

BIG SHED LEAGUE

X-WING Miniatures Game

Campaign Rules V1.0 (First Release)

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http://www.winterdyne.co.uk/maz/xwing_rules.pdf

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RECENT CHANGES:

Reserve Squadrons: Rules clarified. Some Fleet Assets can pull things from reserve.

Balancing: 2 Standard Squadrons can be merged to form an Epic Squadron when filling Squadron pools for a mission.

Missions: Cutting the Cord Active Fleet adjusted..

CONTENTS

STARTING THE CAMPAIGN ... p4

Required Materials ... p4

Fleet Points and Fleet Value ... p4

Creating Rosters – Squadron Cards ... p4

Squadron Limited Cards ... p5

PLAYING THE CAMPAIGN ... p6

More Than 2 Players and Sitting Out ... p6

Mirror Fleets ... p6

Team Campaigns ... p6

The Campaign Round ... p6

Campaign Objectives ... p6

PRE-GAME PHASE ... p7

Squadron Pools ... p7

Non-Mission Based Campaigns ... p7

Mission Based Campaigns ... p8

Mission Selection ... p8

FLEET ASSETS ... p9

Target-specific Fleet Assets ... p9

Fleet Asset Identification ... p9

GAME PHASE ... p11

Set Up Play Areas ... p11

Determine Initiative ... p11

Damaged Ships and Huge Ship Sections ... p11

Crippled Huge Ship Sections ... p11

Ships Missing in Action (MIA) ... p11

Experienced, Veteran and Elite Pilots ... p11

Ships Driven Off ... p12

Discard-on-Use Cards ... p12

Jump to Lightspeed ... p12

Determining Victory ... p12

Conceding ... p12

JUMP TO LIGHTSPEED – HYPERDRIVES ... p13

Hyperspace Tracking Tokens ... p13

Rendezvous Coordinates - Being Driven Off ... p13

Cards Affecting Hyperdrives ... p13

Ion Tokens and Hyperdrives ... p13

Hyperdrive Equipped Ships List ... p13

Non-hyperdrive Equipped Ships List ... p13

Custom Hyperdrive [Modification] ... p14

Custom Navcomputer [Modification] ... p14

Gravity Field Mine [Bomb] ... p14

Navigation Interference Mine [Bomb] ... p14

POST-GAME PHASE ... p15

Update Fleet Rosters ... p15

Purchasing Reinforcements ... p16

Promoting Experience and Veteran Pilots ... p16

Purchasing New Items ... p16

Repairing Crippled Huge Ship Sections ... p16

Recovering MIA Pilots and Items ... p16

Reorganising the Fleet ... p17

Check Campaign Objectives ... p17

OPTIONAL RULES ... p18

Bounty Hunting ... p18

Relaxed Death Rules ... p18

MISSIONS ... p19

ROSTER SHEETS ... p30

BOUNTY BOARD ... p34

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.

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 TWO STANDARD Squadrons 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.

Fleet 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 'Fleet Limited' and during a game, only one 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 Fleet Limited Cards:

Squad Leader, Bodyguard, Lone Wolf, Rebel Captive, Experimental Interface.

Cost-reducing Cards

Some cards reduce the squad points total of the ship or upgrades they are equipped to or allow the equipment of through some means. The full cost of the ship or upgrade must still be paid in Fleet Points when building a Fleet or purchasing upgrades and for calculating Fleet Value, but the reduced cost is what is counted to determine Squadron point totals.

Negative cost Cards

Some upgrade cards are printed with a negative Squad Points cost. The POSITIVE value of the upgrade must be paid in Fleet Points when building a Fleet or purchasing upgrades and for calculating Fleet Value, but the NEGATIVE cost is what is counted to determine Squadron point totals.

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 and Sitting Out

More than 2 Players is fine. The Player present 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. The Active Fleet player may alternatively declare themselves 'Sitting Out' for the round in which case they are treated as if they were not present and the Player with the next lowest Fleet Value becomes the Active Fleet. A Player 'Sitting Out' will not play a game this round. This is often done if players have played an uneven number of games to allow others to 'catch up'.

