

Heroes of the Aturi Cluster 2nd Edition

Rulebook

Version 0.2.2

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Foreword by Henning Roos

This is an attempt to convert the awesome Heroes of the Aturi Cluster cooperative campaign by Josh Derksen to X-wing Second Edition. It is not an attempt to copy every detail of the rules but rather adopt them so that already existing Second Edition rules and concepts are integrated.

There was care taken to leave the core experience and spirit of the original campaign intact, but a lot of small and large changes have been made throughout the campaign set to better suit X-wing Second Edition. This includes reducing any special cases used in this campaign to hopefully simplify gameplay and/or enrich the game experience.

All components have gone through extensive redesign (with the exception of graphic design of obstacles, station modules and other play area features) but some text is more or less is copied directly from version 0.7 (and some parts are rewritten, and still other parts are created from scratch either as additions or replacements).

This project started out as a community collaboration but the project slowed down and lost momentum until the effort was more or less abandoned. Several resources and ideas come from that first effort.

These first iterations of the campaign will only contain the necessary information and components needed for playing a campaign, but fancy stuff such as formatting, flavour images or other graphical enhancements are not included. Such things are really important for the final product but will have to come in a later iteration, after these rules have gone through more proofreading and playtesting. Besides, I wanted to release this campaign set as soon as possible to the community.

The idea is that this rulebook, together with the companion components in this campaign set, will be frequently updated in large or small iterations during the playtesting phase. Later, when the product is more mature, the ambition is to try to keep this HotAC updated to new X-wing products, rules, point changes, and also to add more extensive FAQ.

This is where I would appreciate help from the community:

- Playtesting
- Proofreading
- Graphical Design (talk to me to get art directions first)
- Expansion Pack Creation

Hopefully this product can serve as a base campaign that can be expanded with new missions, additional and alternative features packaged neatly into "expansion packs."

Any changes made since the last version is noted in **magenta** text.

Temporary solutions are noted in **blue** text. When all components are in place this text will be removed or replaced.

This version does not yet contain the full content that is planned for the core campaign set.
The following components are still in development:

- Missions
 - Needle in a Haystack (Chasing Phantoms part I)
 - Bait (Chasing Phantoms part II)
 - Cloak and Dagger (Chasing Phantoms part III)
 - Revenge (Chasing Phantoms part IV)
 - Capture Officer (Capture Officer part I)
 - Nobody Home (Capture Officer part II)
 - Miners' Strike (Capture Officer part III)
 - Secure Holonet Receiver (Defection part I)
 - Defector (Defection part II)
 - Pride of the Empire (Defection part III)
- Automated Ship Cards
 - TIE Advanced x1
 - TIE/ph Phantom
 - TIE/D Defender
 - Lambda-class T-4a Shuttle
- Imperial Pilot Cards
 - TIE Advanced x1 x 4
 - TIE/ph Phantom x 4
 - TIE/D Defender x 4
 - Lambda-class T-4a Shuttle x 4
- Quick Reference Sheets
- Remote Cards
- Extensive Examples in the Rulebook

First Edition Foreword by Josh Derksen

Since X-wing Miniatures was released in 2012, there have been numerous fan made campaigns, ideas for new terrain types, and projects to write artificial intelligence to control opposing ships. To my knowledge, no one has combined these elements into a cohesive package. With this campaign, I set out to convert X-wing into a fully cooperative game for 1-6 players. Among our gaming group, it has provided a refreshing alternative to the standard dogfight game, in which some of our favorite and most iconic Star Wars ships no longer see regular play.

Introduction

Heroes of the Aturi Cluster

Welcome to the Rebel Alliance, pilots. In this remote sector of the Outer Rim, our squadron is tasked with keeping the Rebellion alive after a series of crippling Imperial strikes against our positions. However, we must do so with fresh recruits and limited supplies.

The Empire outnumbers us greatly here, with a planetary garrison on Nulan VI, and the Star Destroyer Retribution patrolling the system. Every operation we conduct requires a coordinated strike - we've got to hit them hard, fast, and fade away. There's no time to waste when the Retribution can drop out of hyperspace and provide Imperial reinforcements at a moment's notice. Our activity in this sector may prove crucial to the outcome of the Galactic Civil War.

Perhaps you will become the heroes the Rebellion desperately needs.

Game Overview

Players are pilots in a Rebel squadron, working together over a series of campaign rounds to liberate a star system from the Empire's grasp.

During each campaign round, players play missions cooperatively against automated ships, improve their pilots and ships and advance the story by modifying the campaign mission deck.

During key missions, each faction can earn Victory Tokens, representing control of the star system. The number of Victory Tokens needed to win the campaign depends on the campaign length chosen.

Rules

Unless otherwise stated in this rulebook, follow all the rules in the official Rule Reference and the Epic Rule Reference found at Fantasy Flight Games X-Wing Second Edition website (<https://www.fantasyflightgames.com/en/products/x-wing-second-edition/>).

Required Components

This campaign introduces a number of new components need to be printed before the game can be played.

All the campaign components, including this book, are available for download from GitHub (<https://github.com/Hinny/HotAC-2nd-edition>).

Rebel Pilots

The heroes and focal points of this campaign are the player controlled Rebel pilots. The Rebel pilots are each controlled by a player that makes all decisions regarding that pilot.

This section deals with pilot progression and bookkeeping.

Number of Players

This campaign is designed and playtested for 3-6 Rebel pilots. If playing solo or two player, each player will have to control several Rebel pilots to keep the number of pilots within this range.

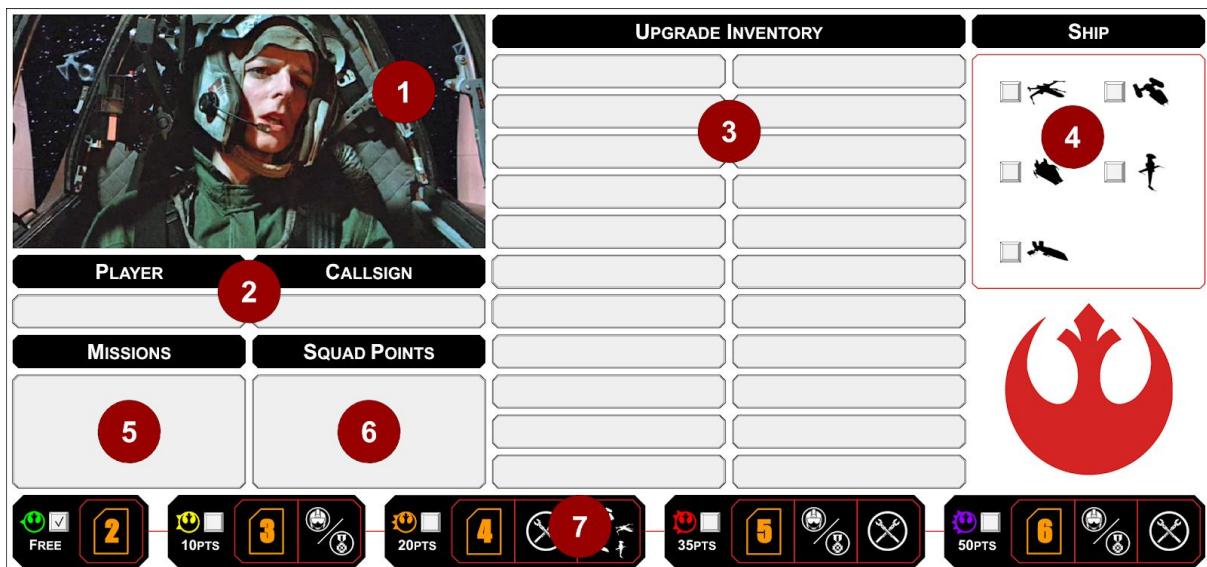
Use the following table in order to determine the number of pilots each player should ideally control. Optional number of pilots per player is also detailed.

Number of Players	Recommended Number of Pilots per Player	Optional Number of Pilots per Player
1	3	4, 5 or 6
2	2	3
3	1	2
4	1	-
5	1	-
6	1	-

Rebel Pilot Sheets

Each player should use a sheet for each Rebel pilot they control, to keep track of their ships, pilot level, squad points earned/spent, missions flown, kills and upgrades available to them for each mission. It is highly recommended to record the pilot data in pencil, as these fields may change frequently.

The Rebel Pilot Sheets are designed so it is not necessary to reference them during a mission – all the necessary information used in a mission is handled by tokens and cards.



- 1) Pilot Image. If a player is not happy with the provided pilot images they can create and print their own to attach on top.
- 2) Player and Pilot Callsign name fields. Players should give their pilots a cool name. Or, better yet, let their wingmates decide on a suitable callsign after a couple of missions.
- 3) Upgrade Inventory. Here players write down their pilot's acquired upgrades. Make sure to erase any upgrades that are sold.
- 4) Ship. Players should mark which ship their pilots have acquired.
- 5) Missions. Record which mission this pilot has flown.
- 6) Squad Points. Record the personal squad point pool of this pilot. Use it to record: 1) remaining squad points to spend, or 2) both remaining and total squad points earned (to see how many squad points were earned throughout the campaign).
- 7) Experience Level. Players can spend squad points to advance the experience level of their pilot.

Squad Points (pts)

Squad points are the currency of the campaign with which the players upgrade their Rebel pilots with new ships, upgrade cards and advance the experience level. Squad points represents a combination of pilot experience and the squadron's access to war material, mercenary personnel, high tech equipment, etc.

In game terms, a squad point in this campaign is a direct equal to a squad point used in a standard X-wing Second Edition game.

Rookie Pilots

When beginning a campaign, each Rebel pilot will be given **35 squad points** to spend before their first mission.

Each Rebel pilot must acquire exactly one starting ship at the squad point cost indicated in the accompanying point lists (see Acquire Ships for more details).

After purchasing a starting ship they can acquire upgrade cards to equip to their ship or pilot (see Acquire Upgrade Cards for more details).

It is not recommended that players spend their starting squad points on advancing experience level since this will affect the difficulty level of the missions before pilots are prepared to deal with the threat.

Any squad points not spent before the first mission can be saved for later use.

