



# GALACTIC CIVIL WAR CAMPAIGN RULES

V6.2.4

20-DEC-2016 - Campaign start January 2017

## Intro

*This document has been modified for use by Round table Games. RTG-specific content has been italicized. Our first campaign play-through will be free, and assumes a 3 faction Campaign, Rebels, Empire and Scum & Villainy. It also assumes that you will be able to fly at least 1 mission per week. We will not be using the Scum as a Third Faction rules for our first go-through.*

*I have created a step-by-step fleet creation process with definitions and descriptions from the original document following*

1. Choose a Faction
  - a. *Empire, Rebel or Scum & Villainy*
2. *You have 300 Fleet points at the beginning of the campaign. You must use these points to create your fleet list. Any squadrons used for missions during the campaign must come from your fleet list. You do not need to have enough physical ships to represent your entire fleet, only the squadrons you will use to fly missions. You may only choose ships and cards for which you have official FFG products. If you do not have a ship or card physically present for a mission you cannot use that ship or card. All lists must be submitted to the campaign coordinator electronically.*
  - a. *You can only have 1 unique pilot at the start of the campaign. This pilot will be your squadron commander. Each unique pilot can only exist once in the campaign, so the first Commander to claim him (via finalized electronic list), gets him*
  - b. *All other pilots must be generic skill level, but must be named so XP can be tracked.*
  - c. *You can only include ships and pilots from your own faction (see Sabine's TIE Fighter exception below)*
  - d. *You can only purchase a large ship if the total number of large ships in your faction is less than twice the number of players in your faction - so to start off, no more than 1 large ship per person*
  - e. *You purchase ships and pilots separately by their squad point cost listed in the following charts. With some few exceptions other assets cost their squad point as listed on their cards.*
  - f. *Pilots start off being able to fly only the ship with which they are associated.*
  - g. *Unlike other upgrades, Elite pilot upgrades are only purchased with Squadron points, not Fleet points. So they do not cost any of your initial 300 fleet points, But when you assemble a squadron to fly a mission, you assign elite pilot talents and pay for them out of that mission allotment.*
  - h. *Modifications, systems, tech and illicit (except Glitterstim) upgrades not assigned to specific ships at the start of the campaign take time to install on ships*
  - i. *Every time a player pays the full Fleet Point cost of a torpedo, missile or bomb, they receive three of them. Remember, fleet points and squadron points are two different things.*
  - j. *Unique titles only exist once in the campaign and must be assigned at point of ship purchase.*
3. *Also configure Huge Ships for your Capitol and Supporting Ships, as per the Huge Ship instructions following. This does not come out of your 300 Fleet points. If you do not have a Huge Ship appropriate to your faction, a generic base ship will be assigned to you. Please indicate this on your fleet list.*

4. *If your chosen target results in a battle, you have 1 week (ending on Monday) in which to fly that battle. If you have time and your faction allows for additional attacks, you may choose an additional target, with the same time restriction. If you do not fly a mission before time expires, the mission will be scrubbed*
5. *The campaign will end when the first faction is eliminated. Whichever faction has generated the most unmodified Fleet points during the campaign will be declared the victor. We will then re-start the campaign with a buy-in, prize support, and modified Scum & Villainy rules.*

## Round Table Games Galactic Civil War for Star Wars X-Wing

Number of Confirmed Players = 3

Players

Chris Zahnzinger (Campaign Coordinator)

Richard Goulart

Tim Flood

Factions

Empire

Chris Zahnzinger

Rebels

Tim Flood

Scum & Villainy

Richard Goulart

Number of Strategic Targets  $2d6 = 6 = 7 + 1 + \text{Trade Route} = 9$  Strategic Targets

Name	Type	Subtype	Feature	Fleet Point Value
Ord Alnabmyr	Settled World	Primitive World	Nebula	4
Cormer Kani-as	Gas Giant	High-Yield Gas Giant	Comet	10
Kes Nab Mel	Gas Giant	High-Yield Gas Giant	No asteroids	10
Act'mus'com	Space Installation	Construction Yard	Debris Clouds	6
L-fedrin	Settled World	Leisure World	No asteroids	6
Bil'thsulrif	Dead World	Barren World	Comet	Unexplored, 0
Tan III	Outpost	Commerce Hub	Planetary Ring	2
Raxsem	Outpost	Munitions Depot	Comet	2
Trade Route				

### **Squads, Squadrons and Fleet Points**

A Squad is a specific collection of ships, pilots and upgrades that a player takes into battle. The squad point total cannot exceed the limit for a particular battle.

A Squadron is a list of assets available to a particular player. Players may only construct Squads using the ships, pilots and hardware available in their Squadron. Assets lost in battle are removed from the Squadron.

Fleet Points are a campaign resource used to purchase assets (hardware and personnel) for Squadrons. The Fleet Point cost of an asset is equal to the squad point cost printed on its card (minus a few exceptions detailed in the Upgrades section). Certain assets, like pilots, may increase their squad point cost as they improve, but this does not require an expenditure of additional Fleet Points. Each player has their own pool of Fleet Points and may save them between campaign turns.

### **Assembling Your Squadron**

Each player begins the campaign with 300 Fleet Points. Players may purchase one unique pilot as their initial Squadron commander, but no duplicates are allowed.\* All other pilots must be generics. Players are encouraged to name their generic pilots as they will need a way to differentiate individuals once they start to earn XP and improve.

\*This applies both within factions and between them (i.e. Boba Fett cannot be used by both a Scum and Villainy player and an Imperial player).

Players may only purchase pilots and ships that belong to their faction. An exception to this rule is if one Rebel player wishes to use one of the pilots from Sabine's TIE Fighter expansion. In that case, he is allowed to purchase a maximum of two TIE Fighters for his initial Squadron. Additional TIE Fighters may be purchased as reinforcements, but only if the player has fewer than two TIE Fighters in his Squadron. More than two TIE Fighters may be maintained if additional ships are captured in battle.

## **LARGE AND SMALL SHIPS**

Large and small ships are considered distinct from the pilots that fly them and may be purchased separately. The following attributes are considered part of the ship and remain the same regardless of which pilot is flying.

- Attack Value
- Agility Value
- Hull Value
- Shield Value
- Non-Elite Upgrade Slots
- Action Bar

### **Ship Cost**

The base cost of a ship is equal to the squad point cost of the cheapest card of that ship type minus the pilot skill of lowest PS pilot. For convenience, the base costs of all ships are below.

<b>Rebel Ship</b>	<b>Base Cost</b>
X-wing	19
Y-wing	16
A-wing	16
B-wing	20
E-wing	26
Z-95 Headhunter	10
YT-1300 (ORS stats)*	26
YT-1300 (MF stats)*	35

HWK-290	14
YT-2400	28
K-wing	21
T-70	22
VCX-100	32
Attack Shuttle***	15
ARC-170***	22
Captured TIE Fighter	11
U-wing	21
<b>Imperial Ship</b>	<b>Base Cost</b>
TIE Fighter	11
TIE Advanced	19
TIE Interceptor	17
TIE Bomber	14
TIE Defender	29
TIE Phantom	22
Firespray-31	30
Lambda-class Shuttle	19
VT-49 Decimator	37
Scimitar Assault Bomber**	19
TIE/fo Fighter	14
TIE Advanced Prototype	14
TIE/sf Fighter	20
Upsilon-class Shuttle	28
TIE Striker	16
<b>Scum Ship</b>	<b>Base Cost</b>
Z-95 Headhunter	11
Y-wing	16
M3-A Interceptor	12
StarViper	24
HWK-290	15
Firespray-31	30
Aggressor***	30
Kihraxz Fighter	18
YV-666	27
G-1A Starfighter	20
JumpMaster 5000	22
Protectorate Starfighter	19
Lancer-class Pursuit Craft	31
Quadjumper	14

Some Scum ships cost more than their Rebel or Imperial counterparts. Consider this a side effect of their non-standard procurement methods.

\*ORS and MF stat YT-1300s are not considered exactly the same class of ship for the purposes of the campaign. See the Pilot Improvements section for more detail.

\*\*The author is terribly biased against ships that are horrible copy/paste tech tree filler from mediocre video games, so these rules will act as if FFG had not gone pants-on-head retarded and chose the proper Imperial ship for Wave 7. Stats are identical to the TIE Hideous.

\*\*\*Note there are no generic pilots available for these ships. This does not prevent other pilots qualifying to fly it.

### Ship Restrictions

The use of large base ships is restricted. A player may only purchase a new large base ship (either for initial Squadrons or as reinforcements) if the total number of large base ships in his faction is less than twice the number of players in the faction.

For example, a faction with four players is collectively allowed to start with up to eight large base ships. These ships do not have to be uniformly distributed. One player could have six, another one, another none, etc. If, during the course of the campaign, a player wished to purchase a new large base ship, he could only do so if his faction owned seven or fewer large base ships. It is also possible for this example faction to own more than eight large base ships, should they capture some in battle or recover one via the Unexplored Worlds table. The restriction only prevents the purchase of new ships if a faction is at or over the limit.

This is partially a thematic restriction as the author wanted the campaign to focus on starfighter operations. However, it is also a balance issue. High health ships can more easily run from battle, which gives them and their pilots a significant attritional advantage. The author also did not want a campaign where everyone was only flying large base ships because not doing so was sub-optimal.

### Ship Damage and Repair

A ship is considered damaged after a battle if it received one or more damage cards (shields automatically recharge between battles). Damaged ships must sit out one campaign turn for repairs before they can be used again.

## PILOTS

Ships do not fly themselves. Pilots are considered distinct from the ships they fly and may be purchased separately. Pilots may operate any individual ship, as long as they are qualified on that class. The following attributes are considered part of the pilot.

- Pilot Skill
- Pilot Ability
- Elite Upgrade Slot
- Unspent XP
- Ship Qualifications

### Pilot Cost

The base cost of a pilot is equal to the squad point cost printed on their card minus the base cost of their ship. Generally, the base cost of a generic pilot is the same as their pilot skill. For convenience the base costs of all generic pilots are below.

<b>Rebel Pilot (Pilot Skill)</b>	<b>Base Cost</b>
Rookie Pilot (2)	2
Red Squadron Pilot (4)	4
Gold Squadron Pilot (2)	2
Grey Squadron Pilot (4)	4
Prototype Pilot (1)	1
Green Squadron Pilot (3)	3
Blue Squadron Pilot (2)	2
Dagger Squadron Pilot (4)	4
Knave Squadron Pilot (1)	1

Blackmoon Squadron Pilot (3)	3
Bandit Squadron Pilot (2)	2
Tala Squadron Pilot (4)	3*
Outer Rim Smuggler (1)	1
Resistance Sympathizer (3)	3
Rebel Operative (2)	2
Wild Space Fringer (2)	2
Warden Squadron Pilot (2)	2
Guardian Squadron Pilot (4)	4
Blue Squadron Novice (2)	2
Red Squadron Veteran (4)	4
Lothal Rebel (4)	3
Blue Squadron Pathfinder (2)	2
<b>Imperial Pilot (Pilot Skill)</b>	<b>Base Cost</b>
Academy Pilot (1)	1
Obsidian Squadron Pilot (3)	2*
Black Squadron Pilot (4)	3*
Tempest Squadron Pilot (2)	2
Storm Squadron Pilot (4)	4
Alpha Squadron Pilot (1)	1
Avenger Squadron Pilot (3)	3
Saber Squadron Pilot (4)	4
Royal Guard Pilot (6)	5*
Scimitar Squadron Pilot (2)	2
Gamma Squadron Pilot (4)	4
Gamma Squadron Veteran (5)	5
Delta Squadron Pilot (1)	1
Onyx Squadron Pilot (3)	3
Glaive Squadron Pilot (6)	5*
Sigma Squadron Pilot (3)	3
Shadow Squadron Pilot (5)	5
Bounty Hunter (3)	3
Omnicon Group Pilot (2)	2
Patrol Leader (3)	3
Cutlass Squadron Pilot (2)	2
Black Eight Squadron Pilot (4)	4
Epsilon Squadron Pilot (1)	1
Zeta Squadron Pilot (3)	2*
Omega Squadron Pilot (4)	3*
Sienar Test Pilot (2)	2
Baron of the Empire (4)	4
Zeta Specialist (2)	3
Starkiller Base Pilot (2)	2
Imperial Trainee (1)	1
Scarif Defender (3)	2*
Black Squadron Scout (4)	4
<b>Scum Pilot (Pilot Skill)</b>	<b>Base Cost</b>

Cartel Spacer (2)	2
Tansarii Point Veteran (5)	5
Black Sun Enforcer (1)	1
Black Sun Vigo (3)	3
Spice Runner (1)	1
Syndicate Thug (2)	2
Hired Gun (4)	4
Mandalorian Mercenary (5)	5
Binayre Pirate (1)	1
Black Sun Soldier (3)	2*
Cartel Marauder (2)	2
Black Sun Ace (5)	5
Trandosha Slaver (2)	2
Ruthless Freelancer (3)	3
Gand Findsman (5)	5
Contracted Scout (3)	3
Zealous Recruit (1)	1
Concord Dawn Veteran (3)	3
Concord Dawn Ace (5)	4*
Shadowport Hunter (2)	2
Jakku Gunrunner (1)	1

\*Note that these pilots cost one less than their pilot skill.

### High-PS Generic Pilot Restrictions

Currently, Scum and Empire have more access to generic pilots of pilot skill 5 or higher, which has caused problems in previous iterations of the campaign. Consequently the total number of high-PS generics allowed in a faction is limited to the number of players in the faction. Of these, only one may be a Glaive Squadron Pilot (TIE Defender), Shadow Squadron Pilot (TIE Phantom), Royal Guard Pilot (TIE Interceptor), Concord Dawn Ace (Protectorate Starfighter) or Rogue Squadron Pilot (T-65/T-70). High-PS generics can be distributed any way the players see fit (from all in one Squadron to one in each). High-PS generics are still generic and duplicates replacements or new ones can be purchased during the Purchase Reinforcements phase as normal (as long as doing so does not violate the faction total limit).

Example: An Imperial team of four players could purchase one Glaive Squadron Pilot and three Gamma Squadron Veterans. They could not have two Gamma Squadron Veterans, one Glaive and one Shadow Squadron Pilot.

Additionally, at the campaign organizer's discretion, the Rebel Alliance gains access to the following pilots to give them some measure of parity.

Rebel Pilot (Pilot Skill)	Ships	Base Cost	Elite Upgrade
Rogue Squadron Pilot (6)	T-65/T-70	5*	Yes
Nova Squadron Pilot (5)	B-wing	5	Yes
Phoenix Squadron Pilot (5)	A-wing	5	Yes

### Unique Pilots

Each player is only allowed one unique pilot to represent their Squadron commander. Unique pilots may only be present once within the campaign and cannot be repurchased if killed (except droids).

Since there are no generic Aggressor pilots, choosing an IG-88 as squadron commander represents a long-term commitment to retraining other pilots into Aggressors to make use of IG-2000 titles. Aggressors are subject to the normal restrictions on large ships, and no duplicate IG-88 models may be present within the faction.



Since the VCX-100 and Attack Shuttle are intended to work together via their titles, one Rebel player intending to use them may purchase one unique VCX pilot AND one unique Attack Shuttle pilot to collectively be their starting Squadron commanders. If one pilot is lost in battle, the player cannot purchase a replacement. The player may only purchase a replacement Squadron commander if both are lost. Generic pilots may be retrained into VCX and Attack Shuttles as normal.

### Pilot Experience (XP)

Pilots earn XP by participating in battles and destroying\* enemy ships. All XP is awarded at the end of a battle (so if your pilot just shot down an enemy ship, he cannot immediately spend the XP from that kill to reroll a die). Unique pilots start the campaign with 1 XP. The following actions earn XP:

- Participating in a battle (1 XP)
- Destroying an enemy small base ship (1 XP)
- Destroying an enemy large base ship (2 XP)
- Crippling a section of an enemy huge ship (2 XP)
- Destroying an enemy huge ship (2 XP)

\*As long as you and your opponent agree, "destroying" may include indirect methods such as ionizing an enemy onto an asteroid, blocking an enemy with a Stunned Pilot crit, etc.

Earning XP is dependent on a "good faith" effort to fight the battle in question. For example, neither player would earn XP if one of them started all of his ships facing an edge and fled on the first turn of battle. This is intended to prevent abuse of the XP system

### Pilot Improvements

During the Purchase Reinforcements phase, a pilot may spend XP to purchase any number of pilot improvements.

XP Cost	Benefit
2-3	<u>Gain a ship qualification.</u> The pilot must be at least PS 3 and must sit out the next campaign turn for training. This does not increase the pilot's squad point cost. There is no limit to the number of ship qualifications a pilot may have. It costs 2 XP to gain a qualification for a small base ship and 3 XP to gain a qualification for a large base ship. See special exceptions below.
1	<u>Improve pilot skill by 1, to a maximum of 9.</u> This increases the pilot's squad point cost by 1. See special exceptions below.
2	<u>Add an Elite upgrade slot.</u> The pilot must be at least PS 3. This does not increase the pilot's squad point cost. Pilots can only have one Elite slot. See special exceptions below.
X	<u>Add an Elite upgrade card as a pilot ability.</u> The pilot must be at least PS 4 and can only have one pilot ability. This increases the pilot's squad point cost by X-1 where X is the cost of the Elite upgrade. Example: A Saber Squadron Pilot spends 3 XP to gain Push the Limit as his pilot ability. His squad point cost increases 2 points.
X	<u>Add a generic Crew card as a pilot ability.</u> The pilot must be at least PS 4 and can only have one pilot ability. This increases the pilot's squad point cost by X-1 where X is the cost of the Crew card. Pilots that have a Crew card as their pilot ability may be used as a regular Crew upgrade on another ship. When used this way, their squad point cost is the same as a regular Crew upgrade. Pilots used as Crew do not earn XP. Example: A Blue Squadron Pilot spends 1 XP to gain Intelligence Agent as her pilot ability. Her squad point cost does not increase.

