

FLIGHT GROUP ALPHA

INSTRUCTION MANUAL V207 BETA 1

2021-10-14

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



STAR WARS
X-WING



Foreword

This version of the rulebook came about when I was integrating Jesse Baldrige's fantastic 3 Tour-addition to the mission book. With all Tours for the original TIE Fighter game converted into co-operative X-wing, I felt it was time to make an overhaul of the rules yet again.

Key changes are:

Ship Type changes

- TIE Reaper, Striker, Punisher and Heavy added as playable ships (for the non-Tour missions)
- TIE/In gets one default Mod Slot that makes this ship a little bit stronger providing a competitive bonus when you must fly this ship

Career Path Changes

- Career Path upgrades can now be changed for each mission, no longer fixed for the duration of the campaign.
- 3 more career path levels added beyond rank 8.
- Tech Path gets rebalanced, loses Tech slot but gets a Gunner slot at rank 5.

Campaign Changes

- Three different play modes added: Classic Mode, Completionist and Ironman.
- Overhaul of the campaign structure as there are now 40 playable missions. The first 4 tours can be played in parallel; a HotAC style mission deck has been added for the group to draw missions to choose to play. Tours 5 and 6 can only be accessed once the first 4 tours are finished. Final tour only available after tours 5 and 6 have been finished.

Flying and Scaling

- Formation flying has been clarified. Rules are now nearly identical to Epic wing flying.
- Eject Rolls have been simplified and nerfed.
- Threat Level scaling has been simplified and nerfed at higher ranks.

I am forever in debt to Josh Derksen for inventing this excellent co-op format for X-wing. Thank you!

Flight Group Alpha Instruction Manual for X-wing 2.0

Developed by: Claes Sörensson (TreatAsRange2 on boardgamegeek)

Proofreading and additional editing by: Biff Denzer

Additional proofreading by: Yin Cheung

Version v207 beta 1, 2021-10-14

Credits and Acknowledgements:

Main inspiration: Heroes of the Aturi Cluster v0.7 by Josh Derksen

Thanks to Storgar for inventing the first version of the AI flee mechanic in his/her Defenders of the Empire project at boardgamegeek, and OoALEJOoO/OoPASCUALoO for his/her Tactical Droid AI work on boardgamegeek which provided inspiration for the stress tables on the AI statcards. Thanks to Jesse Baldrige for inventing the pre-cursor to the Tech Path and valuable input on v205 ruleset. Thanks to Henning Roos for inspiring me to finally remove the 1 and 2 player modes that has caused a lot of mission balancing issues. Thanks to Kerbokot for great ideas and critique of this ruleset. Thanks to all members of the Heroes of the Aturi Cluster Facebook group for their support and ideas, most recently Brian Bugaj, Keith Woodward and James Kantor.

Yet again, Special Thanks to Biff Denzer for his tireless proofreading efforts, comments and input for version 207!

Artwork by: Ansel Hsiao and others I have stumbled upon on the Internet, most of which I have used without permission. This is a fanmade campaign and is no way supported nor endorsed by Fantasy Flight Games, LucasArts, LucasFilm Disney, etc.

Home: <https://boardgamegeek.com/filepage/229173/flight-group-alpha-imperial-co-operative-campaign>




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!

A large, dark, and atmospheric illustration of Emperor Palpatine. He is shown from the chest up, wearing his signature black hooded robe. His face is pale and wrinkled, with a menacing, slightly open mouth. He is set against a dark, starry background with faint, curved lines suggesting a celestial or architectural structure. The lighting is dramatic, highlighting the contours of his face and robe.

"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."



1.1.1 New Tokens

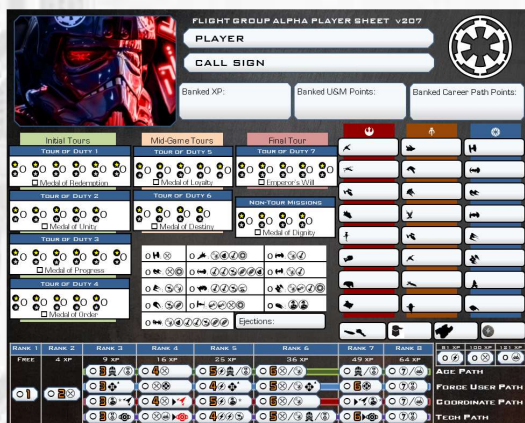
You will need new or different tokens to indicate when AI ships enter flee mode, a Flee Token. You can pick any token you like, either the unused Proof of Purchase tokens from your X-wing packs or other small tokens from some other Fantasy Flight Games (FFG) game.

You will also need tokens to represent Formation flying, a Formation Token.

Additionally, you need to print a number of new components to be able to play this game:



Ship AI statcards, chapter 3.1.2



The Player Sheet, chapter 2.10

Flight Group Alpha pilots have 1 sheet that is used throughout this campaign.



Player Formation flying and Alpha One Title, chapter 2.14.1

Flight Group Alpha introduces a new Title, a new Upgrade card type called Imperial Pilot Ability and new Elite Pilot Talents.



Faction Pilot Cards, chapter 4.7.1



Component statcards, chapters 4.3 – 4.5



1.2 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 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 Instruction Manual, contains all necessary rules to play, but the missions are published in a separate document, the Flight Group Alpha Mission Briefings. Also note that components described in chapters 4.2 to 4.5 need to be printed but are not included in this document. They can be downloaded from the Heroes of the Aturi Cluster page at: <https://dockingbay416.com/campaign/>



1 Introduction	p04
1.1 New Components and Concepts	p04
1.2 What is Flight Group Alpha?	p05
1.3 Campaign Setup	p06
1.4 The Mission Deck	p10
1.5 Omega One	p11
2 The Imperial Pilot	p12
2.1 Pilot Creation	p13
2.2 Pilot Rank	p14
2.3 Ace Path	p15
2.4 Force User Path	p16
2.5 Coordinate Path	p17
2.6 Tech Path	p18
2.7 Imperial Ships	p19
2.8 U&M Points	p20
2.9 Career Path Points	p21
2.10 The Player Sheet	p22
2.11 Earning Experience Points	p23
2.12 Spending Experience Points	p25
2.13 Upgrade Tables	p26
2.14 Flying in a Wing	p39
2.15 Other Pilot Related Issues	p40
2.16 Actions and Maneuvers	p41
3 AI Ships	p42
3.1 AI statcard	p43
3.2 Setup	p44
3.3 Activation Phase	p45
3.4 Engagement Phase	p50
3.5 AI Flee Mechanic	p52
3.6 New Ship States	p53
4 Campaign Rules	p54
4.1 The Imperial Campaign Round	p55
4.2 Mission Setup Diagrams	p56
4.3 Station Modules	p57
4.4 New Terrain	p59
4.5 More Campaign Components	p60
4.6 Squad Composition	p62
4.7 Faction Pilot Card Decks	p63
4.8 Threat Level Scaling	p64
4.9 Faction Pilot Card Composition	p65
4.10 Threat Levels found in the AI pack	p66
4.11 Territories and Ejection Rolls	p67



Players are pilots in Flight Group Alpha, a small group of Academy pilots in the Imperial Navy. Having just completed their flight training on Imperial Star Destroyer *Vengeance*, each flight group pilot begins their career flying fragile TIE Fighters.

The Flight Group Alpha campaign consists of 7 Tours of Duty, or story arcs. Each Tour consists of 4 to 6 missions. In each mission, the flight group will be assigned to a specific ship type. In addition, there are several non-Tour missions that let you fly Imperial ships not available in the TIE Fighter PC game. In total, there are 40 missions available to play.

In each mission, the players play co-operatively against AI ships. In several missions, friendly or allied ships will appear. Some of these will be player-controlled, others will be AI controlled. As you complete missions, your pilots will gain experience that can be used to improve their abilities.

Each Tour of Duty can end in Failure or Imperial Victory. If you are victorious, you will receive a Medal in the form of a Title card with a special ability.

1.3.1 Number of Players

The opposing forces and mission objectives in Flight Group Alpha are scaled depending on the number of pilots in the flight group, in the range of 3 to 6 pilots. If you wish to play with 1 or 2 players, you will need to control more than 1 ship each. Refer to *table 1.1* for recommended number of pilots per player.

As the Flight Group Alpha campaign is very long, it is natural for the number of players to vary for each mission. The strength of the AI opposition is scaled to the average experience level of the player pilots in the flight group. This enables the campaign to be played with a varying player counts, and experience levels. New players can be added at any time, to stand in for absent or eliminated players, provided the number of players remains between 3 to 6.

Number of Players	Recommended number of pilots per player	Optional number of pilots per player
1	3	4,5,or 6
2	2	3
3	1	2
4-6	1	-

Table 1.1 Number of pilots per player.

1.3.2 The Introductory Mission

If you are new to co-operative play, it is recommended that you begin playing the Escorting the Decimator mission in the Missions Briefings book. It introduces players to many of the concepts that are new in Flight Group Alpha apart from the X-wing Core Rules, such as:

- Mission Briefing
- Sector Map
- Mission Objectives
- Squad Composition Table
- AI stat cards
- The flee Mechanic

This mission is not easy, as players learn to fly the fragile TIE/In Fighter at Initiative 1. The group needs to co-operate and put the survival of the Decimator before their own to succeed. Win or lose, you will be able to start of the real campaign at Initiative 2.

Veteran of the Heroes of the Aturi Cluster?

If you have played Heroes of the Aturi Cluster before, you will be familiar with many of the concepts found in Flight Group Alpha. But there are striking differences:

- AI mechanics: Even though HotAC and FGA use the same AI statcards, the AI mechanic is different. Please read chapter 3 carefully. For example, in Flight Group Alpha AI ships get stress when making red maneuvers.
- Imperials have the Initiative: At same IN, player pilots are forced to move before the AI ships. This complicates things.
- Highest IN is not always king: Flight Group Alpha missions scales towards the average experience (rank) of the pilots. As player pilots reach the highest ranks and become more powerful, the opposition will also become much stronger. If you spend most of the experience points earned to just increase your Initiative score (almost no upgrades or special abilities), you will find your ships underperforming while the opposition will be armed to the teeth and moving after you.



1.3.3 Campaign Modes

Once you are familiar with the playing co-operatively against the AI, the group needs to decide which game mode to play. There are 3 suggested modes available:

Classic Mode: In this campaign mode, the pilots' progression in the campaign depends on whether they succeed or not. Some missions can be replayed without penalty. Others can be replayed, with some disadvantage. Failing missions crucial to the tour will result in the flight group failing the entire tour. This reflects more of an RPG-like approach, where **players' performance can have lasting consequences**. For more info on this mode, see chapter 1.3.4 *Campaign Structure*. See chapter 1.4 on how to use the Mission Deck.

Completionist Mode: Here, the group is allowed to replay each mission until they succeed, like reloading a saved game to try again. At the same time however, you do not gain XP for failed missions.

Even when the group is victorious in a certain mission, you may decide to replay it several times to ensure that no one is shot down (ejection rolls have negative consequences for a pilot). Once you are satisfied with your mission in terms of pilots' survival and XP count, you can proceed to the next mission.

In Completionist mode, the mission deck (see chapter 1.4) is not necessary. Instead, you can choose to play each mission chronologically. Once Tour 1 is completed, you start Tour 2, then Tour 3, and so on. The players may decide when to play the non-Tour missions, if at all.

Ironman Mode: In this campaign mode, the flight group only gets one attempt at each mission. The mission Deck (see chapter 1.4) is used, but Mission cards that says "Reshuffle" are removed from the deck if the group fails the mission.

Once you have decided what mode to play, you need to prepare the mission deck (if used), promote all pilots to rank 2 (if not rank 2 already due to the Introduction mission) and begin the campaign round, see chapter 4.1 *The Imperial Campaign Round*.

During the campaign, you may wish to adjust the Campaign Difficulty and/or earn the Silver and Gold Star, see chapter 1.3.5 *Adjusting Campaign Difficulty*.

Mode	Mission Replayability	Getting XP for failed mission	Comments
Classic	Only if stated on mission cards	Yes	
Completionist	Always	No	The group can earn XP from only one successful play of the mission
Ironman	Never	Yes	Reshuffle and Replay Mission instructions are ignored. Remove the mission card instead

Table 2.2 Ship Type Chart



1.3.4 Campaign Structure

Flight Group Alpha campaign play revolves around playing tours of duty. The Tours are in 3 categories:

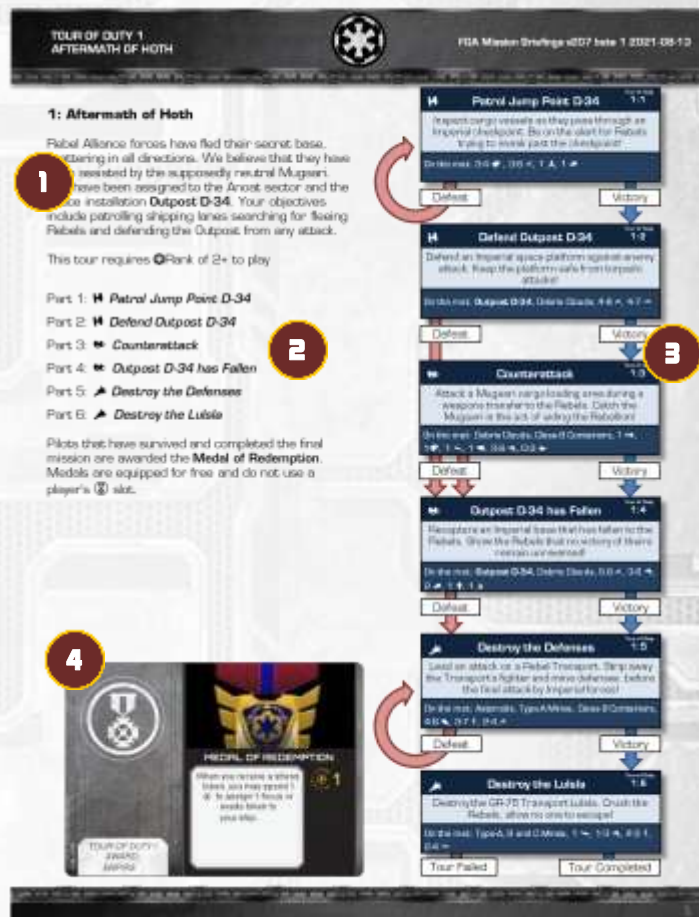
Initial Tours: These tours require Rank of 2 or more to begin.

Mid-Game Tours: These tours require that the group has finished (failed or completed) all the 4 Initial Tours.

Final Tour: This tour requires that the group has played (failed or completed) both Mid-Game Tours.

You can find detailed explanations of the structure of each Tour in the beginning of the Mission Briefings book. An example of a Tour structure page is shown on the left.

1. Detailed Tour Description
2. List of missions included in the tour
3. Detailed list of all missions in the tour, along with consequences of whether the flight group is victorious or not
4. Tour award if the flight group completes the tour.



Initial Tours	Tour of Duty 1 Aftermath of Hoth	Tour of Duty 2 The Sepan Civil War	Tour of Duty 3 Battle on the Frontier	Tour of Duty 4 Conflict at Mylok IV
Mid-Game Tours		Tour of Duty 5 Battle for Honor	Tour of Duty 6 Arms Race	
Final Tour			Tour of Duty 7 Treachery at Ottega	



1.3.5 Adjusting Campaign Difficulty

1.3.5.1 Earning the Silver Star

The standard difficulty level assumes that all mission information is known by all players during mission setup. Mission information includes, but is not limited to, mission objectives, Setup Map, Squad Composition Table (including round of entry and approach vector) and all enemy ships' equipped upgrades.

To obtain the Silver Star when completing a mission, a player group should, before setting up the game, decide to avoid spoiling what ships will appear at which round. At Mission Setup, only deploy the ship that appear at Setup. Then, after each round take a

peek at the Squad Composition table to check if any new squads arrive during next round. If they do, prepare for those specified ships and if needed, draw Imperial Pilot Cards and equip them with upgrades accordingly.

Earning the Silver Star does not give any special rewards. They can however be marked on the Player Sheet.

1.3.5.2 Earning the Gold Star

To obtain the Gold Star on a mission, the flight group needs to fulfill more objectives for a mission, in addition to fulfilling the primary mission objectives. These are detailed on the first page on each mission in the Missions Briefings book.

