

Heroes of the Aturi Cluster 2nd Edition

Core Mission Book

Version 0.1.0

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Overview

This book contains all of the campaign missions, which are grouped into five main story arcs. The last mission in each arc is usually an opportunity for players to earn a Campaign Victory Tokens.

This book also contains the introduction mission: ***Local Trouble***

Welcome to the Aturi Cluster

Mission

Introduction: Local Trouble

The Refueling Station

The Argus system is frequently patrolled by Imperial fighters, but they don't seem to have any capital ships in the area. We suspect they have a forward base hidden in the asteroid field, but it's likely to be well defended.

Missions

Part I: Rescue Rebel Operatives

Part II: Disable Sensor Net

Part III: Capture Refueling Station

Minefields

The Empire has been blockading the Nulan system with minefields in an attempt to prevent smugglers and our Rebel supply transports from getting through. We have several incoming ships, and this could pose a problem.

Missions

Part I: Tread Softly

Part II: Imperial Entanglement

Part III: Care Package

Chasing Phantoms

The Hook Nebula is subject to frequent ion storms, which one of our convoys uses for cover. Recently, some of our ships have disappeared, and we have reports that the Empire is field testing a new prototype fighter in this sector.

Missions

Part I: Needle in a Haystack

Part II: Bait

Part III: Cloak and Dagger

Part IV: Revenge

Capture Officer

Nulan IV is home to an Imperial Planetary Garrison, which is the hub of most star traffic in this sector. We have decrypted several flight plans and may be able to capture a high-ranking Imperial officer.

Missions

Part I: Capture Officer

Part II: Nobody Home

Part III: Miners' Strike

Defection

One of the Empire's TIE Defender pilots wishes to defect with critical information about the Empire's operations.

Missions

Part I: Secure Holonet Receiver

Part II: Defector

Part III: Pride of the Empire

Local Trouble

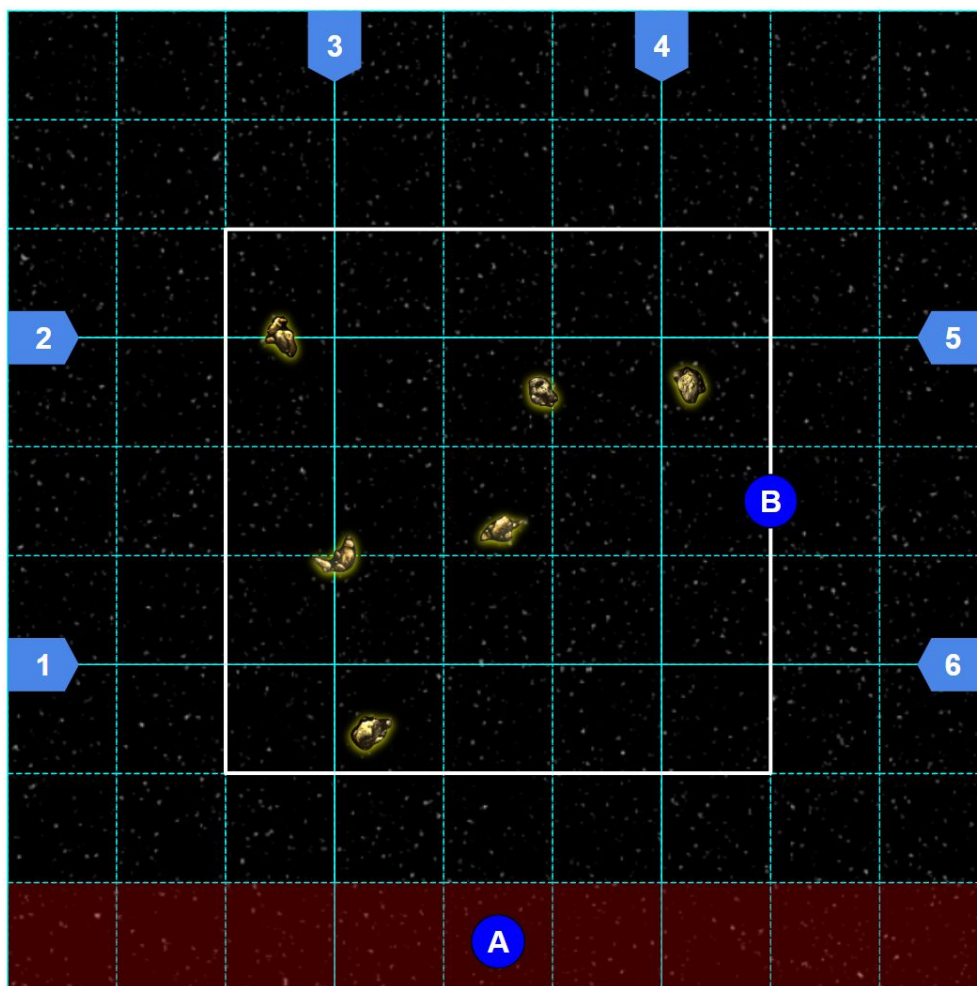
Introduction Mission

Mission Briefing

"Welcome to the Outer Rim, pilots. Our convoy is currently en route to a hidden Rebel Base in the Parmel Sector, and you'll be on escort duty until we arrive.

We've picked up a group of enemy signals in the nearby asteroid field; likely an Imperial patrol. Intercept those ships, and keep them away from the convoy until we can execute a hyperspace jump to ensure our base remains hidden.

Good luck!"