Spending Squad Points

During the Spend Squad Points step in the campaign round (campaign round steps are explained later in this rulebook), players may spend the accumulated squad points of their pilot on three different areas:

- Acquiring a New Ship
- Acquiring Upgrade Cards
- Advancing Experience Levels

Acquiring a New Ship

Initially each Rebel pilot can acquire a single starting ship. They may not change to another ship until they have advanced to the third experience level (orange), in which case all of the Rebel ships listed in the accompanying ship points list are available for purchase.



When purchasing a ship, that specific pilot secures access to that type of ship. A ship will be replaced when shot down (squad points will be deducted from the total earned that mission to represent the cost of replacing/repairing the ship) so that a Rebel pilot will never find themselves without a ship.

To acquire a new ship do the following:

- Gain the amount of squad points equal to the old ship.
- Erase the mark in the checkbox beside the symbol of their old ship on the Rebel pilot sheet.
- Reduce the amount of squad points equal to the new ship + 5.
- Mark the checkbox beside the symbol of their new ship on the Rebel pilot sheet.

A Rebel pilot can only have one ship at the time.

Acquiring Upgrade Cards

Rebel pilots can acquire upgrades by deducting the squad points detailed in the available point lists. Purchasing an upgrade represents a Rebel pilot learning a new trick or skill, or securing access to that equipment or personnel.

When acquiring an upgrade, players must record the name (and upgrade type, if necessary) on their Rebel pilot sheets under “Upgrade Inventory.”

All upgrades a Rebel pilot has in their upgrade inventory are available to the pilot when preparing for a mission.

A Rebel pilot can not include more than a single copy of each specific upgrade card in their upgrade inventory.

Limited upgrades can only be purchased if the limit has not yet been reached among all Rebel pilots in the same campaign.

Note that even though players can acquire any upgrade card for their Rebel pilots, they can only equip upgrades meeting the restrictions on each separate upgrade card, including matching an available upgrade slot on either the ship or the pilot sheet. See the section Preparing for a Mission below for more details.

Pilot Ability Upgrades (⊕)

In addition to the standard upgrade cards provided by various X-wing products, this campaign also provides Rebel pilots with the option of choosing pilot ability upgrade cards. These are based on the abilities of all unique pilots from the Rebel faction (adjusted where needed to fit the campaign setting).

Pilot ability upgrades are represented by this icon: ⊕. They follow the same rules as any other upgrade except the upgrade cards and points list are provided by this campaign pack instead of being part of any official product.

Until Pilot Ability Upgrade Cards are created, players can use the Rebel pilot cards provided in official X-Wing products, in place of the upgrade cards (it will count as a pilot ability upgrade in all respects).

Campaign Upgrades (●)

Campaign upgrade cards are essential to most missions in this campaign set. They will detail special interactions such as scanning objects and jumping to hyperspace. The ship and ability point list details which ships have access to which campaign upgrade card.

Equipping a campaign upgrade is not optional —if a ship is listed to include a certain campaign upgrade it must be equipped unless a mission rule says otherwise.

Campaign upgrades are always free and do not have to be detailed in the upgrade inventory. In addition, they do not need a corresponding upgrade slot to be equipped.

Variable Point Upgrades

Some upgrades are listed as variable point upgrades. To acquire such an upgrade, pilots must spend the points listed in accordance with their current state on which the points are based.

Players need to pay special attention when changing ships, advancing pilot level or any other situation that might cause the state the point is based on to change. If such a situation occurs, and pilots want to keep the upgrade in their inventory, they need to immediately pay the point difference if the upgrade now is more expensive than when it was acquired, or receive payback if it is less expensive. Note that selling the upgrade beforehand is always an option.

Players are advised to put an asterisk (*) or other mark next to a variable upgrade in the upgrade inventory, so it is easier to remember which upgrade cards need special consideration when changing ships or advancing experience level.

Selling Upgrades

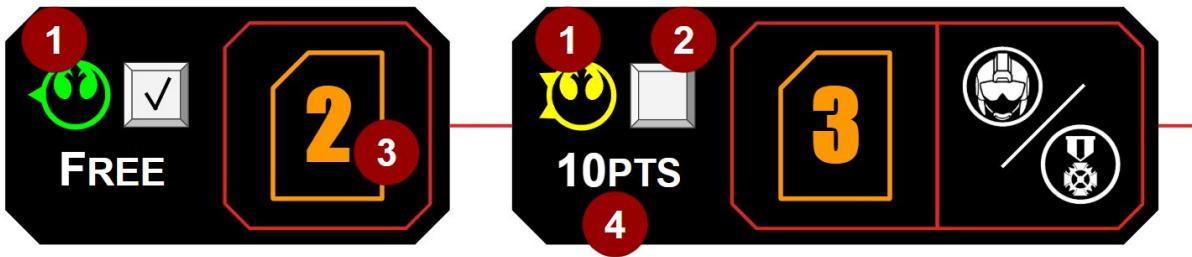
Sometimes when Rebel pilots are short on squad points, or when they no longer have the need for a certain upgrade (such as after changing ships), they can sell their upgrades.

To sell an upgrade, erase the corresponding entry in the upgrade inventory section on the Rebel pilot sheet and calculate how many squad points that pilot will receive depending on the acquiring squad points, according to the table below:

Acquiring Cost	Selling Cost
0-1	0
2-4	Acquiring Cost - 1
5-7	Acquiring Cost - 2
8+	Acquiring Cost - 3

Advance Experience Level

Players can spend squad points to advance the experience level of their pilot. Advancing to a new experience level unlocks new capabilities for the pilot, such higher initiative and upgrade slots.



- 1) Experience Level. There are 5 different experience levels:

= Level 1

= Level 2

= Level 3

= Level 4

= Level 5

- 2) Level Checkbox. A checkbox accompanies each experience level so that players can mark which level their pilots have reached.
- 3) Capability. Each experience level has a number of red squares called capabilities that the pilot gets access to when advancing to this level.
- 4) Squad points cost. This value indicates how many squad points the pilot must pay to advance to a specific experience level.

All Rebel pilots start at the first experience level (green), as indicated by the already marked checkbox in the lower left corner of the Rebel pilot sheet.

If the Rebel pilot decreases squad points by the amount indicated next to the level checkbox of the following experience level, the pilot will advance to that level. Indicate this by marking the level checkbox of the new experience level.

Each experience level unlocks several capabilities. Each capability grants the pilot a new advantage as detailed in the table below.

Capability	Effect
	The initiative value of the pilot is set to this value; add a matching initiative token to the ship card when preparing for a mission. Only apply the highest value, if the pilot has several capabilities with initiative values.

	This capability grants the pilot the option of acquiring new ships.
	Add a modification upgrade slot.
	Add pilot ability upgrade slot or a talent upgrade slot. The pilot makes the decision which type to add when preparing for a mission, and it does not have to be the same type in each mission.

Earning and Losing Squad Points

During missions, the squad of Rebel pilots earn and lose squad points collectively as a group.

The earned and lost squad points are tracked using a common dial, such as the huge ship resource tracker, or alternatively using some form of counters such as beads. This dial or pile of counters are referred to as the Mission Squad Point Pool. Each time a mission or card specifies that squad points are earned or lost, the Mission Squad Point Pool is adjusted by the corresponding amount.

The most common ways to earn squad points are:

- Destroying enemy ships and remotes
- Completing a mission objective

The most common ways to lose squad points are:

- Destruction of Rebel ships
- Failing a critical mission objective

After a mission is resolved and all squad points are tallied, all participating Rebel pilots split the total sum between them (round up any fractions). The amount that each Rebel pilot gets is now added their own private squad points pool.

Destroying Enemy Ships and Remotes

A way of earning squad points common to all missions is to destroy enemy ships and remotes. The table below details the amount of squad points earned per type.

Type	Squad points
Emplacement	2 pts

TIE/In Fighter	3 pts
Other ship	Detailed on the Imperial Pilot card, or in the mission description

Mission Objectives

Each mission has a primary mission objective that will determine the outcome of the mission. In addition, the mission will detail how many squad points are earned for successfully completing a primary mission objective.

Many missions also includes bonus objectives that pilots can complete to earn squad points, per the details in each specific mission.

Rebel Ship Destroyed

If the ship of a Rebel pilot is destroyed, the player controlling that ship rolls on the Rebel Ship Destroyed table found in the section “Rebel Ship Destroyed” in the Missions chapter. The results in the table each correspond to a lost squad point value of varying degree. The lost squad points are deducted from the Mission Squad Point Pool at the end of the mission, after squad points for completed and failed mission objectives have been resolved. The minimum value of earned squad points during a mission is always 0, even if the lost squad points would result in a negative value.

Note that the Rebel pilot will receive a new ship of the same type and does not have to erase the ship on the pilot sheet. The loss of squad points represents the maintenance team repairing the ship or acquiring a new ship if it is too badly damaged.

Automated Ships

The main antagonist in this campaign is the Empire. The Imperial side will not be controlled by any human player but instead by the game itself via special rules. The core of these special rules are the automated ship cards, which detail algorithms that control each enemy ship. Ships controlled by algorithms of automated ship cards are **automated ships**.

Automated ships follow all normal X-Wing rules with exceptions detailed in this chapter.

Automated ships do not plan their dials during the Planning Phase like human players do. Instead, they determine their maneuver when activating during the Activation Phase. In this campaign, the Empire is always the First Player, so automated ships will always activate and engage before Rebel ships of the same Initiative.

When activating, automated ships choose a target and then roll to determine their maneuver based on the current distance to the target and which arc the target is in. Automated ships do not take their target’s initiative value into account. As a result, automated ships with low

initiative are easy to outmaneuver, but Elite ships with high initiative that can barrel roll or boost are much more challenging to catch.

When activating an automated ship during the Activation Phase, follow the steps “Select Target”, “Select Maneuver” and “Select Action” in order on its automated ship card.

When an automated ship engages during the Engagement Phase, use the “Choose Weapon and Declare Defender” step to determine its weapon and attack target.

A step composed of a numbered list is in priority order, wherein the first applicable choice, starting from the top and working downwards, is resolved.