Earning the Gold Star does not give any special rewards. They can however be marked on the Player Sheet. Gold and Silver Star awards can be earned separately. You do not need to have earned the silver star to earn the gold star.

1.3.6 Additional Mission Scaling

The missions in Flight Group Alpha have been designed at a standard difficulty level.

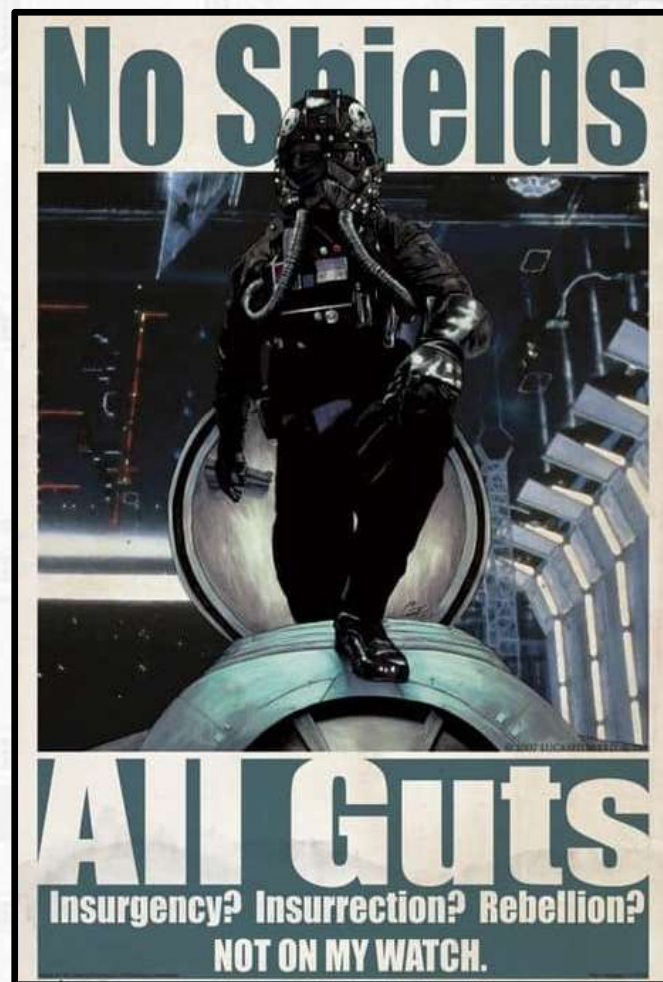
You can reduce the level of difficulty by treating the setup as having one fewer player ship. This will reduce the number of enemy ships and objectives but will also reduce the total amount of XP the players can earn. This only works for 4-6 pilots.

You can increase the difficulty by setting up the

enemy AI as if you have an extra Imperial player. This only works if you are playing with 5 or fewer pilots.

1.3.7 Ranks 7 and 8

When the average rank of the flight group gets beyond 6, the mission scaling will make the missions significantly harder due to AI ship buffs. At rank 7, non-Elite ships will individually get a boost equaling 25 Squad Points, per ship. At rank 8, all deployed enemy ships will regenerate 1 Shield each turn. This will make the game significantly more challenging.





Each mission has a corresponding card which is used to form a mission deck. Each campaign round players draw several cards from the mission deck and choose one to play. When a mission is completed, it is usually removed from the deck and the next part of the Tour is added to the mission deck, replacing it.

Check the Imperial Victory and Scum/Rebel Victory text on each mission for more information on the outcome of each mission.

Failing critical missions may result in decrease of rank for pilots. Failing critical missions can also mean that Flight Group Alpha fails the entire tour.

1.4.1 Prepare the Mission Deck for Initial Tours

The first 4 tours can be played in parallel. Separate out all 4 mission cards for Tours 1:1, 2:1, 3:1 and 4:1 and put in a deck. Add the 3 non-Tour mission cards as well. This is your initial mission deck.

Each mission's victory text will instruct you to modify the deck by adding new missions or discard missions.

Once the group has completed tours 1 to 4, the deck will be empty of tour cards. It is now time to prepare the midgame Deck.

1.4.2 Prepare the mission Deck for Mid-Game

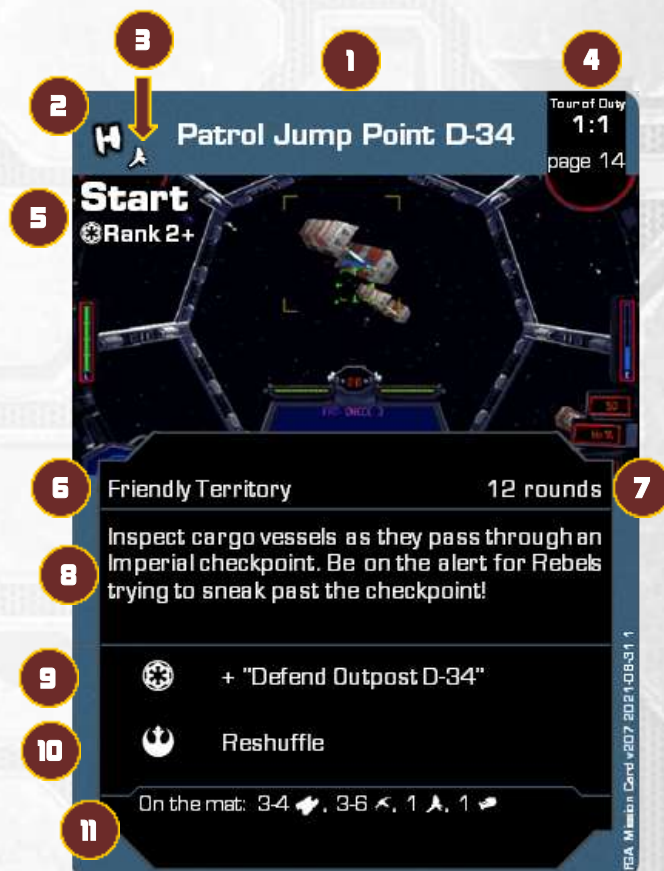
Separate the mission cards for Tours 5:1 and 6:1. Add any remaining non-Tour cards to this deck. This is your new deck.

1.4.3 Final Tour

For completion, the final tour also has separate mission cards, even though they must be played chronologically.

Anatomy of the Mission Cards

1. Mission Name and Tour Name
2. Designated Ship(s)
3. Is Omega One deployed? (see *chapter 1.5*)
4. Mission number and Page to find mission in the Mission Briefings document
5. Requirement to put card into the Mission Deck
6. Territory Type
7. Round Limit
8. Brief Mission Description
9. Consequences of Imperial Victory.
10. Consequences of Opponent Victory.
11. Other game components needed to play the mission, along with the number of ships of each type (depends on mission scaling) that appear during play





The Shuttle Omega One appears in at least 5 missions during the campaign. For each mission, it will have a specified IN and will be equipped with upgrades from an Imperial Pilot Card for a Lambda Shuttle. It will always be player-controlled. Most of these missions include a primary objective that Omega One must survive.

Omega One is also the name of an expansion to Flight Group Alpha, where you will be able develop its pilot and the ship in a manner similar to a member of Flight Group Alpha.

The expansion can be found here:

<https://boardgamegeek.com/filepage/214165/omega-one-flight-group-alpha-expansion>







2.1.1 The Academy Pilot

Starting the Flight Group Alpha campaign is easy - no special choices are needed as all Academy Pilots have completed the same flight training program. In X-wing terms, the pilot has Initiative (IN) 1 and no Squad Points earned to equip whichever ship the Imperial Navy decides the pilot to fly (as decided in each mission). Throughout the campaign, the pilot will fly a range of different ship types.

As the player progresses through missions, the pilot will gain experience points (XP). By spending these XP in different areas, the pilot will be able to acquire upgrades for their ship, increase their Initiative and even learn new actions.

Eventually, the player will be able to choose a Career Path for their pilot. Once selected, the Career Path will stay the same throughout the campaign until the pilot dies or retires. The paths are:

Ace Path The Ace focuses on achieving a high Initiative and multiple (non-force) Talents.

Force User Path. The Force User is the only pilot in the game that can acquire Force Tokens and use Force Talents.

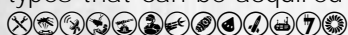
Coordinate Path. Pilots on the Coordinate Path can use the Coordinate Action and can equip Crew Abilities on their ship.

Tech Path. Pilots on the Tech path can use the Calculate Action and have access to Tech and Gunner Upgrades.

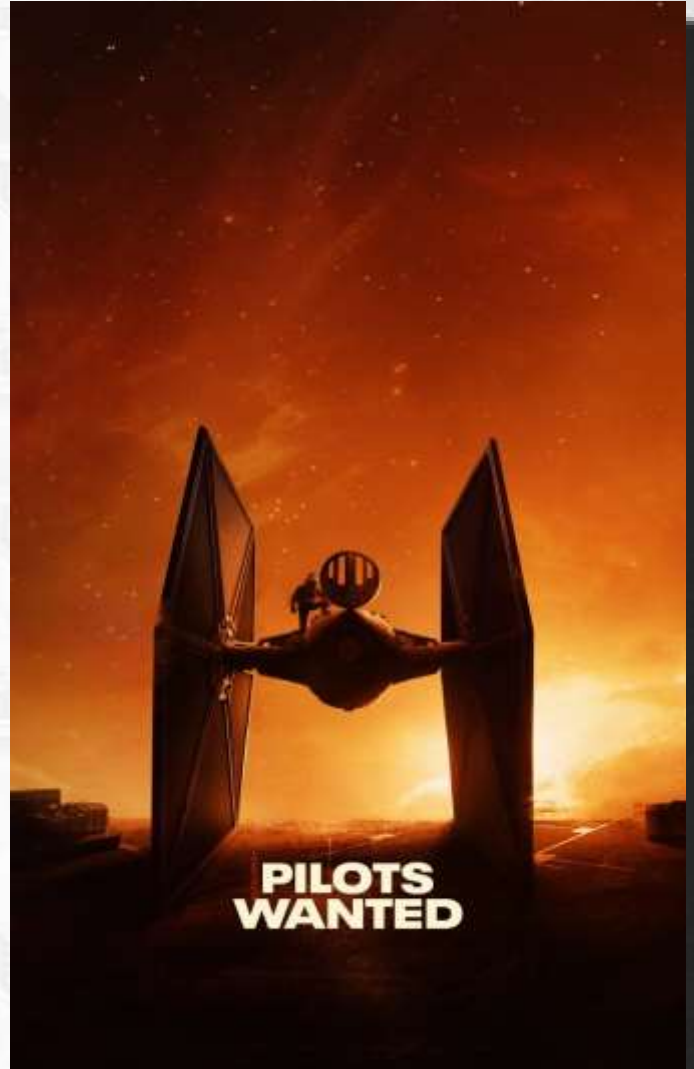
There are 3 key factors that relate to pilot progression throughout their career:

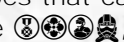
Rank. A pilot's rank determines their Initiative, what additional upgrade slots will be added to the ships flown and any additional actions available to the pilot based on the selected Career Path.

U&M Points are used to acquire upgrades that are tied to the ship type you will be flying. The upgrade types that can be acquired are:



Career Path Points are used to acquire upgrades that are tied to your pilot's selected Career Path.



The upgrade types that can be acquired by using these points are , but only upgrades that are allowed for your specific Career Path. Career Paths are permanent, you cannot switch to another during a campaign.

These key factors will be explained in detail in the following pages.



Academy Pilots begin at Rank 1, being Flight Cadets of the Imperial Navy.

When the pilot gains enough experience to reach rank 2, she will increase their Initiative to 2 and gain 1 modification slot to each ship flown.

At Rank 3, a pilot must decide whether to follow the Ace, Force User, Coordinate or Tech path. Mark your choice on the Pilot Sheet. You cannot change this decision even if your Rank drops below 3.

Each rank, regardless of Career Path, will be granted one or more benefits. These include:

- Increase of Initiative (IN)
- Additional upgrade slots
- New (normal) actions
- New linked actions
- New Career Path upgrade slots

2.2.1 Mission scaling is based on Rank

Rank determines which upgrades a pilot may purchase on any given ship. Since enemy IN is scaled towards the average Rank of Flight Group Alpha, the higher the Rank, the more difficult the resistance will be.

It is possible for a pilot to use most of their experience points to increase their Rank rapidly. However, the mission scaling does not consider whether a pilot has enough U&M Points and Career Path points to effectively fully equip all available upgrade slots on the ship. This can result in a situation where the pilot may have high Initiative, but the effectiveness of the ship is low due to too few upgrades. It is strongly advised to use a balanced approach. Use your XP to try to max out most of the available upgrade slots before investing in a new rank.

2.2.2 Temporary Loss of Rank: Injury

Some ejection rolls (after a pilot is shot down) will cause the pilot to temporarily lose a rank. This represents that the pilot has suffered some temporary trauma that causes them to perform less than optimal. If this is the case, you need to play the next mission with 1 lower Rank which prevents you from utilizing the benefits gained from the previous rank.

Example. Linda is at rank 3 on the Ace path. Normally, she will have IN 3 and a Career Path slot in addition to the Modification slot from Rank 2. But

since she rolled 2 ✱ on her ejection roll, she needs to play her next mission as if she were Rank 2: Her IN is 2 and she does not have access to her Career Path slot.

2.2.3 Permanent Loss of Rank: Demotion

The Imperial Navy expects all orders to be fulfilled to the letter. The act of fleeing is especially discouraged.

Escaping through any edge of the map will result in ship being destroyed. The pilot is forced to make an ejection roll, which might result in the pilot getting killed. No extra penalties are added in this case.

But in the case of using the hyperdrive on a hyperdrive capable ship without permission or too early in a mission will result in the pilot getting demoted. The pilot will survive but needs to reinvest the XP required to regain their former rank. Note that the demotion only occurs if the hyperdrive roll is a success.

Example: Linda is now a Rank 5 Ace pilot flying an Assault Gunboat. In a particularly difficult mission, she decides to use the hyperdrive to flee the battlefield. After the mission, she has been demoted to rank 4. She now needs to pay 25 XP to reach rank 5 again.

Failing certain missions can also result in pilots getting demoted.

2.2.4 Beyond Rank 8

Flight Group Alpha includes many missions and possibilities to gain large amounts of XP. To provide meaningful ways to invest these, additional benefits can be acquired after the pilot has reached Rank 8, see the 3 last rows in table 2.1. These benefits are lost if the pilot is demoted from rank 8 and needs to be purchased again.

Rank	Title/Benefit	XP Cost
1	Flight Cadet	0
2	Flight Officer	4
3	Lieutenant	9
4	Captain	16
5	Commander	25
6	Major	36
7	Colonel	49
8	General	64
8•	+1 ✱	81
8••	+1 ✖	100
8•••	+1 🚀	121

Table 2.1 Rank and Benefit Chart



Ace Path has two focus areas:

High Initiative Score Progression. For each rank until rank 6, the Ace increases their Initiative. Along with the Coordinate Path, this is the fastest path for increasing Initiative amongst the available paths.

Best access to Pilot Abilities and Elite Talents. The Ace Path gets a Career Path Slot at Rank 3, 5 and 7. The player may use their Career Path points (see *chapter 2.9*) to obtain Imperial Pilot Abilities (such as Soontir Fels ability) or Elite Talents (such as Outmaneuver) for each slot. The Ace path is the only path where the pilot, at rank 7 has access to 3 different Pilot Abilities at the same time.



2.3.1 Breakdown of the Path

Rank 3: Lieutenant

- Increase IN to 3
- Gain 1 Career Path slot for an Imperial Pilot Ability or an Elite Talent

Rank 4: Captain

- Increase IN to 4
- Gain 1 Modification slot in addition to whatever upgrades slot the ship has by default.

Rank 5: Commander

- Increase IN to 5
- Receive 1 Charge token (⚡) that can be added to any upgrade card (except the Stealth Device due to balancing issues) equipped on the ship, or pilot ability that utilizes standard charges.
- Gain 1 Career Path slot for an Imperial Pilot Ability or an Elite Talent

Rank 6: Major

- Increase IN to 6
- Gain 1 Modification or System slot. For each mission, the pilot may choose either for this slot as they wish.

