

BELLIGERENT INHABITANTS

During the end phase, each unit that is in base contact with a terrain piece cannot remove suppression tokens. In addition, during each unit's rally step, if any model in the unit is in base contact with a piece of terrain, it rolls one fewer die (to a minimum of one) to remove suppression.

"The Empire's doctrine of native suppression, enslavement, and eradication often lead to a hostile environment for the Empire and its enemies."



DANGEROUS GROUND

Starting with the blue player, place a 3 inch circular lava flows area terrain until there are 4 terrain pieces. This terrain is treated as difficult terrain for trooper and ground vehicles. Any trooper or ground vehicle unit crossing the area must roll one white dice per model. For every ▼ symbol, deal one wound to that unit.

"Mustafar was filled with mineral wealth, but the fast lava flows and noxious gases poisoned nearly every humanoid and corroded every droid. Injury and death comes easily to the wary and the unwary alike."



ORBITAL DEBRIS

At the start of Round 2, and every subsequent round, and starting with the blue player, each player places 1 condition token and rolls 1 red defense die, setting it on top of the token. At the end of each round, each condition token detonates. The attack gains the following keyword depending on the symbol on top of the token. ▼=Impact 3, ⚡=Suppressive, Blank= Blast. After the attack remove the token.

"As the battle raged in orbit over countless planets, the metal hulks of ships on both side of the war came crashing down on the heads of the ground combatants."



JAWA DROID CIRCUS

Setup: Each player alternates placing 2 droid objective tokens to a total of 4. They must be placed outside range 1 of deployment zones and range 2 of each other. Trooper unit leaders gain ♦Program: This unit leader may force an adjacent droid objective token to perform a speed 1 move or embark. Troopers can use the program keyword on a vehicle that contains an objective token to disembark the objective token.

Victory: Players score 1 VP for each token adjacent to one of their trooper unit leaders or embarked in their unit. They also score 1 VP for each objective token in their deployment zone.

PROTOTYPE PERSONAL SHIELD

Before deployment each player selects 2 non-creature ▲ units to gain a prototype token. Each unit with a claimed token gains Shield 2, Recharge 1. When a unit with the prototype token is killed, the attacking player scores 1 VP. All non-creature ▲ troopers gain ♦Claim.

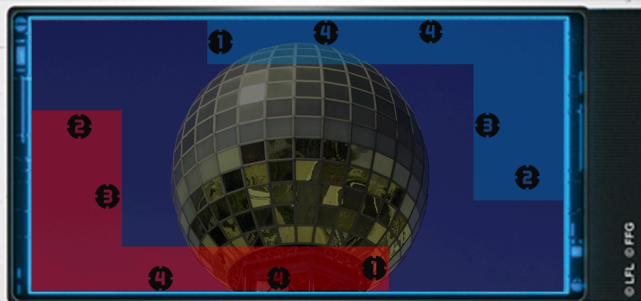
Victory: At the end of the game, each token you control is worth 1VP.

TIP OF THE SPEAR

Setup: Starting with the blue player, each player must choose two of their ▲ units. The chosen units must gain either the Bounty or Secret Mission Keyword. When allocating Bounty tokens, units nominated this way may choose an opponent's nominated ▲ as the target.

Victory: Victory tokens for successful bounties and secret mission actions earned by the chosen units count as 2 victory points for final scoring

Swathes of Desolation

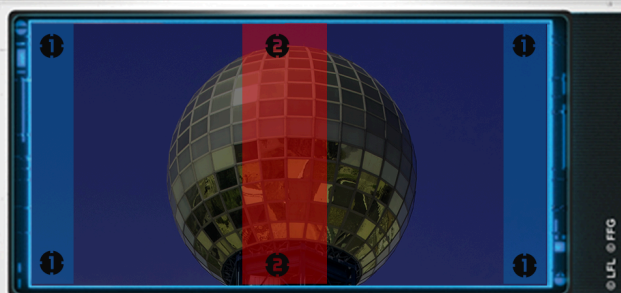


Splinter Cells



Each player's deployment zones is a range 2 half-circle measured from range 3 of the corners matching the diagram.

Hemmed In



PROPAGANDA WAR

Each ♠ gains the following: ♠♠Place a propaganda token on a terrain piece range 2 beyond any deployment zone and range 1 beyond any other propaganda token. It has 3 health, cover 2, and can be targeted at range 1-2 or melee.

Each ▲ unit gains ♠If in melee contact, remove a propaganda token.

VICTORY: At the end of Round 2, Round 4 and Round 6, and the end of the game, score 1 point for each propaganda token you control

DOWNPOUR

All troopers are reduced to speed 1 unless they have Unhindered, Scale, or Environmental Gear.

"The rains of Pacifica fell hard and fast and seemingly forever. The only time it stopped was when a Star Destroyer hovered over a rebel camp. Even then it rained death."



Entrenched Positions



Blue player selects one piece of terrain. Red player selects 1 piece of terrain and one piece of non-area terrain. Blue player selects one piece of non-area terrain. Unit leaders can be deployed on top of or adjacent to their selected terrain. Treat these pieces of terrain as deployment areas.