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 were one large fleet. Game play otherwise continues as normal. Fleet Points, Fleet Assets, Pilots and Upgrades are NOT shared.

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*. All players present run through each phase before proceeding to the next.

Campaign Objectives

In general, the object of the campaign is to reduce opposing fleets such that they cannot field 2 Standard Squadrons and are thus eliminated from the campaign. Optionally further objectives /alterations to Campaign Rules can be set:

Flagship: Each Fleet may choose to receive an additional 240 Fleet Points at the start of the Campaign. If it does so, in addition to normal Fleet building rules, AT LEAST ONE ship from the list below must be included. This is designated the Flagship of the Fleet. If the flagship is destroyed the controlling player is eliminated from the campaign.

Rebel Flagships: GR-75 Transport, CR-90 Corvette.

Imperial Flagships: VT-49 Decimator, Raider-Class Corvette.

Scum Flagships: Firespray-31, YV-666.

Supremacy: If a Fleet achieves a Fleet Point lead (ahead of the next highest ranked fleet) of at least 400 Fleet Points, they are declared the winner of the campaign.

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 declare themselves as Sitting Out or select another player who is not already playing a game this round 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 declare themselves as Sitting Out or select another player who is not already playing a game this round as the OPPOSING FLEET.

Reserve Squadrons

Both players may select up to two of their Squadron Cards to place in Reserve. These cards are set aside and will not form part of their mission selection or Squadron Pool for Missions. Each player must keep available at least two Squadrons including one STANDARD or RECON Squadron.

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 according to the chart in the chapter on Missions.

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 and any held in Reserve) of the appropriate type(s) into their Squadron Pool, and shuffles it. Two Standard Squadrons may at this point form a combined 'Epic' Squadron card, if appropriate for the mission. The Active Fleet draws up to the Fleet Strength for their Fleet for the Mission and the Opposing Fleet draws the same number of cards. 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. 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.

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 * and Targetted) specifically target another player's Fleet (the Opposing Fleet for the game they were gained in). 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, and only ONE of each Asset.

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 (Targetted) (Ambush, Active Infiltration, Active Extraction)

If your opponent plays *Misinformation*, this asset cancels it. Both *Fleet Intelligence* and *Misinformation* are removed. 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, including from Reserve.

*Sabotage (Targetted) (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 (Targetted) (Active Extraction)**

If your opponent plays *Reinforcements* this game, this Asset cancels it. Both this Asset and *Reinforcements* are removed. Otherwise, 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, including in Reserve, the next type down must be used instead. If no other cards are available, the squadron does not take the field this game.

***Double Agent (Targetted) (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.

***Misinformation (Targetted) (Opposing Extraction)**

If your opponent plays *Fleet Intelligence*, this Asset cancels it. Both *Misinformation* and *Fleet Intelligence* are removed. Otherwise if an *Engagement* mission is being played, you may change the mission to *Ambush* with yourself as the Active Fleet, or you may change an *Infiltration* or *Reconnaissance* mission to an *Engagement* mission. Chosen squadrons remain unchanged.

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

Any Friendly ships driven off during this game are not marked MIA. You start the game with 3 turbolaser tokens. At the end of each activation 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. All ships at range 1-2 and inside the token's firing arc roll 3 attack dice and suffer 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. During the post-game phase, squadrons must be adjusted to adhere to normal limits.

***Supply Shortage (Targetted) (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 (Targetted) (Active Blockade, Opposing Engagement, Escalating Engagement, Full Scale Engagement)

For this game, at the end of each End Phase, you may select one of your ships that was destroyed that round, excluding those that fled the play area and roll an attack die. On a [hit] result, take the lowest cost, non-unique 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. Unique named ships may not be brought on as reinforcements.

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 Fleet Limited Cards

Each Fleet Limited Card can only be used by one ship in a game. Any other copies of the card are flipped over to indicate they cannot be used. They still count towards scoring. Any ship equipped with a Fleet Limited Card must flip it on entering the game if that card has already been used (even if the ship previously using it has fled or been destroyed).

