

2.0

FLIGHT GROUP ALPHA

MISSION BRIEFINGS V207
BETA 2 2021-10-26
CONTAINS 40 MISSIONS

A FULLY CO-OPERATIVE ADAPTION OF THE TIE FIGHTER PC GAME FOR



STAR WARS™
X-WING™
2.0



Foreword

This is the first release of the mission book for v207 of Flight Group Alpha. It is also the first release where all 7 original tours found in the PC game have been converted into X-wing 2.0 missions! In addition, there are 4 playable non-tour missions, adding up to 40 playable missions! A special thanks to Jesse for all his work to create mission for tours 3, 4 and 6, as well as 3 non-tour missions.

Flight Group Alpha Mission Briefings for X-wing 2.0
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Version v207 Beta 2 2021-10-26

Credits and Acknowledgements:

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Thanks to Biff Denzer for proofreading efforts and feedback and inspiration on mission design, especially on ToD 5:5.

This is a fanmade campaign and is no way supported or endorsed by Fantasy Flight Games, LucasArts, LucasFilm Disney, etc.

Home: <https://boardgamegeek.com/filepage/161035/flight-group-alpha-imperial-co-operative-campaign>



What is Flight Group Alpha?

Welcome to Flight Group Alpha (FGA), a Co-operative expansion for the X-wing Miniature Game 2.0 focusing on the Imperial side of the Galactic Civil War era. The general storyline, the missions and almost everything else within this project is based on the PC game TIE Fighter, from 1994. TIE Fighter was a solo game. Flight Group Alpha tries to recreate the magic of the PC game with up to 6 players at the table.

This book, the **Flight Group Alpha Mission Briefings**, contains the missions that can be flown. The rulebook is called **Flight Group Alpha Instruction Manual** and is published as a separate document.

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This page contains some additional rules and concepts that have not yet found its way into the Instruction Manual. It is unclear if they ever will be there.

Star Destroyer Structures

In Tour of Duty 7 the Flight Group is forced to engage with a **Victory Class Star Destroyer**. The Mission Briefings document includes **Star Destroyer Component statcard 1** with rules how to handle these. Almost everything on the statcard is inspired and/or taken from **Biff Denzer's** epic ISD X-wing mission, with permission.

As FFG is in the process of defining their own version of "structures", it might be necessary to redefine what structures mean in FGA to avoid confusion later on.

A reminder on Threat Level Scaling

Enemy Ships

In the Mission Setup phase (see **chapter 4.1** in the Instruction Manual) it is stated that you (always) need draw Faction Pilot cards for enemy ships according to the Threat Level Scaling in chapter 4.8. This is always true unless something else is stated for a particular squad in a Mission Briefing.

Player-Controlled Ships

Missions that utilize player-controlled ships will state how those ships are equipped. Do not follow the Threat Level Scaling rules for player-controlled ships.

Protect Action

To simplify mission text, Protect Action can now be performed on any friendly (Player-Controlled or AI controlled) or neutral ship by Flight Group Alpha pilots, not just when it is mentioned in the mission text. However, assigning green tokens towards non-FGA ships still does not grant XP unless explicitly stated in the mission: source 4.2 in Table 2.3 only applies to other ships in the Flight Group, not for friendly or neutral ships.





1: Aftermath of Hoth

Rebel Alliance forces have fled their secret base, scattering in all directions. We believe that they have been assisted by the supposedly neutral Mugaari. You have been assigned to the Anoat sector and the space installation **Outpost D-34**. Your objectives include patrolling shipping lanes searching for fleeing Rebels and defending the Outpost from any attack.

This tour requires **Rank of 2+** to play

Part 1: **H Patrol Jump Point D-34**

Part 2: **H Defend Outpost D-34**

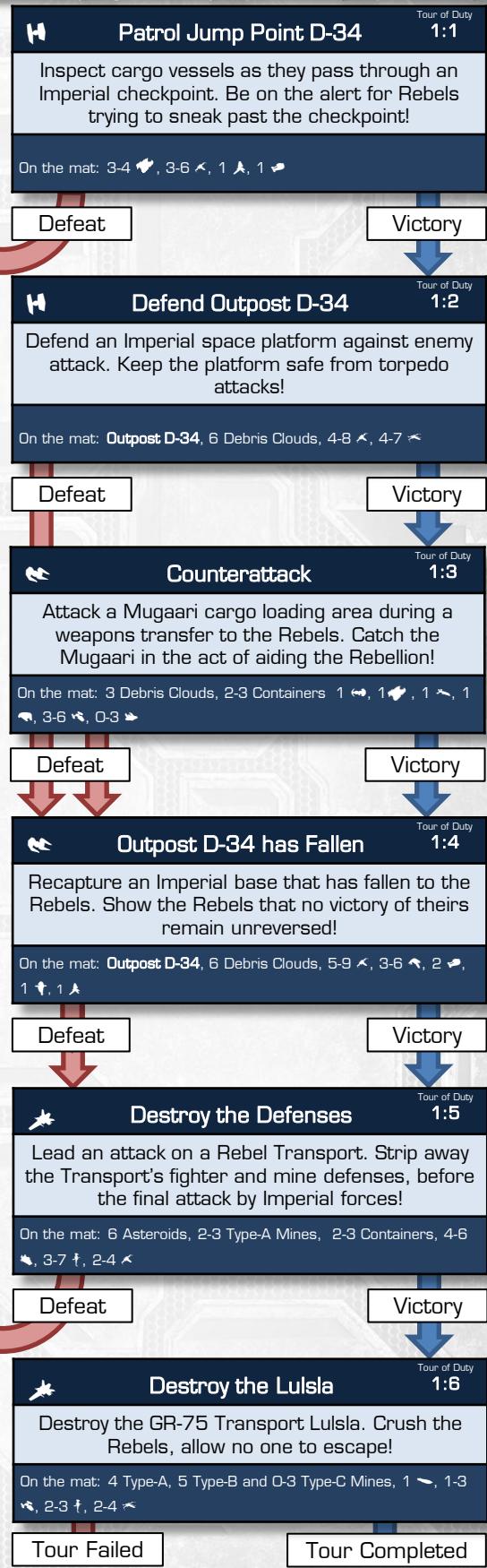
Part 3: **🐦 Counterattack**

Part 4: **🐦 Outpost D-34 has Fallen**

Part 5: **↗ Destroy the Defenses**

Part 6: **↗ Destroy the Lulsia**

Pilots that have survived and completed the final mission are awarded the **Medal of Redemption**. Medals are equipped for free and do not use a player's **⊗** slot.





2: The Sepan Civil War

You have been assigned to the Victory Class Star Destroyer **Protector**, under Admiral Harkov. Your mission is to assist in bringing an end to a civil war between two factions, the Dimoks and the Ripoblus that rages in the Sepan system.

This tour requires **Rank** of 2+ to play

Part 1: **H Respond to S.O.S**

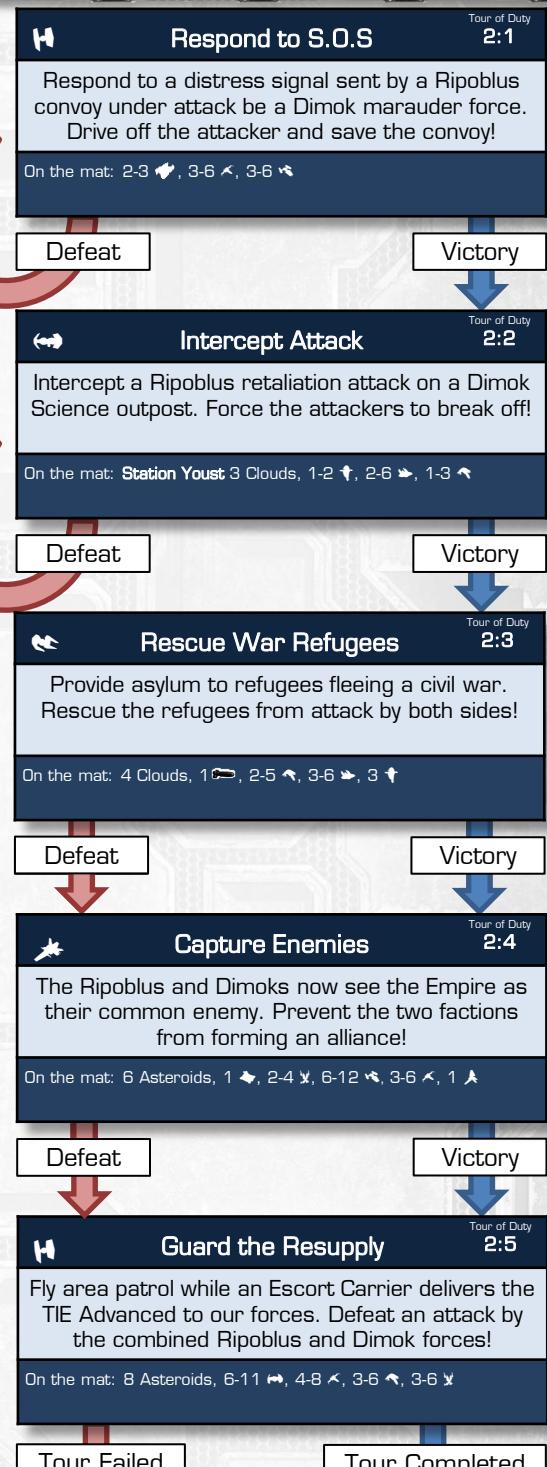
Part 2: **↔ Intercept Attack**

Part 3: **← Rescue War Refugees**

Part 4: **↗ Capture Enemies**

Part 5: **H Guard the Resupply**

Pilots that have survived and completed the final mission are awarded the **Medal of Unity**. Medals are equipped for free and do not use a player's **Rank** slot.





3: Battle on the Frontier

You have been stationed on board the Victory-class Star Destroyer Stalwart in the Pakuuni system. Vice Admiral Thrawn personally oversees an operation to construct an Imperial space station in the Outer Rim Territories. You are to assist to eliminate the threat of pirates and provide security as the space station becomes operational.

This tour requires Rank of 2+ to play

Part 1: Load Base Equipment

Part 2: Destroy Pirate Outpost

Part 3: Hold Position

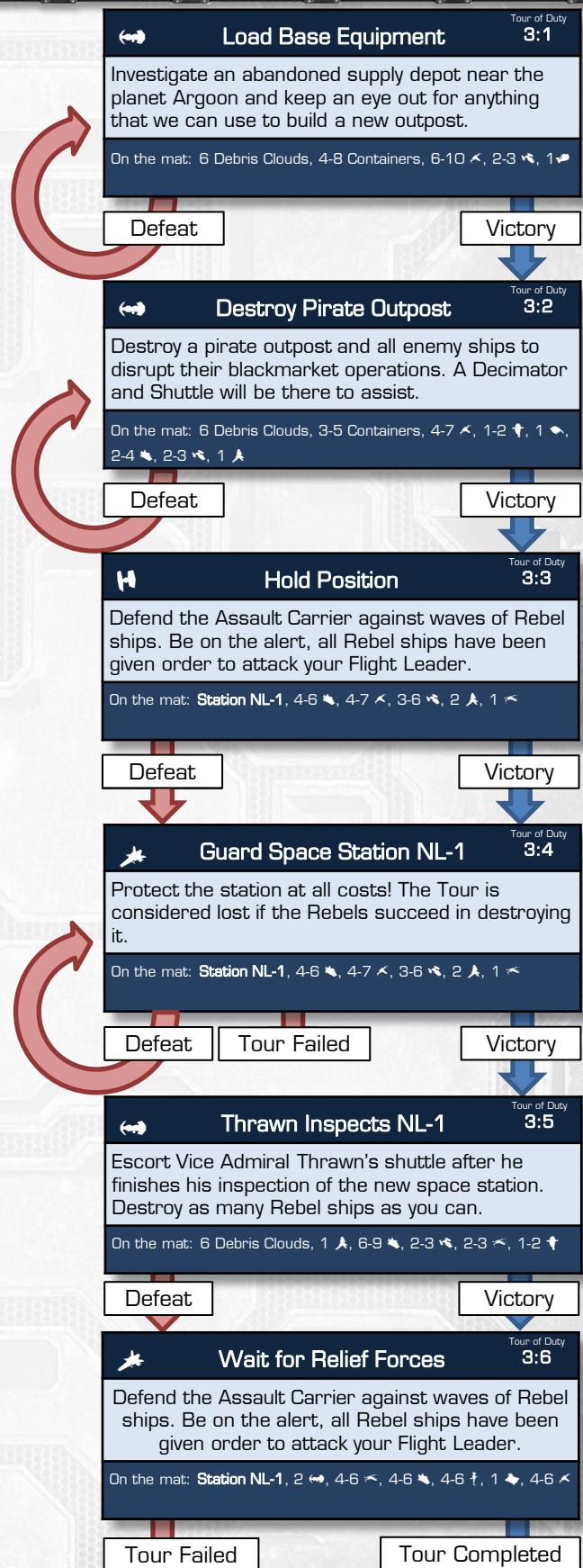
Part 4: Guard Space Station NL-1

Part 5: Thrawn Inspects NL-1

Part 6: Wait for Relief Forces

Pilots that have survived and completed the final mission are awarded the **Medal of Progress**. Medals are equipped for free and do not use a player's slot.

All missions in this tour need more playtesting feedback. Please post any comments on the bbg page.





4: Conflict at Mylok IV

The Haabeen and the Nharwaak have been contracted to provide new technology to the Empire. The Haabeen have promised the Empire a new hyperdrive that will fit in a TIE starfighter, and Admiral Zaarin understandably wants this small hyperdrive for the new TIE Advanced and TIE Defender presently in design. However, the Nharwaak are looking to sell their technology to the Rebel Insurgence and sabotage our deal with the Habeen. Flight Group Alpha will assist in securing the new technology and operates from the modified Frigate Shamus, with Zaarin in command.

This tour requires Rank of 2+ to play

Part 1: Escort Convoy

Part 2: Attack the Nharwaak

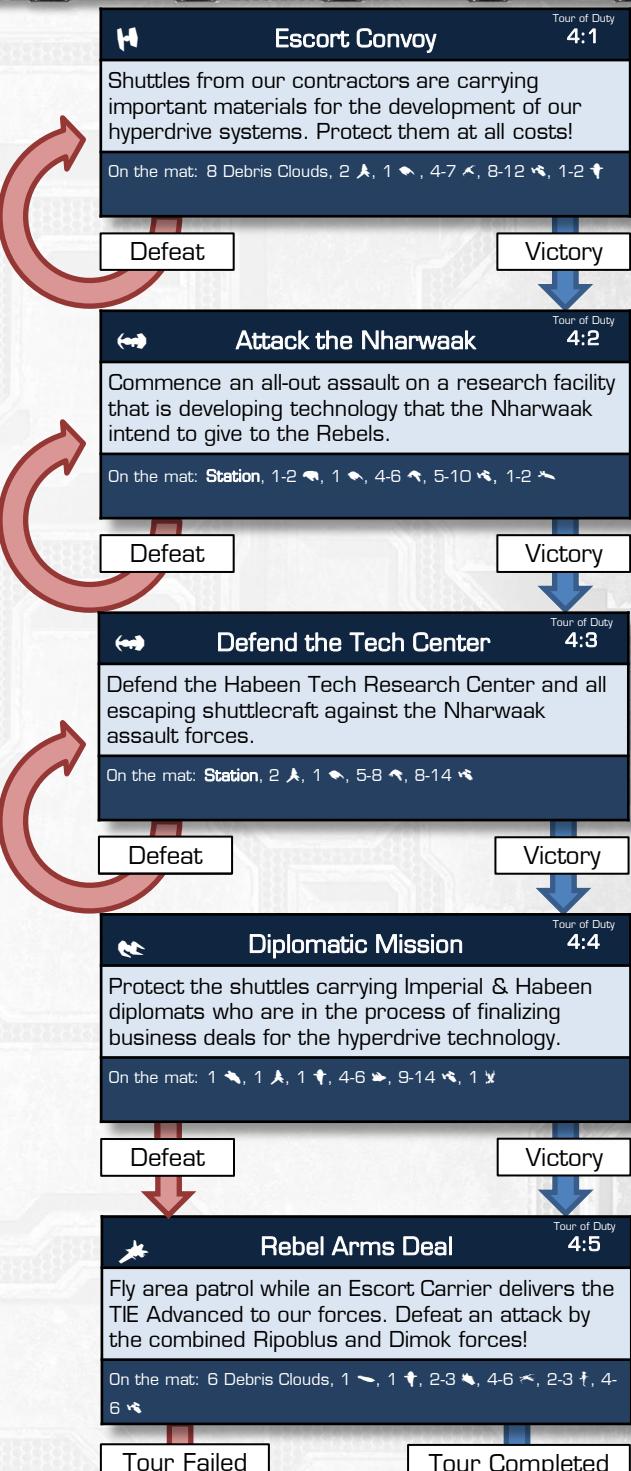
Part 3: Defend the Tech Center

Part 4: Diplomatic Meeting

Part 5: Rebel Arms Deal

Pilots that have survived and completed the final mission are awarded the **Medal of Order**. Medals are equipped for free and do not use a player's slot.

All missions in this tour need more playtesting feedback. Please post any comments on the bbg page.





5: The Battle for Honor

You have once again been assigned to the Victory Class Star Destroyer **Protector**, under Admiral Harkov. Unbeknownst to Flight Group Alpha, Admiral Harkov is planning to defect to the Rebels and sets a trap for the flight group. If they survive, they will have the chance to expose the traitor, and bring him to Lord Vader for interrogation. And execution.

This tour requires that Tours 1 to 4 have all been finished (failed or completed).

Part 1: **Mineclearing**

Part 2: **Assault Gunboat Recon**

Part 3: **Convoy Attack**

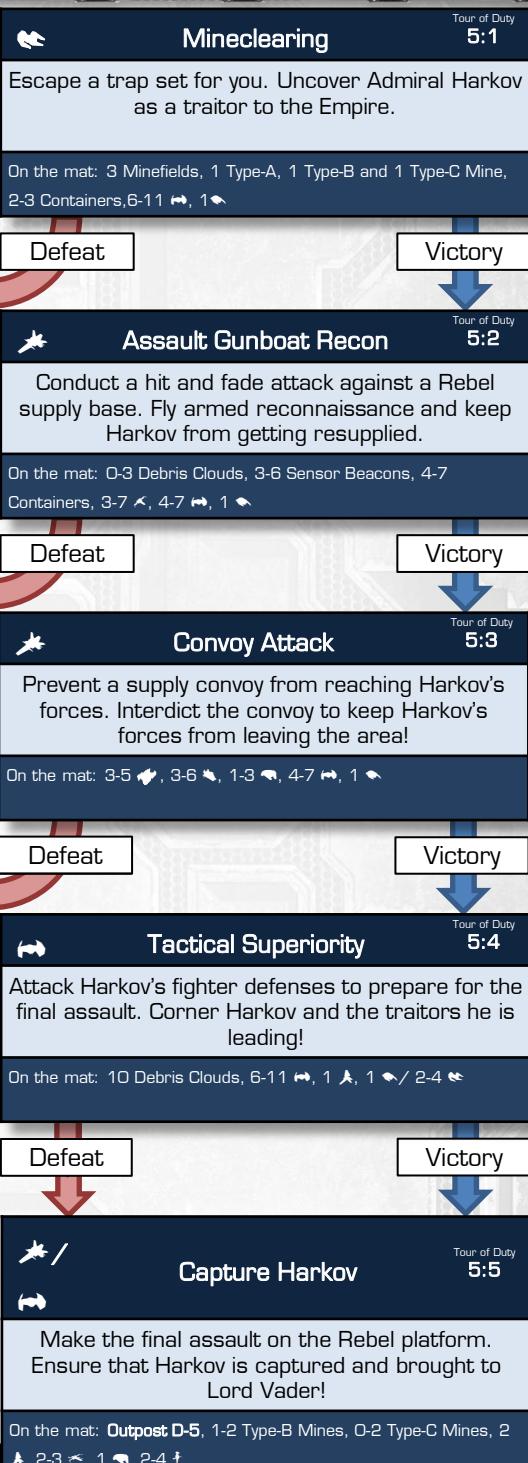
Part 4: **Tactical Superiority**

Part 5: **Capture Harkov**

Note that loyalist Imperials will always have the initiative during this tour (including Flight Group Alpha).

Pilots that have survived and completed the final mission are awarded the **Medal of Loyalty**. Medals are equipped for free and do not use a player's slot.

Tour of Duty 5 brings a new feature to the table. In each mission a VT-49 Decimator will arrive to the battle and make the flight groups' life difficult. You need either to avoid it or try to destroy it. In the end, you will need to destroy it to complete the tour.





6: Arms Race

Flight Group Alpha is located to the Parmic System, where Admiral Zaarin is the top commander of technological research of the TIE Defender program. The main plot is the production and delivery of a TIE Defender shipment that must reach the Emperor.

This tour requires that Tours 1 to 4 have all been finished (failed or completed).

Part 1: ➔ *Protect Prototypes*

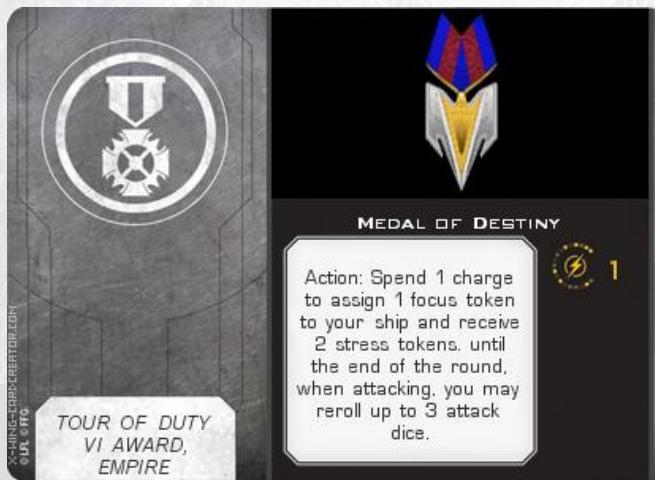
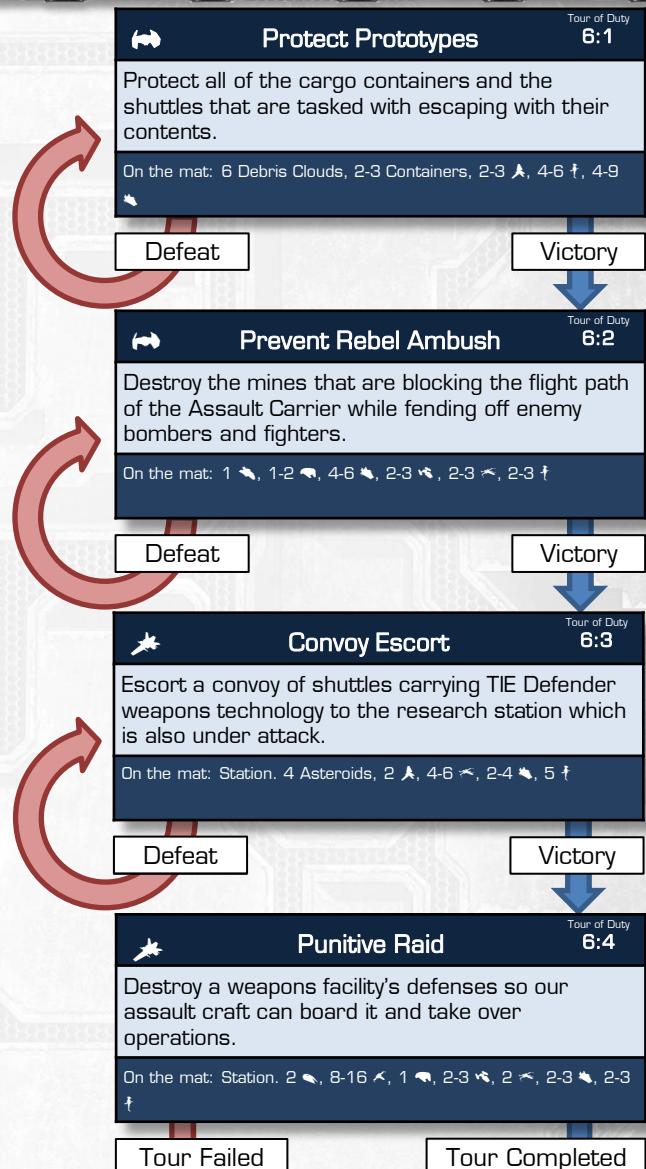
Part 2: ➡ Prevent Rebel Ambush

Part 3: ★ *Convoy Escort*

Part 4: *Punitive Raid*

Pilots that have survived and completed the final mission are awarded the **Medal of Destiny**. Medals are equipped for free and do not use a player's slot.

All missions in this tour need more playtesting feedback. Please post any comments on the bbg page.





7: Treachery at Ottega

The Galactic Empire has undertaken a campaign in the Ottega system to eliminate the remaining forces of Admiral Harkov. Lord Vader has been tasked by the Emperor to capture and destroy Harkov's flagship, the VSD **Protector**, using the Interdictor **Harpax** to prevent it from escaping to hyperspace.

This tour requires that Tours 5 and 6 have been finished (failed or completed).

Part 1: ➡ Trap the Protector

Part 2: *Destroy the Akaga*

Part 3: ➡ Retribution

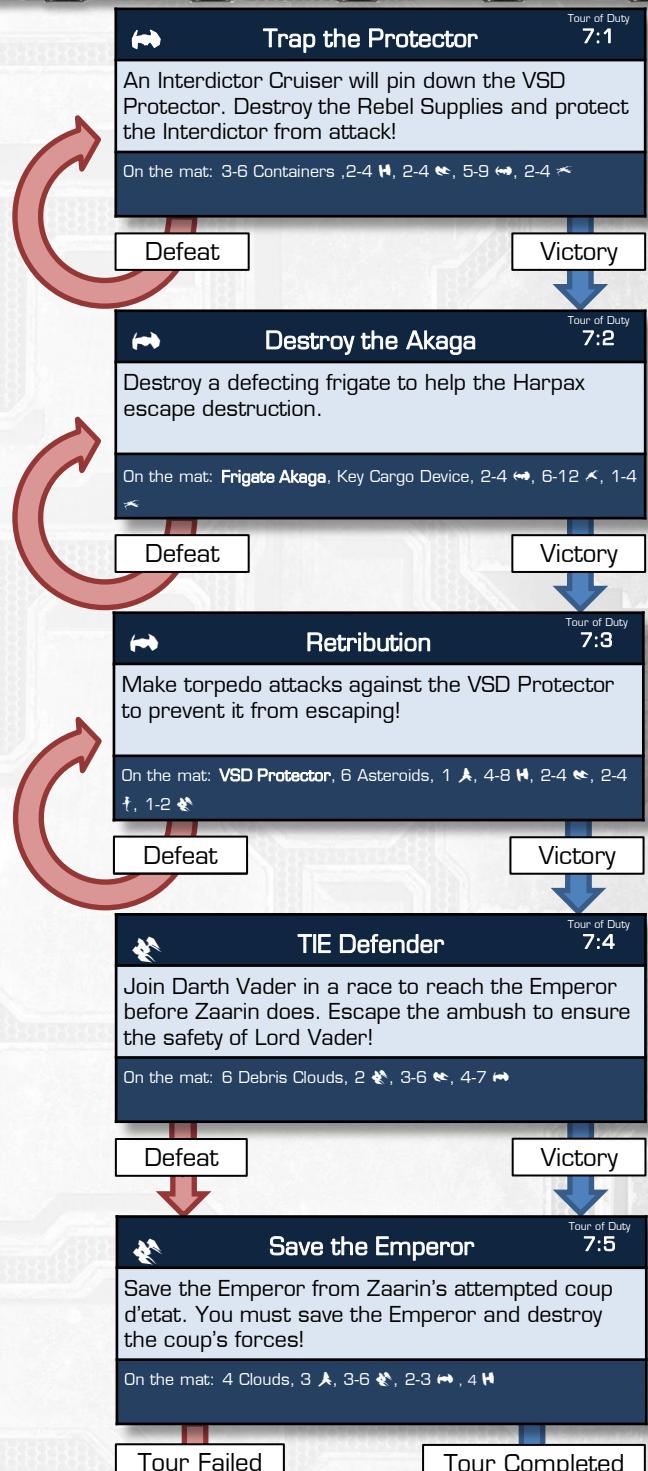
Part 4: *TIE Defender*

Part 5: *Save the Emperor*

About halfway into this Tour Admiral Zaarin's forces will enter the fray. His squadrons are identified with "Z-" in the Squad table. **All these ships have an additional Shield Generator Upgrade installed.**

Note that loyalist Imperials will always have the initiative during this tour (including Flight Group Alpha).

Pilots that have survived and completed the final mission are awarded the medal **Emperor's Will**. Medals are equipped for free and do not use a player's  slot.





0:1: ⚡ Escorting the Decimator

As stated in the Instruction Manual, the mission **Escorting the Decimator** is intended as a starting mission for new players. It introduces the players to many of the concepts that are new in Flight Group Alpha apart from the X-wing Core Rules, such as the Sector Map, Mission objectives, the Squad Composition Table and some AI statcards. If you have played Flight Group Alpha before, it is recommended that you skip this mission and start with the first mission in Tour of Duty 1, **Patrol Jump Point D-34** where everyone is at Rank 2 and 0 XP banked.

0:2: ⚡ Desert Snow

This mission is intended for players to have the opportunity to play a mission using **TIE Strikers** and/or **TIE Aggressors**. Additionally, this mission also features unique conditions that do not happen in the other missions, a 'severe dust storm' occurs at the end of every turn and can cause ships to rotate, as well as ground obstacles and Imperial ships are unable to acquire target locks due to sensor jammers.

Pilots that have survived and completed at least 3 of these missions are awarded the **Medal of Dignity**. Medals are equipped for free and do not use a player's ⚪ slot.



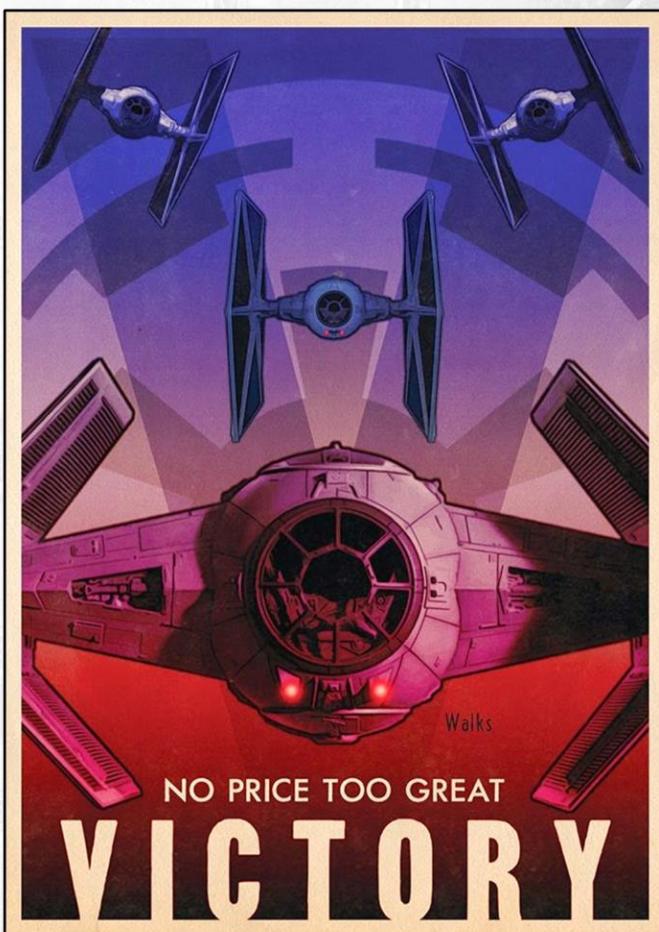
0:3: ⚡ Attack Run

For players that wish to use medium base ships such as the **TIE Punisher** and/or **TIE Heavy**, this mission gives those players the chance to use them on an attack run against a Rebel **HUGE** ship. There is also a TIE Interceptor squadron already engaged in battle. Players may choose to assist those other Imperial ships or focus only on the main objective.

0:4: ⚡ Shadow of Terror

Utilizing the stealth capabilities of the **TIE Phantom**, players must sneak past a sensor grid of a base inside an asteroid belt which has an impenetrable energy shield. Once they have accomplished that, they must engage against enemy fighters while destroying the base's defenses.

Pilots that have survived and completed at least 3 of these missions are awarded the **Medal of Dignity**. Medals are equipped for free and do not use a player's ⚪ slot.



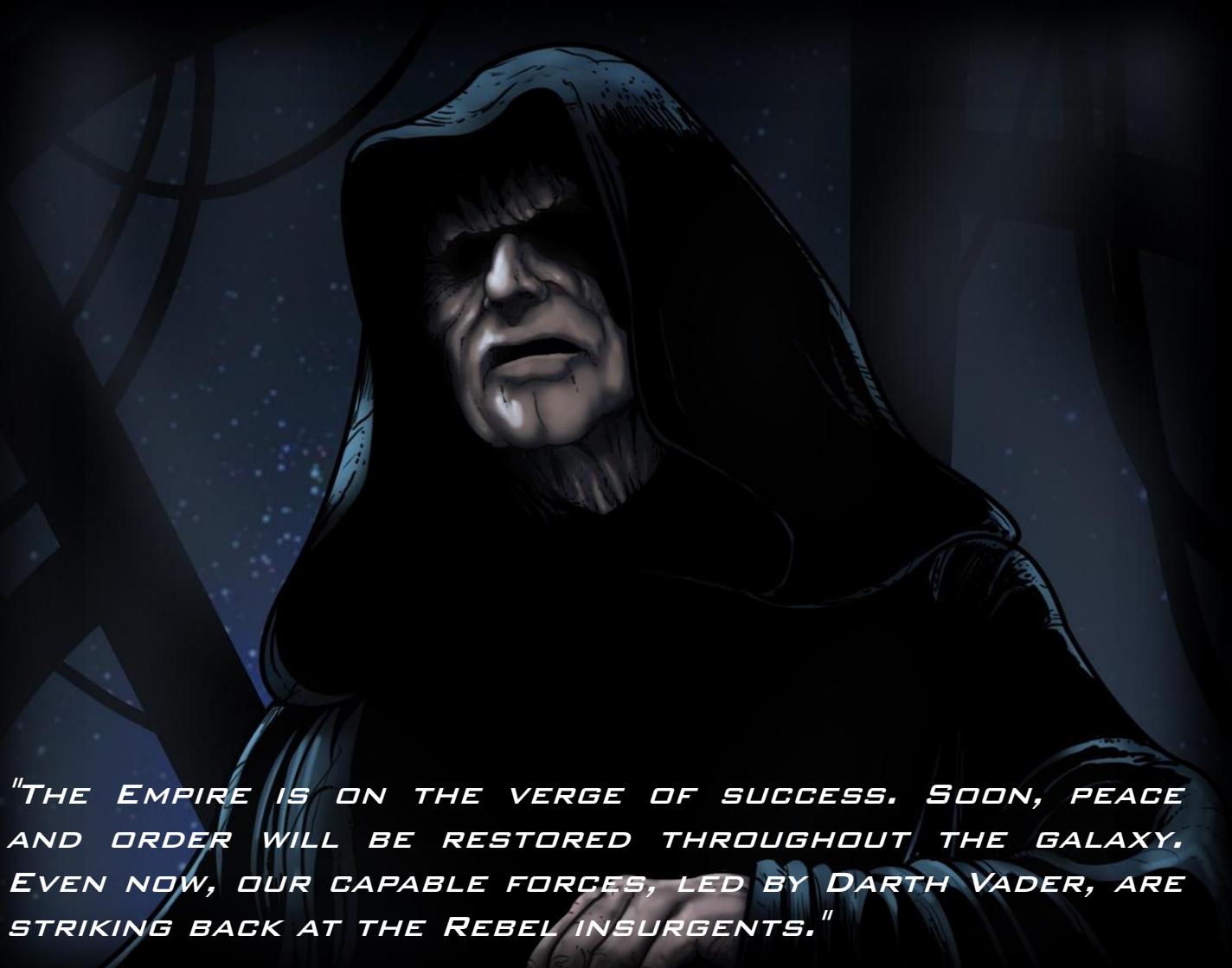


FLIGHT GROUP ALPHA

At the battle of Yavin Rebel terrorists, aided by spies and traitors within the Empire, struck a cowardly blow at the new symbol of Imperial power... The Death Star!

