X-WING Miniatures Game

Campaign Rules V0.9rc (Release Candidate)

RECENT CHANGES

Cross Faction Ships: Removed, no longer allowed.

Fleet Assets: Additional victory reward in mission based campaigns. Adds more 'plot' to campaign play.

Balancing: Squadrdons now capped at 60/120/240. Fleet point rewards adjusted to suit.

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1: STARTING THE CAMPAIGN

Required Materials

Each player requires a printed Fleet Roster Sheet. Due to randomised matchups, it is not necessary to keep this secret, so it can be kept on a wall etc.

A deck of cards is used for selecting squads. Each card uniquely identifies a Squadron or Fleet Asset in the campaign, so it is recommended that each player uses only one suit.

A model, cards, base and movement dial may be required for every ship in the roster.

Various tokens from numerous expansion packs are needed.

A pencil and eraser will also be handy (or laminator and dry-wipe markers etc).

Fleet Points and Fleet Value

Fleet Points are the effective 'currency' of the Campaign and are used to purchase ships and upgrades. As these points are spent they should be deducted from the Fleet Points total on the Roster. The Fleet Value is the total value of all purchased ships and upgrades, including those in the Inventory box, not just those that form part of Squadrons. As ships and upgrades are lost, their value should be deducted from the Fleet Value on the Roster.

Creating Rosters – Squadron Cards

Each player begins with 350 Fleet Points with which to build any number of Squadrons. Squadrons are identified by a card (2-10). Squadrons may also be designated as RECON, STANDARD or EPIC Squadrons. This affects which missions Squadrons may be put forward for.

All Squadrons must be worth a minimum of 30 Squad Points.

A Squadron containing no more than 3 ships and worth up to 60 Squad Points may be a RECON Squadron. These may be used in certain missions. Two RECON Squadrons can also be used in place of STANDARD Squadrons. No ship in a Recon Squadron may cost more than 30 points.

A squadron worth 60 to 120 Squad Points is a STANDARD Squadron. These are used in the majority of missions.

A Squadron worth 120 to 240 Squad Points and containing at least one Large or Huge ship is an EPIC Squadron. Huge Ships can only be placed in EPIC Squadrons. These may be used in certain missions.

A fleet must have at least one STANDARD Squadron at any time.

A fleet may have no more than two EPIC Squadrons at any time.

The Fleet Roster Sheet has spaces for each pilot/ship card, their upgrades, and also additional columns to mark their Status (MIA or Damaged, whether they are Experienced), which Squadron they are in and their Squad Points cost.

New pilots (including their ship), upgrades etc can all be bought for the value on the card.

Duplicate uniquely named items (for example Han Solo crew in addition to Han Solo YT-1300) CAN be added to the Fleet Roster, but only one of each type. Note that losing one can lead to the loss of the other. Please note that some unique (dotted) cards are counted as SQUADRON LIMITED cards, which behave slightly differently.

Modifications, Titles and Elite Pilot Talents must be allocated immediately to a ship or pilot. Other upgrades can be placed in the Fleet Roster's INVENTORY section for later use.

Squadron Limited Cards

Some cards, whilst being 'unique' choices for the basic X-Wing Miniatures game can be used simultaneously multiple times in a Roster in the Campaign. These are referred to as 'Squadron Limited' and during a game, only instance of each card can be used by a fleet. Remaining instances are flipped to indicate they cannot be used, but still count towards scoring.

The following cards count as Squadron Limited Cards:

Squad Leader

2: PLAYING THE CAMPAIGN

A campaign may be played as an ongoing campaign, in which case it is played until a side is eliminated by attrition, or by consecutive losses. The campaign also offers mission-based play for a more narrative feel, and more strategic play.

More than 2 Players

More than 2 Players is fine. The Player with the lowest Fleet Value on their Roster is always the Active Fleet. In the case of a tie, randomise it. The Active Fleet chooses their opponent (the Opposing Fleet) for the round. Remaining players repeat the process.

Mirror Fleets

Mirror Fleets (e.g. two Rebel Fleets, each with their own Han Solos etc) are valid in 'Free-for-all' campaigns. Team campaigns limit unique-named items across the whole team.

Team Campaigns

Even numbers of players playing each faction (Rebel, Imperial or Scum) may cooperate for a team victory. If playing in this way any unique names are unique across the team as if it was one large fleet. Game play otherwise continues as normal.

The Campaign Round

Any gathering of players participating in the campaign is a 'campaign round'. The round is split into 3 phases, *Pre-Game, Game,* and *Post-Game.* Each is detailed in full in the following sections.

3: PRE-GAME PHASE

The Pre-Game Phase works slightly differently depending on whether the campaign is being played with or without missions.

Squadron Pools

Each side in a campaign game has a selection of the squadrons from their Roster available to them – this is referred to as the Squadron Pool. The Squadrons available will vary depending on whether a mission is being used and what that mission is.

Non-Mission Based Campaigns

The player present with the lowest Fleet Value is the ACTIVE FLEET. They select another player as the OPPOSING FLEET.

The ACTIVE FLEET player shuffles together **all** of their Squadron Cards to form their Squadron Pool, and draws one. At least ONE STANDARD Squadron must be included.

