

Heroes of the Aturi Cluster 2nd Edition

Experience Tree

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Introduction

Add-on Overview

This add-on adds a more detailed and varied experience level progression as well as new Rebel ship options for the heroic Rebel pilots.

Introduction

New Rebel Pilot Sheets

If using this add-on, these pilot sheets will replace the Rebel pilot sheets found in the core campaign set.

The pilot sheet is divided into several sections:

- 1** Pilot Image: A portrait of a Rebel pilot in a cockpit.
- 2** Player and Pilot Callsign: Two text input fields for the pilot's name and callsign.
- 3** Upgrade Inventory: A table with 6 rows and 3 columns for tracking upgrades.
- 4** Ships: A section with a grid of ship icons and checkboxes for tracking acquired ships.
- 5** Missions: A section for tracking mission progress.
- 6** Squad Points: A section for tracking squad points.
- 7** Experience Level Tree: A branching path of upgrade cards, each with a cost in points and various icons representing different abilities.

- 1) Pilot Image.
- 2) Player and Pilot Callsign name fields.
- 3) Upgrade Inventory.
- 4) Ship. Players should mark which ships their pilots have acquired. The difference compared to the core campaign is that Rebel pilots can have several ships, choosing one of them for each mission.
- 5) Missions.
- 6) Squad Points.
- 7) Experience Level Tree. This add-on will add more diverse capabilities and a branching paths in the experience level. Before advancing to the third level the players need to make a decision about which of three paths to lead their pilot (either the Engineering path, the Aviator path or the Force path).

Acquiring Ships

The following two sections replaces the section “Acquire a New Ship” in the core campaign rulebook.

Initially each Rebel pilot can only acquire a single starting ship.

They may not buy another ship until they have advanced to the second experience level (yellow), in which case all of the Rebel ships listed in the accompanied ship points list are available for purchase.



When purchasing a ship, that 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 ship, simply deduct the squad points detailed under the “Acquiring ” column in the ship points list and then mark this ship on the corresponding Rebel pilot sheet.

A Rebel pilot can have several ships at the same time, but only one of each type. Before each mission, the player controlling the pilot must choose one ship to use in that mission.

Selling Ships




Ships are quite expensive so players might want to sell off a ship when acquiring another one. It is even possible to first sell their last ship, but the player must then immediately purchase a new one.

To sell a ship, first look up the squad point cost in the ship list and deduct 5 from that cost, this is the amount of squad points that is received for selling a ship. Then erase the mark on the checkbox corresponding to this ship on the Rebel pilot sheet.

Master Upgrades ()

A new type of upgrades are available to only the most experienced of pilots.

At the last level (purple) of each of the three paths, Rebel pilots get access to the master upgrades. Each path is represented by a different master upgrade icon:

- Engineering master upgrades are represented by this icon: 
- Aviator master upgrades are represented by this icon: 
- Force master upgrades are represented by this icon: 

