Legend (Panel 1):
— 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. 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)

Doors are locked.

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.

Legend (Panel 2):
— Door
▼ Terminal
■ Stash (Scenario B Only)

Priority Message
(Scenario A)

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. 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.

Legend (Panel 3):
— 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▼). When a figure defeats a gangster, its player gains 3 VPs.
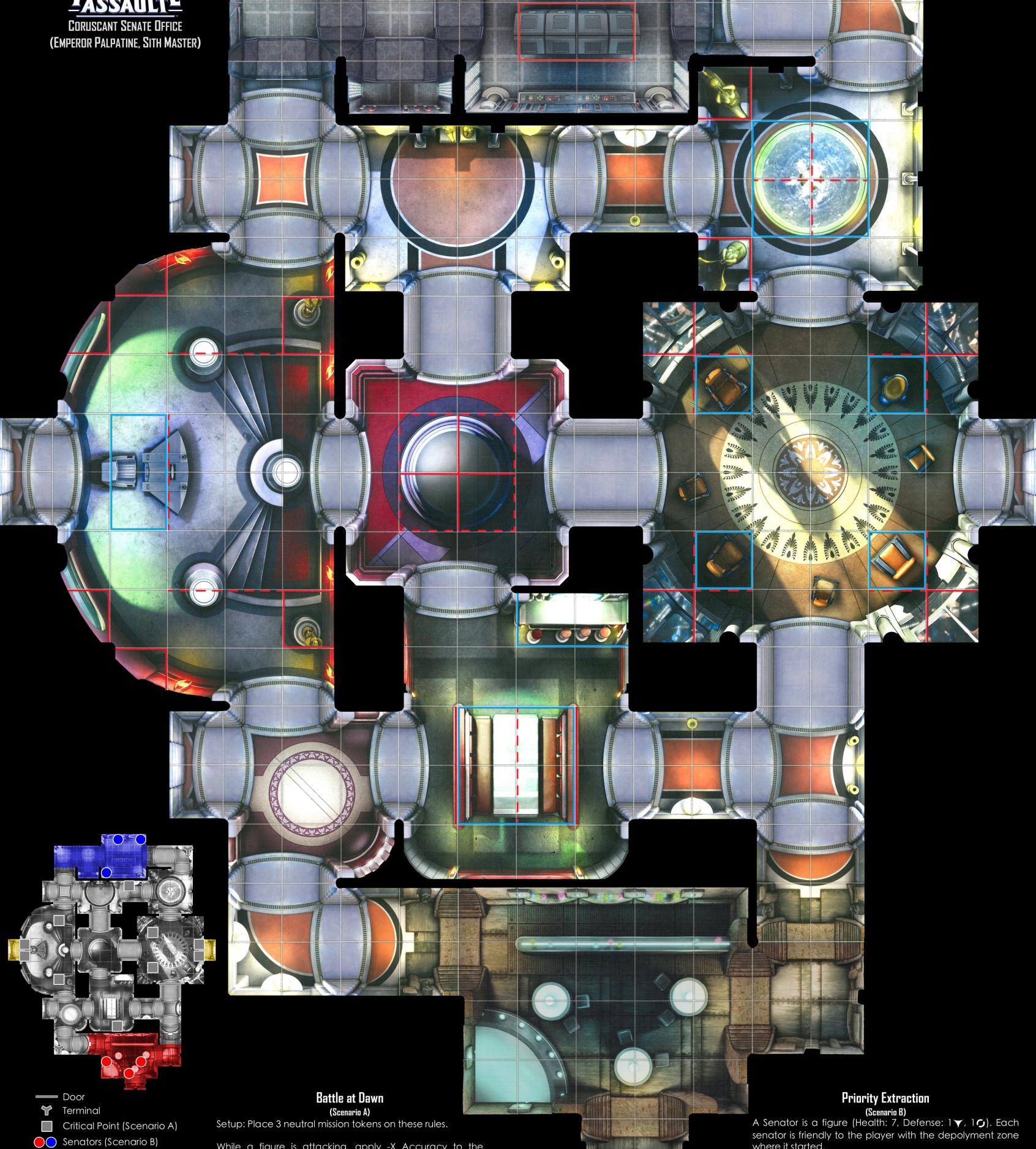
End of each Round: The player with initiative rolls 1 blue die. Deploy a gangster to the space that matches the accuracy result. Then, for each gangster, determine the closest non-gangster figures in line of sight. Each of those figures suffers 2☒. In initiative order, each player moves 1 different gangster up to 3 spaces.

Propaganda War
(Scenario B)

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

While adjacent to a propaganda poster that 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 mission token in their play area.

Legend (Panel 4):
— 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 it started in.

When a Senator enters an extraction point, remove it from the map and the player to whom it was friendly scores 1.

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.