The Opposing Fleet player shuffles together **all** of their Squadron Cards to form their Squadron Pool and draws one. At least ONE STANDARD Squadron must be included.

Until both forces are balanced, players take turns in drawing additional Squadron Cards.

Two RECON Squadrons can be used to balance one STANDARD Squadron. Two STANDARD Squadrons balances one EPIC Squadron. No special Mission rules or Fleet Assets are used.

If there are more than 2 players in the campaign, the remaining players repeat the process above. In the case of odd numbers of players, the last player does not get a game this round.

Mission Based Campaigns

The player present with the lowest Fleet Value is the ACTIVE FLEET. They select another player as the OPPOSING FLEET.

Resting Squadrons

The ACTIVE FLEET player may select up to two of their Squadron Cards to 'Rest'. These cards are set aside and will not form part of their mission selection or Squadron Pool for Missions.

Determine Mission

The ACTIVE FLEET player shuffles together **one or more** of their Squadron Cards, and draws one. At least two Squadrons, including one STANDARD or RECON Squadron must be included.

Some Missions may have requirements to be chosen based on the Drawn Squadron's contents (for example requiring a Large Ship, or that all Ships are capable of Hyperspace jumps).

The Mission to be played depends on ACTIVE FLEET's Drawn Squadron Type, and is chosen by the Active Fleet player.

Drawn Squadron	Available Missions
RECON	Reconnaissance, Infiltration, Extraction, Engagement
STANDARD	Reconnaissance, Engagement, Ambush, Escalating Engagement
EPIC	Escalating Engagement, Blockade, Full Scale Engagement

Squadron Selection

Each Mission details what Fleet Strengths (number and type of squadrons) are allowed in the Squadron Pool for each Fleet. This does not include the initially drawn Active fleet Squadron. Missions are individually detailed at the end of this document.

Each Fleet places all the rest of their squadron cards (except the initially drawn Active Fleet Squadron) of the appropriate type(s) into their Squadron Pool, shuffles their Squadron Pool and draws up to the Fleet Strength for their Fleet for the Mission. These cards are drawn FACE DOWN. The owning player may look at what Squadrons have been drawn at any time. The cards selected for either side may be changed by Fleet Assets.

Play Fleet Assets

Both players may select up to two Fleet Assets they have on their Roster. Once selected these must be used.

Assets may change the way a game is set up, what squadrons are used and how other Assets used may resolve.

Once used the Fleet Asset should be removed from the Roster. The Opposing Fleet Player elects to use any Fleet Assets first. Assets played may alter the squadrons used, table setup, and more. Most will only take effect for this Mission.

Reveal Selected Squadrons

Both players now reveal the squadrons that are taking part in the Mission.

4: FLEET ASSETS

In Mission based campaigns, victory in a mission can reward the victor with an advantage that can be used later. These are referred to as Fleet Assets and are recorded in the 'Fleet Assets' section on the Fleet Roster. Some Assets are rewarded to either the Active or Opposing Fleet by some Missions. The qualifying Fleet / Mission combinations are noted below.

During the Pre-Game phase, each player may select up to two Fleet Assets to be used for the game. These are selected before they are revealed . Assets are resolved with the Opposing Fleet player going first. Once used, Assets must be removed from the Fleet Roster.

Target-specific Fleet Assets

Some Fleet Assets (marked with *) specifically target another player's Fleet. These Assets cannot be used against other players. The target must be noted with the Fleet Asset on the Fleet Roster when the Asset is gained. In team campaigns the target of a Fleet Asset is one of the other teams. The Assets in this case can be used against any player on the target team.

Fleet Asset Identification

Fleet Assets are identified on their Roster by a playing card (J,Q,K,A).

Fleet Asset Limits

A player may not have more than 4 Fleet Assets at any time.

Scouted Area (Active Reconnaissance, Opposing Ambush)

After the play area is set up for this game, you may move any two obstacles (or obstacle pairs in certain missions) to another valid position. You may also exchange Debris Fields for Asteroids and vice-versa for the two obstacles you move.

Guarded Approach (Active Ambush, Opposing Reconnaissance, Opposing Infiltration, Opposing Blockade)

After the play area is set up for this game, you may place two Mine tokens at Range 1 of any obstacles. These mines are detonated when any part of an enemy ship's base ends within Range 1 of the Mine token, or when an enemy ship's manoeuvre template passes within range 1 of the Mine token. All ships within Range 1 of the Mine when it detonates roll 3 attack dice and suffer any damage rolled.

*Fleet Intelligence (Ambush, Active Infiltration, Active Extraction)

You may look at your opponent's squadron cards for this mission. After doing so, you may exchange one of your squadron cards for another of the same type of your choice.

*Sabotage (Active Infiltration)

You may randomly select one of your opponent's squadron cards for this mission and look at it. The most expensive ship or ship section in the squadron (randomly determine in case of ties) is receives the DAMAGED state. If the ship or section was already DAMAGED, there is no effect from this Asset.

*Disrupted Command Structure (Active Extraction)

If your opponent plays *Reinforcements* this game, this Asset cancels it. Both this Asset and *Reinforcements* are removed.

You may look at one of the squadron cards your opponent picked for this mission. If you choose, that card must be swapped for a randomly selected card of the same type if possible. If no other cards of the same type are available, the next type down must be used instead.