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. Unique pilots with the Veteran (VET) Status treat their Pilot Skill as 1 higher than the value on their card.

Non-unique pilots with the Elite (ELITE) Status treat their Pilot Skill as 3 higher than the value on their card, and will have gained an Elite Pilot Talent slot in addition to any they may already have. Players are encouraged to name their new Elite Pilot. Unique pilots with the Elite (ELITE) Status treat their Pilot Skill as 2 higher than the value on their card.

Ships Driven Off

Ships leaving the board from a FRIENDLY or NEUTRAL edge are not considered destroyed, rather they are considered 'driven off'.

Ships driven off are counted for determining victory, but at the end of a game are marked as Missing in Action (MIA) if they do not have hyperdrives and are from the losing Fleet.

Ships leaving by the HOSTILE edge are treated as if they had been destroyed inside the play area. Certain Missions may modify how this works – this will be covered in the description of those Missions. Ships driven off may not re-enter play.

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. Ships destroyed or driven off are counted for these purposes. 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. Play always continues until one side has no ships left in the play area.

A player may concede a game if 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, 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. A ship may not hyperspace off a HOSTILE edge unless the mission being played explicitly allows it.

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, to a minimum of 1 token:

Any Astromech (including scum), Navigator, Mercenary Co-pilot, Recon Specialist, Intelligence Agent, Fleet Officer, Nien Numb, R2-D2 (crew), 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, K-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, Raider-class Corvette.

Scum: Firespray 31, HWK-290, Aggressor, Y-wing, M3-A Scyk, Starviper, Kihraax, YV-666.

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, Tie Punisher.

Scum: Z-95.

Custom Hyperdrive [Modification: 2pts]

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

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: 3pts]

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

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

Gravity Field Mine [Bomb: 4pts]

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 ship's hyperspace path passes within range 1 of the *Gravity Field Mine* token, it is blocked.

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

Navigation Interference Mine [Bomb: 2pts]

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

Starfighter Docking Ring [Cargo: 4pts]

Each *Starfighter Docking Ring* allows the equipped ship to carry a single starfighter through hyperspace.

During deployment one friendly small ship per *Starfighter Docking Ring* may be deployed on the Ship Card for the equipped Ship Section instead of being deployed normally, and counts as *Docked*.

A friendly small ship at range 1 of the equipped section may use an action in during its activation to *Dock* with the equipped section, if the equipped ship moved at speed 1 or less. Place the ship model on the appropriate Ship Card for the carrying ship.

A ship section with *Docked* small ships that moved at speed 1 or less may spend an action to deploy one of those ships. The ship model is placed within range 1 of the carrying section at the end of the activation phase. The deployed ship no longer counts as *Docked*.

Docked small ships may not be targeted or attacked and may not attack or perform actions. If the *Starfighter Docking Ring* is taken out of play then the *Docked* ship is also destroyed. While *Docked* to a ship equipped with a hyperdrive, *Docked* ships also count as having a hyperdrive.

If the equipped ship is driven off and does not leave by engaging its hyperdrive, each *Starfighter Docking Ring* allows one small ship that was also driven off to count as having a hyperdrive.

7: POST-GAME PHASE

The process for the post-game phase must be done in the order below. Players 'Sitting Out' do NOT go through this phase. These steps should be done before the next Campaign Round.

Record Victory and Defeat Rewards

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.

Record Casualties and Losses

Names of destroyed ships and upgrades from the losing side are removed from that Fleet's Roster. Unique-named ships and upgrades that were destroyed on the losing side are entered into that fleet's KIA (Killed in Action) section.

Fleet Limited upgrades are NOT considered unique and are never marked as KIA.

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

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

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

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. If there is a duplicate-named 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 modifications and any title on the ship are lost. If a named pilot is KIA, then any duplicate-named upgrades are also lost. For example Darth Vader (crew) is also lost if Darth Vader (TIE Advanced) is lost.

Record Damaged and Crippled Ships

All previously existing DAMAGED marks are erased from the Fleet Roster.

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. This includes ships that were destroyed.

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 ship 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.

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. Named upgrades lost in this manner are treated as KIA or MIA as if they were destroyed pilots.