Rank 7: Colonel

- Gain 1 Career Path slot for an Imperial Pilot Ability or an Elite Talent

Rank 8: General

- Gain 1 Illicit or Tech slot. For each mission, the pilot may choose either of these slot as they wish

A list of the available Elite Talents can be found in *table 2.4*, along with their costs. Imperial Pilot Abilities and their cost can be found in *table 2.6*.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	v207 210817 1
○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	ACE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	FORGE USER PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	COORDINATE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	TECH PATH

Figure 2.1 The Ace Path



The Force User Path focuses on the use of the Force:

Access to Force Points. This is the only path that gets force points. At rank 3, 5 and 6 she gets a rechargeable Force Point. Remember that a Force User can only recharge 1 Force Point each round. Force Points can be used both to change focus dice to evade or hit, but also to fuel Force Talents.

Access to Force Talents. Force Users have access to Force Talent upgrade slots at rank 4 and 7. Flight Group Alpha introduces a set of new Force Talents based on pilot abilities of Dark Side pilots.



2.4.1 Breakdown of the Path

Rank 3: Lieutenant

- Increase IN to 3
- Gain 1 Rechargeable Force Point

Rank 4: Captain

- Gain 1 Modification slot in addition to whatever upgrade slot the ship has by default
- Gain 1 Career Path slot for a Force Talent

Rank 5: Commander

- Increase IN to 4
- Receive 1 Charge token (⚡) that can be added to any upgrade card (except the Stealth Device due to balancing issues) equipped on the ship, or pilot ability that utilizes standard charges.
- Gain 1 Rechargeable Force Point

Rank 6: Major

- Increase IN to 5
- Gain 1 Modification or System slot. For each mission, the pilot may choose either for this slot as she wishes.
- Gain 1 Rechargeable Force Point

Rank 7: Colonel

- Increase IN to 6
- Gain 1 Career Path slot for a Force Talent

Rank 8: General

- Gain 1 Career Path slot for an Elite Talent
- Gain 1 Illicit slot.

Force Users may choose to fly the TIE Advanced v1 instead of TIE Advanced x1 when Flight Group Alpha is designated to fly TIE Advanced during a mission.

A list of the available Force Talents can be found in *table 2.7* along with their costs.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	v207 210817 1
○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	AGE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	FORCE USER PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	COORDINATE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	TECH PATH

Figure 2.2 The Force User Path



The Coordinate Path has 3 focus areas:

High Initiative Score Progression. For each rank until rank 6, the Coordinator increases her Initiative.

Access to Coordinate and Linked Coordinate Actions. It is possible to link these Coordinate Actions to any Action available for the ship type. A Coordinator that is also the formation leader can Coordinate any other ship in the formation regardless of range.

Access to Crew Abilities. The Coordinator Path gets a Career Path Slot at Rank 3, 5 and 7 for a Crew Abilities slot: (C)*. The (C)* upgrade should not be seen as adding a Crew slot on the ship, but as an Ability that the pilot has.



2.5.1 Breakdown of the Path

Rank 3: Lieutenant

- Increase IN to 3
- Gain 1 Career Path slot for Crew Abilities (C)*
- May perform a white Coordinate Action

Rank 4: Captain

- Increase IN to 4
- Gain 1 Modification slot in addition to whatever upgrade slot the ship has by default.
- May perform a red linked Coordinate Action

Rank 5: Commander

- Increase IN to 5
- Receive 1 Charge token (⚡) that can be added to any upgrade card (except the Stealth Device due to balancing issues) equipped on the ship, or pilot ability that utilize standard charges.
- Gain 1 Career Path slot for Crew Abilities (C)*

Rank 6: Major

- Increase IN to 6
- Gain 1 Modification or System slot. For each mission, the pilot may choose either for this slot as she wishes.

Rank 7: Colonel

- May perform a white linked Coordinate Action
- Gain 1 Career Path slot for Crew Abilities (C)*

Rank 8: General

- Gain 1 Illicit or Tech slot. For each mission, the pilot may choose either of these slot as she wishes

The list of Crew Abilities only accessible to the Coordinate Path can be found in *table 2.8*.

At Mission Setup, followers of the Coordinate Path may form their own wing even without being assigned Alpha One. See chapter 2.14.1

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	v207 210817 1
01	02	03	04	05	06	07	08	AGE PATH
								FORGE USER PATH
								COORDINATE PATH
								TECH PATH

Figure 2.3 The Coordinate Path



The Tech Path has 2 focus areas:

Access to Calculate and Linked Calculate Actions. Pilots on the Tech path get a white Calculate action at rank 3 and a red Linked Calculate action at rank 4. At rank 7 they can perform a white Linked Calculate action. With the Calculate token these pilots gain access to unusual upgrades such as the Energy-Shell Charges and efficient use of the Multi-Missile Pods.

Early Access to Tech and Gunner Upgrades. At rank 4, the powerful Tech slot becomes available, enabling use of technology not yet generally available during the Galactic Empire era. Rank 5 gives unique access to a Gunner slot.



2.6.1 Breakdown of the Path

Rank 3: Lieutenant

- Increase IN to 3
- Gain 1 Career Path upgrade slot for an Elite Talent
- May perform a white Calculate Action

Rank 4: Captain

- Gain 1 Modification slot in addition to whatever upgrade slot the ship has by default.
- May perform a red Linked Calculate Action

Rank 5: Commander

- Increase IN to 4
- Receive 2 Charge tokens (⚡) that can be added to any upgrade card (except the Stealth Device due to balancing issues) equipped on the ship, or pilot ability that utilizes standard charges. They may not be added to the same upgrade.
- Gain 1 Gunner slot.

Rank 6: Major

- Increase IN to 5
- Gain 1 Modification or System slot. For each mission, the pilot may choose either for this slot as she wishes.
- Gain 1 Career Path upgrade slot for an Imperial Pilot Ability or an Elite Talent

Rank 7: Colonel

- Increase IN to 6
- May perform a white Linked Calculate Action

Rank 8: General

- Gain 1 Illicit slot.
- Gain 1 Career Path upgrade slot for an Elite Talent

Tech path followers may choose to fly the TIE Advanced v1 instead of TIE Advanced x1 when Flight Group Alpha is designated to fly TIE Advanced during a mission.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	v207 210817 1
○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	AGE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	FORGE USER PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	COORDINATE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	TECH PATH

Figure 2.4 The Tech Path



2.7.1 Ship Types

The Imperial Navy can deploy a vast array of different ship types. In most missions, all pilots in the flight group fly ships of the same type. The ships available in the campaign are listed below with the default Upgrade slots available on each ship.












The pilot will need to use U&M points to fill the Upgrade slots with upgrades. As the pilot Rank increases, more upgrade slots will become available.

The list of default upgrade slots for each ship type can also be found on the Player Sheet

Icon	Name	Default Upgrade Slots	Hyperdrive Capable	Represent your ship at the mat with
	TIE/Ln Fighter		No	Academy Pilot
	TIE Interceptor		No	Alpha Squadron Pilot
	Assault Gunboat		Yes	Nu Squadron Pilot
	TIE Phantom		Yes	Imdaar Test Pilot
	TIE/sa Bomber		No	Scimitar Squadron Pilot
	TIE Advanced x1		Yes	Tempest Squadron Pilot
	TIE Advanced v1		Yes	Inquisitor
	TIE Defender		Yes	Delta Squadron Pilot
	TIE Aggressor		No	Sienar Specialist
	TIE/ca Punisher		No	Cutlass Squadron Pilot
	TIE Reaper		Yes	Scarif Base Pilot
	TIE/sk Striker		No	Planetary Sentinel
	TIE/rb Heavy		No	Carida Academy Cadet
Table 2.2 Ship Type Chart				



The Imperial Armory is vast and their resources almost limitless. But unlike Rebels, the pilots of Flight Group Alpha neither own their ships nor the upgrades installed. Instead, a pilot invests in Upgrades and Modification points (U&M Points), which have the same value as Squad points. For example, a pilot with 30 banked U&M Points will be able to acquire upgrades for a total of 30 points from the armory for each mission.




The following upgrades can be acquired for U&M Points:           .

The cost of Upgrades that can be acquired by U&M Points are based on FFG cost list at some point in time but has been fixed in Flight Group Alpha. The complete listing of all available upgrades and costs can be found in *tables 2.9* and onwards.

Note that some upgrades have been moved to a different upgrade category from X-wing core rules to make them more accessible in the game. For example, "Ion Limiter Override" and "Coaxium Hyperfuel" are both Modification upgrades in Flight Group Alpha.

U&M Points purchased from XP cannot be converted back to XP in any way. Your number of Banked U&M Points can decrease due to ejection

roll results or as a penalty for failing missions.
1 U&M point costs 1 XP.

Example: Shelly will be flying a TIE Advanced and has 12 banked U&M Points to spend. She is Rank 2. She can acquire Upgrades from the following slots for this ship:   . She selects Fire Control System (2), Hull Upgrade (5) and Cluster Missiles (5), totaling 12 U&M Points for this mission.

Limitations

All Upgrades, including Elite Talents and Career Path upgrades are considered Limited for the Campaign; a ship may only purchase each upgrade once. Missiles, Torpedoes and Bomb Upgrades are exempted from this rule.

Unlimited Uniques (Optional Rule):
If all players agree, all cards that are unique including pilot abilities and crew, are not considered unique for the campaign. All players may purchase and equip them.






Career Path Points (CPPs) are used to acquire abilities for a pilot's Career Path Upgrades. There are several different Career path Upgrades:

2.9.1 Elite Talents

Aces, Force Users and Techs have the possibility to acquire Elite Talents with their Career Path upgrades. See *table 2.5* for the available Talents, at what minimum IN you may purchase them and their CPP cost.

2.9.2 Imperial Pilot Abilities

The Pilot Abilities of existing Imperial pilots () may be acquired and equipped as if they were Elite Pilot Talents. Only Aces and Tech Path Followers can acquire these ability.

All Imperial Pilot Abilities are unique. This means that only 1 pilot in Flight Group Alpha may pick one for each mission. For example, there may only be 1 pilot using the Night Beast ability in each mission played.

See *table 2.6* for the available Imperial Pilot Abilities, at what minimum Initiative (IN) you may purchase them and their CPP cost. Wording that differs from FFG's card texts are written in bold red. For reference, the column to the right in this table shows the ship icon of the ship type the ability originates from.

2.9.3 Force Talents

Only Force Users may spend CPPs on Force Talents. See *table 2.7* for available Force Talents, minimum IN and cost. Wording that differs from FFG's card texts are written in bold red.

Many of the Force Talents are Limited. This means that only 1 pilot in Flight Group Alpha may pick one for each mission.

2.9.4 Crew Abilities *

Only Coordinate path pilots may spend CPPs on Crew Abilities. These are equipped as a Talent. See *table 2.8* for available Crew Abilities, minimum IN and cost. Wording that differs from FFG's card texts are written in bold red.

Many of the Upgrades on table 2.8 are Limited. This means that only 1 pilot in Flight Group Alpha may pick one for each mission.

2.9.5 Buying and using Career Path points

CPPs are more expensive than U&M points. For each 3 XP you spend you get 2 CPPs.

When preparing for a mission, you may acquire Career Path upgrades of a total value of your banked CPPs score on your Player Sheet. Like U&M points, you do not spend your CPPs. When you have completed your mission, you will be able to use them for next mission. Your number of Banked Career Path Points can decrease due to ejection or as a penalty for failing certain missions.

All Career Path Upgrades have a Minimum Initiative Rating. This caps the pilot from taking the most powerful upgrades at lower ranks.

Example: Johanna is playing a Rank 5 Ace pilot. She has 15 CPPs. This gives her 2 Career Path Upgrades. She can acquire upgrades from either Imperial Pilot Abilities or Elite Talents. She may either pick 2 Imperial Pilot Abilities, one of each or 2 Elite Talents. She picks Outmaneuver (for 6 CPPs, with minimum IN value of 3) and Rexler Brath (for 4 CPPs, with minimum IN value of 4) with a total value of 10 CPPs. Provided that she does not lose any CPPs during the mission, she will have 15 CPPs to acquire upgrades in her next mission.


















RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	v207 210817 1
								ACE PATH
								FORCE USER PATH
								COORDINATE PATH
								TECH PATH

Figure 2.5 The Career Path Chart



2.10.1 Flight Group Alpha Player Sheet

As a Flight Group Alpha pilot, you track all of your pilot's progress on one player sheet. Whenever you fly a ship in a mission, you should also bring the pilot card with the lowest IN value to the table. For each ship, these are:

TIE Fighter: Academy Pilot
TIE interceptor: Alpha Squadron Pilot
TIE Bomber: Scimitar Squadron Pilot
TIE Advanced: Tempest Squadron Pilot.
Alpha-Class Star Wing: Nu Squadron Pilot
TIE Defender: Delta Squadron Pilot

...and so on.

FLIGHT GROUP ALPHA PLAYER SHEET v207

PLAYER A

CALL SIGN

Banked XP: B Banked U&M Points: C Banked Career Path Points: D

Initial Tours

TOUR OF DUTY 1

0 0 0 0 0 0 0 0 0 0
☐ Medal of Redemption

TOUR OF DUTY 2

0 0 0 0 0 0 0 0 0 0
☐ Medal of Unity

TOUR OF DUTY 3

0 0 0 0 0 0 0 0 0 0
☐ Medal of Progress

TOUR OF DUTY 4

0 0 0 0 0 0 0 0 0 0
☐ Medal of Order

Mid-Game Tours

TOUR OF DUTY 5

0 0 0 0 0 0 0 0 0 0
☐ Medal of Loyalty

TOUR OF DUTY 6

0 0 0 0 0 0 0 0 0 0
☐ Medal of Destiny

Final Tour

TOUR OF DUTY 7

0 0 0 0 0 0 0 0 0 0
☐ Emperor's Will

NON-TOUR MISSIONS

0 0 0 0 0 0 0 0 0 0
☐ Medal of Dignity

Ejections: E

RANK 1 **RANK 2** **RANK 3** **RANK 4** **RANK 5** **RANK 6** **RANK 7** **RANK 8**

FREE **4 XP** **9 XP** **16 XP** **25 XP** **36 XP** **49 XP** **64 XP**

AGE PATH **FORCE USER PATH** **COORDINATE PATH** **TECH PATH**

v207 210822 1

- A. Player and Callsign name fields.
- B. Banked XP: Keep track of all XP that have not been used for levelling up Rank, spent on Talents or used for U&M or Career Path Points.
- C. Banked U&M. This is the number of points available for you to acquire upgrades for a new mission.
- D. Banked CPPs. This is the number of points available for you to acquire Career Path upgrades for a new mission.
- E. Ejections Made. You mark here how many times you have made an ejection roll.
- F. Here you keep track of which ships you have flown. Mark these by filling in the "o"s.
- G. This table tracks each mission in the 7 Tours of Duty. Fill in which mission you have completed, if you have earned the (upper) gold star, the (lower) silver star and if you have earned the Medal here.
- H. Here you can keep track of kills by enemy ship type and faction (Rebels, Scum and Imperials).
- I. This is the Career Path Progression Chart. At Rank 3, you must decide which Career Path to follow: Ace, Force User, Coordinate or Tech. Far to the upper right, the final 3 upgrade slots can be seen.



Source	Dealing damage to enemy ships	
1.1	Deal damage to one or more enemy ships, <u>per round</u>	1 XP
1.2	Deal a face up damage card to an enemy ship	1 XP per face up damage card
1.3	Destroy an enemy emplacement	+1 XP
1.4	Destroy any enemy ship with a Threat Level	+2 XP per Threat Level
1.5	Destroy an enemy Bulk Freighter ()	+4 XP
	Reducing opponent's performance	
2.1	Assign one or more red or orange tokens (except lock) to an enemy ship, <u>per round</u>	1 XP
2.2	Remove a blue or green token from an enemy ship	1 XP
	Taking damage	
3.1	Use an ability to suffer 1 damage for another ship in Flight Group Alpha	2 XP
3.2	Being dealt a face up damage card from enemy fire (not mines or bombs)	1 XP per face up damage card
	Boosting Flight Group Alpha's performance	
4.1	Give another ship in Flight Group Alpha an action	1 XP
4.2	Assign a blue or green token to another ship in Flight Group Alpha	1 XP
4.3	Remove a red or orange token from another ship in Flight Group Alpha	1 XP
	Negative Points	
5.1	Assign another ship in Flight Group Alpha a red or orange token (except lock)	-2 XP
5.2	Deal damage to another ship in Flight Group Alpha	-2 XP per damage dealt
5.3	Deal face up damage card to another ship in Flight Group Alpha	-3 XP per damage card
	Mission Objectives	
6.1	Primary and Bonus mission objectives	Varies



Table 2.3 Experience Point Chart

2.11.1 Earning Experience Points

Teamwork is essential to success in Flight Group Alpha. In many missions, the group will fly fragile ships and must team up to be able to destroy opponents. At the same time, the Imperial Navy is unforgiving, using Flight Group Alpha as an easily replaceable tool. For each pilot and each round, go through *table 2.2* and check each source for what amount XP that pilot collected. Some sources, such as 1.1, can at maximum give 1 XP per pilot and round, while others, like 1.2, can give you more than 1 XP if the pilot has dealt more than 1 face up damage card to enemy ships.