*Double Agent (Opposing Extraction)

If your opponent also plays a *Double Agent*, this Asset cancels it. Both *Double Agents* are removed. If this Asset remains in play, treat any *Fleet Intelligence, Sabotage or Disrupted Command Structure* played by your opponent as if you played them.

Capital Ship Support (Engagement, Escalating Engagement, Full Scale Engagement)

Any Friendly ships driven off during the game are not marked MIA.

At the start of each End Phase during this game, you may place one turbolaser token in the play area. This must be placed within range 1-2 of a friendly table edge and may not be placed under a ship. Each ship at range 1-2 and inside the token's firing arc rolls 3 attack dice and suffers 1 damage for each [hit] rolled.

Medical Frigate Support (Engagement, Escalating Engagement, Full Scale Engagement)

Any Friendly ships destroyed during this game are not marked KIA, instead they are marked MIA.

Additional Supplies (Active Blockade)

If your opponent plays a *Supply Shortage*, this Asset cancels it. Both this Asset and the *Supply Shortage* are removed.

Randomly select one of your squadron cards for this mission. You may add one munitions upgrade (mines, bombs, missiles, torpedoes) per ship up to the limits printed on the ship cards at no cost. This may increase the value of the Squadron beyond normal limits. These bonus munitions are retained after this mission and should be added to the INVENTORY section on the Roster as if they had been purchased normally.

*Supply Shortage (Opposing Blockade)

If your opponent plays an *Additional Supplies*, this Asset cancels it. Both this Asset and the *Additional Supplies* are removed.

Randomly select one of your opponent's squadrons. During this game, your opponent may not use any munitions (mines, bombs, missiles, torpedoes) assigned to that squadron.

Reinforcements (Active Blockade, Opposing Engagement, Escalating Engagement, Full Scale Engagement)

For this game, at the end of each End Phase, for each one of your ships is destroyed that round, excluding those that fled the play area, roll an attack die. On a [hit] result, take the lowest cost ship card that matches the destroyed ship's type and place it outside the play area. Then place the matching ship model within range 1 of a Friendly Edge. Ships gained in this way are recorded on your Fleet Roster at the end of the game.

5: GAME PHASE

During this phase, all players play their games simultaneously. If there are an odd number of players present, or there is not enough room to play all games, then some players may be sitting out. Players not actively playing a game may observe but may not interfere in any way with a game in progress.

Set Up Play Areas

Games involving less than 200 points on either side are played on a standard 3'x3' Area, using 6 obstacle tokens (Huge ships can optionally be used as obstacles, counting as 3 tokens). Deployment is within Range 1 of table edges.

Games involving 200 points or more on either side are played on a standard 5'x3' Area, using 12 obstacle tokens, placed in pairs at range 1 of each other and no closer than range 2 of another pair. Long edges are Player Edges. Deployment is within Range 2 of table edges.

In Mission based campaigns, follow the instructions for each Mission.

Flip Squadron Limited Cards

Each Squadron Limited Card can only be used by one ship in a squadron. Any other copies of the card are flipped over to indicate they cannot be used. They still count towards scoring.

Determine Initiative

The Active Fleet player always has initiative.

Damaged Ships and Huge Ship Sections

Ships and huge ship sections that are marked as DAMAGED on the owners Fleet Roster may be deployed, but are immediately dealt FACE DOWN damage cards up to half their HULL POINTS, rounding down.

Where multiple damage decks are available for a 'single piece' ship (for example the GR75) these are drawn evenly from both decks. For ships with decks specific to sections, cards are drawn from the appropriate deck.

Crippled Huge Ship Sections

Huge ships that have a section marked as CRIPPLED on the owner's Fleet Roster may be deployed, but using the crippled card for that section.

Ships Missing In Action (MIA)

Ships that are missing in action cannot be deployed but may be repurchased after a game.

Experienced, Veteran and Elite Pilots

'Pilot' here refers to any ship card that exists on a Roster, uniquely named or not.

Non-unique pilots with the Experienced (EXP) and named pilots with the Veteran (VET) Status treat their Pilot Skill as one higher than the value on their card. EXP has no effect on named pilots.

Non-unique pilots with the Veteran (VET) Status treat their Pilot Skill as 2 higher than the value on their card, and may do one of the following, once per game: Reroll any number of attack dice, Reroll any number of evade dice.

Non-unique pilots with the Elite (ELITE) Status treat their Pilot Skill as 3 higher than the value on their card, and gain an Elite Pilot Talent slot in addition to any they may already have. Players are encouraged to name their new Elite Pilot.

Ships Driven Off

Ships leaving the board from a FRIENDLY or NEUTRAL edge are not considered destroyed, rather they are considered 'driven off'. Ships leaving by the HOSTILE edge are considered destroyed as normal. Certain Missions may modify how this works – this will be covered in the description of those Missions.

Discard-on-Use Cards

Cards that state they should be discarded when used, such as Missiles are in effect 'use once per game'. They may be used again in subsequent games at no additional cost, unless the ship they are on is MIA. Cards should be flipped over to show they have been used.

Jump to Lightspeed

Ships may also leave the board by engaging hyperdrives. This is covered in detail in the next section.

Determining Victory or Conceding Defeat

A total elimination of the opposing fleet is always a victory.

