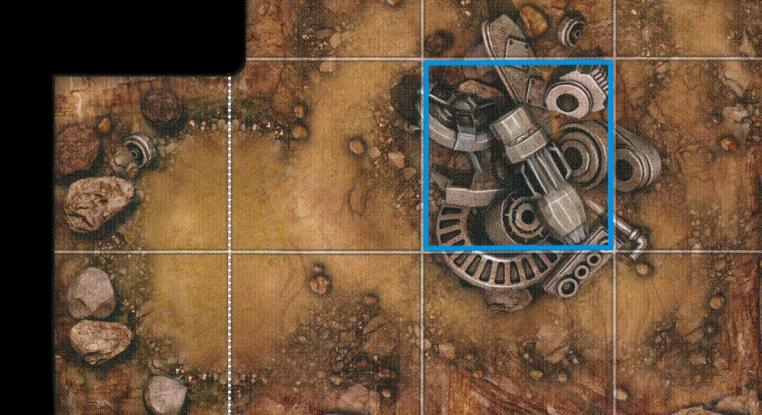
A figure can retrieve the datalink. If a figure carrying the datalink interacts with the terminal on the edge of the map, discard the datalink and gain 16 VPs.

DELIVERY SYSTEM

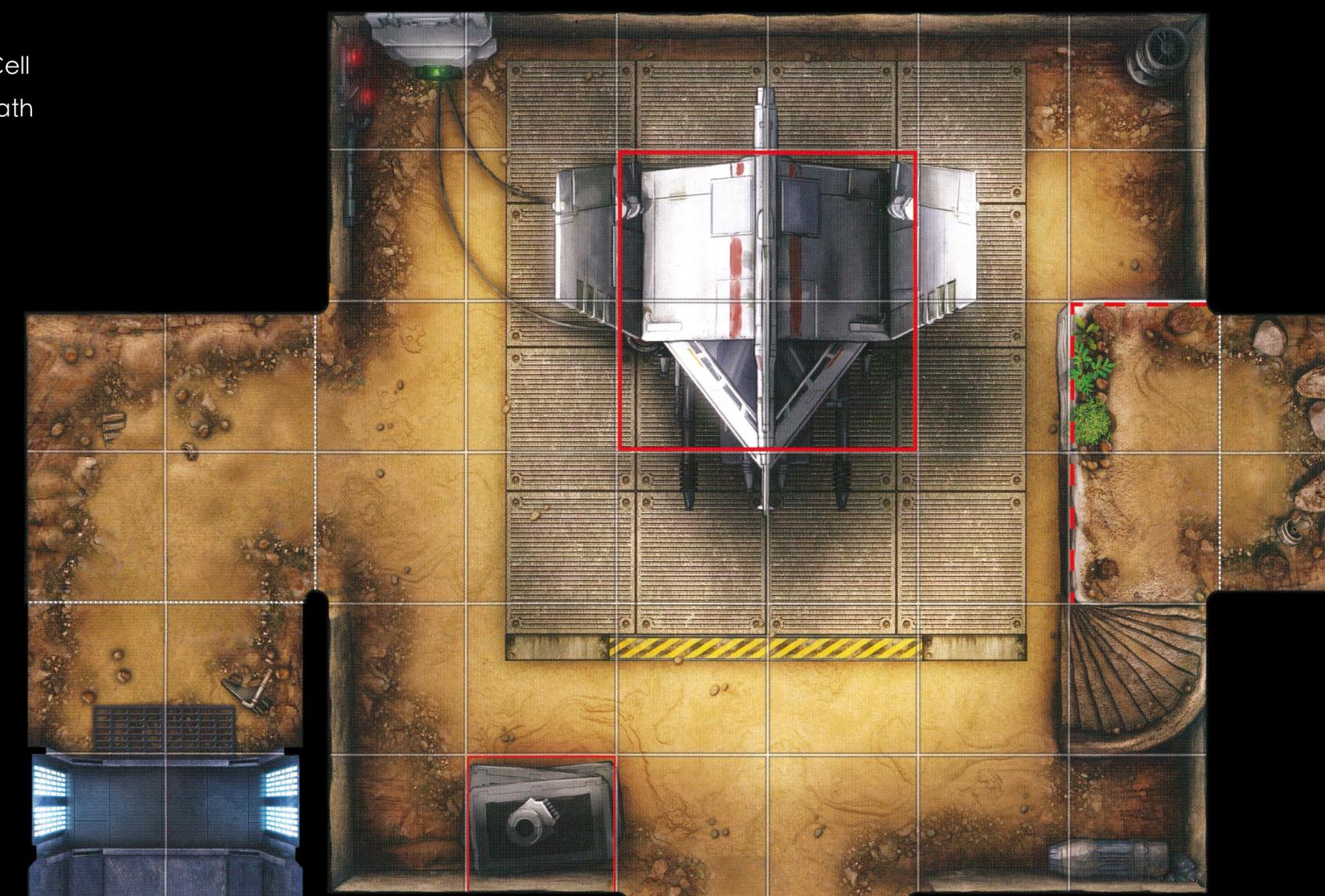
If a player controls the terminal on the edge of the map, his figures may entirely ignore the wall between the Desert Path and the Hangar.

A figure can retrieve an energy cell, though it may only carry one.

Each figure in the Hangar gains:
▲: If you are adjacent to an impassable space, discard one energy cell to gain 6 VPs.



STAR WARS
IMPERIAL ASSAULT
IMPERIAL COMMAND HUB
(ALLIANCE SMUGGLER)



LAIR OF THE DIANOGA

The dianoga can be attacked (Health: 20, Defense: 3▲). After an attack targeting the dianoga is resolved, the attacking player claims tokens equal to the ▲ the dianoga suffered. When a player defeats the dianoga, he gains 5 VPs. Then, each player gains VPs equal to the number of tokens he claimed.

End of each round: Roll 1 green die. Each figure within 4 spaces of the dianoga suffers ▲ equal to the ▲ results.

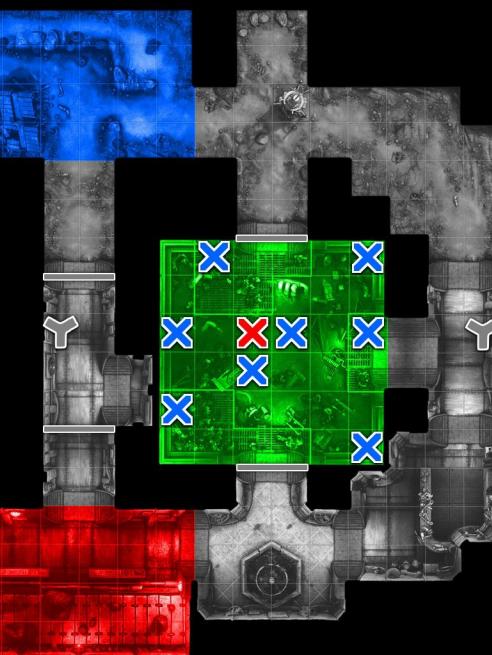


ONE MAN'S TRASH

The doors to the trash compactor are locked (Health: 10, Defense: 2▲).

A figure can retrieve a crate, though it may only carry one. Apply -1 Speed to each figure carrying a crate.

End of each round: Each figure carrying a crate in a deployment zone or adjacent to the far terminal discards the crate and gains 4 VPs.



Door
Terminal
Dianoga
Crate
Trash Compactor

STAR WARS
IMPERIAL ASSAULT
CORUSCANT LANDFILL
(BANTHA RIDER)