*SPECIAL EXCPETIONS:*

- To avoid a balance issue identified in playtesting, Outer Rim Smugglers must spend XP to qualify on an MF-stat YT-1300 as if it were a different ship. However, when they do so, the cost is two XP instead of three, and they may skip sitting out a turn for training. The unique MF-stat pilots may fly ORS-stat YT-1300s at any time without having to qualify on them as a separate ship.
- The first time Academy Pilots improve their pilot skill, they may choose to increase from PS1 to PS3 while only increasing their squad point cost by 1 so that they then cost the same as an Obsidian Squadron Pilot of equivalent pilot skill.
- When PS4 TIE Interceptor pilots improve their pilot skill, they may choose to increase from PS4 to PS6 while only increasing their squad point cost by 1 so that they then cost the same as a Royal Guard Pilot of equivalent pilot skill. This exception only applies to pilots that began life as TIE Interceptor pilots.
- The first time Bandit Squadron Pilots improve their pilot skill, they may choose to increase from PS2 to PS4 while only increasing their squad point cost by 1 so that they then cost the same as a Tala Squadron Pilot of equivalent pilot skill.
- The first time Binayre Pirates improve their pilot skill, they may choose to increase from PS1 to PS3 while only increasing their squad point cost by 1 so that they then cost the same as a Black Sun Soldier of equivalent pilot skill.
- The first time Concord Dawn Veterans improve their pilot skill, they may choose to increase from PS3 to PS5 while only increasing their squad point cost by 1 so that they then cost the same as a Concord Dawn Ace of equivalent pilot skill.
- Use of the A-wing Test Pilot title allows an A-wing pilot to have two Elite slots.
- Elite upgrades and generic crew used as pilot abilities do not count as unique or faction restricted (i.e. you could have two pilots using Squad Leader as their ability and still have another pilot using Squad Leader as a regular Elite upgrade).
- Since Poe Dameron has two pilot cards, a player may choose which version to purchase for his or her Squadron. However, if the PS8 version is purchased and the player later wants to spend XP to increase Poe's pilot skill, his squad point cost is increased by 2 so that he then costs the same as his PS9 counterpart.

### **Pilot Ship Qualifications**

A pilot may only fly a ship for which he has the qualification. Pilots automatically come with the qualifications for all ships for which they have cards. For example, Green Squadron Pilots come with an A-wing qualification; Hera Syndulla comes with VCX-100 and Attack Shuttle qualifications, etc.

### **Pilot Tactical Judgment**

During battle, a pilot may spend 1 XP to reroll a single die that directly affects him/her (attack, defense, collision, ejection, etc.). This is subject to the normal rules for rerolling dice (can only do so once).

### **Pilot Escape Attempts**

Once per turn during the Purchase Reinforcements phase, a pilot who is a POW may attempt to escape by spending 1 XP. Roll an attack die (unique pilots roll two attack dice). On a [crit] result, the pilot escapes and returns to his player's Squadron. Otherwise, roll one more attack die. On a [crit] result, the pilot is killed by the guards during the escape attempt.

### **Pilot Recovery, Wounding and Death**

When a ship is destroyed, its owner rolls one attack die. On a [crit] result the pilot has been killed. On a [hit] result the pilot manages to punch out but is wounded in the process. On a [focus] or [blank] result, the pilot ejects (or gets to an escape pod) safely. All ejected personnel are considered recovered by the player that controls the map at the end of the scenario. Friendly pilots remain on the Squadron roster; enemy pilots are kept as POWs by the capturing player's faction. If no player controls the map at the end of the scenario (all ships destroyed or fled in the same turn), ejected personnel die cold and alone in the merciless vacuum of space.

If a ship receives a face up Pilot damage card during battle (or gets a [hit] on an ejection roll), its pilot is considered wounded (even if that card is flipped face down during the battle). Wounded pilots must sit out the next campaign turn to recover and cannot simultaneously participate in any other activity that requires them to sit out a turn (ship qualification, military training, etc.). Wounding effects are not cumulative, so receiving two or more face up Pilot cards still only requires sitting out one campaign turn.

Dead pilots are gone permanently (except droids). If a player's unique pilot is killed, he may spend Fleet Points to purchase a new Squadron commander from the remaining pool of unique pilots. To do so the player must have been without a unique pilot for a minimum of one battle phase. This means if your unique pilot was killed ejecting last turn, you have to wait until next turn to purchase a replacement. However if your unique pilot was POW for two turns and was killed trying to escape, you may purchase a replacement that same Purchase Reinforcements phase. Unique droid pilots are considered to have been "backed up," so if they fall in battle, they may be repurchased.

### **Pilot Prisoners of War (POWs)**

POWs are considered held by factions, not individual players. Opposing faction leaders may agree to conduct the Prisoner Exchange mission in place of one of their attacks. Pilot POWs may also elect to use XP in an attempt to escape. If either faction holds a unique pilot POW, the other faction may choose to perform the Prisoner Rescue scenario in place of one of their attacks.

A player whose Squadron commander is a POW may elect to purchase a new Squadron commander after being without a commander for a minimum of one battle phase. If they do so, their original commander is considered shipped off to a secure detention facility and is no longer able to be rescued.

## **Upgrades**

The campaign includes a number of additional restrictions on upgrades. With the exception of Elite upgrades, all upgrades must be purchased with Fleet Points and tracked within a player's Squadron. If a ship is destroyed, so are all of its upgrades. The term "ordnance" refers to expendable upgrades like torpedoes, missiles and bombs. The term "equipment" refers to modification, system, droid, turret and cannon upgrades.

### **Elite Upgrades**

Pilots with an Elite upgrade slot may be given any legal Elite upgrade card when they are assigned to a Squad. The cost of these upgrades must be included in the squad point total as normal, but unlike other upgrades, EPTs are not required to be purchased with Fleet Points or included in a Squadron. It makes sense to have a store of Proton Torpedoes, a stockpile of Push the Limit not so much.

### **Time Intensive Upgrades**

Modifications, systems, tech and illicit (except Glitterstim) upgrades are considered time intensive and upgrading a ship with one requires it to sit idle for one campaign turn while techs install the hardware. This may be done concurrently with repairs. These upgrades may later be removed by sitting idle for another turn. Ships may be purchased with these upgrades installed, as long as both the ship and any time intensive upgrades are purchased at the same time. These upgrades are only destroyed if the ship carrying them is destroyed (i.e. "Hot Shot" Blasters or Stealth Devices on hit ships are repaired/replaced/recharged after the battle).

### **Non-Time Intensive Upgrades**

Ships that can carry cannons, turrets, torpedoes, missiles, bombs, astromechs and salvaged astromechs are considered to have specialized hardpoints/launchers/sockets for that purpose which allow techs to quickly mount or load hardware of that type. Equipping and unequipping these upgrades do not require a ship to sit idle for a campaign turn.

## **Ordnance Upgrades**

When a torpedo, missile or bomb is expended in battle, it is deleted from a player's Squadron. This also applies to any secondary weapons lost to another effect like the Munitions Failure critical hit, Boba Fett crew, etc.

To prevent ordnance upgrades from being prohibitively expensive (because they are disposable), they are not purchased individually. Every time a player pays the full Fleet Point cost of a torpedo, missile or bomb, they receive three of them. However, players must still account for the full squad point cost of each such upgrade when building squads. Each copy of purchased ordnance can be used simultaneously, so you could pay 4 Fleet Points for three Proton Torpedoes, then field a Squad carrying all three (or two, or one).

## **Extra Munitions**

Extra Munitions is not treated like other ordnance upgrades. See the Upgrade Errata section below for full details.

## **Glitterstim**

Glitterstim is a special-case upgrade. Unlike other illicit (time intensive upgrades), it may be "installed/uninstalled" at any time without sitting idle for a turn. Additionally, Glitterstim is purchased and expended as if it were an ordnance upgrade (pay full Fleet Point cost, get three).

## **Title Upgrades**

Titles must be assigned to an eligible ship (or pilot) in the player's Squadron at time of purchase. Unique titles may only be present once within the campaign. Titles are permanently attached and cannot be removed. If a ship (or pilot) with a title is destroyed (or killed), so is the title. Destroyed unique titles may be repurchased.

To use the Hound's Tooth YV-666 title, the owner must have an available Z-95 as part of his Squadron. When going into battle, that Z-95 must be included in his Squad as if it was a normal ship, though it does not cost any squad points and only gets deployed if the Hound's Tooth is destroyed.

## **Crew Upgrades**

Equipping and unequipping crew do not require a ship to sit idle for a turn. Unique crew members may only be present once within the campaign and cannot be repurchased if killed (except droids). Crew members get their own ejection rolls when their ship is destroyed and may be taken POW.

Players may only include unique crew in their Squadrons if that character does NOT also have a pilot card, as this would allow them to circumvent the "only one unique pilot per squadron" rule. If the player's squadron commander has both a pilot and an upgrade card, then a player may use either at will (though obviously not simultaneously). When a player has multiple options to purchase a character, they must buy the most expensive version.

Pilots that have a Crew card as their pilot ability may be used as a regular Crew upgrade on another ship. When used this way, their squad point cost is the same as a regular Crew upgrade. Droids, crew and pilots used as crew do not earn XP.

Imperial players may use the Rebel Captive crew card if and only if their faction currently holds at least one Rebel POW of pilot skill 4 or higher. When using Rebel Captive, the highest pilot skill POW the Imperial faction currently holds is considered on board. The Rebel Captive card does not have to be purchased ahead of time with Fleet Points, though you must account for its squad point cost as normal. More than one Rebel Captive may be used in a turn (even by the same player), as long as the Empire holds at least one eligible POW for each use. This upgrade still counts as unique for Squad building, so it cannot appear more than once in an individual Squad.

Chewbacca is not removed from your Squadron when his crew card ability is used. Similarly, Moff Jerjerrod and other crew he discards for his effect are not removed. These people are being diverted from their regular tasks to go fix things, not jumping in front of laser blasts.

### Unique Upgrades

Unless otherwise specified, unique upgrades can only be present once within the campaign. Regardless, all unique upgrades follow normal rules for squad building, unless the campaign rules explicitly say otherwise. For convenience, a short list of unique upgrades follows

- Experimental Interface: Each player may have one copy of this upgrade in his Squadron.
- Titles: May only be present once within the campaign.
- Elites: May only be present once within a squad. Unique Elite upgrades used as pilot abilities do not count as unique.
- Crew: May only be present once within the campaign.
- Rebel Captive: See Crew Upgrades section.
- Pilots: May only be present once within the campaign.
- Astromechs: May only be present once within the campaign.

### Droid Characters

Any character that is a droid (R2-D2, C-3P0, “Leebo”, etc.) is assumed to have a backup and may repurchased if they are “killed,” regardless of their card type. Droid pilots do not gain XP from a battle in which they were “killed.”

### Upgrade Errata

Some cards require alteration to work (better or at all) within the campaign rules. These cards are detailed here.

#### Chardaan Refit (Title)

*A-wing Only.*

Your upgrade bar loses the [missile] upgrade icon. This card has a squad point cost of -2.

Fleet Point Cost: 0

#### A-wing Test Pilot (Pilot Title)

*Original A-wing Pilots Only.*

Your upgrade bar gains the [elite] upgrade icon. You cannot equip 2 of the same Elite upgrade cards.

You cannot equip this card if your pilot skill is “2” or lower. This card has a squad point cost of 0.

Fleet Point Cost: 1

#### IG-2000 (Title)

*Aggressor Only.*

You have the pilot ability of each other friendly ship with the IG-2000 Upgrade card (in addition to your own pilot ability).

Fleet Point Cost: 1

#### TIE/x1 (Title)

*TIE Advanced Only.*

Your upgrade bar gains the [system] upgrade icon. If you equip a [system] upgrade, its squad point cost is reduced by 4 (to a minimum of zero).

Fleet Point Cost: 1

#### TIE/D (Title)

*TIE Defender Only.*

Once per round, after you perform an attack with a [cannon] secondary weapon that costs 3 or fewer squad points, you may perform a primary weapon attack

Fleet Point Cost: 1

#### TIE/x7 (Title)

*TIE Defender Only.*

Your upgrade bar loses the [cannon] and [missile] upgrade icons. After executing a 3-, 4-, or 5-speed maneuver, you may assign 1 evade token to your ship. This card has a squad point cost of -2.

Fleet Point Cost: 0

#### TIE Shuttle (Title)

*TIE Bomber Only.*

Your upgrade bar loses all [torpedo], [missile] and [bomb] icons and gains 2 [crew] upgrade icons. You cannot equip a [crew] upgrade that costs more than 4 squad points.

Fleet Point Cost: 1

#### Alliance Overhaul (Title)

*ARC-170 Only.*

When attacking with a primary weapon from your primary firing arc, you may roll 1 additional attack die. When attacking from your auxiliary firing arc, you may change 1 of your [focus] results to a [crit] result.

Fleet Point Cost: 1

#### Special Ops Training (Title)

*TIE/sf Only.*

When attacking with a primary weapon from your primary firing arc, you may roll 1 additional attack die. If you do not, you may perform an additional attack from your auxiliary firing arc.

Fleet Point Cost: 1

#### Ghost and Phantom Titles

You may ignore the first sentence of the Ghost title. This means you may have Ghost equipped to a VCX-100 and use it in battle without bringing a docked Assault Shuttle.

#### Extra Munitions (Torpedo)

This card cannot be included in a player's Squadron. Instead, Extra Munitions can be equipped to an eligible ship during Squad creation. The player must account for its Squad point cost as normal AND must allocate an extra copy of each ordnance upgrade (ignoring its squad point cost) that receives a munitions token. If a ship has the ability to fire two Proton Torpedoes, the player has to send two Proton Torpedoes from the armory into battle (one for the equipped card and one for the associated token). Players may still use Extra Munitions if they do not have or do not send the extra ordnance, but munitions tokens cannot then be assigned to those upgrade cards. Simply put, you have to bring enough ordnance on hand and loaded to represent everything that can be used in the battle.

Example: Bob equips a Cutlass Squadron Pilot with Extra Munitions, Flechette Torpedoes, Cluster Missiles S-Thread Tracers and Ion Bombs. The Squad point cost of this ship is 32. However, Bob only has one Cluster Missile in his Squadron, so he cannot put a Munition Token on that card for this ship. Additionally, while Bob has two Flechette Torpedoes available, he wants to save one for another ship, so he chooses not to allocate an extra one to the Cutlass and does not place a munitions token on Flechette Torpedoes. During the battle, Bob's Cutlass drops two Ion Bombs and fires one S-Thread. This means he removes two Ion Bombs and one S-Thread from his Squadron.

Chardaan Refit and TIE/x7 were changed to close a loop hole (“buying” them to get extra Fleet Points). A-wing Test Pilot was changed because these campaign rules separate pilots and ships. A cost of 1 Fleet Point was added to zero-cost generic titles to prevent them from being free auto-includes at the Squadron level.

## **Conducting Battle**

Battles are conducted as normal, with the following exceptions.

### **Battle Completion**

Unless otherwise specified in the scenario description, battles continue until only one faction has ships in the play area AND the other faction has no way of achieving victory. If the defecation hits the ventilation, you still need to get your ships clear or stay and fight it out. If, for example, you successfully managed to destroy the shuttle in a VIP Escort scenario, the game is not over. Your victorious assassins will still need to dodge the remaining escorts to return to base. If you are defending a Supply Raid mission and lose all your ships, you can still win if enough container tokens exit the play area. Even if you lose a particular scenario, you might wish to fight for final control of the map in order to recover your ejected personnel or prevent the enemy from recovering theirs. It is entirely possible (and intended) that a battle could be a *tactical* victory (winning the scenario) but a *strategic* defeat (sustaining heavy ship/pilot losses) or vice versa.

### **Retreating From Battle**

Ships are not destroyed if any part of them leaves the play area. At the end of a ship’s activation, if any part of its base is outside the play area and it is facing away from the play area, it may declare it is attempting to flee. Ships attempting to flee may not take any further actions or make attacks. If a player does not wish their ship to flee, they may continue to play it as normal, as long as this ship ends up completely inside the play area at the end of its next activation. If this does not happen, the ship is forced to attempt to flee.

If a fleeing ship survives until the end of the end phase, it has managed to escape (outrunning pursuit or jumping to hyperspace) and is removed from the play area.

Effectively, the map edge is now “soft.” During Vassal play, if both players agree, they may “recenter” a dogfight by selecting all objects on the map and dragging the ships involved in combat toward the middle of the play area. Obstacles that then fall outside the play area are removed. This might be required to determine range on a fleeing ship that has left the play area.

### **Battle Reinforcements**

Some scenarios grant the attacker or defender reinforcements during a battle. The only units allowed to be used as reinforcements are PS1 Academy Pilots in stock TIE Fighters for Imperial players, PS2 Bandit Squadron Pilots in stock Z-95 Headhunters for Rebel players and PS1 Binayre Pirates in stock Z-95s for Scum players. Reinforcements do not arrive with any upgrades. Reinforcements are required to come from the player’s Squadron, so it is advisable to have a few of these pilots/ships on hand to function as reinforcements. Unless otherwise specified in the scenario description, reinforcements are placed adjacent to the board edge furthest from enemy ships.

## **Generating the Campaign Map**

The system under contest is represented by a simple list of strategic targets. Star Wars ships are considered mobile enough to attack any target within the system in a given campaign turn, so the relative locations of the strategic targets are irrelevant. All strategic targets start uncontrolled.

### Determine Number of Strategic Targets

Roll 2D6 (two six-side dice) to determine the number of strategic targets in the system. This table assumes two players. For each additional player, add one strategic target. The first strategic target is always a Settled World. The Trade Route is always an additional strategic target as well.

2D6	Number of Strategic Targets
2-4	6
5-8	7
9-12	8

### Determine Strategic Target Category

Roll 2D6 for each strategic target to determine its category.

2D6	Strategic Target Category
2-4	Space Installation
5	Gas Giant
6	Settled World
7-8	Dead World
9	Uninhabited World
10-12	Outpost

### Unusual Feature

For each strategic target except the Trade Route, generate a random number ([www.random.org](http://www.random.org) is good) between 1 and 14 to determine its unusual feature (aka space terrain).

RN	Unusual Feature
1	No Asteroids
2	Light Asteroids
3-5	Regular Asteroids
6	Dense Asteroids
7	Planetary Ring
8	Nebula
9	Minefield
10	Debris Clouds
11	Flare Activity
12	Comet
13	Ionized Dust Cloud
14	Derelect

No Asteroids: Battles in this location do not use any asteroids. Just a whole lotta nothin’.

Light Asteroids: Battles in this location use 4 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Regular Asteroids: Battles in this location use 6 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Dense Asteroids: Battles in this location use 8 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Flare Activity: Battles in this location are subject to frequent solar flares. These do little to equipment but can temporarily blind pilots. At the start of the game, mark one of the non-starting edges as the flare edge. During the End Phase of every turn, roll a defense die. On an [evade] result, every ship on the board that has the flare edge in arc (at any range) receives a stress token. Battles in this location also use



6 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Comet: Battles in this location take place near a large mass of loosely aggregated rock and ice. Six unique asteroids are used with the player with initiative placing the first one anywhere outside Range 2 of all board edges. All subsequent asteroids must be placed outside Range 2 of all board edges and touching at least one previous asteroid, to create one large obstacle rather than six individual ones.