In non-mission play, use standard tournament rules (margin of victory) to determine which fleet won. The winner is the Victorious Fleet and the loser the Defeated Fleet.

In mission based play, each mission description will describe how to work out which side won.

A player may concede a game is they wish. The other player scores a full victory. All ships remaining on the table for the conceding player are counted as destroyed.

Rewards of Victory and Defeat.

Defeat Rewards: 30 Fleet Points per Recon Squadron, 60 Fleet Points per Standard Squadron, 120 Fleet Points per Epic Squadron.

Victory Rewards: 45 Fleet Points per Recon Squadron, 90 Fleet Points per Standard Squadron, 180 Fleet Points per Epic Squadron.

Mission Rewards – Fleet Assets

Fleet Assets are only used in Mission based Campaigns. Certain missions may reward the Victorious Fleet with a Fleet Asset.

6: JUMP TO LIGHTSPEED - HYPERDRIVES

Hyperspace Tracking Tokens

Ships may leave the board by engaging Hyperdrives. This is done by expending an action to place a Tracking Token next to the ship. In order to escape, ships require a number of Tokens depending on their size: Small: 3, Large: 4, Huge: 5.

Once it has enough tokens, if it is further than Range 1 from an obstacle, a ship may use its next manoeuvre to move in a straight line forward all the way off a FRIENDLY OR NEUTRAL table edge, unless there is an obstacle or ship in that line.

Rendezvous Coordinates - Being Driven Off

When recording results for a game, ships equipped with hyperdrives that are driven off are NOT marked as Missing in Action (MIA). It is assumed that they can rendezvous with their fleet once they have escaped the battle.

Cards Affecting Hyperdrives

The following cards reduce the number of tokens needed, normally by 1:

Any *Astromech, Navigator, Mercenary Co-pilot, Recon Specialist, Intelligence Agent, Fleet Officer, Nien Numb, Custom Navcomputer* (reduce tokens needed by 2).

Ion Tokens and Hyperdrives

Receiving an Ion token from any source removes a Hyperspace Tracking Token from the ship receiving the Ion token.

Hyperdrive Equipped Ships List

The ships listed here may make hyperspace moves:

Rebel : A-wing, B-wing, E-wing, X-wing, Y-wing, HWK-290, YT-1300, YT-2400, GR75, CR90.

Imperial : Firespray 31, Tie Advanced, Royal Guard Tie Interceptor, Tie Phantom, Tie Defender, Lambda Shuttle, VT-49 Decimator.

Scum: Firespray 31, HWK-290, IG-2000, Y-wing, M3-A Scyk, Starviper.

Non-hyperdrive Equipped Ships List

The ships listed here may NOT make hyperspace moves without first fitting a *Custom Hyperdrive*:

Rebel Ships: Z-95.

Imperial: Tie Fighter, Tie Bomber, Tie Interceptor.

Scum: Z-95.

Custom Hyperdrive [Modification]

Ships that do not have a hyperdrive may fit a *Custom Hyperdrive* modification to allow them to make hyperspace moves.

The *Custom Hyperdrive* modification costs 2 squad points and occupies the modification slot for the ship.

The modification cannot be removed as usual, but may be replaced by another modification, in which case the *Custom Hyperdrive* is lost.

Custom Navcomputer [Modification]

Large or huge ships equipped with a hyperdrive may fit a *Custom Navcomputer* to allow them to plot hyperspace courses more quickly.

The *Custom Navcomputer* modification costs 3 squad points and occupies the modification slot for the ship.

This modification reduces the number of tokens needed to make a hyperspace move by 2.

Gravity Field Mine [Bomb]

The *Gravity Field Mine* is a bomb that drops a single token. Any ship ending its manoeuvre at range 2 or less of the *Gravity Field Mine* token loses all hyperspace tokens. If a ships hyperspace path passes within range 1 of the *Gravity Field Mine* token, it is blocked.

The *Gravity Field Mine* costs 4 squad points, and occupies a bomb slot.

The mine token may be attacked (1 Agility, 2 Hull Points), and does not count as an obstacle.

Navigation Interference Mine [Bomb]

The *Navigation Interference Mine* is a bomb that drops a single token. Any enemy ship at range 3 or less of the *Navigation Interference Mine* token requires one additional hyperspace token in order to make a hyperspace move. This effect is cumulative with multiple *Navigation Interference Mines*.

The *Navigation Interference Mine* costs 2 squad points and occupies a bomb slot.

The mine token may be attacked (1 Agility, 2 Hull Points), and does not count as an obstacle.

7: POST-GAME PHASE

Update Fleet Rosters

Record the Victory or Defeat in the History area on the Fleet Roster.

Any Fleet Assets and Fleet Points gained during a game are added onto the Fleet Roster.

Expended and/or destroyed upgrades (discarded upgrade cards) are removed from the owner's Fleet Roster.

Names of pilots and/or upgrades destroyed are recorded at the end of a game

Names of destroyed ships/upgrades from the winning side are recorded as Missing in Action (MIA in the STATUS column).

Ships driven off from the winning side are recovered and are NOT marked MIA.

Names from the losing side in non-hyperspace capable ships that were driven off are also recorded as MIA.