Recovering MIA Pilots and Items

MIA 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, VETERAN or ELITE status (if present), but cannot be advanced at this time. Recovered MIA pilots in ships that were destroyed keep the DAMAGED mark on the roster.

Trading with Other Fleets

This is not permitted, even in Team Campaigns.

Promoting Experienced and Veteran Pilots

'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 and are not already Experienced, Veteran or Elite 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 may be marked as Veteran (VET in the STATUS column). Non-unique pilots that are Veteran 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. A pilot from the losing side cannot become Elite.

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. Unique pilots with the Veteran (VET) Status treat their Pilot Skill as 1 higher than the value on their card.

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. Elite status unique pilots treat their Pilot Skill as 2 higher than the value on their card. Elite pilots do not retain the Veteran re-roll ability.

Promoting a pilot is not mandatory, but must be done immediately after a game. It cannot be done during a later Campaign Round.

Non-unique, non-MIA 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. Non-unique VETERAN pilots being upgraded to a unique named pilot do not 'drop' to EXPERIENCED level.

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.

Ships and upgrades marked as MIA may not be included in squadrons.

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 and must be Small ships.

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 struck 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. Other upgrades may be removed from the ship as desired.

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.

Check Campaign Objectives

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

Further to this it is time to see if either player of this game has achieved any of the Campaign Objective set at the start of the campaign.

8: OPTIONAL RULES

The following rules are additional and optional.

Bounty Hunting

During the Post-Game phase, the Defeated Fleet may set a bounty on one unique-named or Elite ship from the Victorious Fleet.

This is done by paying an amount in Fleet Points AT LEAST equal to the value of that ship, as it was used in the preceding game.

The name of the ship with a bounty set is entered onto the Bounties Roster, and the amount of bounty set for that ship is increased by the amount paid. It is possible to have multiple bounties set on a ship, making them all the more of a priority target.

Once set, bounties cannot be removed.

Bounty-marked ships cannot be placed in the INVENTORY section on a Roster – they MUST be assigned to a Squadron. That Squadron may be kept in reserve.

If a ship with a bounty on it is destroyed during a game, it is marked as KIA regardless of whether it was on the Victorious Fleet, as if it had been defeated. A *Medical Frigate Support* Fleet Asset in play does not counter this. Named upgrades on the destroyed ship are NOT marked KIA if it was on the victorious Fleet- only the Pilot name is KIA, the rest are MIA as normal.

The Fleet that destroyed that ship is credited with the value of the bounty in addition to any Fleet Points they are normally awarded.

Relaxed Death Rules

The default rules may be harsh for inexperienced players. As an alternative a campaign may be played using the following rules when a pilot or named upgrade would be marked as KIA.

When a named upgrade or pilot would be entered onto the KIA section of the owner's Roster, roll one Defence die.

On an [evade] result a pilot is instead treated as DAMAGED and MIA and any other upgrade as MIA. Make a note of the pilot or upgrade's status on the Roster. This DAMAGED mark is removed after a subsequent game as normal.

On any other result, the upgrade or pilot is marked as KIA as normal.

Cross Faction Ships

Certain ships are used by numerous factions in the Galactic Civil War. The following lists show non-faction ships available to each faction. Titles, named pilots and faction-limited upgrades may not be used.

Imperial Cross Faction Ships: *CR90, GR75, YT-1300, YT-2400, HWK-290, YV-666*.

Rebel Cross Faction Ships: *Lambda Class Shuttle, YV-666*

Scum Cross Faction Ships: *CR90, GR75, YT-1300, YT-2400*.

9: MISSION SETUP REFERENCE

Identify Drawn Squadron

The Active Fleet player in a pair draws one squadron from their Active Squadrons. This Squadron determines the choices of upcoming mission and will take part.

Select Mission

Depending on the drawn squadron, differing missions are available to choose from. Each offers different rewards for victory and each is listed in this section. The Active Fleet player chooses from one of these lists depending on what kind of Squadron their Drawn Squadron is.