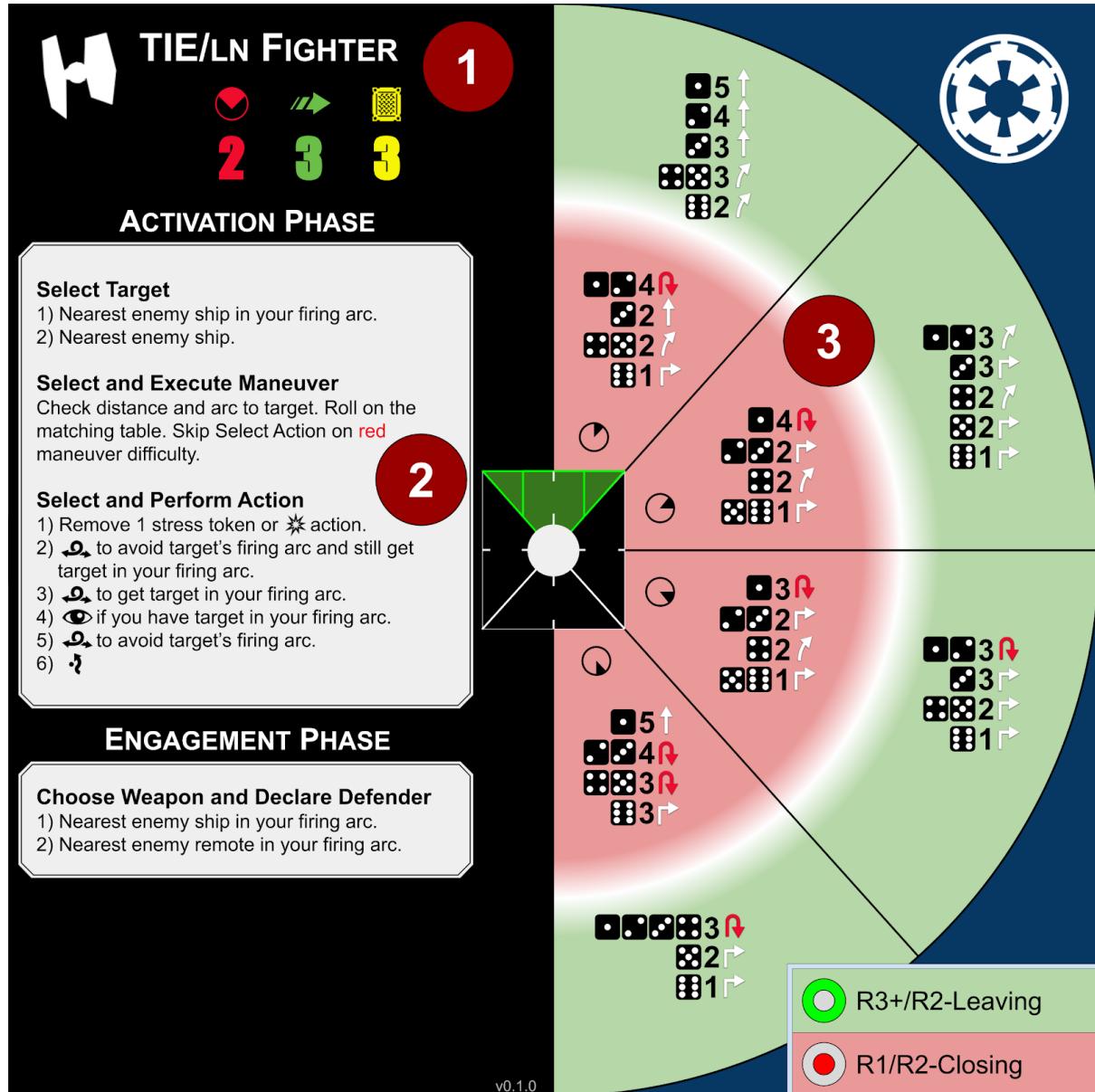
Sometimes there will be a need to pre-measure for maneuvers, actions, etc. in order to help make the correct choice for the situation.

The Will of the Emperor

Many cards detail how automated ships behave in specific situations, but sometimes a decision requires player input. When faced with such a decision, the automated ship will always choose the option that is most beneficial to the Empire and detrimental to the Rebels.

If unclear whether the option is beneficial, you can state the options and randomly determining the choice with a die roll.

Automated Ship Cards



- 1) Ship Type and Basic Stats
- 2) Automated Algorithm
- 3) Maneuver Table: Different tables depending on the distance to the target and which arc the target is in. Red area represents close distance, and green area represents far distance.

Automated Ship Setup

For each automated ship present, the plastic ship miniature, plastic pegs and the plastic base is needed together with a corresponding ship token. Automated ships do not need maneuver dials. Except for TIE/LN Fighters, each ship will also usually need a random Imperial Pilot card to determine its upgrades and abilities. See Enemy Ship Types.

Ship Numbering

For each mission, number all automated enemy ships listed in the Squad Composition table in ascending order. For example, if Alpha and Beta Squadrons have 4 TIE Fighters each, number the Alpha Squad ships 1-4 and the Beta Squad ones 5-8. If additional enemy ships enter play later in the mission, continue numbering them in the same way.

This is most important for automated ships of the same initiative value. The numbers on their bases will be the order they activate and engage in, lowest to highest. This numbering system removes any player decision-making from the automated ship activation order.

Ship Placement

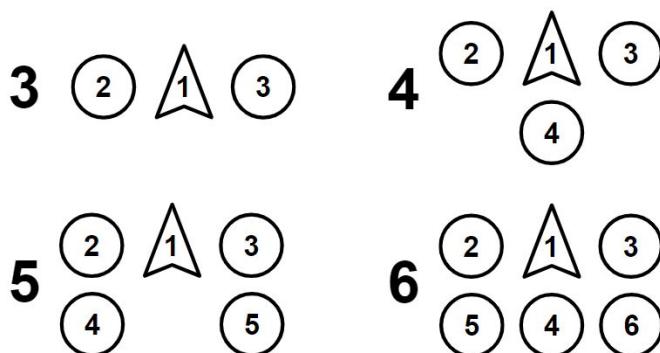
The mission's Squad Composition table lists which enemy ships are present, and the mission diagram indicates where those squads enter play using numbered arrows (vectors). Each row in the squad composition represents a squad. See Mission Setup Diagrams for more details.

Ships in a squad enter play either as part of a wing formation (using the rules found in the Epic Battles Multiplayer Expansion) or as individual ships. If a squad is composed of 3 to 6 small ships, they automatically enter play in wing formation. In all other cases they enter play as individual ships.

Placing a Wing Formation

When entering play, a wing formation is normally placed so the center of the rear of the formation is aligned with the approach vector. Mission specific rules may change this.

Within the wing formation, the lowest numbered ship in the wing is the wing leader and the other ships in the formation are placed around the wing leader in the formation and order detailed below, where the large numbers detail the number of ships in the wing formation, and the smaller numbers detail the placement order corresponding to the relative ID token numbering (the lowest number is placed in spot 1, the second lowest number is placed in spot 2, etc.)



Placing Individual Ships

When entering play, individual ships are placed in a line where all ships touch the board edge, centering around the approach vector.

The ship with the lowest number is placed directly in front of the approach vector and the other ships, in ID token order, are placed alternating left and right of the already placed ships in that squad. Ships are placed with a gap between them equal to the width of a straight maneuver template.

Planning Phase

Automated ships skip the Planning Phase. All maneuvers are determined in the Activation Phase instead.

System Phase

Automated ships usually skip the System Phase. If an automated ship does anything in the System Phase it is detailed on the relevant automated ship card or Imperial pilot card.

Device Checks

Automated ships equipped with 1 or more upgrade cards that enable the ship to drop devices are instructed to perform a **DEVICE CHECK** in the System Phase.

To make a device check, resolve the following steps:

1. Gather 1 attack die for each enemy ship at close distance in .
2. Gather 1 defence die for each friendly ship at close distance in .
3. Roll all gathered dice.
4. Compare the results; if there are more  /  results than  results, the device check is considered *successful*. Otherwise it is considered *failed*.

See sections “Determining Which Arc the Target Is In” and “Determining Distance to the Target” for details of arcs and distance.

Activation Phase

When automated ships activate in the Activation Phase follow the 3 steps on the relevant automated ship card. This section will address these steps in detail.

Select Target

Follow the priority list on the automated ship card to choose the target that meets the

criteria, starting from the top of the list and working down until a criterion has been met. Use this target for subsequent steps in the Activation Phase, that is: Select Maneuver and Select Action. Note this target is not used in the Engagement Phase.

Determining “Nearest”

The target that is physically nearest is considered nearest. If there are several possible targets that are at similar distances, choose the one that is closest to being directly ahead of the automated ship.

Range 0

Automated ships ignore ships at range 0 unless there are no other targets within range. In this case, treat the target as being at range 1 behind the automated ship.

Wing Formation

In a wing formation, only the wing leader selects a target.

Other Automated Target Selection Behavior

The default automated behavior presented in this section is referred to as **Attack** behavior. Many missions in the campaign have special rules that override the standard target selection for some squadrons of automated ships, as detailed below.

Strike Behavior

An automated ship with strike behavior relentlessly pursue a specific target (usually a mission objective) and will use that target for maneuver and action selection. If possible, they will also attack the same target during the Engagement Phase, unless the target ship is not in their firing arc, or they can make a range 1 attack against an enemy ship.

Escape Behavior

Mission special rules will specify a board edge. Automated ships with escape behavior will use the nearest point of that board edge as their target. When performing a maneuver, use the fastest speed for the selected bearing and direction.

Escort Behavior

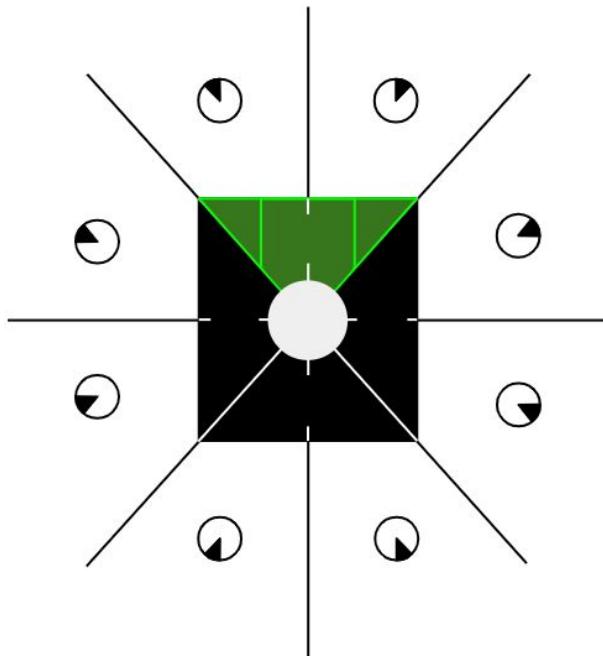
Automated ships with the escort behavior differ only from attack behavior by having modified Action Selection. If the escorted ship is within range 1, they will use the Protect Action on it (detailed in the Mission Specific Interactions chapter).

