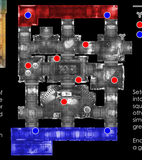


Door
Terminal
Tactical Position (Scenario A)
Grav-Lift (Scenario B)

Overwatch
(Scenario A)

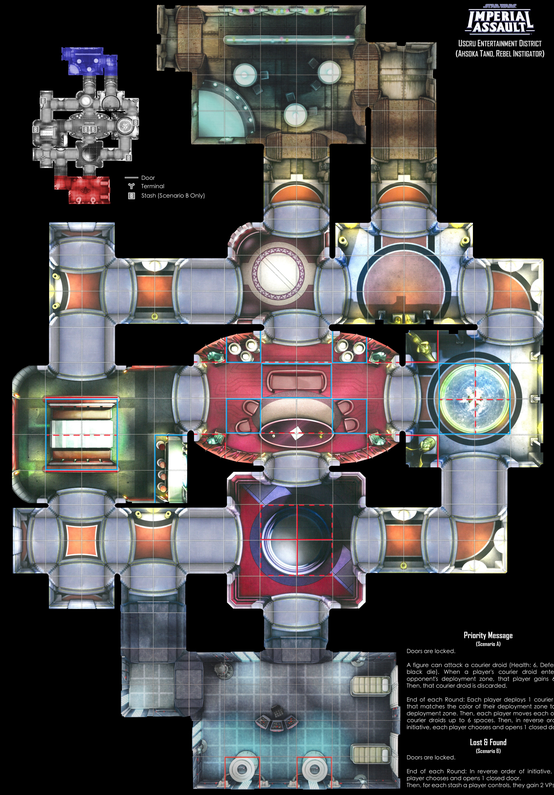
End of each Round: The player with initiative chooses 1 of their opponent's figures and rolls 1 blue die. That figure suffers ✖ equal to the ✖ results. Then, the other player does the same. Any VPs gained this way are gained simultaneously after both players resolve this ability.

Then, each player gains 2 VPs for each tactical position they control.

On Our Way
(Scenario B)

Setup: Before deployment, each player divides their army into two squads. Then, each player assigns one opponent's squad a face down yellow neutral mission token, and the other a face down green neutral mission token. Players simultaneously reveal the tokens. Each player deploys the green squad as normal but sets aside the yellow squad.

End of Round 1: Each player deploys their yellow squad to a grav-lift inside their opponent's deployment zone.



Door
Terminal
Stash (Scenario B Only)

Priority Message
(Scenario A)

Doors are locked.

A figure can attack a courier droid (Health: 6, Defense: 1 black die). When a player's courier droid enters an opponent's deployment zone, that player gains 6 VPs. Then, that courier droid is discarded.

End of each Round: Each player deploys 1 courier droid that matches the color of their deployment zone to their deployment zone. Then, each player moves each of their courier droids up to 6 spaces. Then, in reverse order of initiative, each player chooses and opens 1 closed door.

Lost & Found
(Scenario B)

Doors are locked.

End of each Round: In reverse order of initiative, each player chooses and opens 1 closed door.
Then, for each stash a player controls, they gain 2 VPs.

Door
Terminal
Gangster (Scenario A)
Gangster Spawn Point (Scenario A)
Propaganda Posters (Scenario B, Red is Rebel, Blue is Imperial)

The Triple Cross
(Scenario A)

Gangsters are neutral figures (Health: 6, Defense: 2▼). They can suffer ✖ and be targeted by attacks and abilities that target hostile figures. When a figure defeats a gangster, its player gains 3 VPs.

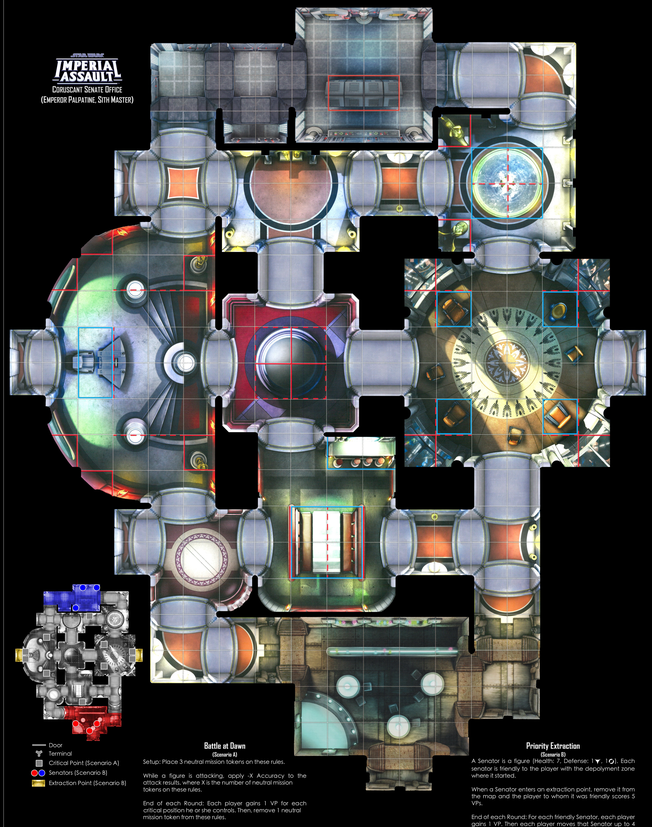
End of each Round: The player with initiative rolls 1 blue die. Deploy a gangster to the space that matches the accuracy result. Then, for each gangster, determine the closest non-gangster figures in line of sight. Each of those figures suffers 2✖. Then, in initiative order, each player moves 1 different gangster up to 3 spaces.

Propaganda War
(Scenario B)

Setup: The player with the red deployment zone claims a Rebel mission token from the map and the other player claims an Imperial mission token from the map.

While adjacent to a propaganda poster its player controls, a figure can spend 2 movement points to flip that propaganda poster.

End of each Round: Each player gains VPs equal to the number of propaganda posters that match the token in their play area.



Door
Terminal
Critical Point (Scenario A)
Senators (Scenario B)
Extraction Point (Scenario B)

Battle at Dawn
(Scenario A)

Setup: Place 3 neutral mission tokens on these rules.

While a figure is attacking, apply -X Accuracy to the attack results, where X is the number of neutral mission tokens on these rules.

End of each Round: Each player gains 1 VP for each critical position he or she controls. Then, remove 1 neutral mission token from these rules.

Priority Extraction
(Scenario B)

A Senator is a figure (Health: 7; Defense: 1▼, 1◊). Each senator is friendly to the player with the deployment zone where it started.

When a Senator enters an extraction point, remove it from the map and the player to whom it was friendly scores 5 VPs.

End of each Round: For each friendly Senator, each player gains 1 VP. Then each player moves that Senator up to 4 spaces to a space adjacent to a friendly figure. All VPs gained from this effect is scored simultaneously.