Recon Squadron Missions: *Reconnaissance, Infiltration, Extraction, Engagement*

Standard Squadron Missions: *Reconnaissance, Engagement, Cutting the Cord, Supply Theft, Ambush, Escalating Engagement,*

Epic Squadron Missions: *Blockade, Escalating Engagement, Full Scale Engagement*

Set Squadron Pools

Once a mission is selected, both players assign appropriate squadrons (excluding any at rest) into a pool for the mission.

Draw Fleet Strengths

The Active Player draws up to their desired Fleet Strength with face down squadron cards. The Opposing Player draws the same number of squadron cards.

The owning player may look at their drawn cards at any time.

Play Fleet Assets

Both player may now play up to two Fleet Assets from their Roster to play for this mission. Note that some Fleet Assets are limited to be used against a specific opponent. Fleet Assets are put forward face down.

Resolve Fleet Assets

Fleet Assets are now flipped face up and resolved.

Show Fleets

Both players now turn over their Squadron Cards for this Mission and begin setup.

Play Mission

The mission is now played through. Note that all Mission based games continue until one fleet has no ships left in the play area.

MISSION 1: Reconnaissance

ACTIVE FLEET OBJECTIVE: Scout the area ahead as fully as possible to obtain valuable tactical data for an upcoming battle.

OPPOSING FLEET OBJECTIVE: Enemy scouts have been spotted at a path into a critical system – destroy them before they can escape with navigation data.

ACTIVE FLEET SQUADRON POOL: None.

ACTIVE FLEET STRENGTH: 1 Squadron (Drawn squadron only).

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. 5 objective markers are then placed by the Active Fleet player, within range 2 of an Asteroid token and more than range 2 from any other objective marker.

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 an action 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 driven off as normal.

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 3 or more 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: A small force of enemy ships is approaching an important facility. Ensure they never reach the ground.

ACTIVE FLEET SQUADRON POOL: None

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

OPPOSING FLEET SQUADRON POOL: 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 neutral edges, and further than range 3 of the Active Fleet's edge. The Active Fleet then deploys within range 1 of their edge and more than range 3 of the neutral edges.

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. The operative is not destroyed for leaving via the Opposing Edge.

Once the Operative has made it 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 destroyed, 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: A traitor is attempting to defect – recapture them before they escape.

ACTIVE FLEET SQUADRON POOL: At least 1 Recon (Drawn Squadron) and 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'. 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 and not within range 3 of the neutral edges. Their other Squadron, if present, is deployed within range 1 of the Active Fleet 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 it off the Active Fleet edge or been destroyed, the Active Fleet may withdraw from the Active Fleet edge or neutral edges without being counted as driven off. Leaving via the opposing edge counts as destroyed 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 select ONE of the following Fleet Assets to add to their Roster: *Double Agent*, *Misinformation*.

MISSION 4: Cutting the Cord

ACTIVE FLEET OBJECTIVE: Research scientists are field testing a number of new modifications to a specially outfitted ship and have reported incoming enemy ships. The prototype modifications must be recovered and any remaining research destroyed.

OPPOSING FLEET OBJECTIVE: A spy has reported that the enemy are working on new technologies, which could swing the tide of battle in their favour. These technologies must be destroyed or captured before they can be taken.

ACTIVE FLEET SQUADRON POOL: 1 Standard Squadron

ACTIVE FLEET STRENGTH: 1 Squadron, plus ONE additional, non-unique small ship worth 30 points or less. The additional ship is not drawn from the Active Fleet Roster, has no upgrades at the start of the game and is granted for this mission only.

OPPOSING FLEET SQUADRON POOL: Standard Squadrons.

OPPOSING FLEET STRENGTH: 1 Squadron.

PLAY AREA SETUP: The play area is 3'x3'. 6 Asteroid tokens are placed by the Active Fleet player, at range 1-2 of each other without overlapping, and further than range 2 of any edge. After this, the 6 prototype function tokens are placed by the Active Fleet player onto an Asteroid token, one per Asteroid. These form a *facility*. The Opposing Fleet player then selects an edge which will become the Opposing Fleet edge. The opposite edge is the Active Fleet edge.