Darth Vader brought swift justice to the Rebels by destroying their main base on Hoth. The pitiful remnants of the Alliance have now scattered to the Outer Rim.

In the days ahead, the Emperor will call upon the Imperial Navy to eradicate the last vestiges of rebellion and restore law and order to the galaxy!



"THE EMPIRE IS ON THE VERGE OF SUCCESS. SOON, PEACE AND ORDER WILL BE RESTORED THROUGHOUT THE GALAXY. EVEN NOW, OUR CAPABLE FORCES, LED BY DARTH VADER, ARE STRIKING BACK AT THE REBEL INSURGENTS."



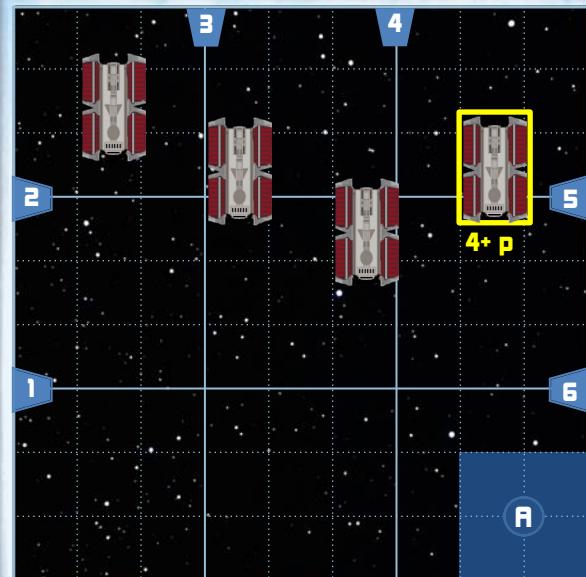
H Patrol Jump Point D-34

Mission Briefing:

"Your squad will be out on patrol around Outpost D-34. Your mission is to inspect all cargo carrying vessels as they try to pass by our station. We are on the lookout for Rebel forces that are fleeing from the base on Hoth. You are to inspect all cargo carrying vessels that pass through this area. To accomplish this, scan each Freighter to determine what cargo is on board. Stay alert for Rebels hidden amongst the transport convoys!"

During inspections, be extra careful to avoid colliding with the Freighters. Your small fighter will not survive this type of collision.

For this mission Flight Group Alpha will be flying TIE Fighters."



Friendly Territory – 12 rounds

A – Imperial setup zone

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 2+
Primary Objectives:	All Freighters must be scanned. The Freighter containing Rebels must be disabled. Omega One must dock with the Freighter containing Rebels. At least 1 TIE must survive after Omega One has docked.
Bonus Objective:	Add 2 XP to the Flight Group Pool if the Freighter containing Rebels is disabled.
Bonus Objective:	If all Rebels (except the Freighter containing Rebels) are destroyed, in flee mode or have fled at the end of round 12, add 1 XP per player to the Flight Group Pool.
Gold Star Objective:	The YT-2400 must be destroyed.

Rebel Victory

"We have failed to apprehend the Rebel Terrorists."

Reshuffle

Imperial Victory

"You have discovered a Freighter full of Rebels trying to escape from their base on Hoth. Excellent work. As we expected, fleeing Rebels are trying to sneak through this sector."

+ "Defend Outpost D-34"

H Patrol Jump Point D-34



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Onece (Freighter)	Setup	Special	Special		+		
Roe (Rebel Z-95)	Special	1	Attack				
Escro (Rebel Z-95)	Special	6	Attack				
Ratvin (Rebel Z-95)	Special	4	Attack			+	+
Omega One	Special	A	Player				
YT-2400	Special	4	Strike	+	+	+	+

Onece Squad (BFF-1 Bulk Freighters):

See map for placement. See the *Additional Component statcard 1* for the full rules for the Bulk Freighter. All Freighters are facing the edge opposite Vectors 3 and 4. Initially, the Freighters are stationary.

Inspecting the Freighters:

Put number tokens from 1 up to the number of Freighters on the board at setup in a bag. When a Freighter is inspected (by using Scan action within range 1 of the Freighter) draw a number from the bag. If it is "1", you have found the Freighter containing the Rebels.

Freighters without Rebels:

Following the round after it has been scanned, they are clear to continue their journey and will move 1 ↑ each round. These Freighters are considered Neutral. As such, the players do not get damage XP when hitting them.

Freighter containing Rebels:

This Freighter will not move or take any actions during this mission. The ship is considered disabled if it has 1-3 Hull remaining. Put a weapons disabled token on the disabled ship. It gives XP from source 2.1 on *Table 2.2, Experience Point Chart*. The players only get XP for damaging this ship after it has been identified!

Roe, Escro and Ratvin Squads (Z-95's):

Arrival: The round after the Freighter containing Rebels has been scanned.

Omega One (Player Controlled):

This ship is IN 1. Draw an Imperial Pilot card (IPC) for this ship and equip it with upgrades from the

lowest Threat Level.

Arrival: The round after the Freighter containing Rebels has been disabled.

Vector: The player may decide where in zone A it will be placed.

AI: The players collectively control the ship. Once Omega One is base to base with the Freighter containing Rebels, it can take the Docking maneuver. If Omega One survives until the end of that round, the mission immediately ends. As Omega One is player controlled, Flight Group Alpha may perform Protect Actions on Omega One.

YT-2400:

Arrival: The round after the Freighter containing Rebels has been disabled.

AI: Strike AI against the Omega One. The ship's turret arc is facing forward at setup.

Remember: The Imperials have the Initiative!

Depending on IN during this mission, the ship activation order will be as follows:

- Neutral Freighters, that have been inspected, move first at IN 0
- Any Imperial Pilots with IN 1
- Omega One, IN 1
- Bandit Squadron Pilots, IN 1
- Wild Space Fringer, IN 1
- Any Imperial Pilots with IN 2+

Remember: Draw Pilot Cards for AI ships!

As you have progressed to Rank 2, you now need to draw Pilot Cards for all enemy ships that are not Z-95's or TIE/ln's. In this mission, you need to draw a Rebel Pilot Card for the YT_2400.

See *Table 4.3 in the Instruction Manual* for details. On the other hand, you only draw Pilot Cards for player-controlled ship if it is stated in the mission.

"TIE FIGHTER ALPHA 1, INSPECT ALL CRAFT."

- IMPERIAL FLIGHT OFFICER, STAR WARS: TIE FIGHTER

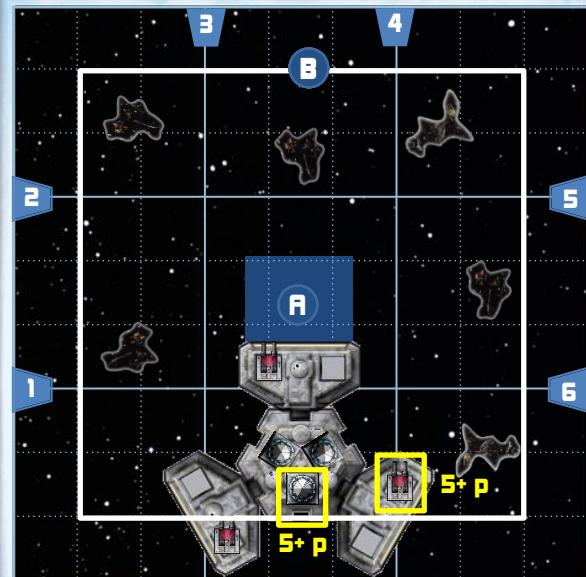


H Defend Outpost D-34

Mission Briefing:

"After interrogating the Rebel Prisoners captured aboard the Mugaari freighter, we are sure that the Rebels plan to launch an assault on this outpost. Flight Group Alpha will patrol the area around the station. You will destroy any incoming enemy ships before they attempt to destroy our station. Our squadron must survive until the Imperial-class Star Destroyer Hammer arrives to relieve us."

For this mission Flight Group Alpha will be flying TIE Fighters."



Friendly Territory – 10 rounds

A – Imperial setup zone

B – 6x Debris Clouds, Random Layout, Range >1 from any terrain/edge/ Outpost D-34

MISSION DETAILS

Requirements:	<i>Patrol Jump Point D-34 completed</i>
Primary Objectives:	Any one of the station's emplacements must survive until end of round 10. At least 1 TIE must survive until end of round 10.
Bonus Objective:	If 75 % (round up) of the enemy forces have either entered flee mode, have fled or are destroyed, add 1 XP per player to the Flight Group Pool.
Bonus Objective:	Add 1 XP to the Flight Group Pool for each emplacement that was not destroyed after the primary objectives have been fulfilled.
Gold Star Objective:	At least 75 % of the stations' emplacements must survive.

Rebel Victory

"The Rebels have gained space superiority and have boarded the Outpost! We will immediately try to take the station back!"

Gain half (round up) XP for this mission.

+ "Outpost D-34 has Fallen" (Treat Mission Counterattack as completed)

Imperial Victory

"The ISD Hammer has arrived to relieve the station. You have helped in the defense against an attack by Rebel and Mugaari forces. You have saved our Outpost from destruction, Good work!"

+ "Counterattack"



H Defend Outpost D-34

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Petdur (Rebel Z-95)	Setup	3	Strike	✗✗	+✗		+✗
Derk	Round 2	5	Strike	✗✗		+✗	
Laire (Rebel Z-95)	Round 5	4	Strike	✗✗	+✗		+✗
Blue	Round 8	1D6	Strike	✗✗		+✗	+✗

Outpost D-34 Setup:

The station has 2 types of emplacements: Shield Generators and Turbolaser Towers. The amount of each of these depends on the number of players. The players control the towers; however they will not get XP from damage or kills dealt by the towers.

Petdur and Laire Squads (Z-95 Headhunters):

AI: Strike AI against the nearest of the station emplacements.

Derk and Blue Squads (X-wings):

If ⚙Rank is 3+, draw Rebel Pilot Cards as normal for these squads (stated in *Table 4.3* in the Instruction Manual). These will have the lowest Threat Level on those card (Threat Level 2).

If ⚙Rank is 2, draw Rebel Pilot Cards but make sure to replace any card that would increase the squads IN beyond 2, such as the Variant 2 X-wing Rebel Pilot Card.

AI: Strike AI against the nearest of the station emplacements.

Tip: Flight Group Alpha may easily be overwhelmed by the amount of ships attacking the station. It is important to prevent the enemy ships from firing against the stations' emplacements, for example by distracting them to fire upon Flight Group Alpha instead.

From the Instruction Manual v207:

“3.3.2.1 Strike AI

These AI ships relentlessly pursue a specific target (usually a mission objective) and will use that target for movement and action selection. If possible, they will also fire on the same target during the Engagement Phase, unless they can make a Range 1 attack against something else.

In case that the target is not in range in the Engagement Phase, the AI will attack the nearest enemy. Ships with Strike AI will use its Lock action to only Lock its specified Strike AI Target.”



“SECTOR ALERT! THERE ARE UNKNOWN CRAFT ENTERING OUR AREA.”

“THE BASE IS BEING ATTACKED! WE NEED TO DEFEND THE STATION!”

- IMPERIAL FLIGHT OFFICER, STAR WARS: TIE FIGHTER



← Counterattack

Mission Briefing:

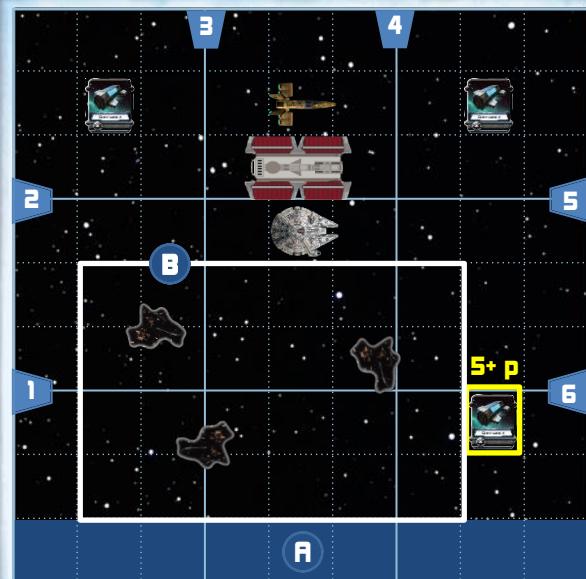
"We have traced the arms used in the recent attack on Outpost D-34 to a Mugaari cargo loading area in the Tungra Sector. We suspect that the Mugaari are providing arms and other aid to the Rebels. Our attack on this cargo area is timed to catch the Mugaari and the Rebels in their illicit weapons exchange."

The Flight Group has been relocated to Frigate Fogger, which will take you to the loading area.

Your mission objective is to destroy all cargo and cargo-carrying vessels at this site. Destroy everything, take no prisoners.

We expect this weapons site to be heavily protected by starfighters.

For this mission Flight Group Alpha will be flying TIE Interceptors. In addition, Flight Group Beta will deploy one TIE Bomber to assist in the attack.



Neutral Territory – 12 rounds

A – Imperial setup zone

B – 3x Debris Clouds, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Defend Outpost D-34 completed
Primary Objectives:	All Containers must be destroyed. Bulk Freighter Gallon must be destroyed. HWK-290 and YT-1300 must be destroyed. The TIE Bomber must survive. At least 1 ship from Flight Group Alpha must survive until end of round 12.
Bonus Objective:	Add 1 XP to the Flight Group Pool for each Container destroyed.
Gold Star Objective:	At least 75 % of all Rebel and Mugaari ships must be destroyed, have fled or have a flee token at the end of round 12.

Scum Victory

"You have failed the mission to destroy both parties of the weapons deal."

Each pilot loses half (round up) of his/her banked U&M points. Treat this mission as completed.

+ Outpost D-34 has Fallen "

Imperial Victory

"Good work, we have destroyed all the cargo-carrying craft."

The timing of our attack was perfect, we attacked when both parties to the weapons deal were still in the area."

+ Outpost D-34 has Fallen "

 Counterattack

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Beta One	Setup	A	Player				
Gallon	Setup	Special	Special				
HWK-290 (Scum)	Setup	Special	Attack				
YT-1300	Setup	Special	Attack	+			
Red (Scum Y-wing)	Round 4	3	Attack				
Blue (Scum Y-wing)	Round 4	5	Attack				
Grey (Scum Y-wing)	Round 4	1	Attack				
Xerse	Round 7	3	Attack				
Dunns	Round 7	6	Attack				

Containers Setup:

The number of Containers depend on the number of players. See map on previous page. Containers are immobile. See *the Additional Component statcard 1* for details on the Class-B Containers.

Beta One (Player Controlled):

Beta One is a TIE Bomber piloted by a TIE Bomber Elite. Draw an Imperial Pilot Card and deploy the ship as if was an opponent TIE with the corresponding Elite Threat Level.

AI: The players collectively control this ship.

Beta One is a formation leader and any ship from Flight Group Alpha that does not have the Alpha One title may fly in formation with it.

Gallon (BFF-1 Bulk Freighter):

The Bulk Freighter is considered an enemy. See *the Additional Component statcard 1* for the full rules for the Bulk Freighter. Flight Group Alpha receives XP for damaging and destroying Bulk Freighter Gallon (sources 1.1 and 1.5 on the Experience Point Chart).

Vector: See Mission Setup map, pointing towards the edge with Vectors 1 and 2.

AI: The Bulk Freighter will move 1 ↑ each round.

HWK-290:

The HWK-290 has its turret arc pointing forward at setup.

Vector: See Mission Setup map, pointing towards the edge with Vectors 5 and 6.

YT-1300:

The YT-1300 has its turret arc pointing forward at setup.

Vector: See Mission Setup map, pointing towards the edge with Vectors 5 and 6.

Red, Blue and Grey Squads (Y-wings):

All Y-wings in this mission have their turret arcs pointing forward at setup.

Tip: Concentrate on taking down the Bulk Freighter, the HWK-290 and the YT-1300. If any of these flee, the mission is a failure.

"SWITCH TO TORPEDOES AND FIRE AT WILL!"

- IMPERIAL FLIGHT OFFICER, STAR WARS: TIE FIGHTER

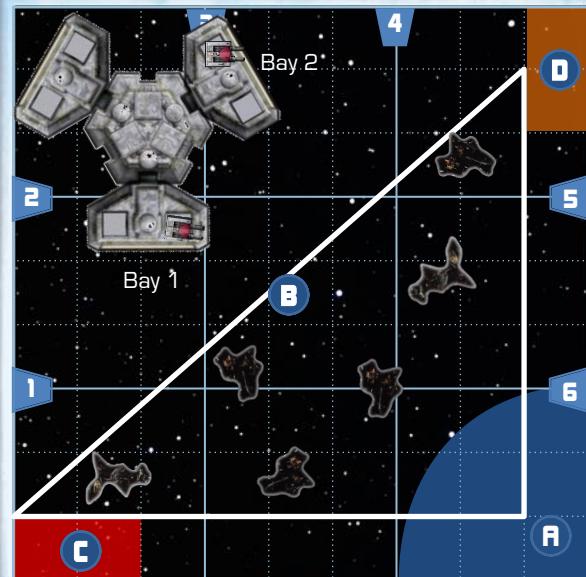
➡ Outpost D-34 has Fallen



Mission Briefing:

"During our attack on the Mugaari/Rebel weapons area, the Rebels launched a raid on Outpost D-34. It fell to the Rebels, despite a valiant fight. The Rebel terrorists are in the process of looting the station for any arms or equipment they can steal. Our objective for this mission is to retake the Outpost, recovering as much stolen material as we can."

For this mission Flight Group Alpha will be flying TIE Interceptors."



Friendly Territory – 12 rounds

A – Imperial setup zone

B – 6x Debris Clouds, Random Layout, Range >1 from any terrain/edge/Outpost D-34

C/D – Rebel/Mugaari escape zones

MISSION DETAILS

Requirements:	<i>Counterattack</i> completed
Primary Objectives:	At least 2 enemy large and medium based ships must be disabled. Omega One must land in either Docking Bay 1 or 2 by the end of round 12. At least one TIE must survive until end of round 12. For each Turbolaser Tower that has been destroyed at mission end, remove 1 XP per player from the Flight Group Pool.
Bonus Objective:	For each medium and large based ship that is disabled, add 1 XP per player to the Flight Group Pool.
Gold Star Objective:	All 3 enemy large and medium based ships must be disabled.

Rebel Victory

"You have failed to stop the Rebel Scum from looting Imperial property!"

Each pilot loses his/her most expensive Elite Pilot Talent, Force Talent or Imperial Pilot Ability.

+ "Destroy the Defenses"
(Treat this mission as completed)

Imperial Victory

*"We have recaptured D-34 and driven off the Rebels and their Mugaari allies!
Despite a heavy and intense battle, our forces prevailed in recapturing Outpost D-34. The Rebellion plan to loot and pillage Imperial property has been thwarted."*

+ "Destroy the Defenses"

➡ Outpost D-34 has Fallen



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Red (Rebel Z-95)	Setup	Bay 1	Attack	✗✗		+✗	
Claf	Setup	Bay 2	Attack	✗	+✗		+✗
YT-2400	Round 2	Bay 1	Escape		✗*		
Omega One	Round 4	A	Player		✗		
Blue (Rebel Z-95)	Round 5	1D6	Attack	✗	+✗		+✗
Firespray	Round 6	Bay 2	Escape		✗*		
Gold (Rebel Z-95)	Round 9	1D6	Attack	✗✗		+✗	
Ginger	Round 9	1D6	Attack	✗✗		+✗	
YT-2400	Round 10	Bay 1	Escape		✗*		

*See text for special rules for total number of Shields in this mission

Outpost D-34 Setup:

The station has 2 Laser Tower emplacements that are facing the edge with vectors 5 and 6. They will fire at the Imperial ships as normal. However, the rebels will start evacuating the station at the beginning of round 9. From round 9 and onwards, the towers will be unmanned and will not fire.

The YT-2400's and the Firespray:

Do **not** draw Pilot cards for these ships.

To represent these ships being fully loaded with stolen cargo, they cannot move faster than 3↑. Consider a rolled 4↑ on the maneuver table as 3↑.

They also have -1 Agility score. For this mission, the number of shields on each of these ships **equals the amount of players** (ignore the pilot card's printed Shield value).

AI for YT-2400's: Escape AI towards zone C.

AI for Firespray: Escape AI towards zone D.

The YT-2400's turret arcs are facing forward.

These ships become **disabled** if they have 1-3 Hull remaining. For this mission, a disabled ship that leaves the board is not destroyed and still fulfills the primary mission objective. Put a weapons disabled token on the disabled ship. It gives XP from source 2.1 on *Table 2.2, Experience Point Chart*.

"ALL TIE INTERCEPTORS, GOOD HUNTING!"

- IMPERIAL FLIGHT OFFICER - STAR WARS: TIE FIGHTER

Omega One (Player Controlled):

This ship is IN 2. Draw an IPC for this ship and equip it with upgrades from the lowest Threat Level.

Arrival: Round 4. Flight Group Alpha may postpone the arrival of Omega One to later rounds if they wish to protect it, because if Omega One is destroyed the mission is a failure.

AI: The players collectively control the ship.

To complete the mission, the Omega One needs to land in either Docking Bay 1 or 2. See *chapter 4.3.2.2* for Landing maneuver details. Once Omega One has landed, it is not allowed to deploy again.

Landing Omega One in a Docking Bay will not prevent enemy ships from deploying from that Docking Bay.

Disabled ships move 1↑ if it was previously moving, otherwise it will not perform any maneuvers. It does not take actions and does not perform attacks.

Warning: This mission is designed to be played at normal difficulty level (see *chapter 1.3.5.1* in the Instruction Manual) and can be "not a little harder" but instead very much harder in silver star mode.

★ Destroy the Defenses



Mission Briefing:

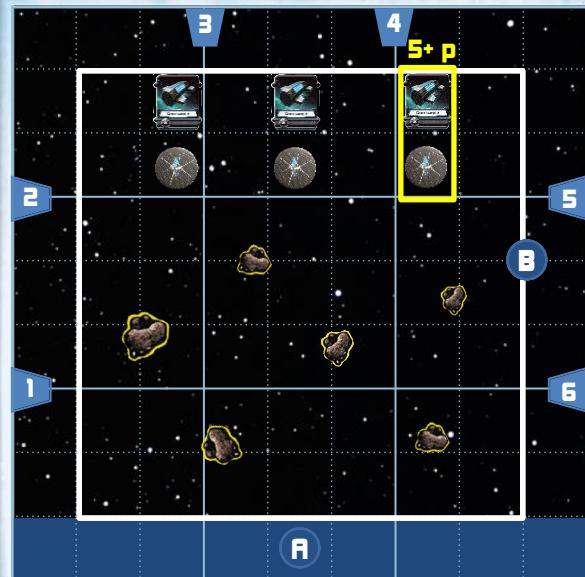
"The Rebel Attack on Outpost D34 was launched from a Rebel Transport in the Bruanii Sector. We have located its exact location where it is taking on supplies and are launching an attack to destroy it. You will fly in the first wave to clear away the Transport's starfighter shield.

The supply containers also need to be destroyed to prevent the Transport from getting resupplied.

The Rebel Transport will send its finest A-wings and B-wings to defend itself.

Then use your hyperdrive to return to the Frigate Fogger for rearmament.

For this mission Flight Group Alpha will be flying Assault Gunboats. The Imperial Armory provides each ship an Advanced SLAM upgrade and a Proton Torpedoes upgrade for this mission."



Hostile Territory – 12 rounds

A – Imperial setup zone

B – 6x Asteroids, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	<i>Outpost D-34 has Fallen</i> completed
Primary Objectives:	All Class-B Containers must be destroyed. At least 1 Mine Type A must be destroyed. At least 50% (round up) of the total number of enemy ships that can appear in this mission must have either entered flee mode, have fled or have been destroyed. After the above objectives have been completed, at least 1 Assault Gunboat must escape using hyperdrive.
Bonus Objective:	Add 1 XP to Flight Group Pool per Container or Mine Type A destroyed.
Gold Star Objective:	At least 75% (round up) of the total number of enemy ships that can appear in this mission must have either entered flee mode, have fled or have been destroyed

Rebel Victory

"The outer defenses are still intact. Another squad of Assault Gunboats will immediately be dispatched to complete this mission!"

Replay mission, where each pilot starts with 1 stress token.

If failing a second time, gain 0 XP for this mission. Treat this mission as completed.
+ "Destroy the Luksla"

Imperial Victory

"Our attack stripped the Transport of its first line of defense. Good work, this will allow our forces to begin the second wave to destroy the Transport."

+ "Destroy the Luksla"

★ Destroy the Defenses



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Blue	Setup	2	Attack	2x		+2x	
Gold	Setup	5	Attack	1x	+1x		+1x
Red	Round 5	1D6	Attack	2x		+2x	+2x
Elite B-wing	Round 5	1D6	Attack			2x	2x
Modd	Round 9	1D6	Attack	2x		+2x	
Gargon	Round 9	1D6	Attack	1x	+1x		+1x

Containers and Mines Setup:

The number of Class-B Containers and Mine Type A's depend on the number of players. See map on previous page. See **chapter 4.5** in the Instruction Manual for details on these components.

Tip: To increase the probability of destroying the A-wings, try to fire 2 missiles or torpedoes on each in the same round. It just needs 2 hits to assign it a flee token.

End of Mission:

If all enemy ships are destroyed at the end of the mission, the territory becomes Neutral and all Imperial ships survive. Otherwise, all remaining Imperial ships are destroyed and each need to make an eject roll with 3 dice. See **chapter 4.11.5** in the Instruction Manual.



"THE TRANSPORT HAS LAUNCHED STARFIGHTERS. LET'S TAKE THEM OUT."

- ALPHA ONE, STAR WARS: TIE FIGHTER



★ Destroy the Lulsia

Mission Briefing:

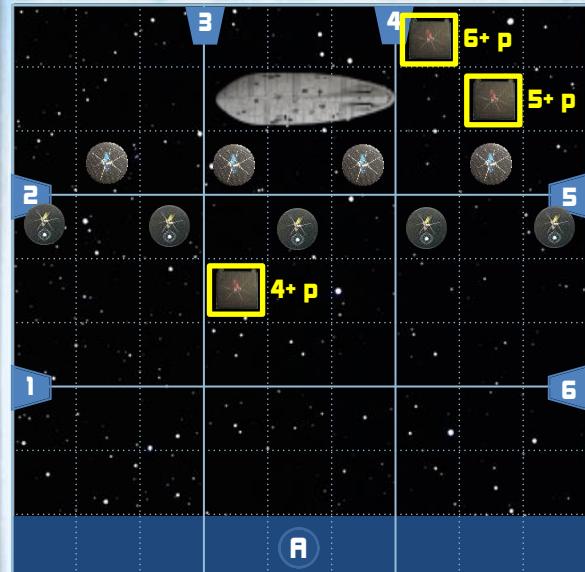
*"The Rebel Transport **Lulsia** is the target of this mission. We are confident that the **Lulsia** is vulnerable for a direct attack using torpedoes and missiles."*

Flight Group Alpha has been chosen for the honor of destroying the Transport, which is now completing its loading of stolen supplies. Finish it off before it escapes!

Besides the remaining starfighters, the many mines that surround her may be the biggest threat.

*Once the **Lulsia** is destroyed, you may use your hyperdrive to return to the Frigate Fogger.*

*For this mission Flight Group Alpha will be flying **Assault Gunboats**. The Imperial Armory provides each player with an equipment bonus of 20 U&M Points for this mission. Do not add these points to the player's Banked U&M."*



Hostile Territory – 10 rounds

A – Imperial setup zone

MISSION DETAILS

Requirements:	<i>Destroy the Defenses</i> completed
Primary Objectives:	The Lulsia must be destroyed. Add 4 XP per player to the Flight Group Pool when the Rebel Transport is destroyed. At least 1 Mine Type A must be destroyed.
Bonus Objective:	Add 1 XP to the Flight Group Pool per Mine Type A, B or C destroyed.
Gold Star Objective:	At least 50 % of the enemy ships and at least 50 % of the mines must be destroyed.

Rebel Victory

"This is a black day for the Empire. Not only have the Rebels Insurgents managed to raid an Imperial Outpost, but have also been able to flee with Imperial munitions stolen from that Outpost. The Emperor will not tolerate this failure!"

Flight Group Alpha fails Tour of Duty 1. Each pilot is demoted (loses 1 rank).

Imperial Victory

*"You helped to destroy the Rebel Transport **Lulsia**. This is a major achievement in our fight against the Rebellion in this sector!"*

You have completed Tour of Duty 1!

Each pilot is awarded the Medal of Redemption.

★ Destroy the Lulsla



Squad	Arrival	Vector	AI	3p	4p	5p	6p
The Lulsla	Setup	Special	Special		+	+	+
Gold (Rebel Y-wing)	Setup	2	Attack		+		+
Blue	Setup	5	Attack			+	
Red	Round 4	5	Attack		+		+

Mine Types A, B and C Setup:

See the *Mine statcard* for the full rules for these mines. The number Mines depend on the number of players. For this mission, AI ships will move as if the mines do not exist, and the mines will not detonate if AI ships overlap or move through them.

Lulsla (GR-75 Medium Transport):

The **Lulsla** is a GR-75 Medium Transport with the following stats:



Vector: See map. It is facing the edge with Vectors 1 and 2.

AI: For this mission, the GR-75 uses a simplified version of the Huge Ship rules: **The Transport activates after all small ships, takes at maximum 1 action per round and does not have an attack.**

Do the following steps:

Select Manuever

- During round 1 to 4, the Transport is **Stationary**.
- At round 5 and onwards, the Transport will move 2 ↑ using the **Huge ship maneuver template**.

Action Selection

- If not moving, discard 1 face down damage card
- Add 2 Reinforce tokens to the ship, one with the fore and one with the aft side faceup.

End of round

- 1) Recover 1 shield (up to the shield value).

Special Rules:

- If the Lulsla is partially moved off the board, player attacks can still be made against it. However, if the **Lulsla** is not destroyed by the end of that round, it is considered to have escaped and the players fail the mission.

- If the Lulsla overlaps another ship, that ship is destroyed. The Lulsla will then suffer the effects of one attack die.
- If a ship overlaps the Lulsla, that ship suffers the effects of one attack die.
- AI ships make every effort to avoid the movement path of the Transport or overlapping it. If their chosen maneuver causes them to be positioned such that the Transport will overlap them after moving, or if it overlaps the Transport, select the most similar maneuver that avoids the overlap. If there is no possible maneuver that achieves this, the AI ship performs the chosen maneuver.
- For the purposes of this mission, count ★ taken against the Lulsla's Hull as ★.

If the Transport is destroyed:

If the **Lulsla** is destroyed, all rebel ships will attempt to leave the map. Immediately assign a Flee token to each enemy ship on the board. At this point, the area becomes Friendly territory. The mission ends when all rebel ships have either fled or are destroyed, or when the round limit is reached.

End of Mission:

If the Lulsla is not destroyed all remaining Imperial ships are destroyed and each need to make an eject roll with 3 dice. See *chapter 4.11.5* in the Instruction Manual.

"THERE IS THE TRANSPORT LULSLA. THE REBELS CAN'T ESCAPE NOW."

- ALPHA ONE, STAR WARS: TIE FIGHTER



W Respond to S.O.S

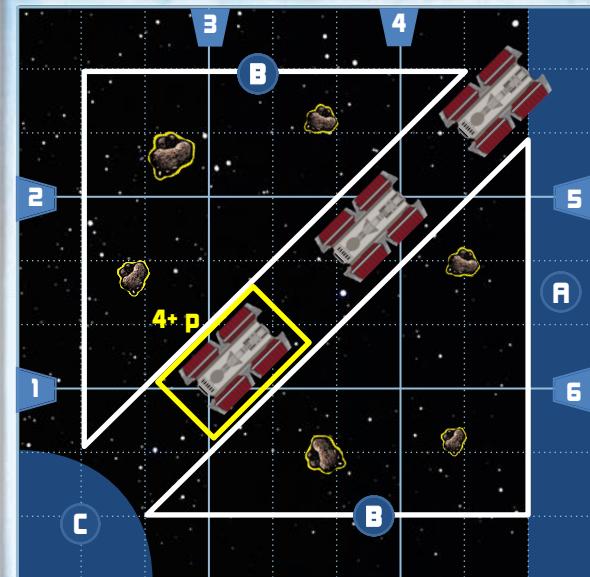
Mission Briefing:

"The Sepan peoples have been torn apart by civil war for generations. Each of the rival factions (Dimok and Ripoblus) is guilty of committing atrocities against each other. Admiral Harkov has been given the task of bringing an end to this civil war."