All Experience Points in Flight Group Alpha are pooled within the group, and each pilot gets its share at the conclusion of the mission.

Clarifications for the different sources:

1.2 does not apply to emplacements or the Bulk Freighters, as  get converted into 2 . 1.2 does apply to face up damage cards applied to ships that have/receive the Hull Breach damage card.

2.1 does not apply to tokens added to a ship due to damage cards such as Panicked Pilot and Wounded Pilot. For 2.2, removing a green token instead of getting a jam token applies here.

5.1 Flying in formation and being assigned stress tokens due to red maneuvers does not apply here.

"SECRET MISSION OBJECTIVE COMPLETED, THE EMPEROR WILL BE PLEASED!"

- CLOAKED FIGURE, STAR WARS: TIE FIGHTER



2.11.2 Earning XP for non-kills

Sometimes the players are not directly responsible for destroying an enemy ship. This can happen due to game effects such as asteroid collisions, leaving the board without a flee token and the effect of some critical hits. In this case, Flight Group Alpha still scores points for the kill. If no one in the Flight Group ever damaged it, they do not score XP.

2.11.3 Flight Group Pool

Every Experience Point Flight Group Alpha earns will go into to the Flight Group Pool. After the total amount of XP for a ship has been calculated, add them to the Flight Group Pool.

Friendly ships and emplacements will never add Experience Points to Flight Group Alpha's Flight Group Pool.

However, friendly ships, both those that the players control or are AI controlled, may help in fulfilling Primary and/or Bonus Objectives.

2.11.4 Flight Group Pool Cup

One way of keeping track of XP earned during a mission is to have each player place beads into (or remove beads from) a cup each time they earn XP according *table 2.2*. Then, at the end of a round,

the Group may add or remove beads for XP associated with the success or failure of Primary and Bonus objectives fulfilled during that round. At the end of the mission, divide the XP equally among the players.

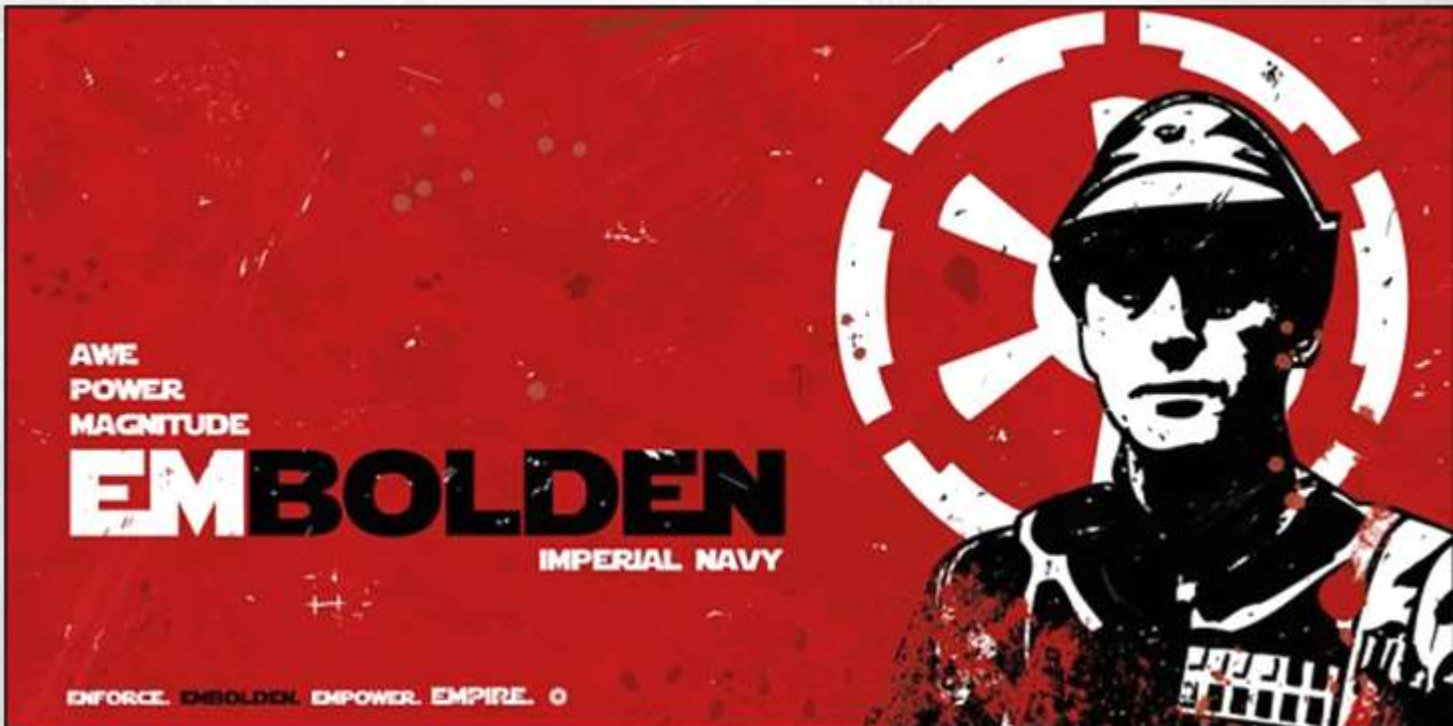
2.11.5 Dividing the XP

After a mission, follow these steps:

1. Divide the pooled XP equally among the players. The group decides collectively who gets the leftover XP, if any.
2. For each player, modify this amount with any ejection roll results to determine their mission XP.
3. For each player, modify their mission XP based on mission failure criteria, if applicable.*
4. For each player, add the modified mission XP to their Banked XP on the pilot sheet.
5. For each player, modify their Banked XP based on mission failure criteria, if applicable.**

* Step 3 only happens if the Enemy Victory text for a mission explicitly states that you earned a decreased amount of XP (such as 0 in total) for that mission.

** Step 5 only happens if the Enemy Victory text for a mission explicitly states that your Banked XP is affected (such as losing half of your Banked XP).





Players may only spend XP outside the Campaign Round (see *chapter 4*). Experience Points can be spent in different ways. Regardless of pilot Rank, XP may be spent on:

- Upgrade & Modifications (U&M) Points
- Increasing Rank
- Career Path Points (CPPs)

At Rank 3, a pilot must decide whether to follow the Ace, Force User, Coordinate or Tech path. Mark your choice on the Pilot Sheet. You cannot change this decision even if your Rank drops below 3.

2.12.1 Purchasing Upgrades & Modifications Points

XP Cost = 1 XP per U&M Point

U&M Points are invested in ship upgrades and modifications for each mission. U&M Points are **never expended**. A pilot's banked U&M Points can only decrease as a result of an ejection roll or due to failing certain missions. U&M Points may not be converted back into XP.

See *chapter 2.8 Upgrades and Modifications Points* for more details. U&M cost for each upgrade available in Flight Group Alpha can be found in *tables 2.9 - 2.19*.

2.12.2 Increase Rank

XP Cost = Next Rank x Next Rank

Rank determines what upgrades a pilot may purchase on a given ship. Since enemy IN is scaled towards the average Rank for Flight Group Alpha, the higher the Rank, the more difficult the resistance will be.

Rank increases must be purchased one level at a time. XP Cost examples:

Rank 1 to Rank 2 will cost $(2 \times 2) = 4$ XP.

Rank 2 to Rank 3 will cost $(3 \times 3) = 9$ XP.

Rank 6 to Rank 7 will cost $(7 \times 7) = 49$ XP.

2.12.3 Purchasing Career Path Points

XP Cost = 3 XP for 2 CPPs

Career Path Points are used to acquire Career Path Upgrades for each mission. Each Career Path has access to different Upgrades, and at different Ranks. CP Points are **never expended**. A pilot's banked CP Points can only decrease as a result of an ejection roll or due to failing certain missions. CP Points may not be converted back into XP.

Aces, Force Users and Techs may acquire Elite Talents (8) for their CPPs. See *table 2.5* for the available Talents, at what minimum Initiative (IN) you may purchase them and their XP cost.

Type	Cost
Upgrades and Modification Points	1 XP per U&M Points
Increase Rank	Next Rank x Next Rank
Career Path Points	3 XP per 2 CPPs

Table 2.4 Experience Point Chart: Spending XP



RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	
○ 1	○ 2	○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	ACE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	FORCE USER PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	COORDINATE PATH
		○ 3	○ 4	○ 5	○ 6	○ 7	○ 8	TECH PATH

v207 210817 1

Figure 2.5 The Career Path Chart



Upgrade	Minimum IN	CPP Cost	Name	Card Text
	3	1	Composure	Requires or After you fail an action, if you have no green tokens, you may perform a action.
	3	1	Crack Shot	1⚡ While you perform a primary attack, if the defender is in your , before the Neutralize Results step, you may spend 1⚡ to cancel 1 result.
	3	1	Deadeye Shot	While you perform a primary attack, if the defender is in your , you may spend 1 result or change 1 result to a result. If you do, the defender exposes 1 of its damage cards
	3	1	Disciplined	After another friendly ship at range 0-3 is destroyed, if that ship is limited or has the Disciplined upgrade, you may perform a or action.
	3	1	Marksmanship	While you perform an attack, if the defender is in your , you may change 1 result to a result.
	3	1	Ruthless	While you perform an attack, you may choose another friendly ship at range 0-1 of the defender. If you do, that ship suffers 1 damage and you may change 1 of your die results to a result.
	3	2	Predator	While you perform a primary attack, if the defender is in your , you may reroll 1 attack die.
	3	3	Daredevil	Requires While you perform a white action, you may treat it as red to use the [1↖] or [1↗] template instead.
	3	3	Elusive	1⚡ While you defend, you may spend 1 ⚡ to reroll 1 defense die. After you fully execute a red maneuver, recover 1 ⚡.
	3	3	Intimidation	While an enemy ship at range 0 defends, it rolls 1 fewer defense die.
	3	4	Debris Gambit	Adds While you perform a red action, if there is an obstacle at range 0-1, treat the action as white instead.
	3	4	Trick Shot	While you perform an attack that is obstructed by an obstacle, roll 1 additional attack die.
	3	5	Lone Wolf	1⚡ While you defend or perform an attack, if there are no other friendly ships at range 0-2, you may spend 1 ⚡ to reroll 1 of your dice.
	3	6	Outmaneuver	While you perform a attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.
	3	6	Saturation Salvo	Requires or While you perform a or attack, you may spend 1 ⚡ from that upgrade. If you do, choose two defense dice. The defender must reroll those dice.
	3	7	Juke	While you perform an attack, if you are evading, you may change 1 of the defender's results to a result.
	3	7	Snap Shot	2 attack dice, range 2, range bonus does not apply After an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack. Attack: Your dice cannot be modified.
	3	14	Squad Leader	Adds While you coordinate, the ship you choose can perform an action only if that action is also on your action bar.

Table 2.5 Talents Table



Upgrade	Minimum IN	CPP Cost	Pilot	Ability Text	Ship
	3	5	•Night Beast	After you fully execute a blue maneuver you may perform a action.	
	3	4	•Deathfire	After you are destroyed, before you are removed, you may perform an attack or drop or launch 1 device.	
	3	3	•Double Edge	After you perform a or attack that misses, you may perform a bonus attack using a different weapon	
	3	3	•Valen Rudor	After a friendly ship at range 0-1 defends (after damage is resolved, if any), you may perform an action.	
	3	3	•Zertik Strom	During the End Phase, you may spend a lock you have on an enemy ship to expose 1 of that ship's damage cards.	
	3	3	•Lieutenant Karsabi	After you gain a disarm token, if you are not stressed, you may gain 1 stress token to remove 1 disarm token.	
	3	3	•Captain Feroph	While you defend, if the attacker does not have any green tokens, you may change 1 of your blank or results to an result	
	3	3	•Lieutenant Lorrir	While you barrel roll, you must use the Maneuver: or template instead of the template.	
	3	3	•Captain Dobbs	While another friendly ship at range 0-1 defends, before the Neutralize Results step, if you are in the attack arc and are not ionized, you may gain 1 ion token to cancel 1 result.	
	3	3	•Lyttan Dree	While a friendly ship at range 0 - 2 performs an attack, if you are in the defender's or , the attacker may reroll 1 attack die.	
	4	4	•Rampage	After you execute a speed 3-4 maneuver, you may choose a ship in your at range 0-1. If you do, that ship gains 1 strain token, or 2 strain tokens if you are damaged.	
	4	4	•Del Meeko	While a friendly ship at range 0-2 defends against a damaged attacker, the defender may reroll 1 defense die.	
	4	4	•Iden Versio	Before a friendly ship at range 0-1 would suffer one or more damage, you may spend 1 . If you do, prevent that damage.	
	4	4	•Gideon Hask	While you perform a primary attack against a damaged defender, roll 1 additional attack die.	
	4	4	•Seyn Marana	While you perform an attack, you may spend 1 hit result. If you do, deal 1 facedown damage card to the defender, then cancel your remaining results.	
	4	4	•Turr Phennir	After you perform an attack, you may perform a or action, even if you are stressed.	
	4	4	•Ved Foslo	While you execute a maneuver, you may execute a maneuver of the same bearing and difficulty of a speed 1 higher or lower instead.	
	4	4	•Captain Jonus	While a friendly ship at range 0-1 performs a or attack, that ship may reroll up to 2 attack dice.	
	4	4	•Major Rhymer	While you perform a or attack, you may increase or decrease the range requirement by 1, to a limit of 0-3.	
	4	4	•Major Vynder	While you defend, if you are disarmed, roll 1 additional defense die.	
	4	4	•Major Vermeil	While you a primary attack, if the defender does not have any green tokens, you may change 1 of your blank or results to a result	
	4	4	•Lieutenant Kestal	While you perform an attack, after the defender rolls defense dice, you may spend 1 focus token to cancel all of the defender's blank/ results.	
	4	4	•Countdown	While you defend, after the Neutralize Results step, if you are not stressed, you may suffer 1 damage and gain 1 stress token. If you do, cancel all dice results.	
	4	4	•Pure Sabacc	While you perform a primary attack, if you have 1 or fewer damage cards, you may roll 1 additional attack die.	
	4	4	•Scorch	While you perform a primary attack, if you are not stressed, you may gain 1 stress token to roll 1 additional attack die	
	4	4	•Static	While you perform a primary attack, you may spend your lock on the defender and a focus token to change all of your results to results.	