Names of destroyed ships/upgrades from the losing side are removed from the Pilots List and entered in the KIA section of the Fleet Roster.

In the case of a draw, all names of destroyed ships/upgrades are marked as MIA, and all non-hyperspace capable ships driven off are also MIA. If a named pilot is MIA, then any corresponding crew are also MIA and vice versa. For example Darth Vader (crew) is also MIA if Darth Vader (TIE Advanced) is MIA.

KIA named items may not be used, may not be repurchased and are considered lost. The name should be removed from the Active list on the Force Roster and entered in the Killed in Action section. If there is a ship left over (for example Darth Vader's Tie Advanced when the Darth Vader crew name is KIA), the ship is removed from the owner's Fleet Roster and replaced with the cheapest possible version of that ship type. All upgrades on the ship are lost. If a named pilot is KIA, then any corresponding crew are also lost and vice versa. For example Darth Vader (crew) is also lost if Darth Vader (TIE Advanced) is lost. The value of lost items should be subtracted from the Fleet Value on the Roster.

All DAMAGED marks are erased from the Fleet Roster.

'Pilot' here refers to any ship card, uniquely named or not that exists on the Roster.

All pilots (not crew) from the winning squadron(s) that were not destroyed are marked as Experienced (EXP in the STATUS column). It is not necessary to remain on table for the duration of the game. Pilots that are already Experienced are marked as Veteran (VET in the STATUS column). Veteran non-unique pilots may be marked as Elite (ELITE in the STATUS column).

One pilot from each losing squadron(s) that was not destroyed may similarly gain the Experienced or Veteran status. Experienced and Veteran status upgrading is mandatory, not optional. An MIA pilot may be given this reward.

Ships (and ship sections) that have suffered damage this game reducing them to half their HULL POINTS or less (rounding down) are marked as Damaged (DAM in the STATUS column) on the owner's Fleet Roster.

Huge ships that have a section crippled have this section marked as CRIPPLED on the owner's Fleet Roster. (CRPL in the STATUS column). Upgrades lost when the section was crippled are counted as destroyed. If both sections of a huge ship are crippled, the ships is lost in its entirety.

Purchasing Reinforcements

Fleet Points can be spent just like squad points. When spent, subtract the total in Fleet Points from the Fleet Roster, and ensure squad totals are updated appropriately. Points may be spent as outlined below. Add the points to the Fleet Value.

Promoting Experienced and Veteran Pilots

'Pilot' here refers to any ship card, uniquely named or not that exists on the Roster.

Non-unique Pilots marked as EXPERIENCED or VETERAN (not ELITE) can be upgraded to another version of the same ship card that has a higher or equal Pilot Skill by paying the difference in cost in Fleet Points. They can be upgraded to a (not previously used) unique named card if desired. Once upgraded, the Experienced or Veteran mark is removed. (i.e. An experienced Rookie Pilot is upgraded to a Red Squadron Pilot, but does NOT keep his Experienced mark). Any upgrades applied to the Pilot (Elite Pilot Talent) must be preserved. Non-unique pilots with Elite Pilot Talents assigned cannot be upgraded to named pilots without Elite Pilot Talents.

Purchasing New Items

New pilots (including their ship), upgrades etc can all be bought for the value on the card.

Duplicate uniquely named items (for example Han Solo crew in addition to Han Solo YT-1300) CAN be added to the Fleet Roster, but only one of each type. Note that losing one will mean the loss of the other. Modifications, Titles and Elite Pilot Talents must be allocated immediately to a ship or pilot. Other upgrades can be placed in the Fleet Roster's INVENTORY section for later use.

Modifications can be assigned to a ship that already has a modification. The previous modification is lost.

Repairing Crippled Huge Ship Sections

Crippled Huge ship sections may be repaired by expending half the value of the section in Fleet Points to repurchase the section. Existing upgrade cards assigned to the crippled section may be retained, but cards that had to be discarded when it became crippled are not recovered.

Recovering MIA Pilots and Items

MIA named pilots may be purchased again for half their fleet points cost, including any ship upgrades, pilot skills and unspent munitions. When repurchased their name is removed from the MIA list. Recovered MIA pilots retain their EXPERIENCED or VETERAN status (if present), but cannot be advanced at this time.

Reorganising the Fleet

Ships and upgrades can now be moved from Squadron to Squadron or to the INVENTORY section on the Fleet Roster. New Squadrons may be constructed or existing ones struck from the Roster as desired.

A Squadron containing no more than 3 ships and worth up to 60 Squad Points may be a RECON Squadron. These may be used in certain missions. Ships in Recon Squadrons must cost less than 30 points each.

A squadron worth 60 to 120 Squad Points is a STANDARD Squadron. These are used in the majority of missions.

A Squadron worth 120 to 240 Squad Points and containing at least one Large or Huge ship is an EPIC Squadron. Huge Ships can only be placed in EPIC Squadrons. These may be used in certain missions.

All Squadrons on the Roster must maintain a minimum strength of 30 Squad Points.

A fleet must have at least two STANDARD Squadrons at any time.

A fleet may have no more than two EPIC Squadrons at any time.

It is not permitted to exceed the 60, 120 and 240 Squad Points limit for each Squadron Type, or to reduce a Squadron to below the 30 Squad Point minimum or its type limits. If this occurs the Squadron should be stuck from the Roster and any surviving pilots moved to other Squadrons or the INVENTORY.