Ionized Dust Cloud: Battles in this location take place within a highly charged collection of gas and dust. At the end of each turn, each ship rolls an attack die. On a [crit] result, that ship has been affected by ionization. Remove any blue target lock tokens on that ship, and if the affected ship has no shield tokens, it receives an ion token (no damage). Target locks are removed during the End Phase if the locking ship and its target are outside Range 3 of each other. Battles in this location also use 6 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Derelict: Battles in this location take place near an abandoned starship hulk, long since stripped of anything valuable. Use one huge ship and three debris clouds as obstacles. The player with initiative can choose to place the huge ship obstacle or the three debris clouds (all at once). The other player will place the remaining obstacle(s). All obstacles must be placed outside Range 2 of all board edges and outside Range 1 of all other obstacles.

Planetary Ring: Battles in this location take place near a thin, continuous disk of ice and rock particles. Most of the individual particles are not substantial enough to present a collision hazard, but collectively they are thick enough to degrade weapons fire and obstruct sensors. The player with initiative chooses any map edge and places one copy of the largest asteroid token adjacent to it. Next, the other player places another copy of the largest asteroid token adjacent to the opposite map edge. Range rulers are then placed in two lines between the asteroids to form a straight “zone” between them such that both asteroids are completely contained within the zone (when playing tabletop you can use spare facedown ship cards). The asteroids are then removed. This zone represents an arc of the planetary ring that intersects the battlezone. Attacks made across the ring count as obstructed (giving the defender an extra defense die), but ships may execute maneuvers through or overlap the ring without effect (no damage roll or losing actions). Target locks cannot be made if the closest line passes through the ring, and existing target locks are removed during the End Phase if the closest line from the locking ship and its target passes through the ring. Battles in this location also use the 4 smallest asteroids. Asteroids must be placed within Range 1 of the planetary ring (they can be inside it) and outside Range 1 of all other asteroids (no restriction on edges).

Nebula: Battles in this location take place within a dense collection of gas and dust, reducing visibility and the effective range of equipment. When attacking, treat the range as if it were one range band greater EXCEPT for missiles and torpedoes (they are unaffected). Cannons and turrets that can only fire at Range 1 still work out to Range 1. Cannons and turrets with a minimum range of 1 are still not permitted to attack at Range 1. Battles in this location also use 6 unique asteroids. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.

Minefield: Battles in this location take place in an old minefield. Players place four Proximity Mine tokens and four single Cluster Mine tokens as if they were asteroids. Mines must be placed outside Range 2 of all board edges and outside Range 1 of all other mines.

Debris Clouds: Battles in this location take place near debris clouds from previous battles, unfortunate collisions, old junk yards, whatever. Players place the six debris cloud tokens from the YT-2400 and VT-49 Decimator expansions. Debris clouds must be placed outside Range 2 of all board edges and Range 1 of all other debris clouds.

### Settled World Type

For each Settled World, roll 2D6 to determine its type and Fleet Point value.

2D6	Settled World	Fleet Point Value
2-3	Leisure World	6
4-5	Primitive World	4
6-8	Industrial World	20
9-10	Agrarian World	10
11-12	Commerce World	12

### Uninhabited World Type

For each Uninhabited World, roll 1D6 to determine its type and Fleet Point value.

1D6	Uninhabited World	Fleet Point Value
1-2	Temperate Planet	2
3-4	Verdant Planet	4
5-6	Water World	2

All Uninhabited Worlds start as Unexplored.

### Dead World Type

For each Dead World, roll 1D6 to determine its type and Fleet Point value.

1D6	Dead World	Fleet Point Value
1-2	Barren World	0
3-4	Ice World	0
5	Molten World	2
6	Toxic World	0

All Dead Worlds start as Unexplored.

### Outpost Type

For each Outpost, roll 1D6 to determine its type and Fleet Point value.

1D6	Outpost	Fleet Point Value
1-2	Mining Outpost	20
3	Commerce Hub	2
4	Observation Post	2
5	Chop Shop	2
6	Munitions Depot	2

Observation Post: At the start of a battle, a player may choose to reroll initiative once for each Observation Post under his faction's control.

Commerce Hub: During the Purchase Reinforcements campaign phase, each player in a faction that controls a Commerce Hub may choose up to three points worth of generic crew upgrades to add to their Squadron. A player may choose a single upgrade that costs more than three points by paying the difference in Fleet Points (ex. two Fleet Points for a Gunner). Faction restrictions must be observed. Unspent points are lost.

Chop Shop: During the Purchase Reinforcements campaign phase, each player in a faction that controls a Chop Shop may choose up to three points worth of generic astromech, salvaged astromech, modification, system, tech and/or illicit upgrades to add to their Squadron. A player may choose a single upgrade that costs more than three points by paying the difference in Fleet Points (ex. one Fleet Point for a Sensor Jammer). Faction restrictions must be observed. Unspent points are lost.

**Munitions Depot:** During the Purchase Reinforcements campaign phase, each player in a faction that controls a Munitions Depot may choose up to three points worth of torpedo, missile, bomb, cannon or turret upgrades to add to their Squadron. A player may choose a single upgrade that costs more than three points by paying the difference in Fleet Points (ex. four Fleet Points for a Heavy Laser Cannon). Faction restrictions must be observed. Unspent points are lost.

### Gas Giant Type

For each Gas Giant, roll 1D6 to determine its type and Fleet Point value.

1D6	Gas Giant	Fleet Point Value
1-3	Medium-Yield Gas Giant	6
4	Low-Yield Gas Giant	2
5	High-Yield Gas Giant	10
6	Hidden Outpost	+2

**Hidden Outpost:** Roll on the Outpost table to determine the type of Hidden Outpost and add two to its Fleet Point value. When captured, the capturing player must pay 10 Fleet Points or this strategic target remains with its current owner (or uncontrolled).

### Space Installation Type

For each Space Installation, roll 1D6 to determine its type and Fleet Point value.

1D6	Space Installation	Fleet Point Value
1	Construction Yard	6
2	Military Training Installation	2
3	Scrapyard	2
4-5	Repair Depot	2
6	Trade Station	6

**Construction Yard:** For each Construction yard owned by their faction, a player may choose one of their ships to install or uninstall a time-intensive upgrade without sitting idle for a turn.

**Military Training Installation:** For each Military Training Installation owned by their faction, a player may choose one of his pilots to sit idle for a campaign turn. That pilot improves their pilot skill as if they had spent 1XP, as detailed under Pilot Improvements.

**Scrapyard:** If a player's faction controls a Scrapyard, he receives 2 Fleet Points for every one of his ships that is destroyed in a battle where he controls the field at the end.

**Repair Depot:** For each Repair Depot owned by his faction, a player may choose one ship to repair one turn faster than normal.

**Trade Station:** Factions that control a Trade Station gain an extra 6 Fleet Points.

### Unexplored Worlds

The first faction to take control of an Unexplored World rolls on the following table.

2D6	Result
2-3	<b>Crashed Ship:</b> Scouts picked up a homing beacon and followed it to a crashed ship. The pilot did not survive, but his ship can be added to one member's Squadron, though it will require a turn for repairs. Roll on the Crashed Ship table to determine the type of ship.
4	<b>Volunteers:</b> Various locals have volunteered or been made to volunteer for your cause. Each player in your faction may select up to 10 points worth of

	generic crew upgrades and add them to their Squadron. Unspent points are lost.
5	<u>Weapons Stash</u> : They fell off the freighter, I swear. Each player in your faction may select up to 10 points worth of secondary weapons and add them to their Squadron. Unspent points are lost.
6	<u>Resource Cache</u> : You are sure this box of precious metals and rare gemstones does not belong to anyone. Roll 1D6 and add the result to your faction score this turn.
7	<u>Nothing</u> : Boring planet anyway.
8	<u>Surface Resources</u> : The resources of this world are unusually easy to exploit. The value of this strategic target is permanently increased by 2 Fleet Points.
9	<u>Salvage</u> : The crew was dead when you found them, but they would not have wanted their equipment to go to waste. Each player in your faction may select up to 10 points worth of generic astromech, salvaged astromech, modification, system, tech and/or illicit upgrades and add them to their Squadron. Unspent points are lost.
10	<u>Pirates!</u> : You stirred up a local nest, and they shot up everything they could on the way out. Each player in the campaign (all factions) rolls 2D6 and subtracts the result from the Fleet Points they collect next turn.
11-12	<u>Lost Outpost</u> : What's that? It's not on any of the charts. Replace this Strategic Target with a random Outpost and place it under the control of the discovering player's faction.

## Crashed Ship

Generate a random number between 1 and 29 to determine the type of recovered ship.

RN	Rebel Ship	Imperial Ship	Scum Ship
1-4	Z-95 Headhunter	TIE Fighter	Z-95 Headhunter
5-8	Y-wing	TIE Bomber	Y-wing
9-11	X-wing	TIE Interceptor	Kihraxz Fighter
12-14	A-wing	TIE Advanced	Scyk Interceptor
15-16	B-wing	TIE Phantom	G-1A Starfighter
17-18	E-wing	TIE Defender	StarViper
19	HWK-290	Lambda-class Shuttle	HWK-290
20	YT-1300 (ORS stats)	Firespray-31	Firespray-31
21	YT-2400	VT-49 Decimator	YV-666
22-23	K-wing	Scimitar Assault Bomber	Aggressor
24-25	T-70	TIE/fo Fighter	Protectorate Starfighter
26	VCX-100	Upsilon-class Shuttle	JumpMaster 5000
27	Attack Shuttle	TIE Advanced Prototype	Lancer-class Craft
28	ARC-170	TIE/sf Fighter	Quadjumper
29	U-wing	TIE Striker	*roll again*

## Trade Route

Trade Routes are not randomly generated, every system always has one. They do not represent a single physical location and are not held by a faction from turn to turn. By choosing a Trade Route as a target, a faction is attempting to exert control over the commerce, merchants and shipping routes of a system. Should a faction win control of it, it grants an income of 10 Fleet Points and reduces the income of the enemy faction by 4 Fleet Points. Because a Trade Route is not held between turns, factions do not suffer the "Lost a Strategic Target this turn" penalty because of it.

The Trade Route represents multiple shipping lanes between many locations over a large volume of space, so it does not have a fixed Unusual Feature like other strategic targets. Instead, immediately before each battle (after

squads are chosen), roll on the Unusual Feature table. Conceptually this represents your ships being on patrol and not knowing when or where they will encounter the enemy. It also allows players the opportunity to encounter Unusual Features that might not have been rolled for any of the strategic targets.

## **Conducting the Campaign**

Each campaign turn has the following phases.

- Purchase Reinforcements
- Choose Strategic Targets
- Determine Scenarios
- Construct Squads and Conduct Battle

### **Purchase Reinforcements Phase**

All players start the campaign with 300 Fleet Points. At the beginning of each subsequent turn, each player receives Fleet Points equal to their faction's total score the previous turn. This is not calculated individually for each player; they all get the same score. A faction's score cannot go below zero and is the sum of the following factors:

- +20 per turn (automatic)
- +20 for capturing a new Strategic Target last turn (can only be earned once per turn)
- -25 for losing a Strategic Target last turn (can only be earned once per turn)\*
- +5 for each battle won last turn
- -5 for each battle lost this turn
- +X where X is the total value of strategic targets controlled at the end of the previous turn

\*This does not apply to the Trade Route strategic target.

During this phase, players may spend Fleet Points to purchase new assets, as well as transferring assets between themselves. All players must complete this phase before moving to the next one (you have to purchase things before seeing what scenarios will be played).

### **Choose Strategic Targets Phase**

Each faction may declare one attack for each player it has. Player may each pick one strategic target to attack or the faction leader may choose all targets and assign them to his subordinates. Each strategic target may only be attacked by one player per faction each turn. Factions are not required use all of their attacks, but they are required to participate in each attack they declare.

### **Determine Scenarios Phase**

After all factions have chosen their targets, roll to determine the scenario and squad size for each resulting battle. A battle happens if one faction attacks a strategic target controlled by another (in which case the owner takes the scenario's defender role) or if two factions attack the same uncontrolled target (in which case randomly determine attacker and defender). If only one faction attacks an uncontrolled target, they gain control of it without a battle.

### **Construct Squads and Conduct Battle Phase**

After all scenarios have been determined, players construct squads from their Squadrons for individual battles. Battles are considered to be occurring simultaneously, so individual ships, pilots, equipment and ordnance can only be used once per campaign turn. Similarly, the results or material gain of one scenario cannot affect another scenario the same turn. Players of the same faction are encouraged to communicate and coordinate what they are attacking and defending (or have their faction leader assign responsibility). Factions are not required to defend strategic targets they control, in which case control is ceded to the attacker without a battle.

Players may be required to play more than one battle per campaign turn if they conduct multiple attacks and/or oppose enemy attacks. The victor of a battle gains or retains control of the strategic target. A draw results in the control of the target remaining unchanged (belonging to the defender or uncontrolled). Players will need to track the results of the battle (damaged/destroyed ships, wounded pilots, expended ordnance, etc.) and update their Squadrons accordingly.

If a player does not show for a battle, they are considered to have lost, but no battle takes place (and thus no XP earned). There must be a good faith effort made to fight a battle for the involved pilots to earn XP. No fleeing on Turn 1 to farm XP.

### Number of Players

These rules assume both factions have an equal number of players. If this is not the case, several mechanics must be normalized to maintain balance.

1. If starting a campaign with an odd number of players, both factions must start with the same total number of Fleet Points. Additionally, you may wish to let the short faction purchase an extra unique pilot so that both have the same number.
2. During any individual turn with an odd number of players, both factions must be given the same total number of attacks. Depending on circumstances, you can adjust up or down to match the high or low faction.
3. During any individual turn with an odd number of players, both factions must get their Fleet Point award the same number of times.

If, for example, a campaign is started with two Rebel players and three Imperial players:

1. Either give each of the Rebel players 450 starting Fleet Points ( $450 \times 2 = 900$ ) and each of the Imperials the usual 300 Fleet Points ( $300 \times 3 = 900$ ) OR give each Rebel player the usual 300 Fleet Points ( $300 \times 2 = 600$ ) and each Imperial 200 Fleet Points ( $200 \times 3 = 600$ ).
2. If the Rebel players individually have the time to play additional battles, give the Rebels an additional attack each turn so that each faction has three attacks. Otherwise, give each faction two attacks.
3. If, for example, the Rebel score for the previous turn was 42, and the Imperials scored 57, either give each Rebel player 42 Fleet Points and have the Imperial players split 114 Fleet Points ( $57 \times 2$ ) OR have the Rebel players split 126 Fleet Points ( $42 \times 3$ ) and each Imperial player gets 57. Essentially each faction must use the same “multiplier” for their score, otherwise the faction with more players gets more total points, proportionally.

These adjustments boil down to either giving the short faction a “phantom” player whose resources are shared by the real players or forcing the larger faction to receive one less share of resources. This can be applied to the campaign as a whole or just on individual turns to account for temporary player absences. Since a faction will usually have more battles per turn than it has players, a faction that has fewer attacks than players can assign the short player to defensive scenarios first so everyone gets to play at least one battle per turn.

### Generating Scenarios

Generate a random number between 1 and 32 to determine the scenario for a battle.

RN	Scenario	Squad Size
1	Assassination	Attacker: 90; Defender: 150
2	Asset Recovery	[2D6] 2-4:75, 5-9:100, 10-12:125
3	VIP Escort	100
4	No Man Behind	[2D6] 2-5:50, 6-8:75, 9-12:100
5	Combat Trial	Attacker: 110; Defender: 100
6	Smash and Grab	Attacker: 60; Defender 75
7	Divide and Conquer	Attacker: 84; Defender: 100

8	HVT Recovery	Attacker: 100; Defender: 75 (no large ships)
9	Escalation	150 (divided into three groups)
10	Wing Commander	100
11	Interdiction	Attacker: 100; Defender: 150 (two squads of 75)
12	Exfil	80
13	Microjumps	Attacker: 60 (only one large ship); Defender: 100
14	Data Theft	100 (Defender must have at least 4 ships)
15	What Price Victory?	75
16	Patrol Ambush	100
17	Defensive Minefield	Attacker: 115; Defender: 100
18-27	Space Superiority	[2D6] 2-3:50, 4-5:75, 6-8:100, 9-10:125, 11-12:150
28-34	Supply Raid	[2D6] 2-4:75, 5-9:100, 10-12:125
*	Prisoner Rescue	[2D6] 2-4:75, 5-9:100, 10-12:125
*	Prisoner Exchange	[2D6] 2-5:50, 6-8:75, 9-12:100
*	Intelligence Gathering	100
*	Electronic Warfare	100

\*Under the proper circumstances, special scenarios can be chosen instead of rolling on the table.

## **Scum and Villainy as a Third Faction**

These campaign rules were not originally designed to handle three simultaneous factions, so Scum and Villainy can be used in one of two ways. The first and simplest way is to pick two factions and run a normal campaign (Rebel vs. Empire, Rebel vs. Scum or Empire vs. Scum) with Scum handled identically to the other faction per above rules. The other is to use the additions below to treat Scum as an independent third faction operating on the fringes as the Empire and Rebellion conduct the main conflict. When using these rules, it is recommended that the Scum and Villainy faction have roughly half as many players as any of the other factions. Additionally, the Scum faction cannot “win” the campaign; they get their jollies by messing with the other two factions. Thematically, their opportunity to profit from the conflict ends when one side wins, at which point it is a good time to leave before the victor recovers enough to start thinking about law enforcement.

### **Base of Operations**

Before the first campaign turn, each Scum player may choose one strategic target to start the game under Scum control. It is advisable not to choose high priority strategic targets, as the Rebel and Imperial players will likely go after them first. If an unexplored world is chosen, roll on the table as if you were the first player to take control of it.

### **Strategic Targets**

If the Empire or the Rebellion attacks a Scum strategic target, it generates a normal battle with the Scum as defender. If the Empire and the Rebellion both attack the same Scum target, a Rebel vs. Imperial battle is generated, and Scum control is automatically ceded to the victor. Scum forces cannot stand between two major powers simultaneously, so they withdraw and only maintain control if the Rebel/Imperial battle is a draw.

During the Purchase Reinforcements phase, Scum players only collect Fleet Points from the value of the strategic targets they control. Scum do not care about won or lost battles and do not get an automatic 20 Fleet Points per turn.