DEPLOYMENT: The Active Fleet deploys all their ships first, anywhere in the play area beyond range 3 of the Opposing Fleet Edge. The Opposing Fleet deploys all their ships within range 1 of the Opposing Fleet Edge.

SPECIAL RULES: Facilities may be targeted by attacks and target locks from either side as if they were ships. Face down facilities have a hull value of 3 and an agility of 4. Face up facilities have an agility value of 2. When facilities take damage, use damage tokens to indicate its current damage. When it is destroyed the function token is removed but the Asteroid remains in play.

The additional ship for the Active Fleet is the *prototype*. During the game the *prototype* may expend an action within range 1 of a *facility* to flip it face up. Face up *facilities* convey the following effects to the prototype: "A: When attacking, change all [hit] results to [crit]", "B: Perform 1 additional attack during the combat phase", "C: Increase primary weapon value by 2 and agility by 1", "D: Increase hull value by 3", "E: May not be targeted by secondary weapons", "F: Treat all maneuvers as green maneuvers".

If the *prototype* leaves the play area, any facilities with active effects are removed from the board and placed on its Ship Card. The Active Fleet may withdraw from the Active Fleet edge freely without counting as being driven off. The Opposing Fleet may withdraw from the Opposing Fleet edge without counting as driven off.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if the prototype escapes the play area with 3 or more effects active. If there are no Facilities left in the play area, the Active Fleet gains the prototype ship on its Roster, with all active effects noted. This occupies the modification slot for the ship. The prototype does not gain the EXP mark for this game. Only one prototype is allowed on the Roster at a time. If facilities are left in the play area or a prototype already exists on the Roster, the prototype ship is not kept, and instead each active effect on it may be granted as ship modification upgrades to ships on the Active Fleet Roster. These must be taken now (before purchasing new ships or retrieving MIA) or they are lost. Modifications take effect for one game and are then destroyed.

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if the prototype is destroyed or does not escape with 3 or more active effects. If this occurs and there are no remaining Active Fleet ships on the board, any remaining facilities are flipped over and their effects granted as ship modification upgrades to ships on the Opposing Fleet Roster. These must be taken now (before purchasing new ships or retrieving MIA) or they are lost. Modifications take effect for one game and are then destroyed.

MISSION 5: Engagement

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

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

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 flipped Opposing Fleet ships exceeds the value of flipped Active Fleet ships. If this value exceeds the value of flipped Active Fleet ships by 20 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 flipped Active Fleet ships exceeds the value of flipped Opposing Fleet ships. If this value exceeds the value of flipped Opposing Fleet ships by 20 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 6: Ambush

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

OPPOSING FLEET OBJECTIVE: The enemy has outflanked your approach – you must escape before the jaws of the trap slam shut!

ACTIVE FLEET SQUADRON 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 flipped Opposing Fleet ships exceeds the value of flipped Active Fleet ships. If this value exceeds the value of flipped Active Fleet ships by 20 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 flipped Active Fleet ships exceeds the value of flipped Opposing Fleet ships. If this value exceeds the value of flipped Opposing Fleet ships by 20 points or more, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Scouted Area*, *Fleet Intelligence*.

MISSION 7: Supply Theft

ACTIVE FLEET OBJECTIVE: An enemy supply cache has been located. Retrieve the supplies.

OPPOSING FLEET OBJECTIVE: The enemy has located a supply cache, move the supplies to a secure location.

ACTIVE FLEET SQUADRON POOL: Standard Squadrons.

ACTIVE FLEET STRENGTH: 1 Squadron.

OPPOSING FLEET SQUADRON POOL: Standard Squadrons.

OPPOSING FLEET STRENGTH: 1 Squadron.

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 3 of the centre marker and not within range 1 of any other obstacle. Debris fields may be used in place of Asteroids.

DEPLOYMENT: Three *Supply Containers* are placed by the Opposing Fleet player within range 1 of the centre marker. They may not overlap each other and may be in any orientation. The centre marker may now be removed. The Opposing Fleet deploys all ships first, within Range 1 of any edge. This becomes the Opposing Fleet edge. The Active Fleet deploys next, within range 1 of the opposite edge, which becomes the Active Fleet edge.

