

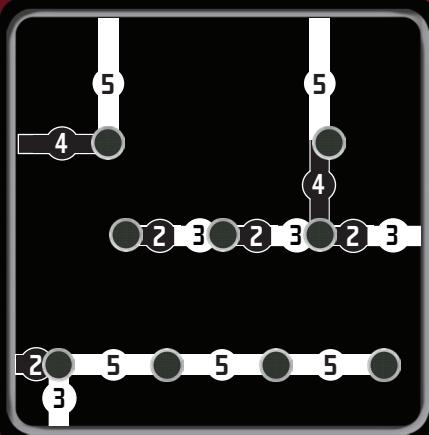
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LEGENDARY ENCOUNTER MISSION: MAKE AN ENTRANCE



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SQUAD COMPOSITION

Each cadre player makes a cadre made up of two squads with a combined value of 16 SP or less. Each squad in the cadre must include 1 **Secondary Unit** and 1 **Supporting Unit**.

Will of the Force

Each cadre player builds a Will of the Force Pool with 4 \bigcirc . The Galactic Legend builds a Will of the Force Pool equal to their chosen **Galactic Legend Unit**'s \bigcirc stat.

MISSION SETUP

When creating the battlefield for this encounter, players should communicate about the narrative they want to tell and use terrain parts and features they feel appropriately set the stage for the encounter.

Place the Encounter Dashboard next to the battlefield in place of the standard Struggle Tracker. Then place a number of Momentum Tokens in each Security Tier as indicated on the Tracker and place the Struggle Token in the leftmost space of the Victory Tracker.

MAKE AN ENTRANCE MISSION CARDS

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LEGENDARY ENCOUNTER MISSION: MAKE AN ENTRANCE

CADRE DEPLOYMENT EDGE

TIER 1



TIER 2



TIER 3



GALACTIC LEGEND DEPLOYMENT EDGE

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LEGENDARY ENCOUNTER MISSION: MAKE AN ENTRANCE



MISSION SPECIAL RULES

Overview

Security reports indicate that the Galactic Legend is onboard and has been seen setting suspicious devices around the ship! The cadres must find and defuse these devices before the Galactic Legend can carry out the rest of their plan.

Sabotage the Supplies

Each Active objective is linked to a specific Security Tier on the Encounter Dashboard, as indicated by its number on the Mission Map. The objectives in the Tier 1 section of the map are Tier 1 objectives, the central row of objectives in the Tier 2 section of the map are Tier 2 objectives, and the row of objectives marked in the Tier 3 section of the map are Tier 3 objectives.

At the end of each Galactic Legend Turn, for each objective the cadre players control, remove a Momentum from the corresponding Security Tier on the Encounter Dashboard. Then, if all Momentum have been removed from a Security Tier, remove the associated objectives from the battlefield. That threat has been neutralized.

Tracking the Struggle

During this Mission, the Struggle Token moves as follows:

- When a cadre Unit becomes Wounded, after the effect is resolved, the Struggle Token advances one space to the right.
- When the **Galactic Legend Unit** becomes Wounded, after the effect is resolved, the Struggle Token advances one space to the left.

Checking for Victory and Winning the Game

After any Galactic Legend Turn, if the Struggle Token is in the rightmost final space on the Victory Tracker. The Galactic Legend has defended the devices and executed their plan!

After any Galactic Legend Turn, if the cadre has removed all Momentum from the Encounter Dashboard, the cadre players have thwarted the Galactic Legend's plan and wins the game.

After any Galactic Legend Turn, if the **Galactic Legend Unit** has been Defeated, the cadre players win the game.

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MAKE AN ENTRANCE VICTORY TRACKER

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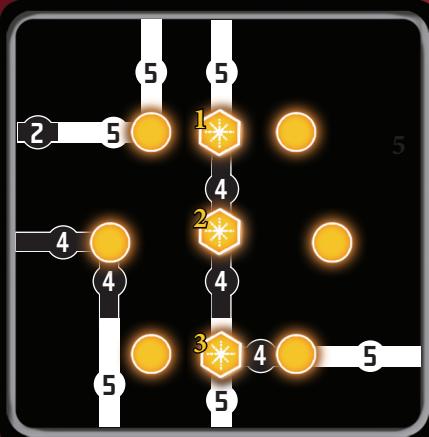
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LEGENDARY ENCOUNTERS MISSION: UNINVITED GUESTS

CADRE DEPLOYMENT EDGE



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SQUAD COMPOSITION

Each cadre player makes a cadre made up of two squads with a combined value of 17 SP or less. Each squad in the cadre must include one **Secondary Unit** and one **Supporting Unit**.

Will of the Force

Each cadre player builds a Will of the Force Pool with 4 \bigcirc . The Galactic Legend player builds a Will of the Force Pool equal to their chosen **Galactic Legend's Unit's** \bigcirc stat.