On their own, Scum players can only attack uncontrolled strategic targets. If a Rebel or Imperial player attacks the same uncontrolled target that turn, a battle is fought as normal. If both a Rebel and Imperial player attack the same uncontrolled target that turn, the Scum attack is cancelled, and they slink back to the shadows.

## **Mercenaries**

Scum players may only attack Rebel or Imperial strategic targets if one of the other factions hires them as mercenaries. During the Purchase Reinforcements phase, Rebel and Imperial players, acting individually or as a faction, may place a “contract” on an enemy strategic target by offering any combination of Fleet Points, ships, POWs, upgrades, etc. Haggling is allowed and encouraged. A faction cannot attack a target on which they have placed a contract. Contracts last one turn.

Scum may “accept” a contract as one of their attacks that turn. If they do, the offered incentive is added to the accepting player’s Squadron and deducted from the “employer.” Multiple contracts may be accepted per turn, provided the Scum faction has enough attacks to do so.

## **Trade Route and Smuggling**

Since the Trade Route reverts to uncontrolled every turn, it is always a legal Scum target. If Scum attacks the Trade Route and is unopposed, smuggling operations earn each Scum Player 30 Fleet Points.

If Scum and one other faction both attack the trade route, generate a Supply Raid mission with the Scum player as defender to represent an interdicted smuggling operation. Regardless of the mission result, each Scum player earns 10 Fleet Points for each container that flees.

If the Scum faction gains control of the Trade Route, the income of both other factions is reduced by 4.

## **Piracy**

Scum players may spend one or more of their attacks to attack Rebel or Imperial shipping. For each attack, generate a Supply Raid mission with the Scum player as the attacker. If the Rebel or Imperial player chooses not to defend the mission, they must still fill the mission containers, and the Scum player automatically steals two of them at random.

## **Capturing Enemy Ships**

If a Scum player kills an enemy ship with any weapon or effect that deals an ion token, that ship is considered an “ion kill,” removed from the play area and placed next to his ship cards. If the Scum player controls the map at the end of the battle, he captures all ships that were ion killed. Pilots and crew become POWs. The ship and its upgrades are added to the capturing player’s Squadron and may be used if legal. Ion killed ships are considered damaged.

With the arrival of Sabine’s TIE Fighter expansion, Rebel players may capture, repair and use TIE Fighters in the same manner that Scum captures ships.

## **Black Market**

Scum players may buy and sell ships, equipment and crew from/to Rebel and Imperial players during the Purchase Reinforcements phase. Such transactions are completed immediately and do not require a mission. This provides a way for the main factions to turn equipment they no longer need or cannot use into Fleet Points while providing income to Scum players. For example, a Scum player could sell captured TIE Fighters back to the Empire for less than it would cost the Imperial player to buy new ones.

Scum players may also ransom POWs back to their owners for Fleet Points, ships, upgrades, etc.

## **Better Offer**

If a Scum player captures a pilot who has a Scum version, he may spend 10 Fleet Points during the Purchase Reinforcements page to “flip” the pilot and add him/her to his roster (thus gaining an additional unique pilot if he already has one). Until the Scum player does this, the Imperial player may roll for escape as normal. If a pilot is flipped, he/she retains all improvements but switches to the scum version of his/her pilot ability.



### **Mine Now**

Scum pilots may spend XP to gain qualifications for Rebel and Imperial ships that are not normally part of their faction. The only way to acquire these ships (or replacements) is to capture them with ion weapons or purchase them from Rebel/Imperial players.

## **Scenarios**

### **Assassination**

#### **Description**

Command has decided that a particular enemy pilot has become too troublesome, and a special operation has been prepared to neutralize him. This is the Preystalker scenario from the Slave I expansion with some modification. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

#### **Setup**

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defender deploys all of his ships anywhere not within Range 1-3 of the attacker’s starting edge or the edge opposite it (no range restriction on side edges). All of his ships start with a stress token and must face directly away from the attacker’s starting edge.
3. The attacker places all of his ships within Range 1-3 of his starting edge.

#### **Initiative**

Each player rolls three attack dice. The one with the most [focus] results gets initiative. The attacker may choose to reroll his initiative.

#### **Special Rules**

- When building his squad, the defender must choose one of his highest PS ships to have a BOUNTY. The base squad point cost for that ship is doubled. Regardless of the number of Elite upgrade slots in its upgrade bar, treat this ship as having two Elite slots. Reduce the combined cost of all upgrades equipped to the ship by 10 (to a minimum of 0).

#### **Victory Conditions**

The attacker wins by destroying the ship with the BOUNTY or if the BOUNTY ship flees the board. The defender wins by preventing this.

#### **Size**

Attacker Squad Points: 90

Defender Squad Points: 150

#### **Notes**

Since the original FFG scenario is not clear, for the purposes of the campaign only the base cost of the BOUNTY (ship plus pilot) is doubled. The cost of any upgrades (after the ten point reduction) is not doubled.

## **Asset Recovery**

#### **Description**

An act of plot has left a number of ships floating dead in space. These are full of useful materiel, important personnel and/or solid gold, so you better go get it before the enemy does. This is an adaptation of the Undeniable Assets scenario from the Lambda-class Shuttle expansion.

## Setup

1. Place one disabled ship token in the center of the play area. Then, starting with the player that has initiative, each player places one additional disabled ship at Range 3 of the first. The third disabled ship cannot be at Range 1 of the second.
2. Place all terrain features. Obstacles must be beyond Range 2 from all edges, beyond Range 1 of other obstacles and beyond Range 1 from disabled ship tokens.
3. The player with initiative chooses one map corner. His starting zones are then the Range 1-2 box in that corner and the corner opposite it. The Range 1-2 boxes in the remaining two corners are the starting zones for the other player.
4. Ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first.

## Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

## Special Rules

- Disabled ship tokens count as ships for the purposes of collisions but cannot execute maneuvers, perform actions, attack or be destroyed. Each disabled ship contains four units of cargo (tracking tokens).
- All ships involved in this mission gain the RECOVER action on their action bar. Any ships within Range 1 of a disabled ship may perform a RECOVER action to move one unit of cargo from the disabled ship to their ship. Unlike other actions, a ship may perform the RECOVER action more than once per turn. If a ship is destroyed, so is any cargo it is carrying.
- A ship may SECURE cargo by fleeing the play area. SECURED cargo has been recovered by that faction and is removed from the fleeing ship. A ship that has fled to SECURE cargo may choose to remain out of play OR to return at the end of the End Phase of the turn in which it fled. If it returns, it is placed touching a map edge within one of its starting zones. If possible it must be outside Range 3 of all enemy ships.
- At the end of the End Phase, each faction may call for one reinforcement for each of their ships that was destroyed or fled without returning. Reinforcements are placed touching a map edge within one of their starting zones. If possible they must be outside Range 3 of all enemy ships.
- After the battle, each player redeems RECOVERED cargo by rolling on the following tables. They may choose to do this in any combination, but all cargo must be “spent.”

*Redeem 1 Cargo*

D20	Reward
1	1x Intelligence Agent
2	1x R2 Astromech
3	1x R5 Astromech
4	1x Proton Torpedo
5	2x Flechette Torpedo
6	1x Concussion Missile
7	1x Cluster Missile
8	1x Ion Pulse Missile
9	2x Seismic Charge
10	1x Proximity Mine

*Redeem 2 Cargo*

D24	Reward
1	1x Mercenary Copilot
2	1x Saboteur
3	1x Anti-Pursuit Lasers
4	1x Targeting Computer
5	1x Fire Control System
6	1x Advanced Proton Torpedo
7	1x Assault Missile
8	1x Homing Missile
9	1x Proton Bomb
10	1x Tactician

11	1x Enhanced Scopes
12	1x Munitions Failsafe
13	1x B-wing/E2
14	1x Proton Rocket
15	1x Chardaan Refit
16	1x Tactical Jammer
17	1x Inertial Dampeners
18	1x Unhinged Astromech
19	1 Fleet Point
20	1 Fleet Point

11	1x R7 Astromech
12	1x Ion Torpedo
13	1x Flechette Cannon
14	1x Dead Man's Switch
15	1x Feedback Array
16	1x Autothrusters
17	1x Stygium Particle Accelerator
18	1x Outlaw Tech
19	1x Autoblaster Turret
20	1x R4 Agromech
21	1x Salvaged Astromech
22	1x Glitterstim
23	2 Fleet Points
24	2 Fleet Points

#### *Redeem 3 Cargo*

<b>D14</b>	<b>Reward</b>
1	1x Navigator
2	1x Recon Specialist
3	1x Weapons Engineer
4	1x Hull Upgrade
5	1x Stealth Device
6	1x Advanced Sensors
7	1x Ion Cannon
8	1x Countermeasures
9	1x Experimental Interface
10	1x Fleet Officer
11	1x "Hot Shot" Blaster
12	1x K4 Security Droid
13	3 Fleet Points
14	3 Fleet Points

#### *Redeem 4 Cargo*

<b>D14</b>	<b>Reward</b>
1	1x Flight Instructor
2	1x Gunner
3	1x Engine Upgrade
4	1x Shield Upgrade
5	1x Sensor Jammer
6	1x Autoblaster
7	1x Blaster Turret
8	1x Ion Cannon Turret
9	1x "Mangler" Cannon
10	1x Advanced Cloaking Device
11	1x Targeting Coordinator
12	1x Advanced Targeting Computer
13	4 Fleet Points
14	4 Fleet Points

### **Victory Conditions**

Victory is achieved by the player that SECURES the most cargo. If both players SECURE an equal amount of cargo, the battle is a draw.

### **Size**

Roll to determine squad size

<b>2D6</b>	<b>Squad Size</b>
2-4	75
5-9	100
10-12	125

### **Notes**

Recover something your faction cannot use? Too bad; deal with it in therapy. Or use it to fill containers in your next Supply Raid.

## **VIP Escort**

## Description

Circumstances dictate that someone more important than useful be escorted to or from the combat zone, and you drew the short straw. This is the Political Escort scenario from the core rulebook with some modification. The defender takes the “Rebel” role, and the attacker takes the “Imperial” role.

## Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defending player places his shuttle token directly facing the attacker’s starting edge. The shuttle token must be within Range 1 of the defender’s starting edge in the exact center of the board.
3. The defending player places all of his ships within Range 2 of his starting edge.
4. The attacking player places all of his ships within Range 2 of his starting edge.

## Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

## Special Rules

- The defending player gets a Senator’s Shuttle token which counts as a friendly ship with an agility value of 2, a hull value of 6 and a shield value of 6. At the start of each Activation Phase, the defending player may move the shuttle by having it execute a 2 straight or a 1 bank maneuver. The shuttle cannot perform actions or attack. Change all [crit] results against the shuttle to [hit] results.
- Defending ships within Range 1 of the shuttle may perform a PROTECT action to place an evade token on the shuttle. There is no limit to the number of evade tokens the shuttle may have, but it can only spend one per attack.
- During the End Phase, the attacking player may call for one reinforcement for each of his ships that was destroyed that round.
- To represent external support for this mission, the attacking player receives special Fleet Points equal to 20% of his starting squad size. He receives these points at the end of the battle as long as he makes a good faith effort in the fight (no free points for running away). The attacker gets these points regardless of the mission outcome.

## Victory Conditions

The attacker wins by destroying the shuttle. The defender wins by fleeing the shuttle off the attacker’s starting edge.

## Size

Squad size is 100 points.

## Notes

This scenario presents complications in a campaign format because the defender gets a free ship that is the attacker’s target, while the attacker has to let the defender shoot at him largely unopposed, then likely try to flee even if the objective is accomplished. The bonus Fleet Points given to the attacker are intended to help offset this bias.

# Space Superiority

## Description

A pure, glorious furball where the only objective is to own this piece of space by dispersing the enemy across it. This is the standard X-wing scenario from the core rulebook with some modification.

### Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

### Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### Special Rules

No special rules.

### Victory Conditions

Victory is achieved by being the only player with at least one ship remaining on the board.

### Size

Roll to determine squad size.

2D6	Squad Size
2-3	50
4-5	75
6-8	100
9-10	125
11-12	150

### Notes

This scenario has the widest range of possible point values because the symmetric nature of the battle keeps it balanced.

## Supply Raid

### Description

Intel has identified an enemy supply convoy, and command has decided that stealing from people who shoot back is a better than filling out requisition forms. This is the Den of Thieves scenario from the Millennium Falcon expansion with some modification. The attacker takes the "Rebel" role, and the defender takes the "Imperial" role.

### Setup

1. Place all terrain features first. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defender places all his ships within Range 1-3 of his starting edge but not within Range 1 of either side edge.
3. The defender places three container tokens within Range 1-3 of his starting edge but not within Range 1 of either side edge. Each container must be Range 3 or farther away from all other containers and must face directly away from the defender's starting edge.
4. The attacker places all his ships within Range 1 of any edge except the defender's starting edge and not within Range 1-2 of any container token.

### Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### Special Rules

- Container tokens do not count as ships or obstacles and cannot be attacked or destroyed. At the start of the End Phase, containers execute a 2 straight maneuver toward the attacker's edge. If a container is within Range 1 of one ESCORT ship, it executes a 3 straight maneuver; if within Range 1 of two ESCORT ships, it executes a 4 straight.
- Two of the defender's ships may be assigned ESCORT tokens. If a ship with an ESCORT token is destroyed, the ESCORT token may be moved to another ship.
- One attacking ship may be assigned a SMUGGLER token. The ship with the SMUGGLER token may perform a STEAL action on a container token within Range 1. At the end of the Planning Phase, the attacker may assign the SMUGGLER token to another one of his ships, but doing so removes all tracking tokens.
- To perform a STEAL action, the attacker rolls three attack dice and three defense dice. If the attacker rolls more [crit] results than [evade] results, the container has been STOLEN, and he removes the container from play and places it on the ship card. Otherwise the SMUGGLER ship gains a tracking token. Each tracking token automatically adds one [crit] result to each future STEAL action roll. The STEAL action may be performed even if the smuggler ship has stress tokens.
- At the beginning of the battle, the defending player must choose unassigned equipment from his Squadron to be inside each container token. The contents of each container must be worth 3 or more Fleet Points and no upgrade (except ordnance) may be assigned more than once, if possible. If a player does not have enough equipment to completely fill all containers, the remainder will be filled with his Fleet Points (deducted from next turn's earnings if necessary). If a container is STOLEN and the ship carrying it survives the battle, the defender loses the STOLEN equipment/points, and the attacking player may add it to his Squadron. If the carrying ship is destroyed, so is the STOLEN cargo.

### Victory Conditions

The attacker wins if at least two container tokens are STOLEN (it does not matter if the capturing ship(s) survive or not. The defender wins if at least two containers flee off the edge opposite his starting edge. This can happen even if all defending ships are destroyed.

### Size

Roll to determine scenario size.

2D6	Squad Size
2-4	75
5-9	100
10-12	125

### Notes

The container contents are intended to add campaign flavor (what fun are acts of piracy without loot?) and to offset the attacker having to focus on an activity other than dogfighting. Containers are required to contain different items so a player cannot fill them all with something useless to the other faction, like bombs or astromechs.

## No Man Behind

### Description

A damaged friendly ship has called for assistance, and the rescue party has attracted unwanted attention. This is the Asteroid Run scenario from the core rulebook with the some modifications. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

### Setup

1. The attacking player places all of his ships within Range 1 of his starting edge and/or Range 1 of the opposite edge. He is not required to place all of his ships on the same side.
2. The defending player places all of his ships anywhere on the board not within Range 1-3 of the attacker’s starting edge or the edge opposite it.
3. Place all terrain features. If the terrain features include obstacles, the attacking player places all of them. Obstacles must be beyond Range 2 from all edges, beyond Range 1 of all obstacles and beyond Range 1 of defending ships.

### Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### Special Rules

- The defender must choose one of his ships to be DISABLED (mark it with a tracking token). A DISABLED ship may only be assigned speed 1 or 2 maneuvers and may not attempt to flee until its systems are repaired at the start of turn 5.
- During the End Phase, the attacking player may call for one reinforcement for each of his ships that was destroyed that round.

### Victory Conditions

The defender wins if the disabled ship flees off any map edge during turn 5 or later. The attacker wins by destroying the disabled ship.

### Size

Roll to determine scenario size.

2D6	Squad Size
2-5	50
6-8	75
9-12	100

### Notes

None.

## Combat Trial

### Description

The enemy has deployed an advanced prototype to this system for combat testing. Someone better destroy it before they figure out it works. This is the Cutting the Cord mission from the Imperial Aces expansion with some modification. The attacker takes the “Rebel” role, and the defender takes the “Imperial” role.

### Setup

1. Ignore the regular Unusual Feature associated with this strategic target.
2. The defender places six asteroids in the play area. Each asteroid must be Range 1-2 of at least one other asteroid without overlapping and must be beyond Range 1 of all edges. The defending player then secretly looks at the six function tokens and places each facedown on a different asteroid.

3. The attacking player may move up to 3 asteroids to anywhere Range 1 of their original positions. Then he chooses which edge is his starting edge. The defending player's starting edge is then the opposite edge.
4. The defender deploys all of his ships anywhere in the play area that is not within Range 1-3 of the attacker's starting edge.
5. The attacker deploys all of his ships within Range 1-2 of his starting edge.

### **Initiative**

The attacking player may choose whether or not to have initiative.

### **Special Rules**

- The attacker must assign two OPERATIVES (tracking tokens) to one of his ship cards.
- The defender must field a non-restricted ship piloted by a non-unique pilot as the PROTOTYPE and assign the PROTOTYPE token to it.
- Each asteroid and function token pair is a FACILITY. FACILITIES are treated as obstacles that can be attacked, target-locked, damaged and destroyed as if they were Imperial ships. Each FACILITY with a facedown function token has a hull value of 3 and an agility value of 4. Each FACILITY with a faceup function token has an agility value of 2.
- When the attacking ship with OPERATIVES executes a maneuver that overlaps a FACILITY, it may deploy one OPERATIVE. To do this, the attacking player removes one OPERATIVE from that ship's ship card and places it next to the ship's base. While the OPERATIVE is deployed, the ship's agility value is reduced to 0. If a ship deploys an OPERATIVE, it does not roll for damage from overlapping the FACILITY.
- At the start of the End Phase, if the attacking player deployed an OPERATIVE this round, he may look at the function token where the OPERATIVE is deployed. Then, he must either remove the OPERATIVE from play to destroy the FACILITY or return the OPERATIVE to the ship card from which it was deployed.
- The PROTOTYPE may perform the SYNC action. To do this, the PROTOTYPE chooses one FACILITY within Range 1 and flips its function token faceup. Faceup function tokens convey the following effects to the PROTOTYPE:
  - When attacking, you may change all your [hit] results to [crit] results.
  - You may perform 1 additional attack during your activation in the Combat Phase.
  - Increase your primary weapon value by 2 and your agility value by 1.
  - Increase your hull value by 3.
  - You cannot be attacked by secondary weapons.
  - You may treat all maneuvers as green maneuvers.
- When a FACILITY suffers damage or critical damage, assign a damage token to it instead of drawing Damage cards. When a FACILITY is destroyed, its function token and damage token are removed from play and its effect is no longer active. The asteroid remains in play as an obstacle.

