# STAR WARS X-WING

# Scenarios

Effective Date: 06/15/2022

**Below you will find the 4 scenarios for Standard play. Players may choose what scenario they play each game or may randomize the scenario as they see fit.**

## Assault at the Satellite Array

### Scenario Setup

Take control of the Satellite Array before enemy forces do.

▪: 5 satellites

### Scenario Setup

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

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

**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 four satellites at range 3 of the center satellite and beyond range 2 of each other satellite. The first satellite placed by each player must be placed at range 2–4 of their board edge. The second satellite placed by each player must be placed at range 2–4 of their opponent's board edge. Once all five satellites have been placed, players place obstacles as described in the Rules Reference. Obstacles cannot be placed overlapping a satellite.
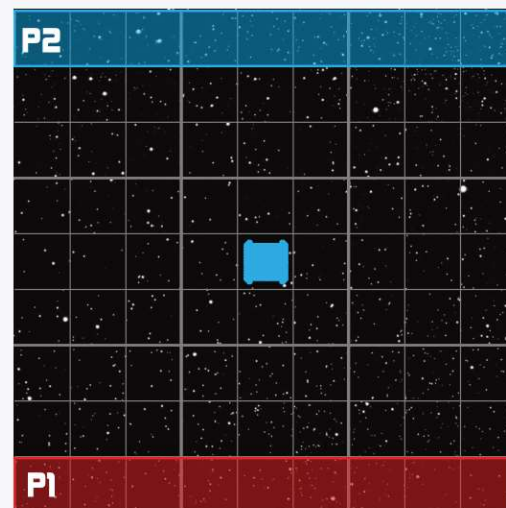
## Scoring

- 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 under their control. A player controls a satellite if they have more ships at range 0–1 of the satellite than any other player. When determining control of a satellite, medium and large ships each count as two ships.
- 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.