Friendly Territory – 10 Rounds

A: Rebel pilot setup area

B: Asteroids x 6, random layout beyond range 1 of other asteroids and beyond range 2 of the edge of the play area

Type	Mission Objective	Reward
Primary	Engage Imperial Forces: At least one Rebel ship must remain in play at the end of Round 10	4 pts per Rebel pilot
Bonus	At the end of the mission, all Imperial ships must have been destroyed	2 pts per Rebel pilot
Bonus	At the end of the mission, no Rebel ships must have been destroyed	2 pts per Rebel pilot

Rebel Victory



“Great work pilots! Our convoy is safe from harm. Now we can begin operations against the Empire in this star system”

Play the full campaign!

Imperial Victory



"That Imperial patrol has located our convoy; call off the operation. Our base in this system must remain a secret"

Replay this mission, or begin the full campaign.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	3	Attack	HH	HHH	HHH	HHHH
Beta	Setup	4	Attack	HH	HH	HHH	HHH
Gamma	Turn 4	1d6	Attack	☞	☞☞	☞☞	☞☞
Delta	Turn 7	1d6	Attack	HH	HH	HHH	HHHH

Your First Mission

This mission is only intended for a group of new players just starting a campaign as Rebel rookie pilots with experience level 1 (🟢). As such, this squad composition table does not have scaling for pilots higher experience levels.

TIE Interceptors

The TIE Interceptors in Gamma squad do not have upgrades, and therefore you do not need to draw an Imperial Pilot card for them.

Reminders

This mission is intended to familiarize players to how the automation ships work, so pay special attention to this.

Do not forget to track squad points earned when destroying enemy ships, and to track the current game round.

The mission is set in Friendly Territory, so If things go badly, damaged players can escape from any board edge.

Rescue Rebel Operatives

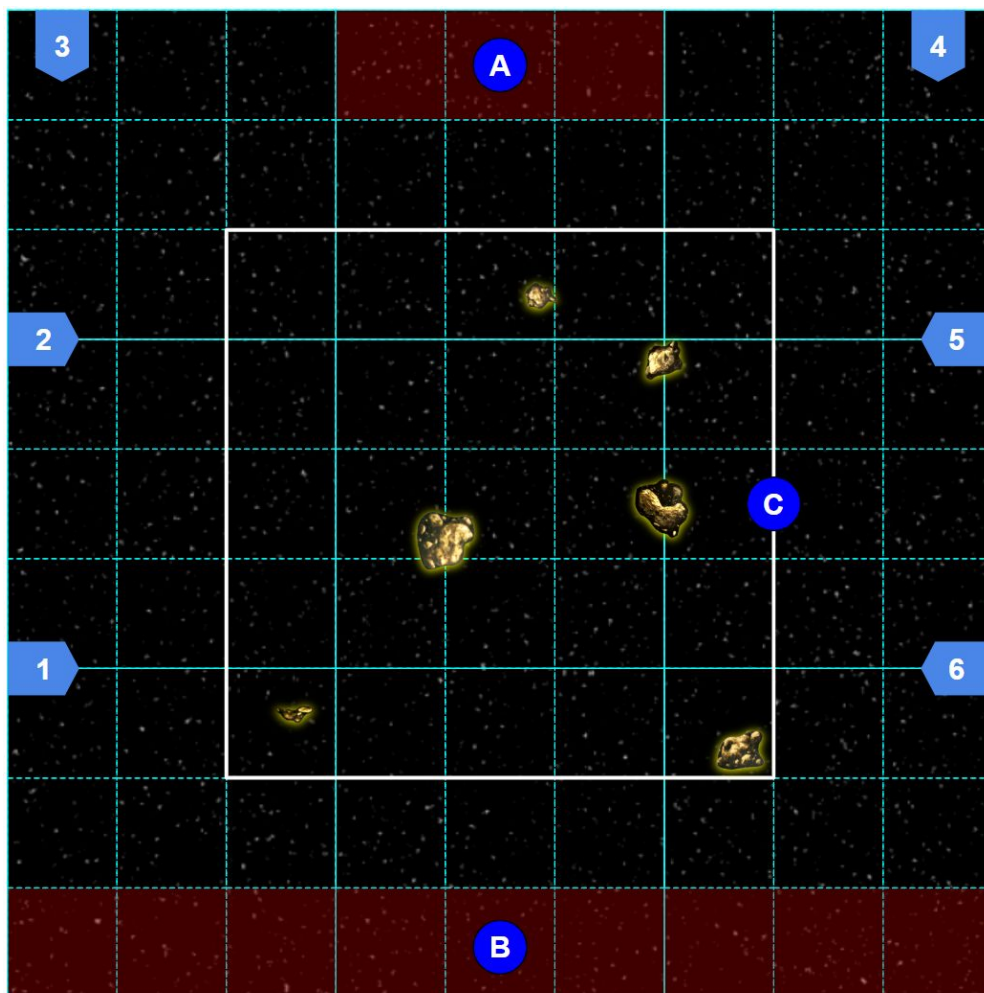
The Refueling Station, part I

Mission Briefing

“We’ve received an encrypted message from one of our Rebel Operative teams in the Argus system. They were engaged in covert reconnaissance of Imperial facilities in a nearby asteroid field.

Their HWK-290 has sustained heavy damage to its weapons and hyperdrive. They won’t make it back in one piece with their findings unless we scramble some fighter cover.

There’s a good bet the Empire has already dispatched fighters to intercept them too”.



