Desert Dangers
Scenario 5

Neutral mission tokens represent installations.

Doors are locked.
A figure can attack a door (Health: 5, Defense: [♥]).

When a figure is pushed into a space on the Sarlacc Pit, that figure is defeated.

End of each Round:
Starting with the Rebel-most figure, each figure on an exterior space is pushed 1 space to the East if possible. Then, each player gains 3 VPs for each installation he or she controls.

Battle for the Kletanna
Scenario 6

Neutral mission tokens represent installations.

Doors are locked.
A figure can attack a door (Health: 5, Defense: [♥]).

End of each Round:
Each player gains 3 VPs for each installation he or she controls.

If a figure ended its turn adjacent to a Crate, that player may choose a space and roll 1 red die. Each figure in that space suffers [2] equal to the [2] result.

Power Surge
Scenario 5

Neutral mission tokens represent power generators.

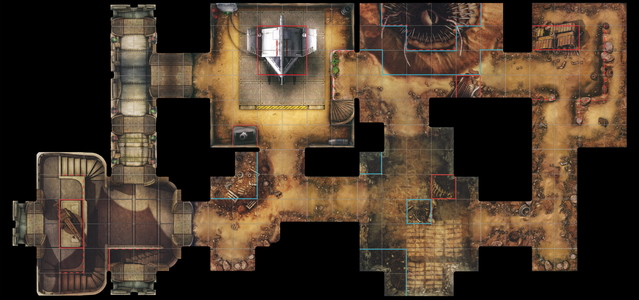
End of each Round:
Each player gains 3 VPs for each power generator he or she controls.

Supply Raid
Scenario 6

Neutral mission tokens represent valuable goods.

A figure can retrieve a valuable good. When a figure suffers 3 or more [2], that figure drops all valuable goods it is carrying in its space.

Each player counts as having 3 additional VPs for each valuable good carried by his or her figures.



Shielded
Scenario 5

Crate tokens represent shield generators.

When an attack targeting a space within 2 spaces of a shield generator is declared, if the attacker is not within 2 spaces of the same shield generator, apply -1◆ to the attack results.

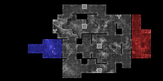
End of each Round: Each player gains 4 VPs for each shield generator he or she controls.

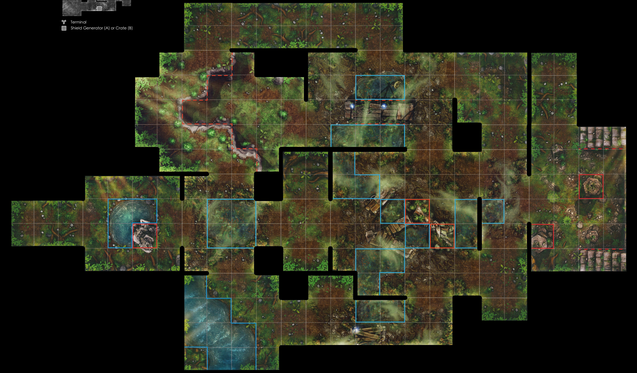
Raining Freight
Scenario 6

Setup: Each player claims 2 crate tokens from the supply.

A figure can spend 2 movement points while adjacent to a crate for its player to gain 1 VPs and claim that crate.

End of each Round: The player with initiative places 2 of his or her claimed crates within 3 spaces of the opponent's deployment zone. The other opponent does the same. Limit one crate per space.





Renovation
Scenario 5

The neutral mission token represents the shield generator.

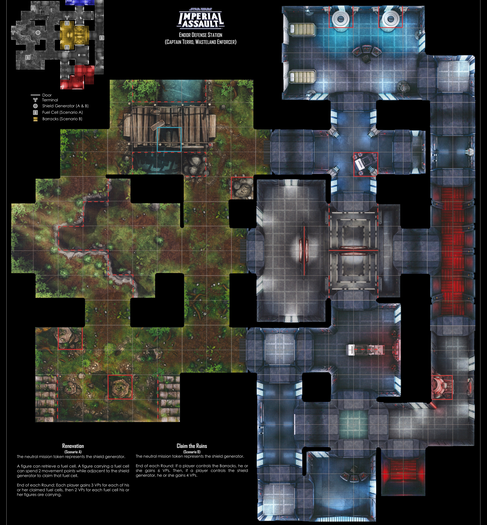
A figure can retrieve a fuel cell. A figure carrying a fuel cell can place it in a space within 2 spaces adjacent to the shield generator to claim that fuel cell.

End of each Round: Each player gains 3 VPs for each of his or her claimed fuel cells, then 3 VPs for each fuel cell his or her figures are carrying.

Claim the Ruins
Scenario 6

The neutral mission token represents the shield generator.

End of each Round: If a player controls the Barracks, he or she gains 4 VPs. If the other player controls the shield generator, he or she gains 4 VPs.



SPOILS OF CRIME

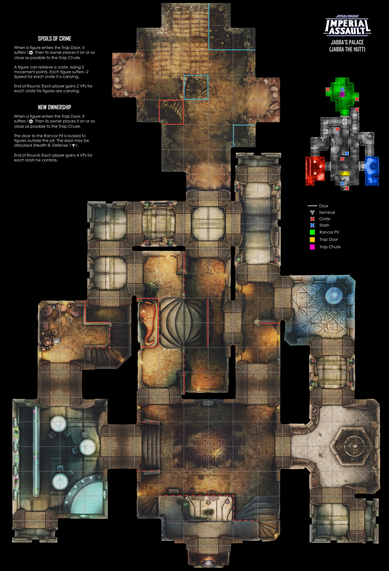
When a figure enters the Trap Door, it may roll 1 red die. On a result of [2] or as close as possible to that result, it is trapped.

A figure can retrieve a crate, losing 2 movement points. Each figure is affect -2 Speed for each crate it is carrying.

End of Round: Each player gains 3 VPs for each crate his figures are carrying.

NEW OWNERSHIP

When a figure enters the Trap Door, it may roll 1 red die. On a result of [2] or as close as possible to the Trap Chute.

The door to the Rancor Pit is locked to figures outside the pit. The door may be attacked (Health: 8, Defense: [♥]).

End of Round: Each player gains 4 VPs for each stash he controls.