Table 2.6 Imperial Pilot Abilities



Upgrade	Minimum IN	CPP Cost	Pilot	Ability Text	Ship
	4	4	•Recoil	While you are stressed, you may treat enemy ships in your at range 0-1 as being in your .	
	4	4	•Countess Ryad	While you would execute a maneuver, you may increase the difficulty of the maneuver. If you do, execute it as a maneuver instead.	
	4	4	•Colonel Vessery	While you perform an attack against a locked ship, after you roll attack dice, you may acquire a lock on the defender.	
	4	4	•Deathrain	After you drop or launch a device, you may perform an action.	
	4	4	•Commandant Goran	After a friendly ship at range 0-3 with a lower initiative than yours partially executes a maneuver, it may perform a red action. 1 Action: Gain 1 strain token to recover 1 .	
	5	5	•Vult Skerris	Before you engage, you may spend 1 to perform an action.	
	5	5	•Mauler Mithel	While you perform a primary attack at attack range 1, roll 1 additional attack die.	
	5	5	•"Scourge" Skutu	While you perform a primary attack against a defender in your arc, roll 1 additional attack die.	
	5	5	•Howlrunner	When a friendly ship at range 0-1 performs a primary attack, that ship may reroll 1 attack die.	
	5	5	•Maarek Stele	While you perform an attack, if the defender would be dealt a faceup damage card, instead draw 3 damage cards, choose 1, and discard the rest.	
	5	5	•Whisper	After you perform an attack that hits, gain 1 evade token.	
	5	5	•Tomax Bren	After you perform a action, you may recover 1 token on 1 of your equipped upgrade cards.	
	5	5	•Commander Malarus	At the start of the Engagement Phase, you may spend 1 and gain 1 stress token. If you do, until the end of the round, while you defend or perform an attack, you may change all of your results to or results. (You have 2 charges for this Ability)	
	5	5	•Blackout	While you perform an attack, if the attack is obstructed by an obstacle, the defender rolls 2 fewer defense dice.	
	5	5	•Rexler Brath	After you perform an attack that hits, if you are evading, expose 1 of the defender's damage cards.	
	3	3	•"Redline: 2 Locks"	You can maintain up to 2 locks.	
	6	6	•"Redline: Acquire"	This ability can only be used if the ship has the Lock action in its action bar After you perform an action, you may acquire a lock.	
	6	6	•Soontir Fel	At the start of the Engagement Phase, if there is an enemy ship in your , gain 1 focus token.	
	6	6	•Midnight	While you defend or perform an attack, if you have a lock on the enemy ship, that ship's dice cannot be modified. 1	
	6	6	•Quickdraw	After you lose a shield, you may spend 1 . If you do, you may perform a bonus primary attack	
	6	6	•Ciena Ree	After you perform an attack, if the defender was destroyed, gain 1 stress token. After a friendly ship at range 0-3 is destroyed, remove 1 stress token.	

Table 2.6 Imperial Pilot Abilities, continued



Upgrade	Minimum IN	CPP Cost	Name	Card Text
	3	7	Instinctive Aim	While you perform a special attack, you may spend 1 to ignore the or requirement
	3	9	Predictive Shot	After you declare an attack, if the defender is in your , you may spend 1 . If you do, during the Roll Defense Dice step, the defender cannot roll more defense dice than the number of your / results.
	3	9	Brilliant Evasion	While you defend, if you are not in the attacker's , you may spend 1 to change 2 of your results to results.
	3	9	Hate	After you suffer 1 or more damage, recover that many .
	3	9	Heightened Perception	At the start of the Engagement Phase, you may spend 1 . If you do, engage at IN 8 instead of your standard initiative value this phase.
	3	9	Extreme Maneuvers	SMALL SHIP, While you perform a action, you may spend 1 to use the turn (or) template instead.
	3	9	Patience	At the start of the Engagement Phase, if there is an enemy ship in your , you may gain 1 deplete token to recover 1 .
	3	10	Foresight	2 attack dice, range 1-3, range bonus does not apply. After an enemy ship executes a maneuver, you may spend 1 to perform this attack against it as a bonus attack. Attack: You may change 1 result to a result; your dice cannot be modified otherwise.
	3	Rank *2	Precognitive Reflexes	SMALL SHIP After you reveal your dial, you may spend 1 to perform a or action. Then, if you performed an action you do not have on your action bar, gain 1 strain token. If you do, you cannot perform another action during your activation.
	3	Rank *3	Supernatural Reflexes	SMALL SHIP Before you activate, you may spend 1 to perform a or action. Then, if you performed an action you do not have on your action bar, suffer 1 damage.
	3	9	Count Dooku	After you defend, if the attacker is in your firing arc, you may spend 1 to remove 1 of your blue or red tokens. After you perform an attack that hits, you may spend 1 to perform an action.
	4	10	Fifth Brother	While you perform an attack, after the Neutralize Results step, if the attack hit, you may spend 2 to add 1 result
	4	11	Seventh Sister's	While you perform a primary attack, before the Neutralize Results step, you may spend 2 to cancel 1 result.
	5	15	Grand Inquisitor's	While you defend at attack range 1, you may spend 1 to prevent the range 1 bonus. While you perform an attack against a defender at attack range 2-3, you may spend 1 to apply the range 1 bonus.
	5	15	Darth Maul	After you perform an attack, you may spend 2 to perform a bonus primary attack against a different target. If your attack missed, you may perform that bonus primary attack against the same target instead.
	6	15	Darth Vader's	After you perform an action, you may spend 1 to perform an action.

Table 2.7 Imperial Force Talents



Upgrade	Minimum IN	CPP Cost	Name	Card Text
*	3	3	Freelance Slicer	While you defend, before attack dice are rolled, you may spend a lock you have on the attacker to roll 1 attack die. If you do, the attacker gains 1 jam token. Then, on a or result, gain 1 jam token.
*	3	3	ISB Slicer	During the End Phase, enemy ships at range 1-2 cannot remove jam tokens.
*	3	8	Seasoned Navigator	After you reveal your dial, you may set your dial to another non-red maneuver of the same speed. While you execute that maneuver, increase its difficulty.
*	3	4	•Director Krennic	Adds Setup: Before placing forces, assign the Optimized Prototype condition to another friendly ship · Optimized Prototype While you perform a primary attack against a ship locked by a friendly ship with the Director Krennic upgrade, you may spend 1 // result. If you do, choose one: the defender loses 1 shield or the defender flips 1 of its facedown damage cards
*	3	4	Novice Technician	At the end of the round, you may roll 1 attack die to repair 1 faceup damage card. Then on a result, expose 1 damage card.
*	3	5	•Agent Kallus	Setup: Assign the Hunted condition to 1 enemy ship. While you perform an attack against the ship with the Hunted condition, you may change 1 of your results to a result. · Hunted After this ship is destroyed, you must choose another enemy ship and assign this condition to it, if able.
*	3	6	•Ciena Ree	Requires or After you perform a action, if the ship you coordinated performed a or action, it may gain 1 stress token to rotate 90°.
*	3	6	•Grand Moff Tarkin	Requires or 2 ϕ During the System Phase, you may spend 2 ϕ . If you do, each friendly ship may acquire a lock on a ship that you have locked.
*	3	7	•Minister Tua	At the start of the Engagement Phase, if you are damaged, you may perform a red action.
*	3	8	•Moff Jerjerrod	Requires or 2 ϕ During the System Phase, you may spend 2 ϕ . If you do, choose the [1 $\mathbf{\downarrow}$], [1 $\mathbf{\uparrow}$], or [1 $\mathbf{\updownarrow}$] template. Each friendly ship may perform a red action using that template.
*	3	8	Perceptive Copilot	After you perform a action, gain 1 focus token.
*	3	9	•Admiral Sloane	After another friendly ship at range 0-3 defends, if it is destroyed, the attacker gains 2 stress tokens. While a friendly ship at range 0-3 performs an attack against a stressed ship, it may reroll 1 attack die.
*	3	3	•Colonel Jendon	At the start of the Activation Phase, you may spend 1 ϕ . If you do, while friendly ships acquire locks this round, they must acquire locks beyond range 3 instead of at range 0-3. Add 2 charge tokens for this ability)
*	5	3	•Lieutenant Sai	After you perform a action, if the ship you chose performed an action on your action bar, you may perform that action.
*	3	4	•Captain Kagi	At the start of the Engagement Phase, you may choose 1 or more friendly ships at range 0-3. If you do, transfer all enemy lock tokens from the chosen ships to you.
*	3	3	•Captain Oicunn	You can perform primary attacks at range 0.
*	5	5	•Rear Admiral Chiraneau	While you perform an attack, if you are reinforced and the defender is in the or matching your reinforce token, you may change 1 of your results to a result.
*	3	4	•ST-321	After you perform a action, you may choose an enemy ship at range 0-3 of the ship you coordinated. If you do, acquire a lock on that enemy ship, ignoring range restrictions.

Table 2.8 Crew Abilities for the Coordinate Path



Upgrade	Minimum IN	CPP Cost	Name	Card Text
*	3	4	•Dauntless	After you partially execute a maneuver, you may perform 1 white action, treating that action as red.
*	3	6	Death Troopers	During the Activation Phase, enemy ships at range 0-1 cannot remove stress tokens.
*	3	10	GNK "Gonk" Droid	Setup: Lose 1 ⚡. Action: Recover 1 ⚡. Action: Spend 1 ⚡ to recover 1 shield.

Table 2.8 Crew Abilities for the Coordinate Path





Upgrade	Minimum Rank	U&M Cost	Name	Card Text
⑦	6	3	Contraband Cybernetics	Before you activate, you may spend 1 ⚡. If you do, until the end of the round, you can perform actions and execute red maneuvers, even while stressed.
⑦	6	7	Internal Dampeners	Before you would execute a maneuver, you may spend 1 shield. If you do, execute a white (O ■) instead of the maneuver you revealed, then gain 1 stress token.
⑦	6	4	Feedback Array	Before you engage, you may gain 1 ion token and 1 disarm token. If you do, each ship at range 0 suffers 1 ★ damage.
⑦	6	5	Cloaking Device	2⚡ Action: Spend 1⚡ to perform a ⚡ action. At the start of the Planning Phase, roll 1 attack die. On a 👁 result, decloak or discard your cloak token.

Table 2.9 Illicit Upgrades

Upgrade	Min IN	U&M Cost	Name	Card Text
🔍	3	4	Advanced Optics	While you perform an attack, you may spend 1 focus token to change 1 of your blank results to a ★ result.
🔍	3	5	Pattern Analyser	While you fully execute a red maneuver, before the Check Difficulty step, you may perform 1 action.
🔍	3	Rank*2	Primed Thrusters	While you have 2 or fewer stress tokens, you can perform ⚡ and ⚡ actions even while stressed.
🔍	3	6	Targeting Synchronizer	While a friendly ship at range 1-2 performs an attack against a target that you have locked, that ship ignores the ✖ attack requirement.
🔍	3	6	Ferrosphere Paint	At the end of the round, you may roll 1 attack die to repair 1 faceup damage card. Then on a ★ result, expose 1 damage card.
🔍	3	1	Biohexacrypt Codes	Requires ✖ While you coordinate or jam, if you have a lock on a ship, you may spend that lock to choose that ship, ignoring range restrictions.
🔍	3	9	Deuterium Power Cells	2⚡ During the System Phase, you may spend 1⚡ and gain 1 disarm token to recover 1 ⚡. Before you would gain 1 non-lock token, if you are not stressed, you may spend 1⚡ to gain 1 stress token instead.

Table 2.10 Tech Upgrades





Modification Upgrades				
Type	Name	Availability	U&M Cost	Card Text
⊗	Advanced SLAM		3	After you perform a action, if you fully executed the maneuver, you may perform a white action on your action bar, treating that action as red.
⊗	Afterburners	Small Ships	6	2 ;After you fully execute a speed 3-5 maneuver, you may spend 1 to perform a action, even while stressed.
⊗	Angled Deflectors	Ship with Shield	3	- 1 , Adds action
⊗	Delayed Fuses		1	After you drop, launch or place a bomb or mine, you may place 1 fuse marker on that device.
⊗	Electronic Baffle	All	2	During the End Phase, you may suffer 1 damage to remove 1 red token.
⊗	Hull Upgrade (AG 1)		3	+1
⊗	Hull Upgrade (AG 2)		5	
⊗	Hull Upgrade (AG 3)		7	
⊗	Munitions Failsafe	All	1	While you perform a or attack, after rolling attack dice, you may cancel all dice results to recover 1 you spent as a cost for the attack.
⊗	Shield Upgrade (AG 1)		4	+1
⊗	Shield Upgrade (AG 2)		6	
⊗	Shield Upgrade (AG 3)		8	
⊗	Static Discharge Vanes	All	8	Before you would gain 1 ion or jam token, if you are not stressed, you may choose another ship at range 0-1 and gain 1 stress token. If you do, the chosen ship gains that ion or jam token instead, then you suffer 1 damage.
⊗	Stealth Device (AG 1)		4	1 ;While you defend, if your is active, roll 1 additional defense die. After you suffer damage, lose 1 .
⊗	Stealth Device (AG 2)		6	
⊗	Stealth Device (AG 3)		8	
⊗	Targeting Computer		2	Adds action
⊗	Ion Limiter Override	All TIEs	4	After you fully execute a red maneuver, you may perform a action, even while stressed. If you do, roll an attack die; on a result gain 1 strain token, and on a result gain 1 ion token.
⊗	Coaxium Hyperfuel		2	You can perform the action even while stressed. If you do, you suffer 1 damage unless you expose 1 of your damage cards. After you partially execute a maneuver, you may expose 1 of your damage cards or suffer 1 damage to perform a action.

Table 2.11 Modification Upgrades


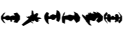



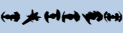








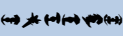













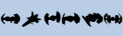

















































Modification Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Cluster Missiles		5	 3 dice, 4  , Range 1-2 Attack (): Spend 1  . After this attack, you may perform this attack as a bonus attack against a different target at range 0-1 of the defender, ignoring the  requirement.
	Concussion Missiles		6	 3 dice, 3  , Range 2-3 Attack (): Spend 1  . After this attack hits, each ship at range 0-1 of the defender exposes 1 of its damage cards.
	Homing Missiles		5	 4 dice, 2  , Range 2-3 Attack (): Spend 1  . After you declare the defender, the defender may choose to suffer 1  damage. If it does, skip the Attack and Defense Dice steps and the attack is treated as hitting.
	Ion Missiles		4	 3 dice, 3  , Range 2-3 Attack (): Spend 1  . If this attack hits, spend 1  or  result to cause the defender to suffer 1  damage. All remaining  /  results inflict ion tokens instead of damage.
	Proton Rockets		7	 5 dice, 1  , Range 1 Attack (): Spend 1  .
	Mag-Pulse Warheads		5	 3 dice, 2  , Range 1-3 Attack (): Spend 1  . If this attack hits, the defender suffers 1  damage and gains 1 deplete and 1 jam token. Then cancel all  /  results.
 	Barrage Rockets	 ()	8	 3 dice, 5  , Range 2-3 Attack (): Spend 1  . If the defender is in your  , you may spend 1 or more  to reroll that many attack dice.
 	Diamond-Boron Missiles	 ()	6	 3 dice, 3  , Range 2-3 Attack (): Spend 1  . After this attack hits, you may spend 1  . If you do, each ship at range 0-1 of the defender with agility equal to or less than the defender's rolls 1 attack die and suffers 1  /  damage for each matching result.
 	Multi-Missile Pods	 ()	10	 2 dice, 5  , Range 1-2 Attack ( or ): Spend 1  . If the defender is in your  , you may spend 1  to roll 1 additional attack die. If the defender is in your  , you may spend up to 2  to roll that many additional attack dice instead.
	Energy-Shell Charges	 with Tech Path	5	 3 dice, 1  , Range 2-3 Attack (): Spend 1  . While you perform this attack, you may spend 1 calculate token to change one  result to a  result.
	XX-23 S-Thread Tracers		2	 3 dice, 2  , Range 1-3 Attack ( ,  or ): Spend 1  . If this attack hits, each friendly ship at range 1-3 of the defender may acquire a lock on the defender. Then cancel all dice results.

Table 2.12 Missiles Upgrades

[★] requires Os-1 Arsenal Loadout configuration to be equipped.