Neutral Territory – 10 Rounds

A: Rebel Operative HWK-290 Light Freighter setup area

B: Rebel pilot setup area/escape edge

C: Asteroids x 6, random layout beyond range 1 of other asteroids and beyond range 2 of the edge of the play area

Type	Mission Objective	Reward
Primary	Escort the Rebel Operatives: The HWK-290 Light Freighter must have escaped from setup edge B	5 pts per Rebel pilot
Bonus	At the end of the mission, all Elite enemy ships must have been destroyed	2 pts per Rebel pilot
Bonus	The HWK-290 Light Freighter must have escaped without having reached half health.	1 pt per Rebel pilot

Rebel Victory



"The operatives have safely retreated, bringing us valuable intel of the Argus System. We must mount another operation to further investigate in force."

Remove this mission card and add “Disable Sensor Net” to the mission deck.

Imperial Victory



“We’ve lost two of our best operatives, their craft, and valuable intelligence data. The Empire is hiding something in that asteroid field – we need to know what!”

Reshuffle this mission card back into the mission deck.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	3	Strike	HH	HHH	HHH	HHHH
Beta	Setup	4	Strike	HHH	HHH	HHHH	HHHH
Elite	Turn 3	1d6	Attack				
Gamma	Turn 5	1d6	Strike	HH	HHH	HHH	HHHH
Delta	Turn 5	1d6	Attack				
Epsilon	Turn 7	1d6	Strike	HH	HH	HHH	HHH

Rebel Operatives

The Rebel Operatives are a Rebel ship represented by a Rebel Scout (HWK-290 Light Freighter, Initiative 2) with Hull Upgrade (☒). It has the following additional rules:

- Shield value equal to the number of Rebel pilots.
- Setup: add the Damaged Sensor Array damage card.
- Players decide as a team how to plan the Rebel Operatives’ dial each round, and which action to perform.
- Due to severe damage from the Imperial entanglement:
 - This ship cannot perform attacks
 - This ship cannot perform actions
- This ship is a *Mission-critical* ship (which means friendly ships with Escort Duty upgrade card can use their ability on it).

Disable Sensor Net

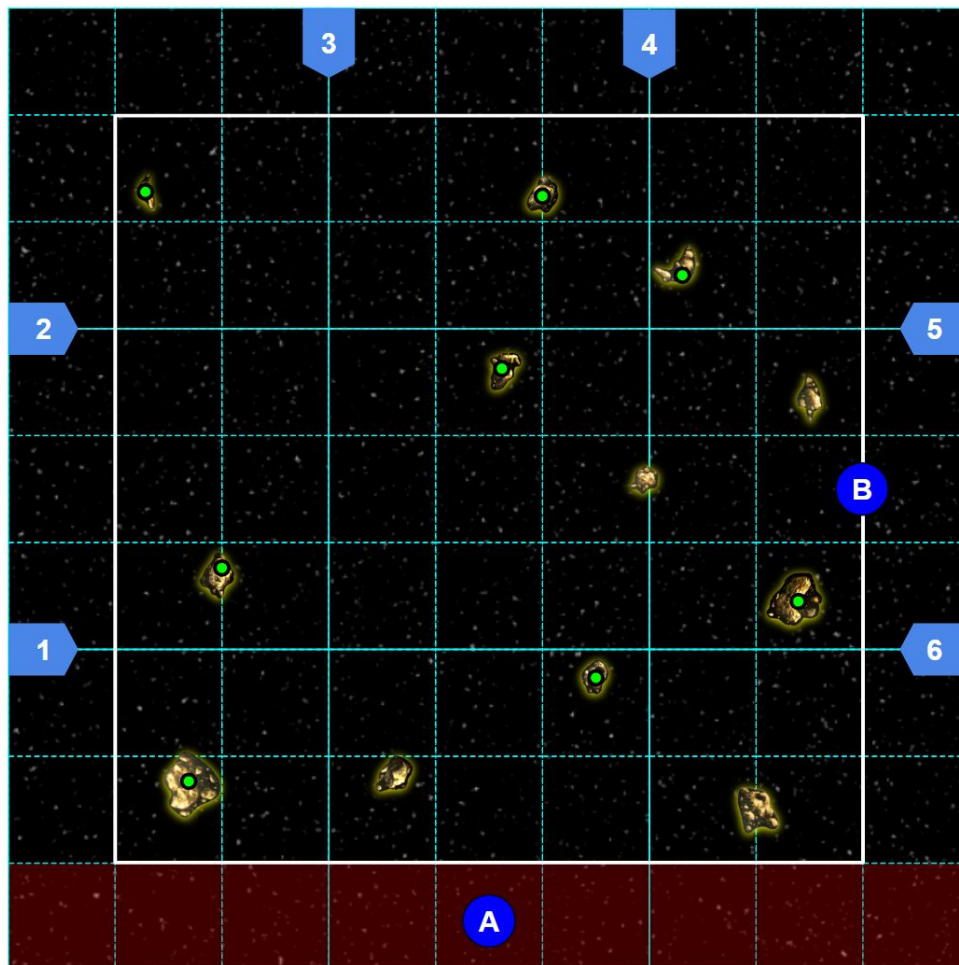
The Refueling Station, part II

Mission Briefing

“The operatives onboard the HWK-290 you rescued have brought us some critical intel.

The asteroid field they were investigating in the Argus system conceals an Imperial refuelling station. If we can capture this base, we would gain a well-defended staging area, deep in Imperial space.

However, the base is protected by an early-warning sensor net, which would give the Empire ample time to prepare against any attack we launch. Disable it before we can strike!”