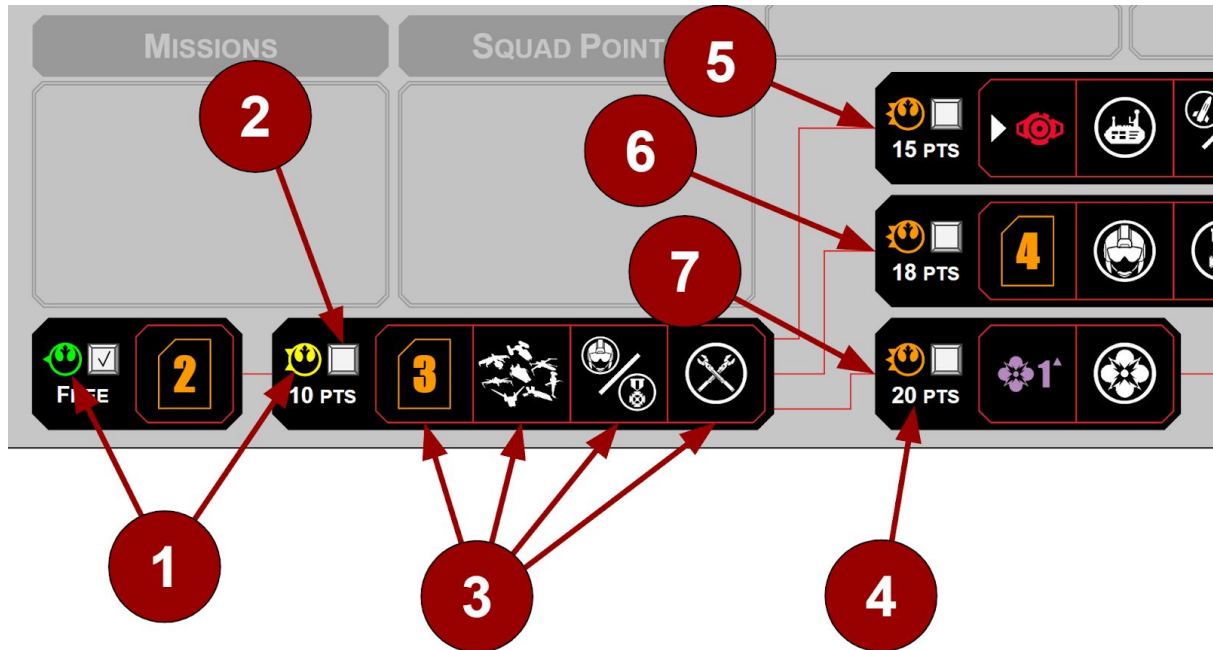
They follow all the same rules as any other upgrades except that the upgrade cards and points list are provided by this campaign pack instead of being part of any official product.

In this campaign pack, only a single upgrade card is available for each master upgrade type, but this may change with future expansion packs.


Advance Experience Level


The following section replaces the section with the same name in the core campaign rulebook.


Players can spend squad points to advance the experience level of their pilot. Advancing to a new experience level unlocks several new capabilities for the pilot, such as more upgrade slots, more force capacity or higher initiative, for instance.





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

 = Level 1

 = Level 2

 = Level 3

 = Level 4

 = Level 5

2) Level Checkbox. A checkbox is accompanying each experience level so that players can mark which level their pilots have reached.

3) Capability. Each experience level have 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 it cost to advance to a specific experience level.

5) Engineering path. This path focuses on high tech, special modifications and customizations of your ship.





- 6) Aviator path. This path focuses on dogfighting supremacy and control when maneuvering your ship.
- 7) Force path. This path focuses on developing the affinity of the force and how to utilize it in space combat.




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 that experience level.

Before advancing to the third experience level (orange), players controlling the Rebel pilot need to make a tough choice that will affect the future of that pilot until the end of the campaign. There are three different paths a pilot can take; the Engineering path, the Aviator path or the Force path. Choose which path the pilot will take. Once a path is chosen it cannot be undone.

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 grant the pilot the option of acquiring new ships.
	Add a matching upgrade slot. In this example, add a modification upgrade slot.
	Add one matching upgrade slot of either type, but not both . 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. In this example, either a pilot ability upgrade slot or a talent upgrade slot is added.

	The force capacity of the pilot is set to this value; add a number of force charge token to the ship card matching the force capacity when preparing for a mission. Only apply the highest value, if the pilot has several capabilities with force capacity.
	Add this action to the linked action bar. It is linked to all actions in the action bar. Add a matching linked action token to the ship card when preparing for a mission as a reminder. In this example a red calculate action is added to the linked action bar.
	When preparing for a mission, a player can add 1 or 2 charge tokens to one upgrade card with 1 or more non-recurring charges (it does not have to be the same card in each mission). Add 1 charge to the upgrade card unless the original number of charges is 3 or more, in which case add 2 charges instead.

Prepare Pilots for Mission

This section will replace the section with the same name in the main rules.

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

First, choose one ship that has previously been acquired. That is, any ship marked on their pilot sheet. Place the corresponding 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.

Add any linked action token to the ship card if such capability has been unlocked.

Then, pilots can equip any upgrade cards that they have in their upgrade inventory and that matches 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.

