STAR WARS
X-WING

Scramble the Transmissions

Mission Objectives
Scramble the transmissions from the satellites to deny enemy forces valuable information.

Scenario Setup
PLAY AREA: 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

⬛: 3 satellites

Players follow the Setup rules found in the Rules Reference, with the following exceptions:

Determine Player Order: At the end of the Determine Player Order step of Setup, the first player becomes the red player, and the second player becomes the blue player. Each player flips their player markers to the matching color side.

Place Obstacles: At the start of the Place Obstacles step of Setup, place one satellite in the center of the play area (centered at range 4.5 of all board edges). Then, starting with the first player, players take turns placing the remaining two satellites at range 3 of the center satellite. When a player places a satellite, it must be placed at range 2–4 of their opponent's board edge. Once all three satellites have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.
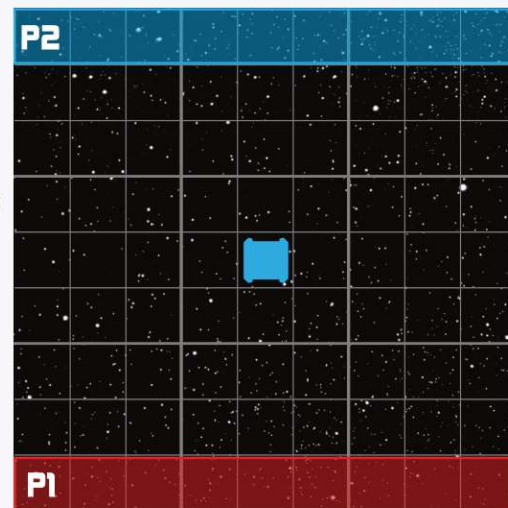
Scoring
- At the start of the game, each player earns mission points equal to their opponent's deficit.
- Starting on the second round, at the start of the End Phase, each player earns 1 mission point for each satellite they control. The player whose marker is on each satellite controls that objective.
- When a ship is destroyed or removed from the game, the opposing player earns mission points equal to the squad point value of that ship.

Victory
- At the end of the End Phase, if only one player has ships remaining in the play area, they win the game immediately.
- At the end of the End Phase, if one player has 20 or more mission points and has more mission points than their opponent, the game ends.
- At the end of the twelfth round, the game ends.
- At the end of the game, if both players have at least one ship remaining in the play area, the player with the most mission points wins.

Scenario Rules
Scenario Feature
A scenario feature is a type of marker that is placed into the play area to facilitate scenario play. Scenario features are objects but cannot be moved, attacked, damaged, locked, or destroyed unless specifically stated in a scenario rule. Scenario features do not obstruct attacks.

Satellite
A satellite is a scenario feature and may only have one player marker on it at a time. Ships can use the scenario action to interact with these scenario features starting on the second round.

Scenario Action: [Scramble]
Scenario actions are white actions that are available to every ship in the play area during scenario play. A ship can perform a scenario action only during its Perform Action step. Therefore, a ship cannot perform a scenario action if it is granted an action at any other time.

Scramble: When a ship performs a scramble action, choose a satellite at range 0–1 and place one of your player markers on the chosen satellite. If the chosen satellite has another player's marker on it, remove it before placing your own. If there is no satellite in range, the action fails.

While a satellite is marked with a player's marker, that player controls the satellite.