MISSION SETUP

When creating the battlefield for this encounter, players should communicate about the narrative they want to tell and use terrain parts and features they feel appropriately set the stage for the encounter.

Put the Encounter Dashboard next to the battlefield in place of the standard Struggle Tracker. Then put an Exposed token on the Generator 1 space and put the Struggle token on the leftmost space of the Victory Tracker. Finally, mark the indicated objectives with Priority Objective tokens.

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LEGENDARY ENCOUNTERS MISSION: UNINVITED GUESTS



DEPLOYMENT

The cadre players take turns deploying their cadres as follows:

First, one player chooses one of their **Secondary Units**. That player then puts one character from the chosen **Secondary Unit** within $\oplus 2$ of the cadre deployment edge. They then put all remaining characters from **Secondary** and **Supporting Units** in that squad within $\oplus 1$ of the deployed **Secondary** character. The cadre players then take turns repeating this process with their Units until both cadres have been deployed.

Once all cadre Units have been deployed, the Galactic Legend player deploys one character from their **Galactic Legend Unit** within $\oplus 2$ of their deployment edge. Then they place all characters in their **Minion Units** within $\oplus 1$ of the deployed **Galactic Legend** character.

Strategic Redeployment

During the Strategic Redeployment step, any **Minion Units** that had previously been defeated and removed from the battlefield, remove all M , all conditions, and any Wounded and Injured tokens from themselves. Then all characters in those Units are re-deployed within $\oplus 2$ of the **Galactic Legend Unit**.

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LEGENDARY ENCOUNTERS MISSION: UNINVITED GUESTS



MISSION SPECIAL RULES

Overview

The enemy is swarming into the base, seeking to knock out the Shield Generators, and gain advantage in the larger struggle. As the last line of defense, the Galactic Legend leaps into the fray to defend against the attack.

The objectives marked with Priority Objective tokens are Shield Generators. Shield Generators are numbered 1 through 3.

Exposed Shield Generator

The Shield Generator whose number matches the Generator space covered by an Exposed token on the Encounter Dashboard is the Exposed Shield Generator. Cadre players can only attack the Exposed Shield Generator as described below:

At the end of each of the cadre Turns, after determining control of objectives, one character in the Unit that just activated may make an attack targeting the Exposed Shield Generator. A character may make a X attack targeting the Exposed Shield Generator that it is contesting. A character may make a P attack targeting the Exposed Shield Generator if that character is not Engaged and if the Generator is within \oplus of its P attack and in that character's LOS.

- When an Exposed Shield Generator defends against an attack, the Legendary Encounter player makes the defense roll, using the Exposed Shield Generator's P or X Defense stat and \diamond Expertise Chart. Damage and effects from the attack are applied to the Exposed Shield Generator.
- The Exposed Shield Generator is an Armored Target and suffers damage as described in the **Galactic Legend** base rules.

When an Exposed Shield Generator is destroyed, remove all Damage tokens from the Exposed Shield Generator Armored Target Track.

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Exposing a Generator

When the Exposed Shield Generator is destroyed, move the Exposed token to the next Generator space. The corresponding Shield Generator is now the Exposed Shield Generator.

If the newly Exposed Shield Generator already has Damage tokens on it due to the **Wrench in the Gears** rule (below), take all Damage tokens on it and add them, sequentially, to the Exposed Shield Generator Armored Target Track.

Power Junctions

The objectives not marked with Priority Objective tokens are Power Junctions.

Wrench in the Gears

At the end of each Galactic Legend Turn, count the number of Power Junctions controlled by the cadre players. Each cadre player rolls that many attack dice. For each ♦ result in those rolls the cadre players may put a Damage token on any Shield Generator that is not Exposed or on the next space of the Exposed Shield Generator Armored Target Track.

Tracking the Struggle

During this *Legendary Encounter*, the Struggle Token moves as follows:

- When a cadre Unit becomes Wounded, after the effect is resolved, the Struggle Token advances one space to the right.
- When the Galactic Legend becomes Wounded, after the effect is resolved, the Struggle Token advances one space to the left.

LEGENDARY ENCOUNTERS MISSION: UNINVITED GUESTS



Checking for Victory and Winning the Game

At the end of any Galactic Legend Turn, if the Struggle Token is in the rightmost space of the Victory Tracker the Galactic Legend player wins the game.

At the end of any Galactic Legend Turn, if the cadre players have destroyed all the Shield Generators the cadre players have thwarted the Galactic Legend's plan and wins the game.

After any Galactic Legend Turn, if the **Galactic Legend Unit** has become Defeated, the cadre players win the game.

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VICTORY TRACKER



GENERATOR 1

GENERATOR 2

GENERATOR 3

EXPOSED SHIELD GENERATOR



4



3



	PLATING
1 - 2	
3+	

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UNINVITED GUESTS DASHBOARD

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