We have received a distress signal from a Ripoblus convoy under attack by Dimok marauders. Your objective is to save as much of the convoy as possible. This will be accomplished by destroying enough of the attacking Dimoks to force the rest to withdraw. The survivors will report back to their leaders. They will realize the Empire means to end this war.

For this mission Flight Group Alpha will be flying TIE Fighters.

Make sure to scan the Freighters, as we have suspicions that they may contain illegal goods."



Neutral Territory – 10 rounds

- A – Imperial setup zone
- B – 3x Asteroids in each area, Random Layout, Range >1 from each other
- C – Bulk Freighter escape zone

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 2+
Primary Objectives:	At least one Bulk Freighter must be scanned. At least one Bulk Freighter must escape the map. At least one Dimok ship must flee the battlefield.
Bonus Objectives:	Add 1 XP to the Flight Group Pool for each Bulk Freighter that is scanned.
Bonus Objectives:	Add 3 XP to the Flight Group Pool for each Bulk Freighter that escapes the map.
Gold Star Objective:	In addition to completing the mission and receiving XP from both Bonus objectives, you must also have scanned all Bulk Freighters on the map.

Scum Victory

"Our efforts here will come to nothing without your help. Your performance must improve!"

Reshuffle

Imperial Victory

"You have helped prevent the destruction of the Ripoblus convoy and have sent a clear signal to the Dimok leadership that the Empire will not tolerate any further aggressive actions from them.

By scanning the freighters, you have also uncovered evidence that the convoy contained Imperial armaments. There is no legitimate way the Ripoblus could have acquired them!"
+"Intercept Attack"

H Respond to S.O.S



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Asbo	Setup	Special	Special				
Adam (Scum)	Setup	2	Strike				
Baker (Scum)	Setup	3	Strike				
Charlie (Scum)	Round 4	4	Strike				
Delphine (Scum)	Round 4	5	Strike				
Mangonel (Scum)	Round 4	1D6	Strike				

Asbo Squad (BFF-1 Bulk Freighters):

The Bulk Freighters are from the Ripoblus faction and are considered Neutral. See the *Additional Component statcard 1* for the full rules for the Bulk Freighter. Flight Group Alpha does not receive XP for neither damaging nor destroying the Bulk Freighters.

Vector: See Mission Setup map, pointing towards the Bulk Freighter escape zone.

AI: The Bulk Freighter will move 1 ↑ towards the Bulk Freighter escape zone each round. Move the ship closest to the escape zone first, then the second closest and so on.

If a Bulk Freighter crosses the edge of the map, remove it and consider the ship to have escaped.

If or when all Bulk Freighters have left the map, either by escaping or being destroyed, all Dimok ships immediately enter flee mode: assign a flee token to each Dimok ship if it does not already have one.

Adam, Baker, Charlie and Delpine Squads (Z-95's and Y-wings):

These squads are Scum variants of Y-wings and Z-95 Headhunters. These are the Dimok forces.

AI: Each of these ships will initially have Strike AI against the nearest Bulk Freighter but will switch to Attack AI against both Bulk Freighters and Flight Group Alpha when fired upon.

Tip #1: For this mission it is important to keep track of which enemy ships have switched from Strike AI to Attack AI. One method to track this is to add a token on each ship when placing them on the map. Remove that token when fired upon. Ships with a token have Strike AI, ships without have Attack AI.

Tip #2: Do not forget that Scum Z-95's have Deadman's Switch.



"ATTENTION ALL RIPOBLUS AND DIMOK CRAFT, THIS IS IMPERIAL SPACE. YOU ARE HEREBY ORDERED TO STAND DOWN OR FACE THE CONSEQUENCES!"

- ADMIRAL HARKOV, STAR WARS: TIE FIGHTER



Intercept Attack

Mission Briefing:

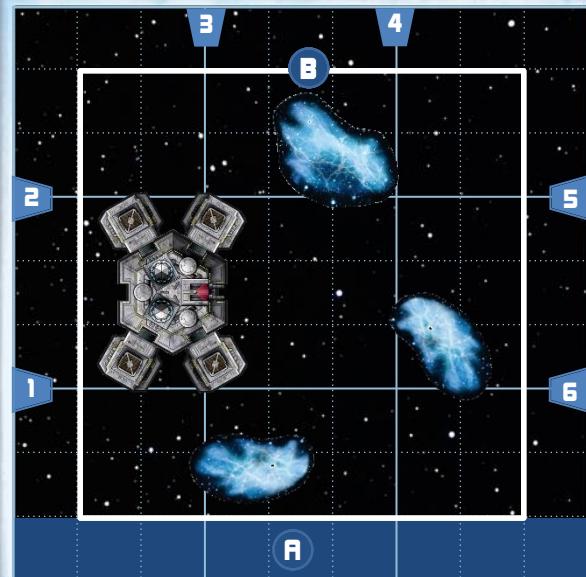
"The Sepan Civil War threatens to break out in full fury. The Ripoblus are angered by the Dimoks previous raid on their supply convoy."

*We are going to intercept a Ripoblus reprisal raid on the Dimok deep space research facility **Youst**. The raiding forces are made up of Firesprays and starfighters.*

Your squad will deploy to destroy one of the Firesprays as an example to the rest of them. The loss should convince the Ripoblus to break off their attack. If not, continue your assault. We are not seeking complete destruction of the attackers. We merely want to force a withdrawal.

The Ripoblus leadership must also be taught that further acts of aggression will be severely punished!

*For this mission Flight Group Alpha will be flying **TIE Bombers**. The Imperial Armory provides each ship a Barrage Rockets upgrade for this mission."*



Friendly Territory – 10 rounds

A – Imperial setup zone

B – 3x Clouds, Random Layout, Range >1 from any terrain/edge/Youst

MISSION DETAILS

Requirements:	Respond to S.O.S completed
Primary Objectives:	Destroy or make a Firespray flee the battlefield. At least one Cargo Container on the research facility must be scanned. At the end of any round after round 5, if the other primary objectives have been fulfilled, the players may end the mission if all enemy ships on the board have a flee token.
Bonus Objective:	Add 1 XP to Flight Group Pool per Cargo Container scanned.
Gold Star Objective:	All Firesprays must be destroyed. All Cargo Containers on Youst need to be scanned.

Scum Victory

"You failed to prevent this wave of Ripoblus ships on the assault on the research station. We will launch another wave of TIE Bombers to stop the raid."

Earn 0 XP from this mission. Replay mission, with all damage on the research station intact. If failing a second time, treat this mission as completed.

+ "Rescue War Refugees"

Imperial Victory

"By intercepting a Ripoblus attack on the Dimoks we demonstrated that the Empire favors neither side in this conflict. Soon they will all learn to obey Imperial rule."

By scanning the containers, you have also discovered that Youst is a secret weapons lab. A boarding party will be dispatched to investigate the remains of the facility"

+ "Rescue War Refugees"



➡ Intercept Attack

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Galliot	Setup	3	Strike	挺好 + ●●			
Selander	Setup	4	Strike		挺好	+ ●	+ ●
Able	Setup	1	Attack	挺好	+ 暴躁		+ 暴躁
Atawar	Round 4	1D6	Attack	暴躁		+ 暴躁	
Nipasa	Round 7	1D6	Attack	暴躁	+ 暴躁		+ 暴躁

The mission uses Clouds. See *chapter 4.4.2* for more details on the Clouds.

Deep Space Research Facility Youst Setup:

The station has 7 emplacements:

- 1 Turbolaser Tower
- 2 Shield Generators
- 4 Cargo Containers

The tower will initially be facing the map edge with Vector 5 and 6. The players control the tower; however they will not get XP from kills or damage dealt by the tower.

Enemies with Attack AI's will ignore the stations emplacements.

Scanning any of the Cargo emplacement will reveal that this facility is actually a weapons lab.

Galliot and Selander Squads (Firesprays):

AI: Strike AI against the Turbolaser Tower on Youst. If or when the Laser Tower is destroyed, they will switch to Attack AI.

For this mission, the Firesprays may attack the Turbolaser Tower even if at Range 0.





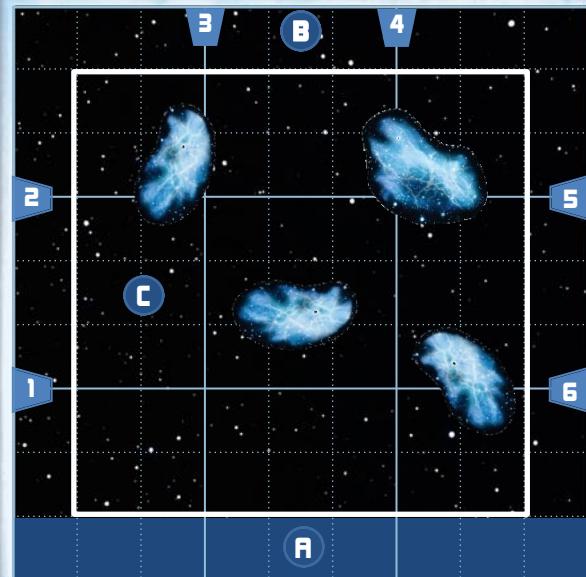
Rescue War Refugees

Mission Briefing:

"Your mission is to provide safe asylum to some Ripoblus refugees fleeing from the Sepan Civil War. They are principally scientists who are weary of the way their knowledge has been put to use. They have stolen system patrol craft (SPC) Glas. Their own government is trying to stop them. SPC Glas isn't hyperdrive capable so it will have to dock with the Protector to transfer the refugees."

SPC Glas must be kept safe long enough to get within range of the VSD Protector's laser turret protection.

For this mission Flight Group Alpha will be flying TIE Interceptors."



Neutral Territory – 10 rounds

A – Imperial setup zone

B – SPC Glas setup position

C – 4x Clouds, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	<i>Intercept Attack</i> completed
Primary Objectives:	One of the following objectives must be fulfilled: <ul style="list-style-type: none"> • SPC Glas must escape through the Imperial Setup zone with the war refugees. • The war refugees must remain on any ship on the board at the end of round 10.
Bonus Objective:	Add 1 XP to the Flight Group Pool per enemy small ship that has either a flee token or has fled at the end of round 10.
Bonus Objective:	Add 1 XP per player to the Flight Group Pool for each Firespray that has either a flee token or has fled at the end of round 10.
Gold Star Objective:	All deployed Firespray ships must either have a flee token, have fled, have been destroyed or become immobile while the primary objectives have been completed.

Scum Victory

"The war refugees have slipped through our grasp. You failed to escort them to the safety of the VSD Protector."

Each player loses half (round up) of his/her banked U&M Points.

+ "Capture Enemies"

Imperial Victory

"We brought a peaceful end to this war for at least some of the people. These refugees we've rescued will be forever grateful to the Empire and the Imperial Navy!"

+ "Capture Enemies"

◀ Rescue War Refugees



Squad	Arrival	Vector	AI	3p	4p	5p	6p
SPC Glas	Setup	Special	Escape				
Arabu	Setup	2	Strike				
Berono	Setup	6	Strike				
Calitana	Setup	4	Strike				
Elite	Round 4	1D6	Attack				
Degio	Round 7	1D6	Strike				
Typhoon I	Special	1D6	Strike				
Typhoon II	Special	1D6	Strike				
Typhoon III	Special	1D6	Strike				

SPC Glas (Shuttle Remote):

The war refugees' SPC are represented by a Shuttle remote, see *chapter 4.5.5.3* in the Instruction Manual. In addition, it has 1 Shield per player. Use normal rules for remotes except special rules listed below. Deploy it facing zone A. Assign a **tracking token** to this remote. The token represents the war refugees. Flight Group Alpha are considered friendly to the Shuttle. Use overlapping rules for SPC Glas as for a normal ship.

During the Activation Phase, SPC Glas will move 2 ↑. Flight Group Alpha may decide to let it move 3 ↑ instead, but only in the case when at least one ship from the flight group is at range 0-1 from the SPC.

If SPC Glas gets down to Hull **3 or less**, the war refugees will switch off the engines and the ship becomes **immobile**. Remove all locks that enemies may have on the SPC when it becomes **immobile**. Put a weapons disabled token on the ship.

Arabu, Berono, Calitana and Degio Squads:

These squads will relentlessly pursue to get SPC's Hull down to 3. Then they will switch to Attack AI against Flight Group Alpha and ignore the SPC.

Typhoon I, II and III Squads:

Arrival Typhoon I: The round after the SPC Glas becomes **immobile**.

Arrival Typhoon II and III: The round after the previous Typhoon ship has either received a flee

token, has become **immobile** or has been destroyed.

AI: Strike AI against the ship with the refugees to come base to base with it but will attack nearest TIE. They will only take the focus action.

Any Typhoon ship that manages to come to range 0 of the ship with the tracking token will perform a **Docking** maneuver the next round. While any ship is docking with the ship with war refugees neither will be able to move. If the docking Typhoon survives at the end of that round, move the tracking token to the docking Typhoon. This indicates the war refugees have been moved to the docking ship. It will now switch to Escape AI and escape towards nearest edge.

If a ship with the tracking token manages to flee the board before the end of round 10, the Ripoblus have succeeded in abducting the fugitives and the mission is a failure.

If a Typhoon with the tracking token gets down to Hull less than 3, it will become **immobile**. If any ship containing the war refugees is destroyed, the mission is a failure.

Immobile ships do not perform maneuvers, take actions or perform attacks.

"SPC GLAS HAILING VSD PROTECTOR. WE FORMALLY REQUEST ASYLUM."

- RIPOBLUS WAR REFUGEES, STAR WARS: TIE FIGHTER



Capture Enemies

Mission Briefing:

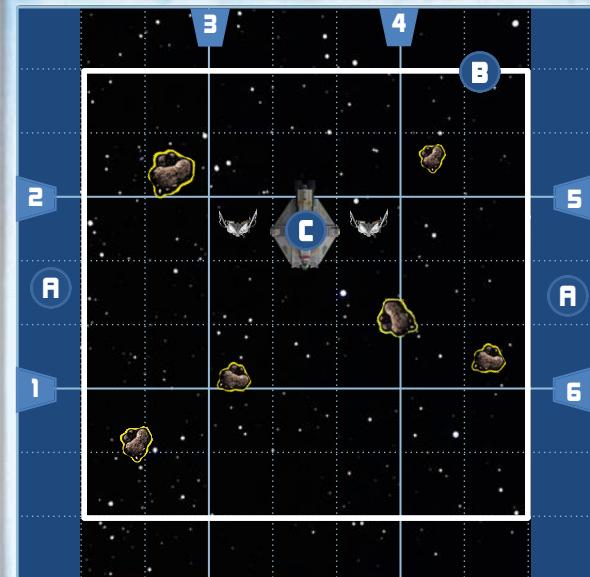
"Intel has discovered the time and place for a high level meeting between the Dimok and Ripoblus leaders."

Lambda Shuttles Omega (two ships) will lead a Special Operations raid to capture the leaders of both sides.

You will be teamed with Shuttle Omega One. Get in fast and disable the Dimok leaders' craft. Once disabled, it will be boarded by stormtroopers and the leaders captured. You will protect the boarding operation by destroying any craft which try to interfere. Once the leaders have been captured you will all hyperspace out to a rendezvous with the Protector.

For this mission Flight Group Alpha will be flying Assault Gunboats. The Imperial Armory provides each ship a Plasma Torpedo upgrade for this mission."

While this operation is proceeding, Omega Two, escorted by Flight Group Beta, will capture the Ripoblus leaders."



Hostile Territory - 12 rounds

A – Imperial setup zones

B – 6x Asteroids, Random Layout, Range >1 from any terrain/edge/ship

C – Keydon setup position

MISSION DETAILS

Requirements:	<i>Rescue War Refugees</i> completed
Primary Objectives:	<p>These 3 objectives must be met, in the following order:</p> <ol style="list-style-type: none"> 1. Omega One must dock with Keydon and capture the Dimok VIP's. 2. Omega One must survive and enter hyperspace. 3. At least one Assault Gunboat must enter hyperspace. <p>The mission immediately ends when all Assault Gunboats have left the board.</p>
Bonus Objective:	When the primary objectives are completed, add 2 XP to the Flight Group Pool per full round left until round 10. (Example: If all primary objectives are completed in round 7, add 6 XP to the Flight Group Pool, one for round 8, 9 and 10 respectively)
Gold Star Objective:	After objective 1 in the Primary Objectives, Keydon must be destroyed.

Scum Victory

"You failed to capture the Dimok leaders. However, Omega Two and Flight Group Beta managed to capture the Ripoblus VIP's. They were to be used as hostages to assure the Ripoblus adherence to a new treaty. This treaty calls for an immediate suspension of hostilities between them."

*Each player loses half (round up) of his/her Banked XP. Treat this mission as completed.
+ "Guard the Resupply"*

Imperial Victory

*"Our special operation was a success, with minimal casualties. As it turns out, the individuals we captured are not the Dimok and Ripoblus leaders, but the children of both sides' leaders. Apparently, they were to be used as hostages in a cynical attempt by each side to assure the others adherence to a new treaty. This treaty calls for an immediate suspension of hostilities between them."
+ "Guard the Resupply"*

Capture Enemies



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Keydon	Setup	C	Attack	████ +●●●	+●●	+●●	+●●
Falaricae	Setup	C	Attack	████		+████	+████
Adam (Scum)	Round 4	1D6	Attack	████			
Baker (Scum)	Round 4	1D6	Attack	████	+████		
Charlie (Scum)	Round 4	1D6	Attack			████	+████
Glaive (Scum)	Round 7	1D6	Attack	████		+████	
Godendag (Scum)	Round 7	1D6	Attack	████	+████		+████
Arabu (Scum)	Round 9	1D6	Attack	████			
Berono (Scum)	Round 9	1D6	Attack	████	+████		
Calitana (Scum)	Round 9	1D6	Attack			████	+████
Omega One	Special	A	Player			████	

Keydon (VCX-100):

Assign a tracking token to this ship. This token represents the Dimok VIP's. The ship becomes **immobile** if it has 3 or less Hull remaining. Put a weapons disabled token on it if it becomes immobile. It gives XP from source 2.1 on *Table 2.2, Experience Point Chart*.

Vector: Position C on the map.

Flight Group Alpha gets XP for damaging and destroying Keydon, but if the enemy leaders are still on the ship when it is destroyed the mission is a failure.

Falaricae Squad (StarVipers):

This squad should form 2 groups on each side of Keydon.

Omega One (Player Controlled):

This ship is IN 3. Draw an IPC for this ship and equip it with upgrades from the lowest Threat Level.

Arrival: The round after Keydon becomes **immobile**.

Vector: The player may decide where in zone A it will be placed.

AI: The players collectively control the ship.

Once Omega One is base to base with Keydon, it can perform the **Docking** maneuver. Then, Omega One

has to be docked for one entire round to capture the Dimok VIP's. Move the tracking token to Omega One. Omega One may now perform the *Jump to Hyperspace* maneuver to fulfill the primary objective for this mission.

The Dimoks will attack Omega One as normal, but if the VIP is onboard the ship they will only fire upon it to get Hull down to 3.

Omega One becomes **immobile** if it has 3 or less Hull remaining. If it does, you have failed the primary objectives. Put a weapons disabled token on Omega One if it becomes **immobile**.

End of Mission:

If all enemy ships are destroyed at the end of the mission, the territory becomes Neutral and all Imperial ships survive. Otherwise, all remaining Imperial ships are destroyed and each need to make an eject roll with 3 dice. See *chapter 4.11.5* in the Instruction Manual.

"PREPARING TO BOARD FREIGHTER KEYDON. FLIGHT GROUP ALPHA, KEEP THOSE HEADHUNTERS AWAY FROM US!"

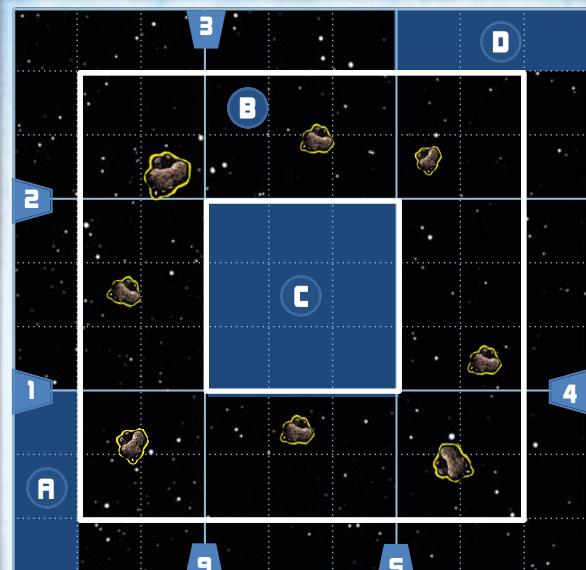
- OMEGA ONE, STAR WARS: TIE FIGHTER

**H Guard the Resupply****Mission Briefing:**

"VSD **Protector** is to rendezvous with the escort carrier **Tropsobor** near Gerbaud 2. **Tropsobor** is delivering the new TIE Advanced, or "Avenger" as the test pilots like to call it."

Both sides of the Sepan Civil War have now determined that the Empire is their common enemy. Accordingly, they have decided to put aside their differences and join together to drive us out! There is, of course, no possibility of their succeeding. Unfortunately, they do have an opportunity to do considerable harm while this rendezvous takes place. Our probes have intercepted a frenzy of communications traffic that indicate they are preparing a major operation!

Your objective is to ensure that Admiral Harkov's flagship, the **VSD Protector** receives new TIE Advanced ships to replace the TIE Bombers and TIE Interceptors we've lost during this operation. Due to the shortage of better ships, Flight Group Alpha will be flying TIE Fighters, specially fitted with a ⚪ slot and a Targeting Computer (not taking up a ⚩ slot)."



Friendly Territory – 12 rounds

- A – TIE Advanced setup zone
- B – 8x Asteroids, Random Layout, Range >1 from any terrain/edge
- C – Imperial setup area
- D – TIE Advanced escape area

MISSION DETAILS

Requirements:	<i>Capture Enemies</i> completed
Primary Objectives:	At least 50 % of the TIE Advanced must escape through the board edge at the escape area or survive by end of round 12. At least one TIE Fighter controlled by a player must survive by end of round 12.
Bonus Objective:	Add 1 XP per player to the Flight Group Pool for each enemy ship that has fled or has a flee token by the end of round 12.
Bonus Objective:	Add 1 XP to the Flight Group Pool for each TIE Advanced that escape or survive by end of round 12.
Gold Star Objective:	At least 75 % of the TIE Advanced must escape or survive by end of round 12.

Scum Victory

"Admiral Harkov is furious of your failure to protect his new TIE Advanced ships. You can expect that your careers as Imperial Pilots will be much hampered by this."

Flight Group Alpha fails Tour of Duty 2.
Each pilot is demoted (loses 1 rank).

Imperial Victory

"With the new shipment of TIE Advanced ships, the Ripoblus and Dimoks will be forced to sign a peace treaty, ending the decades of strife. Once again the Empire brings order to a troubled star system!"

You have completed the second Tour of Duty!
Each pilot is awarded the Medal of Unity.

H Guard the Resupply



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Tempest AA	Setup	A	Player	↔↔	+↔		+↔
Abo (Scum)	Setup	3	Attack	↗↗		+↗	
Elba (Scum)	Setup	4	Attack	↖	+↖		+↖
Fuzzum (Scum)	Setup	6	Attack	↖	+↖		
Tempest AB	Round 4	A	Player	↔↔		+↔	
Bordok	Round 4	2	Strike	↖↖		+↖	
Chubb	Round 4	5	Strike	↖	+↖		+↖
Tempest AC	Round 7	A	Player	↔↔	+↔		+↔
Raven	Round 7	1	Attack	↗↗		+↗	
Seakyte	Round 7	6	Attack	↖	+↖		+↖

Tempest Squads (Player Controlled):

Do not draw Imperial Pilot Cards for these ships.

AI: The players collectively control these ships.

Initially, they will fly in *player formation*. Assign a virtual Alpha One title to one of the ships in each squadron that only works for squads AA, AB and AC respectively. These ships cannot attack but can take actions as normal. Being not fully functional, their 4 and 5 straight maneuvers are RED.

As the enemy AI's do not know that these ships cannot attack, they will act as if they have firing arcs in terms of Action Selection etc.

Bordok and Chubb Squads (Kihraxz Fighters):

Each of these ships will initially have Strike AI against the nearest TIE Advanced but will switch to Attack AI against both TIE Advanced and Flight Group Alpha when fired upon.

Tip: Do not forget that Scum Z-95's have Deadman's Switch.



"ESCAPING CARRIER TROPSOBOR HAILING VSD PROTECTOR. WE'RE READY TO FERRY OVER THE NEW TIE ADVANCED."

- ESCORT CARRIER TROPSOBOR, STAR WARS: TIE FIGHTER



Load Base Equipment

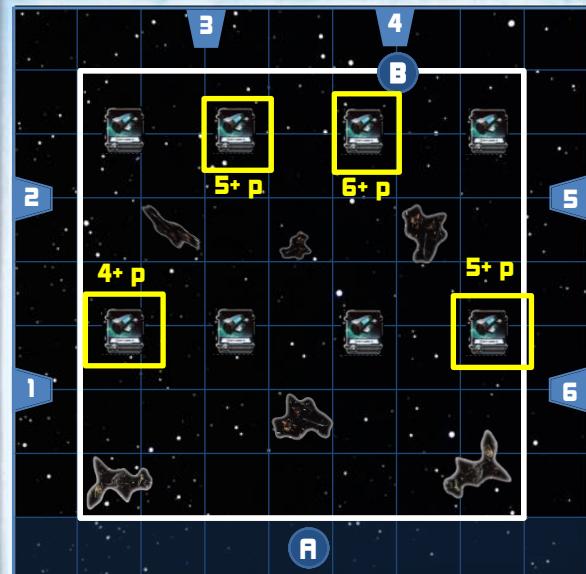
Mission Briefing:

"Welcome to the Pakuuni system. At the cargo transfer area near the planet Argoon, we plan to pickup the equipment and material needed for the construction of a new space installation in the Outer Rim Territories. This area has been mysteriously abandoned but we suspect the Rebels have had a hand in that. Our main objective is to make sure the right equipment is located and loaded onto the Victory Class Star Destroyer **Stalwart**, we can then deal with whatever the Rebels may have in store for us."

Your mission is to inspect all the containers in the area, looking for station assembly material. Destroy any containers not carrying useful equipment. Leave nothing for the Rebels and pirates to use against us.

Be on the alert for any craft trying to steal containers with any materials of value in them.

For this mission you will be flying **TIE Bombers**. Each craft has been equipped with a compliment of Concussion Missiles for this mission."



Neutral Territory – 12 rounds

A - Imperial setup zone

B - Debris Clouds x6, Random Layout, Range

>1 from any terrain/edge

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 2+
Primary Objectives:	Scan all Class-B Containers (use cargo emplacement tokens if necessary). Destroy all containers not containing useful material. At least one container with valued material must survive at the end of the mission. At least one TIE must escape through Imperial setup zone after other goals have been completed.
Bonus Objective:	Add +1XP per player to the Flight Group Pool for each container with station assembly material that has not taken any damage during this mission.
Gold Star Objective:	Destroy YT-2400 Light Freighter.

Rebel Victory

"Rebel forces have seized control of materials necessary for us to build our new installation. This will greatly impede production and we'll have to search another sector."

All pilots lose half of XP earned this mission

Reshuffle

Imperial Victory

"Good work, you have identified and located the equipment we need to build the new space installation. As we speak, Beta Squadron has been dispatched to mop up the remaining Rebel ships to allow the Heavy Lifters to load the base assembly equipment to the VSD Stalwart."

+ "Destroy Pirate Outpost"



Load Base Equipment

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Blue (Rebel Z-95)	Setup	3	Attack	✗			+✗
Red (Rebel Z-95)	Setup	4	Attack	✗		+✗	
Green (Rebel Z-95)	Round 4	1D6	Attack	✗	+✗		+✗
Grey (Rebel)	Round 7	1D6	Attack	✗		+✗	
Scouter	Special	1D6	Special				

Container Setup:

The number of Containers depend on the number of players. See map on previous page. Containers are immobile. See the *Additional Component statcard 1* for details on the Class-B Containers.

When a container is destroyed or docked, remove it from the field.

Scanning the containers:

Put number tokens from 1 up to the number of containers on the board at setup in a bag. When a container is scanned, draw a number from the bag. If it is an odd number, place a tracking token on the container. All containers must be scanned even if all odd numbers have been drawn.

Containers with tracking tokens:

These containers are considered to contain useful station building materials. Any containers that are picked up by Scooter are considered as destroyed and do not award XP.

If all containers with tracking tokens are removed from the map, the mission is considered as failed.

Containers without tracking tokens:

These containers do not contain anything of value. XP is awarded as usual for damaging and destroying them as if they were station emplacements.

Scooter (YT-2400):

Arrival: The round after the 1st tracking token is placed on a container.

AI: It will target the closest container with a tracking token and attempt to pick it up. It will ignore the containers as obstacles while it moves. After it has

executed a maneuver and the container is within Range 0-1 and inside its forward arc, it will use its action to pick up the container.

Once Scooter has picked up the container, remove that container token, and Scooter will then target the next container with a tracking token.

If not all containers have been scanned and there are no other tracking tokens yet on the board, it will target player ships as normal 'Attack AI' until another tracking token has been placed.

When all containers have been scanned, and all containers with tracking tokens have been picked up, it will attempt to flee.

Again, any containers that have been picked up by Scooter are to be considered as destroyed and you will not be awarded bonus XP for them at the end of the mission.

Class-B Container



- Count ⚡ taken against Hull as ⚡ ⚡
- Count as asteroid for AI swerving and collision damage
- Any collision damage caused by the container is taken by the container as well.



Destroy Pirate Outpost

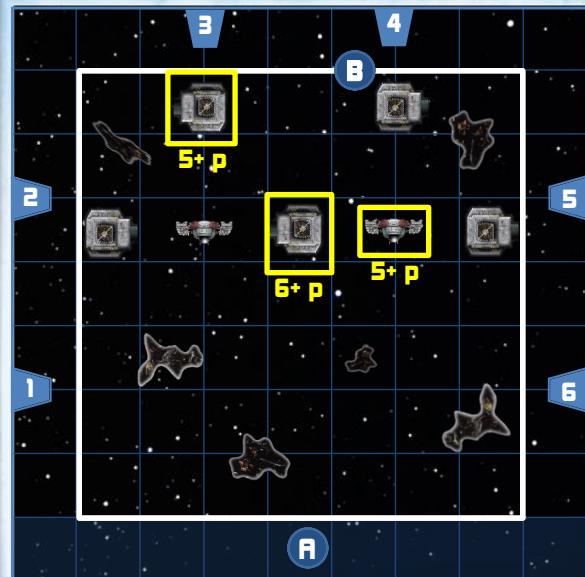
Mission Briefing:

"The Pakuuni system is infested with pirates and smugglers, becoming a threat for any intergalactic trade and Imperial convoys. The Empire has tasked Vice Admiral Thrawn to eliminate that threat."

Intelligence reports indicate that the pirates have a small outpost that they use as a staging area where they rendezvous and resupply after raiding cargo convoys and installations. Our job is to destroy all ships and cargo containers in that area so that we can construct a new Imperial installation to keep a watchful eye on the system.

Reports also have indicated that the pirates have been receiving support and protection from local Rebel forces. Be on the alert for Rebel ships and any cargo containing Rebel contraband. Shuttle Tiger will be dispatched if you find any suspicious cargo.

For this mission you will be flying TIE Bombers. Each pilot will be temporarily granted an additional 12 U&M points for this mission."



Neutral Territory – 12 rounds

A - Imperial setup and escape zone

B - Debris Clouds x6, Random Layout, Range

>1 from any terrain/edge

MISSION DETAILS

Requirements:	<i>Load Base Equipment</i> completed
Primary Objectives:	The Decimator must survive until all Cargo Emplacements are destroyed. Destroy all Cargo Emplacements. All Firespray craft must be destroyed. Once all primary objectives are complete, players may choose to end the mission.
Bonus Objective:	Add +1XP per player to the Flight Group Pool for each cargo emplacement scanned.
Gold Star Objective:	+1XP per player to the Flight Group Pool if Shuttle Tiger completes docking operation and escapes.

Rebel Victory

"Your performance is unacceptable. The pirates and Rebels know we're on to them. We must put a stop to their supply operations before they disperse and escape into hiding. No time to resupply, GET BACK OUT THERE IMMEDIATELY!"

Replay mission. No additional U&M points will be granted for repeated attempts.

Imperial Victory

"Excellent, you have taken the first step in eliminating the threat of the pirate and Rebel scum. All commerce and supply operations can soon resume without further interference. We can now begin construction of our new Imperial installation here. Well done."

+ "Hold Position"



Destroy Pirate Outpost

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Decimator	Setup	A	Player	(+	+	+	+
Bandit (Scum Z-95)	Setup	3	Attack		+		+
Tala (Scum Z-95)	Setup	4	Attack			+	
Leach	Setup	Special	Strike		+	+	
Grappler	Setup	Special	Strike			- +	+
Green	Round 5	1D6	Special			+	+
Zulu (Scum Y-Wing)	Round 9	1D6	Strike			+	
Tiger	Special	A	Player		+	+	+

Cargo Emplacement Setup:

The Cargo Emplacements are emplacements and their number depend on the number of players. See map on the previous page. See the Emplacement statcard for details.

Destroying a Cargo Emplacements:

Remove the Cargo Emplacement and the corresponding Station Module. Replace them with a Debris Cloud.

Scanning the Cargo:

Put number tokens from 1 up to the number of cargo emplacements on the board in a bag. Each time an emplacement is scanned, draw a number from the bag and place it on that token. If the number is '3', it contains Rebel spies.

When the cargo emplacement with the Rebel spies has been identified, the shuttle Tiger enters in Area A at the start of the following turn.

Neither the Decimator nor Tiger can perform the scanning action in this mission.

Decimator (Player Controlled):

Select Variant 3 as the Imperial Pilot Card for the Decimator. It has Rear Admiral Chiraneau's pilot ability, Minister Tua, and Dauntless title as is IN 3.

AI: The players collectively control the ship.

Leach, Grappler and Zulu Squads:

All ships with Strike AI against the Decimator will not fire against the TIE Bombers or Shuttle unless they cannot fire on the Decimator.

Green Squad (A-wings):

If the shuttle is on the board, Rebel ships' AI will be Strike against it. Otherwise, their AI will be set to Attack and they will engage Flight Group Alpha.

Shuttle Tiger (Player Controlled):

It is equipped Jamming Beam, Collision Detector, ISB Slicer, & Seventh Sister. Its IN is -1 than that of Flight Group Alpha.