Select Maneuver

Once a target is selected, determine the distance and angle to the target relative to the automated ship and use this information to select the appropriate maneuver table from the diagram. Roll a six-sided die, and execute the maneuver that matches the result. For targets on the left side, use the corresponding table on the right side of the diagram, reversing the direction of the maneuver. Note that some ships like the Decimator have maneuvers that turn away from their targets.

Determining Which Arc the Target Is In

To determine which arc the target is in, simply divide the space around the automated ship into 8 areas by extending the printed arc lines on its ship token.



Determining Distance to the Target

The target is at **CLOSE DISTANCE** if it is at range 1, or at range 2 and the automated ship is in front of the target ship. On the automated ship cards this is represented by the red areas in the maneuver table.

The target is at **FAR DISTANCE** if it is at range 3 or more, or at range 2 and the automated ship is flanking or behind the target ship. On the automated ship cards this is represented by the green areas in the maneuver table.

See the official X-wing Rules Reference for definitions of **in front of**, **flanking** and **behind**.

Each automated ship card has a reminder in the corner:

R3+/R2-Leaving
R1/R2-Closing

Red Maneuvers and Stress

If an automated ship executes a red maneuver, it does not receive a stress token – simply skip its Select Action step.

This rule is crucial for operating the automated ships. However, automated ships can still receive stress from other effects such as Debris Fields. While an automated ship is stressed,

it may still perform red maneuvers and acquire tokens, but cannot perform actions other than to remove stress (first choice in the list of the Select Action step). If a ship can perform multiple actions, it may remove a stress token first and then select another action.

Swerving

When an automated ship executes a maneuver, if it moves through or overlaps an Asteroid, Debris Cloud, Minefield or **mine**, it will attempt to **SWERVE** instead.

When an automated ship executes a maneuver, if the final position would place it in range of a **bomb** that will detonate at the end of this Activation Phase, the ship will attempt to **SWERVE** instead.

To swerve, adjust the bearing of the executed maneuver 45° in either direction and then select a new maneuver at the same speed (or closest speed possible within the limitations of the ship's dial) that brings it closest to its target. Koiogran Turn (↴), Segnor's Loop (↲ , ↲), and Tallon Roll (↴ , ↴) maneuvers are treated as their corresponding basic maneuver instead (↑ , ↵ , ↳ , ↲ or ↴ respectively).

Adjust its chosen maneuver only once. If the automated ship is unable to avoid moving through or overlapping the Asteroid, Debris Cloud, Minefield or **mine**, or avoid the **bomb** detonation range respectively, execute the original maneuver instead of swerving.

Swerving and Wing Formations

Only the wing leader will try to swerve – it will disregard the final placement of its wingmates.

Fleeing

Automated ships will make every effort to avoid fleeing (unless their behavior is *Escape*, of course). If their chosen maneuver would cause them to flee, select the most similar maneuver that still keeps them from not fleeing.

See the official X-wing Rules Reference for definition of **fleeing**.

Fleeing and Wing Formations

If a wingmate is forced into splitting, due to not being able to be placed in the play area **and** the resulting maneuver would make it leave the play area, it gets the same opportunity to adjust its dial as single ship would (this is an exception to the normal wing formation rules).

Select Action

After executing a maneuver, if an automated ship did not execute a red maneuver, overlap a ship or was forced to skip its perform action step in any other way (such as moving through or overlapping an asteroid), it will select an action from the action priority list.

Check each condition of its action priority in order, top to bottom and perform the first action that meets the criteria. If the ship can perform multiple actions, continue until it has performed as many actions as possible.

Pre-measuring Actions and Range

Sometimes there is a need to measure range, check arcs or see if repositioning will fulfil an action's criteria. Sometimes it is possible to judge these criteria by eye, but usually there is a need to lay the range ruler or move template and move the automated ship to check. If it turns out that the ship cannot meet the criteria for doing an action after measurements has been done, simply move it back and check the next priority (use position markers provided in the X-Wing core set to mark the original position).

Ionized Automated Ships

An ionized automated ship skips all 3 normal steps in the Activation Phase and instead executes the ion maneuver and will perform the  action if able.

Engagement Phase

When an automated ship engages in the Engagement Phase, follow the attack step on the relevant automated ship card.

Choose Weapon and Declare Defender

When performing an attack, an automated ship follows all the normal rules for performing attacks. Follow the priority list on the automated ship card to determine the weapon used and which enemy ship or remote is declared as defender.

Modifying Attack Dice

Automated ships attempt to maximize the result of each dice roll they make by spending any tokens and reroll abilities, regardless of the defense value of the target they are firing upon or how likely they are to hit. If players prefer they can use the following list in order to determine the order the tokens are used:

1. Spend lock to reroll all blank results, and to reroll all  results it cannot change by other means.
2. Spend a focus token if there are 2 or more  results.
3. Spend calculate tokens.
4. Spend a focus token.
5. Spend active Force tokens.

Defending

Modifying Defence Dice

Spend tokens to neutralize as many results as possible, without adding excess  results. If spending a token will not affect the amount of damage taken, the automated ship will not spend it. If players prefer they can use the following list in order to determine the order the tokens are used:

1. Spend evade tokens and then protect tokens if it is possible to neutralize **all**  /  results.
2. Spend a calculate token if there is exactly 1  result.
3. Spend a focus token if there are 2 or more  results.
4. Spend evade tokens.
5. Spend protect tokens.
6. Spend calculate tokens.
7. Spend a focus token.
8. Spend active Force tokens.

End Phase

There are no special rules for automated ships during the End Phase.

Tokens and Damage

Normally damage cards, shield tokens, charge tokens, etc. are placed on or near the relevant pilot card or upgrade card. Since automated ships have neither, other solutions are used.

Non-elite Automated Ships

There are two suggested ways of keeping track of the information associated with a non-elite automated ship.

One alternative is to simply place all associated tokens directly on or near the ship token in the play area. This is especially suited to TIE/In Fighters and other automated ships with few such tokens involved.

The other alternative is to place a matching ID token next to the play area (near the relevant Imperial pilot card is recommended) and place all associated tokens next to that ID token.

Regular Damage

Non-elite automated ships are dealt damage tokens instead of facedown damage cards.

Critical Damage

When a non-elite automated ship would be dealt a faceup damage card, instead deal it a damage token, roll a six-sided die and deal it an extra token according to the table below:

Result	Extra Token
	+1 strain token
	+1 deplete token
	+1 ion token
	+2 stress tokens
	+1 damage token

Elite Automated Ships

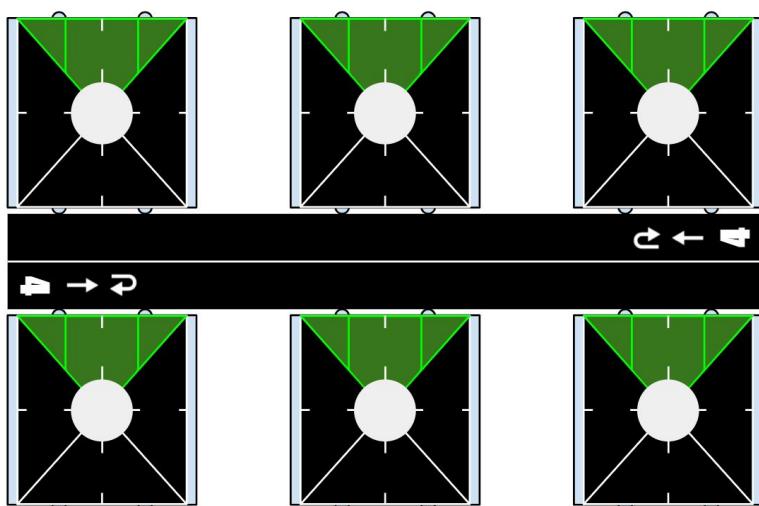
Elite automated ships are dealt damage cards as normal.

The suggested way of keeping track of the information associated with an elite automated ship is to place any associated cards or tokens on the relevant Imperial pilot card (since there is only one elite automated ship per Imperial pilot card).

Wings and Formations

Wing Formations use the wing rules found in Epic Battles Multiplayer Expansion.

If you do not have access to a wing tool yet, use the 4 straight template instead in the way detailed below:



Wing Leader

The ship with the lowest numbered ID token is the wing leader for this squadron. Wing leaders do not have any special upgrade cards such as *Veteran Wing Leader* unless stated otherwise.

Wingmate

Wingmen will join the wing again if able to, but will not modify any maneuvers to do so.

Splitting Formation

In addition to forced splitting detailed in the epic rules reference, each automated ship in a wing formation will voluntary split at the end of the End Phase if there is 1 or more Rebel ships at range 0-1.

Huge Ships

Use the following provisional rules until you have access to a huge ship maneuver tool, pilot card and dial for GR-75 Medium Transport

- Use 1st edition huge ship movement template
- Choose between the following maneuvers (announce the chosen maneuver aloud at the end of the Planning Phase):

- Red 4 ↑
- White 3 ↑
- Red 2 ↗ ↘
- Blue 2 ↑
- Blue 1 ↑
- White 1 ↗ ↘
- Red ■



If a huge ship moves through a small, medium or large automated ship, place the automated ship so it faces directly away on either *rear* or *side* (determined by which placement is closest to another Rebel ship). The players cannot choose to rotate the automated ship 90 degrees, as they normally would.

The Campaign

Players are pilots in a Rebel squadron, working together over a series of campaign rounds to liberate a star system from the Empire's grasp.

During each campaign round, players play missions cooperatively against automated controlled ships, improve their pilots and ships, and advance the story by modifying the campaign mission deck.