Neutral Territory – 12 Rounds

A: Rebel pilot setup area/escape edge

B: Asteroids x 12, random layout beyond range 1 of other asteroids and beyond range 1 of the edge of the play area

Type	Mission Objective	Reward
Primary	Break the Network: All Sensor Beacons must have been destroyed	6 pts per Rebel pilot
Bonus	At the end of the mission, the round counter must be on 10 or less	2 pts per Rebel pilot
Bonus	At the end of the mission, no Patrol squads must have entered play	3 pts per Rebel pilot
Bonus	For each Sensor Beacon that is destroyed	2 pts

Rebel Victory



"The sensor network is broken! All ships regroup with the main strike force and prepare to launch the assault. The refueling station will be ours!"

Remove this mission card and add "Capture Refueling Station" to the mission deck.

Imperial Victory



"Our presence in the asteroid field has drawn too much Imperial attention! The station will now be too well defended for us to mount an immediate attack – Retreat!"

Reshuffle this mission card back into the mission deck.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	3	Attack	HH	HHH	HHH	HHHH
Beta	Setup	5	Attack	HHH	HHH	HHHH	HHHH
Gamma	Setup	3	Attack	H H	H H H	H H H H	H H H H H
Patrol	Special	1d6	Attack	Special	Special	Special	Special
Elite	Special	1d6	Attack				

Elite Reinforcements

When half of the sensor beacons are destroyed, the Elite squad arrives at the start of the next turn. This elite cannot be (TIE Interceptor), redraw any such Imperial pilot card.

Sensor Beacon








Type: Remote

Setup: Represent Sensor Beacons with suitable tokens (e.g using satellite tokens from X-wing first edition). Use two sensor beacons per Rebel pilot and randomly place each one on top of different random asteroid.


System, Activation, Engagement Phase: No effect.

End Phase: If there are at least 1 Rebel ship at range 0-3 of at least one sensor beacon, make a **SENSOR CHECK**.

To make a sensor check, resolve the following steps:

1. For each Rebel ship at range 0-3 of a sensor beacon:
 - a. Gather attack dice according to the table below.
 - b. Roll all gathered dice.
 - c. Keep track of the number of  results rolled.
2. Add all  results together.
3. If there are at least one  result, a **Patrol** squadron arrives at the start of the next round, composed of one  (TIE Interceptor) for each  result.

Situation	Attack Dice
Each sensor beacon at range 0	+5
Each sensor beacon at range 1	+3
Each sensor beacon at range 2	+2
Each sensor beacon at range 3	+1
Rebel ship has Stealth Device	-1
Rebel ship is cloaked	-2

New sensor checks in other rounds can result in more **Patrol** squadrons (draw a new Imperial pilot card for each). The total number of ships among all **Patrol** squadrons are limited to 6. Ignore any  results that would make the number of ships exceed this limit.

Capture Refueling Station

The Refueling Station, part III

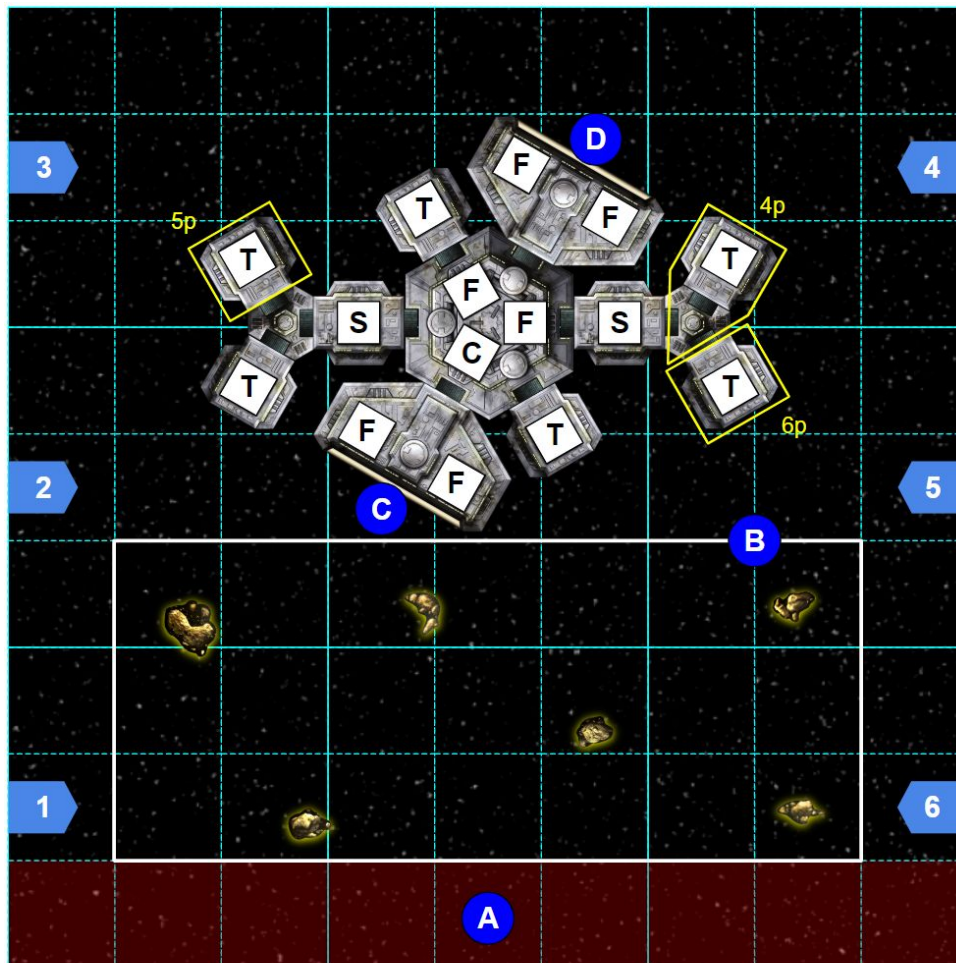
Mission Briefing

“The sensor net surrounding the refuelling base is out of commission. Now is the time to strike and capture the facility for the Alliance!”