### **Victory Conditions**

The attacker wins if he destroys the PROTOTYPE or if it flees. The defender wins by preventing this.

### **Size**

Attacker Squad Points: 110

Defender Squad Points: 100

### **Notes**

None.

## **Intelligence Gathering**



## **Description**

In an attempt to locate enemy capital ships, command has ordered a patrol be sent to download information from enemy communication satellites. This is the Dark Whispers scenario from the core rulebook with some modification. The defender takes the “Rebel” role, and the attacker takes the “Imperial” role.

## **Setup**

1. The defender places two satellite tokens within Range 2 and two satellite tokens within Range 3 from his starting edge. All satellites must be Range 2 or farther away from the side edges and Range 2-3 from at least one other satellite
2. Roll on the Unusual Feature table to determine the terrain features and place them. Obstacles must be beyond Range 1 of all satellites.
3. The attacker deploys all of his ships within Range 1 of his starting edge.
4. The defender places his ships within Range 1 of his starting edge.

## **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

## **Special Rules**

- Satellites tokens do not count as ships or obstacles.
- Attacking ships that are overlapping a satellite token may choose to SCAN it in one of two ways. The first is by performing a SCAN action. The second is by giving up their attack during the Combat phase. To do so, the ship must be capable of making an attack, though it need not have a legal target. Attacking ships may also SCAN a token if they are touching a defending ship that is overlapping a token. Place SCANNED tokens on that ship’s card. Ships may SCAN more than one satellite. If a ship with satellite tokens is destroyed, so are the tokens.
- During the End Phase, the defending player may call for one reinforcement for each of his ships that was destroyed that round.

## **Victory Conditions**

The attacker wins if at least one ship with satellite tokens flees the board after all satellites have been SCANNED. The defender wins by preventing this.

## **Size**

Squad size is 100 points.

## **Notes**

In a campaign setting, this mission is biased against the attacker since they need to focus on something other than dogfighting and will likely not control the board at the end. This is intentional. The intent is for a faction to gain a material advantage in the fight for strategic targets then “spend” some of their edge to locate/attack enemy huge ships.

# **Electronic Warfare**

## **Description**

In an attempt to locate enemy capital ships, command has ordered a strike on the electronic warfare satellites screening them. This is the Raid scenario from The Force Awakens core set with some modification. The defender takes the “Resistance” role, and the attacker takes the “First Order” role.

## Setup

1. The defender places five satellite tokens beyond Range 1-3 of both players' edges and beyond Range 1 of other satellites.
2. Roll on the Unusual Feature table to determine the terrain features and place them. Obstacles must be beyond Range 1 of all satellites.
3. The defender places all of his ships beyond Range 3 of both players' edges.
4. The attacker deploys all of his ships within Range 1 either starting edge. He must alternate placing ships within Range 1 of each edge.

## Initiative

The attacker may choose whether or not to have initiative.

## Special Rules

- At the start of each Combat phase, each attacking ship at Range 1 of a satellite token receives one stress token (jamming).
- Satellites tokens do not count as ships or obstacles.
- Attacking ships that are overlapping a satellite token may choose to SABOTAGE it in one of two ways. The first is by performing a SABOTAGE action. The second is by giving up their attack during the Combat phase. To do so, the ship must be capable of making an attack, though it need not have a legal target. Attacking ships may also SABOTAGE a token if they are touching a defending ship that is overlapping that token. Remove SABOTAGED tokens from play.
- During the End Phase, the defending player may call for one reinforcement for each of his ships that was destroyed that round.

## Victory Conditions

The attacker wins by SABOTAGING all satellite tokens. The defender wins by preventing this.

## Size

Squad size is 100 points.

## Notes

In a campaign setting, this mission is biased against the attacker since they need to focus on something other than dogfighting and will likely not control the board at the end. This is intentional. The intent is for a faction to gain a material advantage in the fight for strategic targets then "spend" some of their edge to locate/attack enemy huge ships.

# Prisoner Rescue

## Description

Intel has discovered the enemy plans to transfer some POWs soon and planned a daring rescue! Your job is to go in and get our guys out. May the Force be with you. This is an original scenario.

## Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of all obstacles.
2. The defender places their entire Squad within Range 1 of their starting edge. The prisoner transport must be outside Range 3 of both side edges.
3. The attacker deploys all of his ships within Range 3 of his starting edge.

## Initiative

The attacker may choose whether or not to have initiative.

### Special Rules

- Since this scenario does not take place around a strategic target, roll on the Unusual Features table each battle (before squads are chosen) to determine “terrain.”
- The defending player adds a special prisoner transport Lambda-class Shuttle to their Squad. This ship cannot attack, take actions or be damaged, but it can be attacked.
- At the start of each Activation Phase, the defending player moves the prisoner transport by having it execute a 2 straight or a 1 bank maneuver. If the transport moves through or overlaps an obstacle or proximity mine, mark it with a tracking token. A transport with a tracking token is required to move 1 forward, after which it removes one tracking token. The prisoner transport is only allowed to flee from the attacker’s starting edge.
- To recover POWs, an attacking ship with a crew upgrade icon must collide with the prisoner transport and declare itself to be docking. The crew upgrade slot does not need to be empty. Docked ships may attack as normal and take free actions. They plan a maneuver as normal for the next turn. During the End Phase, a docked ship rolls two attack dice for each crew icon. On a [hit] result, one random POW is extracted to the rescue ship. On a [crit] result, one POW of the attacker’s choice is extracted. Extracted POWs aboard a ship that flees are returned to their owner’s Squadron. If a rescue ship is destroyed, each POW gets an ejection roll as normal. B-wing/E2s and TIE Phantoms may not be used to recover POWs.

### Victory Conditions

The attacker wins if at least one POW is returned to his owner’s Squadron. The defender wins by preventing this.

### Size

Roll to determine scenario size.

2D6	Squad Size
2-4	75
5-9	100
10-12	125

### Notes

None.

## Prisoner Exchange

### Description

If both faction leaders agree, they may choose to conduct a Prisoner Exchange mission in empty space away from any strategic targets. This is done in place of one of their regular attacks. This is an original scenario.

### Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of all obstacles.
2. Ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner’s starting edge.

### Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

## Special Rules

- Since this scenario does not take place around a strategic target, roll on the Unusual Features table each battle (before squads are chosen) to determine “terrain.”
- Each player must bring one ship with an empty crew slot as their prisoner transport. B-wing/E2s and TIE Phantoms may not be used in this role (no docking collar).
- The prisoner transports must dock to exchange prisoners. To dock, either transport must collide with the other and declare itself to be docking. The player of the other transport must agree to the docking. Docked ships cannot move, attack or take actions and are considered to have an agility of 0. Prisoner transports must remain docked for the entire next turn (Planning Phase to End Phase) to transfer prisoners. After that either transport may declare it is undocking, and both transports must plot maneuvers as normal.
- After the prisoners have been transferred, players may choose to open fire or depart in peace. All pilots (except the POWs) participating in this scenario earn XP normally, even if no attacks are made.

## Victory Conditions

A player is considered to have “won” the battle if the prisoner exchange happens and his prisoner transport flees off his board edge. It is possible for both players to “win” or both players to “lose.” The mission is aborted and considered a loss for both sides if any attacks are made before the prisoner transfer is completed. Things like dropping bombs, using Feedback Array and Anti-Pursuit Lasers are considered an attack for the purposes of this scenario. Players may voluntarily “turn off” upgrades like APL at any time.

## Size

Roll to determine scenario size.

2D6	Squad Size
2-5	50
6-8	75
9-12	100

## Notes

None.

# Smash and Grab

## Description

The enemy recently destroyed one of your depots. Command wants you to go back and root through the debris to see if anything if they left anything salvageable. Rest assured their assault force has left the area. This is the Get In, Get Out scenario from the YT-2400 expansion with some modification. The attacker takes the “Rebel” role, and the defender takes the “Imperial” role.

## Setup

1. Do not use the terrain features usually associated with this strategic target. Instead use six asteroids and three debris clouds. Obstacles must be beyond Range 1 of all edges and beyond Range 1 of other obstacles.
2. The defender places all of his ships within Range 1 of his starting edge.
3. The attacker places his ship within Range 1 of his starting edge (the edge opposite the defender’s starting edge).

## Initiative

The attacker may choose whether or not to have initiative.

## Special Rules

- Take three intact cache tokens and two raided cache tokens, turn them facedown and randomize them. Starting with the defender, alternate placing cache tokens on obstacles until all five have been placed. An obstacle cannot have more than one cache token.
- The attacker's large ship may perform 1 additional free action during its perform action step. If the large ship is overlapping an obstacle with a cache token, it may perform the PICKUP action.
- To perform the PICKUP action, reveal the cache token. If it is a raided cache token, there is no effect. If it is an intact cache token, place it on the large ship's ship card.
- During the End Phase, the defending player may call for one reinforcement for each of his ships that was destroyed that round.

## Victory Conditions

The attacker wins by fleeing with three intact cache tokens. The defender wins by destroying the attacker's ship. If neither condition is fulfilled, the battle is a draw.

## Size

Attacker: 60 (restricted to one large ship with upgrades)

Defender: 75 (restricted to no more than 3 ships; no large ships)

## Notes

None.

# Divide and Conquer

## Description

One of your patrols has been shadowing an enemy flight, waiting for an opportune moment to strike. When the hostiles unexpectedly split their forces, you move to defeat them in detail. This is the Interdiction scenario from the VT-49 Decimator expansion with some modification. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

## Setup

1. Place all terrain features. Obstacles must be beyond Range 1 of other obstacles (no restriction on edges).
2. The attacker chooses half of the defender's ships. The defending player must place those ships within Range 1 of the defender's starting edge.
3. The attacker places his ships within Range 1 of either of his starting edges (the edges adjacent to the defender's starting edge).

## Initiative

The attacker may choose whether or not to have initiative.

## Special Rules

- The attacker's squad must consist of one large ship and two small ships. Each small ship cannot be worth more than 20 points.
- The defender's squad must consist of two, four or six small ships.
- When the attacker's large ship destroys a ship, the attacker places one debris cloud in the play area such that at least part of it overlaps the base of the destroyed ship.
- At the end of the third round, the defending player places his remaining ships within Range 1 of any edge.

## Victory Conditions

Victory is achieved by being the only player with at least one ship remaining on the board.

### **Size**

Attacker: 84 (restricted to one large ship plus two small ships each worth 20 points or less)

Defender: 100 (restricted to 2, 4 or 6 small ships)

### **Notes**

None.

## **HVT Recovery**

### **Description**

One of your operatives has nabbed a high value target and fled in an escape pod. You need to cover his extraction. This is the Jump to Subspace scenario from the Rebel Aces expansion with some modification. The attacker takes the “Rebel” role, and the defender takes the “Imperial” role.

### **Setup**

1. Ignore the regular Unusual Feature associated with this strategic target.
2. Place six asteroids. Asteroids must be beyond Range 1 of all other asteroids, beyond Range 3 of the defender’s starting edge, beyond Range 3 of the side edges and beyond Range 1 of the attacker’s edge.
3. The attacking player places the escape pod token within Range 2 of the defender’s edge and equidistant from both side edges.
4. Starting with the attacking player, each player alternates placing one of his ships in one of his deployment zones. At least 25 points worth of ships must be deployed in each deployment zone. The defender’s edge is the top edge.
  - a. Attacker’s Zone 1: Top right corner. Within Range 2 of the defender’s edge and within Range 1 of the right edge.
  - b. Attacker’s Zone 2: Bottom left corner. Within Range 2 of the attacker’s edge and within Range 2 of the left edge.
  - c. Defender’s Zone 1: Top left corner. Within Range 2 of the defender’s edge and within Range 1 of the left edge.
  - d. Defender’s Zone 2: Bottom right corner. Within Range 2 of the attacker’s edge and within Range 2 of the right edge.

### **Initiative**

The defending player may choose whether or not to have initiative.

### **Special Rules**

- The escape pod token does not count as a ship or an obstacle. It cannot perform actions, attack, does not obstruct attacks, etc. It may move through and overlap obstacles without penalty.
- At the end of the Activation phase, the attacking player may choose two of his ships that are at Range 1-2 of each other. If he can draw a line between those ships that also passes through the escape pod, he may assign 2 tracking tokens to the escape pod.
- At the start of the Activation phase, if the escape pod has at least one tracking token, the attacking player must remove one tracking token and move the escape pod by executing a 1-bank or 2-forward maneuver.
- During the End Phase, the defending player may call for one reinforcement for each of his ships with a pilot skill value of “2” or higher that was destroyed that round. This ship is placed within Range 1-2 of any corner chosen by the attacking player.

### **Victory Conditions**

The attacker wins if the escape pod flees off the attacker's edge. The defender wins if all attacking ships are destroyed or flee.

### Size

Attacker Squad Points: 100

Defender Squad Points: 75 (cannot field large ships).

### Notes

None.

## Escalation

### Description

What started as a small skirmish between patrols has escalated into a running furball as both sides continue to feed reinforcements into the fray. Command believes they can gain the upper hand with just one more wave. Pilots call it a meat grinder. This is an original scenario inspired by the Escalation tournament format.

### Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The player with initiative picks one corner and places one of his scope tokens flat with both edges. The other player then places one of his scope tokens in the same manner in the opposite corner.
3. Continuing in initiative order, players alternate placing scope tokens until both players have three scope tokens in the play area. Scope tokens must be flush along one of the edges bordering the player's first scope token and beyond Range 3 of all other scope tokens (friendly and enemy).
4. The player with initiative places all the ships from their first group within Range 1-2 of their first scope token.
5. The other player places all the ships from their first group within Range 1-2 of their first scope token.

### Initiative

The player with the smallest squad point total in their first group may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### Special Rules

- After players build their squads, they must divide them into three groups. Each group must contain approximately the same number of squad points, but the first group cannot exceed 50 squad points.
- After the third turn, each player must place a second group of ships within Range 1 of one of their scope tokens, then remove that scope token. Each player must choose their remaining squad with the fewest squad points (if both are equal they may choose). The player with initiative places their ships first. Ships from the second group cannot be within Range 3 of any ships from the enemy's second group (this restriction does not apply to any ships previously on the board).
- After the sixth turn, each player must place their last group of ships within Range 1 of one of their remaining scope tokens, then remove both remaining scope tokens. The player with initiative places their ships first. Ships from the third group cannot be within Range 3 of any ships from the enemy's third group (this restriction does not apply to any ships previously on the board).

### Victory Conditions

Victory is achieved by being the only player with at least one ship remaining on the board after all groups have been placed.

**Size**

150 squad points (divided into three groups).

**Notes**

None.

## Wing Commander

**Description**

Occasionally there is a battle where the influence of your leader makes all the difference. Unfortunately for you, the one time this has happened, the enemy brought the same type of guy. Whoever loses their CO first will likely rout. This is a two player adaptation of the Bounty Hunt scenario from the IG-2000 expansion.

**Setup**

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

**Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

**Special Rules**

- Each player nominates one of their ships as the WING COMMANDER.
- At the start of each round, each player's WING COMMANDER may assign one of its three order tokens facedown to itself or one friendly ship at Range 1-3. At the start of the Activation Phase, players reveal all tokens simultaneously. During the End Phase, discard all order tokens. They may not be used again.
  - [+1 green die]: Increase this ship's agility value by 1 until the end of the round.
  - [Orange 12]: Treat this ship's pilot skill value as "12" during the Combat Phase.
  - [Red/green arrow]: Treat all maneuvers this ship executes as green maneuvers until the end of the round.

**Victory Conditions**

A player wins by destroying the enemy's WING COMMANDER or if the enemy's WING COMMANDER flees while his is still on the play area. If both WING COMMANDERS are destroyed, the battle is a draw.

**Size**

100 points.

**Notes**

None.

## Interdiction

**Description**

Someone knew you were coming. The defenders have pulled your attack force out of hyperspace prematurely with a network of gravity projector satellites. Will you be able to destroy them and escape before their



reinforcements arrive to finish you off? This is an adaptation of the Hunting the Hunter scenario from the Hound's Tooth expansion. The attacker takes the "Scum" role, and the defender takes the "Rebel" role.

### **Setup**

1. Ignore the regular Unusual Feature associated with this strategic target.
2. The defender places one satellite token within Range 1 of each corner.
3. Alternate place six unique asteroids, starting with the defender. Obstacles must be placed within Range 1-3 of an edge and cannot be placed at Range 1-2 of a satellite or another obstacle.
4. The attacking player places his ships in the center of the play area, beyond Range 1-3 of any edge.
5. The defending player chooses one of his groups and places those ships within Range 1 of either of his starting edges. The defender's starting edges are the edge closest to him and the edge opposite it. At least one ship must be placed in each starting area, if possible.

### **Initiative**

The defending player may choose whether or not to have initiative.

### **Special Rules**

- The defending player must build his squad as two groups of up to 75 squad points each.
- Satellites are treated as obstacles that can be attacked, target-locked, damaged and destroyed. Each satellite has a hull value of "4" and an agility value of "1." For each damage or critical damage a satellite suffers, place one damage token near it. When there are four or more damage tokens near a satellite, it is destroyed.
- At the end of the third round, the defending player places his remaining group within Range 1 of either neutral edge. At least one ship must be placed near each edge, if possible.
- While at least one satellite token is active, no ship may declare that it is fleeing from the battle. If forced to do so, the ship is destroyed.
- At the beginning of any round, if the defender has at least one ship in the play area, he may activate or deactivate the satellite network (to permit fleeing). The satellite network begins the scenario active.

### **Victory Conditions**

The attacker wins by destroying all defending ships (both groups) OR by fleeing the battle with forces worth more squad points than the defender destroyed. The defender wins by preventing this.

### **Size**

Attacker Squad Points: 100

Defender Squad Points: 150 (in two 75 point groups)

### **Notes**

None.

## **Exfil**

### **Description**

One of your operatives has been up to no good behind enemy lines. It is now time to exfil, and he has prepared some unpleasant surprises for the enemy ships looking to prevent this. This is an adaptation of the Sabotage scenario from the Ghost expansion. The attacker takes the "Rebel" role, and the defender takes the "Imperial" role.