Arrival: When the cargo emplacement with the Rebel spies has been identified, the shuttle enters in Area A at the start of the following turn.

AI: The players collectively control the ship.

Once the shuttle has completed the docking operation, it may flee by jumping to hyperspace or exiting through Imperial Zone A. If the shuttle is destroyed before it can escape, it does not accomplish the bonus objective.

Remember: All containers must be destroyed as a primary objective. If the shuttle doesn't have time to complete the docking operation before Round 12, you must destroy that container or the mission will be lost.



H Hold Position

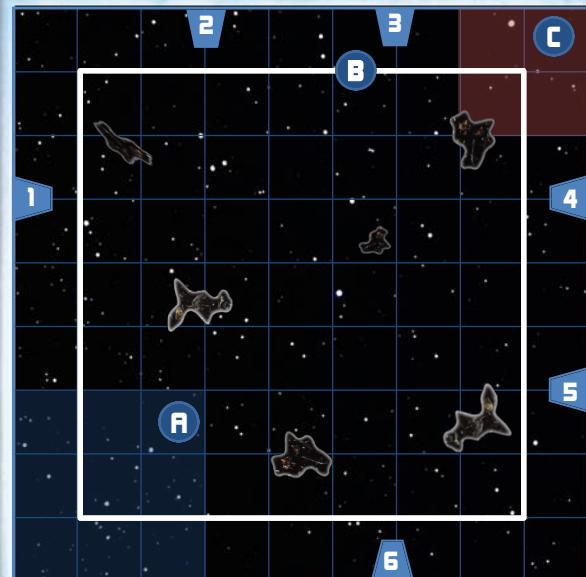
Mission Briefing:

"After our last engagement with the pirates, we can expect a retaliation from their Rebel allies. Our orders are to hold this position and wait for the supply convoy to arrive. Our command ship Ludwick will be a priority target for the Rebel attack forces.

Your primary objective is to ensure the safety of our command ship. Intercept and destroy any craft from attacking the Ludwick. Use the existing debris to flank any enemy bombers.

Stay alert, we have reason to believe that their escort fighters will be targeting your flight leader to break up any attack formation. Reports indicated that their own flight commander is joining the attack. Show no mercy!

Our TIE Bombers are still being repaired and rearmed, so your squadron's TIE Fighters will be fitted with a round of Proton Rockets. Use them at your discretion."



Neutral Territory – 12 rounds

A - Imperial setup zone

B - Debris Clouds x6, Random Layout, Range >1 from any terrain/edge

C - Rebel Escape Zone

MISSION DETAILS

Requirements:	<i>Destroy Pirate Outpost</i> completed
Primary Objectives:	Command ship must survive at the end of the mission. 50% of enemy ships must be destroyed or have fled by the end of the mission. At least one player ship must survive at the end of the mission.
Bonus Objective:	Add +2XP per player to the Flight Group Pool for if the HWK light freighter is destroyed.
Gold Star Objective:	Command ship finishes mission with no damage to the hull.

Rebel Victory

"Our command ship has been destroyed! This will greatly decrease the security of our forces operating in this sector. Things are only going to get more difficult for you until we get reinforcements."

All players lose 10 U&M points. Treat this mission as completed.
+"Guard Space Station NL-1"

Imperial Victory

"Well done. The enemy forces have been driven off and our command ship is still operational. The convoy craft have arrived and will begin construction of our new Imperial installation for this system immediately."

+"Guard Space Station NL-1"

**H Hold Position**

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Ludwick (Command)	Setup	A	Player				
Blue	Setup	3	Strike				
Red (Rebel Y-wings)	Setup	4	Strike				
Gold	Round 4	3	Strike				
Huntress	Round 6	4	Strike				
Scapar	Special	Huntress	Flee				
Green (Rebel Y-wings)	Round 8	1D6	Strike				
Yellow (Rebel Z-95's)	Round 8	1D6	Strike				

Assigning Flight Leader:

At setup, assign a tracking token to a selected player ship, to be Alpha One. If that ship is destroyed or flees, assign that token to another player ship.

Ludwick (Gozanti-class Cruiser, Player Controlled):

Use a Gozanti-Cruiser for your Command Ship with the following upgrades: **Bloody Crow title, Perceptive Copilot, Optimized Power Core, and Point-Defense Battery.**

If no Gozanti-class Cruiser is available, you may use the Raider-Class Corvette with the same upgrades (except with the Assailer title), but all shield and hull values are halved.

If no HUGE ships are available, you may use a Decimator that can attack twice per round and regenerates 1 shield value at the end of each round.

AI: The players collectively control the ship.

Blue, Gold, Huntress and Yellow Squads:

AI: Strike AI towards the player ship with the tracking token. They will only attack other ships if Flight Leader Alpha One isn't an attack target during the Engagement Phase.

Red and Green Squads (Y-wings):

AI: Strike AI towards the Ludwick and ignore other ships. They will only attack player ships if the Command Ship isn't an available target during the Engagement Phase.

Scapar (HWK-290):

Arrival: When Huntress is destroyed or receives a flee token.

Vector: Scapar will deploy from the rear of Huntress.

AI: Flee AI towards Rebel Escape Zone C.





★ Guard Space Station NL-1

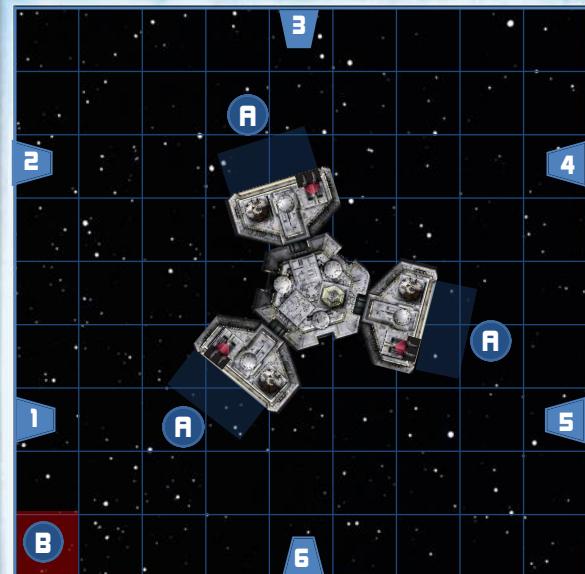
Mission Briefing:

"The new space installation is nearing completion. All that remains are the shield generators to come online. Until then, the station is vulnerable and your squad will be providing its only defense."

Enemy forces will undoubtedly launch an assault to prevent us from completing the new station.

We have friendly shuttles en route to transport additional crew and supplies to speed up the completion process. Stay on the alert for Rebel saboteurs operating captured Imperial shuttles. Scan and confirm all operating numbers to insure authenticity. Be sure to capture any Rebels you find. We need more information about their plans in this sector!

Your squadron will be flying Alpha Class Starwings. Expect heavy opposition. Each fighter will be temporarily granted an additional 10 U&M Points for this mission."



Friendly Territory – 12 rounds

A – Imperial setup zones.

B – Shuttle Entry Point

MISSION DETAILS

Requirements:	<i>Hold Position</i> completed.
Primary Objectives:	Command Center must survive until the end of the mission. 50% of enemy ships must be destroyed or have fled by the end of the mission. At least one player ship must survive at the end of the mission.
Bonus Objective:	Add +1XP for each Imperial Shuttle scanned. Add +2XP per player if 80% of enemy ships are destroyed or have fled.
Gold Star Objective:	Any shuttles containing Rebel saboteurs are disabled (or if all Shuttles have been scanned and no Rebels have been identified).

Rebel Victory

"Our base has sustained heavy damage, but it's still in one piece. The next wave of enemy ships is incoming. I will not tolerate failure again. Get out there and this time, DESTROY THEM!"

All players lose 10XP and replay mission.
If this was the second attempt, then the station is destroyed and no replay is available.
Tour 3 is considered lost.

Imperial Victory

"Excellent work. The shield generators are now functioning at full strength. The station will act as a staging site for all Imperial Navy operations in this sector. We'll be able to drive out the Rebel scum from this region of the galaxy!"

+ "Thrawn Inspects NL-1"



★ Guard Space Station NL-1

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Gold	Setup	2	Attack	2			+2
Blue (Rebel Z-95's)	Setup	4	Attack	2		+2	
Green (Rebel Y-wings)	Setup	6	Strike	2	+2		+2
Trinity	Round 4	B	Special				
Red	Round 5	1D6	Attack				
Tala (Rebel Z-95's)	Round 7	1D6	Attack	2			+2
Shakker	Round 8	B	Special				
Grey (Rebel Y-wings)	Round 9	1D6	Strike	2		+2	
Yellow	Round 9	1D6	Attack	2		+2	

Space Station NL-1 Setup:

The station has 7 emplacements, 3 Turbolaser Towers, 3 Fuel Tanks and 1 Command Center. The Players may decide which way each turret is facing at setup.

Players control the Turret modules on the station, however no XP will be awarded for any damage they inflict against enemy ships.

Blue, Red, Tala and Yellow Squads:

AI: Attack AI. They will ignore station emplacements unless no other target is available.

Green and Grey Squads (Y-wings):

Enemy ships cannot select the Command Center as a target until all Fuel Cells have been destroyed. Enemy ships will target Fuel Cells first, but they are able to attack other station emplacements or player ships if Fuel Cells cannot be selected as a target.

Trinity and Shakker (Lambda Shuttles):

AI: Shuttles will not be controlled by the players. Upon entry, they will be oriented pointing towards the closest dock. They can only perform Focus and Reinforce actions. They will not perform attacks during the Engagement Phase. They are only allowed to execute ↑1 straight maneuvers. There should be enough space for them to complete 3 ↑1 straight maneuvers before entering the station dock.

If a player damages a Shuttle before it is scanned,

or if the shuttle has been scanned and isn't carrying Rebel saboteurs, then it will be considered friendly fire and the player will lose XP accordingly.

If a Shuttle docks with the station before it is scanned or if it is confirmed to be carrying Rebels, then all station emplacements will receive 1 damage.

Scanning the Shuttles:

When a Shuttle is scanned, a player will roll 1 Attack Die. If the result is a ★/★, then it is considered to be carrying Rebel saboteurs. Otherwise it will be considered as friendly Imperial craft.

Disabling Shuttles carrying Rebels:

When a Shuttle carrying Rebels has 3 hull value remaining, it is considered disabled. It can no longer execute maneuvers, perform actions, or attack.

All disabled shuttles will award the same amount of XP as if they were destroyed. If the first shuttle has been disabled, it is removed from the map (so it doesn't prevent the 2nd shuttle from moving forward. For narrative purposes, they have been captured by other Imperial assault craft).

For this mission, all Ion tokens that are placed on the Shuttle may be treated as damage instead.



⬅ Thrawn Inspects NL-1

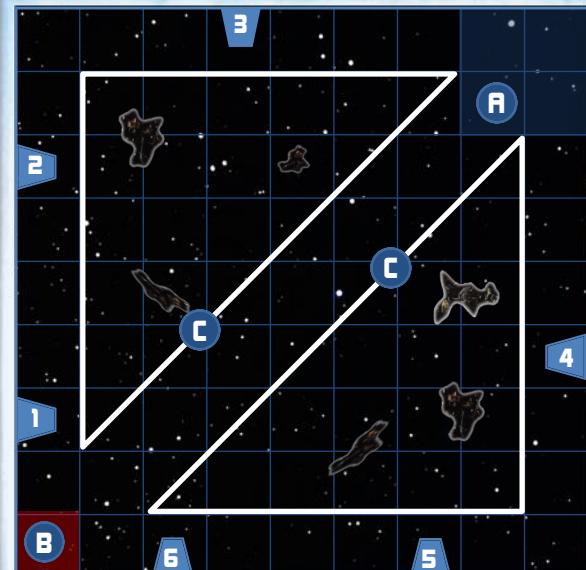
Mission Briefing:

"Excellent work on defending the station. All systems are online and Vice Admiral Thrawn has nearly finished completing his inspection."

"Once he and his staff are ready, their shuttle will leave the base and be directed to a rendez-vous point where the VSD Stalwart will arrive."

"Even though our station is operational and the VSD Stalwart will be arriving shortly, there is a segment of the shuttle's flight path where it is vulnerable to attack by Rebel forces. Your squadron will be sent out on a patrol and escort mission."

"All of our fighters are undergoing extensive maintenance for the Vice Admiral's inspection. The only squadron that is ready for service is comprised of TIE Bombers. They weren't designed for escort missions, but nonetheless I expect a flawless performance from you, and so will the Vice Admiral."



Friendly Territory – 12 rounds

A – Imperial setup zones.

B – Shuttle Escape Point

C – Debris Clouds x6, Random Layout, Range

>1 from any terrain/edge

MISSION DETAILS

Requirements:	Guard Space Station NL-1 completed
Primary Objectives:	Shuttle completes its flight path and exits using Shuttle Escape Point B. 50% of enemy ships must be destroyed or have fled by the end of the mission. At least one player ship must survive until the Shuttle has left the area.
Bonus Objective:	Add +1XP per player if 80% of enemy ships are destroyed or have fled. Add +2XP to the player that performed the most 'Protect' actions on the Shuttle.
Gold Star Objective:	Destroy all Firespray craft.

Rebel Victory

"The Vice Admiral was able to survive the assault by ejecting from the shuttle in an escape pod. He was not pleased with your performance. After today, you'll be lucky if you're transferred to waste extraction on a remote outpost!"

All players lose one rank.
You may not replay this mission.
+ "Wait for Relief Forces."

Imperial Victory

"The Vice Admiral and his staff have arrived on their ship unscathed. He is impressed with your performance. Despite using starfighters designed for assault runs, you were able to carry out your escort mission and fend off a combined Rebel/Pirate attack."

+ "Wait for Relief Forces."



Thrawn Inspects NL-1

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Sigma	Setup	A	Player		+	+	+
Gold	Setup	3	Attack			+	
Grey (Rebel Y-wings)	Setup	4	Strike		+		+
Green	Round 4	5	Attack				+
Red	Round 4	2	Strike			+	
Shakker	Round 8	2	Attack			+	
Blue	Round 8	1	Strike				
Yellow	Round 8	6	Strike				

Sigma (Player Controlled):

The Shuttle is to be placed on the map pointing in the direction of the Escape Point B.

AI: The players collectively control the ship. It is only allowed to execute ↑1 straight maneuvers. However, if the Shuttle is unable to fully complete a ↑1 straight maneuver due to friendly/enemy ships in front of it, it may execute a ↑2 straight maneuver for that round if the Shuttle can fully complete it.

Players may decide what actions to perform and which targets to attack during the Engagement Phase.

For this mission, use the Shuttle is equipped with Gonk, Minister Tua, Shield Upgrade, and Captain Feroph. The IN is -1 than the overall IN value of

Flight Group Alpha.

If the Shuttle is still on the map by the end of Round 12 and is within Range 2 of Shuttle Escape Point B, the objective is considered successfully completed.

Grey and Red, XYX and Yellow Squads:

AI: Strike AI towards Sigma. It will not attack player ships unless it cannot target the Shuttle during the Engagement Phase.





★ Wait for Relief Forces

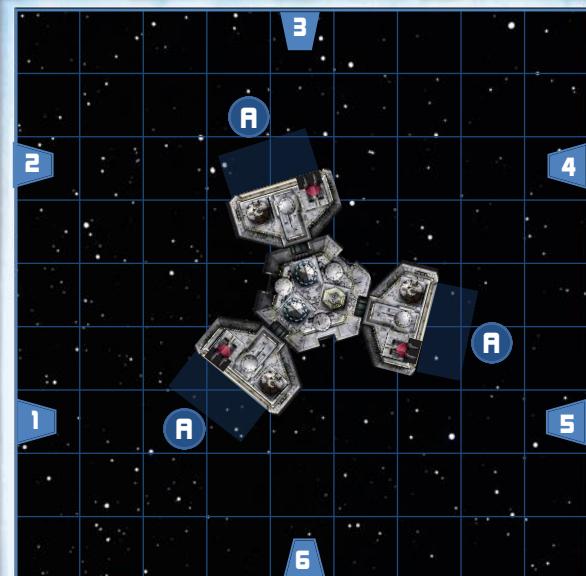
Mission Briefing:

"With the space station's construction finally concluded, an Imperial Task Force is on the way to relieve us. Until then, your squadron is assigned to run defense patrols. There will be new System Patrol Craft operating to assist in the event of an attack."

"Based on intelligence, the Rebels are preparing for a final assault against the station and its defenses. Preliminary reports indicate that Rebel Command Officers will be involved in the attack. Scan the enemy assault craft to find them, and then disable their ships. I want prisoners!"

"Once we have defeated the last of their attack forces, we'll be able to drive the Rebels out of the Pakuuni sector for good. Pirates and Smugglers will have a hard time continuing their illegal activities without their allies to back them."

"Your squadron will be flying Alpha Class Starwings. A flight of System Patrol Craft will provide additional support."



Friendly Territory – 12 rounds

A – Imperial setup zones.

MISSION DETAILS

Requirements:	<i>Thrawn Inspects NL-1</i> completed
Primary Objectives:	Command Center must survive until the end of the mission. 75% of enemy ships must be destroyed or have fled by the end of the mission. At least one player ship from must survive at the end of the mission.
Bonus Objective:	Add +1XP for scanning the VCX-100 Eleckar. Add +2XP for each System Patrol Craft that survives at the end of the mission.
Gold Star Objective:	Disable the VCX-100 Eleckar.

Rebel Victory

"NL-1 has fallen. Our supply lines are vulnerable for attack. We cannot maintain a permanent Imperial presence in this system. This is an embarrassing day for the Imperial Navy. Now, get out! And take your dishonor with you."

Tour 3 is considered lost.

All players lose 50% of their U&M points.

Imperial Victory

"The Empire has secured the Pakuuni sector from Pirates and the Rebel scum. Piracy and smuggling in this sector will soon be a thing of the past. You are to be commended for your performance. Congratulations."

Tour 3 is complete.

All players are awarded the Medal of Progress.



Wait for Relief Forces

Squad	Arrival	Vector	AI	3p	4p	5p	6p
System Patrol Craft	Setup	A	Player		(→)		
Red	Setup	2	Special	(X)		(+)	
Green	Setup	4	Attack	(S)			(+)
Blue	Setup	6	Strike	(F)		(+)	
Eleckar	Round 5	1D6	Special	(S)	(S)		
Tala (Rebel Z-95's)	Round 5	1D6	Attack	(X)		(+)	
Bandit (Rebel Z-95's)	Round 5	1D6	Attack	(X)			(+)
Gold	Round 8	1D6	Special	(X)			(+)
Grey	Round 8	1D6	Attack	(S)		(+)	
Yellow	Round 8	1D6	Strike	(F)			(+)

Space Station NL-1 Setup:

The station has 7 emplacements, 3 Turbolaser Towers, 3 Fuel Tanks and 1 Command Center. The Players may decide which way each turret is facing at setup.

Players control the Turret modules on the station, however no XP will be awarded for any damage they inflict against enemy ships.

System Patrol Craft (Player Controlled):

These TIE Bombers are IN 2 and equipped with Dorsal Turrets & Veteran Turret Gunners. Players may choose to use TIE Aggressors if they are available. Same upgrades are used.

AI: The players collectively control the ship.

Red and Gold Squads (X-wings):

AI: Upon entering the map these ships will have 'Attack AI' but will immediately switch to 'Strike AI' if there are no other ships with 'Strike AI' on the map.

Green, Tala, Bandit and Grey Squads:

AI: Enemy ships will target the player ships and System Patrol Craft as usual. They will ignore station emplacements unless no other target is available.

Blue and Yellow Squads (B-wings):

Enemy ships cannot select the Command Center as a target until all Fuel Cells have been destroyed. Enemy ships will target Fuel Cells first, but they are

able to attack other station emplacements or player ships if Fuel Cells cannot be selected as a target.

Eleckar (VCX-100):

AI: Upon entering the map Eleckar will have 'Attack AI' but will immediately switch to 'Strike AI' if there are no other ships with 'Strike AI' on the map.

When the ship has a hull value of 2 or 1 remaining, it is considered disabled. It can no longer execute maneuvers, perform actions, or attack. Two turns after the ship has been disabled, it is removed from the map and award the same amount of XP as if it was destroyed.

For this mission, all Ion tokens that are placed on the Eleckar are to be treated as damage instead.





W Escort Convoy

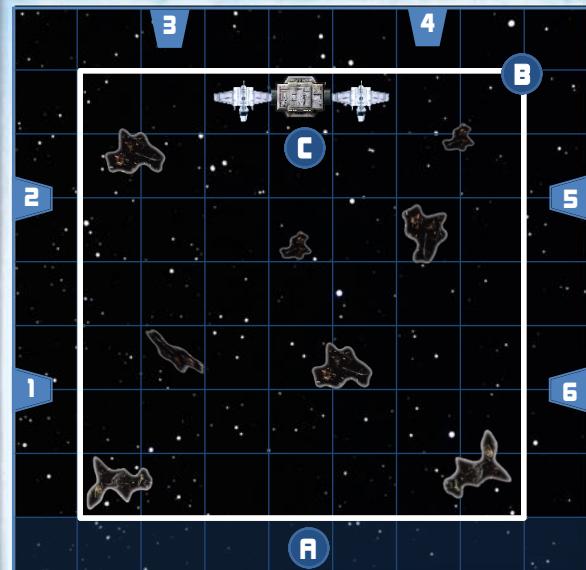
Mission Briefing:

"A new development of our TIE starfighter lineup is underway here in the Outer Rim Territories. The Habeen and the Nharwaak have been contracted by the Empire to create smaller and more efficient hyperdrive units that can be installed on our starfighter craft."

"Admiral Zaarin has been instructed to oversee their research. The results are promising, however it seems the Nharwaak are having second thoughts about sharing their research with the Empire and are suspected to be negotiating with the Rebellion."

"Your mission is to escort the Habeen convoy which is carrying all of their latest research materials and equipment so it can be delivered to one of our facilities. The Nharwaak may try to destroy that research with their attack forces."

"You'll be flying TIE Fighters for the escort. We suspect several Y-Wing bombers to attack so each of your fighters have been equipped with a compliment of Proton Rockets for additional firepower for this mission."



Neutral Territory – 12 rounds

A - Imperial setup zone

B - Debris Clouds x8, Random Layout, Range

>1 from any terrain/edge

C - Shuttle Setup

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 2+
Primary Objectives:	50% of cargo shuttle group Verack must survive or escape to Imperial Zone A. Decimator Shamus must survive. At least one TIE Fighter must survive at the end of the mission.
Bonus Objective:	Add +2XP to the Flight Group Pool for each shuttle that is scanned. Add +2XP per player to the Flight Group Pool if 100% of cargo shuttle group Verack survive.
Gold Star Objective:	Scan & destroy all Firespray craft to confirm the involvement of Nharwaak forces.

Nharwaak Victory

"The convoy is lost and all cargo has been destroyed. We must obtain this new research material to upgrade our starfighters. The Habeen may be able to arrange another convoy, but expect the Nharwaak to intervene again. DO NOT LET THIS HAPPEN AGAIN!"

All pilots lose half of XP earned this mission
Reshuffle

Imperial Victory

"Good work, the cargo has been safely delivered to Imperial hands. Our research team will begin work immediately to investigate and analyze this new material."

+ "Attack the Nharwaak"



Escort Convoy

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Verack 1	Setup	Special	Player		+	+	
Verack 2	Setup	Special	Player		+	+	
Shamus	Setup	A	Player	+			
Scarlet (Scum Z-95)	Setup	1	Attack				+
Azure (Scum Z-95)	Setup	6	Attack			+	+
Snog (Scum Y-Wing)	Round 3	2	Strike				+
Volyk (Scum Y-Wing)	Round 3	5	Strike				+
Viper	Round 7	1D6	Attack			+	
Verdo (Scum Y-Wing)	Round 7	1	Strike				+
Siax (Scum Y-Wing)	Round 7	6	Strike			+	

Verack 1 and 2 (Player Controlled):

Vector: These Lambda Shuttles are considered to be docked at C, until the beginning of Round 4. Until then, they cannot perform actions, attacks, or execute maneuvers.

At the start of Round 4, they are under the control of Flight Group Alpha, but do not award XP for any damage or ships destroyed by it. They cannot execute maneuvers with speeds of 3.

They are equipped with Jamming Beam, Collision Detector, ISB Slicer, & Seventh Sister. The IN value is -1 than the IN value of Flight Group Alpha.

If both Verack 1 and 2 has exited the map through Imperial Setup Zone A, players may choose to end the mission.

Shamus (Player Controlled):

You may use any of the Imperial Pilot Card variants for the Decimator for this mission.

AI: The players collectively control this ship.

Scarlet, Azure and Viper Squads:

AI: Attack AI but will ignore Verack 1 and 2.

Snog, Volyk, Verdo and Siax Squads (Y-wings):

AI: Strike AI towards Verack 1 and 2. They will only attack FGA or Decimator Shamus if the Shuttles cannot be targeted for attack during the Engagement Phase.



Attack the Nharwaak



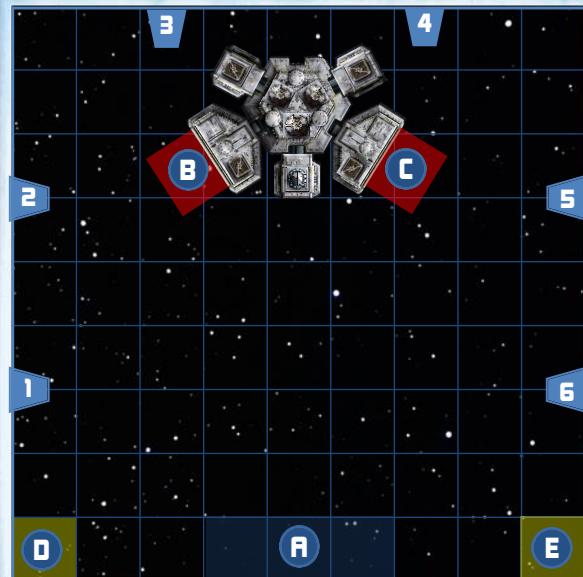
Mission Briefing:

"Imperial patrols have uncovered the location of the Nharwaak research facility where they are developing their hyperdrive technology. They are planning to share everything they have with the Rebels. Of course, we cannot allow this to happen."

The Nharwaak have rejected all attempts at a diplomatic solution, so your squadron will be deployed to 'settle' the matter. Your objective is simple, destroy the base and all ships in the area.

Focus on the fleeing Rebel ships first before they can escape with any of the Nharwaak technology. Then destroy any Nharwaak transports. Once we have cut off any chance of escape, destroy the base.

Your squadron will be TIE Bombers. Each of your pilots will be granted a temporary allocation of 10 U&M points for this mission."



Neutral Territory – 12 rounds

A - Imperial setup zone

B & C - Station deployment zone

D and E - Scum Escape zones

MISSION DETAILS

Requirements:	<i>Escort Convoy completed.</i>
Primary Objectives:	Destroy 100% of YT-1300 squad Petor. Destroy 100% of HWK-290 squad Pamir. Destroy all Cargo Emplacements. Decimator Shamus and at least one TIE Bomber must survive (players may choose to escape through Imperial Zone A after other objectives have been completed)
Bonus Objective:	Add +1XP to the Flight Group Pool for each Fuel Cell destroyed.
Gold Star Objective:	75% of enemy starfighter craft destroyed or have fled.

Nharwaak Victory

"The fact that you weren't able to destroy an unarmed stationary target and retreating transports is a testimony to your incompetence. This isn't as disgraceful as it is embarrassing. Since we don't have a second wave available, we are reluctant to give you another chance."

Replay mission, but you do not gain XP from the Bonus Objective.

Imperial Victory

"Your squad was able to prevent the Nharwaak's new hyperdrive technology from falling into the hands of the Rebels. This will ensure that their starfighter don't gain a distinct advantage over our own forces."

+ "Defend the Tech Center"

Attack the Nharwaak



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Shamus	Setup	A	Player	→ + ● ●			
Petor 1	Setup	B	Escape	→		+ ●	+ ●
Petor 2	Setup	C	Escape		→	+ ●	+ ●
Scarlet	Round 4	B	Attack	→ →			+ →
Azure (Scum Y-wings)	Round 4	C	Strike	→ →		+ →	+ →
Pamir 1	Round 5	B	Escape	→ + ●			
Pamir 2	Round 5	C	Escape			→ + ●	
Snog	Round 7	1D6	Attack	→ →		+ →	
Volyk	Round 7	1D6	Strike	→	+ →		
Verdant	Round 9	1D6	Strike	→	+ →		
Seax	Round 9	1D6	Strike	→	+ →		

Nharwaak Research Facility Setup:

The station has 7 emplacements, 4 Cargo Emplacements, 3 Fuel Tanks and 1 Shield Generator.

Azure, Volyk, Verdant and Seax (Y-wings):

AI: Strike AI towards Shamus. They will only attack player ships if Shamus is not a target during the Engagement phase.

Shamus (Player Controlled):

You may use any of the Imperial Pilot Card variants for the Decimator for this mission.

AI: The players collectively control this ship.

Petor 1 and Pamir 1:

AI: Escape AI towards Escape Zone D. They will only perform focus actions and only attack player ships if they are in the firing arc. These ships are not allowed to execute maneuvers with a speed of 3 or more.

Petor 2 and Pamir 2:

AI: Escape AI towards Escape Zone E. They will only perform focus actions and only attack player ships if they are in the firing arc. These ships are not allowed to execute maneuvers with a speed of 3 or more.

Scarlet and Snog Squads (Khirraxz's):

AI: Attack AI. They will only attack Shamus if they do not have any other target during the Engagement Phase.



Defend the Tech Center



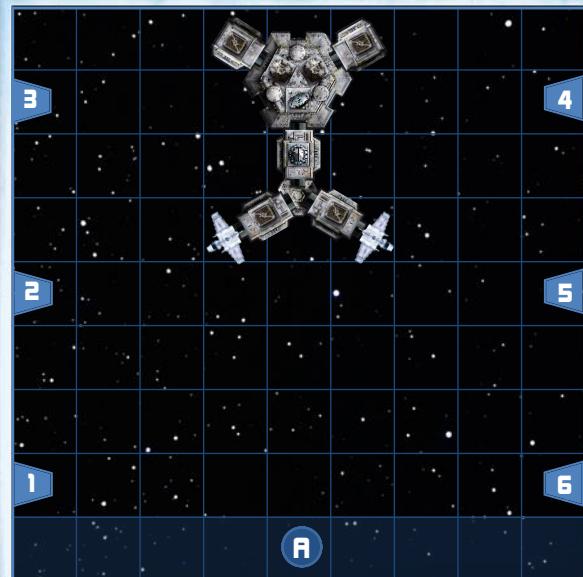
Mission Briefing:

"The Nharwaak have openly begun launching attacks against the Habeen. The Habeen's tech center is about to fall under attack by a Nharwaak assault force. With no station defenses or starfighters, the tech center will undoubtedly be destroyed by the approaching swarm of Y-Wings if we do not intercept them."

A pair of Imperial Shuttles are already there and are evacuating the Habeen research personnel. You must protect the shuttles and defend the station.

The Decimator Phoenix will provide additional support.

Your squadron will be flying TIE Bombers. Each of your craft has been fitted with a compliment of Concussion Missiles for this mission."



Neutral Territory – 10 rounds

A - Imperial setup zone

MISSION DETAILS

Requirements:	<i>Attack the Nharwaak completed.</i>
Primary Objectives:	50% of the station emplacements must survive. Both Imperial Shuttle Runners must survive Decimator Phoenix must survive. At least one TIE Bomber must survive at the end of the mission.
Bonus Objective:	If a Shuttle Runner has escaped through Imperial setup zone A, +1XP to the Flight Alpha Group pool for each tracking token placed on the Shuttle Pilot card.
Gold Star Objective:	75% of enemy starfighter craft destroyed or have fled.

Nharwaak Victory

"We cannot let the Habeen's research on their new hyperdrive technology be destroyed. We've heard that there's another tech station in the area. If that new technology isn't safely onboard at the end of the mission...then neither will you!"

Replay mission.

All players lose 1 charge on their Concussion Missiles at the start of the mission.

Imperial Victory

"You've successfully driven off the attacking forces, defended the station, and seen to the safety of the Habeen research personnel. This will be a big step in cementing relationships between the Empire and the Habeen. Well done."

+ "Diplomatic Meeting"

Defend the Tech Center



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Runner 1	Setup	Special	Player		+	+	
Runner 2	Setup	Special	Player		+	+	
Phoenix	Setup	A	Player	+			
Scarlet	Setup	2	Attack				+
Azure	Setup	5	Attack			+	
Chert (Scum Y-Wing)	Round 3	1D6	Strike				
Brecia (Scum Y-Wing)	Round 3	1D6	Strike		+		
Shale (Scum Y-Wing)	Round 3	1D6	Strike		+		+
Zirc	Round 5	1D6	Attack				
Neiss (Scum Y-Wing)	Round 7	1D6	Strike		+		
Basalt (Scum Y-Wing)	Round 7	1D6	Strike		+		
Rhylo (Scum Y-Wing)	Round 7	1D6	Strike				+

Tech Center Setup:

The station has 8 emplacements, 4 Cargo Emplacements, 2 Fuel Tanks, 1 Shield Generator and 1 Sensor Array.

Evacuating the Tech Center:

Once at the start of each turn during the Planning Phase, Flight Group Alpha will roll 1 defense die for each Shuttle docked at the station. For each result, place the corresponding amount of tracking tokens on that Shuttle's pilot card:

result = 2 tracking tokens

result = 1 tracking token

Blank result = 0 tracking tokens

Runner 1 and 2 (Player Controlled):

Draw an Imperial Pilot Card for each Shuttle during setup.

Vector: Each Shuttle begins docked to the station as shown on the map. While docked, their agility is at 0, they cannot execute maneuvers or perform attacks, and the only action they can perform is .

AI: The players collectively control these ships. Flight Group Alpha may choose to undock the shuttle at the start of any turn during the Planning Phase.

Each shuttle cannot have more than 6 tracking tokens on its pilot card. If a Shuttle hasn't escaped through Imperial Zone A at the end of the mission, the primary objective is completed but no bonus XP is awarded for the number of tracking tokens attached to it.

Phoenix (Player Controlled):

You may use any of the Imperial Pilot Card variants for the Decimator for this mission.

AI: The players collectively control this ship.

Chert and Neiss (Y-wings):

AI: Strike AI towards the station emplacements.