During key missions, each faction can earn Victory Tokens, representing control of the star system. The number of Victory Tokens needed to win the campaign depends on the campaign length chosen.

The First Mission

The first mission in the Core Mission Book, **Local Trouble**, is intended as a starting mission for new players. It does not have any campaign special rules or new play area features, and provides a good opportunity to get familiar with how the Imperial automated ships work. It

can be used to earn a few experience points so players can customize their pilots and ships a little before launching into a full campaign.

To play this mission, the following preparation is needed:

- Print one **Rebel Pilot Sheet** for each Rebel pilot (see details of how many pilots should be used in the section “Number of Players”).
- Print and cut all **Rebel ship cards**.
- Follow the instructions in the section Rookie Pilots.
- Print and cut **automated ship cards** for the **TIE/In Fighter** and **TIE Interceptor**
- Get familiar with the chapter Automated Ships.

Starting a New Campaign with Experienced Pilots

Players are intended to retire their pilots when a campaign is complete, and any future campaigns should be played with new Rebel pilots . However, all missions in the Core Mission Book (except Local Trouble) were tested to scale in difficulty with Rebel experience level, and can be replayed with high-level pilots if desired.

If starting a new campaign with experienced pilots, skip the mission Local Trouble and dive directly into the full campaign.

Campaign Set up

Once familiar with how automated ships behave and the flow of the campaign format, a full-fledged campaign can commence. Players must decide on a campaign length, which determines the number of missions arcs used and the possible missions played:

Campaign Length	Number of Starting Missions	Victory Tokens to Win the Campaign
Short	3 (6-12 Missions total)	2
Medium	5 (9-20 Missions total)	3
Long*	7 (12-28 Missions total)	4

* It is not possible to play a Long campaign with only the core missions. A minimum of 2 extra mission story arcs are required.

Mission Deck

Each mission has a corresponding card which is used to form a mission deck. Each campaign round, players draw several cards from the mission deck and choose one to play. Missions are loosely organized into story arcs, and when a mission is completed, it is usually removed from the deck and the next part of the story (another mission card) is added to the mission deck, replacing it.

Not all of the missions in the campaign are equally important or difficult. Starter missions are smaller skirmishes that provide good flight practice while later missions involve bigger, better-defended targets that must be conquered to earn victory tokens.

[Until a new Mission deck is created, use the mission deck from 0.7 \(provided in this pack for convenience\).](#)

Prepare Mission Deck

Print and cut out the mission cards. Separate out all of the mission cards with “Start” in the top corner, and set the rest aside. Shuffle the starting missions and draw (or choose) a number of them depending on the campaign length chosen. Shuffle the chosen starting missions to form a mission deck. Each mission’s victory text will provide instructions on how to modify the deck by adding new missions or discarding missions as the campaign is played.

Assemble Objects and Play Area Features

To make the new objects and play area features, it is recommended to print them on sticker paper and stick them to cardboard.

For reference, each mission story arc includes a list of required components. It may not be necessary to print all objects and play area features if only the Short campaign is being played and no missions that use a given object or play area feature is drawn.

Prepare Automated Ship Cards and Imperial Pilot Cards

Print and cut the Imperial pilot cards and shuffle them into a deck. Print the automated ship cards. These cards are suitable for laminating. If desired, also print the Reference cards.

The Campaign Round

1. Spend Squad Points
2. Select Mission
3. Calculate Average Experience Level
4. Setup Mission
5. Prepare Pilots for Mission
- 6. Play Mission**
7. Update Mission Deck
8. Distribute Earned Squad Points

Spend Squad Points

The section “Spending Squad Points” details how Rebel pilots can spend squad points to buy new ships, upgrades or advance their experience level.

Select Mission

Shuffles the Mission Deck and two mission cards. The players decide which mission they want to attempt and shuffle the other mission card back into the deck.

Calculate Average Experience Level

The more renown and successful the Rebel squad is, the more resources and elite pilots the Empire will assign to the Aturi cluster. This is represented by Rebel pilot experience levels and scaling mission difficulty level.

Calculate the average experience level by adding the levels of each Rebel pilot (green = 1, yellow = 2, etc.) and divide by the number of Rebel pilots (round to the nearest integer).

Use the color that corresponds to this number for mission scaling and for the level of elite enemy ships.

Setup Mission

Set up all ships, objects and play area features following the mission diagram and squad composition table. See Mission Setup Diagrams for more details. Then, read aloud the Mission Briefing and any mission special rules.

Prepare Pilots for Mission

Before a mission, the Rebel pilots need to decide what upgrades to equip.

Take a Rebel ship card corresponding to the marked ship symbol on their pilot sheet and place that ship card on the table in front of the player controlling the Rebel pilot.

Add shield tokens and force charge tokens depending on the ship's shield value and the pilot's force capacity respectively.

Determine the initiative value of the pilot, which is the highest initiative value of any unlocked capabilities, and place a corresponding initiative token on the ship card.

Then, pilots can equip any upgrade cards that they have in their upgrade inventory and that match upgrade slots in the upgrade bar (and fulfil the upgrade card restrictions). Note that the upgrade bar is comprised of a combination between the ship upgrade bar as shown on the ship card, upgrade slots added and/or removed by other upgrade cards and any unlocked capabilities with upgrade slots, found in the experience tree.

Then, players place their ships in the mission's starting area.

Play Mission

During a mission, each player should keep a tally of the ships their pilots destroy on their Rebel pilot sheets. Use a dial or tokens to track the experience the squad earns during the mission. Also use a dial or tokens to keep track of the round number as this is important for most missions.

If mission objectives are numbered, they must be accomplished in order.

The mission ends when a number of rounds equal to the mission's limit have been played, or there are no player ships in play.

Update Mission Deck

Read aloud the Rebel or Imperial Victory text and modify the mission deck. A plus (“+”) replaces the current mission with the one listed. “Discard” removes the mission from the deck, ending that mission arc. “Reshuffle” returns the card to the deck to replay later.

Distribute Squad Points

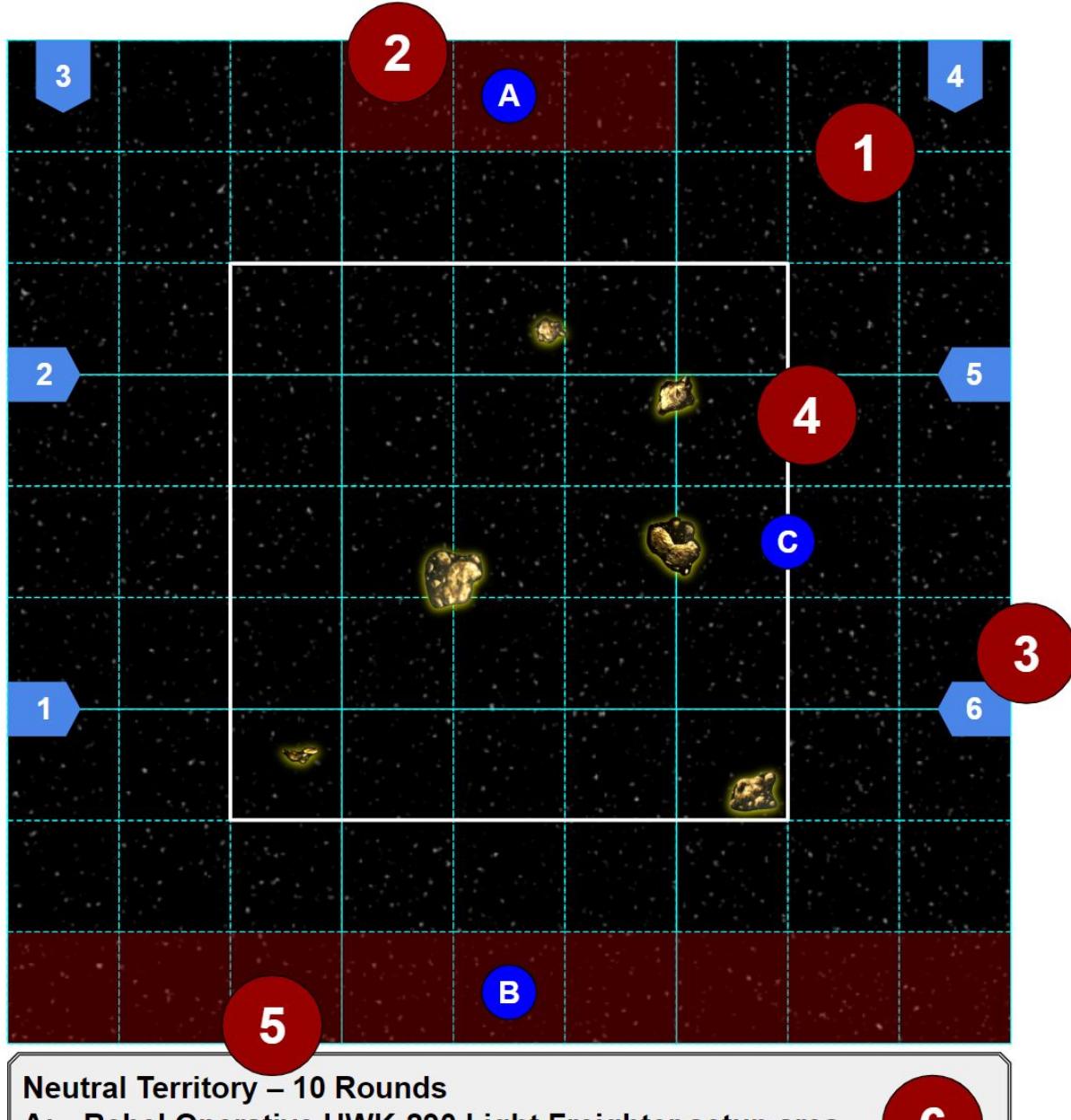
After a mission is resolved and all squad points are tallied, all participating Rebel pilots split the total sum between them (round up any fractions). The amount that each Rebel pilot receives is now added to each pilot's own private squad points pool.

Missions

This chapter details playing scenarios in the Heroes of the Aturi Cluster campaign setting. These scenarios are called missions.

The missions are grouped into mission story arcs, which are composed of a series of 3 or 4 missions played in a specific order.