### **Setup**

1. Ignore the regular Unusual Feature associated with this strategic target.

2. The defender places six unique asteroids or debris clouds. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
3. The attacking player takes six sabotage tokens (one sabotage-operative and five sabotage-explosives), places them face down, shuffles them and randomly places one on each obstacle.
4. The defending player places his entire squad within Range 1 of his starting edge.
5. The attacking player places his entire squad within Range 1 of his starting edge. The attacker's starting edge is opposite the defender's starting edge.

### **Initiative**

The attacking player may choose whether or not to have initiative.

### **Special Rules**

- The attacker's squad must include at least one ship with an empty crew slot. Ships with at least one empty crew slot are RECOVERY ships.
- At the beginning of the second turn, reveal all sabotage tokens. After these tokens have been revealed, RECOVERY ships ignore the effect of overlapping the obstacle with the operative on it. Additionally, if they are overlapping this obstacle during the activation phase, they may perform the PICKUP action. When this action is performed, remove the operative token and place it on the RECOVERY ship's ship card.
- Immediately after the operative token is removed, each ship at Range 1 of at least one obstacle with an explosives token on it suffers one damage and receives one stress token, and all obstacles with explosives tokens on them are removed from the play area.
- At the end of round five, if the attacker has not picked up the operative, the operative is captured by the defender, and the defender wins.

### **Victory Conditions**

The attacker wins if no defending ships remain in the play area OR if the ship carrying the operative flees. The defender wins by preventing this until the end of round five.

### **Size**

Squad size is 80 points.

### **Notes**

None.

## **Micro-Jumps**

### **Description**

You have baited the defenders into a precise pre-determined location where several hyperspace microjumps have been plotted. Here goes nothing. This is an adaptation of the Payback scenario from the Punishing One expansion. The attacker takes the "Scum" role, and the defender takes the "Rebel" role.

### **Setup**

1. Ignore the regular Unusual Feature associated with this strategic target.
2. Alternate placing six unique asteroids, starting with the attacker. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
3. The attacker places three microjump tokens in the play area. They may be placed overlapping obstacles but cannot be placed at Range 1-2 of another microjump token.
4. The defender places all of his ships at Range 1 of his starting edge.
5. The attacker chooses one of the microjump token and places his ship at Range 1 of that token.

### **Initiative**

The attacking player may choose whether or not to have initiative.

### **Special Rules**

- The attacker's squad must consist of a single large base ship worth up to 60 points.
- At the end of each round, the attacking player may remove all tokens from his ship and remove it from the play area. Then, he places the ship at Range 1 of any microjump token and removes that token.

### **Victory Conditions**

Victory is achieved by being the only player with at least one ship remaining on the board.

### **Size**

Attacker Squad Points: 60 (must be one large base ship)

Defender Squad Points: 100 (must include at least four ships)

### **Notes**

None.

## **Data Theft**

### **Description**

Information is ammunition, but you still cannot shoot it at the enemy. This is an adaptation of the Grab and Smash scenario from the Shadow Caster expansion. The attacker takes the "Scum" role, and the defender takes the "Rebel" role.

### **Setup**

1. Ignore the regular Unusual Feature associated with this strategic target.
2. The attacker places six unique asteroids. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
3. The defending player assigns one of the four intel tokens (1, 2, 2, 4) face down to each of his ships.
4. The attacking player chooses one of his ships to be the SLICER ship.
5. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

### **Initiative**

The defending player may choose whether or not to have initiative.

### **Special Rules**

- Intel tokens represent information of interest to the attacker that can be stolen. The values of the intel tokens are 1, 2, 2 and 4. If a defending ship carrying an intel token is destroyed, the intel token is removed. If a defending ship carrying an intel token flees the battlefield, place its intel token on the Slicer ship (pretend the defenders have a computer virus that dumps info on a hyperspace jump or something).
- Any attacking ship may perform the SCAN action to identify the intel carried by a particular ship. To perform this action, the ship chooses one enemy ship with one or more unrevealed intel tokens at Range 1-3, chooses one intel token on that ship and flips it face up.
- At the end of the Combat phase, the SLICER ship may attempt to steal an intel token from a ship at Range 1-2 and in arc. The attacking player rolls 1 attack die, plus 1 additional die for each tractor beam token on the target. On a [hit] or [crit] result, remove the intel token from the target ship and place it face up on the SLICER ship. When the SLICER ship removes an intel token this way, deal the target ship 1 face up Damage card.

- If the attacker wins this scenario, the defending team must pick one of their players and reveal that player's entire Squadron roster to the attacking player.

### **Victory Conditions**

The attacker wins if the SLICER ship flees the battlefield while carrying intel tokens with a total value of 4 or more intel points. The defender wins by preventing this.

### **Size**

Attacker Squad Points: 100

Defender Squad Points: 100 (must include at least 4 ships)

### **Notes**

None.

## **What Price Victory?**

### **Description**

Who has the most meat for the grinder? This is an original scenario.

### **Setup**

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- During the End Phase, each player may call for one reinforcement for each of his ships that was destroyed that round.

### **Victory Conditions**

Victory is achieved by being the only player with at least one ship remaining on the board.

### **Size**

Squad size is 75 points.

### **Notes**

Both players may continue throwing reinforcements into the battle as long as they have them.

## **Defensive Minefield**

### **Description**

The attack force has you outnumbered, but you have a few surprises of your own. This is an adaptation of the Ambush scenario from The Force Awakens core set. The attacker takes the "First Order" role, and the defender takes the "Resistance" role.

## Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defender places six mine tokens beyond Range 1-2 of all edges, beyond Range 1-2 of other mine tokens and not overlapping obstacles.
3. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

## Initiative

The defending player may choose whether or not to have initiative.

## Special Rules

- At the end of the Combat phase, the defending player may choose to detonate one or more mine tokens. To detonate a mine token, he rolls three attack dice. Each ship at Range 1 of the mine suffers any damage [hit] and critical damage [crit] rolled. He then discards that mine token. The defending player may measure range from the mine tokens to enemy ships before deciding to detonate a mine.
- Mines are treated as obstacles that can be attacked, target-locked, damaged and destroyed. Each mine has a hull value of "2" and an agility value of "0." Mines can be damaged only by critical hits; for each critical damage [crit] a mine suffers, place one damage token near that mine instead of dealing a Damage card. When there are two or more damage tokens near a mine, it is destroyed.

## Victory Conditions

Victory is achieved by being the only player with at least one ship remaining on the board.

## Size

Attacker Squad Points: 115

Defender Squad Points: 100

## Notes

None.

# Patrol Ambush

## Description

Anything could be hiding in these asteroids. This is the Patrol Ambush scenario from the U-wing expansion with some modification. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

## Setup

1. Ignore the regular Unusual Feature associated with this strategic target.
2. The defender places six unique asteroids beyond Range 2 from all edges and beyond Range 1 of other obstacles.
3. The defender places an ID token on one asteroid, then the attacker places a different ID token on another asteroid.
4. Starting with the defender, each player chooses one ship to be CONCEALED. The chosen ships are not placed during setup.
5. Ships are then deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1 of their owner's starting edge.

## Initiative

The defending player may choose whether or not to have initiative.

## Special Rules

- At the end of the first Combat phase, starting with the defending player, each player places his CONCEALED ship at Range 1 of the asteroid containing his ID token.

## Victory Conditions

Victory is achieved by being the only player with at least one ship remaining on the board.

## Size

Squad size is 100 points.

## Notes

None.

# HUGE SHIPS

Huge ships are the core victory mechanic for the campaign. A faction wins the campaign when they have destroyed all enemy huge ships. Huge ships come in two types: support and capital. Capital ships are the CR-90 “Coreellian Corvette” and Raider-class Corvette. Support ships are the GR-75 “Rebel Transport” and Gozanti-class Transport. Unlike small and large base ships, huge ships cannot be separated from their “pilots,” do not earn XP and cannot be improved (except normally via upgrade cards). Until FFG releases appropriate huge ships for each faction, factions will use the ships specified below for the campaign.

Faction	Support Ship	Capital Ship
Rebel	GR-75	CR-90
Imperial	Gozanti	Raider
Scum and Villainy	GR-75/Gozanti*	CR-90

\*Until FFG releases Scum huge ships, Scum players use the CR90 as their capital ship. Scum players may use any combination of GR-75s and Gozantis as their support ships.

## Equipping Huge Ships

Each faction starts with one capital ship and one or more support ships based on the number of players.

Number of players per faction	Number of Support Ships
1-2	1
3-4	2
5-6	3
7-8	4

These ships are selected (if applicable) and equipped at the start of the campaign. Each class of ship is allowed to equip a certain number of squad points of upgrades as “starting equipment.” These upgrades do not cost Fleet Points. Any “starting points” not spent on an individual ship are lost. They may not be applied to other huge ships or stored for later use.

Ship Class	Starting Equipment Squad Points	Final Squad Point Total
GR-75	15	45 or less
Gozanti	5	45 or less
CR-90	30	120 or less
Raider	20	120 or less

Upgrades equipped to huge ships are considered permanently attached to that ship until they are replaced. Any time a huge ship is used in battle, it is used with all upgrades currently equipped.

## **Huge Ship Titles**

If a team wishes to equip one or more of their huge ships with titles, they must do so as part of the ship's starting equipment. Unique titles may only be present once within the campaign. For ship classes shared between Scum and Rebel/Imperial teams, the Rebel/Imperial team gets first pick of the available titles for each ship class. Scum gets second pick, and selection alternates until no titles remain or both teams have all the titles they want.

An exception to the above rules is the Suppressor title. A team may choose to equip one of their Gozantis with this title as starting equipment, even though it costs more than 5 squad points.

## **Upgrading Huge Ships**

Each campaign turn, during the "Purchase Reinforcements" step, a team may elect to spend Fleet Points to purchase a maximum of one upgrade card for each of their huge ships. The Fleet Points used for this may come from any combination of individual players. The new upgrade card may be equipped to an empty upgrade slot or it may replace an existing upgrade of the same type. The replaced upgrade is lost and not refunded.

In this way, teams can "upgrade" their huge ships for the battles ahead. Campaign battles involving huge ships do not count the squad point cost of huge ships or their upgrades; they are treated as discrete units. Thus, if your team has spent more Fleet Points upgrading your huge ships, you will effectively have more squad points than your enemy.

Huge ship titles cannot be added, removed or replaced during the campaign. Titles may only be equipped as part of a huge ship's starting equipment.

## **Finding and Attacking Huge Ships**

Before a huge ship can be attacked, it must first be located. A faction may choose to use one or more of their regular attacks to do by playing an Intelligence Gathering or Electronic Warfare mission (randomly determine which). Each successful IG/EW mission allows a faction to attack one huge ship of their choice on a subsequent turn. Multiple huge ships may be attacked in a single turn, but each huge ship can only be attacked once per turn. A faction's capital ship cannot be attacked until all support ships have been destroyed. If a huge ship survives an attack, it relocates and must be relocated with another successful IG/EW mission.

Once one or more huge ships have been located, a faction may choose to use one or more of their regular attacks to perform a huge ship scenario.

Additionally, for each successful Intelligence Gathering/Electronic Warfare mission a faction completes, the enemy faction is required to inform them of one upgrade card equipped to their capital ship. This allows a team to piece together the capabilities of their final target before any climatic final showdown (and maybe make incorrect assumptions if the enemy changes their upgrades before the fight). The enemy team cannot choose an individual card they have already revealed. For example, a Rebel team could not repeatedly reveal that their CR90 has the Tantive IV title equipped, but they could reveal "Single Turbolasers" twice if their ship is equipped with two or more such upgrades.

## **Huge Ship Damage and Repairs**

Despite the best efforts of damage control teams, damage to huge ships cannot be fully repaired while the campaign is under way. After a huge ship survives a battle, its crew will effect what repairs they can. Any remaining damage and critical effects remain in place the next time the huge ship is used in battle. Immediately after a battle, do the following:

1. Replace all lost shield tokens. Shields are a priority system, so they are always brought back online and recharged between battles.
2. For any crippled sections, if the number of assigned damage cards is greater than the section's hull value, remove damage cards until the number of damage cards equals the hull value. Remove face-up

damage cards before face-down ones. The purpose of this step is to skim off “overkill” before proceeding to step 3.

3. Reduce the number of face-down damage cards on each section by half (round down, so a damaged section will always have at least one face-down damage card). This represents general repairs like plugging holes and patching armor. This step is also applied to crippled sections, restoring them to non-crippled status. Any upgrades discarded when a section becomes crippled are not restored, though a team may purchase replacements for them in subsequent campaign turns.
4. Flip any face-up damage cards face down. This represents emergency repairs to the affected systems. These cards are not included when performing step 3, though if the huge ship survives another battle, these cards are halved normally.
5. If a section started the repair process crippled, randomly flip two of its face down damage cards face up and resolve their effects. These cards are not included when performing step 4, though if the huge ship survives another battle, these cards are flipped normally (if they are not flipped during the battle).
6. If after steps 1-5 any section has damage cards equal to or greater than its hull value, it becomes crippled.

### Generating Huge Ship Scenarios

To generate a scenario for a huge ship battle, roll on the appropriate table below.

RN	Support Ship Scenario	Squad Size
1-4	Shipping Strike	100
5	Parallel	120
6-7	Commerce Raiding	120
8	Joint Strike	150

RN	Capital Ship Scenario	Squad Size
1-3	Strike Force	200
4	Isolated	120
5-6	Capital Clash	250

Originally the author wanted to use the scenarios included with the huge ship expansions, but the Raider’s scenarios did not work well with the campaign, so I had to switch to “generic” scenarios. More scenarios will likely come in future revisions.

## Huge Ship Scenarios

### Shipping Strike

#### Description

Reconnaissance has located an enemy supply ship; organize a fighter strike to destroy it.

#### Setup

1. This scenario takes place on a 6’x3’ play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his support ship in the center of his starting edge. It must be touching the edge and perpendicular to the edge and facing the enemy edge.
1. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner’s starting edge.



### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include one support ship in his squad. The support ship costs 45 squad points, regardless of its equipped upgrades.

### **Victory Conditions**

The attacking player wins by destroying the defender's support ship or if the defender's support ship flees the play area. The defender wins by preventing this.

### **Size**

Squad Points: 100

### **Notes**

None.

## **Parallel**

### **Description**

One of our convoys has detected an enemy supply ship at the edge of sensor range. Take it out, but make sure to keep an eye on our own assets.

### **Setup**

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his support ship in the center of his starting edge. It must be touching the edge and perpendicular to the edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include one support ship in his squad. The support ship costs 45 squad points, regardless of its equipped upgrades.
- The attacking player may include one support ship in his squad. The support ship costs 45 squad points, regardless of its equipped upgrades.

### **Victory Conditions**

The attacking player wins by destroying the defender's support ship or if the defender's support ship flees the play area. The defender wins by preventing this.

### **Size**

Squad Points: 120

### Notes

None.

## Commerce Raiding

### Description

Acting on reconnaissance reports, the flagship has sortied alone behind enemy lines in search of transport prey.

### Setup

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his support ship in the center of his starting edge. It must be touching and perpendicular to his starting edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### Special Rules

- The defending player must include one support ship in his squad. The support ship costs 45 squad points, regardless of its equipped upgrades.
- The attacking player may include a capital ship in his squad. The capital ship costs 120 squad points, regardless of equipped upgrades.

### Victory Conditions

The attacking player wins by destroying the defender's support ship or if the defender's support ship flees the play area. The defender wins by preventing this.

### Size

Squad Points: 120

### Notes

None.

## Joint Strike

### Description

The enemy has switching to using larger and better protected convoys. We will need a larger strike force to take them down.

### Setup

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.

2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his support ship in the center of his starting edge. It must be touching and perpendicular to his starting edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include one support ship in his squad. The support ship costs 45 squad points, regardless of its equipped upgrades.
- The attacking player may include a huge ship in his squad. If he brings a support ship, it costs 45 squad points, regardless of equipped upgrades. If he brings a capital ship, it costs 120 squad points, regardless of equipped upgrades.

### **Victory Conditions**

The attacking player wins by destroying the defender's support ship or if the defender's support ship flees the play area. The defender wins by preventing this.

### **Size**

Squad Points: 150

### **Notes**

None.

## **Strike Force**

### **Description**

The time has come to destroy the enemy's flagship and drive them from this system. Get the crews to their fighters.

### **Setup**

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his capital ship in the center of his starting edge. It must be touching and perpendicular to his starting edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include his team's capital ship in his squad. This ship costs 120 squad points, regardless of equipped upgrades.
- Each player may field a maximum of 12 small ships of a single type and 6 large ships of a single type.

### **Victory Conditions**

The attacking player wins by destroying the defender's capital ship or if the defender's capital ship flees the play area. The defender wins by preventing this.

### **Size**

Squad Points: 200

### **Notes**

None.

## **Isolated**

### **Description**

Via carefully crafted diversionary battles, you have drawn off the enemy flagship's fighter escort, and a small force of fighters stands poised to strike.

### **Setup**

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his capital ship in the center of his starting edge. It must be touching and perpendicular to his starting edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include his team's capital ship in his squad. This ship costs 120 squad points, regardless of equipped upgrades.

### **Victory Conditions**

The attacking player wins by destroying the defender's capital ship or if the defender's capital ship flees the play area. The defender wins by preventing this.

### **Size**

Squad Points: 120

### **Notes**

None.

# Capital Clash

## Description

All available forces have been mustered for a maximum-effort assault. The flagship stands ready should you choose to commit it.

## Setup

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. If the terrain features include asteroids, mines, debris clouds or a derelict, double the number of each type used.
3. The defending player places his capital ship in the center of his starting edge. It must be touching and perpendicular to his starting edge and facing the enemy edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

## Initiative

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

## Special Rules

- The defending player must include his team's capital ship in his squad. This ship costs 120 squad points, regardless of equipped upgrades.
- The attacking player may include his team's capital ship. This ship costs 120 squad points, regardless of equipped upgrades.
- Each player may field a maximum of 12 small ships of a single type and 6 large ships of a single type.

## Victory Conditions

The attacking player wins by destroying the defender's capital ship or if the defender's capital ship flees the play area. The defender wins by preventing this.

## Size

Squad Points: 250

## Notes

None.

# Change List

## v3.0.0

- \*Removed limitations on purchasing spare pilots for Turn 1.
- \*Added Royal Guard Pilot to the generic pilot list, along with temporary restrictions for it.
- \*Added an exception to increasing the pilot skill of PS4 TIE Interceptor pilots.
- \*Added clarification regarding earning XP via "indirect" kills.
- \*Added that pilots earn XP in a Prisoner Exchange scenario, even if there is no shooting.
- \*Added minimum PS requirements to add an EPT slot and to qualify on different ships.
- \*Added a special exception dealing with Outer Rim Smugglers flying MF-stat YT-1300s.