Torpedo Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Adv. Proton Torpedoes		6	<p>☉ 5 dice, 1 ☉, Range 1</p> <p>Attack (☒): Spend 1 ☉. Change 1 ✱ result to a ✱ result.</p>
	Ion Torpedoes		6	<p>☉ 4 dice, 2 ☉, Range 2-3</p> <p>Attack (☒): Spend 1 ☉. If this attack hits, spend 1 ✱ or ✱ result to cause the defender to suffer 1 ✱ damage. All remaining ✱/✱ results inflict ion tokens instead of damage.</p>
	Plasma Torpedoes		9	<p>☉ 3 dice, 2 ☉, Range 2-3</p> <p>Attack (☒): Spend 1 ☉. During the Neutralize Results step, ✱ results are cancelled before ✱ results. After this attack hits, the defender loses 1 shield.</p>
	Proton Torpedoes		12	<p>☉ 4 dice, 2 ☉, Range 2-3</p> <p>Attack (☒): Spend 1 ☉. Change 1 ✱ result to a ✱ result.</p>

Table 2.13 Torpedo Upgrades

Cannon Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Autoblaster		2	<p>☉, 2 dice, Range 1-2</p> <p>Attack: If the defender is in your ☉, roll 1 additional die. During the Neutralize Results step, if you are not in the defender's ☉, ✱ results do not cancel ✱ results.</p>
	Ion Cannon		5	<p>☉, 3 dice, Range 1-3</p> <p>Attack: If this attack hits, spend 1 ✱ or ✱ result to cause the defender to suffer 1 ✱ damage. All remaining ✱/✱ results inflict ion tokens instead of damage.</p>
	Jamming Beam		0	<p>☉, 3 dice, Range 1-2</p> <p>Attack: If this attack hits, all ✱/✱ results inflict jam tokens instead of damage.</p>
	Heavy Laser Cannon		4	<p>☉, 4 dice, Range 2-3</p> <p>Attack: After the Modify Attack Dice step, change all ✱ results to ✱ results.</p>
	Tractor Beam		5	<p>☉, 3 dice, Range 1-3</p> <p>Attack: If this attack hits, all ✱/✱ results inflict tractor tokens instead of damage.</p>
	Synced Laser Cannons		6	<p>☉, 3 dice, Range 2-3</p> <p>Attack: If you are calculating, the defender does not apply the range bonus.</p>

Table 2.14 Cannon Upgrades

requires Xg-1 Assault Configuration configuration to be equipped.



System Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Advanced Sensors		10	After you reveal your dial, you may perform 1 action. If you do, you cannot perform another action during your activation.
	Collision Detector		6	2 ⚡; While you boost or barrel roll, you can move through and overlap obstacles. After you move through or overlap an obstacle, you may spend 1 ⚡ to ignore its effects until the end of the round.
	Fire-Control System		2	While you perform an attack, if you have a lock on the defender, you may reroll 1 attack die. If you do, you cannot spend your lock during this attack.
	Passive Sensors		6	1 ⚡; Action: Spend 1 ⚡. You can only perform this action in your Perform Action step. While your ⚡ is inactive, you cannot be coordinated. Before you engage, if your ⚡ is inactive, you may perform a 🔭 or ⚔ action.
	Trajectory Simulator		10	During the System Phase, if you would drop or launch a bomb, you may launch it using the [5 ↑] template instead.

Table 2.15 System Upgrades

Gunner Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Agile Gunner		6	During the End Phase, you may rotate your 🎯 indicator.
	•BT-1		2	Does not need Darth Vader in Squad While you perform an attack, you may change 1 ✨ result to a ✨ result for each stress token the defender has.
	•Fifth Brother		9	1 🍀; While you perform an attack, you may spend 1 🍀 to change 1 of your 👁 results to a ✨ result.
	Hotshot Gunner		7	While you perform a 🎯 attack, after the Modify Defense Dice step, the defender removes 1 focus or calculate token.
	Skilled Bombardier		2	If you would drop or launch a device, you may use a template of the same bearing with a speed 1 higher or lower.
	Suppressive Gunner		8	While you perform an attack, you may spend 1 👁 result. If you do, the defender gains 1 deplete token unless it chooses to suffer 1 ✨ damage.
	Veteran Turret Gunner		8	After you perform a primary attack, you may perform a bonus 🎯 attack using a 🎯 you did not already attack from this round.
	Weapons Systems Officer		7	After you perform a special attack with the ⚔ requirement, you may acquire a lock on the defender.

Table 2.16 Gunner Upgrades



Turret Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Dorsal Turret		2	2 dice, Range 1-2
	Ion Cannon Turret		5	3 dice, Range 1-2 Attack: If this attack hits, spend 1 or result to cause the defender to suffer 1 damage. All remaining / results inflict ion tokens instead of damage.

Table 2.17 Turret Upgrades

Payload Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Bomblet Generator		5	4 ; During the System Phase, you may spend 1 to drop a Bomblet with the [1 ↑] template. At the start of the Activation Phase, you may spend 1 shield to recover 2 .
	Cluster Mines		8	1 ; During the System Phase, you may spend 1 to drop a Cluster Mine set using the [1 ↑] template. This card's cannot be recovered.
	Concussion Bombs		3	3 ; During the System Phase, if any of this card's are inactive, you must spend 1 to drop 1 concussion bomb, if able, using the [1 ↑] template. Otherwise, you may spend 1 to drop 1 concussion bomb.
	Conner Nets		6	1 ; During the System Phase, you may spend 1 to drop a Conner Net with the [1 ↑] template. This card's cannot be recovered.
	Electro-Proton Bombs		10	1 ; During the System Phase, you may spend 1 to drop an Electro-Proton Bomb with the [1 ↑] template. Then place 1 fuse marker on that device. This card's cannot be recovered.
	Ion Bombs		5	2 ; During the System Phase, you may spend 1 to drop a Ion Bomb with the [1 ↑] template.
	Proton Bombs		5	2 ; During the System Phase, you may spend 1 to drop a Proton Bomb with the [1 ↑] template.
	Proximity Mines		6	2 ; During the System Phase, you may spend 1 to drop a Proximity Mine using the [1 ↑] template. This card's cannot be recovered.
	Seismic Charges		3	2 ; During the System Phase, you may spend 1 to drop a Seismic Charge with the [1 ↑] template.

Table 2.18 Payload Upgrades



Configuration Upgrades				
Type	Name	Availability	U&M Cost	Card Text
	Maneuver-Assist MGK-300		2	Adds actions Reduce the difficulty of your 3 straight () and bank (or) maneuvers.
	Os-1 Arsenal Loadout		0	Adds While you have exactly 1 disarm token, you can still perform and attacks against targets you have locked. If you do, you cannot spend your lock during the attack.
	Sensitive Controls		2	Replace your Autothrusters ship ability with the following: Sensitive Controls: During the System Phase, you may perform a red or red action.
	Target-Assist MGK-300		3	Adds actions Before you engage, if you have no green tokens and you are not stressed, gain 1 calculate token for each enemy ship at range 2-3 in your firing arc, to a maximum of 2.
	TIE Defender Elite		2	Decrease the difficulty of your turn (or) maneuvers. Increase the difficulty of your Koio gran Turn () maneuvers. Replace your <i>Full Throttle</i> ship ability with the following: <i>Advance Fire Control</i> : After you perform a or attack, if you have a lock on the defender, you may perform a bonus primary attack against the defender.
	Xg-1 Assault Configuration		0	Adds While you have exactly 1 disarm token, you can still perform attacks. While you perform a attack while disarmed, roll a maximum of 3 attack dice.

Table 2.19 Configuration Upgrades





2.14.1 Flight Group Alpha Wings

For each mission, the player with the highest Initiative is assigned the Title Alpha One and is the Wing leader. Other ships in Flight Group Alpha may decide to fly in formation with the wing leader during setup phase.

Pilots on the Coordinate Path that have not been assigned the title Alpha One may decide to form a second (or even a third) wing and become its wing leader. If she chooses to do so, none of the wingmates in her wing may have a higher IN. Each additional wing must include at least 2 ships.

The rules for flying in Wings was introduced in FFG's Epic Battles expansion. In FGA, the Wing rules are used both for AI ships and player-controlled ships, but in both cases alterations to the Epic Battles rules have been made. Formation flying can only be performed with small-sized ships. Pilots not flying the same ship type as the wing leader may be forced to split from the formation.

Flying in formation with the wing leader has several benefits:

- Ships in a formation activate with same Initiative as the wing leader.
- Ships in formation attack with same Initiative as the wing leader.
- Various talents and Imperial Pilot Abilities, such as **Swarm Tactics** and **Howl Runner's** ability work perfectly together when ships are flying in formation.

2.14.1.1 Setup for flying in a Wing

Depending on the size of the Flight Group, the player may decide to set up a normal 6 ship formation or a 4 ship formation using the corner wing tool. To set up a 6 ship formation, follow the rules in the Epic Battles Expansion.

Setting up a four ship formation is identical to AI formation setup, where the wing leader is assigned the lowest ship number position (and thus will be to the left and will always activate first). See *chapter 3.2.2.* for how to position the 4 ships. The other players will collectively decide where they will be positioned within the formation. Their position in the formation will determine in what order they will thus activate and perform attacks. This order will stay the same until a ship breaks off from the formation. Assign a Formation token to each of the ships in

formation.

2.14.1.2 Player Wingmate movement

Player-controlled Wings follow the same rules as AI controlled wings, see *chapter 3.3.9 Activating AI Wingmates*, with the following additional rules:

Planning Phase

A wingmate may decide to break formation in this phase. Each such wingmate assigns their own dial. Remove the Formation token.

Activation Phase

Ships in a formation activate with same Initiative as the wing leader.

Wingmate Actions

When the player wingmate's ship is positioned relative to the wing leader, it is assumed to have performed the same actions as the wing leader, including any linked actions the leader has performed. If the wingmate player can still perform actions available to them, they may perform any **available actions** (not limited by FFG's wingmate rules), but may not perform any positional actions (e.g., barrel roll, boost, and/or SLAM).

Engagement Phase

Ships in formation attack with same Initiative as the wing leader.

Additional Forced Splitting Criterias

- The player wingmate's ship is not of the same ship type as the wing leader, and the wing leader performs a maneuver that is not on the wingmate's ship's dial.
- The player wingmate's ship is not of the same ship type as the wing leader, and the wing leader performs a positional action (barrel roll, boost and/or SLAM), or series of linked actions, that is not possible for the wingmate's ship type.

In either case, the player wingmate's ship will perform a white 2 forward during the Activation Phase. Add a stress token to the ship. Remove the Formation token.

Additional Rules for the FGA Wing leader

If any of the cases in *chapter 3.3.9.3* occurs, the wing is broken. Remove all the wingmates' Formation tokens.



2.15.1 No Escape!

Unless stated in a mission, Imperial Pilots have standing orders not to flee. Should a ship leave from the board, even in Friendly Space, the ship is destroyed, and you must make an ejection roll (chapter 4.11.3).

Imperial ships are only allowed to leave the board through mission specific escape routes, as stated in the primary objectives.

2.15.2 (Almost) No hyperdrive!

Most Imperial ships do not have a hyperdrive installed. Unless explicitly stated in mission objectives, Imperial pilots may not use the hyperdrive even if their ship has one. Unauthorized use of a hyperdrive results in ship destruction (chapter 4.11.4).

2.15.3 Imperials have the initiative

In Flight Group Alpha, the Imperial side has the initiative. If an Imperial Pilot has the same IN as an enemy, it will move first and shoot first. This is a drawback, since the enemy AI will move in response to where the Imperial ships are after their movement, not before! This represents the general lack of skill among the newly recruited pilots, who are viewed within the Navy as expendable cannon fodder. However, once the pilots have proven themselves, they will be able to increase their Initiative and move after the bulk of the enemy ships.

2.15.5 Injuries and Demotions

A Flight Group Alpha pilot that lowers his/her Rank to 0 or below, either by effects due to mission failure or due to certain ejection roll results, are demoted and must leave the flight group. In this case, a player may start a new pilot, see chapter 2.7.6.


Pilots that decrease their Rank below the threshold for having Talent/Imperial Pilot Abilities/Force Talents will retain those but cannot use them until their Rank is again at or above the threshold.

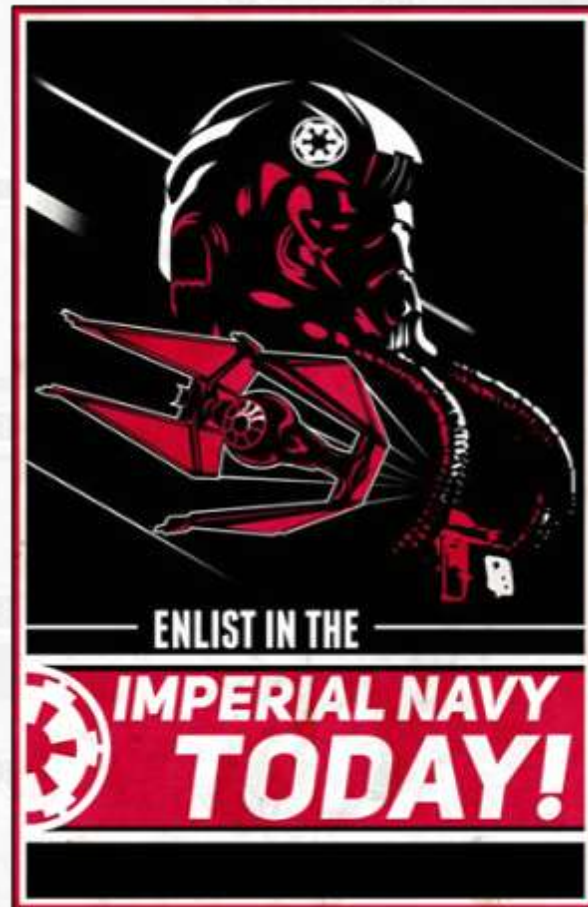
2.15.6 New Recruits

New pilots may join Flight Group Alpha at any time, due to new players wanting to join the game, pilots that have been demoted (see chapter 2.7.5) or **because a player's pilot has been killed in combat**. New pilots start at Rank1 / IN 1 with 0 banked XP. Make sure that the requirements for flying a mission are fulfilled however, as adding a new pilot affects the Imperial Rank (see chapter 4.1 step 2).

Adding or replacing pilots may have a serious effect on the effectiveness of the flight group. However, the Alpha One title and player formation flying is designed to mitigate this.

2.15.7 Medals

At the end of each tour of duty, the members of the flight group may be awarded a medal. Medals are published in the Flight Group Alpha Mission Briefings. Medals are equipped for free and do not use a player's  slot. Pilots from all 4 Career Paths may equip the Medals.





2.16.1 New Actions and Maneuvers

Many missions in this campaign have objectives that require pilots to do things other than destroy enemy ships. Some missions grant players (and sometimes enemies) new actions and maneuvers:

2.16.1.1 Protect

Action. Ships (both player controlled and AI controlled) may be allowed to protect one or more ships or emplacements during a mission. To perform a protect action, a ship must be within range 1 of the target and spend an action to assign it a green circular Protect token (X-Wing 1.0 Evade tokens work well). A pilot may spend a Protect token later during the Engagement phase to cancel one damage rolled by an attacker. There is no limit to the number of Protect tokens that can be assigned, but they are removed during the End Phase.

2.16.1.2 Scan

Action. Some objectives require close visual scrutiny. To perform a scan, a player must be within Range 1 of the target. The mission will detail the effect of performing this action.

Some missions mentions the term inspect as well. You use the Scan action to inspect a target. Any objective that require you to scan or inspect anything also grants all ships in Flight Group Alpha the ability to perform the Scan action for that mission.

2.16.1.3 Dock

Maneuver. Some missions require ships to dock with other ships or terrain and transfer cargo. To Dock with a ship, the docking ship must be touching the target. To Dock with terrain, the ship must overlap. During the next planning phase, the overlapping ship may declare it is docking and is not assigned a maneuver dial. During that docking round, it does not move and has Agility 0, because cargo or passengers are being transferred and it is stationary. A docked ship may not attack or perform actions.

A ship may undock and resume normal movement by assigning a maneuver dial during the following planning phase.

A similar maneuver to docking is Landing, which is explained in chapter 4.3.2.2.

2.16.1.4 Jump to Hyperspace

Maneuver. Certain missions and ship types may allow a ship to flee the mission area by jumping to hyperspace.

To prepare to jump to hyperspace, a ship must perform a blue maneuver and announce it is powering its hyperdrive. Assign it a hyperdrive token (use a tracking token from the X-wing core set or other suitable token. Energy tokens from huge ship sets work well). This is *not* an action; perform an action as usual.

When a ship with at least one hyperdrive token activates during the Engagement Phase, instead of attacking, it must make a hyperspace roll:

Roll 2 attack dice and add 1 ★ result for each hyperdrive token. If the roll totals 3 ★ hits (including critical hits), The jump is successful, and the ship is immediately removed from play. The hyperspace roll can be only be modified by focus tokens or force tokens.

If the ship fails to complete the jump this round, leave the hyperdrive token beside the ship. If a ship with a hyperdrive token performs a non-blue maneuver or elects not to continue jump preparation, remove all hyperdrive tokens.

An ion maneuver does not grant the ship a hyperdrive token.

A ship with a jam token may not make a hyperspace roll.