Mission Setup Diagram



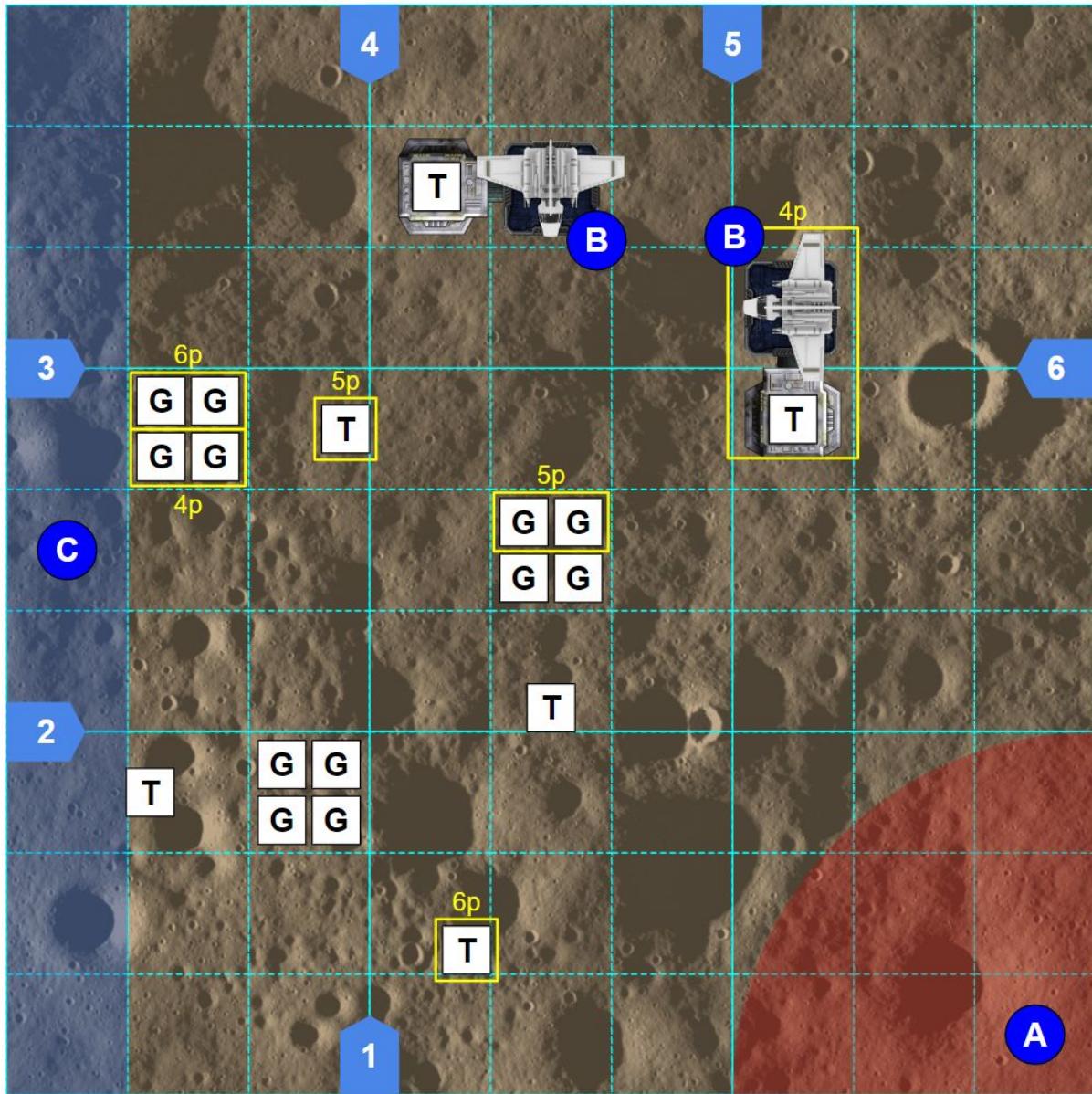
Example from Rescue Rebel Operative

- 1) Grid Lines in range 1 increments are used to locate ships and mission features.
- 2) Setup Areas. Red for Rebels, blue for Imperial. Some missions have multiple setup areas for players to choose between; some have setup areas that are only for allied ships. See the mission's special rules.

- 3) Approach Vector arrows show where enemy squadrons listed in the squad composition table may arrive, and their facing when they enter play.
- 4) Obstacle placement areas are marked with a white box. Any obstacles should be placed randomly within this area; the diagram usually has an example layout.
- 5) Territory & Round Limit. Territory type determines what happens to Rebel ships still in play when the round limit is reached. See section “Mission Territory Types”.
- 6) Legend for letters used in the diagram.

Additional Setup Instructions

Much of the campaign content is special rules for new obstacles, objects and other play area features for players to battle the Empire over. Some missions have map-wide effects (see their special rules); others include new obstacles (see details in the appendix)



Neutral Territory – 12 Rounds

A: Rebel pilot setup area

B: Cargo shuttles

C: Cargo shuttles escape edge Turbolasers (T) begin facing corner A

Example from Miners' Strike

Ground Missions

Any mission that takes place over the surface of a planet or other large object is represented in the diagram using a different background. This has no game effect.

New Play Area Features

This campaign introduces new obstacles, objects and other play area features. When a mission requires these, the number and position can scale based on the number of Rebel pilots.

Each play area feature that has variable setup is outlined in yellow, with a Rebel pilot number beside it (4p, 5p or 6p). If there are at least this many Rebel pilots, include this play area feature in the mission.

Station Modules

A station module is only decorative - they only serve to maintain the position of emplacements.

Docking Bay Modules

Some missions require ships to enter play from, or land in, Docking Bay modules.

Entering Play

The edge of the docking bay's entrance can be used for entering play as if it were an edge of the play area (see section Automated Ship Setup). Always set up so that ships are facing away from the docking bay module.

Landing

To attempt to land in a docking bay, a ship must reveal a non-red maneuver and declare that it is attempting to land. If the ship's maneuver template overlaps the bay entrance, the ship lands and is removed from the play area. If the ship's base overlaps the docking bay but the template does not, the ship fails to land and suffers 1  damage.

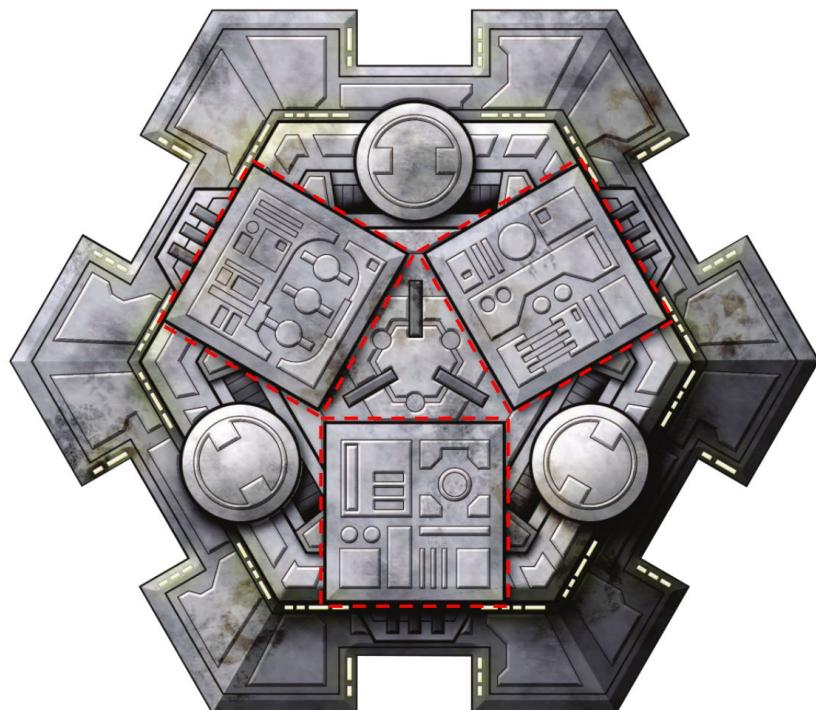
Emplacements

Emplacements represent various structures found on the ground, on the surface of stations and occasionally floating in space.

Emplacements are shown in the setup diagram with a letter to note their type. Each emplacement type has a corresponding token:

G		Cargo Container
F		Fuel Tank
C		Command Center
S		Shield Generator
A		Sensor Array
T		Turbolaser Tower

When used on a station module, each square area can have one emplacement. Examples of this are highlighted in red below:



See the appendix for details of each different type of emplacement.

Mission Territory Types

Each mission in this campaign has one of three territory types: Friendly, Neutral, or Hostile, which generally represents how dangerous a mission is for the players.

A mission's territory type will affect the results of rolls for destroyed Rebel ships, which play area edges may be used to escape and what happens to Rebel ships still in play when the round limit is reached.

Subject	Friendly Territory	Neutral Territory	Hostile Territory
Destroyed Rebel ship	1 attack die.	2 attack dice and choosing the harshest result.	3 attack dice and choosing the harshest result.
Escaping	Hyperspace jump or flee from any play area edge.	Hyperspace jump or flee from designated play area edge(s).	Hyperspace jump or flee from designated play area edge(s).
Mission round limit reached	Automatically retreat.	Automatically retreat.	Destroyed Rebel ships.

Escape Edges

The setup diagram for each mission will designate any escape edges. The ship counts as having escaped if the ship flees from that play area edge. It is then placed in reserve for the remainder of the mission.

See the official X-wing Rules Reference for definition of **fleeing**.

Rebel Ship Destroyed

If the ship of a Rebel pilot is destroyed during a mission, it is removed per normal rules. Then during the end of the mission, roll a number of attack dice for each destroyed ship. The number of attack dice depends on the territory type of the mission according to the table above.

After rolling the attack dice, resolve the **harshest** (the one closest to the top) result in the table below that matches **any** of the dice rolled.

Result	Ship and Pilot Condition
	The ship is totally destroyed and pilot is critically injured; <ul style="list-style-type: none">Lose 20 squad points

	The ship is destroyed but a few parts can be salvaged and pilot is severely injured; <ul style="list-style-type: none"> Lose 15 squad points
	The ship is destroyed but most parts can be salvaged and pilot is moderately injured; <ul style="list-style-type: none"> Lose 10 squad points
Blank	The ship can be salvaged and can quickly be fully restored and pilot is only superficially injured; <ul style="list-style-type: none"> Lose 5 squad points

Note that the Rebel pilot will receive a new ship of the same type and does not have to erase the ship on the pilot sheet. The loss of squad points represents the maintenance team repairing the ship or acquiring a new ship if it is too badly damaged.