- \*Made gaining a large ship qualification cost 3 XP instead of 2.
- \*Changed pilot wounding effects to not be cumulative.
- \*Reworked the reinforcement mechanics and added a separate section on the topic.
- \*Added stuff from Rebel Transport and Wave 4 (both currently incompletely spoiled).
- \*Added an introduction section.
- \*Reworked the campaign turn phases.
- \*Reworked recon and capital ships.
- \*Changed Intelligence Gathering from a regular scenario to a special scenario.
- \*Added a new regular scenario, Asset Recovery, based on the Shuttle expansion mission.
- \*Changed repair times for all ships to 1 turn.
- \*Added asteroids to some of the Unusual Features.

### **v.3.1.0**

- \*Added stuff from Rebel Aces, currently incompletely spoiled.
- \*Added an Improving Pilots special exception for A-wing Test Pilot title.
- \*Added a section dealing with Chardaan Refit.
- \*Added new mission from Imperial Aces.
- \*Added stuff from Z-95 pack, currently incompletely spoiled.
- \*Added an alternative to restricting Royal Guard Pilots.

### **V3.2.0**

- \*Moved Change List to the end so it would not continually mess up formatting and because it is boring.
- \*Updated Prisoner Rescue as a result of playtesting.
- \*Updated initiative rules to be more in line with the latest FAQ.

### **V3.3.0**

- \*Reworked the Unusual Feature table to D20 and added a new Derelict entry to use a GR-75 as an obstacle.
- \*Added a section tweaking A-wing Test Pilot to work better within the campaign rules.
- \*Added rules dealing with R2-D2, C-3P0 and Leebo as crew/pilots.
- \*Added remaining stuff from Wave 4.
- \*Revised capital ships system with the release of Rebel Transport and Tantive IV.
- \*Created capital ships scenario tables like the one for regular battles.
- \*Added preliminary information for Wave 5.
- \*Changed ship recovery table to a random number rather than tied to a die size, so I do not have to rearrange it after each release.
- \*Added restrictions to Prisoner Rescue and Prisoner Exchange to prevent B-wing/E2s from being used to rescue/exchange prisoners because they lack docking capabilities.
- \*Updated potential Cargo Scan scenario as a result of playtesting.
- \*Change the Unusual Feature table to a random number rather than tied to a die size so I do not have to rearrange it after each release. Added a temporary entry for Debris Clouds.

### **V3.4.0**

- \*Generalized the Commerce Hub, Chop Shop and Munitions Depot outpost types so I do not have to update them every release.
- \*Added some clarifications to the use of Rebel Captive.
- \*Updated the capital ship scenarios.

### **V3.5.0**

- \*Updated with Wave 5 info.
- \*Added preliminary rules for a third faction (better system to come).
- \*Changed the battle scenario table to a random number rather than tied to a die size so I do not have to rearrange it after each release.

### **V3.6.0**

- \*Based on player feedback, added TIE Phantoms to the restricted ships list with additional restrictions on their pilots.
- \*Added first draft of separate Scum and Villainy rules.
- \*Added section dealing with Illicit upgrades.

\*Updated ship and pilot tables with Scum ships.

#### **V4.0.0**

\*Updated how to scan in Intelligence Gathering to deal with Corran and Phantom issues.

\*Updated with S&V spoilers.

\*Added how to handle Aggressors since all of its pilots are unique.

\*Added the option for players to “write off” their POW Squadron commander and buy a new one.

\*Tweaked and simplified Nebula effects.

\*Clarified Moff Jerjerrod.

\*Updated Huge Ship (formerly Capital Ship) section.

\*Moved Escalation from Potential Scenarios section to scenario list.

#### **V4.0.1**

\*Added missing deployment restriction to Supply Raid.

\*Disallowed TIE Phantoms from rescuing POWs in the same manner as B-wing/E2s.

\*Clarified attacker free points in VIP Escort.

#### **V4.0.2**

\*Updated with final material from Wave 6.

\*Added preliminary material for Wave 7.

\*Added rules for a Glitterstim exception.

#### **V5.0.0**

\*Updated with final material from Wave 6 and the Raider.

\*Added a clarification on how to handle the Hound’s Tooth title (no magically appearing free Z-95s).

#### **V5.0.1**

\*Added material from new core set.

#### **V5.0.2**

\*Added spoiled material from Wave 7.

\*Added earning XP from destroying/crippling huge ships.

\*Adjusted obstacle rules.

\*Added exception for Extra Munitions.

\*Added some updates to the huge ship section (changes incomplete).

#### **V6.0.0**

\*Reworked most of the huge ship rules.

\*Switched to generic huge ship scenarios.

#### **V6.0.1**

\*Made an exception for the Suppressor Gozanti title, otherwise it could never be used.

#### **V6.2.0**

\*Tweaked some rules and wordings to work better.

\*Finished adding material from Wave 8 and Imperial Veterans.

\*Added spoiled material from Wave 9 and HotR.

\*Added a special rule for starting with a VCX and Attack Shuttle.

\*Added a special rule for Poe’s multiple pilot cards.

#### **V6.2.1**

\*Added spoiled material from Wave 10.

\*Added rules to let Rebels use TIE Fighters for Sabine’s TIE Fighter expansion.

\*Reworked the limitations on large ships since the original restrictions were based on only one or two large ships existing per faction.

\*With more high PS pilots becoming available, I have (at least temporarily) removed the TIE Phantom and Royal Guard Pilot restrictions.

#### **V6.2.2**

\*Added spoiled/released material.

\*Removed the IG-88 uniqueness exemption. First-round Brobots seemed like too much of an issue.

\*Changed how Extra Munitions works.

\*Tweaked Flare Activity to originate from one board edge.

\*Simplified wording on retreating.

#### **V6.2.4**

\*Updated language regarding unique crew that also have pilot cards.

\*Created new restrictions for high-PS generic pilots. Also created new high-PS Rebel generics as stand-ins.

\*Updated the scenario table. Intent is for half of the entries to be the “whacky scenarios,” one-third to be Space Superiority and one-sixth to be Supply Raid.

\*Added additional scenarios from various expansions.

### **\*\*\*Old Restrictions\*\*\***

In case it becomes necessary to restore them.

TIE Phantoms are restricted in the same manner as large base ships and have two additional restrictions:

- Players cannot add a TIE Phantom pilot to their Squadron if doing so would give them more TIE Phantom pilots than TIE Phantoms.
- Players cannot add a Shadow Squadron Pilot to their Squadron if doing so would give them more Shadow Squadron Pilots than Sigma Squadron Pilots.

These additional restrictions are based on player feedback and intended to prevent Shadow Squadron Pilot spam that takes immediate advantage of the low-PS environment in the campaign. If you want a thematic justification, just remember that TIE Phantoms are rare, as are the personnel trained to operate them.

°The total number of Royal Guard Pilots in the Imperial faction is limited to X, where X is the number of Imperial players. This is a temporary restriction until such time that the Rebels also have access to a high PS generic pilot. Alternatively, you can invent a six-point PS6 Rogue Squadron Pilot X-wing with an Elite upgrade for the Rebels to use and ignore this restriction.

\*\*Players cannot add a TIE Phantom pilot to their Squadron if doing so would give them more TIE Phantom pilots than TIE Phantoms. Players cannot add a Shadow Squadron Pilot to their Squadron if doing so would give them more Shadow Squadron Pilots than Sigma Squadron Pilots.

### **\*\*\*Potential Scenarios\*\*\***

The following section contains scenario ideas that are still under development or have yet to undergo sufficient play testing and thus are not included in the scenario table.

## **Cargo Scan**

#### **Description**

The enemy is moving a convoy through the area, and the big wigs believe knowing what they are moving will provide vital clues to their intentions. Do your best to come back alive with the information. This is an original scenario.

#### **Setup**

1. Do not use any obstacles or mines from the Unusual Feature for this battle. Other effects are still in play.
2. The defender places 8 container tokens. Container tokens must be beyond Range 1 of all other containers.
3. The defender places all of his ships anywhere in the play area.
4. The attacker deploys all of his ships within Range 1 of any edge.

#### **Initiative**

The attacker may choose whether or not to have initiative.



## Special Rules

- Container tokens count as obstacles, do not move and cannot be attacked or destroyed.
- Attacking ships that are within Range 1 of a container token may choose to SCAN it by performing a SCAN action or by not attacking that turn. When a container is SCANNED, place a tracking token on the container and on the SCANNING ship's card. Ships may SCAN multiple containers but only one per turn. A container can only be scanned once.
- Attacking ships may flee at any time.

## Victory Conditions

At the end of the scenario, if at least one attacking ship fled with at least one tracking token, roll 1D8 and add the number of tracking tokens on surviving attackers to the result. Tracking tokens on destroyed attackers are lost. If the total is equal to 9 or more, the attacker wins, else the defender wins.

## Size

Attacker: 75

Defender: 100

## Notes

The D8 roll is intended to simulate the probability that the attacker scanned the one container that contained a really important clue about the enemy plans. This was tested once. Empire attacked with (Night Beast, 5x Academy) against (2x Blue, Tarn+R7, 2x Prototype). Empire took initiative. Academies were very effective, and tended to use their actions defensively and give up attacks to scan. Two Academies were destroyed, two damaged. Seven scans escape. Empire rolled 2 on D8 to win. Point balance seemed about right. Scenario seems to favor attacker strategically but defender tactically.

# Ambush

## Description

Chicanery and patience have positioned your squad undetected near a larger enemy force. Can you hit them and get out before they reorganize? This is an original scenario.

## Setup

1. Place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defender deploys all of his ships anywhere not within Range 1-3 of any edge. All of his ships start with a stress token and must face directly toward the same edge.
3. The attacker places all of his ships within Range 1-3 of any edge.

## Initiative

The attacker may choose whether or not to have initiative.

## Special Rules

No special rules.

## Victory Conditions

Victory is determined by which player destroys the most squad points. If there is a tie, the attacker wins.

## Size

To Be Determined; Defender Advantage. The idea is to do more damage than you take with a hit and fade against a superior force, so the attacker needs to be at enough of a disadvantage that fighting the battle as a

regular dogfight is a very poor option. Defender could have a large point advantage or a moderate point advantage and reinforcements.

### Notes

None.

## Espionage

### Description

Intel has a number of stealthed satellites they would like you to deploy in enemy territory. A cakewalk they claim. This is an original scenario.

### Setup

1. Place four ghosted large ship bases in the play area. Each base must be exactly Range 2 from two adjacent edges (in the Range 2 corners using the deployment overlay).
2. Place all terrain features. Obstacles cannot overlap the ghosted bases, must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
3. The defender deploys all of his ships within Range 1-2 of his starting edge.
4. The attacker deploys all of his ships within Range 1 of his starting edge.

### Initiative

To Be Determined

### Special Rules

- The attacker gets six satellite tokens that must be assigned to one or more ships in his squad before deployment. Ships can carry more than one satellite. An attacking ship may take an action to DEPLOY a satellite token. DEPLOYED tokens are placed anywhere completely underneath the attacker's ship. If a ship carrying satellites is destroyed, so are the satellites.

### Victory Conditions

The attacker wins if he DEPLOYS one satellite into each of the ghosted ship bases (any part of the satellites overlaps the ghosted base). The defender wins by preventing this.

### Size

To Be Determined

### Notes

-may need to tweak number of satellites given, number/size/location of ghosted bases

Might need to give the defender a point/reinforcement advantage so that the attacker cannot turn the fight into a regular dogfight, then deploy the satellites after winning. Or is the risk of losing too many satellites in a prolonged fight balance enough?

## Espionage (alternate version)

### Description

Intel has a number of stealthed satellites they would like you to deploy in enemy territory. A cakewalk they claim. This is an original scenario.

### Setup

1. Place all terrain features. Obstacles cannot overlap the ghosted bases, must be beyond Range 2 from all edges and beyond Range 1 of other obstacles.
2. The defender deploys all of his ships within Range 1-2 of his starting edge.
3. The attacker deploys all of his ships within Range 1 of his starting edge.

### Initiative

To Be Determined

### Special Rules

- The attacker gets seven satellite tokens that must be assigned to one or more ships in his squad before deployment. Ships can carry more than one satellite. An attacking ship may take an action to DEPLOY a satellite token. DEPLOYED tokens are placed anywhere completely underneath the attacker's ship. Satellites may only be deployed beyond Range 3 of any edge. If a ship carrying satellites is destroyed, so are the satellites.
- When a satellite token is DEPLOYED, place a tracking token next to it. During the End Phase, remove 1 tracking token from each DEPLOYED satellite. If a satellite has no tracking tokens to remove, it has cloaked and become ACTIVATED. Remove it from play.
- Satellite tokens cannot take actions, do not move and do not count as ships or obstacles for the purposes of collisions. Satellites can be attacked, target-locked and destroyed. You cannot shoot a satellite you are overlapping. Satellites have a hull value of 1 and an agility value of 3.

### Victory Conditions

The attacker wins if four or more satellites become ACTIVATED. The defender wins by preventing this.

### Size

To Be Determined

### Notes

-may need to tweak number of satellites given and how many must be activated for victory

Might need to give the defender a point/reinforcement advantage so that the attacker cannot turn the fight into a regular dogfight, then deploy the satellites after winning. Or is the risk of losing too many satellites in a prolonged fight balance enough?

## \*\*\*Old Huge Ship Information\*\*\*

This section includes the old scenario tables and descriptions for huge ships in case they are wanted for future reference.

1D6	GR-75 Scenario	Squad Size
1-3	Shipping Strike	150
4	Interdiction	Attacker: 100; Defender: GR-75+CR, 125
5	Blockade Run	Attacker: 200; Defender: GR-75+CR, 140
6	Asteroid Gauntlet	Attacker: 125; Defender: GR-75+CR, 125

1D12	CR-90 Scenario	Squad Size
1-6	Capital Ship Assault	200
7	Alone	Attacker: 125; Defender: CR-90+upgrades only
8	Thirsty	150
9	Field Repairs	Attacker: 125; Defender: 200 (30+ CR-90 upgrades)
10	Dry Dock	Attacker: 200; Defender: 250
11	Jump to Lightspeed	Attacker: 250; Defender: 200 (30+ CR-90 upgrades)

12	Hammer and Anvil	Attacker: 250; Defender: 200
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1D6	Raider Scenario	Squad Size
1	TBA	TBA
2	TBA	TBA
3	TBA	TBA
4	TBA	TBA
5	TBA	TBA
6	TBA	TBA

## **Huge Ship Scenarios**

### **Shipping Strike**

#### **Description**

Reconnaissance has located an enemy supply ship in deep space with nowhere to run. Organize a fighter strike to destroy it. This is a 150 point adaptation of the regular epic dogfight scenario.

#### **Setup**

4. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
5. Roll once on the Unusual Features table and place all terrain features. If they include asteroids, Proximity Mines, debris clouds or a derelict, double the number of obstacles used.
6. The defending player places his GR-75 with at least part of its base touching his starting edge.
1. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

#### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

#### **Special Rules**

- The defending player must include one GR-75 in his squad.
- Each player may field a maximum of 12 small ships of a single type and 6 large ships of a single type.

#### **Victory Conditions**

The attacking player wins by destroying the GR-75 or if the GR-75 flees the play area. The defender wins by preventing this. If the GR-75 is destroyed, gameplay continues until only one faction has ships in the play area.

#### **Size**

Squad Points: 150

#### **Notes**

None.

## **Interdiction**

## Description

An enemy cargo ship is attempting to breach a minefield blocking one of their supply lines. Make sure it does not survive. This is the Evacuation scenario from the Rebel Transport expansion with some modification. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

## Setup

1. This scenario takes place on a 3'x3' play area.
2. Do not roll on the Unusual Features table for this scenario.
3. The attacking player places the six mine tokens anywhere in the play area outside Range 1-2 of any other mine token and all edges. Place one control token on each mine with the attacker's faction faceup.
4. The attacker places all of his ships within Range 1 of the bottom or right edges.
5. The defending player places all of his ships within Range 1-2 of the top edge AND within Range 1-2 of the left edge (the defender's starting area is the Range 1-2 square in the top left corner).

## Initiative

The defending player may choose whether or not to have initiative.

## Special Rules

- The defending player must include one GR-75 in his squad.
- Mine tokens and control tokens are not obstacles. Each mine token has a control token on it indicating which faction controls the mine.
- At the beginning of each End Phase, each player counts the number of ships he has at Range 1 of each mine token. The player with more ships at Range 1 of a mine token (excluding the GR-75) takes control of that token. Ships with a printed pilot skill value of “5” or higher count as two ships when determining control of mine tokens. If the players tie for control of a mine token, control of that token does not change.
- At the beginning of each End Phase, the attacking player may choose one token he controls that is within Range 1-3 of the GR-75 and trigger its effect. If he does so, he removes the chosen mine token and its control token from the play area.
- The effect of a mine token is determined by its proximity to the GR-75. The effects are described below and are presented in the format Range 1/Range 2/Range 3.
  - [Crit Symbol]: Roll 3/2/1 attack dice. The GR-75 suffers 1 critical damage for each [hit] or [crit] result.
  - [Hit Symbol]: Roll 6/4/2 attack dice. The GR-75 suffers 1 damage for each [hit] or [crit] result.
  - [Stress Symbol]: The attacking player takes 5/3/1 stress tokens and assigns them to any defending ships in the play area, excluding the GR-75. He can assign more than one stress token to a single ship.
  - [Arrow Symbol]: The GR-75 must immediately execute a 3-forward/2-forward/1-forward maneuver backwards, as though the back of the ship were the front of the ship.
  - [Ion Symbol]: The attacking player takes 3/2/1 ion tokens and assigns them to any defending ships in the play area. He can assign more than one ion token to a single ship if he wishes.
  - [Flip Symbol]: The attacking player may choose 3/2/1 random facedown Damage Cards assigned to the GR-75, flip them faceup and resolve them.
- During the End Phase, the attacking player may call for one reinforcement for each of his ships that was destroyed that round.

## Victory Conditions

The attacking player wins by destroying the GR-75. The defender wins by fleeing the GR-75 from the play area with a portion of one section still in the play area at Range 1-2 of the bottom right corner. If the GR-75 is destroyed, gameplay continues until only one faction has ships in the play area.

**Size**

Defender: One (1) GR-75 with Combat Retrofit, 125 squad points.

Attacker: 100 squad points.

**Notes**

None.