Modifications, Titles and Elite Pilot Talents cannot be removed from the ship/pilot they are on, but the whole ship/pilot may be moved.

Unique names cannot be duplicated outside of the INVENTORY box. As such it is possible to have the R2-D2 Astromech and Crew cards, but only ever one assigned to a ship in the Roster.

Elimination from the Campaign

If, after purchasing any reinforcements, the Fleet cannot muster enough ships to form two STANDARD Squadrons, that fleet is eliminated from the Campaign.

The Campaign system is designed to be ongoing, however it is suggested that Campaigns be drawn to a close faster using the following optional rules:

Any Fleet that has suffered 3 consecutive losses is eliminated from the Campaign.

MISSION 1: Reconnaissance

ACTIVE FLEET OBJECTIVE: Scout the area ahead as fully as possible.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQUADRON POOL: None.

ACTIVE FLEET STRENGTH: 1 Squadron.

OPPOSING FLEET SQUADRON POOL: Recon and Standard Squadrons.

OPPOSING FLEET STRENGTH: 1 Squadron.

PLAY AREA SETUP: The play area is 3'x3'. Active and Opposing Fleet Edges are on opposite sides of the area. The other 2 edges are neutral. 6 Asteroid tokens are placed by the players taking turns, starting with the Active Fleet player.

DEPLOYMENT: The Active Fleet's deployment area is within Range 1 of the Active Fleet Edge. The Opposing Fleet's deployment area is within Range 1 of the Opposing Fleet Edge.

SPECIAL RULES: The Active Fleet must manoeuvre their ships within range 1 of the objective markers and expend a focus token to scan them. A ship may only scan one objective per round. Once this is done remove the marker and put it aside. Once 3 or more markers are removed, the Active Fleet may withdraw without counting ships as being driven off. Active Fleet ships leaving the play area before then are counted as driven off, regardless of victory.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if an Active Fleet ship withdraws from the play area after there are 2 or fewer objective markers left in the play area. The Active Fleet also scores a victory if there are no Opposing Fleet ships in the play area. If all objective markers are scanned, the *Scouted Area* fleet asset may be added to the Active Fleet's Roster.

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if 3 or more objective markers and no Active Fleet ships remain in the playing area. The *Guarded Approach* fleet asset may be added to the Opposing Fleet's Roster.

MISSION 2: Infiltration

ACTIVE FLEET OBJECTIVE: Avoid sentry ships and deliver an operative into enemy territory.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQUADRON POOL: None

ACTIVE FLEET STRENGTH: 1 Recon Squadron (Drawn Squadron).

OPPOSING FLEET SQUADRON POOL: Recon and Standard Squadrons.

OPPOSING FLEET STRENGTH: 1 Squadron.

PLAY AREA SETUP: The play area is 3'x3'. Active and Opposing Fleet Edges are on opposite sides of the area. The other 2 edges are neutral. 6 Asteroid tokens are placed by the Active Fleet player, following normal rules for placement.

DEPLOYMENT: The Opposing Fleet deploys all ships first, within range 1 of the 2 neutral edges, and further than range 2 of the Active Fleet's edge. The Active Fleet then deploys within range 1 of their edge.

SPECIAL RULES: The Active Fleet must secretly nominate and record ONE ship in their Recon Squadron to be carrying the Operative. The Operative must leave the board via the Opposing Fleet Edge, and cannot do so by means of hyperdrive.

Once the Operative has made if off the Opposing Fleet edge or been destroyed, the Active Fleet may withdraw from their own or neutral edges without being counted as driven off. Leaving via the Opposing Fleet Edge for remaining ships counts as driven off as normal.

Ships on the Opposing Fleet may withdraw to either the Opposing Fleet Edge or the neutral edges without being counted as driven off for this Mission.

ACTIVE FLEET VICTORY: If the Operative's ship leaves the play area via the Opposing Fleet's board edge, the Active Fleet scores a victory and may select ONE of the following Fleet Assets to add to their Roster: *Fleet Intelligence, Sabotage.*

OPPOSING FLEET VICTORY: If the Operative's ship is destroyed or is driven off, the Opposing Fleet scores a victory and may add the *Guarded Approach* Fleet Asset to their Roster.

MISSION 3: Extraction

ACTIVE FLEET OBJECTIVE: An enemy officer is attempting to defect. A Recon Squadron has managed to sneak into enemy territory to extract them.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQUADRON POOL: Recon and Standard Squadrons.

ACTIVE FLEET STRENGTH: 1-2 Squadrons.

OPPOSING FLEET SQUADRON POOL: Recon and Standard Squadrons.

OPPOSING FLEET STRENGTH: 1-2 Squadrons.

PLAY AREA SETUP: The play area is 3'x3'. Active and Opposing Fleet Edges are on opposite sides of the area. The other 2 edges are neutral. 6 Obstacle tokens (Asteroids or Debris Fields) are placed by the Opposing Fleet player, following normal rules for placement.

DEPLOYMENT: The Opposing Fleet deploys all ships first, within range 1 of the neutral edges, and not within range 3 of the Active Fleet's edge. The Active Fleet then deploys their Recon Squadron within range 1 of the Opposing Fleet edge. Their other Squadron, if present, is deployed on their own edge as normal.