No Survivors

The Rebel squadron is the Rebellion's last hope to secure the Aturi Cluster. If all players are shot down during a mission, they are captured by the Empire and are considered killed. Any campaign in progress is lost and the Empire gains control of the Aturi Cluster unopposed.

Mission Scaling

Each campaign mission is designed to scale based on the number of Rebel pilots and their experience level, so the squadron can play even if an individual player cannot make it to that particular gaming session.

Every mission has a Squad Composition table, listing which enemy ships are present, when they arrive and where they enter play:

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

Squad

The callsign of the squadron is often referenced in mission special rules. Each squad can consist of 1-6 ships, and will enter play as described in the section Automated Ship Setup.

Arrival

Squadrons with "Setup" listed will set up on the table before any Rebel pilots. "Turn #" means the squad is placed before the Planning Phase that Turn. "Special" is described in a mission's special rules, usually triggered by an event.

Vec. (Approach Vector)

Numbers and letters refer to the setup diagram for the mission. Sometimes dice (d6, d12, etc.) or options (1/6 or 1-3, etc.) are listed. In that case, when the squad needs to be placed on the table, roll the dice or randomly select an option to determine where the squadron enters play.

Different squadrons cannot enter play from the same approach vector during the same round. If such would be the case, randomly determine another approach vector from the available ones instead. In the rare occasion that there are no available approach vectors this round, the squadron enters play the next turn instead.

Behavior

The behavior column lists the target priority of each enemy squadron. Attack is the default on the automated ship cards, but other types change how a ship behaves and are described in mission special rules.

Composition (3-6 pilots)

Use the contents of each column that match the number of Rebel pilots in the current mission. In a few cases, cells also improve the stats of ships. Ships with colored backgrounds are only added if the average experience level of the Rebel pilots matches or exceeds that color.

Enemy Ship Types

The majority of missions include enemy ships other than standard TIE/In Fighters. These ships either have mission special rules, or will require an Imperial pilot card.

Icon	Effect
	Add a TIE/In Fighter. Do not draw any Imperial pilot cards for this ship type.
, etc.	Add this ship type. If this is the first in the squadron draw an Imperial pilot card until the matching ship type has been drawn. All subsequent ships in this squadron use the same Imperial pilot card.
	Add a random ship type. If this is the first in the squadron draw an Imperial pilot card. All subsequent ships in this squadron use the same Imperial pilot card.
, , etc.	Add this ship type if the average Rebel experience level has reached at least the experience level indicated by the color under the ship icon.
, etc.	Add an Elite version of this ship type. Draw an Imperial pilot card until the matching ship type has been drawn.



Add an Elite version of a random ship type. Draw an Imperial pilot card.

TIE Fighters

The majority of enemies in the Campaign are standard TIE Fighters. Shown as in the Squad Composition table, they are always considered to be Academy Pilots from the standard game, and they never have any upgrades or modifications.

However, the Empire has many other ship types in its arsenal, and these will require an Imperial Pilot card to be drawn.

Don't Own Enough TIE Fighters?

Most missions in the game use 2-3 TIE Fighters per player. Destroyed models can be reused for new ships, but there may be a need for more than 8 models for missions with 5 or 6 Rebel pilots. For every 2 standard TIE Fighters that are missing, substitute 1 other random type of ship.

Other Ships

The procedure for drawing an Imperial pilot depends on the symbol listed in the Squad Composition. The different types of Imperial pilots are:

Random Imperial Ship ()

Draw an Imperial pilot card. If there are multiple ships of the same type in the squad, only draw once; all ships in a squad will use that card (they will all be equipped with the same upgrades).

Specific Imperial Ship (, etc.)

Follow the procedure for a random ship type above, but draw until a pilot of the required ship type has been drawn.

Elite Enemies (, , etc.)

Draw an Imperial Pilot card for these ships as described above, for either a random or specific ship type as required. The only difference is that Elite enemies use more of the abilities on the card. See the section "Imperial Pilot Cards" for details.

Special Mission Ships

In some missions, there are ships that do not require an Imperial pilot card to be drawn. In this case, these ships are listed in the mission's special rules, along with their stats and upgrades.

Don't Own Enough Speciality TIEs?

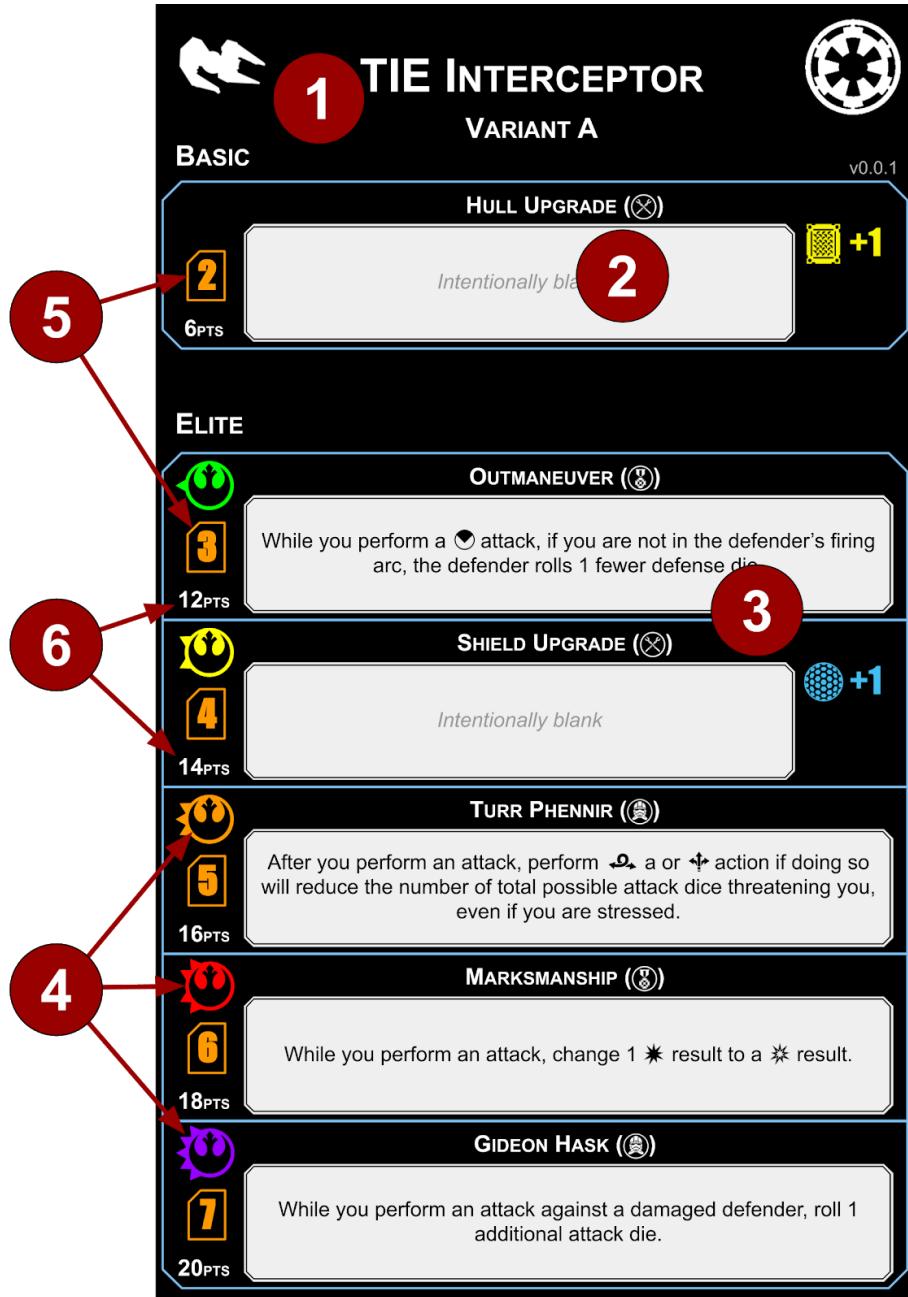
Some missions in the campaign use a large number of “specialty” ships such as TIE Phantoms or TIE Defenders. If the player group doesn’t collectively own enough to field the required number, substitute each missing model for a random Imperial ship – simply draw an Imperial Pilot card to determine the ship type (as if the table entry is ).

Colored Background (, , etc.)

The color under the ship icon indicates the average Rebel experience level that must be reached to add this ship.

For instance, if the average Rebel experience level is 4 () , add all ships with red () , orange () and yellow () circles as backgrounds.

Imperial Pilot Cards



- 1) Ship Type.
- 2) Basic Upgrade, including the upgrade name and full ability text. Many abilities have been modified slightly for the campaign to provide decision logic for automated.
- 3) Elite versions of the ship have the abilities listed in addition to the basic one.
- 4) If the average experience level of the Rebel pilots has reached the color indicated, the ship has this ability and each of the previous abilities as well (these abilities stack). For example, if the average Rebel experience level is orange, elite ships have the abilities listed under orange, yellow and green (in addition to the basic upgrade).
- 5) The Initiative value of the ship changes depending on which version of the ship is used – Elite versions have higher pilot skill that scales with the average experience

level of the Rebel pilots. This value does not stack as the abilities do – only use the number from the relevant version.

- 6) Squadron points earned if this ship is destroyed. This value does not stack as the abilities do – only use the number from the relevant version.

Mission Specific Imperial Pilot Cards

Some missions will state that an Imperial pilot specific to that mission should be added.

There are no basic or elite versions of mission specific imperial pilot cards but their abilities are based on the average experience level of the Rebel pilots just like elite versions of Imperial pilot cards.

These cards should not be added together with the normal Imperial pilot cards, but placed in a separate deck instead.

Tips for Playing Cooperatively

These tips are optional; these are merely suggestions based on playtesting.

Roleplaying and Atmosphere

Players are strongly encouraged to roleplay missions in character, and address each other using callsigns. They can even play the Star Wars soundtrack in the background or use a Star Wars sound effects app to complete the mood.