## Blockade Run

**Description**

Your forces have caught an enemy supply ship on the surface, and it is now attempting to make a run for it. The enemy vessel will likely be covered by ground fire, but you will have fire support of your own. This is the Blockade Run scenario from the Rebel Transport expansion with some modification. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

**Setup**

1. This scenario takes place on a 3’x3’ play area.
2. Do not roll on the Unusual Features table for this scenario.
3. The defending player places the GR-75 in the play area so that the entire rear edge of the rear base touches his starting edge.
4. The attacking player places up to 50 squad points worth of his ships at Range 3 of his starting edge.
5. The attacking player must split his remaining ships into four groups. To do so, he places a group token next to the play area and assigns one or more of his ships to that token. The group of ships assigned to group tokens “A” and “C” must have 45-55 squad points worth of ships each; the groups assigned to group tokens “B” and “D” must have 25-35 points each.
6. The Imperial player places four scope tokens in the play area. He must place each scope token flat against an edge of the play area, and he must place each scope token beyond Range 1 of each other scope token and the GR-75.
7. The defending player places his remaining ships within Range 1-2 of his starting edge.
8. The defending player is given two ion blast tokens, and the attacking player is given three turbolaser tokens.

**Initiative**

The defending player may choose whether or not to have initiative.

**Special Rules**

- The defending player must include one GR-75 in his squad.
- At the start of each Planning Phase (including the first one), the defending player places one tracking token near his Ship cards outside the play area. The number of tracking tokens indicates the current round number.
- At the end of the following rounds, the attacking player must place the indicated group of ships into the play area:
  - Round 2: Group “A”
  - Round 4: Group “B”
  - Round 6: Group “C”
  - Round 7: Group “D”

To place a group, the attacking player places each ship of the indicated group into the play area at Range 1 of the matching scope token (marked with the same letter). Then he removes that scope token from the play area.

- **Heavy Bombardment:** At the start of each End Phase, the attacking player may place one of his remaining turbolaser tokens in the play area. He must place the token within Range 1-2 of either side edge of the play area, and he cannot place it under a ship. Then the defending player may place one of his remaining ion blast tokens in the same way.
- At the end of each Activation Phase, each ship at Range 1-2 of a turbolaser token and inside its firing arc rolls 3 attack dice and suffers 1 damage for each [hit] result. Each ship at Range 1-2 of an ion blast token and inside its firing arc receives 1 ion token, rolls 2 attack dice, and suffers 1 damage for each [hit] result. Then remove all turbolaser and ion blast tokens from the play area. A ship that is overlapping a turbolaser or ion blast token also suffers the token's effect, even if it is outside the token's firing arc.

### **Victory Conditions**

The defender wins if the GR-75 survives after 8 rounds. The attacker wins by preventing this. This scenario ends when either side meets its victory conditions. All remaining ships are considered to have escaped, and the attacker is considered to have control of the map.

### **Size**

Defender: One (1) GR-75 with Combat Retrofit, 140 squad points.

Attacker: 200 squad points.

### **Notes**

None.

## **Asteroid Gauntlet**

### **Description**

An enemy cargo ship is attempting to escape by fleeing through an asteroid field. Ensure its odds of survival are 3,720 to 1. This is the Asteroid Gauntlet scenario from the Rebel Transport expansion with some modification. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

### **Setup**

1. This scenario takes place on a 3'x3' play area.
2. Do not roll on the Unusual Features table for this scenario.
3. The attacking player places six unique asteroids in the play area. Asteroids must be placed outside Range 2 of all board edges and outside Range 1 of all other asteroids.
4. The defending player places the GR-75 within Range 1-3 of his starting edge but not at Range 1-2 of the side edges.
5. The defending player places his remaining ships at Range 1 of the GR-75.
6. The defending player assigns the four role tokens to his ships, excluding the GR-75. He may assign up to two role tokens to a single ship.
7. The attacking player places his ships within Range 1 of any edge. He cannot place a ship at Range 1 of another ship. He must place at least 50 points of ships within Range 1 of his starting edge.

### **Initiative**

The defending player may choose whether or not to have initiative.

### **Special Rules**

- The defending player must include one GR-75 in his squad.
- During each End Phase, for each attacking ship at Range 1 of the GR-75, the attacking player chooses one maneuver token and gives it to the defending player. Ships with a printed pilot skill value of "5" or

higher count as three ships for this purpose. During the next Planning phase, the defending player cannot choose or execute a maneuver on the GR-75's maneuver dial that matches any of the maneuver tokens he received from the attacking player. If the defending player has all eight maneuver tokens, the attacking player chooses a maneuver for the GR-75 when it activates during the Activation Phase. At the start of each End Phase, the defending player returns all maneuver tokens to the attacking player.

- For this scenario, when the GR-75 interacts with one or more obstacle tokens, in addition to the usual effects, it also loses one action during the "Perform Action" step (to a minimum of 0).
- Each role token grants one of the following effects while the ship with the token is at Range 1-2 of the GR-75.
  - [+Attack Die Symbol]: Increase the primary weapon value of this ship by 1.
  - [Reinforce Symbol]: This ship may skip its "Perform Action" step to allow the GR-75 to immediately perform a free reinforce action. This is an exception to the GR-75's inability to perform free actions.
  - [+Energy Symbol]: The GR-75 gains 1 additional energy token during its "Gain Energy" step.
  - [+GR-75 Actions Symbol]: The GR-75 may perform 1 additional action during its "Perform Action" step. This action cannot be a reinforce or recover action.
- During the End Phase, the attacking player may call for one reinforcement for each of his ships that was destroyed that round.

### **Victory Conditions**

The defender wins if the GR-75 survives after 8 rounds. The attacker wins by preventing this. This scenario ends when either side meets its victory conditions. All remaining ships are considered to have escaped, and the attacker is considered to have control of the map.

### **Size**

Defender: One (1) GR-75 with Combat Retrofit, 125 squad points.

Attacker: 125 squad points.

### **Notes**

None.

## **Capital Ship Assault**

### **Description**

The time has come to destroy the enemy's flagship and drive them from this system. Get the crew to their fighters. This is a 200 point adaptation of the regular epic dogfight scenario.

### **Setup**

1. This scenario takes place on a 6'x3' play area. The long edges are the starting edges.
2. Roll once on the Unusual Features table and place all terrain features. If they include asteroids, Proximity Mines, debris clouds or a derelict, double the number of obstacles used.
3. The defending player places his CR-90 with at least part of its base touching his starting edge.
4. Small and large ships are deployed in order of pilot skill, lowest to highest. In the event of a tie, the player with initiative deploys his ships first. All ships must be placed within Range 1-2 of their owner's starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.



### **Special Rules**

- The defending player must include one CR-90 in his squad.
- Each player may field a maximum of 12 small ships of a single type and 6 large ships of a single type.

### **Victory Conditions**

The attacking player wins by destroying the CR-90 or if the CR-90 flees the play area. The defender wins by preventing this. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

### **Size**

Squad Points: 200

### **Notes**

None.

## **Alone**

### **Description**

In a lucky break, you have caught the enemy's flagship without its escorts. She has broadcast an SOS and is burning hard for friendly forces. You won't get another change like this. This is an adaptation of the Mistaken Identify scenario from the Tantive IV expansion. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

### **Setup**

1. This scenario takes place on a 3'x4' play area. The short sides are the starting edges.
2. Roll once on the Unusual Features table and place all terrain features.
3. The defending player places his CR-90 within Range 1-2 of his starting edge.
4. The attacking player places his ships within Range 1 of his starting edge.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player's squad may contain no ships except for the CR-90. All other points must be spent on upgrades for it.

### **Victory Conditions**

The defending player wins if his CR-90 flees from the Imperial starting edge. The attacker wins by preventing this.

### **Size**

Squad Points: 125

### **Notes**

None.

## **Thirsty**

### **Description**

Intelligence has learned when and where the enemy plans to refuel their flagship. Attacking during this operation has obvious benefits. This is an adaptation of the Refueling Ambush scenario from the Tantive IV expansion. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

### **Setup**

1. This scenario takes place on a 3'x5' play area. The long sides are the starting edges.
2. The defending player places the CR-90 within Range 2 of his starting edge such that it is parallel with his starting edge and approximately equidistance from both neutral edges.
3. The defending player places the class-E cargo container flush with the CR-90's aft section on the side nearest the attacker's starting edge and places four tracking tokens on the CR-90's aft ship card.
4. Roll once on the Unusual Features table and place all terrain features. Obstacles must be beyond Range 2 from all edges and beyond Range 1 of all obstacles, the CR-90 and the class-E cargo container.
5. The attacking player places between 50 and 75 points worth of his ships within Range 1 of his starting edge.
6. The attacking player places the rest of his ships within Range 1 of the side edge nearest the CR-90's fore section.
7. The defending player places his ships within Range 1-3 of the CR-90 and beyond Range 3 of any attacking ships.

### **Initiative**

The player with the smallest squad point total may choose whether or not to have initiative. If there is a tie, each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- The defending player must include one CR-90 in his squad.
- When the CR-90 gains energy during its “Gain Energy” step, reduce the amount of energy it gains by one for each tracking token on the CR90's aft Ship card.
- At the start of the first round, the CR90 is DOCKED. At the start of the Activation phase, while docked, the defending player removes one tracking token from the CR-90's aft Ship card. After removing a tracking token, the defending player chooses either to keep the CR-90 docked or to DETACH. If the CR-90 remains docked, it activates as normal but does not execute a maneuver. If you either choose to detach, or the container is destroyed, the CR-90 is no longer docked and activates as normal during each following Activation phase.
- The class-E cargo container is not an obstacle and can be attacked, target locked, damaged and destroyed as if it was a ship. It has an agility value of 2 and a hull value of 3. For each damage or critical damage the container suffers, place one damage token on it. When there are three or more damage tokens on the container, it is destroyed, and the attacking player rolls four attack dice; all ships at Range 1 of the container suffer all damage and critical damage rolled. Then, remove the container from the play area along with its damage tokens.

### **Victory Conditions**

The defending player wins if his CR-90 flees from the Imperial starting edge or if all attacking ships are destroyed or flee. The attacker wins by destroying the CR-90. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

### **Size**

Squad Points: 150

### **Notes**

None.

# Field Repairs

## Description

Damage or a malfunction has prompted the enemy flagship to shut down several primary systems for repair. No doubt they are now scrambling to bring them back online as your forces bear down on them. This is an adaptation of the Emergency Repairs scenario from the Tantive IV expansion. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

## Setup

1. This scenario takes place on a 3’x6’ play area. The short sides are the attacker’s starting edges.
2. Do not roll on the Unusual Features table for this scenario.
3. The attacking player places his ships within Range 1 of either of his starting edges.
4. The defending player places his CR-90 approximately equidistant from both short edges with the fore section nearest the neutral edge and with the the aft section’s base within Range 1-2 of his starting edge.
5. The defending player places his remaining ships within Range 1-3 of the CR-90.

## Initiative

The defending player may choose whether or not to have initiative.

## Special Rules

- Remove all shield tokens from the CR-90. The defending player rolls one attack die. One a [hit] or [crit] result, deal the Secondary Drive Failure damage card to the fore section of the CR-90. On a [focus] or [blank] result, deal the Projector Power Failure damage card to the aft section.
- During the Planning Phase of the first two rounds, the defending player does not assign a maneuver dial to the CR-90. During the Activation phase of the first two rounds, the CR-90 still activates, but it does not execute a maneuver. Instead, during the “Gain Energy” step, it gains three energy.

## Victory Conditions

The defending player wins if his CR-90 flees from the neutral edge. The attacker wins by preventing this. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

## Size

Attacker Squad Points: 125

Defender Squad Points: 200 (a minimum of 30 points must be spent on CR-90 upgrades)

## Notes

None.

# Dry Dock

## Description

Some sort of critical system failure has forced the enemy to deploy mobile repair facilities around their flagship, rendering it immobile. This is an adaptation of the Satellite Uplink scenario from the Tantive IV expansion. The attacker takes the “Imperial” role, and the defender takes the “Rebel” role.

## Setup

1. This scenario takes place on a 3’x4’ play area. The short sides are the starting edges.
2. Do not roll on the Unusual Features table for this scenario.

3. The defending player places the CR-90 within Range 3 of his starting edge and approximately equidistant from both side edges. The CR-90 must be parallel to his starting edge.
4. The defending player places five satellite tokens in the play area. He must place one within each Range section from his starting edge. He cannot place a satellite token within Range 1-2 of another satellite token or overlapping the CR-90.
5. The defending player places his remaining ships within Range 1-5 of his starting edge.
6. The attacking player places his ships within Range 1-2 of his starting edge.

### **Initiative**

The defending player may choose whether or not to have initiative.

### **Special Rules**

- The satellite tokens represent various support structures attached to the CR-90. They are treated as obstacles that can be attacked, target locked, damaged, destroyed and have shields as if they were defending ships. Each token has a hull value of 2 and an agility value of 1. For each damage or critical damage a satellite suffers, remove one shield token. If the satellite had no shield token to remove, place one damage token near that satellite instead. When there are two or more damage tokens near a satellite, it is destroyed.
- When a satellite is destroyed, remove the satellite and its damage tokens from the play area. Then, the attacking player deals one face up Damage card to either the fore or aft section of the CR-90.
- When the CR-90 performs a recover action, it may either recover its own shields or assign shield tokens to one or more satellites. With this action, the defending player may recover the CR-90's shields, assign shields to satellites or any combination of these two (up to the number of energy tokens removed). A satellite cannot have more than two shields at any time.
- When the CR-90 performs a reinforce action, the defending player may assign the reinforce token to a satellite instead of a section of the CR-90.
- During the Planning phase, the defending player does not assign a maneuver dial to the CR-90. During the Activation phase, the CR-90 still activates, but it does not execute a maneuver. Instead, during the "Gain Energy" step, it gains energy equal to the number of satellites remaining in the play area.

### **Victory Conditions**

The defending player wins if his all attacking ships are destroyed or flee. The attacker wins by destroying the CR-90 or destroying all satellites. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

### **Size**

Attacker Squad Points: 200

Defender Squad Points: 250

### **Notes**

None.

## **Jump to Lightspeed**

### **Description**

The attack on the enemy flagship has begun. Facing tall odds, her captain is charging the hyperdrive to make good his escape. You don't have much time. This is an adaptation of the Punch It! scenario from the Tantive IV expansion. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

### **Setup**

1. This scenario takes place on a 3'x4' play area. One of the short sides is the Imperial starting edges. One of the long sides is the Rebel starting edge.
2. Roll once on the Unusual Features table and use the result.
3. The attacking player places one of his groups within Range 1-2 of the Imperial starting edge.
4. The defending player places his CR-90 and all other ships within Range 3-5 of his starting edge. The CR90 must be placed parallel to the side edges and beyond Range 2 of the side edges.
5. The defending player places the hyperdrive mission card near one of the CR-90's sections and places one hyperdrive token on it.
6. The attacking player places two scope tokens in the play area. He must place one along the Rebel edge and one along one of the side edges. Each scope token must be flat against its edge.

### **Initiative**

The attacking player may choose whether or not to have initiative.

### **Special Rules**

- After the attacking player builds his squad, he must divide it into three groups. Each group must contain approximately the same number of squad points.
- At the end of rounds 2 and 4, the attacking player chooses one of the scope tokens. Then, he chooses one of his remaining groups and places its ships at Range 1 of the chosen scope token. Then he removes that scope token.
- The hyperdrive card has an energy limit of 5. During the "Allocate Energy" step, the defending player may allocate up to four energy tokens from the aft section of the CR90 to the hyperdrive card. At the start of the End phase, the defending player rolls one attack die for each energy and hyperdrive token on the hyperdrive card. For every two [hit] results rolled, he places one hyperdrive token on the hyperdrive card. For every two [focus] results rolled, he removes one energy token from the hyperdrive card.
- When the CR90 is dealt a faceup Damage card, the defending player removes one energy token from the hyperdrive card.

### **Victory Conditions**

The defending player wins if the hyperdrive card has six hyperdrive tokens or if all attacking ships are destroyed or flee. The attacker wins by destroying the CR-90. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

### **Size**

Attacker Squad Points: 250

Defender Squad Points: 200 (a minimum of 30 points must be spent on CR-90 upgrades)

### **Notes**

None.

## **Hammer and Anvil**

### **Description**

Splitting up the assault force was a calculated risk, but it has corralled the enemy flagship into a previously mined asteroid field. Now the separate flights must converge to finish the job. This is an adaptation of the Minefield scenario from the Tantive IV expansion. The attacker takes the "Imperial" role, and the defender takes the "Rebel" role.

### **Setup**

1. This scenario takes place on a 3'x6' play area. The short sides are the starting edges.
2. Do not roll on the Unusual Features table for this scenario.

3. The attacking player places six asteroids in his half of the play area. They must be beyond Range 1 from all edges and all other asteroids.
4. The attacking player takes four active charge tokens and two dud charge tokens and places one token facedown on each asteroid.
5. The attacking player places six scope tokens in the play area. Each token must be flat along a side edge and beyond Range 3 of each other scope token.
6. The defending player removes two scope tokens.
7. The defender player places the CR-90 within Range 3-5 of his starting edge and beyond Range 2 of both side edges.
8. The defender player places his remaining ships within Range 1-5 of his starting edge.
9. When the attacking player must divide his squad into four groups with 50-70 points in each group.
10. The attacking player places the group that costs the fewest points and places those ships at Range 1 of any scope token.

### **Initiative**

Each player rolls three attack dice. The one with the most [focus] results gets to choose whether or not to have initiative.

### **Special Rules**

- At the start of the End Phase, the attacking player may choose and reveal one active charge token. For each ship at Range 1 of that token's asteroid, he rolls three attack dice. That ship suffers all damage and critical damage rolled. Then, the attacking player removes the chosen charge token and its asteroid.
- If a small or large defending ship overlaps an asteroid, reveal and remove the charge token assigned to it from the play area. If it is a dud charge token, there is no effect. If it is an active charge token, the asteroid is also removed and the attacking player rolls three attack dice. The overlapping ship suffers all damage and critical damage rolled.
- At the start of the End Phase of Rounds 1, 3 and 5, the attacking player takes the unplaced group that costs the fewest squad points and places its ships at Range 1 of any scope token. Then he removes that scope token from the play area.

### **Victory Conditions**

The defending player wins if his CR-90 flees from the Imperial starting edge. The attacker wins by preventing this. If the CR-90 is destroyed, gameplay continues until only one faction has ships in the play area.

### **Size**

Attacker Squad Points: 250

Defender Squad Points: 200

### **Notes**

None.