

## Salvage Mission

### Mission Objectives

Retrieve as many supply caches as possible before the enemy.

### Scenario Setup

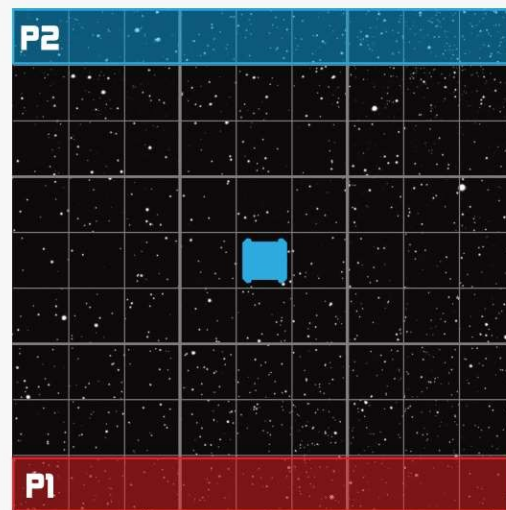
**PLAY AREA:** 3'x 3' **OBSTACLES:** 6 (Asteroid, Debris Field, Gas Cloud)

■: 5 supply caches

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



### 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, earn 1 mission point for each supply cache on a friendly ship's card.
- 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.

#### Supply Cache

A supply cache is a scenario feature. **Ships can use the scenario action to interact with these scenario features starting on the second round.**

#### Scenario Action: [Tow]

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.

**Tow:** When a ship performs a tow action, choose a supply cache at range 0–1. Remove the chosen supply cache from the play area and place it on the ship's card. A ship can have only one supply cache on its card. Then, place one of your player markers next to the ship's miniature to show that it is towing a supply cache. If there is no supply cache in range, the action fails. **After a ship performs a tow action, it removes any cloak tokens it has.**

At the end of a ship's activation, a ship may choose to jettison its supply cache. If it does, remove the supply cache from the ship's card, then the opposing player places it in the play area anywhere in the play area at range 1 of that ship.

While a ship is towing a supply cache, **it cannot perform**  actions,  actions,  actions,  actions, or gain cloak tokens.

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# X-WING



When a ship that is towing a supply cache suffers a ✱ damage or is destroyed, the supply cache is jettisoned. Remove the supply cache from the ship's card, then the opposing player places the marker in the play area at range 1 of that ship.

When a ship that is towing a supply cache is placed in reserves, the supply cache is jettisoned from the ship's position before the ship is placed on its ship card.

When a ship that is towing a supply cache flees the battlefield, the supply cache is jettisoned from the ship's position before it executed its maneuver.