Brecia and Basalt (Y-wings):

AI: Strike AI towards Runner 1 and 2. will target the station emplacements. If no Shuttles are on the map, they will switch to Phoenix.

Brecia and Basalt (Y-wings):

AI: Strike AI towards Phoenix.



➡ Diplomatic Meeting

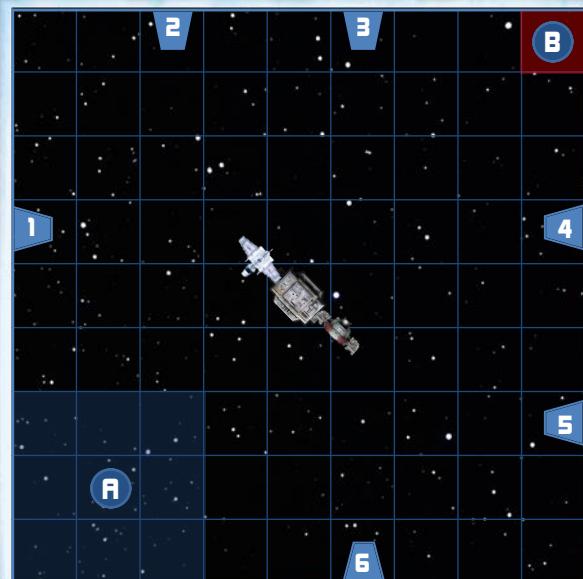
Mission Briefing:

"The Habeen and the Empire are entering into the final stage of negotiations. Once the treaty is signed, the Habeen will be recognized as Imperial citizens and they have promised to deliver their finalized Hyperdrive technology to the Imperial Shuttle Nexus. A ship to ship meeting is underway where the contracts are being signed."

Your squadron is running a patrol mission to protect the Admiral's ship, the Lendova, and the Habeen diplomats from any Nharwaak attack forces that will attempt to interrupt this meeting.

Stay on the alert. Be sure to intercept any enemy attack fighters from launching torpedoes against the Lendova or the Shuttles.

You'll be needing ships that have superior speed and firepower, so your squadron will be flying TIE Interceptors."



Neutral Territory – 10 rounds

A - Imperial setup zone

B - Habeen Escape Zone

MISSION DETAILS

Requirements:	Defend the Tech Center completed.
Primary Objectives:	Command Ship Lendova must survive. Firespray Fairfax must exit the map through Escape Zone B. Shuttle Nexus must complete docking operation with Command Ship Lendova. At least one TIE Interceptor must survive at the end of the mission.
Bonus Objective:	+1XP per player to the Flight Alpha Group pool for scanning the Firespray Fairfax.
Gold Star Objective:	Shuttle Nexus survives without any hull damage.

⌚ Nharwaak Victory

"The advanced Hyperdrive technology has been lost. Your pitiful performance has cost the Empire an invaluable advantage over our enemies. It's a shame, because even with the new hyperdrive, you won't be able to escape the consequences of your failure..."

You cannot replay the mission.
Tour 4 is lost and all players lose a rank.

⌚ Imperial Victory

"The new Hyperdrive technology is in our possession. We will begin further development for installing it onto our starfighters immediately. Congratulations, your performance has earned your squadron a place in Imperial Military History. Now, get some rest and prepare for your final sortie in this sector."

+ "Rebel Arms Deal"



➡ Diplomatic Meeting

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Lendova	Setup	A	Player			↗	
Nexus	Setup	Special	Player	↗	+●	+●	
Fairfax	Setup	Special	Escape		↗		
Scarlet	Setup	2	Attack	↗↗			+↗
Azure	Setup	5	Attack	↗↗		+↗	
Gold (Scum Y-Wing)	Round 3	1D6	Strike	↗↗			+↗
Red (Scum Y-Wing)	Round 3	1D6	Strike	↗↗		+↗	
Hunter	Round 5	1D6	Attack		(3)↗		
Blue (Scum Y-Wing)	Round 5	1D6	Strike	↗	+↗		
Grey (Scum Y-Wing)	Round 7	1D6	Strike	↗↗		+↗	
Green (Scum Y-Wing)	Round 7	1D6	Strike	↗↗			+↗

Lendova (Player Controlled):

Use a Gozanti-Cruiser with the following upgrades:
Vector title, Gunnery Specialists, Adaptive Shields, and Targeting Battery.

If no Gozanti is available, you may use the Raider-Class Corvette with the same upgrades (except with 'Corvus' title), but all shield and hull values are halved.

If no HUGE ships are available, you may use a Decimator that can attack twice per round and regenerates 1 shield value at the end of each round.
AI: The players collectively controls this ship.

*Note: Up to 4 player ships may begin docked on the Gozanti-Cruiser at Setup.

When the Lendova docks with Nexus, it executes a white □ maneuver, and it may perform actions and bonus attacks while docked.

Nexus (Player Controlled):

Arrival: The Nexus will remain docked and cannot perform actions or attacks until Round 6.

AI: The At the beginning of Round 6, the players collectively controls this ship.

Nexus will need to dock with Lendova for 1 turn to complete the objective. After it has docked, it may attempt to flee through Zone A.

Fairfax (Firespray):

Fairfax is docked and cannot perform actions until Round 4. At the beginning of Round 4, it will undock. Use the AI to escape through Escape Zone B. It cannot perform attacks at any time.

Scarlet, Azure and Hunter Squads:

AI: Attack AI will target the closest TIE Interceptor. If the only TIE's are docked on the Lendova, it will attack the Lendova until the TIE's are deployed.

Gold Squad (Y-wings):

AI: Strike AI towards Fairfax. If the Fairfax is no longer on the map, the AI will switch to Nexus, then Lendova.

Blue and Grey Squads (Y-wings):

AI: Strike AI towards Nexus. If the Fairfax is no longer on the map, the AI will switch to Lendova.

Red and Green Squads (Y-wings):

AI: Strike AI towards Lendova.

**Mission Briefing:**

"Intelligence reports indicate that the Nharwaak have managed to salvage some of their Hyperdrive technology and they are going to sell it to the Rebels. We must stop the Rebels from obtaining it at any cost."

"We've found the location where the delivery is taking place, and we estimate that they will have finished by the time we arrive. The Rebels have dispatched a cargo transport to receive the shipment. That is our target."

"Your primary objective is to destroy the Rebel ship Xerxes, and then proceed after the Nharwaak transport ship Tela. We should expect that the Rebels have brought a full compliment of starfighter escorts as well."

"Right now you'll be needing the best craft to destroy the transports as well as the starfighter escorts; the Alpha Class Starwings. We've loaded each of your ships with Proton Torpedoes for this mission.

Show no mercy."

MISSION DETAILS

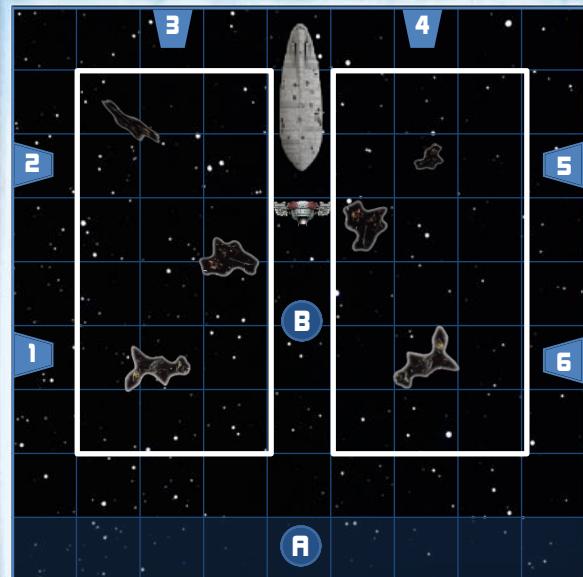
Requirements:	Diplomatic Meeting completed.
Primary Objectives:	Destroy Rebel Transport Xerxes. 50% of enemy starfighters must be destroyed, have fled, or fleeing. At least one Alpha Class Starwing must survive at the end of the mission.
Bonus Objective:	+1XP per player to the Flight Alpha Group pool for destroying Firespray Tela.
Gold Star Objective:	100% of enemy starfighters have been destroyed, fled or fleeing.

Rebel Victory

"The Rebels now have improved the capabilities of their starfighter forces. They are now more dangerous than ever and it will cost the lives of countless Imperial pilots. You have failed the Empire, and you have failed your fellow pilots."

You cannot replay the mission.

Tour 4 is lost and all players lose 50% of their U&M points.



Hostile Territory – 12 rounds

A - Imperial setup zone

B - Debris Clouds x6, Random Layout, Range >1 from any terrain/edge

Imperial Victory

"The Rebels have lost their prize and we have dealt a crippling blow to their forces in this sector. The Imperial Navy now has a distinct advantage. Our Hyperdrive systems are now being modified for all of our starfighter craft."

Tour 4 is complete.

All players are awarded the Medal of Order.

★ Rebel Arms Deal



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Xerxes	Setup	Special	Special	-			
Tela	Setup	Special	Attack	⊗		+⊗	
Green	Setup	2	Attack	⊗⊗		+⊗	
Red	Setup	5	Attack	⊗⊗⊗		+⊗⊗	
Blade	Round 5	1D6	Attack	⊗⊗		+⊗	
Gold (Rebel Y-wings)	Round 5	1D6	Attack	⊗⊗		+⊗	
Blue	Round 9	1D6	Attack	⊗⊗⊗		+⊗⊗	
Grey (Rebel Y-wings)	Round 9	1D6	Attack	⊗⊗⊗		+⊗⊗	

Xerxes (GR-75 Medium Transport):

Use a GR-75 for the Transport Xerxes with the following upgrades: Luminous title, Point-Defense Battery, and Optimized Power Core.

If no GR-75 is available, you may use a CR-90 Corvette with the same upgrades (except with the Jaina's Light title), but all shield and hull values are halved.

If no HUGE ships are available, you may use a YT-1300 that can attack twice per round and regenerates 1 shield value at the end of each round.

It can only execute 1↑ blue maneuvers, and it can only perform $\vec{x} \rightarrow \odot$ and \odot actions. It will always target the closest player ship in arc. During Setup, the \odot is placed on the aft mount and is oriented sideways and does not rotate.

During the Engagement Phase it will attack as many times as it can against locked player ships. It will attack the closest ship in arc if no locked player ships are in arc/range of its weapons.





Mineclearing

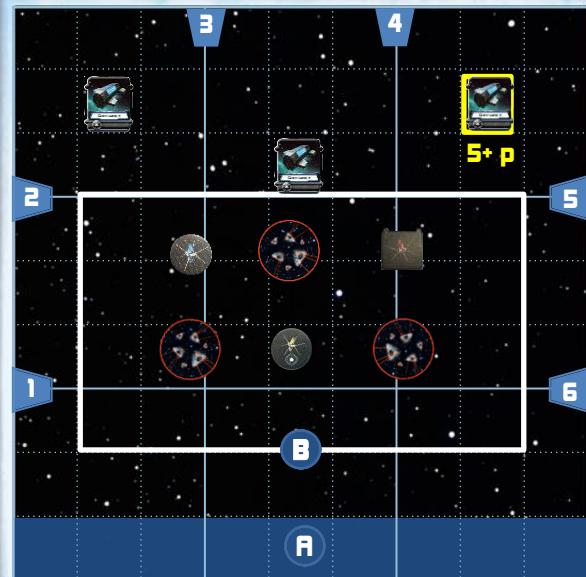
Mission Briefing:

"Welcome back to the VSD Protector, Flight Group Alpha. Throughout the previous campaigns Admiral Harkov has acknowledged that you have shown great skill but sometimes unhealthy interest in the rumors of illegal weapons deals with the Ripoblus and the Dimok people. Nevertheless, the Admiral has shown you great honor by letting you teach the TIE Advanced pilots how to pilot TIEs."

Flight Group Alpha will clear the mines around this Rebel Supply Cache, then inspect the containers.

Your objective is to show your superior flying skills by clearing a minefield with unshielded crafts. You will face a number of minefields and mines. These should not present pilots of your skills with any real any difficulty.

For this mission Flight Group Alpha will be flying TIE Interceptors. No Shield Upgrades or Stealth Devices may be equipped on the ships for this mission."



Hostile Territory – 12 rounds

A – Imperial setup zone

B – Minefields and Mines, Random Layout,
Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Flight Group Alpha must have finished Tours 1 to 4.
Primary Objectives:	All Class-B Containers must be scanned. All mines and minefields must be destroyed. After the above objectives have been fulfilled, at least one ship must flee via the Escape Vector provided by the Imperial Intelligence.
Bonus Objective:	Add 1 XP to Flight Group Pool per Mine Type A, B, C or Minefield destroyed.
Gold Star Objective:	At least one ship from each wave of TIE Advanced must be destroyed. All Class-B Containers must be destroyed.

"⊗" Harkov's Fleet Victory

"Flight Group Alpha has shown it's true colors by attacking the TIE Advanced! This treachery is unheard of and a disgrace to all of the Imperial Navy! New evidence suggest that Flight Group Alpha was behind the theft of missing Imperial Equipment. Flight Group Alpha will be disbanded, and any members left will be executed."

Earn 0 XP for this mission. Replay Mission

⊗ Imperial Victory

"We now have incontrovertible evidence of Admiral Harkov's crimes. Lord Vader himself is coming to deal with him personally. Your knowledge of operations on his flagship will be very helpful in determining where he is likely to go next. Harkov knows that his crimes are punishable by death, so he must be planning to defect to the Rebels."

+Assault Gunboat Recon"



◀ Mineclearing

Squad	Arrival	Vector	AI	3p	4p	5p	6p
H-Alpha	Round 3	1D6	Attack	↔↔	+↔		+↔
H-Beta	Round 7	1D6	Attack	↔↔		+↔	
H-Gamma	Round 10	1D6	Attack	↔↔	+↔		+↔
H-Decimator	Special	1D6	Attack	∅ + ●●	+ ●	+ ●	+ ●

Minefield and Mine Setup:

Pick 1 minefield and 1 mine per player. For players 1 and 4, pick a Mine Type A. For players 2 and 5, pick a Mine Type B, for players 3 and 6, pick a Mine Type C. Place all these tokens:

- within area B.
- just beyond range 1 from the nearest Class-B Container or just beyond range 1 from 2 mines or minefields.

For this mission, AI ships will move as if the mines or minefields do not exist and they will not detonate if AI ships overlap or move through them. Minefields and mines are hostile towards Flight Group Alpha.

Container Setup:

The number of Containers depend on the number of players. See map on previous page.

Special Information for this mission:

It is Admiral Harkov that has been selling off Imperial equipment to the highest bidder. Your findings in the Sepan Civil War tour has forced him to try to get rid of Flight Group Alpha before You can uncover the truth.

Flight Group Alpha is in dire straits, being set up by Admiral Harkov in this mission. First confident that the group will succumb to the mines, he then sends in his new TIE Advanced to destroy them.

Flight Group Alpha has an unexpected ally, however. Imperial Intelligence agents has been investigating the disappearances of Imperial equipment and realized that Flight Group Alpha is in danger during this mission. Should the flight group survive destroying the mines, they will tightbeam coordinates to an **Escape Vector**. Flight Group Alpha's testimonies might come in handy further on. However, should Flight Group Alpha fail to destroy the mines or escape the map, the Imperial Intelligence will do nothing to help them...

TIE Advanced x1 Squads:

AI: Attack AI towards Flight Group Alpha.

The TIE Advanced cannot be assigned flee tokens.

H-Decimator:

Arrival: The round after all minefields and mines have been destroyed.

AI: Attack AI towards Flight Group Alpha.

The Decimator cannot be assigned flee tokens.

This Decimator will re-appear throughout this Tour. Keep track of which IPC you drew. Use the same card in the following missions. Also keep track of how much damage cards it receives during this mission. If the ship is not destroyed:

1. Turn all face up cards down.
2. Count the number of face down cards on the ship. For next mission, deal the same amount of cards face down to the ship.
3. For next mission, the shields will be restored.

Throughout this tour, Flight Group Alpha do not receive XP for **removing** Shields on the Decimator.

When all mines have been destroyed:

At beginning of the round after all minefield and mines are destroyed, roll a 1d6. This is the **Escape Vector** sent by the Imperial Intelligence and the only valid escape route off the map. Place a flee token at this vector. Each TIE Interceptor can escape the map within range 1 from the flee token. **When the last Interceptor has left the map, the mission immediately ends.**

End of Mission:

If the round limit is reached, all remaining Imperial ships are destroyed and each needs to make an eject roll with 3 dice. See **chapter 4.11.5** in the Instruction Manual.

**"ENOUGH OF THIS CHARADE, FLIGHT GROUP ALPHA IS THE EMPEROR'S STOOLPIGEON!
THE EMPEROR IS FAR FAR AWAY AND OUT HERE HARKOV RULES!"**

- H-ALPHA SQUAD LEADER, STAR WARS: TIE FIGHTER



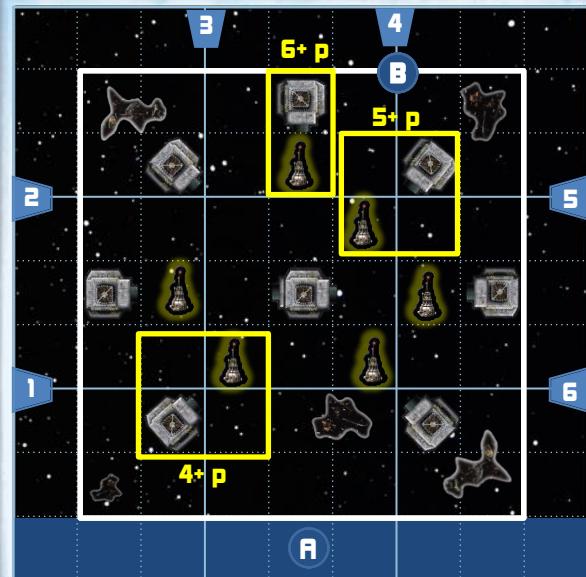
★ Assault Gunboat Recon

Mission Briefing:

"Harkov is now on the run. His illegal arms deals and misappropriation of Navy funds have been revealed. Worse, it is also evident Harkov intends to lead a mass defection of the units in his command! The Emperor is sending Lord Vader to interrogate him before his execution as a traitor.

Our orders are to bring Harkov to Lord Vader! Our first task will be to root him out and fix his position. We have located a Rebel supply station where Harkov may seek refuge. Flight Group Alpha will join Recon Squadron and be sent to a supply area near station DS-5 in order to find Harkov. Scan and destroy any cargo containers at your target site as quickly as possible and return if Harkov shows up to defend them. Avoid engaging Harkov's forces unless attacked. You must report back so his capture can be planned.

For this mission Flight Group Alpha will be flying Assault Gunboats."



Hostile Territory – 12 rounds

A - Imperial setup zone

B - 0 to 3 Debris Clouds, Random Layout,

Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Mineclearing completed.
Primary Objectives:	Scan at least 1 Cargo Emplacement Destroy all Cargo Emplacements At least one TIE Advanced group must arrive. At least one Assault Gunboat must escape with hyperdrive.
Bonus Objective:	1 XP for each Cargo Emplacement scanned.
Gold Star Objective	At least one of TIE Advanced group H-Alpha must be destroyed. At least one of TIE Advanced group H-Beta must be destroyed. All Cargo Emplacements must be scanned.

"⊗" Harkov's Fleet Victory

"We failed to lure out Harkov's forces. Apparently, this was not the location where Harkov intended to seek refuge. However, there are other possible locations in the vicinity. We will send you to a new area shortly."

Earn 0 XP from this mission. Replay mission. If failing a second time, treat this mission as completed.

+ "Convoy Attack"

⊗ Imperial Victory

"We located Admiral Harkov's forces and we destroyed the very supplies he was trying to get! You were able to scan enough of the containers at the base to give us a rather good estimate of what supplies may be particularly critical to Harkov's fleet! We're going to follow up immediately with a second attack on the same base, so get to the next briefing!"

+ "Convoy Attack"

★ Assault Gunboat Recon



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Wolf (Rebel)	Setup	2	Attack	✗ ✗	+ ✗		+ ✗
Red (Rebel)	Setup	5	Attack	✗	+ ✗		+ ✗
H-Alpha(1 st , 3 rd etc)	Special	1D6	Attack	✗ ✗	+ ✗		+ ✗
H-Beta(2 nd , 4 th etc)	Special	1D6	Attack	✗ ✗		+ ✗	
H-Decimator	Special	1D6	Attack	⊗ ✗ + ●●●	+ ●●●	+ ●●●	+ ●●●

Debris Clouds Setup:

The number of Debris Clouds depend on the number of players. Place 3 Debris Clouds if 3 player, 2 for a 4 player mission and so on. At 6 players, no Debris Clouds should be placed on the mat.

Cargo Emplacements Setup:

The Cargo Emplacements are emplacements and their number depend on the number of players. See map on the previous page. See the *Emplacement statcard* for details.

Destroying a Cargo Emplacement:

Remove the Cargo Emplacement and the corresponding Station Module. Replace them with a Debris Cloud.

Sensor Beacons Setup:

Represent Sensor Beacons with satellite tokens. Place the Sensor Beacon at exactly Range 1 from the center of the nearest Cargo Emplacement, in the direction of the Cargo Emplacement at the center of the map. See map on the previous page.

Disabling Sensor Beacons:

Sensor beacons are considered Emplacements. See the *Additional Component statcard 1* for details.

Activating Sensor Beacons:

In order to lure out Harkov's forces, Flight Group Alpha must activate the sensor beacons to attract at least one TIE Advanced squad. However, if the sensor net is activated too early, they may have a hard time completing the objective of destroying all Cargo Containers.

During the End Phase, each Flight Group Alpha ship must make a sensor check. Each player builds a pool of attack dice:

Sensor Check	Dice
Each Beacon at Range 1	+3
Each Beacon at Range 2	+2
Each Beacon at Range 3	+1
If you have a Stealth Device with an active charge token	-1
If you have a cloak token	-2

Each player rolls their dice pool. **Players overlapping a sensor beacon add a critical hit result to their roll.**

If there is at least one critical hit result among all the players, a TIE Advanced squad arrives at the start of the next round. The composition of the first, third, fifth etc. squad is identical to H-Alpha squad, while the second, forth, sixth etc. squad is identical to H-Beta squad. There is no limit to the number of squads that can arrive.

H-Decimator:

Use the same IPC as in the previous mission. The Decimator cannot be assigned flee tokens.

Arrival: The round at least half of the Cargo Emplacements are destroyed, and only if it was not destroyed in the previous mission.

See comments about this Decimator in mission *Mineclearing*.

End of Mission:

If the round limit is reached, all remaining Imperial ships are destroyed and each needs to make an eject roll with 3 dice. See *chapter 4.11.5* in the Instruction Manual.

"THOSE AVENGERS HAVE US OUTGUNNED AND OUTCLASSED."

WE'RE ALSO OUTNUMBERED. LET'S GET OUT OF HERE WHILE WE CAN!"

- ALPHA ONE, STAR WARS: TIE FIGHTER

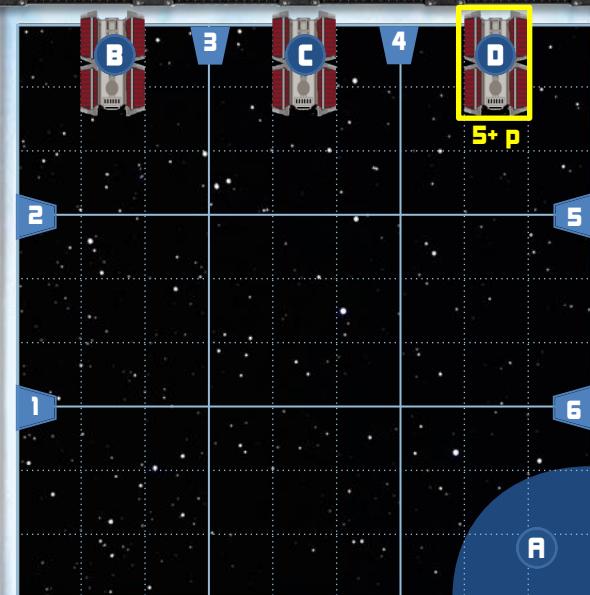
 ★ Convoy Attack**Mission Briefing:**

"Your reconnaissance hit the jackpot! Admiral Harkov's flagship, *VSD Protector*, has been located. Assault Gunboats will be sent back immediately in order to interdict an emergency supply convoy now en route.

The *TIE Advanced* which gave you such a hard time on your last mission will still be there so be careful! You'll be hitting the convoy far enough out that the *TIE Advanced* won't be able to stop you in time to save it.

Scan at least one ship in each wave of convoy ships before destroying them. We want to know what supplies Harkov's forces has requested from the Rebellion. As soon as the convoy has been destroyed return to base to prepare for the next mission.

For this mission Flight Group Alpha will be flying **Assault Gunboats**. The Imperial Armory provides each player with an equipment bonus of 10 U&M Points for this mission. Do not add these points to the player's Banked U&M."

**MISSION DETAILS**

Requirements:	Assault Gunboat Recon completed.
Primary Objectives:	Scan at least one ship in each squad of the Rebel Convoy. All ships in the Rebel Convoy must be destroyed. After the above listed objectives have been completed, at least one Assault Gunboat must escape with hyperdrive.
Bonus Objective:	1 XP for each convoy ship scanned. 1 additional XP for each damaged enemy ship that is destroyed by a Deadman's Switch upgrade from a Rebel Convoy ship.
Gold Star Objective:	Destroy at least as many <i>TIE Advanced</i> ships as the number of players.

 "Harkov's Fleet Victory

"Our first attack against the rebel convoy failed. We will immediately launch a new attack. Get back to your ships!"

Replay mission, where each pilot starts with 1 stress token.

If failing a second time, each player loses half (round up) of his/her banked U&M Points. Treat this mission as completed.

+ "Tactical Superiority"

 Imperial Victory

"By destroying the convoy, we have weakened Harkov's task force. Their ability to conduct even limited operations has been severely curtailed. Your inspection flybys have also provided us with information to help us anticipate his next move. This success will again be followed up with another quick strike. The next operation will attempt to eliminate Harkov's *TIE Advanced* squadrons."

+ "Tactical Superiority"



★ Convoy Attack

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Karflo	Setup	Special	Special	2x2		1x2	
Blue	Setup	5	Attack	1x2	+1		+1
Green	Setup	6	Attack	1x1		+1x1	
Sundog	Round 5	Special	Attack	1x1	+1x1		+1x1
Morgath	Special	Special	Special	1x2		1x2	
H-Alpha	Special	6	Attack	2x2	+2x2		+2x2
H-Beta	Special	6	Attack	2x2		+2x2	
H-Decimator	Special	1	Attack	(S) 1x1 + 2x1	+1x1	+1x1	+1x1

Convoy with Dangerous Cargo:

The Rebel Convoy consists of all ships in squads **Karflo**, **Sundog** and **Morgath**.

Some convoy ships are loaded with munitions. If a ship with one tracking token is scanned, roll 1 attack die. On a ★/★ result, the ship is equipped with a **Deadman's Switch** upgrade. Keep track of this by adding another tracking token to that ship. On any other result, remove the tracking token.

If a ship with one tracking token is destroyed, roll 1 attack die as above to determine if it was equipped with a **Deadman's Switch**.

Karflo and Morgath Squads (BFF-1 Bulk Freighters):

The Bulk Freighters are considered Hostile. See the **Additional Component statcard 1** for the full rules for the Bulk Freighter. Flight Group Alpha receive XP for both damaging and destroying the Bulk

Freighters (sources 1.1 and 1.5 on the Experience Point Chart). Add one tracking token to each ship.

Arrival: Karflo at Setup. Group Morgath the round after group Sundog has been destroyed.

Vector: See Mission Setup map. **Morgath group arrives from B for 3p and 5p and D for 5p (only).**

AI: The Bulk Freighter will move 1 ↑ each round.

If a Bulk Freighter crosses the edge of the map, remove it and consider the ship to have escaped.

Sundog Squad (YT-1300s):

No ship in group Sundog can be assigned flee tokens. Do not draw Rebel Pilot Cards for these ships. Considered them TL 3 ships for calculating kill XP. Add one tracking token to each ship.

Vector: The 3p ship at zone C, the 4p at zone D and the 6p ship at zone B.

AI: Attack.

TIE Advanced x1 Squads:

The TIE Advanced cannot be assigned flee tokens.

Arrival: H-Alpha: The round after squad Sundog has been destroyed. H-Beta arrives the round after H-Alpha.

AI: Attack AI towards Flight Group Alpha.

H-Decimator:

Use the same IPC as in the previous missions.

Arrival: The round after group Sundog has been destroyed, and only if it was not destroyed in the previous missions.

AI: Attack AI towards Flight Group Alpha.

The Decimator cannot be assigned flee tokens.

See comments about this Decimator in mission **Mineclearing**.

"LOOKS LIKE WE'RE RIGHT ON TIME! HERE'S THE CONVOY, LET'S TAKE IT DOWN! KEEP IT TIGHT AND WATCH OUT FOR THOSE TIE ADVANCED."

- ALPHA ONE, STAR WARS: TIE FIGHTER



➡ Tactical Superiority

Mission Briefing:

"The successful interdiction of the supply convoy has left the VSD Protector stranded at the Rebel station.

The TIE Advanced fighters that have given us so much trouble are now going to meet their match!

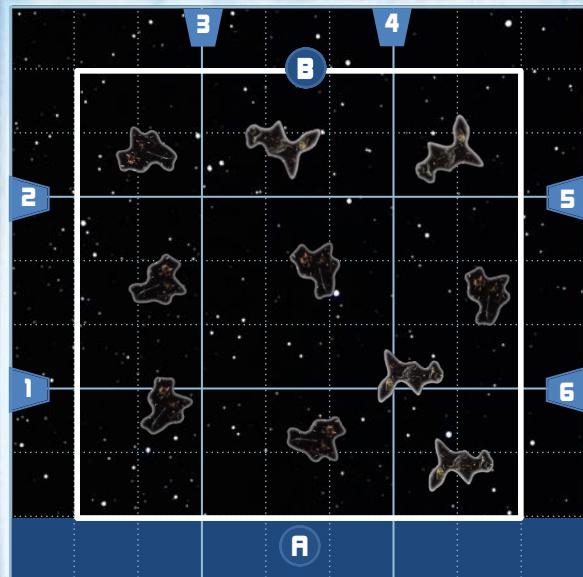
Recon squadrons first group of TIE Advanced will go to your unit, Flight Group Alpha. Now you will fight on equal ground!

The next phase of the battle requires us to eliminate Harkov's fighters so he can be captured.

Harkov's total strength outnumbers your force, but you only will be engaging a single flight group at a time.

Scan any Rebel transport or shuttle that you see. Harkov may be on board.

For this mission Flight Group Alpha will be flying TIE Advanced."



Neutral Territory – No Limit

A – Imperial setup zone

B – 10x Debris Clouds, Random Layout,
Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Convoy Attack completed.
Primary Objectives:	50% of the enemy TIE Advanced need to be destroyed. Shuttle Toten must be scanned and escape through area A. Shuttle Toten must survive. If deployed, the Decimator must be destroyed.
Bonus Objective:	None.
Gold Star Objective:	100% of the enemy TIE Advanced need to be destroyed.

“⊗” Harkov’s Fleet Victory

"You failed to destroy Harkov's TIE Advanced. During the attack, Harkov, onboard Shuttle Toten, escaped and is now outside our grasp. The hunt for him will continue, but without Flight Group Alpha."

Each player loses half (round up) of his/her Banked XP. Treat this mission as completed.

+ “Capture Harkov”

⊗ Imperial Victory

"By destroying so many of Harkov's fighters, you have prepared the way for a final assault on the Rebel base. The departure of the Protector is assumed to be temporary because you verified Harkov's presence in Shuttle Toten, and he was observed entering the platform during the battle. It seems unlikely that we would abandon his command under such circumstances, but then his defection seemed unlikely, too."

+ “Capture Harkov”



➡ Tactical Superiority

Squad	Arrival	Vector	AI	3p	4p	5p	6p
H-Gamma	Setup	1D6	Attack	↔↔↔	+↔		+↔
H-Delta	Round 4	1D6	Attack	↔↔↔		+↔	
H-Eta	Round 7	1D6	Attack	⊗↔⊗↔⊗↔	+⊗↔		+⊗↔
Shuttle Toten	Round 9	3	Escape	↗	+●	+●	+●
H-Decimator	Special	4	Attack	⊗↗ +●●	+●	+●	+●
H-Alpha	Special	4	Attack	↔↔	+↖		+↖

Special rules for this mission:

After the primary objectives have been completed, Flight Group Alpha may end the mission at any end of round.

TIE Advanced x1 Squads:

The TIE Advanced cannot be assigned flee tokens. For this mission, the TIE Advanced will not use their missile upgrades.

AI: Attack AI towards Flight Group Alpha.

Shuttle Toten (Lambda Shuttle):

Shuttle Toten cannot be assigned flee tokens. Scanning this ship will reveal that it contains Admiral Harkov.

AI: Flee towards Area A.

H-Decimator:

Use the same IPC as in the previous missions. The Decimator cannot be assigned flee tokens.

Arrival: Round 9, if it has not been destroyed during the previous missions.

AI: Attack AI towards Flight Group Alpha.

H-Alpha Squad (TIE Interceptor):

The TIE Interceptors cannot be assigned flee tokens.

Arrival: Round 9 and only if the Decimator is not deployed in this mission.

AI: Attack AI towards Flight Group Alpha.



"LOCK AND LOAD! LET'S TAKE DOWN SOME TRAITORS!"
- ALPHA ONE, STAR WARS: TIE FIGHTER



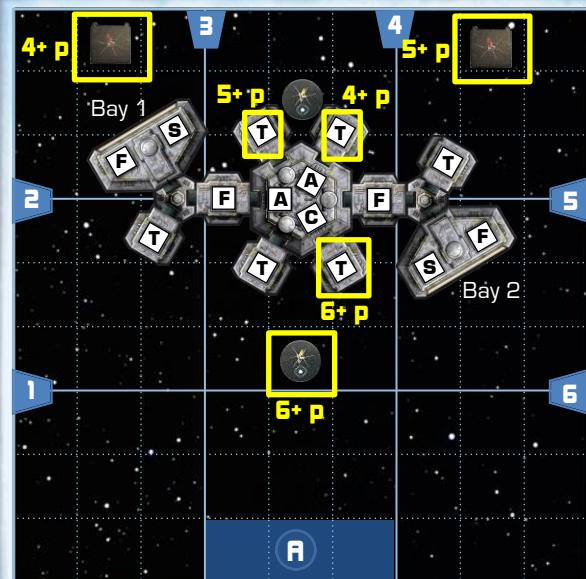
★/➡ Capture Harkov

Mission Briefing:

"Admiral Harkov has for unknown reasons taken refuge on the Rebel outpost D-5. VSD Protector has fled. Mines has been deployed around the station and remaining traitors are rushing to rescue Harkov. Recon Squadron will send **Assault Gunboats** to join with Special Operations Stormtroopers onboard **Omega One**. You will take out any remaining fighter defenses and clear a path through the minefield for the Shuttle to get to the station. Scan any craft attempting to escape to identify if Admiral Harkov is onboard."