Your squadron must disable the station’s defenses and engage any fighter cover in the area. You will also be required to escort an assault ship full of rebel commandos to dock with the station and capture it.

Once we begin the attack, the Empire is sure to scramble any remaining patrols in the area.

Stay alert, and may the Force be with you.”



Hostile Territory – 12 Rounds

- A: Rebel pilot setup area/escape edge
- B: Asteroids x 6, random layout beyond range 1 of other asteroids, beyond range 5 of edge opposite A and beyond range 1 of the rest of the edges of the play area
- C: Docking Bay Entrance 1
- D: Docking Bay Entrance 2

Type	Mission Objective	Reward
Primary	Capture the Refueling Station: <ol style="list-style-type: none"> 1) The shield generators must be destroyed 2) The Assault Ship must <i>land</i> in a station docking bay 3) The Commando team must capture the command center 4) At least one Rebel pilot must remain in play until 	8 pts per Rebel pilot

	the end of round 12	
Bonus	At the end of the mission, if the station has been captured, count the number of emplacements that has not been damaged or destroyed	2 pts per Emplacement counted
Bonus	At the end of the mission, all enemy ships must have been destroyed	2 pts per Rebel pilot.

Rebel Victory



"Our commandos have seized control of the station and forced the Imperials to retreat! The Argus system is ours! "

Remove this mission card and add 1 Victory Token.

Imperial Victory



"All remaining forces retreat! We won't get another chance at this; we've lost the station!"

Remove this mission card and add 1 Victory Token. Lose 10 pts per Rebel player.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	C	Attack	H H	H H	H H H	H H H H
Beta	Setup	D	Attack				
Gamma	Turn 4	C	Attack	H H	H H H	H H H	H H H H
Delta	Turn 5	D	Attack				
Elite	Turn 8	1d6	Attack				

Assault Ship

The Assault Ship is represented by a Blue Squadron Pilot (UT-60D U-Wing, Initiative 2) and the following additional rules:

- Add 1 extra shield per Rebel pilot.
- The players decide as a team how to plan the Assault Ship's dial each round, and the ship may perform actions as normal.
- The Assault Team is a *Mission-critical* ship (which means friendly ships with Escort Duty upgrade card can use their ability on it).

Unloading the Commando Team

The Assault Ship must land in one of the station's docking bays. At the end of the round the Assault ship has landed, place a suitable token (e.g using a tracking token from X-wing first edition) on the Docking Bay play area feature to represent the commando team.

The players may choose to **deploy** the Assault ship from that docking bay at the start of any following round. See official X-wing Rules Reference for definition of deploy.

Relocating the Commando Team

At the end of each turn, roll 3 attack dice. If the number of hits rolled is equal to or greater than the number of emplacements on that station play area feature, players may relocate the commando team to an adjacent station play area feature. Otherwise, they may destroy one emplacement on that play area feature, or simply wait until the next round. Players may choose to ignore the Fuel Tank's rule for damaging ships and remotes at range 0-1, if it is destroyed in this way.

Capturing the Station

The commando team must reach the center station play area feature. Then, they must succeed at their end of turn relocation roll to enter the Command Centre and capture the station. Any remaining Turbolaser Towers are now under Rebel control; players may choose their facing and attack targets for the rest of the mission. If the Command Centre is destroyed, the Rebels Lose this mission.

If the Rebels have control of the station at the end of Turn 12, the mission is no longer considered hostile territory and the Imperials retreat. Otherwise, all Rebel ships in the play area are destroyed.

