**Book 0 (Rules Reference) [internal]**

The crunchy stuff

**Book 1 (Core Rules)**

Overview

Differences from X-wing

Phases of Play Quick-Summary

Quick Start

Basic Character Setup

Basic AI rules (only what’s needed for the sample mission)

Reading the mission diagram

Sample Mission

Characters and Progression

How to get experience

What to do with experience

Class overview (only a basic few)

Talents vs. Abilities (sample ability list)

Pilot actions vs. ship actions

The Hideout

This is where credits go

All about ships

Sample ships list (only up through class C)

Arming your ships

Post-Mission Phase Summary

The things you can do after a mission

Missions

Selecting a mission

Mission Payout

Death

What happens when your ship goes boom

AI

Only detail what is needed for the elements listed in this book (book 1)

Conclusion

Describe Intended Play Format?

Other books

Sales pitch for the expansion books

Appendix

Tables and charts

**Book 2 (Advanced Play)**

Allow for play with the classes not in the Core Rules

Introduce playing as a droid

Include lists of elements for playing things Class B and above

**Book 3 (AI and Expandability)**

Put the full AI algorithm here

Put the elements required to expand play so it can utilize all available x-wing components

**Book 4 (World and Factions)**

Faction rules are not in the base game. They are an optional expansion.

Details everything you need to play with reputation and factions.

Explains how to roleplay within the system?

**Book 5 (Mission Catalogue)**

Every mission in this book is functional with or without Factions enabled (Book 4)

Shows how to generate random missions

A list of pre-generated missions