If a ship with hyperdrive tokens is assigned ion tokens, remove one hyperdrive token for each ion token assigned.

Example 1: A ship with 1 ion token announces that it is powering up its hyperdrive when performing the ion maneuver. But as the ion maneuver does not grant the ship a hyperdrive token, no hyperspace roll is made.

Example 2: In the Engagement Phase a ship with 2 hyperdrive token receives 1 ion token. 1 hyperdrive token is removed. The next round, it performs the ion maneuver, that does not grant a hyperdrive token but removes the ion token. As it still has 1 hyperdrive token, it must make a hyperspace roll that round.





3.1.1 AI Ships

AI ships do not program dials during the Planning Phase like human players do. Instead, they determine their maneuver when it is their turn to activate during the Activation Phase. In Flight Group Alpha, the Empire always has Initiative, so AI ships will always act after Imperial ships of the same Initiative.

When activated, AI ships choose a target and then roll to determine their maneuver based on the target's current distance and facing. Many AI ships do not take their target's IN into account; only its current position and facing. As a result, AI ships with low IN are easy to outmaneuver, but Elite ships with high IN that can barrel roll or boost are much more challenging to catch.

When activating an AI ship during the Activation

Phase, follow Steps 1-3 on its statcard, top to bottom. Sometimes you will need to pre-measure for maneuvers or actions in order to help it make the correct choice for the situation.

When an AI ship activates during the Engagement Phase, use the "Attack Target" step to determine its attack target. Some mission special rules modify this.

3.1.2 AI Ship statcards

Each AI ship has a statcard with its basic stats as well as logic for determining its movement, actions taken, and attack targets. Flight Group Alpha uses statcards that utilize all 9 arcs printed on the ship tokens for X-wing 2.0 ships.

- A. Ship Icon and Name
- B. Initiative and Squadron Name
- C. Faction Icon
- D. Activation Phase logic. These steps may be modified by mission special rules.
- E. Ship Image
- F. Maneuver Table
- G. Maneuver Table selection logic
- H. AI Flee Mechanic

T-65 X-WING

2 BLUE SQUADRON ESCORT

1 Select Target

- 1) Locked: Enemy within Range 3
- 2) Nearest Enemy in ☺ with lower Initiative
- 3) Nearest Enemy in ☺
- 4) Nearest Enemy

2 Select Maneuver

Check Target's Range & Direction, roll on matching table or Direction's stress table, if stressed.

3 Action Selection

- 1) Resolve ☼ or repair with ☺
- 2) ☹ ☼ if not in Enemies arcs
- 3) ☹ ☹
- 4) ☹ ☹ to avoid Target's arc and still get a shot
- 5) ☹ ☹ to get a shot
- 6) ☹ ☹ to avoid Target's arc
- 7) ☹

☹ = only if Target has **not** yet moved
☹ = only if Target has **already** moved

Attack Target

- 1) Ship that is locked (prio: ☹, ☹)
- 2) Nearest Enemy

Flee threshold: 2 Health ☹☹

When assigned a Flee token: if facing edge at Range 1-2 move at fastest speed or perform Hyperspace maneuver and roll:

Version: 2019-02-14



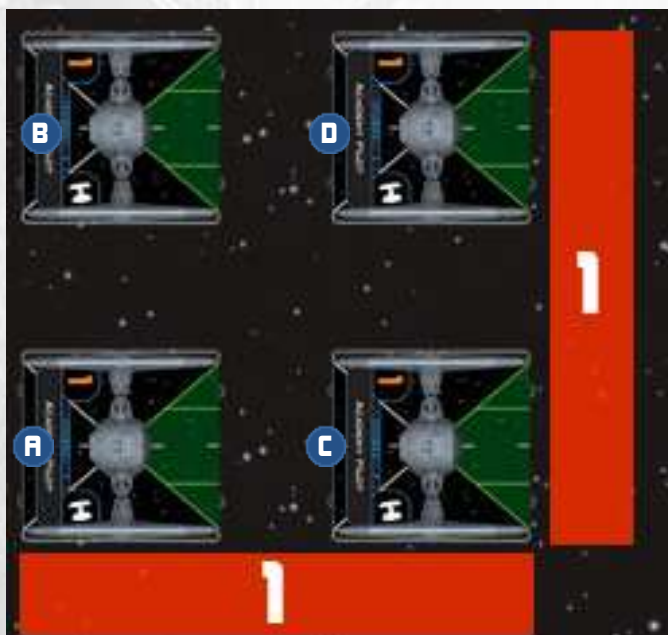
3.2.1 AI Setup

For each AI ship present, you will need the model with its base and its AI statcard. AI ships do not need maneuver dials. You will also need a ship card, of the same squadron name as stated on the AI statcard for each ship. For ships other than TIE Fighters or Z-95 Headhunters, you will also usually need to draw a Faction Pilot card to determine its equipment. See chapter 4.7 *Faction Pilot Card Decks*

3.2.1.1 Ship Numbering

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

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



3.2.2 AI Deployment

The mission's Squad Composition table lists which enemy ships are present, and the mission diagram indicates where those squadrons enter play using numbered arrows (vectors). See *Mission Setup Diagrams*, chapter 4.2 for more details.

Ships in a squadron are deployed in *Formation*, but the exact layout depends on the number of ships. Center a squad's formation(s) over its numbered arrow on the mission's setup diagram and follow the diagram below, using the corner wing tool from the Epic Battles Multiplayer Expansion.

For a 2 ship formation, deploy the *highest* numbered ship in position A along the board end and the next highest in position B. The ship in position B is the formation leader.

For a 3 ship formation, deploy the *highest* numbered ship in position B along the board end and the next highest in position C and the lowest numbered ship in position D. The ship in position D is the formation leader.

For a 4 ship formation, deploy the *highest* numbered ship in position A along the board edge, the next highest in B, and so on until all ships in the squadron are placed. The ship in position D is the formation leader.

Use the corner wing tool to place the ships at correct distance from each other. the width of a maneuver template fits between them.

Since the lowest-numbered ship in a formation moves first, this setup prevents them from overlapping each other (and losing their actions) most of the time.

AI ships always deploy in square formations to minimize collisions and focus their firing arcs.

If there are different types of ships in a squadron, deploy each type in a separate formation with both formations adjacent to each other.

There are no enemy AI formations in the game with more than 4 ships.




3.3.1 Step 1: Select Target

Follow the steps on the AI statcard to choose the target that best meets the criteria. Use this target for all activation phase steps (1-3) but re-select a target when attacking in the Engagement phase.

3.3.1.1 Determining “Nearest”

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

According to X-wing core rules a ship's arc does not extend beyond range 3. If an AI card states the following: “Nearest Enemy in 

3.3.1.2 Maintaining or Discarding Locks

An AI ship generally keeps their lock on a target from the previous round. This means that the AI ship will continue to pursue the same target until the target is destroyed. However, if the currently locked target is beyond Range 3 AND there is another enemy within Range 3, the lock should be removed and a new target should be selected.

3.3.1.3 Target at Range 0

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

3.3.1.4 Formations

During the Activation Phase, all ships in a Formation make the same choices during their Select Target and Select Maneuver steps. When the lowest-numbered ship in a formation activates, use its position and facing to determine the target. All other ships in the formation will select the same target, see *chapter 3.3.9 Moving other ships in a formation*.

3.3.2 Other AI Target Selections

The default AI logic presented in this section is referred to as *Attack*. Many missions in the campaign have special rules that override the

standard target selection for some squadrons of AI ships:

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.

3.3.2.2 Escape AI

Mission special rules will specify a board edge. 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. Ships with turrets using Escape AI may rotate their turret to get the nearest ship in arc.

Note the difference in behavior between a ship with Escape AI and ships with a flee token. Only ships with a flee token use the flee mechanic explained in *chapter 3.5*.

3.3.2.3 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. See *Protect*, *chapter 2.8.1.1*

3.3.2.4 Targeting Huge Ships

When selecting a target, use the nearest point of the huge ship's base to determine if it is the priority target.

If the huge ship can move this round, use the distance and position of its front stand when selecting a maneuver. If the Huge ship does not move (due to mission special rules) use its nearest stand and treat it as if it were Closing.



3.3.2 Step 2: Select Maneuver

Once a target is selected, determine its distance, and facing relative to the AI ship and use this information to select the appropriate maneuver table from the diagram.

A ship token is divided into 9 arcs: the front ☀ and back ☾ arcs, which are both divided into a right and a left part, the left ☺ and right ☻ arcs, which are both divided into an upper and lower part. Finally there is the bullseye ☉ arc, which is printed inside the front arc. These arcs correspond to the arcs on the AI statcard.

For AI controlled ships, maneuvering in the bullseye arc represents maneuvers where the target is almost straight ahead, and almost only straight maneuvers are valid. For the purposes of maneuver selection only, **use the width of the AI ship's base** to define the bullseye arc instead of the bullseye arc printed on the ship token. Select the bullseye arc maneuver table for AI ship movement if either of the following is true:

- The target is within the width of the AI ship's base.
- The AI ship is in formation and the target is within the width of any other ship's base within that formation.

Roll a six-sided die and execute the maneuver that matches the result. For ships in formation, only roll for the **wing** leader. The others will attempt to keep their position in the formation using the corner wing tool, if possible. *See chapter 3.3.9*

For targets on the left side, use the corresponding table on the right side of the diagram, reversing the maneuver icons. Note that some ships like the Decimator (☛) have maneuvers that turn away from their targets.

3.3.2.1 Ships on the dividing line

The AI's maneuver tables are divided into 9 directions, but sometimes its nearest target is on a dividing line. In this case, use the table that the target ship is facing towards. If the target ship is pointing directly toward or away from the AI ship, randomly choose which table to use.

3.3.2.2 Determining Inner, Middle or Outer Tables

To determine whether a ship is Closing or Fleeing, draw a line across the front of the target's base. If the AI ship is in front of this line, the target is *Closing*. Otherwise, it is *Fleeing*.

If the target is at Range 1, or at Range 2 and Closing on the AI ship, use the inner tables. If the target is at Range 2 and Fleeing from the AI ship, or at Range 3, use the middle tables. At Range 4+, use the outer tables. Each AI statcard has a reminder in the corner. *See chapter 3.1.2*

3.3.2.4 Determining beyond Range 3

It is difficult to determine if a target beyond range 3 is within the bullseye arc of the ship. If the target is positioned in such a way that the only meaningful AI maneuvers are straight maneuvers, select the bullseye arc maneuver table for range 4+.

3.3.3 Red Maneuvers & Stress

Use the stress tables instead of the normal maneuvering tables if the AI ship has one or more stress tokens. AI ships remove stress tokens the same way as player-controlled ships: by performing blue maneuvers.

Due to lack of situational awareness, however, **AI's** do not receive stress when it partially executes a red maneuver. The AI ship still skips its Perform Action step, however.



This graphic shows the bullseye arcs of AI ships in formation. These AI ships shall use the bullseye arc maneuver table if the target is in either of these arcs.



3.3.4 Ships with a flee token

When a ship receives a flee token it will select its maneuver from a different decision tree. See *chapter 3.5* for more information on the flee mechanic.

3.3.5 Ionized AI ships

Ionized AI ships do not need to select a maneuver as it must perform a blue 1 ↑ for the ionization effect. During the Action Selection it must perform the focus action.

3.3.6 Obstacles and Board Edges

If the AI ship's maneuver template or ship base will overlap an obstacle or any object that is regarded as an obstacle in these rules, such as hostile mines, minefields, huge ships etc, it attempts to *Swerve*. Adjust its chosen maneuver *once* to try and avoid the collision, as described below. If it is unable to avoid the obstacle by swerving, execute its original move. If an AI ship begins its movement overlapping an obstacle, it does not attempt to Swerve that round.

3.3.6.1 Swerving

Adjust the intended bearing of the maneuver 45° in either direction and then select a new maneuver at the same speed (or closest speed possible within the limitations of the ship's dial) *that brings it closest to its target*.

- Koio gran Turns (↻) will change to Segnor's Loop or banks ↗.
- **Segnor's** Loop (↘ or ↙) will change to Koio gran Turns, straights ↑ or turns ↗.
- Talon Rolls (↖ or ↗) will change to Segnor's Loops or banks ↗.

If the ship's new maneuver will still collide with the obstacle, perform the original maneuver chosen and suffer the collision.

3.3.6.2 Swerving and Formations

Only AI wing leaders and AI ships not in formation perform Swerving. This means that if a wingmate overlaps an obstacle after being placed in formation with the wing leader, the wingmate will suffer the

effects of overlapping it as normal.

3.3.6.3 Board Edges

Unlike avoiding obstacles, AI ships make every effort to avoid the board edge. AI Ships whose maneuver would have them facing the board edge at a distance of Range 1 or less from their front guides attempt to swerve. AI ships whose maneuver will take them off of the board will swerve but may use any maneuver available on their AI statcard to stay on the board.

If there is no possible maneuver that achieves this, the AI ship is destroyed. If the AI flies off the board as a result of being ionized, the player that ionized them scores XP for the kill.

3.3.6.4 Swerving Examples

A TIE Fighter attempting a 1 ↗ will collide with an asteroid. Changing the maneuver's bearing would result in a 1 ↖, but the TIE Fighter can't perform that maneuver. Instead it chooses the next closest speed for that maneuver it has; a 2 ↗. This will not result in the TIE hitting an asteroid, so it performs the 2 ↗.

Another TIE Fighter begins its move with an asteroid directly in front of it. The players are pretty sure this is a dumb TIE Fighter pilot and that there are no moves that will avoid the asteroid. The TIE selects a 4 ↻. Since this maneuver will overlap, swerving changes it to a 3 ↗. This new maneuver will still cause the TIE Fighter to overlap, so it simply performs the original 4 ↻ and collides with the asteroid anyway, in classic TIE Fighter style.

A Modified YT-1300 begins the Activation Phase in close proximity to an obstacle. It selects a 3 ↙ as its maneuver. Unfortunately, this maneuver will cause the template to overlap the obstacle. When comparing the end position of the available swerve maneuvers, it is determined that a 4 ↻ will bring the YT-1300 closer to its target than a 3 ↗, so the YT-1300 performs the 4 ↻.



3.3.8 Step 3: Select Action

After moving an AI ship will perform its action step unless it is stressed, partially executed a red maneuver, or was otherwise prohibited (e.g., overlaps another ship). Check each condition of its action priority in order, top to bottom and perform the first action that meets the criteria. If the ship can perform multiple actions, continue until it has performed as many actions as possible.

3.3.8.1 Pre-measuring Actions and Range

When deciding which action to perform, most will require you to measure range, check arcs, or see if repositioning will fulfil that action's criteria.

Sometimes you may be able to judge these criteria by eye, but usually you will need to lay the range ruler or position maneuver templates and move the AI ship to check. If it turns out that the ship can't meet the criteria for doing an action after you've measured or moved it, simply move it back and check its next priority.

3.3.8.2 Action based on targets movement

Some ships will select different actions depending on whether the target has already moved or not. An AI ship with a target that has not yet moved will generally not waste actions to position itself using barrel roll or boost.

3.3.8.3 Clearing the Effects of Critical Hits

If an AI ship suffers from the effects of a critical hit that can be repaired with an action, such as *Damaged Sensor Array* or *Console Fire*, it will perform that action as its top priority, with the most recent critical hit repaired first.





3.3.9 Activating AI Wingmates

The rules for flying in Wings was introduced in FFG's Epic Battles expansion. In FGA, the Wing rules are used both for AI ships and player-controlled ships, but in both cases alterations to the Epic Battles rules have been made.

When a wingmate moves as part of its activation, use the corner wing tool to place the ship into the same wing position within the formation relative to its wing leader.

The following apply to wingmates:

- After it is placed in formation, a wingmate is treated as having fully executed the same maneuver as the wing leader. This includes the speed, color, and bearing of the wing leader's maneuver.
- After a wingmate is placed on an object it can overlap, it is treated as overlapping that object while moving and resolves the effects of that object.
- If a wingmate cannot be placed in formation because it would overlap another ship, or because it would leave the play area, the wingmate splits from the wing. The wingmate is returned to its starting position and executes the wing leader's maneuver (obeying normal overlap rules and Swerving rules if necessary). Then that wingmate performs actions as normal.

Wingmate Actions

If the wing leader selected any repositioning actions during Action Selection, such as barrel roll, boost and/or SLAM, the wingmates are considered to have already performed those same actions.