The Stormtroopers will conduct boarding operations and take control of the platform. Lord Vader will arrive aboard ISD **Garrett** and Harkov will be brought to him.

For this mission Flight Group Alpha will be flying **Assault Gunboats** and **TIE Advanced**. At least one of each ship type must be deployed."



Neutral Territory – No round limit

A – Imperial setup zone

Outpost Legend: A = Sensor Array, C = Command Center, F = Fuel Tank, S = Shield Generator and T = Turbolaser Tower

MISSION DETAILS

Requirements:	Tactical Superiority completed.
Primary Objectives:	All Shield Generators must be destroyed. Then, Omega One must land in one of the docking bays of Rebel Outpost D-5 . D-5 must be captured. Shuttle Toten must be scanned and destroyed. YT-1300 Geddawai must be scanned and disabled.
Bonus Objective:	Add 1 XP to Flight Group Pool per Mine Type B or C destroyed by the flight group. Add 1 XP to Flight Group Pool per emplacement destroyed by the flight group.
Gold Star Objective:	Deal damage to YT-1300 Geddawai using one of the station's Turbolaser Towers.

"⊗" Harkov's Fleet Victory

"We failed to reach our objectives. Lord Vader has requested that Flight Group Alpha be brought to him for debriefing. We suspect that he was looking forward to interrogating the traitor Harkov. Now, he will be venting his anger on You instead."

Flight Group Alpha fails Tour of Duty 5. Each pilot is demoted (loses 1 rank).

⊗ Imperial Victory

"All of our primary mission objectives were met. Admiral Harkov will be interrogated by Lord Vader. The location of VSD Protector and the rest of Harkov's band of defectors will be discovered."

You have completed Tour of Duty 5! Each pilot is awarded the Medal of Loyalty.


↗/↖ Capture Harkov

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Omega One	Setup	A	Player				
Red	Setup	5	Attack			+	
Gold	Round 4	1D6	Attack		+		+
Shuttle Toten	Round 4	Bay 2	Attack		+	+	+
Geddawai	Round 8	Special	Escape		+	+	+
Blue	Round 8	1D6	Attack		+		+

Mine Types B and C Setup:

The number of mines depend on the number of players. See map on the previous page. For this mission, AI ships will move as if the mines or minefields do not exist and they will not detonate if AI ships overlap or move through them. Mines are hostile towards Flight Group Alpha and Omega One.

Outpost D-5 Setup:

Turbolaser Towers: All towers face zone A at Setup.

Shuttle Toten (Lambda Shuttle):

Shuttle Toten has flee threshold 2.

Geddawai (YT-1300):

Arrival: Round 8

Vector: Either Bay 1 or 2. Randomly select which bay. If deployed from Bay 1, deploy it with its front facing the Bay instead of its back.

AI: Escape AI towards Vector 6 (if deployed from Bay 1) or Vector 2 (if deployed from Bay 2).

Admiral Harkov is trying to blast his way out with Geddawai. The ship must be scanned and **disabled**. If Geddawai is destroyed, the mission is a failure. Do not assign flee tokens to this ship. If Geddawai has Hull 3 or lower, it is considered **disabled**. Put a weapons disabled token on the disabled ship. It gives XP from source 2.1 on *Table 2.2, Experience Point Chart*.

Omega One (Player Controlled):

This ship is IN 4. Draw an IPC for this ship and equip it with upgrades from the lowest Threat Level. AI: The players collectively control this ship.

Unloading the Storm Trooper Boarding Team:

Omega One must land in a docking bay. The Landing maneuver can only be performed if all Shield Generators have been destroyed. At the end of the

round Omega One has landed, place a Tracking token on the Docking Bay tile to represent the Stormtroopers. Omega One may deploy from that docking bay after unloading the Stormtroopers.

Moving the Storm Trooper Boarding Team:

At the end of each round, Roll 3 attack dice: If the number of hits rolled is equal to or greater than the number of emplacements on that station tile, players may move the Stormtroopers to an adjacent station tile. Otherwise, they may destroy one emplacement on that tile, or simply wait until next round. If the Boarding Team moves into a tile with a Turbolaser emplacement the Imperials will control the tower from that round forward.

Capturing the Outpost:

The Stormtroopers must reach the center tile. Then, they must succeed their movement roll to enter the Command Center and capture the station. Any remaining Turbolaser emplacements will then be under Imperial control: Players may choose their facing and attack targets for the rest of the mission. If the Command Center is destroyed, the mission is a failure.

At the end of a round when both the Outpost is captured and the Geddawai is disabled, Harkov's allies retreat. Add a flee token to each enemy ship in play and any ship that is deployed from now on.

End of Mission:

The mission ends when any of the following occur:

- The Command Center is destroyed (Mission is a failure)
- Geddawai is destroyed or escapes (Mission is a failure in either case).
- All enemy ships have fled, been disabled or destroyed.



Protect Prototypes

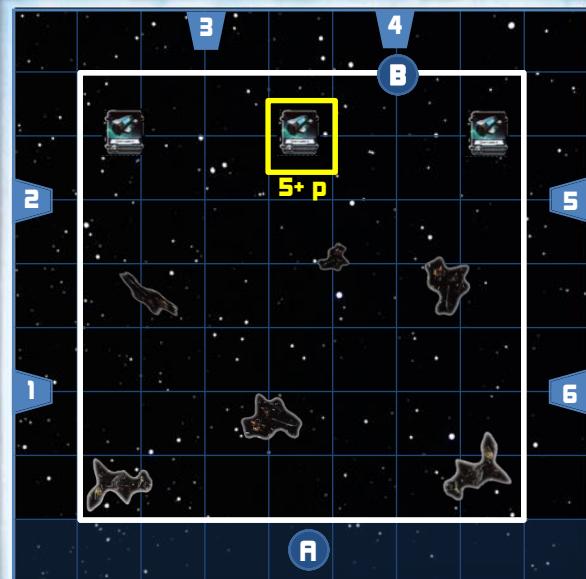
Mission Briefing:

"Admiral Zaarin has been given the task of furthering the TIE Defender project initiated by Grand Admiral Thrawn. The research facility here in the Parmic System has been constructing additional prototypes for further development."

Your mission is to protect the cargo containers that are carrying upgraded components of the TIE Defender. Shuttle group Sela has been dispatched to pickup the cargo containers and deliver their contents to a rendezvous point for assembly.

Rebel raid groups have begun operating in this sector. Eliminate any opposition that you encounter.

For this mission you will be flying TIE Advanced x1 starfighters. You should be able to make short work of any Rebel fighters that challenge your squadron."



Friendly Territory – 12 rounds

A - Imperial setup zone

B - Debris Clouds x6, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Flight Group Alpha must have finished Tours 1 to 4.
Primary Objectives:	Protect all cargo containers. All of Shuttle Group Sela must survive and complete their docking operations. At least one TIE must survive at the end of the mission (if all Rebel forces have been destroyed or fled, you may choose to end the mission).
Bonus Objective:	Add +1XP per player to the Flight Group Pool for destroying 75% of Rebel starfighters.
Gold Star Objective:	Add +1XP per player to the Flight Group Pool for destroying 100% of Rebel starfighters.

Rebel Victory

"The Admiral will not be pleased when he learns that you have allowed the Rebels to destroy essential materials for the TIE Defender program, and neither will the Emperor... Fortunately for you, there is another cache of research materials. DO NOT FAIL AGAIN!"

All pilots lose half XP. Replay mission.

Imperial Victory

"If you perform half as well in the new TIE Defender starfighters as well as you have done in the TIE Advanced ships, the enemy won't stand a chance against our navy. Get your squadron ready for the next phase in the operation. Good work today."

+ "Prevent Rebel Ambush"



Protect Prototypes

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Blue	Setup	3	Strike				
Red	Setup	4	Attack				
Sela 1	Round 2	A	Player				
Gold	Round 3	1D6	Attack				
Sela 2	Round 5	A	Player				
Green	Round 6	1D6	Strike				
Yellow	Round 6	1D6	Attack				
Sela 3	Round 8	A	Player				

Container Setup:

The number of Containers depend on the number of players. See map on previous page.

Blue and Green Squads (B-wings):

AI: Strike AI towards Sela 1, 2 and 3. If no Shuttles are on the board they will switch to Attack AI.

Sela 1, 2 and 3 (Player Controlled):

Players can use any Shuttle Pilot card for this mission.

AI: The players collectively control this ship.

Once a shuttle has completed the docking operation, it may flee by jumping to hyperspace or exiting through Imperial Zone A. If a shuttle is destroyed before it can escape, it does not accomplish the primary objective.

Class-B Container



1 3 0

- Count taken against Hull as
- Count as asteroid for AI swerving and collision damage
- Any collision damage caused by the container is taken by the container as well.





Prevent Rebel Ambush

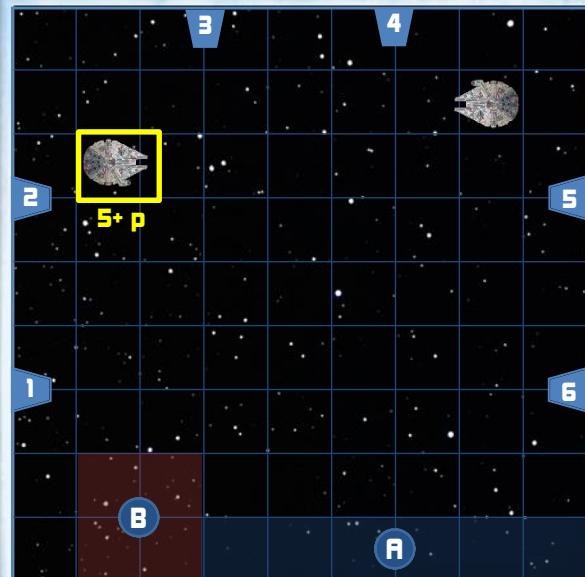
Mission Briefing:

"Welcome to Vinzen Neela 5, but it seems your welcome reception will be cut short. The Shuttle group Sela has finished their docking operation with our Assault Carrier Hininbirg and have left the system. The Hininbirg is in its final stages of securing the cargo and preparing to jump to hyperspace, but we have received scout reports that Rebel starfighters are on their way to intercept."

We don't know how the Rebels have managed to pinpoint the location of our carrier so quickly, but Admiral Zaarin is determined to uncover the security leak. Keep your eyes open and your scanners active.

Furthermore, Rebel cargo ships have just arrived and are deploying mines to prevent the carrier's escape. You must destroy the mines immediately!

Your TIE Advanced X1 ships from the last mission are prepped and ready for you. Get out there and clear a path for our carrier."



Neutral Territory – 12 rounds

A - Imperial setup and escape zone

B - Assault Carrier setup zone (players have choose to begin docked with the carrier)

MISSION DETAILS

Requirements:	<i>Protect Prototypes</i> completed
Primary Objectives:	The Assault Carrier Hininbirg must survive until the end of the mission. Destroy all mines (while there are Rebel YT-1300 cargo ships on the map, this objective cannot be completed).
Bonus Objective:	Add +1XP per player to the Flight Group Pool for each Rebel YT-1300 cargo ship scanned.
Gold Star Objective:	+2XP per player to the Flight Group Pool if all Rebel ships are destroyed.

Rebel Victory

"The Hininbirg has sustained heavy damage! The mechanics are rerouting power to the hyperdrive, but they need time and more Rebel forces on the way! We must NOT let the new prototype TIE Defenders be destroyed! GET BACK OUT THERE AND PROTECT THE SHIP!"

Replay mission. Assault Carrier starts mission with no shields and 2 facedown damage cards.

Imperial Victory

"Bravo, Alpha Squadron. You have defended the carrier. The scans taken of the Rebel cargo ships may prove useful in determining the source of the security leak. We cannot risk any further breaches while our new prototype is under construction."

+"Convoy Escort"



Prevent Rebel Ambush

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Hininborg	Setup	Special	Player			+	+
Mar Dunn	Setup	Special	Special		+	+	+
Gold	Setup	4	Attack			+	
Blue (Rebel Y-wings)	Setup	5	Strike				+
Green	Round 5	1D6	Attack				+
Red	Round 8	1D6	Attack				+
Yellow	Round 8	1D6	Strike			+	

Hininborg (Player Controlled):

Use a Gozanti-Cruiser for the Hininborg with the following upgrades: **Suppressor title**, **Gunnery Specialists**, **Boosted Scanners**, **Optimized Power Core**, and **Targetting Battery**.

If no Gozanti-Cruiser is available, you may use the Raider-Class Corvette with the same upgrades (except without the title and Boosted Scanners), but all shield, energy, and hull values are halved.

If no HUGE ships are available, you may use a Decimator that can attack twice per round, it has two actions, and regenerates 1 shield value at the end of each round.

AI: The players collectively control this ship. It cannot execute maneuvers faster than the speed of 1.

Reminder: It must remain on the board until the end of the mission.

Mar Dunn Squad (YT-1300's):

Setup: See map for location and orientation for both of these ships. Each ship starts with their turrets at 90 degrees.

They only execute ↑1 maneuvers (until they leave off the edge of the map) and perform focus actions.

They conduct the Engagement Phase as usual. Each ship has 2 recurring ⚡. During each Systems Phase, they spend both charges to deploy a Mine Type B directly ↑1 behind them. See the [Mine statcard](#) for the full rules for these mines.

Blue and Yellow Squads:

AI: These ships will have Strike AI towards the Hininborg for actions and maneuvers. They will only attack the Hininborg unless there is no other valid target in the Engagement Phase.



 Convoy Escort**Mission Briefing:**

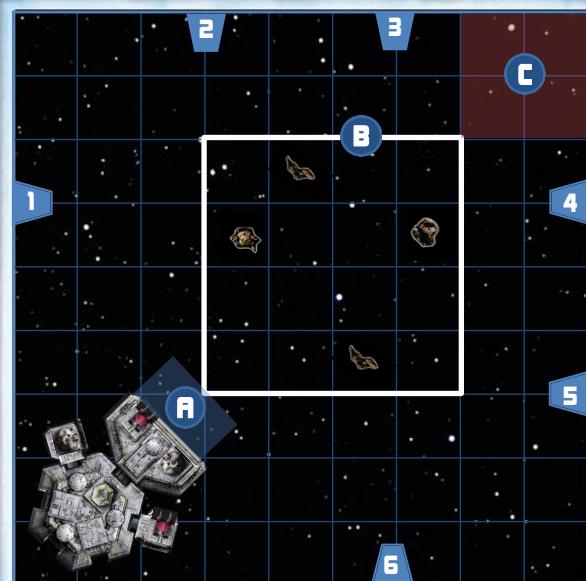
"With the TIE Defender prototypes safely delivered to Coruscant, the next phase can continue on schedule. The new weapon systems are being tested and finalized at the research station in the Parmel system.

Shuttle group Omicron is en route to the station with data collected from their recent tests of the new beam weapons for the TIE Defender.

However, they are being pursued by Rebel strike craft.

Before it was destroyed, one of the shuttles reported that these B-Wing starfighters are armed with new weapons, more advanced than what we've seen before. We should seize this opportunity and capture one of those B-Wings for further study and find out how they came by this new technology.

Your squadron will be flying Alpha Class Starwings. It is recommended that you arm yourselves with Ion weapons to disable and capture at least one of those B-Wings"



Friendly Territory – 12 rounds

A - Imperial setup zone

B - Asteroids x4, Random Layout, Range >1
from any terrain

C - Shuttle entry vector

MISSION DETAILS

Requirements:	<i>Prevent Rebel Ambush</i> completed
Primary Objectives:	The Research Station must survive at the end of the mission. 100% of Omicron Shuttles must have docked inside the station. At least one player ship must survive at the end of the mission.
Bonus Objective:	Add +1XP per player to the Flight Group Pool for each B-Wing that is disabled.
Gold Star Objective:	100% Rebel Ships are destroyed or have fled.

 **Rebel Victory**

"That weapon systems data was invaluable for the new TIE Defender prototypes! We do have word that other field tests are being conducted in the area. If you don't improve your performance, then perhaps we should test the new weapon systems on YOU!"

Replay mission. All players lose 10 U&M points.

 **Imperial Victory**

"Well done. The data collected from the tests and the new weapons will make the new TIE Defender our strongest starfighter yet. The Admiral will be pleased, and if you're fortunate, so may the Emperor himself."

+ "Punitive Raid"

Convoy Escort



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Omicron 1	Round 3	C	Player				
Omicron 2	Round 6	C	Player				
Blue	Setup	2	Attack				
Gold	Setup	5	Attack				
Red	Round 4	1D6	Attack				
Green	Round 4	5	Strike				
Huntress	Round 7	1D6	Attack				
Grey	Round 7	1D6	Strike				

Research Station Setup:

The station has 5 emplacements, 2 Turbolaser Towers, 2 Fuel Tanks and 1 Command Center. The turrets face vector 5 at setup.

Players control the Turret modules on the station, however no XP will be awarded for any damage they inflict against enemy ships.

Omicron 1 and 2 (Player Controlled):

All shuttles should have Heavy Laser Cannon equipped to them.

AI: The players collectively control these ships.

For this mission, shuttles may acquire a lock on asteroids. When a shuttle engages during the Engagement Phase, it can attack an asteroid but only if it can attack it with its Heavy Laser Cannon or if the asteroid is within the ship's bullseye arc at Range 1. After the Modify Attack Dice step if there are 3 or 4 results, that asteroid is removed from the board. If not, the asteroid remains on the board and does not take any damage.

Blue, Gold, Red and Huntress Squads:

AI: Attack AI. They will ignore Omicron 1 and 2 and the stations emplacements and will only attack them if no other ship can be attacked during the Engagement Phase.

Green and Grey Squads (B-Wings):

For this mission, all B-Wings are equipped with Mag-Pulse Warheads with 1 additional and will use this weapon before attacking with any other weapon if possible.

AI: Strike AI towards Omicron 1 and 2. They will only attack player ships or station emplacements if a shuttle isn't an available target during the Engagement Phase. If no shuttles are on the board, they will switch to attack the closest station emplacement.

Disabling B-Wings:

B-Wings will be disabled if they receive 3 or more Ion tokens during the Engagement Phase or if they only have 1 hull remaining. Once they are disabled, XP is then rewarded accordingly as if the ships have been destroyed and they are removed from the map.





Punitive Raid

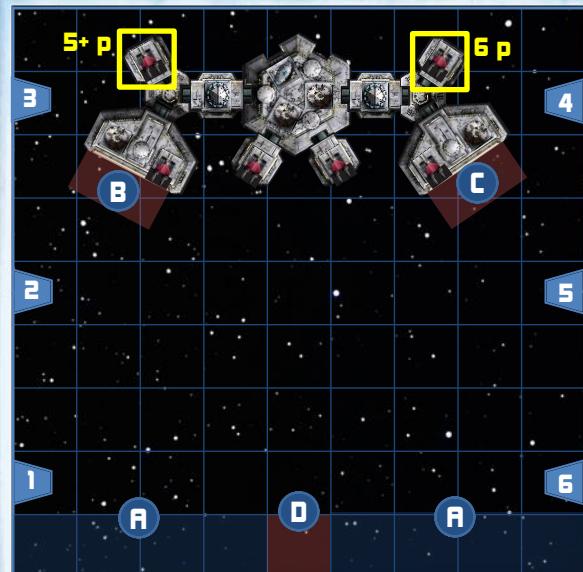
Mission Briefing:

"The new TIE Defenders are being constructed at Coruscant as we speak. Your squadron will be soon have the privilege of piloting them, but first there is the matter of the Rebel's newfound advanced weapons to address.

Based on the construction of the weapons that were found on the B-Wings, there is no doubt that they were built by Galactic Electronics, in the Corporate Sector. Evidently, they have been dealing arms to the Rebel scum. This treachery can NOT go unpunished.

Your squadron is leading an assault on their weapons facility. It is heavily armed, but I have confidence in your abilities. Destroy their defenses so our boarding parties can take control of the station. Also disable any cargo vessels fleeing and assault starfighters order to prevent further arms from being delivered to the Rebels.

Your squadron will be flying Alpha Class Starwings. A flight of TIE Reapers will provide additional support until the facility's defenses have been destroyed and they are cleared to begin their boarding operation."



MISSION DETAILS

Requirements:	<i>Convoy Escort</i> completed
Primary Objectives:	Destroy all Turret emplacements. At least one TIE Reaper must have docked inside the station by the end of Round 12. Disable the YT-1300. At least one player ship from must survive at the end of the mission.
Bonus Objective:	Add +1XP for each disabled Y-Wing. 75% of Z-95 Headhunters are destroyed.
Gold Star Objective:	Destroy all A-Wings and B-Wings.

Rebel Victory

"Our raid was unsuccessful and now the Rebels now have access to advanced weapons technology. Your incompetence has made the Rebels even stronger than ever. The lives of the pilots that will fall to their forces will be on your hands..."

Tour 6 is considered lost.

All players lose 50% of their U&M points.

Imperial Victory

"We have made an example of the treasonous Galactic Electronics. Anyone who even thinks about dealing with the Rebels shall suffer the wrath of the Imperial Navy. With the new TIE Defenders in our fleet, we shall crush any who dare to challenge us."

Tour 6 is complete.

All players are awarded the Medal of Destiny.

Punitive Raid



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Omega	Setup	A	Player			2	
Bandit (Rebel Z-95's)	Setup	B	Attack	2	+1	+1	
Tala (Rebel Z-95's)	Setup	C	Attack	2	+1	+1	
Lucky Day	Special	Special	Flee	1		+1	+1
Gold (Rebel Y-wings)	Special	Special	Flee	2			+1
Red	Round 2	1D6	Strike	2			
Grey (Rebel Z-95's)	Round 5	1D6	Attack	2		+1	
Elba (Rebel Z-95's)	Round 5	1D6	Attack	2			+1
Green	Round 8	1D6	Attack	2		+1	
Blue	Round 8	1D6	Strike	1			+1

Weapons Facility Setup:

The station has 4 Fuel Tanks, 2 Shield Generators and 1 Sensor Array. The amount of Turbolaser Turrets depends on the number of players. The turrets face the Imperial Setup Zone at setup.

Omega Squad (Player Controlled):

Omega Squad TIE Reapers will have the following upgrades: ISB Slicer, Tactical Officer, 'Vizier' pilot ability, & Shield Upgrade. Their IN is -2 of the IN of Flight Alpha One. If no TIE Reaper ships are available, players may use Lambda Class Shuttles instead.

AI: The players collectively control these ships.

TIE Reapers cannot dock inside the hangars until all turret emplacements have been destroyed.

Lucky Day and Gold Squads:

Arrival and Vector: They will escape from docking areas B and C when all turrets have been destroyed. At the beginning of the next turn when all of the turrets have been destroyed, roll 1 attack die. For ***** and ***** results, place the YT-1300 at area B and Y-Wings at area C. For blank and focus results, place the YT-1300 at area C and Y-Wings at area B.

AI: Once placed, they will attempt to flee through escape area D and only perform focus actions. During combat they will attack the closest player ship. YT-1300 cannot execute speed 3-4

maneuvers.

Disabling YT-1300 & Y-Wing Ships:

For this mission, YT-1300 & Y-Wing ships are considered disabled if they receive 3 Ion tokens during that Engagement Phase or if they have only 1 hull remaining. XP is then rewarded accordingly as if the ships have been destroyed and the ships are removed from the map.

For this mission, ion tokens placed on the YT-1300 are removed during each End Phase.

If the Lucky Day is destroyed, the mission is failed.

Red and Blue Squads:

AI: Strike AI towards Omega Squad. They will only attack player ships or station emplacements if a shuttle isn't an available target during the Engagement Phase.



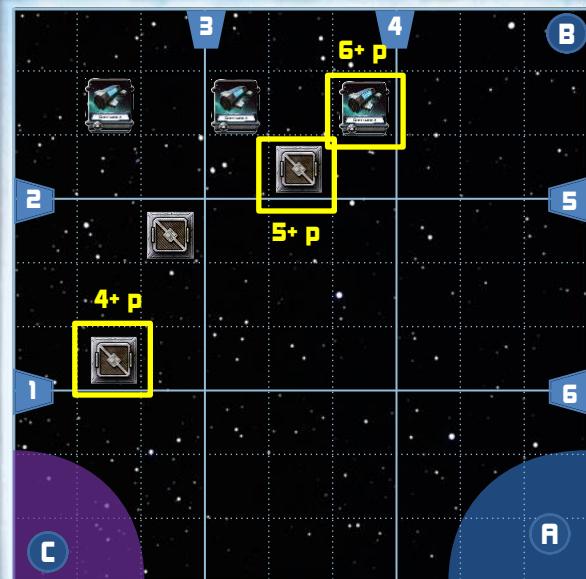
Trap the Protector



Mission Briefing:

*"Lord Vader has discovered the location of Harkov's traitorous fleet. With their leader gone, Harkov's men are bent on turning their fleet over to the Rebels. As the first step in destroying Harkov's fleet, the Interdictor Harpax will hyperspace into the Ottega system and use its gravity well generators to trap Harkov's flagship the Victory class Star Destroyer **Protector**. Our reconnaissance flights report that the **Protector** is currently taking on Rebel supplies. Your mission is to take out the Rebel cargo containers near the **Protector** and protect the **Harpax** from counterattack."*

*For this mission Flight Group Alpha will be flying **TIE Advanced** specially fitted with a slot and a **Tractor Beam**.*



Neutral Territory – 12 rounds

- A – Imperial setup zone
- B – TIE Bomber Setup Vector
- C – TIE Bomber Escape Area

MISSION DETAILS

Requirements:	Flight Group Alpha must have finished Tours 5 to 6.
Primary Objectives:	Destroy all Rebel Cargo Container Emplacements and Class-B Cargo Containers At least 75 % of all TIE/sa Bombers deployed must be destroyed (4 for 3p, 5 for 4p, 6 for 5p and 7 for 6p). At least one TIE Advanced must survive at the end of round 12.
Bonus Objective:	1 XP for each Class-B Cargo Container destroyed. (Flight Group Alpha gets 1 XP for each Cargo Emplacement destroyed from source 1.3 on the XP chart as normal)
Gold Star Objective:	At least 75 % of all TIE/sa Bombers of the TIE Bombers must be initially deviated from their course using the Tractor Beam weapon.

" Harkov's Fleet Victory

"Our efforts here will come to nothing without your help. Your performance must improve!"

Replay mission

" Imperial Victory

"We destroyed Harkov's resupply efforts and staved off the first wave of their attack on the Interdictor Harpax. Get back to the briefing room as soon as possible, as the Harpax is in perilous straits! It is surrounded by the Protector and a defecting frigate, the Akaga."

+ "Destroy the Akaga"



Trap the Protector

Squad	Arrival	Vector	AI	3p	4p	5p	6p
H-Alpha	Setup	1	Attack	HH	+H		+H
H-Delta	Setup	4	Attack	RRR		+R	+R
H-Beta	Round 4	B	Escape	↔↔↔	+↔		+↔
Elite	Round 5	B	Escape	⊗↔			
H-Theta	Round 6	B	Escape	↔↔↔		+↔	+↔
Gold	Round 8	1D6	Attack	XX	+X		+X

Container Setup:

The number of Containers depend on the number of players. See map on previous page.

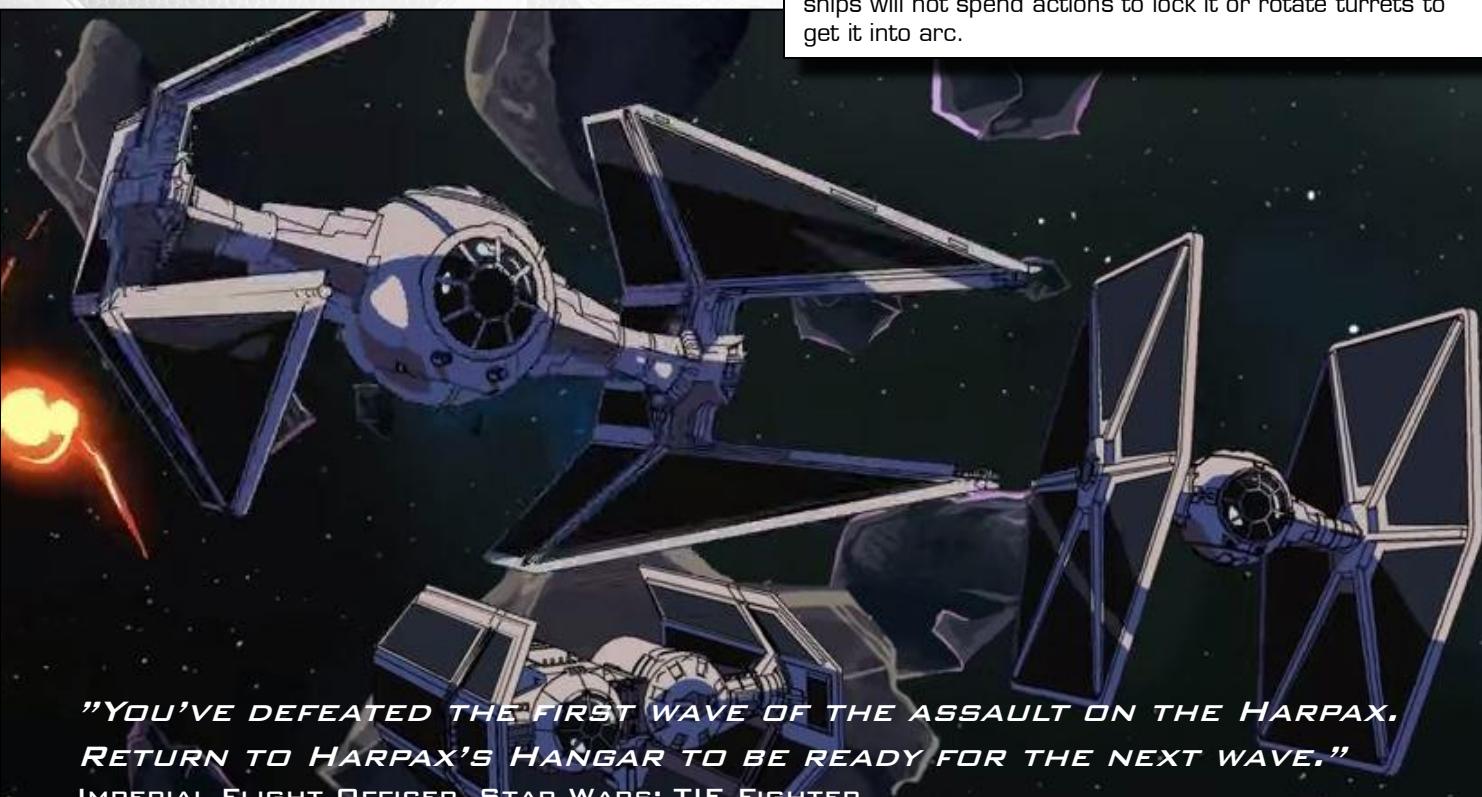
Note that Cargo Emplacements are not considered obstacles and does not obstruct, while Cargo Containers deal collision damage to any ship that collides with it.

TIE Bombers:

These ships have Escape AI towards C and will escape if they move through the board edge at the escape area. If a ship is fired upon, or tructored, they will switch to Attack AI. If a ship is in a formation when this occurs, it will break from the formation.

Escape AI

These ships will use the nearest point of that board edge as their target. When performing a maneuver, use the fastest speed for the selected bearing. The board edge is not a valid target for attacks. During action selection, AI ships will not spend actions to lock it or rotate turrets to get it into arc.



Destroy the Akaga



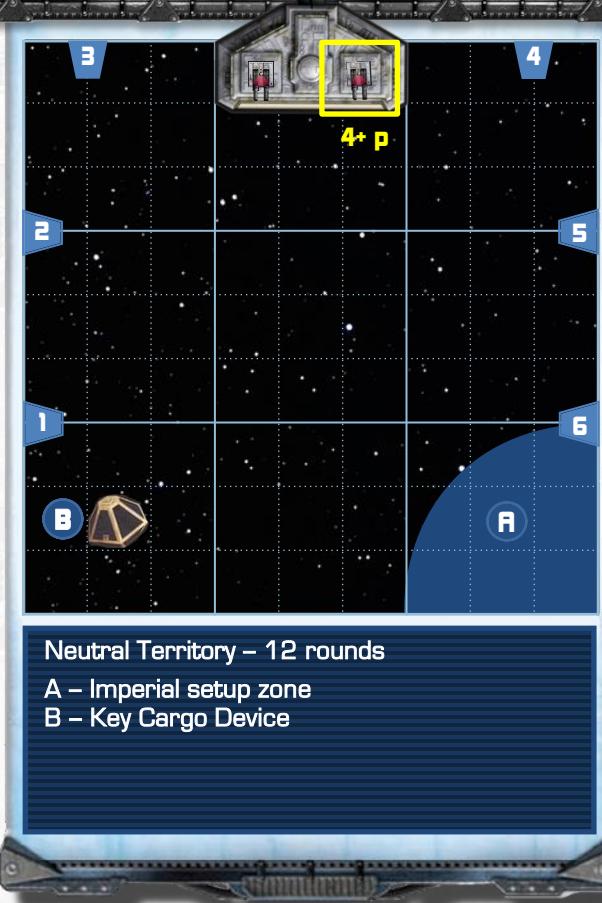
Mission Briefing:

"Our flight orders are to protect the Harpax. The Harpax, in its attempt to pin down the forces that Harkov used to command, has put itself in a precarious position. The Protector and the frigate Akaga are closing in to finish off the Harpax."

Even at top sublight speed the Harpax cannot outrun the Frigate Akaga.

We must attack the Akaga. Flight Group Alpha pilots will deliver 2 proton bombs each to the target.

For this mission Flight Group Alpha will be flying TIE Advanced, specially fitted with a slot that replaces the slot and is equipped with a Proton Bomb upgrade. A Trajectory Simulator upgrade is already equipped in the slot."