SPECIAL RULES: The Active Fleet must secretly nominate and record ONE ship in their Recon Squadron to be carrying the Defector. The ship carrying the defector may leave the table via the Active Fleet's board edge without counting as driven off. If this ship leaves by any other edge it is considered destroyed.

Once the operative has made if off the Active Fleet edge or been destroyed, the Active Fleet may withdraw from their own or neutral edges without being counted as driven off. Leaving via another edge counts as driven off as normal.

Ships on the Opposing Fleet may withdraw to either the Opposing Fleet edge or the neutral edges without being counted as driven off for this Mission.

ACTIVE FLEET VICTORY: If the Defector's ship leaves the table via the Active Fleet edge the Active Fleet scores a victory and may select ONE of the following Fleet Assets to add to their Roster: *Fleet Intelligence, Disrupted Command Structure.*

OPPOSING FLEET VICTORY: If the Defector's ship is destroyed or driven off the Opposing Fleet scores a victory and may add the *Double Agent* Fleet Asset to their Roster.

MISSION 4: Engagement

ACTIVE FLEET OBJECTIVE: A light enemy force has been encountered in neutral space. Drive them off.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQUADRON POOL: Recon and Standard Squadrons.

ACTIVE FLEET STRENGTH: 1-2 Squadrons.

OPPOSING FLEET SQUADRON POOL: Recon and Standard Squadrons.

OPPOSING FLEET STRENGTH: 1-2 Squadrons.

PLAY AREA SETUP: The play area is 3'x3'. Active and Opposing Fleet Edges are on opposite sides of the area. The other 2 edges are neutral. 6 Asteroids are placed by both players taking turns to place 1 Asteroid each, starting with the Active Fleet player.

DEPLOYMENT: The Active Fleet player always has initiative, and deploys within Range 1 of the Active Fleet Edge. The Opposing player deploys within Range 1 of the Opposing Fleet edge.

SPECIAL RULES: As ships are destroyed or driven off, flip the corresponding ship cards over, along with all upgrades. The game continues until one player has no ships remaining in the play area. Once one player has no ships remaining in the play area, both players should total the number of Squad Points their opponent's flipped ships are worth.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the value of destroyed Opposing Fleet ships exceeds the value of destroyed Active Fleet ships, If this value exceeds the value of destroyed Active Fleet ships by 12 points or more, the Active Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support.*

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the value of destroyed Active Fleet ships exceeds the value of destroyed Opposing Fleet ships, If this value exceeds the value of destroyed Opposing Fleet ships by 12 points or more, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support, Reinforcements.*

MISSION 5: Ambush

ACTIVE FLEET OBJECTIVE: An enemy force has wandered into an ambush. Crush them before they escape.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQIADRON POOL: Standard Squadrons.

ACTIVE FLEET STRENGTH: 1-2 Squadrons.

OPPOSING FLEET SQUADRON POOL: Standard Squadrons .

OPPOSING FLEET STRENGTH: 1-2 Squadrons.

PLAY AREA SETUP: The play area is 3'x3'. Place an objective marker in the exact centre of the play area. The Active Fleet player places all obstacles anywhere on the board, not within Range 2 of the centre marker and not within range 1 of any other obstacle. Debris fields may be used in place of Asteroids.

DEPLOYMENT: The Opposing Fleet deploys all ships first, within Range 3 of the centre marker. The centre marker may now be removed.

The Active Fleet deploys next, within range 1 of any 2 edges. These become the Active Fleet Edges. The other 2 edges become the Opposing Fleet Edges

SPECIAL RULES: The Opposing Fleet may leave the play area by means of hyperdrive from any edge without counting as being driven off, and may leave from the Opposing Fleet edges normally without counting as being driven off. Ships leaving in this manner are not counted to determine victory.

The Active Fleet may leave the play area via the Active Fleet edges without counting as being driven off.

As ships are destroyed or driven off, flip the corresponding ship cards over, along with all upgrades. The game continues until one player has no ships remaining in the play area. Once one player has no ships remaining in the play area, both players should total the number of Squad Points their opponent's flipped ships are worth. Note that the Opposing Fleet can withdraw more freely than normal in this mission without counting as being Driven Off.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the value of destroyed Opposing Fleet ships exceeds the value of destroyed Active Fleet ships, If this value exceeds the value of destroyed Active Fleet ships by 12 points or more, the Active Fleet may select ONE of the following Fleet Assets to add to their Roster: *Guarded Approach, Fleet Intelligence.*

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the value of destroyed Active Fleet ships exceeds the value of destroyed Opposing Fleet ships, If this value exceeds the value of destroyed Opposing Fleet ships by 12 points or more, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Scouted Area, Fleet Intelligence.*

MISSION 6: Escalating Engagement

ACTIVE FLEET OBJECTIVE: Gain Fleet Points by destroying or driving off more enemy assets than you lose.

OPPOSING FLEET OBJECTIVE:

ACTIVE FLEET SQUADRON POOL: All Squadrons.

ACTIVE FLEET STRENGTH: 1 Squadron. Keep the Squadron Pool on the table to draw Reinforcements.

OPPOSING FLEET SQUADRON POOL: All Squadrons.