SPECIAL RULES: Supply Containers may not be targeted and do not count as obstacles.

Supply Containers are moved at the end of the Activation phase by the Fleet which has a ship within range 1 of the container at speed 2. If both fleets have ships within range 1 the container is not moved. If a Fleet has more than one ship within range 1 of a container and there are no opposing ships within range 1, it is moved at speed 3. Supply Containers can be moved using straight or bank maneuvers only from the forward or rear guides.

Supply Containers may not move over obstacles and cannot cross the neutral board edges.

When a Supply Container exits the board over either the Active or Opposing edges it is removed and collected by the player whose edge it crossed.

ACTIVE FLEET VICTORY: The Active Fleet scores a victory if they collect 2 or more Supply Containers. If all three containers are collected, the Active Fleet may select ONE of the following Fleet Assets to add to their Roster: *Supply Shortage*, *Additional Supplies*, *Medical Frigate Support*.

OPPOSING FLEET VICTORY: The Opposing Fleet scores a victory if they collect 2 or more Supply Containers. If all three containers are collected, the Opposing Fleet may select ONE of the following Fleet Assets to add to their Roster: *Supply Shortage*, *Additional Supplies*, *Medical Frigate Support*.

MISSION 8: Escalating Engagement

ACTIVE FLEET OBJECTIVE: Reinforcements are standing by. This is an opportunity to do real damage to the enemy fleet.

OPPOSING FLEET OBJECTIVE: Reinforcements are standing by. This is an opportunity to do real damage to the enemy fleet.

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 flipped Opposing Fleet ships exceeds the value of flipped Active Fleet ships. If this value exceeds the value of flipped 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 flipped Active Fleet ships exceeds the value of flipped Opposing Fleet ships. If this value exceeds the value of flipped 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 9: Blockade

ACTIVE FLEET OBJECTIVE: Your forward base is in dire need of supplies, but the enemy have a blockade in place. The supplies must arrive!

OPPOSING FLEET OBJECTIVE: The enemy are attempting to resupply one of the bases under blockade. They must not break through!

ACTIVE FLEET SQUADRON POOL: All Squadrons.

ACTIVE FLEET STRENGTH: 1-3 Squadrons.

OPPOSING FLEET SQUADRON POOL: All Squadrons.

OPPOSING FLEET STRENGTH: 1-3 Squadrons.

PLAY AREA 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 10: Full Scale Engagement

ACTIVE FLEET OBJECTIVE: A substantial enemy force has been encountered and a slugging match is inevitable.

OPPOSING FLEET OBJECTIVE: A substantial enemy force has been encountered and a slugging match is inevitable.

ACTIVE FLEET SQUADRON POOL: All Squadrons.

ACTIVE FLEET STRENGTH: 2-4 Squadrons.

OPPOSING FLEET SQUADRON POOL: All Squadrons.

OPPOSING FLEET STRENGTH: 2-4 Squadrons.

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 all Squadrons as normal, within Range 2 of their Edges.

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 flipped Opposing Fleet ships exceeds the value of flipped Active Fleet ships. If this value exceeds the value of flipped Active Fleet ships by 50 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 flipped Active Fleet ships exceeds the value of flipped Opposing Fleet ships. If this value exceeds the value of flipped Opposing Fleet ships by 50 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*.

FLEET ROSTER SHEET: _____

PLAYER NAME: _____ FLEET POINTS: _____ FLEET VALUE: _____

| SQUADRON | PTS | PILOT/ID | UPGRADES | STATUS |
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FLEET ROSTER SHEET: _____

PLAYER NAME: _____ FLEET POINTS: _____ FLEET VALUE: _____

| SQUADRON | PTS | PILOT/ID | UPGRADES | STATUS |
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FLEET ROSTER SHEET: _____

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FLEET ROSTER SHEET: _____

PLAYER NAME: _____ FLEET POINTS: _____ FLEET VALUE: _____

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| FLEET ASSETS: | | | | |
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BOUNTY BOARD

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