Tread Softly

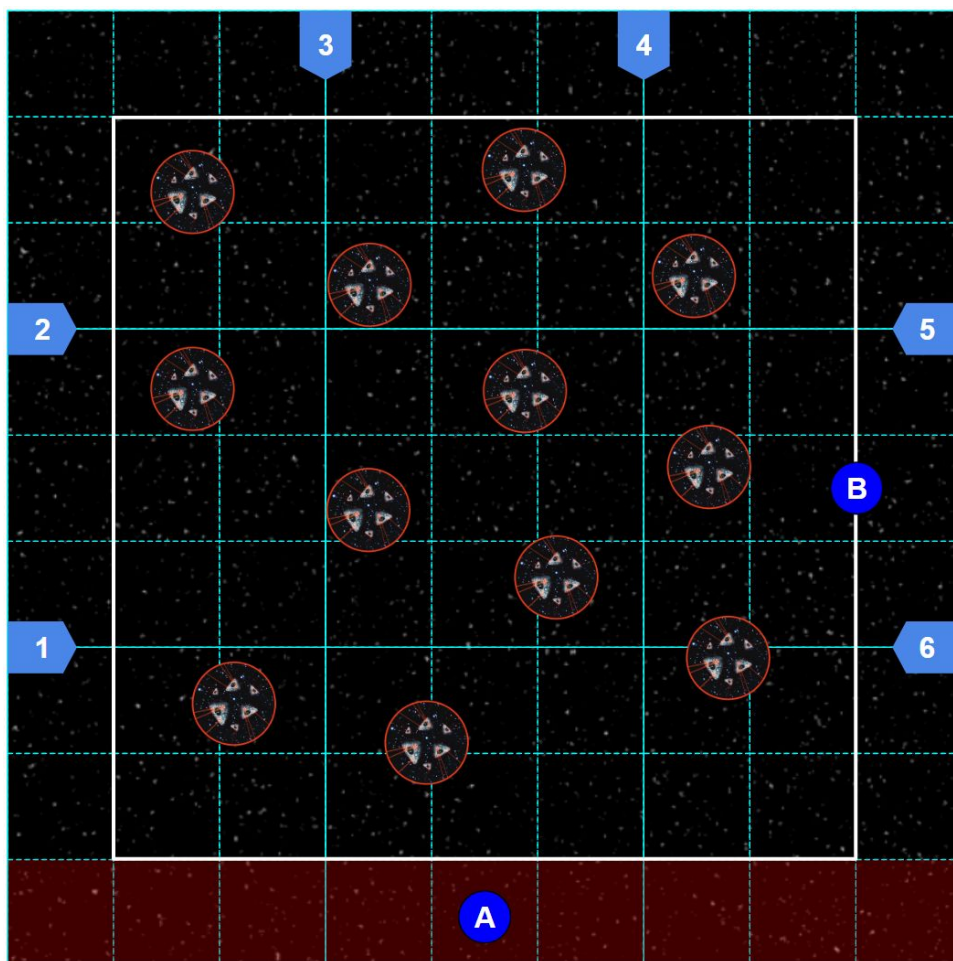
Minefields, part I

Mission Briefing

"Our efforts to undermine the Empire's operations in the Nulan system are getting noticed. Imperial forces have begun cracking down on hyperspace traffic by deploying minefields along hyperspace routes favored by smugglers.

We aren't in any danger yet, but this operation has the potential to disrupt our supply lines and restrict our future movements.

Our best option is a pre-emptive strike – get out there and clear these mines!



Friendly Territory – 12 Rounds
A: Rebel pilot setup area
B: Imperial Minefields (sample layout). See Minefield Setup

Type	Mission Objective	Reward
Primary	Clear the Minefield: There must be fewer minefields remaining that the total number of Rebel pilots	5 pts per Rebel pilot
Bonus	All minefields must be destroyed	3 pts per Rebel pilot
Bonus	At the end of the mission, no replacement minefields must have entered play	2 pts per Rebel pilot.
Bonus	For each Sensor Beacon that is destroyed	2 pts


Rebel Victory



"Keeping these routes clear of mines will buy us the time we need to take delivery of some much-needed supplies."





















Remove this mission card and add “Imperial Entanglement” to the mission deck.

Imperial Victory



“The Empire deploys so many mines that we can’t keep up. Our supplies are dwindling, and our chances of reclaiming the Nulan system with them.”

Reshuffle this mission card back into the mission deck.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Minelayer	Setup	3	Special				
Alpha	Setup	5	Attack				
Beta	Setup	4	Attack				
Elite	Turn 5	1d6	Attack				
Alpha	Turn 7	1d6	Attack				

Minefield Setup

During setup, place 3 minefields per Rebel pilot. Each minefield must be **beyond** range 1 of all other minefields but **within** range 2 of two other minefields, and beyond range 1 of the edges of the play area.

These minefield tokens are enemy controlled, and will detonate if moved through or overlapped by Rebel ships. See Appendix in the rule book for details.

Minelayer Squadron

Each TIE/sa Bomber in the Minelayer squadron uses the standard Attack AI, but is also loaded with additional mines to fill gaps in the minefield. Do not draw an Imperial pilot card for the Minelayer squadron.

Each time a minefield is removed from play, place that token in reserve.

In the System Phase each ship in the Minelayer Squadron in ID token order, that ship drops a minefield using the 1 ↑ template, if the following conditions are fulfilled:

1. there is at least 1 minefield in reserve.
2. the minefield does not overlap an object.
3. the minefield must be **beyond** range 1 of all other minefields
4. the minefield must be **within** range 2 of at least one other minefield
5. the minefield must be **beyond** range 1 of table edge.

Since the minefield does not have any guides, the minefield circle must touch the center of opposite side of the template.