OPPOSING FLEET STRENGTH: 1 Squadron. Keep the Squadron Pool on the table to draw Reinforcements.

PLAY AREA SETUP: The play area is 5'x3'. Nominate one long edge as the Active Fleet Edge. The opposite edge is the Opposing Fleet Edge. 12 Obstacle tokens are used for this mission. Debris fields may be used in place of Asteroids. Players take turns, starting with the Active Fleet player, placing two obstacle tokens at a time. Obstacles must be placed within range 1 of each other, and more than Range 2 from another pair of obstacles.

DEPLOYMENT: Both fleets deploy their first drawn Squadron as normal, within Range 2 of their Edges.

SPECIAL RULES: At the start of the planning phase of any game round after the first, either Fleet may declare they wish to bring on reinforcements, and draw an additional card from their Squadron Pool.

Once a Fleet has drawn reinforcements it cannot do so again until both Fleets have drawn the same number of reinforcements. No more than one reinforcement card may be drawn per turn.

Reinforcements may immediately be deployed with at least part of their base touching their Fleet's edge.

As ships are destroyed or driven off, flip the corresponding ship cards over, along with all upgrades. The game continues until one player has no ships remaining in the play area. Once one player has no ships remaining in the play area, both players should total the number of Squad Points their opponent's flipped ships are worth.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the value of destroyed Opposing Fleet ships exceeds the value of destroyed Active Fleet ships, If this value exceeds the value of destroyed Active Fleet ships by 24 points or more, the Active Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support, Reinforcements*

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the value of destroyed Active Fleet ships exceeds the value of destroyed Opposing Fleet ships, If this value exceeds the value of destroyed Opposing Fleet ships by 12 points or more, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support, Reinforcements.*

MISSION 7: Blockade

OBJECTIVE: Gain Fleet Points by breaking through the enemy blockade.

ACTIVE FLEET SQUADRON POOL: All Squadrons.

ACTIVE FLEET STRENGTH: 1-3 Squadrons.

OPPOSING FLEET SQUADRON POOL: All Squadrons.

OPPOSING FLEET STRENGTH: 1-3 Squadrons.

TABLE SETUP: The play area is 5'x3'. Nominate one short edge as the Active Fleet Edge. The opposite edge is the Opposing Fleet Edge. 12 Obstacle tokens are used for this mission. Debris fields may be used in place of Asteroids. Players take turns, starting with the Active Fleet player, placing two obstacle tokens at a time. Obstacles must be placed within range 1 of each other, and more than Range 2 from another pair of obstacles.

DEPLOYMENT: The Active Fleet deploys first, placing all ships within Range 2 of the Active Fleet Edge.

The Active Fleet secretly nominates and records a Huge or Large ship to be the Supply Ship. If there is a Huge ship present, this must be the Supply Ship in preference to a Large ship.

The Opposing Fleet must deploy one Squadron within Range 1 of either or both long edges and further than range 3 of the Opposing Fleet edge, and any other squadrons within range 1 of the Opposing Fleet edge. No Opposing Fleet ship can be deployed within range 3 of an Active Fleet ship.

SPECIAL RULES: The Supply Ship must leave by the Opposing Fleet edge. If it leaves by any other edge it counts as driven off.

Once the Supply Ship has left the board, the Active Fleet may withdraw from the board via the Opposing Fleet edge or Active Fleet edge without counting as being driven off.

Ships from the Opposing Fleet may freely withdraw from the board via the Opposing Fleet edge or the 2 long edges. They do not count as driven off for this Mission.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the Supply Ship left the board via the Opposing Fleet Edge and may add either an *Additional Supplies* or *Reinforcements* Fleet Asset to their Roster.

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the Supply Ship is destroyed or driven off and may select one of the following Fleet Assets to add to their Roster: *Supply Shortage, Reinforcements, Guarded Approach.*

MISSION 8: Full Scale Engagement

OBJECTIVE: Gain Fleet Points by destroying or driving off more enemy assets than you lose.

ACTIVE FLEET SQUADRON POOL: All Squadrons.

ACTIVE FLEET STRENGTH: 2-4 Squadrons.

OPPOSING FLEET SQUADRON POOL: All Squadrons.

OPPOSING FLEET STRENGTH: 2-4 Squadrons.

TABLE SETUP: The play area is 5'x3'. Nominate one long edge as the Active Fleet Edge. The opposite edge is the Opposing Fleet Edge. 12 Obstacle tokens are used for this mission. Debris fields may be used in place of Asteroids. Players take turns, starting with the Active Fleet player, placing two obstacle tokens at a time. Obstacles must be placed within range 1 of each other, and more than Range 2 from another pair of obstacles.

DEPLOYMENT: Both fleets deploy all Squadrons as normal, within Range 2 of their Edges.

SPECIAL RULES: None.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the value of destroyed Opposing Fleet ships exceeds the value of destroyed Active Fleet ships, If this value exceeds the value of destroyed Active Fleet ships by 48 points or more, the Active Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support, Reinforcements*

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the value of destroyed Active Fleet ships exceeds the value of destroyed Opposing Fleet ships, If this value exceeds the value of destroyed Opposing Fleet ships by 48 points or more, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Capital Ship Support, Medical Frigate Support, Reinforcements.*