Discussing Strategy

The best way to approach any mission is usually to have a clear plan, at least until Imperial reinforcements arrive to mess things up. Strategic discussion between players is encouraged, but the players should try and keep the game moving.

Gaming the Automated Ships

While it is possible to plan maneuvers by referencing the automated ship cards for nearby ships and calculating the probability that it will perform, block or outfly the Rebel ships, this slows down the game considerably. It will probably not yield much of an advantage anyway. Most automated ships are set up so that they make a predictable, decent maneuver choice about half the time. The other half of the time, they will do something else that will often mess with the players or counter-counter plans.

Appendix

Extended Examples

Sorry, there are no extended examples at this point in time...

Planned examples:

- Pilots just finished a mission
 - One pilot was shot down and rolled a  and  result on Rebel down table.
 - Calculating final earned/lost pts
 - Dividing earned points amongst the Rebel pilots
 - Same Rebel pilot that was shot down, with pts some pts left over from before spends squad points to
 - Buy a new ship
 - Advance experience level and choose path
 - Sell 1 upgrade.
 - Buy 1 new upgrade
 - Same pilot prepare for the next mission
 - Explains upgrade slots for his two ships.
 - Equips upgrades but some are locked due to result on Ejection table.
- One round with automated ships, including
 - maneuvers
 - wing formation
 - swerving
 - attacks
 - Use the 0.7 extended example as base and modify it accordingly.

Objects

Nebula



Type: Obstacle

A ship suffers no effect when it moves through or overlaps a nebula.

If at least one nebula obstructs an attack, the defender rolls one additional defence die during the Roll Defense Dice step (this effect is not cumulative with other obstacles).

An attacker cannot declare a defender if it is at range 3 (or more) in the attack arc if the attack is also obstructed by a nebula.

Note that nebula use the same token as Ion Storms — the mission description will detail which obstacle type to apply.

Ion Storm



Type: Obstacle

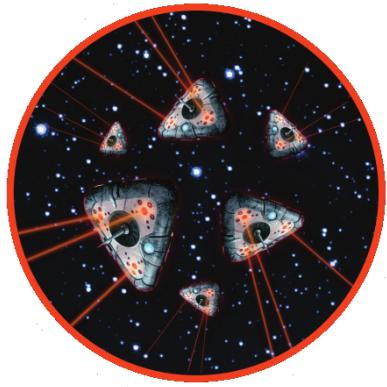
When a ship moves through or overlaps a nebula it executes its move as normal. The ship rolls an attack die. On a result, the ship suffers one damage and receives 1 ion token.

If at least one nebula obstructs an attack, the defender rolls one additional defence die during the Roll Defense Dice step (this effect is not cumulative with other obstacles).

An attacker cannot declare a defender if it is at range 3 (or more) in the attack arc if the attack is also obstructed by a nebula.

Note that Ion Storms use the same token as nebula — the mission description will detail which obstacle type to apply.

Minefield



Type: Remote, Device

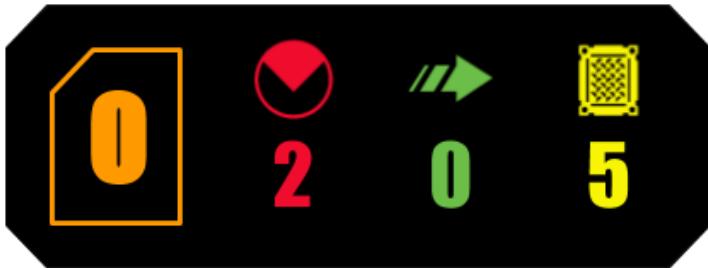
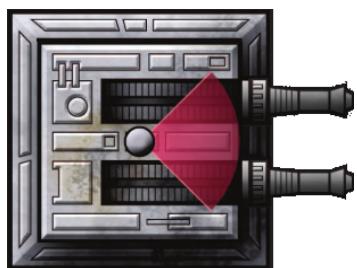
System, Activation, Engagement and End Phase: No effect.

Other rules: A minefield obstructs attacks in the same way as an obstacle.

After an enemy ship executes a maneuver that causes it to move through or overlap a minefield the minefield will detonate.

When this remote detonates, that ship rolls 1 attack die for each hull remaining on this remote. That ship then suffers 1 / damage for each matching result.

Turbolaser Tower



Type: Remote, Emplacement

System and End Phase: No effect.

Activation Phase: When you activate, rotate tower any angle up to 90°. If it is an automated, instead rotate tower up to 90° to align its center line with the center of the nearest enemy ship or remote.

Engagement Phase: When you engage, you may perform 1 attack at range 2-4. If it is an automated, instead attack the nearest enemy ship or remote at range 2-4 in its .

Shield Generator



Type: Remote, Emplacement

System, Activation, Engagement and End Phase: No effect.

Other rules: Add +1 to all emplacements (including this one) on connected station modules for each shield generator.

Fuel Tank



Type: Remote, Emplacement

System, Activation, Engagement and End Phase: No effect.

Other rules: After this remote is destroyed, each ship and remote at range 0-1 rolls 1 attack die. Each ship and remote suffers 1 / damage for each matching result.

Sensor Array



Type: Remote, Emplacement

System, Activation, Engagement and End Phase: No effect.

Command Center



Type: Remote, Emplacement

System, Activation, Engagement and End Phase: No effect.

Cargo Container



Type: Remote, Emplacement

System, Activation, Engagement and End Phase: No effect.

Special Cases

A few upgrade cards or pilot abilities require some decision making from automated ships or some special consideration in order to function in this campaign context. This section describes such cases.

Homing Missiles against Automated Ships

To determine which option an automated will take when attacked by a homing missile, roll 1 damage die for each defence die the defender would have rolled. If no critical results are rolled, the automated chooses to take 1 damage instead of normal attack. One exception to this is if the automated only has 1 hull and no shields left, in which case it will always choose normal attack.

FAQ

Q: How can automated ships remove Strain and Deplete tokens?

A: Since automated ships do not execute blue maneuvers, strain and deplete tokens are only removed when applying the effect to roll 1 fewer defence or attack die respectively.

Q: Squad point costs for Rebel upgrade cards seems completely random, what are they based on?

A: The point costs are based on a formula with input data exclusively from the official point cost lists, found at FFG's X-wing homepage. This means that if FFG release point cost changes, the affected pilot abilities will also change cost.

The formula for cost of the pilot ability upgrade is as follows (extra nerd warning!):

$$Cost_{ability} = 2 \cdot (Cost_{pilot} - Cost_{generic} - \Delta), \text{ where } \Delta \text{ is:}$$

$$\begin{aligned} \Delta = & (Initiative_{pilot} - Initiative_{generic}) + (NumberOfUpgrades_{pilot} - NumberOfUpgrades_{generic}) + \\ & + 6 \cdot (ForceCapacity_{pilot} - ForceCapacity_{generic}) \end{aligned}$$

pilot index is the specific pilot whose ability cost is sought, and *generic* index is a generic pilot of the same ship type that does not have a pilot ability and is as similar to *pilot* as possible.

Note: in some cases this formula breaks down, and the pilot ability cost does not represent the power level of the ability especially well. These cases are noted with an asterisk in the point cost list.

Optional Variants

Here are some optional variants that a play group may decide to use.

Ignoring Limited Symbol

Sometimes, if playing in a game store or other situation where people come and go, players might want to ignore the limited restriction.

If playing with this optional variant, all Rebel pilots ignore the limited symbol(s) on upgrade cards.

See the official X-wing Rules Reference for definition of **limited**.

Starting Experience

Sometimes the players do not want to start as rookie pilots.

If playing with this optional variant, instead of starting with 35 squad points, all Rebel pilots start with one of the following:

- 50 squad points
- 70 squad points
- 90 squad points

Adjusted Difficulty Level

The campaign's missions have been carefully balanced and extensively playtested to a standard level of difficulty. However, the nature of the squad composition's player scaling can also be used to adjust the game's difficulty level.

Easier

If playing with kids, or if a more casual game of X-wing is preferred, the difficulty level of the campaign can be reduced by treating the Imperial setup as if the squad is composed of 1 fewer Rebel pilot than it actually is. This will reduce the number of enemy ships and objectives, but it will also reduce the total amount of squad points the players can earn.

A Little Harder

Add 1 to the average Rebel experience level. Interpreting the squad composition table this way will add more enemy ships, and Elite enemies will have an additional ability.

A Lot Harder (3-5 Rebel pilots only)

Treat the Imperial setup as if you have an extra Rebel pilot. This often adds an extra objective, two more TIEs, and makes Elite enemies more resilient. This difficulty boost is more severe for squads with few Rebel pilots. Be warned that adjusting the game's difficulty this way might make some missions very hard to win, particularly for low player counts.

Classic Eject Table and Pilot Death

The original version of Heroes of the Aturi Cluster contained a different table for destroyed Rebel ships. This option allows players to use the old Eject table instead of the table provided in the main rules.

Note that when playing with this optional variant pilots are personally penalized for having their ship shot down as opposed to dividing the penalty amongst all Rebel pilots. This may cause Rebel pilots to diverge in power level where the ones sacrificing themselves will not be as powerful as the ones whose ships are not destroyed.

Rebel Ship Destroyed

If the ship of a Rebel pilot is destroyed during a mission, it is removed per normal rules. Then during the end of the mission, roll a number of attack dice for each destroyed ship. The number of attack dice depends on the territory type of the mission according to the table in the main rules.

After rolling the attack dice, resolve **each** result in the table below that matches each dice rolled.

Result	Ship and Pilot Condition
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	Pilot Killed - start a new pilot
	Lose most expensive talent or pilot ability upgrade.
	Lose most expensive upgrade (other than talent and pilot ability upgrades).
	This Rebel pilot have to discard half of their allocated amount of squad points after the distribution. (Discard all if is rolled)
Blank	No penalty

The new pilot starts with a number of squad points based on the average experience level of the Rebel pilots:

- Level 1 = 35 pts
- Level 2 = 50 pts
- Level 3 = 80 pts
- Level 4 = 110 pts
- Level 5 = 150 pts

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Feedback from Playtesters

Help with playtesting is needed. If you want to contribute to this project, please go to [Mission Play Test Feedback](#) and answer a few questions in a web questionnaire, after finishing a mission. It would be much appreciated!