Imperial Entanglement

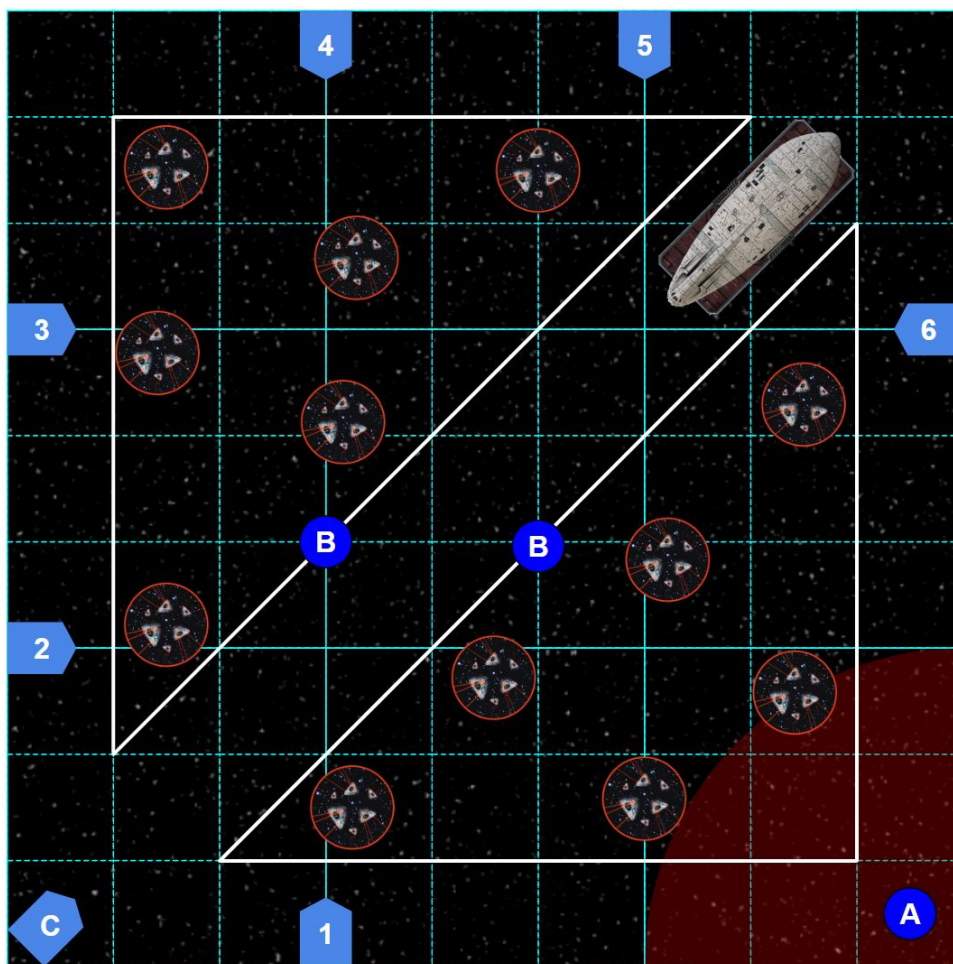
Minefields, Part II

Mission Briefing

"We've just received an urgent message from one of our incoming GR-75 supply transports - the Quantum Storm! They dropped out of hyperspace in the middle of an uncharted Imperial minefield and are unable to escape!"

The Empire has dispatched a Decimator-class task force to capture the Transport. We can't afford to lose the ship or its supplies - they are desperately needed on Sullust!

Scramble, pilots!"



Neutral Territory – 10 Rounds

A: Rebel pilot setup area

B: Imperial Minefields x 6 per area, random layout beyond range 1 of other minefields and the edge of the play area

Type	Mission Objective	Reward
Primary	Rescue the Transport: The Rebel Transport must jump to hyperspace by the end of round 10 OR - All enemy ships must be destroyed by the end of round 10	6 pts per Rebel pilot
Bonus	At the end of the mission, no Ion Torpedoes must have hit the Rebel Transport	2 pts per Rebel pilot

Rebel Victory



"We have rescued the Quantum Storm and its valuable cargo. Now we must ensure the transport makes it to Sullust."
































































Remove this mission card and add “Care Package” to the mission deck.

Imperial Victory







“The Empire has seized the Quantum Storm and it’s cargo; our operations on Sullust will suffer greatly.”

Remove this mission card and 1  Victory Token. Lose 10 pts per Rebel player.




Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	2	Attack	 	  	   	    
Beta	Setup	4	Attack	 	   	  	    
Gamma	Turn 3	1-3	Strike	 	  	  	  
Decimator	Turn 3	C	Special		 	 	 
Alpha	Turn 7	1d6	Attack	  	   	    	    

Rebel Transport

The Rebel Transport has been struck by multiple mines and needs time to repair its hyperdrive. It is represented by Echo Base Evacuees (GR-75 Medium Transport) with the following upgrades:

- Quantum Storm () (ignore this upgrade until its effect is known)
- GNK “Gonk” Droid ()
- Boosted Scanners ()
- Comms Team ()

and the following additional rules:

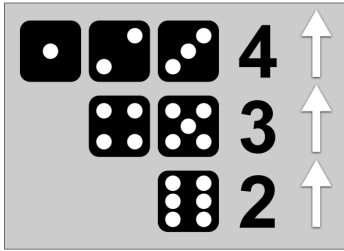
- Setup: begin with 0 energy.
- In the Planning Phase, do not assign this ship a dial.
- When this ship activate, always perform a white 0  maneuver (even if ionized).
- ACTION:** spend 3 energy to place 1  on your pilot card
- Before this ship engage, you may spend 2  from its pilot card to **jump** and be placed in reserve.
- Each Ion this ship receives it loses 1 energy instead.
- This ship is a *Mission-critical* ship (which means friendly ships with Escort Duty upgrade card can use their ability on it).







The Decimator

The Decimator is represented by the *Despoiler* Mission specific Imperial pilot card.

It has the following special rules:

- While the Rebel Transport is in play, instead of referencing the maneuver table when selecting a maneuver, the Decimator uses the following table instead:



			4	↑
			3	↑
			2	↑

- In the System Phase, if Decimator is at range 0 of the Rebel Transport, boarding crew will board the Rebel Transport to capture it. If this happens, the Rebels will fail the primary objective.
- The Decimator will not attack the Rebel Transport.

Enemy Attack Behavior

The Empire wants to capture the Rebel Transport; these ships ignore it.

Gamma Squadron (Strike Behavior)

Instead of drawing an Imperial pilot card as usual, search the deck for TIE/sa Bomber Variant C and use that, then shuffle the deck.

The Gamma squadron ships will prioritize the Rebel Transport but will only attack it with their torpedoes, and they may fire them at range 2-3.

Once their torpedoes are launched, the bombers change to Escape behavior and will try to escape from the nearest edge.