MISSION DETAILS

Requirements:	<i>Trap the Protector</i> completed.
Primary Objectives:	At least 2 Proton Bombs per pilot must detonate within range 0-1 of the tile representing the Akaga . The Akaga's turrets(s) must be destroyed. At least one TIE Advanced must survive at the end of round 12.
Bonus Objective:	Flight Group Alpha receives 1 additional XP for each enemy ship destroyed by a Proton Bomb.
Gold Star Objective:	100% of the X-wing Elites must be destroyed.

Harkov's Fleet Victory

"Our first attack on the Akaga failed. We need to continue the assault!"

Replay Mission while first doing a Eject Roll.

If failing a second time, treat this mission as completed.

+ "Retribution"

Imperial Victory

"Excellent work! We destroyed the Frigate Akaga and bought a little more time for the Harpax. The Imperial Star Destroyer Garrett commanded by Darth Vader himself has arrived to take charge of finishing off Harkov's fleet and putting an end to this mass defection. Return to the Garret. Lord Vader himself has requested Your presence"

+ "Retribution"



Destroy the Akaga

Squad	Arrival	Vector	AI	3p	4p	5p	6p
H-Beta	Setup	2	Attack	↔↔↔		+↔↔	+↔↔
Blue (Rebel)	Setup	4	Attack	↔↔	+↔		+↔
Red (Rebel)	Round 5	3	Attack	↔↔		+↔	+↔
Green (Rebel)	Round 5	4	Attack	↔↔	+↔		+↔
X-wing Elite	Round 7	1D6	Attack	⊗↔		⊗↔	
Gold	Round 7	1D6	Attack		↔		+↔

Nebulon Frigate Akaga Setup:

The rear of the **Akaga** is represented by a Docking Bay emplacement. It has 1 or 2 Turrets, depending on the number of pilots. This emplacement is stationary throughout the mission.

The **Akaga** must be hit by at least 2 proton bombs per player. To count as hit, the proton bomb token must detonate at range 0-1 from the Akaga (that is represented by the Docking Bay emplacement).

Special Rule summary for this mission

- Pilots **not on** the Tech path cannot add more charges on the Proton Bomb Upgrade in this mission.
- Pilots **on** the Tech path need to spend both Standard Charges from Rank 5 to be able to place one (1) additional charge on the Proton Bomb Upgrade.

The Akaga's Turrets:

The **Akaga**'s turrets use the same mechanics as a normal Turbo Laser Turret emplacement in *chapter 4.3.1.1* but has the following stats:

IN	⚡	R	↗	█
0	3	1-3	0	6

Key Cargo Setup:

The Key Cargo component on the board can be utilized by Flight Group Alpha to reload its bombs. It has the following rules:

After a Ship fully executes a maneuver, if it is at range 0-1, it may perform a red ⚡ action.

Enemy AI's will ignore the Key Cargo.

Red and Green Squads(Z-95 Headhunters):

All ships in these squads are equipped with Concussion Missiles.



"THE HARPAX IS SURROUNDED, WE MUST TAKE OUT THE AKAGA! ONCE AGAIN WE ARE DEPENDING ON YOU FLIGHT GROUP ALPHA!"

- ALPHA ONE, STAR WARS: TIE FIGHTER

Retribution

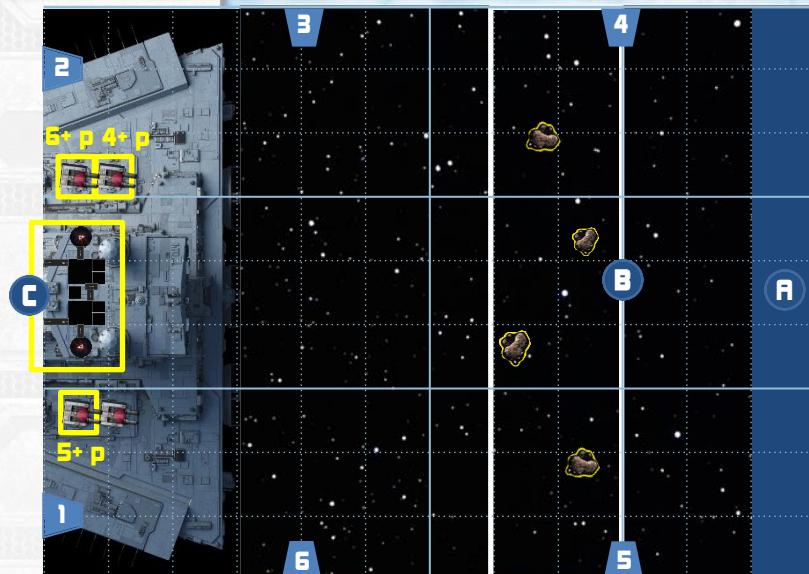


Mission Briefing:

"The Rebel and defecting forces have been closing in on Interdictor Harpax. As Lord Vader called in for Admiral Zaarin to bring his forces in to the final destruction of the enemy, they betrayed us and have doomed the Harpax! With the Interdictor gone, the VSD Protector can now escape and is powering up its hyperdrive engines and is about to escape Lord Vader's trap. You must disable the Protector before it escapes!"

You will be able to reload via Omega One.

For this mission Flight Group Alpha will be flying TIE Advanced. Pilots may replace the ⚡ slot with a ⚡ slot."



Hostile Territory – 12 rounds

A – Imperial setup zone

B – 6x Asteroids, Random Layout, Range >1 from any terrain/edge

C – VSD Protector Bridge Structure

MISSION DETAILS

Requirements:	<i>Destroy the Akaga</i> completed.
Primary Objectives:	Both Shield Generator Domes must be destroyed before end of round 8. VSD Protector may not enter hyperspace. Omega One must survive. At least one ship in Flight Group Alpha must survive.
Bonus Objective:	Add 2 XP to the Flight Group Alpha pool for each Turbolaser Tower destroyed. Add 1 XP for each Shield Generator Dome destroyed.
Gold Star Objective:	The bridge must be destroyed.

“” Zaarin’s Splinter Government Victory

“You failed to prevent the Protector from entering hyperspace. The traitors have fled!”

Replay mission, where each pilot starts with 1 stress token. If failing a second time, each player loses half (round up) of his/her banked U&M Points. Treat this mission as completed.

+ “TIE Defender”

“” Imperial Victory

“We were instrumental in eliminating the defectors flagship. At the same time we ensured the survival of Lord Vader’s ship. The arrival of Admiral Zaarin’s forces on our enemies’ side can mean only one thing. Admiral Zaarin is moving against the Emperor!”

+ “TIE Defender”



Retribution

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Omega One	Setup	A	Player				
H-Alpha	Setup	1	Attack				
H-Beta	Setup	2	Attack				
H-Gamma	Round 2	2	Attack				
Blue	Round 4	4	Attack				
Z-Mu	Round 8	3	Attack				
Z-Tau	Round 8	6	Attack				

VSD Protector Setup:

A bridge
2 Shield Generator Domes
2 Antenna Array Columns
2-4 Turbolaser Towers

See **Star Destroyer Component statcard** for stats on these structures. Use picture to the right to set up the structures. Remove the ↑ templates when you have positioned all 5 structures correctly. Remove destroyed structures from the mat.

At the start of Activation Phase, place 1 hyperdrive token per player on the Bridge. At the end of the round, if there are 5 tokens per player on the Bridge, the Hyperspace sequence is complete and it enters hyperspace. Each time any of these structures takes damage, remove one token from the Bridge. If the Bridge is destroyed, the ship cannot enter hyperspace.

AI ships will evade structures as if they were board edge. See chapter **3.3.6.3 Board Edges**.

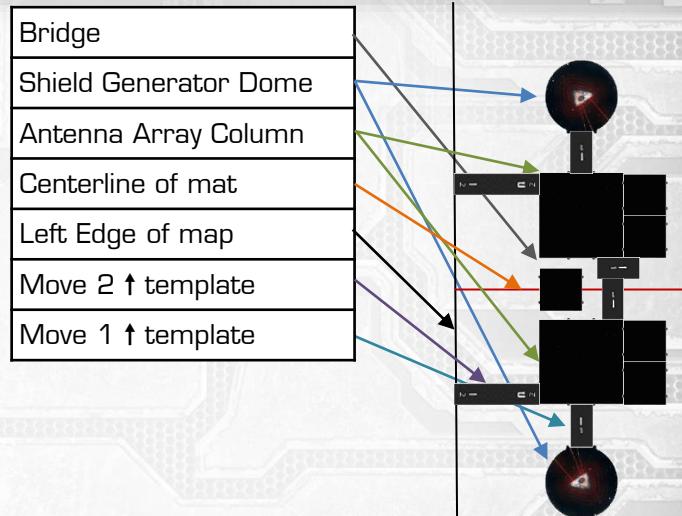
Omega One (Player Controlled):

This ship is IN 5. Draw an IPC for this ship and equip it with upgrades from the lowest Threat Level AI: The players collectively control the ship.

After **Omega One** fully executes a maneuver, if it is at range 0-1 of a Flight Group Alpha ship, it may perform a Coordinate action to let that ship do a white ↗ action.

"Zaarin's ships are attacking the ISD Garrett! The treachery is worse than we imagined!"

- ALPHA ONE, STAR WARS: TIE FIGHTER

**End of Mission:**

If the primary objectives are not completed when the round limit is reached, all remaining Imperial ships are destroyed and each needs to make an eject roll with 3 dice. See **chapter 4.11.5** in the Instruction Manual.

Reminder:

All ships with "Z-" designation have an additional Shield Generator Upgrade installed.

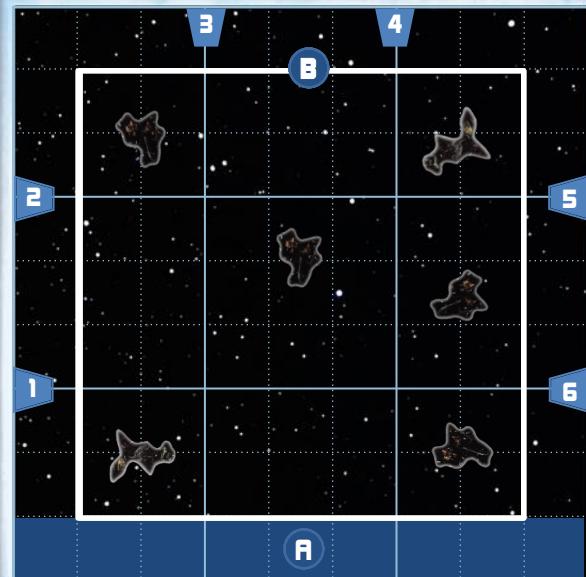


Mission Briefing:

"It is now clear that Admiral Zaarin has been plotting a coup d'état against the Emperor. ISD Garrett has suffered critical damage and can't make it to Coruscant in time to warn Emperor Palpatine of the danger he faces. The only craft fast enough to possibly make it is the TIE Defender, but we have only a handful! Lord Vader has requested that you lead the strike team. Lord Vader will fly with you in the #7 craft. You will rendezvous with Modified Frigate Osprey in order to have your craft outfitted with advanced missiles. From there you will proceed to Coruscant to stop Zaarin. Other forces are rushing there, also.

Report to the hangar immediately, there is no time to lose! Zaarin will pay for this vile betrayal!

For this mission Flight Group Alpha will be flying TIE Defenders."



Hostile Territory – 12 rounds

A – Imperial setup zone

B – 6x Debris Clouds, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	<i>Retribution</i> completed.
Primary Objectives:	Black Leader must survive. Black Leader must escape through the Escape Vector. At least one Flight Group Alpha ship must escape through the Escape Vector.
Bonus Objective:	Add 1 XP per player to the Flight Group Pool for each Elite ship destroyed.
Gold Star Objective:	100% of the enemies must be destroyed.

“⊗” Zaarin’s Splinter Government Victory

“It is clear that without Lord Vader’s help you would have never survived this mission! Now, it is time to save the Emperor.”

Each player loses half (round up) of his/her Banked XP. Treat this mission as completed.

+ “Save the Emperor”

⊗ Imperial Victory

“We broke through the trap laid for us by Admiral Zaarin. Now, it is time to save the Emperor.”

+ “Save the Emperor”

 **TIE Defender**


Squad	Arrival	Vector	AI	3p	4p	5p	6p
Black Leader	Setup	1	Player				
Z-Gamma	Setup	1D6	Strike				
Z-Elite	Setup	5	Strike				
Z-Delta	Round 6	1D6	Attack				
Z-Eta	Round 6	1D6	Attack				

Special Rules for this mission:

At beginning of the round 9, roll a 1d6. This is the **Escape Vector** and the only valid escape route off the map. Place a flee token at this vector. Each TIE Defender can escape the map within range 1 from the flee token. When the last loyalist TIE Defender has left the map, the mission immediately ends.

Black Leader (Player Controlled):

Black Leader is a TIE Defender piloted by **Darth Vader**. Vader is IN 6, has 3 rechargeable Force points and has the following Ability:

"After you perform an action, you may spend 1 to perform an action."

Do not draw a Pilot card for this ship. Add 1 additional Shield token per player to this ship.

AI: The players collectively control these ships.

Whenever this ship takes damage the first time of a round, assign a stress token to the nearest Flight Group Alpha ship.

Black Leader may not fly in formation with Flight Group Alpha and is not part of Flight Group Alpha.

Z-Gamma (TIE Interceptors):

Assign 1 TIE Interceptor each for the member of Flight Group Alpha. It has Strike AI towards that player's ship.

AI: Strike AI towards specified Flight Group Alpha players.

"ZAARIN HAS PREPARED A TRAP FOR US! WE CAN'T ENTER HYPERSPACE AS LONG AS THAT INTERDICTOR IS HERE! WE HAVE TO FIGHT OUR WAY OUT!"

- LORD VADER, STAR WARS: TIE FIGHTER

Vector: These ships will deploy in 2-ship formations. Roll 1D6 for each pair to deploy. Any single remaining ship will deploy by itself using a 1D6. After setup, they will break formation if necessary due to their Strike AI.

Z-Elite (TIE Defender):

This ship has Strike AI towards Black Leader. Z-Elite has the highest Threat Level on the IPC.

AI: Strike AI towards Black Leader.

End of Mission:

If the round limit is reached, all remaining Imperial ships are destroyed and each need to make an eject roll with 3 dice. See **chapter 4.11.5** in the Instruction Manual.

Reminder:

All ships with "Z-" designation have an additional Shield Generator Upgrade installed.



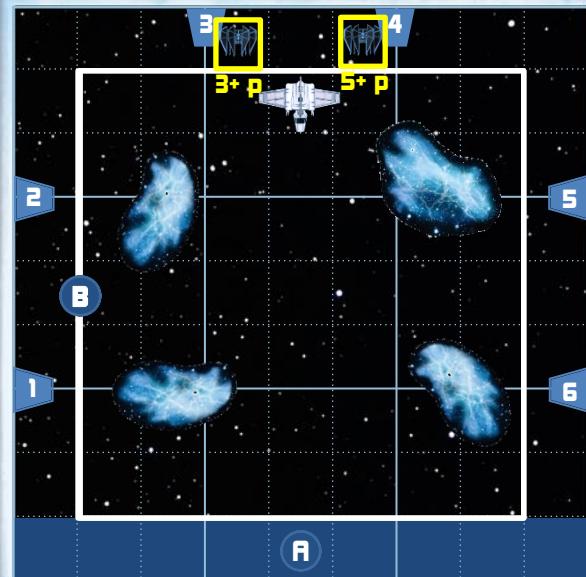
Save The Emperor

Mission Briefing:

"Admiral Zaarin has committed the ultimate deceit. While feigning support in the battle against Harkov's forces, Zaarin is attempting to overthrow the Emperor by abducting him from his Imperial Star Destroyer at Coruscant."

*The Emperor's ship, the **Majestic**, has been seized and the Emperor himself abducted by Zaarin. Zaarin's flagship, the **Glory**, waits off in the distance for the shuttle holding the Emperor to arrive. You will lead a group of TIE Defenders to locate and disable the craft carrying the Emperor. The fate of the Emperor and the entire Empire is in your hands!"*

*For this mission Flight Group Alpha will be flying **TIE Defenders**. The Imperial Armory provides each ship an Ion Cannon upgrade for this mission."*



Neutral Territory – 12 rounds

A – Imperial setup zone
B – 4x Clouds, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	<i>TIE Defender</i> completed.
Primary Objectives:	All Lambda Shuttles must be scanned. Haven I and Haven II must be destroyed or disabled. Haven III must be disabled and survive until end of round 12. At least one ship in Flight Group Alpha must survive until end of round 12.
Bonus Objective:	Add 3 XP per player to Flight Group Pool if all TIE Defenders are destroyed.
Gold Star Objective:	Do not deal damage to any Lamdba Shuttle before it has been scanned.

Zaarin's Splinter Government Victory

"Admiral Zaarin's abduction scheme was successful; the Emperor is now on the Glory. Is Lord Vader in command now? Admiral Thrawn?"

You have failed the Flight Group Alpha campaign.

Imperial Victory

"You have rescued the Emperor and saved the Empire! The mutineer, Admiral Zaarin was able to escape though Vice Admiral Thrawn followed his starship into hyperspace. Palpatine and Lord Vader are pleased that Imperial order has been restored. You have proved to be some of the greatest Imperial Navy starfighter pilots!"

*You have completed Tour of Duty 7!
Each player is awarded the Medal of Emperor's Will.*


Save The Emperor

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Haven I	Setup	Special	Escape		+	+	+
Z-Alpha	Setup	Special	Escort			+	
Z-Beta	Round 2	2	Attack		+		+
Z-Gamma	Round 2	5	Attack				+
Haven II	Round 5	Special	Escape		+	+	+
Z-Delta	Round 5	Special	Escort		+		
Haven III	Round 8	Special	Escape		+	+	+
Z-Epsilon	Round 8	Special	Escort				+
Z-Eta	Special	1D6	Strike		+	+	+
Z-Zeta	Special	1D6	Strike		+	+	+

Havens I,II and III (Lambda Shuttles):

Randomize Imperial Pilot Cards for Havens I and II, while Haven III should have Variant 2.

Vector: See Mission Setup map.

AI: Escape AI towards Area A.

All three Haven ships must be scanned to determine which ship contains the Emperor. Havens I and II are decoys, while Haven III contains Emperor Palpatine. Until a deployed Haven ship has been scanned, Flight Group Alpha may only perform Ion Cannon attacks against it. Even after scanning Haven III, Flight Group Alpha may only perform Ion Cannon attacks against it because the Emperor is onboard. After Haven III has been scanned, once per round, the first Flight Group Alpha ship that declares Haven III as the target of an attack will receive one stress token.

Haven III is considered **disabled** if it has 1-3 Hull remaining. For this mission, a disabled ship that leaves the board is not destroyed and still fulfills the primary mission objective. Flight Group Alpha may only perform the Protect Action on Haven III once it is disabled. Put a weapons disabled token on the disabled ship. It gives XP from source 2.1 on *Table 2.2, Experience Point Chart*.

TIE Defenders:

AI: Escort AI towards the deployed Haven ship but will switch to Attack AI if the Haven ship is destroyed.

Vector: See Mission Setup map.

TIE/In Fighters:

Arrival: The round after Haven III has been scanned.

AI: Strike AI against Haven III.

Disabled ships move 1 ↑ if it was previously moving, otherwise it will not perform any maneuvers. It does not take actions and does not perform attacks.

Escape AI

These ships will use the nearest point of that board edge as their target. When performing a maneuver, use the fastest speed for the selected bearing. The board edge is not a valid target for attacks. During action selection, AI ships will not spend actions to lock it or rotate turrets to get it into arc.

Escort AI

These ships only have a modified Action Selection. If their escort target is within Range 1, they will use the Protect Action on it.

"ALPHA ONE, INSPECT ALL THE SHUTTLES! FIND THE EMPEROR!"

- LORD VADER, STAR WARS: TIE FIGHTER

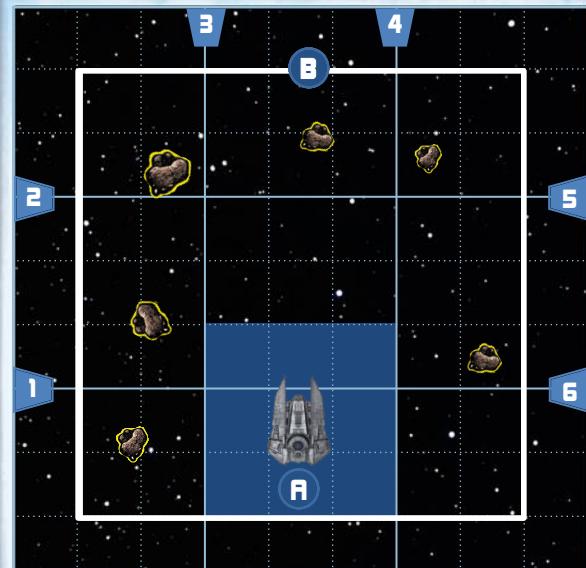
Escorting the Decimator



Mission Briefing:

"Welcome to the Anoat Sector, pilots. You are all part of the new batch of academy pilots to replenish our forces here at Outpost D-34. Out of the 18 pilots that arrived with the VT-47 Decimator **Dauntless** last night, this group will from now on be part of Flight Group Alpha. The remaining pilots will form Flight Group Beta and Gamma, respectively. Your flight instructors will be leaving Outpost D-34 soon onboard the **Dauntless**, but before heading back to the flight school on board Imperial Star Destroyer **Vengeance**, the captain has decided to perform a target practice exercise in a nearby asteroid field. Flight Group Alpha will fly as escort for the **Dauntless** during the exercise. Should any enemies, however unlikely, appear while the gunnery teams are destroying asteroids, your mission is to protect the **Dauntless** at all cost."

For this mission Flight Group Alpha will be flying TIE Fighters."



Friendly Territory – 12 rounds

A – Imperial setup zone

B – 6x Asteroids, Random Layout, Range >1 from any terrain/edge

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is less than 2
Primary Objectives:	The Decimator must survive. At least one TIE Fighter must survive. The Decimator must deal at least as much damage to the opposing ships as the number of opposing ships. (For a 3p game, it must deal at least 8 damage)
Bonus Objective:	Add 2 XP per player to the Flight Group Pool if the Decimator deals an additional amount of damage to the opposing ships equal to half (round up) of the number of opposing ships.
Bonus Objective:	Add 2 XP to the Flight Group Pool for each round the Decimator manages to deal damage from both turret arcs.

Rebel Victory

"You failed to provide adequate protection for the **Dauntless** and have embarrassed your flight instructors. The new Flight Group Alpha performs even worse than the one we formed from last month's batch of recruits. Improve, or you will continue to do escort missions throughout your stay here in the Anoat Sector!"
Replay mission or, if your Rank is 2+, begin Tour of Duty I.

Imperial Victory

"The captain of the **Dauntless** has expressed surprise that you survived this ordeal. Your flight instructors are pleased with your performance in this unexpected battle, and have recommended that you are ready for other duties than pure escort missions."

If your Rank is 2+, begin Tour of Duty I. Otherwise, replay mission.



Escorting the Decimator

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Blue (Rebel Z-95)	Setup	3	Strike	2x	+2x		+2x
Red (Rebel Z-95)	Setup	4	Strike	2x		+2x	
Decimator	Setup	A	Player	⊗ 2x + 2x	+ 2x	+ 2x	+ 2x
Green (Rebel Z-95)	Round 4	1D6	Strike	2x	+2x		+2x
Grey	Round 7	1D6	Strike	2x		+2x	

Your First Mission:

This mission is only intended for a group of new players to familiar themselves with flying TIE Fighters at IN 1. The Decimator has been ambushed and the enemies have Strike AI against it, largely ignoring the TIE Fighters for the large ship. If possible, soften up the fighters to let the Decimator finish them off and make sure to stay out of enemy fire.

Keep track of the amount of damage the Decimator deals. If it deals damage equal to the number of Rebel ships for this mission, you have completed one of the primary mission objectives.

The players can either decide to try to get bonus objective XP's by letting the Decimator deal more damage to the enemies or try to deal damage themselves.

Decimator (Player Controlled):

Select Variant 2 as the Imperial Pilot Card for the Decimator. It has Captain Oicunn's Pilot Ability, Veteran Turret Gunner and Hull Upgrade. In addition, it has the Dauntless Title.

AI: Flight Group Alpha collectively controls this ship. As the Decimator is player controlled, Flight Group Alpha may perform Protect Actions on it.

Z-95 Headhunters and X-wings:

All Rebel Ships have Strike AI against the Decimator and will not fire against the TIE Fighters unless they cannot fire on the Decimator, or if a TIE Fighter is within their front arc at range 1.

Remember:

- Since ⊗Rank is 1, you do not draw Rebel Pilot Cards for the X-wings in this mission. See *table 4.3 Mission Scaling Chart*. They still count as TL 2 however.
- Take note of the Rebel's flee mechanic. All will receive flee tokens if Health is 2 or less. Ships that have managed to flee do not count as destroyed.

Remember: The Imperials have the Initiative!

Depending on IN during this mission, the ships will activate in the following order:

1. Any Imperial Pilots with IN 1 move first,
2. then Z-95 Headhunters (at IN 1),
3. then any Imperial Pilots with IN 2,
4. then X-wings (at IN 2),
5. then the Decimator and any Imperial Pilots with IN 3+

In the Engagement Phase, the following order should be observed:

1. The Decimator and any Imperial Pilots with IN 3+.
2. Imperial Pilots with IN 2.
3. Rebel X-wings
4. Imperial Pilots with IN 1.
5. Rebel Z-95 Headhunters.





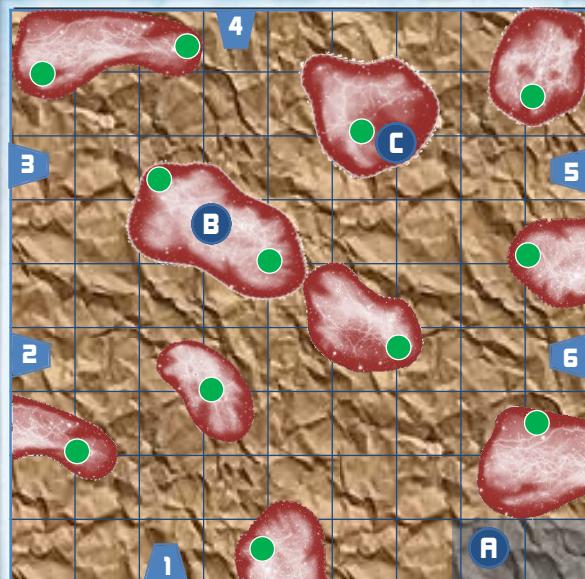
Mission Briefing:

"One of our starfighter patrols mysteriously crashed in a recent sandstorm near a canyon region on the desert planet, Mataou. Preliminary reports suggested engine and electronic failure due to the harsh weather conditions, however further examination revealed unmistakable evidence that they were sabotaged."

Although storms on this planet create amounts of electromagnetic interference due to strong winds and metallic dust, the squadron's last transmission indicated that there were unnatural levels of interference, suggesting the use of sensor jammers and tractor beams.

If this was a deliberate attack on our forces, it shall not go unpunished.

*Your squadron will be flying **TIE Strikers** carrying **Proton Bombs**. Their atmospheric designs should prove useful in navigating through any weather conditions you encounter. You should also be aware that your targeting computers will be inoperable. Use your bombs to destroy any electronic installations."*



Neutral Territory – 12 rounds

A – Imperial setup zone

B – Use Ion Storm tokens for 'mountains'.

C – Sensor Beacon tokens

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 3+
Primary Objectives:	Destroy all Sensor Beacons. At least one TIE must survive at the end of the mission (after all Sensor Beacons have been destroyed, players can end the mission after at least one TIE escapes through the Imperial Setup Zone 'A').
Bonus Objective:	Add +2XP to the Flight Group Pool for each time a Sensor Beacon was destroyed when a Proton Bomb was detonated at Range 0 at the end of the Activation Phase.
Gold Star Objective:	All enemy ships are destroyed.

Scum Victory

"You're among the best starfighter pilots in the Imperial Navy and you CAN'T HANDLE A LITTLE WIND?!? If you can't come back with reports of your victory, then don't come back at all..."

All pilots lose half of XP earned this mission Replay mission. If this is a 2nd attempt, you may not replay this mission again.

Imperial Victory

"Seems that you've discovered a womp rat's nest. No doubt these pirate scum are responsible for bringing down our patrol craft. Cowards! Hiding behind a storm to do their dirty work. Well, you've proven today that nothing can prevent the Empire from exterminating any kind of vermin. Excellent work, gentlemen".

+Each pilot will receive additional XP equal to their remaining hull value.

Desert Snow



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Boegis (Scum)	Round 4	1D6 each	Attack		per remaining Sensor Jammer		
Choora (Scum)	Round 8	1D6 each	Attack		per remaining Sensor Jammer		
Oro	Special	1D6	Attack				

Player Ship Options:

Players may choose to use **TIE Aggressors** or **TIE Bombers** if no **TIE Strikers** are available.

For the duration of this mission, players cannot perform the action or acquire target locks by any means on any target.

Players can only use upgrades that do not have the requirement, or if they are Force user pilots with the **Instinctive Aim** upgrade.

Proton Bombs:

For this mission, players can only launch bombs using the template. This can only be modified by using upgrades such as **Skilled Bombardier** or pilot/ship abilities. For this mission, any effect that reads 'drop device' is changed to 'launch device'.

For this mission, all ships are unaffected by bombs.

Mountain Special Rules:

During this mission, 'mountains' are considered as asteroid obstacles with the following additional effects:

- After a ship moves through or overlaps a mountain, after rolling the attack die for damage, it also suffers 1 damage unless the player chooses that ship to gain 1 stress token and 1 weapons disabled token.
- No obstructed attacks can be performed.

Sandstorm Special Rules:

At the end of every round, every ship on the board rolls 1 attack die and applies the following effect:

= Rotate the ship 180 degrees

= Rotate the ship 90 degrees clockwise

= Rotate the ship 90 degrees counter-clockwise.

Blank = no effect.

Ships can choose to ignore this effect by gaining 1 stress token.

No ship can ignore this effect if it already has 2 or more stress tokens.

Enemy Ships Special Rules:

Enemy ships can still perform actions and acquire target locks.

Enemy ships will always use swerve maneuvers to avoid mountain obstacles when possible (except for the Elite Firespray).

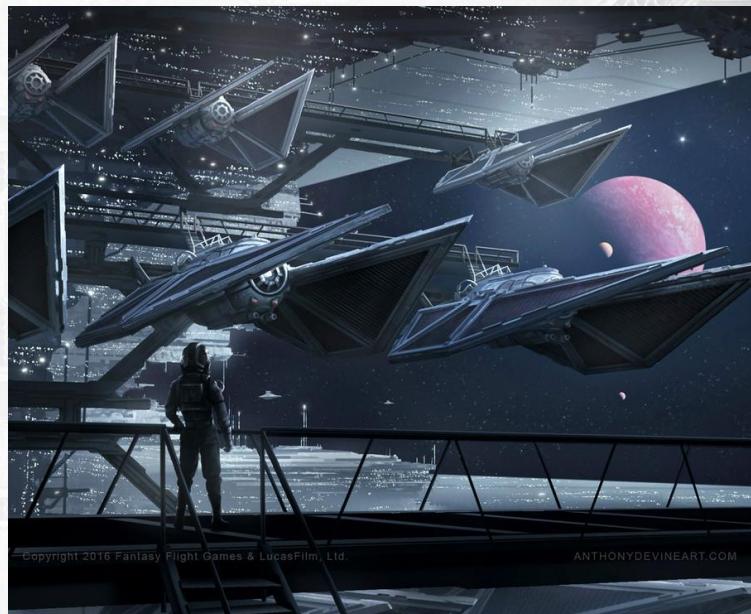
Fleeing enemy ships cannot jump to hyperspace, but will try to flee through the closest border edge.

All enemy ships will always choose to ignore the Sandstorm effect if there is a player ship inside their forward arc or if the result would have them facing an obstacle in their bullseye arc at Range 1.

Oro (Firespray):

Arrival: The Oro will arrive after the turn that all Sensor Beacons have been destroyed.

If the Oro will move through or overlap an obstacle, it will choose to gain 1 weapons disabled token and 1 stress to ignore obstacles during the Activation Phase.



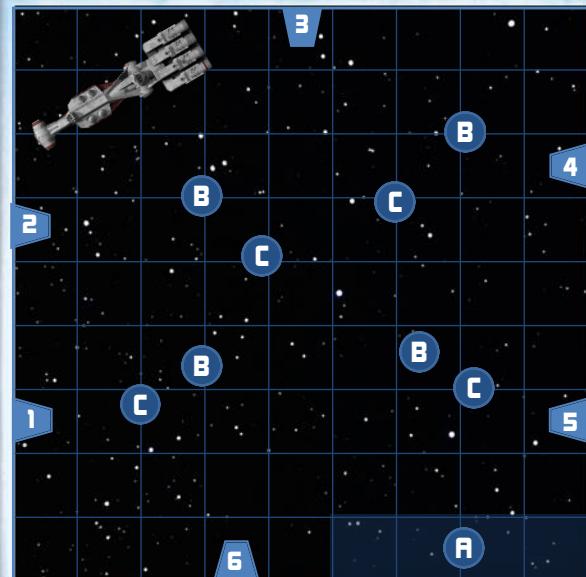
 Attack Run**Mission Briefing:**

"The Assault Carrier 'Vector' has stumbled upon a disabled Rebel Corvette, the 'Liberator', undergoing repairs. The 'Vector' deployed its complement of starfighters, but the Rebel forces are proven to be more skilled than the Vector's pilots.

Even though the 'Vector' is fitted with a squadron of formidable TIE Interceptors, the fact that their forces are being overridden obviously reveals their incompetence. We will be taking command of their squadron when we arrive. This is an opportune moment to prove that we are the superior squadron in the 71st fleet.

The engines of the 'Liberator' do not appear to be operational, but no doubt the Rebels are trying to repair them for a jump to hyperspace. If you are swift, you can destroy that ship before it escapes.

Time is of the essence, so you'll need to strike that ship with everything you've got. A squadron of TIE Punishers are being loaded with heavy ordinance as we speak. For this mission, you are granted an extra 20 U&M points. Use them wisely."



Hostile Territory – 10 rounds

A - Imperial setup and escape zone

B - Rebel Ship placement

C - TIE Interceptor placement

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 4+
Primary Objectives:	The Rebel Corvette 'Liberator' must be destroyed. At least one player TIE must survive at the end of the mission (if no enemy ships are on the board, players may choose to end the mission. If the Corvette has been destroyed but there are no remaining TIEs, the mission is a success but no reward)
Bonus Objective:	Add +4XP to the Flight Group Pool for each surviving TIE Interceptor at the end of the mission.
Gold Star Objective:	+2XP per player to the Flight Group Pool if all Rebel ships are destroyed or fled.