Care Package

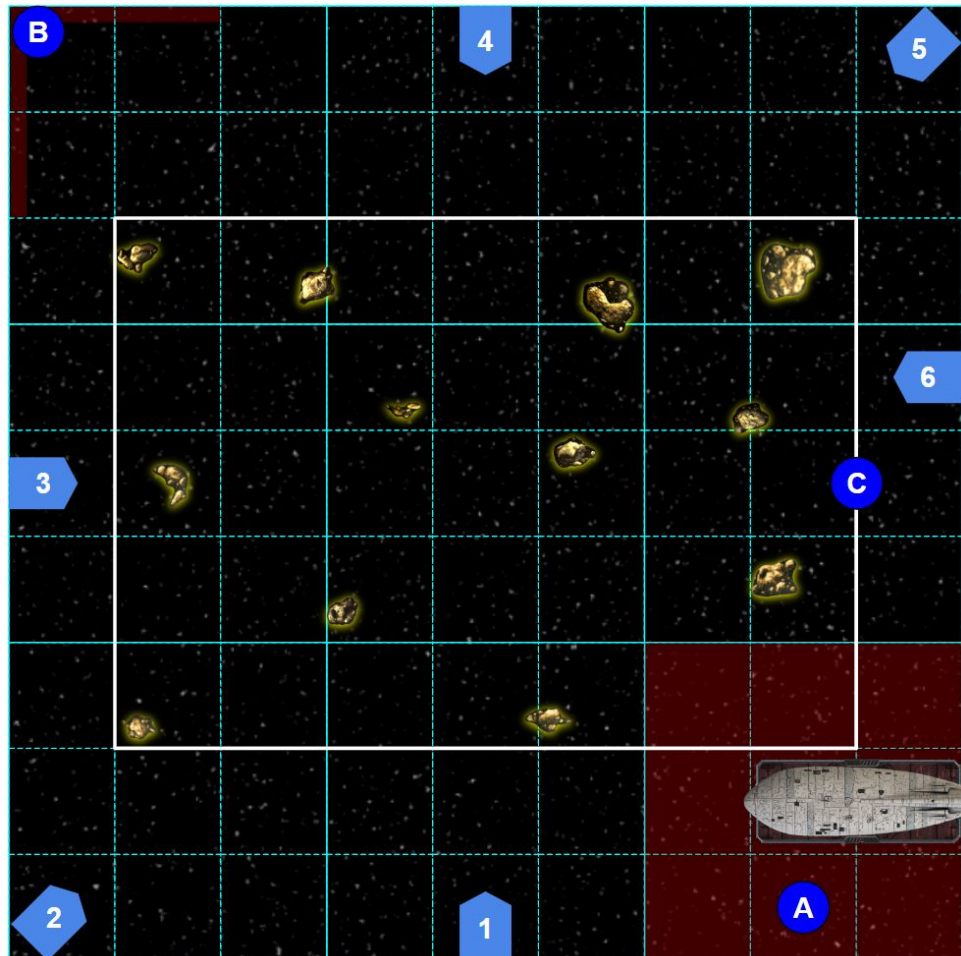
Minefields, Part III

Mission Briefing

“Despite our best efforts, we have been unable to keep up with the Empire’s vast minelaying activities around Nulan.

The supplies on the transport Quantum Storm are still desperately needed on Sullust – we must not delay their arrival. Therefore, we have no choice but to blast our way through the system’s asteroid field.

Protect the transport from Imperial Patrols until it clears the asteroid field and makes the jump to hyperspace.”



Hostile Territory – 10 Rounds

A: Rebel pilot setup area

B: Escape edge (within range 2 of corner)

B: Asteroids x 12, random layout beyond range 1 of other asteroids and within the box shown

Type	Mission Objective	Reward
Primary	Escort the Rebel Transport to safety: Rebel Transport must escape from edge B	8 pts per Rebel pilot
Bonus	At the end of the mission, for each active ⚡ on Tibanna Reserves upgrade card.	3 pts
Bonus	The Rebel Transport must have escaped without having reached half health.	3 pts per Rebel pilot

Rebel Victory



"The transport is away! Those supplies will greatly assist with our efforts on Sullust. Well done pilots!"

Remove this mission card and add 1 Victory Token.

Imperial Victory



"The Quantum Storm is lost! Our Rebel forces on Sullust will be crippled!"

Remove this mission card and add 1 Victory Token. Lose 10 pts per Rebel player.

Squad	Arrival	Vec.	Behavior	3 pilots	4 pilots	5 pilots	6 pilots
Alpha	Setup	3	Attack				
Beta	Setup	4	Attack				
Delta	Setup	5	Attack				
Assault 1	Turn 3	Spec.	Strike				
Elite	Turn 3	1d6	Attack				
Gamma	Turn 6	1d6	Attack				
Delta	Turn 6	1d6	Attack				
Assault 2	Turn 6	Spec.	Strike				

Rebel Transport



The Rebel Transport has been struck by multiple mines and needs time to repair its hyperdrive. It is represented by Echo Base Evacuees (GR-75 Medium Transport) with the following upgrades:

- Quantum Storm () (ignore this upgrade until its effect is known)
- GNK "Gonk" Droid ()
- Boosted Scanners ()
- Comms Team ()
- Tibanna Reserves ()

and the following additional rules:

- This ship is a *Mission-critical* ship (which means friendly ships with Escort Duty upgrade card can use their ability on it).

Assault Squadrons (Strike Behavior)

When drawing an Imperial pilot card for the Assault 1 and Assault 2 squadrons, redraw any cards that does not have a  or  as their basic upgrade.

The Assault 1 and 2 squadrons will setup in any random approach vector that is behind the Rebel Transport.

The Assault 1 and 2 squadrons will prioritize the Rebel Transport when selecting target and when performing attacks.