 Rebel Victory

"Victory was within our grasp... We had an additional squadron of TIE Interceptors; fully armed TIE Punishers; a crippled Rebel ship.... and YOU STILL COULDN'T DEFEAT THEM! YOU WERE SUPPOSED TO BE THE FINEST IN THE FLEET, BUT NOW WE ARE A LAUGHING STOCK!"

You cannot replay this mission. All players lose 1 rank.

 Imperial Victory

"Congratulations, gentlemen. You were able to make short work of that Rebel Corvette and you were up against an opposition that another squadron was unable to overcome. If only all of our forces were as efficient as you."

Add +10XP per player to the Flight Group Alpha XP pool.

Attack Run



Squad	Arrival	Vector	AI	3p	4p	5p	6p
Liberator	Setup	Special	Special			+	+
Red	Setup	B Special	Strike			6↑	
Saber	Setup	C Special	Special				
Green	Round 4	1D6	Attack		+		+
Blue	Round 8	1D6	Attack		+		+
Rogue	Special	Special	Attack			6↑	

Player Ship Options:

Players may choose to use TIE Heavy ships if they are available and preferred. Alpha-Class Starwings may be used if no TIE Punishers are available.

Liberator (CR90 Corellian Corvette):

Use a CR90 Corvette with the following upgrades: Liberator title, Point-Defense Battery, Targeting Battery, & Perceptive Copilot.

If a CR90 Corvette is not available, players may use a GR-75 Medium Transport with Targeting Battery (for this mission it can attack twice with Targeting Battery) & Perceptive Copilot, and add 6 to its hull and add 3 to its shield values.

The Liberator cannot execute maneuvers and can only perform and actions. It will attack the closest Imperial ship during Engagement Phase with all valid weapons. It can only use each weapon once on a target. If there are other Imperial ships within Range 1-2, it can attack each ship once with Point-Defense Battery if it has enough remaining energy.

Red Squad (A-wings/X-wings):

Vector: During the Setup Phase, 1 ship will be placed at every 'B' area. After each ship has been placed, roll 1D6. The ship is then adjusted so its bullseye arc is facing toward that arrival vector. Then roll 2 attack dice for each ship and apply the following results:

For each result, that ship suffers 2 damage
For each result, that ship suffers 1 damage
For each result, that ship gains 1 stress token.

AI: Strike AI. These ships will only target the Imperial ships that have been initially paired with them. If their target has been destroyed, they will switch to Attack AI.

Saber Squad (TIE Interceptors):

Draw 1 Pilot card and apply all upgrades and abilities to all ships in Saber Squad.

Vector: During the Setup Phase, 1 ship will be placed at every 'C' area. After each ship has been placed, roll 1D6. The ship is then adjusted so its bullseye arc is facing toward that arrival vector. Then roll 1 attack die for each ship and apply the following results:

For each result, that ship suffers 2 damage
For each result, that ship suffers 1 damage
For each result, that ship gains 1 stress token.

AI: All Saber Squad ships will have 'Strike' AI against their Rebel counterparts. Once a ship's Rebel counterpart has been destroyed, players can choose to take control of that ship. If players control these ships, no XP will be granted when they inflict damage on enemy ships.

Rogue Squad (A-wings/X-wings):

Arrival and Vector: When the Liberator has no shields, during that turn's End Phase, deploy 1 ship from Rogue Squad from each end of the Liberator using the 2 or template.





Mission Briefing:

"A group of pirates have stolen several Imperial Shield Generators. A scout patrol has tracked them to a Mandalorian stronghold inside an asteroid belt just outside of the Moraband system, but it appears that the generators are already online. The shield is strong enough to protect the station against our ship's weaponry."

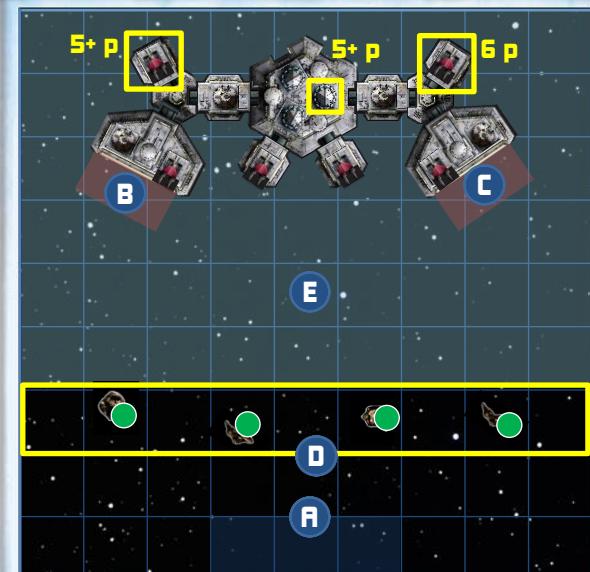
"Fortunately we know that such a shield requires large amounts of fuel and cannot maintain full strength indefinitely. If you destroy the generators or the fuel cells, the base will be defenseless."

"Our command ship will position itself beyond their sensor range to lure them to lower the shield to conserve fuel. Your mission is to slip past the sensor network and infiltrate their shield perimeter undetected while their defenses are down. Destroy the generators or fuel cells, then return immediately to give us the signal to attack."

"To infiltrate their base, your squadron will be flying our stealth starfighters: the TIE Phantoms. Be warned, the enemy base is heavily armed and there are squadrons of enemy ships stationed inside."

MISSION DETAILS

Requirements:	Imperial Rank (Rank) of Flight Group Alpha is 5+
Primary Objectives:	At least 1 TIE Phantom must be inside area E when the shield is active. (If no player ships are inside area E while the shield is active, the mission is considered failed). Destroy all Fuel Cell or Shield Generator emplacements. At least 1 TIE Phantom must escape through Setup Area A.
Bonus Objective:	Destroy all emplacements. +2XP per emplacement after the shield has been deactivated.
Gold Star Objective:	Destroy all enemy ships.



Enemy Territory – 12 rounds

A – Imperial setup zone.

B & C – Docking Areas

D – Asteroids x4, with Sensor Beacons

E – Shield Area (Range 4 from bottom edge)

MANDALORIAN VICTORY

"The Mandalorians and their pirate friends have managed to thwart our attack. They are proving to be more resilient than we initially thought. Gather what remains of your squadron and be prepared to try again. We can NOT allow this sign of defiance to go unpunished!"

All pilots lose half of XP earned this mission Replay mission. If this is a 2nd attempt, you may not replay this mission again.

IMPERIAL VICTORY

"Even with an impressive force, those barbarians and thieving pirate scum are no match for the power of the Empire! Well done, gentlemen. The day is ours!"

All players who have completed all TOUR O Missions are awarded the Medal of Dignity. *"When you are dealt a face-up damage card with the Pilot trait, repair it immediately without resolving its effect."*



Shadow of Terror

Squad	Arrival	Vector	AI	3p	4p	5p	6p
Vassal 1	Special	A	Attack				
Vassal 2	Special	B	Attack				
Skull 1	Special	A	Attack				
Skull 2	Special	B	Attack				

Mandalorian Stronghold Setup:

The station has 4 Fuel Tanks. The amount of Turbolaser Turrets and Shield Generators depend on the number of players. The turrets face the bottom edge of the map.

Base Turrets:

Base Turrets will not attack player ships until the base shield has been activated.

Activating the Base Shield:

The base shield becomes activated immediately when the 3rd 'Alert Token' has been placed or if there is a TIE Phantom inside the Shield Area without a Cloak Token.

Shield Area Rules:

The Shield Area begins at Range 4 from the lower edge of the map. At the start of the game, the base shield is considered inactive. While inactive, player ships may enter the Shield Area 'E'. However, after the base shield has been activated, any ship that crosses the line between areas D and E is considered destroyed regardless of the direction of the maneuver and must change 1 die result to a critical hit result on the ejection role.

For this mission, if the shield activates before a player has executed their maneuver, that player may choose to change their dial to a blue or white maneuver. The player then gains 2 stress tokens.

After the shield has been activated, it can only be deactivated once all Shield Generators or all Fuel Cells have been destroyed.

Sensor Beacons Setup:

During Setup, place 1 Sensor Beacon on each Asteroid. Reminder, they are not considered to be obstructed when defending against an attack.

While the base shield is inactive, after a player ship has finished their turn, that player must immediately

perform a Sensor Check for each Sensor Beacon within Range 0-2 of their ship.

Every time a Sensor Beacon suffers 1 or more damage while the base shield is inactive, place 1 'Alert Token' near the base (use any token for this).

Sensor Check:

For each Sensor Check, roll 3 attack dice. These attack dice cannot be modified in any way. The player then rolls defense dice equal to their current agility value and may modify their defense dice results with focus, evade, and/or Force tokens if available.

If there is 1 or more uncancelled hit or critical hit result, place 1 'Alert Token' near the base. If that ship is uncloaked, place 1 additional 'Alert Token'.

Vassal 1 and 2 Squads:

Arrival: When the base shield has activated, Vassal squad arrives at the start of the next turn. For this mission, they will not flee at any time.

Skull 1 and 2 Squads:

Arrival: After Vassal Squad has been destroyed or when the shield is deactivated, Skull Squad will arrive at the start of the following turn. For this mission, they will not flee at any time.





"The Emperor welcomes you to the Imperial Fleet. With this manual you will learn the specifics of the Imperial Naval starfighters at your disposal, their controls, weapon systems, and proper use. Learning this data thoroughly is the first step to bringing glory to the Empire. Serving the Emperor and the defeating of our enemies is any pilot's primary role. Succeeding in these accomplishments will elevate you to greater recognition and status, failure will bring more unpleasant results.

This manual contains classified information of the highest level and is forbidden to reach the hands of personnel not cleared for starfighter operations. Any reports of unauthorized distributions will be met with severe action.

Serve the Emperor"

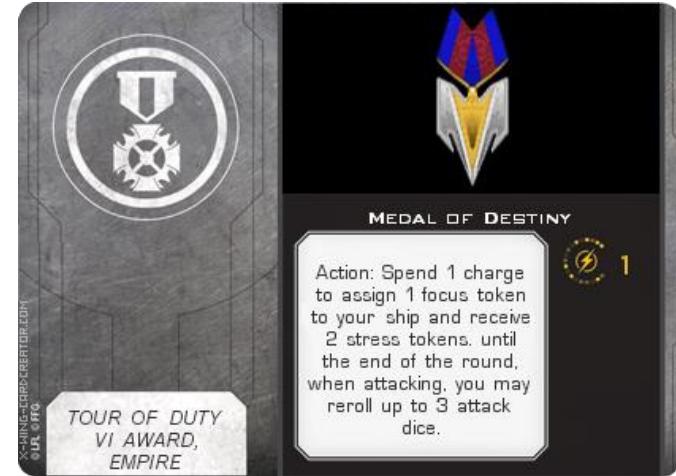
















Star Destroyer Structures

- Antenna Array columns, The Bridge, and Shield Generator Domes are considered **structures**.
- Structures count ***** taken against Hull as ******
- Ships may fully execute maneuvers through a structure.
- Ships that would overlap a structure follow the rules as if the structure were a ship (partially executing a maneuver, moving the ship backward and skip performing the Action Step etc.)
- If a ship begins and ends its Activation Phase touching the same structure, it is considered **destroyed**.
- Structures will **obstruct** attacks if the attacker measures range through a structure. The attacker cannot attempt to measure range to a point on the defender's base that is not the closest point to avoid measuring through the structure.

Antenna Array Column



0 ∞ 0



- Antenna Array Columns can take any amount of damage.
- Each column is represented by one large ship base and two small ship bases arranged as shown.

The Bridge



2 5 0



- The Bridge may not take damage until both Shield Generator Domes have been destroyed.
- The bridge is represented by one small ship base.

Shield Generator Dome



0 4 6



- A Shield Generator Dome is represented by one proximity mine token.

Main Armament



1 3 2



- A Main armament is represented by one proximity mine token and considered **emplacements**.

Star Destroyer Component statcard 1 v206 2020-10-05

H Patrol Jump Point D-34

Start

Rank 2+



Friendly Territory 12 rounds

Inspect cargo vessels as they pass through an Imperial checkpoint. Be on the alert for Rebels trying to sneak past the checkpoint!

Actions:

- + "Defend Outpost D-34"
- Reshuffle

On the mat: 3-4 ⚡, 3-6 ✕, 1 ↗, 1 ↘

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H Defend Outpost D-34



Friendly Territory 10 rounds

Defend an Imperial space platform against enemy attack. Keep the platform safe from torpedo attacks!

Actions:

- + "Counterattack"
- + "Outpost D-34 has fallen"

On the mat: Outpost D-34, 6 Debris Clouds, 4-8 ✕, 4-7 ✕

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H Counterattack



Neutral Territory 12 rounds

Attack a Mugaari cargo loading area during a weapons transfer to the Rebels. Catch the Mugaari in the act of aiding the Rebellion!

Actions:

- + "Outpost D-34 has Fallen"
- + "Outpost D-34 has fallen"

On the mat: 3 Debris Clouds, 2-3 Containers, 1 ↲, 1 ⚡, 1 ✕, 1 ↙, 3-6 ✕, 0-3 ↘

Tour of Duty 1:08-31 page 18

H Outpost D-34 has Fallen



Friendly Territory 12 rounds

Recapture an Imperial base that has fallen to the Rebels. Show the Rebels that no victory of theirs remain unreversed!

Actions:

- + "Destroy the Defenses"
- + "Destroy the Defenses"

On the mat: Outpost D-34, 6 Debris Clouds, 5-9 ✕, 3-6 ✕, 2 ↲, 1 ⚡, 1 ↗

Tour of Duty 1:08-31 page 20

H Destroy the Defenses



Hostile Territory 12 rounds

Lead an attack on a Rebel Transport. Strip away the Transport's fighter and mine defenses, before the final attack by Imperial forces!

Actions:

- + "Destroy the Lulsla"
- Replay mission one time with 1 stress token

On the mat: 6 Asteroids, 2-3 Type-A Mines, 2-3 Containers, 4-6 ✕, 3-7 ↗, 2-4 ✕

Tour of Duty 1:08-31 page 22

H Destroy the Lulsla



Hostile Territory 10 rounds

Destroy the GR-75 Transport Lulsla. Crush the Rebels, allow no one to escape!

Actions:

- Tour of Duty 1 completed!
- Tour of Duty 1 failed

On the mat: 4 Type-A, 5 Type-B and 0-3 Type-C Mines, 1 ↲, 1-3 ✕, 2-3 ↗, 2-4 ✕

Tour of Duty 1:08-31 page 24

H Respond to S.O.S

Tour of Duty 2:1 page 26

Start

Rank 2+



Neutral Territory 10 rounds

Respond to a distress signal sent by a Ripoblus convoy under attack be a Dimok marauder force. Drive off the attacker and save the convoy!

+ "Intercept Attack"

Reshuffle

On the mat: 2-3 ↘, 3-6 ✕, 3-6 ↗

FGA Mission Card v207 2021-08-31 1

H Intercept Attack

Tour of Duty 2:2 page 28



Friendly Territory 10 rounds

Intercept a Ripoblus retaliation attack on a Dimok Science outpost. Force the attackers to break off!

+ "Rescue War Refugees"

Replay Mission
Negative Pilot Effects

On the mat: Station Yout, 3 Clouds, 1-2 ↗, 2-6 ↘, 1-3 ↗

FGA Mission Card v207 2021-08-31 1

H Rescue War Refugees

Tour of Duty 2:3 page 30



Neutral Territory 10 rounds

Provide asylum to refugees fleeing a civil war. Rescue the refugees from attack by both sides!

+ "Capture Enemies"

+ "Capture Enemies"
Negative Pilot Effects

On the mat: 4 Clouds, 1 ↙, 2-5 ↗, 3-6 ↘, 3 ↗

FGA Mission Card v207 2021-08-31 1

H Capture Enemies

Tour of Duty 2:4 page 32



Hostile Territory 12 rounds

The Ripoblus and Dimoks now see the Empire as their common enemy. Prevent the two factions from forming an alliance!

+ "Guard the Resupply"

+ "Guard the Resupply"
Negative Pilot Effects

On the mat: 6 Asteroids, 1 ↘, 2-4 ✕, 6-12 ↗, 3-6 ✕, 1 ↗

FGA Mission Card v207 2021-08-31 1

H Guard the Resupply

Tour of Duty 2:5 page 34



Friendly Territory 12 rounds

Fly area patrol while an Escort Carrier delivers the TIE Advanced to our forces. Defeat an attack by the combined Ripoblus and Dimok forces!

Tour of Duty 2 completed!

Tour of Duty 2 failed
Negative Pilot Effects

On the mat: 8 Asteroids, 6-11 ↘, 4-8 ✕, 3-6 ↗, 3-6 ✕

FGA Mission Card v207 2021-08-31 1

Load Base Equipment

Tour of Duty **3:1** page 36

Start Rank 2+



Destroy Pirate Outpost

Tour of Duty **3:2** page 38



Hold Position

Tour of Duty **3:3** page 40



Neutral Territory 12 rounds

Investigate an abandoned supply depot near the planet Argoon and keep an eye out for anything that we can use to build a new outpost.

 + "Destroy Pirate Outpost"

 Negative Pilot Effects
Reshuffle

On the mat: 6 Debris Clouds, 4-8 Containers, 6-10 ✕, 2-3 ↗, 1 ↘

FGA Mission Card v207 2021-09-31 1

Neutral Territory 12 rounds

Destroy a pirate outpost and all enemy ships to disrupt their blackmarket operations. A Decimator and Shuttle will be there to assist

 + "Hold Position"

 Replay Mission
Negative Pilot Effects

On the mat: 6 Debris Clouds, 3-5 Containers, 4-7 ✕, 1-2 ↗, 1 ↘, 2-4 ✕, 2-3 ↗, 1 ↘

FGA Mission Card v207 2021-09-31 1

Neutral Territory 12 rounds

Defend the Assault Carrier against waves of Rebel ships. Be on the alert, all Rebel ships have been given order to attack your Flight Leader.

 + "Guard Space Station NL-1"

 Negative Pilot Effects
+ "Guard Space Station NL-1"

On the mat: 6 Debris Clouds, 1 ↗, 2-3 ✕, 4-6 ✕, 1 ↗, 1 ↘, 1 ↗, 2-3 ✕

FGA Mission Card v207 2021-09-31 1

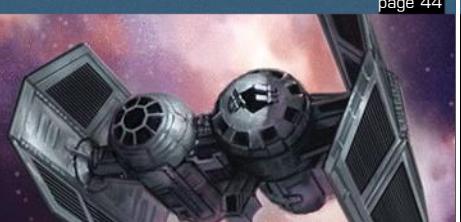
Guard Space Station NL-1

Tour of Duty **3:4** page 42



Thrawn Inspects NL-1

Tour of Duty **3:5** page 44



Wait for Relief Forces

Tour of Duty **3:6** page 46



Friendly Territory 12 rounds

Protect the station at all costs! The Tour is considered lost if the Rebels succeed in destroying

 + "Thrawn Inspects NL-1"

 Replay Mission
Negative Pilot Effects

On the mat: **Station NL-1**, 4-6 ✕, 4-7 ✕, 3-6 ✕, 2 ↗, 1 ↘

FGA Mission Card v207 2021-09-31 1

Friendly Territory 12 rounds

Escort Vice Admiral Thrawn's shuttle after he finishes his inspection of the new space station. Destroy as many Rebel ships as you can

 + "Wait for Relief Forces"

 Reshuffle

On the mat: 6 Debris Clouds, 1 ↗, 6-9 ✕, 2-3 ✕, 2-3 ✕, 1-2 ↗

FGA Mission Card v207 2021-09-31 1

Neutral Territory 12 rounds

Defend the Assault Carrier against waves of Rebel ships. Be on the alert, all Rebel ships have been given order to attack your Flight Leader.

 Tour of Duty 3 completed!

 Tour of Duty 3 failed
Negative Pilot Effects

On the mat: **Station NL-1**, 2 ↗, 4-6 ✕, 4-6 ✕, 4-6 ↗, 1 ↘, 4-6 ↗

FGA Mission Card v207 2021-09-31 1

H
Escort Convoy

Start

Rank 2+



Neutral Territory 12 rounds

Shuttles from our contractors are carrying important materials for the development of our hyperdrive systems. Protect them at all costs!

+ "Attack the Nharwaak"

Negative Pilot Effects Reshuffle

On the mat: 8 Debris Clouds, 2 ↗, 1 ↙, 4 ↘, 8-12 ↖, 1-2 ↤

FGA Mission Card v207 2021-08-31 1

B
Attack the Nharwaak

Neutral Territory 12 rounds

Commence an all-out assault on a research facility that is developing technology that the Nharwaak intend to give to the Rebels.

+ "Defend the Tech Center"

Replay Mission Negative Pilot Effects

On the mat: Station, 1-2 ↗, 1 ↙, 4-6 ↘, 5-10 ↖, 1-2 ↤

FGA Mission Card v207 2021-08-31 1

B
Defend the Tech Center

Neutral Territory 10 rounds

Defend the Habeen Tech Research Center and all escaping shuttlecraft against the Nharwaak assault forces.

+ "Diplomatic Meeting"

Replay Mission Negative Pilot Effects

On the mat: Station, 2 ↗, 1 ↙, 5-8 ↘, 8-14 ↤

FGA Mission Card v207 2021-08-31 1

R
Diplomatic Meeting

Neutral Territory 10 rounds

Protect the shuttles carrying Imperial & Habeen diplomats who are in the process of finalizing business deals for the hyperdrive technology.

+ "Rebel Arms Deal"

Tour of Duty 4 failed Negative Pilot Effects

On the mat: 1 ↗, 1 ↗, 1 ↕, 4-6 ↘, 9-14 ↖, 1 ↤

FGA Mission Card v207 2021-08-31 1

R
Rebel Arms Deal

Hostile Territory 12 rounds

Fly area patrol while an Escort Carrier delivers the TIE Advanced to our forces. Defeat an attack by the combined Ripoblus and Dimok forces!

Tour of Duty 4 completed!

Tour of Duty 4 failed Negative Pilot Effects

On the mat: 6 Debris Clouds, 1 ↗, 1 ↕, 2-3 ↘, 4-6 ↖, 2-3 ↤, 4-6 ↤

FGA Mission Card v207 2021-08-31 1



Mineclearing

Tour of Duty
5:1
page 58

Start
Tours 1 to 4 finished

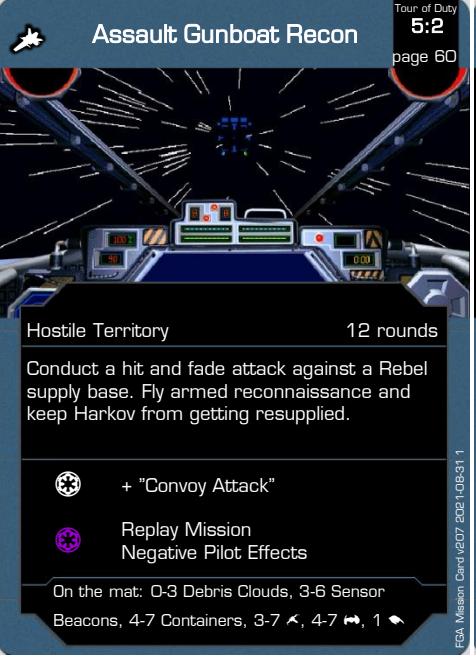
Hostile Territory 12 rounds

Escape a trap set for you. Uncover Admiral Harkov as a traitor to the Empire.

+ "Assault Gunboat Recon"
Replay Mission

On the mat: 3 Minefields, 1 Type-A, 1 Type-B and 1 Type-C Mine, 2-3 Containers, 6-11 ↪, 1 ↬

FGA Mission Card v207 2021-08-31 1



Assault Gunboat Recon

Tour of Duty
5:2
page 60

Hostile Territory 12 rounds

Conduct a hit and fade attack against a Rebel supply base. Fly armed reconnaissance and keep Harkov from getting resupplied.

+ "Convoy Attack"
Replay Mission
Negative Pilot Effects

On the mat: 0-3 Debris Clouds, 3-6 Sensor Beacons, 4-7 Containers, 3-7 ↖, 4-7 ↤, 1 ↬

FGA Mission Card v207 2021-08-31 1



Convoy Attack

Tour of Duty
5:3
page 62

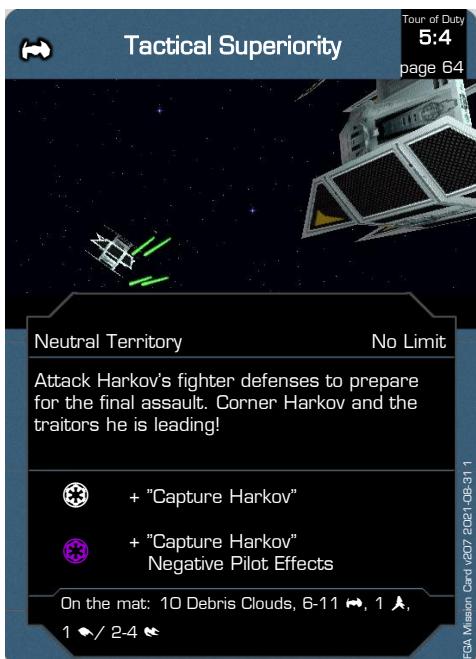
Hostile Territory No Limit

Prevent a supply convoy from reaching Harkov's forces. Interdict the convoy to keep Harkov's forces from leaving the area!

+ "Tactical Superiority"
Replay mission one time with 1 stress token

On the mat: 3-5 ↪, 3-6 ↤, 1-3 ↖, 4-7 ↤, 1 ↬

FGA Mission Card v207 2021-08-31 1



Tactical Superiority

Tour of Duty
5:4
page 64

Neutral Territory No Limit

Attack Harkov's fighter defenses to prepare for the final assault. Corner Harkov and the traitors he is leading!

+ "Capture Harkov"
+ "Capture Harkov"
Negative Pilot Effects

On the mat: 10 Debris Clouds, 6-11 ↪, 1 ↬, 1 ↖, 2-4 ↤

FGA Mission Card v207 2021-08-31 1



Capture Harkov

Tour of Duty
5:5
page 66

Neutral Territory No Limit

Make the final assault on the Rebel platform. Ensure that Harkov is captured.

Tour of Duty 5 completed!
Tour of Duty 5 failed
Negative Pilot Effects

On the mat: Outpost D-5, 1-2 Type-B Mines, 0-2 Type-C Mines, 2 ↖, 2-3 ↤, 1 ↬, 2-4 ↤

FGA Mission Card v207 2021-08-31 1



Protect Prototypes

Tour of Duty
6:1
page 68

Start
Tours 1 to 4 finished



Friendly Territory	12 rounds
Protect all of the cargo containers and the shuttles that are tasked with escaping with their contents.	
● + "Prevent Rebel Ambush" ● Negative Pilot Effects Reshuffle	
On the mat: 6 Debris Clouds, 2-3 Containers, 2-3 ↗, 4-6 ↘, 4-9 ↙	

FGA Mission Card v207 2021-08-31 1



Prevent Rebel Ambush

Tour of Duty
6:2
page 70



Neutral Territory	12 rounds
Destroy the mines that are blocking the flight path of the Assault Carrier while fending off enemy bombers and fighters.	
● + "Convoy Escort" ● Replay Mission Negative Pilot Effects	
On the mat: 1 ↗, 1-2 ↙, 4-6 ↗, 2-3 ↙, 2-3 ↖, 2-3 ↘	

FGA Mission Card v207 2021-08-31 1



Convoy Escort

Tour of Duty
6:3
page 72



Friendly Territory	12 rounds
Escort a convoy of shuttles carrying TIE Defender weapons technology to the research station which is also under attack.	
● + "Punitive Raid" ● Replay Mission Negative Pilot Effects	
On the mat: Station, 4 Asteroids, 2 ↗, 4-6 ↖, 2-4 ↙, 5 ↘	

FGA Mission Card v207 2021-08-31 1



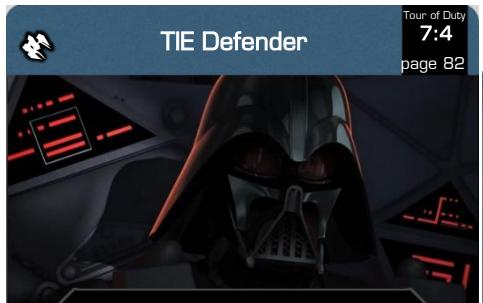
Punitive Raid

Tour of Duty
6:4
page 74



Hostile Territory	12 rounds
Destroy a weapons facility's defenses so our assault craft can board it and take over operations.	
● Tour of Duty 6 completed! ● Tour of Duty 6 failed Negative Pilot Effects	
On the mat: Station, 2 ↗, 8-16 ↖, 1 ↙, 2-3 ↖, 2-3 ↖, 2-3 ↘, 2-3 ↙	

FGA Mission Card v207 2021-08-31 1



TIE Defender

Hostile Territory 12 rounds

Join Darth Vader in a race to reach the Emperor before Zaarin does. Escape the ambush and ensure the safety of Lord Vader!

● + "Save the Emperor"
● Negative Pilot Effects + "Save the Emperor"

On the mat: 6 Debris Clouds, 2  , 3-6  , 4-
7 

FGL Mission Card v207 2021-08-31 1



Save the Emperor

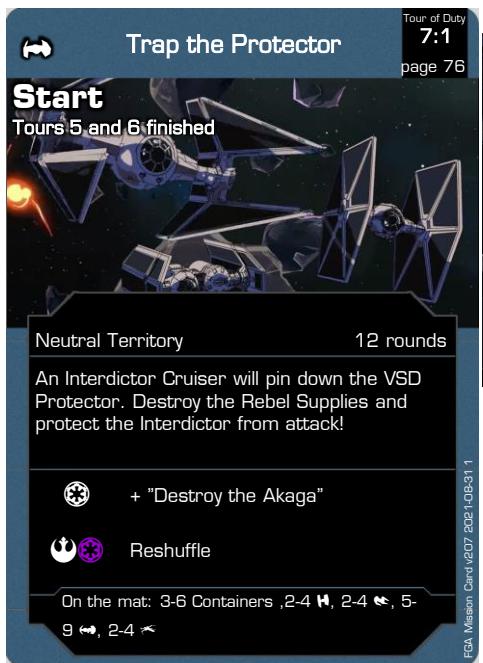
Neutral Territory 12 rounds

Save the Emperor from Zaarin's attempted coup d'état. You must save the Emperor and destroy the coup's forces!

● Tour of Duty 7 completed!
● Tour of Duty 7 failed

On the mat: 4 Clouds, 3  , 3-6  , 2-3  , 4-


FGL Mission Card v207 2021-08-31 1



Trap the Protector

Start
Tours 5 and 6 finished

Neutral Territory 12 rounds

An Interdictor Cruiser will pin down the VSD Protector. Destroy the Rebel Supplies and protect the Interdictor from attack!

● + "Destroy the Akaga"
● Reshuffle

On the mat: 3-6 Containers, 2-4  , 2-4  , 5-
9  , 2-4 

Tour of Duty
7:1
page 76

FGL Mission Card v207 2021-08-31 1



Destroy the Akaga

Neutral Territory 12 rounds

Destroy a defecting frigate to help the Harpax escape destruction.

● + "Retribution"
● Replay Mission
● Negative Pilot Effects

On the mat: **Frigate Akaga**, Key Cargo Device,
2-4  , 6-12  , 1-4 

Tour of Duty
7:2
page 78

FGL Mission Card v207 2021-08-31 1



Retribution

Hostile Territory 12 rounds

With Interdictor Harpax destroyed, VSD Protector is powering up its hyperdrive engines. Make torpedo attacks against the VSD Protector to prevent it from escaping!

● + "Defend Outpost D-34"
● Replay mission one time with 1
● stress token

On the mat: **VSD Protector**, 6 Asteroids, 1  ,
4-8  , 2-4  , 2-4 , 1-2

Tour of Duty
7:3
page 80

FGL Mission Card v207 2021-08-31 1

H **Escorting the Decimator**

Tour of Duty
0:1
page 86

Intro Mission

Rank 1



Friendly Territory 12 rounds

Escort Decimator Dauntless during an asteroid target practice session

⊕ Begin Flight Group Alpha Campaign

⊖ Replay Mission

On the mat: 6 Asteroids, 6-11 ✕, 1 ↗, 2-3 ✕

S **Desert Snow**

Tour of Duty
0:2
page 88

Start

Rank 3+



Neutral Territory 12 rounds

Clear the canyon of Sensor Beams during a sandstorm.

⊕ Positive Pilot Effects

⊖ Replay Mission
Negative Pilot Effects

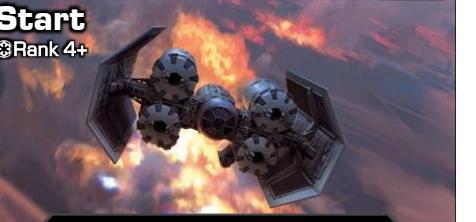
On the mat: 10 "Clouds", 12 Sensor Beacons, 0-12 ✕, 0-12 ✕

S **Attack Run**

Tour of Duty
0:3
page 90

Start

Rank 4+



Hostile Territory 10 rounds

Our forces has stumbled upon the Liberator, a disabled Rebel Corvette. Destroy the Liberator before it can repair its hyperspace engines!

⊕ Positive Pilot Effects

⊖ Discard
Negative Pilot Effects

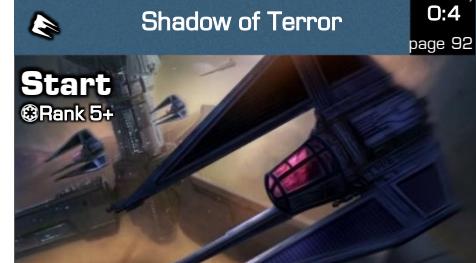
On the mat: 1 ✕, 8-10 ✕, 2-10 ✕, 4 ✕

S **Shadow of Terror**

Tour of Duty
0:4
page 92

Start

Rank 5+



Friendly Territory 12 rounds

Perform a lethal attack on a Mandalorian stronghold using the dreaded TIE Phantoms.

⊕ Positive Pilot Effects

⊖ Replay Mission
Negative Pilot Effects

On the mat: Station, 4 Asteroids, 4 Sensor Beacons, 3-6 ✕, 4 ✕

FGA Mission Card v207 2021-08-31 1

FGA Mission Card v207 2021-08-31 1