If the AI ship can still perform more actions, continue in the Action Selection list until it has performed as many actions as possible, skipping all additional repositioning actions.

3.3.9.1 Performing Koigran Turns etc

If the wing leader performed a Koigran Turn (R), **Segnor's Loop** (A or B) Talon Roll (T or R), ships that can be placed in formation should do so in inverted position: a ship that was originally to the right of the wing leader should be placed to the left

of the wing leader. A ship that was originally directly behind the wing leader retains that position, a ship that was originally behind and to the right of the wing leader should now be placed behind and to the left.

3.3.9.2 Forced Splitting (Wingmate)

Game effects can cause forced splitting, in which a wingmate must leave its wing. A wingmate will split from its wing after any of the following occur:

- The ship cannot be placed into formation while moving.
- The ship becomes ionized or tractored.
- The ship is stressed and its wing leader executes a red maneuver. The stressed ship will perform a white 2 forward instead.
- An effect other than a maneuver instructs the ship to move or rotate its base.
- The ship receives a flee token

In Flight Group Alpha, a ship that leaves a formation cannot re-join it.

3.3.9.3 Forced Splitting (Wing leader)

Moving AI ships in formation speeds up the game significantly. Because of this, the Flight Group Alpha rules aim to keep the formation intact even if the wing leader cannot continue.

The wing leader splits from the formation when any of the following occur:

- The ship is destroyed.
- The ship becomes ionized or tractored.
- Receives a flee token, a Hyperdrive token or jumps to Hyperspace
- Flies off the play area (flee or escape)

In this case, the lowest numbered ship in the formation becomes the new wing leader.



3.4.1 Attack Target


Each AI ship determines a target to fire upon during the Engagement Phase, following the steps on the AI statcard. This target need not be the same as originally selected in Step 1 (*chapter 3.3.1*), because the target might now be out of range, have been destroyed, or some other effect forces the AI to select a new target.

3.4.1.1 Rolling Attack and Defense Dice

AI ships attempt to maximize the result of each dice roll they make using any tokens and reroll abilities, regardless of the defense value of the target they are firing upon, or how likely they are to hit.

Use tokens assigned to the ship as required below at the first opportunity.

3.4.1.2 Spending Tokens when Attacking



Spend tokens to maximize damage. Spend a focus token if there is at least 1  result to convert to a hit.

Locks are a special case. In X-wing, Locks can be used to maximize damage but also to enable attacks with upgrades such as missiles and torpedoes. In addition, many Flight Group Alpha AI ships prioritize a Locked target over other enemies in a way that is similar to a ship having Strike AI towards a specific target: they will continue to pursue the same ship round after round until the Lock is spent or removed.

The rules for spending Locks are different depending on whether a ship is equipped with missiles/torpedo upgrades.

For ships without ordnance upgrades (or no charges on any ordnance upgrades) the rules need to strike a balance between maximizing the amount of damage and continuing to pursue the same ship:

- Spend the lock if the AI ship's attack roll does not have the potential to generate more hits/crits than the number of defender's defense dice to be rolled. For the purposes of evaluating the hit/crit potential of this attack, consider the expenditure of focus tokens and any dice modification effects (e.g., talent upgrades, card effects, etc.) on both the attack roll and the soon-to-be-made defense roll.


Example: An AI ship with a focus token makes a 3 dice, range 2, obstructed primary attack against a 2 Agility player ship. The attack roll result is   and blank. The AI ship's potential number of hits/crits rolled is 2 (hit + hit when focus is spent). The defending player will be rolling 3 dice (2 agility + 1 obstruction). Since the number of potential hits is less than the number of defense dice to be rolled, the AI ship will spend the Lock to reroll the blank die. Had this same attack not been obstructed, the AI ship would not spend the Lock because the number of potential hits/crits would equal the number of defense dice to be rolled.

For ships with ordnance upgrades, regardless of attacking with or without ordnance:

- Spend the Lock if the AI ship has a focus token and rolled any number of blanks.
- Spend the Lock if attacking with ordnance and there are no charges remaining on that upgrade.

As missiles and torpedoes are amongst the most deadly weapons in X-wing, an AI ship carrying ordnance should prioritize keeping the Lock to enable multiple attacks with ordnance unless it can maximize the damage from any weapon by spending both a focus token and a Lock in the same attack.

3.4.1.3 Spending Tokens when Defending

Spend Focus and Evade tokens to reduce damage as much as possible, without adding excess . If a ship has both tokens, spend its Evade token first, and Focus token second, unless the Focus token would prevent all damage taken. If spending a token won't affect the amount of damage taken, don't spend it.



3.4.2 Damage and Critical Hits

Damage and critical hits are resolved as usual. Since many of the AI opponents' ships have no shields and most missions require many ships to be in play, consider assigning them the orange damage tokens instead of drawing damage cards:



Any critical hits suffered can be tracked by placing the card on the table beside the affected ship or, if the ship is the only one of its kind, on its AI statcard. This greatly helps to keep things organized.

3.4.2.1 Critical Damage on Group 1 ships

To further simplify the handling of critical damage on a large number of Group 1 ships, instead of dealing a critical damage card, roll on *table 3.1* and immediately apply the result. This method should only be used on Group 1 ships. For more on ship groups, see *chapter 4.8.1*.

If you decide to use table 3.1 instead of dealing face up damage cards, players will still get XP from source 1.2 in *table 2.3*.

3.4.2.2 Applying Effects

If the AI player must choose the target of an effect, it is described on its Faction Pilot card for that ship. **Otherwise, use the AI ship's target priority to determine which ship(s) or targets are affected.**

3.4.2.3 Earning Experience Points

Players gain Experience Point tokens whenever they damage or destroy enemy ships. See *Earning Experience Points, chapter 2.3*

Result	Extra Token
	+1 weapons disabled token
	+1 ion token
	+1 stress token
	+1 damage token (see 3.4.2)

Table 3.1 Critical Damage on Group 1 ships





The flee mechanic provides AI ships the ability to flee the battlefield upon receiving a certain amount of damage or due to mission specific rules.

3.5.1 The Flee threshold

The AI flee mechanic comes into effect when an AI ship is **at or below the ship's flee threshold**, as stated on the AI statcard. A ship with Health at or below the Flee threshold is assigned a flee token. Health is calculated by adding the AI ship's Hull remaining to its Shields remaining. Most Rebel and Scum ships have a threshold of 2, while most Imperial ships have a threshold of 0. Imperial ships almost never use the AI Flee mechanic.

Example 1: A Z-95 has a Flee threshold of 2 Health. Standard Z-95s have a total Health of 4: 2 Hull and 2 Shields. Assign a flee token to the Z-95 if it has lost both shields.

Example 2: A Z-95 is down to 1 Hull remaining while having 1 Shield left, giving it a Health of 2. Assign a flee token to the ship.

An AI ship that has been assigned a flee token in the Engagement phase will attack as normal (if possible) that round.

In terms of earning XP, a flee token is considered colorless.

3.5.2 Flee tokens on ships with hyperdrive

Hyperdrive capable ships are identified by being allowed to perform the hyperdrive maneuver and having a flee table printed beside the Flee threshold on the AI card. In the Planning phase, a hyperdrive capable AI ship with a flee token acts according to the following steps:

Step 1 Select Target


1. Do not select a target.

Step 2 Select Maneuver

1. If facing a board edge at Range 1-2, move at fastest possible speed to that edge. Otherwise:
2. Roll a die on the flee table and perform the indicated maneuver. Regardless if the maneuver was completely or partially executed, assign a *Hyperdrive* token to the ship.

AI Ships with flee tokens will attempt to swerve away from obstacles with another blue maneuver, if possible.

Step 3 Select Action

1. Perform a  action, if possible. It will not use actions to repair damage cards.

Attack Target

1. Ships with flee tokens do not attack. Instead, make a roll to try to *Jump to Hyperspace*. If possible, it will use a focus token to modify the result so that the jump succeeds.

3.5.3 Flee tokens on ships without hyperdrive

Ships without hyperdrive do not have a flee table printed on the AI card. In the Planning phase, an AI ship with a flee token, but without a hyperdrive, will perform the following steps:

Step 1 Select Target

1. Do not select a target.

Step 2 Select Maneuver

1. Move at fastest speed toward nearest edge.

Step 3 Select Action

1. Perform a  action, if possible.

Attack Target

1. Ships with flee tokens do not attack.

3.5.4 Being attacked if having a flee token

AI ships with a hyperdrive have the possibility to modify the jump to hyperspace roll with focus tokens. It will prioritize keeping the focus token instead of mitigating incoming damage unless that damage would cause the ship to be destroyed.

AI ships without a hyperdrive must use its focus tokens to mitigate any damage taken.

See *chapter 2.8.1.4 Jump to Hyperdrive* for how to handle jam and ion tokens when a ship has hyperdrive tokens.



3.5.1 Disabled and Immobile Ships

In this campaign ships and objects can become disabled or immobile. The mission briefing will clearly state which ships or objects that can become either disabled or immobile, and how. Usually, it means that a ship needs to be brought down to a certain number of Hull. The definitions are as follows:

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

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.

The difference is there due to mission dynamics. Sometimes ships need to glide off the board and therefore become disabled. Sometimes a ship needs to become stationary to enable player controlled or AI ships to be able to dock with it.

Disabled and Immobile ships cannot lose these states. When a ship either becomes disabled or immobile, a weapons disabled tokens is placed on the ship.

Ships that perform the Docking Maneuver (see *chapter 2.16.1.3*) are “almost” immobile as long as they perform this maneuver. They do not perform any other maneuvers, cannot attack and cannot perform actions. They also get Agility 0. All these penalties disappear when they are assigned a new maneuver.







The Imperial Campaign Round

During each campaign round, players perform these phases:

- 1) Assign Alpha One
- 2) Calculate Imperial Rank
- 3) Mission Selection
- 4) Mission Setup
- 5) Select Upgrades
- 6) Play Mission
- 7) Modify Mission Deck Phase
- 8) Upkeep Phase

1. Assign Alpha One

The player with the highest Initiative (IN) is declared the leader of Flight Group Alpha. If there is a tie, the tied players decide who becomes the leader.

The leader of Flight Group Alpha receives the Alpha One Upgrade, which does not use the Title slot on that player's ship.

2. Calculate Imperial Rank

Calculate the average Rank (round down) of all Imperial players. This will be the Imperial Rank for the mission.

3. Mission Selection Phase

Alpha One checks the requirements for the tours of duty and what missions are available to play. If the Mission Deck is used, draw 2 cards and show them to the players. From the available missions, the players collectively decide which mission to play.

4. Mission Setup Phase

Set up all ships and terrain following the mission diagram and squad composition table. Determine enemy Threat Level based on the Rank. See *Threat Level Scaling, chapter 4.8*. Represent each enemy ship beside the map with the corresponding ship card. For example, A rebel X-wing should be represented by Blue Squadron Escort. Draw pilot cards for each ship except for Z-95's and TIE/In Fighters.

Check which ship the player will be assigned for this mission and hand out a ship card to each player by using the lowest IN pilot for each ship type.

5. Select Upgrades

Now it is time to equip Upgrades from the Imperial Armory. Consult the Player Sheet for a reference on



what upgrade slots that are available for the ship type to fly. You may acquire Upgrades using your pilot's available U&M Points. Certain missions will grant upgrades for "free", or grant you bonus U&M Points to spend for that mission only.

At this step you also decide Upgrades for your Career Path Upgrade Slots. Consult with the others on what upgrades you want as most CP upgrades are Limited and may only be chosen by one pilot in Flight Group Alpha.

6. Play Mission Phase

Each player decides if she wants to deploy in formation with Alpha One. Up to 5 other ships of the same ship type can be attached to Alpha One.

During the mission, make sure to track XP and kills, as well as what Objectives were fulfilled.

7. Modify Mission Deck Phase

Read aloud the Opponent or Imperial Victory text and if in use, modify the Mission Deck. A plus ["+"] replaces the current mission with the one listed. "Discard" removes the mission from the deck, ending that mission arc. "Reshuffle" returns the card to the deck to replay later.

8. Upkeep Phase

After playing the mission, return all upgrade cards acquired from U&M Points to the Armory. Calculate XP received for each ship in the Flight Group. Any ship that has either fled (even though the Empire does not allow it) or been destroyed rolls an ejection roll. The result can affect gained XP for the mission. All XP received are added to the Banked XP on the Player Sheet. Then, any penalties due to failing a mission are recorded on the Player Sheet.

Spending XP can only be done between missions.



Mission Setup Diagrams

1. Grid Lines in Range-1 increments are used to locate ships and mission features.
2. Deployment Areas. Red for Rebels, blue for Imperials and orange for Scum & Villainy. Some missions have multiple setup areas for players to choose between; some have setup areas that are only for allied ships. See the mission's special rules.
3. Approach Vector arrows show where enemy squadrons listed in the squad composition table may arrive, and their facing when deployed.
4. Obstacle placement areas are marked with a white box. Any obstacle should be placed *randomly* within this area; the diagram usually has an example layout.
5. Territory & Turn Limit. Territory type determines what happens to the player ships still in play when the turn limit is reached. See *Mission Territory Types*, chapter 4.11.1
6. New Terrain. When a mission requires these terrain features or emplacements, the number and position scale based on the number of players. Each piece of terrain or emplacement that has a variable setup is outlined in yellow, with a player number beside it.

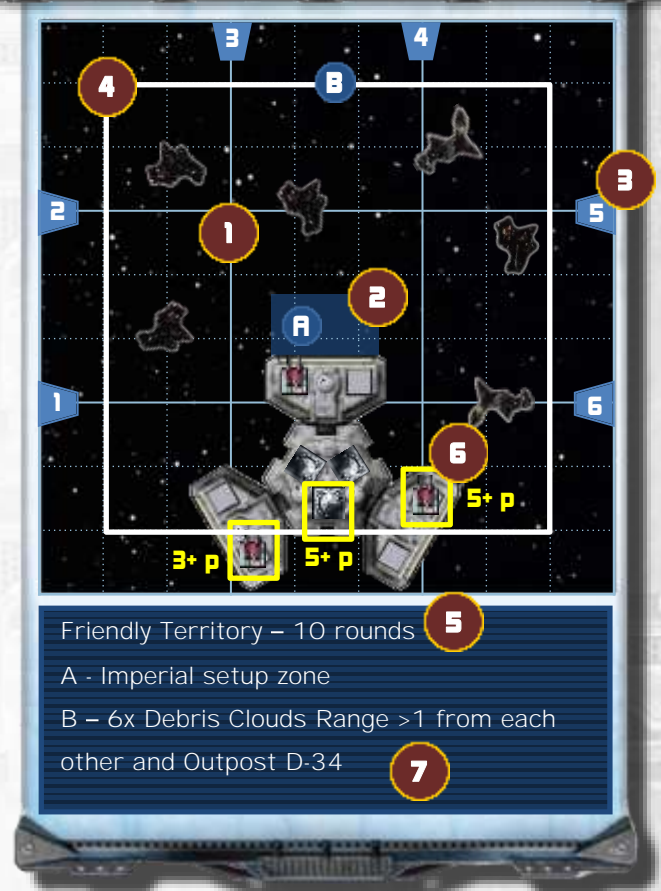
If you have at least this many players, include this piece of terrain in the mission.

7. Legend for letters used in the diagram.

Emplacement Legend

Emplacements are shown in the setup diagram with letter or their token to note their type. You will need the Emplacement AI statcard for missions that use these. Each Emplacement has a corresponding token:

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





Unlike other terrain types, Stations are decorative – they only serve to maintain the position of emplacements. However, station modules interlock so that a station or base and its emplacements can scale with the number of players.

4.3.1 Emplacements

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

When used on a station, each square area can have one emplacement. Emplacements are not obstacles, so ships do not collide or interact with them, except that they can be destroyed.

The following rules are common to all Emplacements:

Movement over Emplacements:

- Are not considered obstacles and do not obstruct attacks, cause collisions, or interact with maneuvers
- AI ships do not swerve to avoid them

Attacks vs. Emplacements:

- Have 0 agility but roll an additional defense die at Range 3+ as usual
- Track damage with tokens, not cards
- Critical hits suffered to hull count as **
- Do not suffer stress or ion tokens
- Do not have an Initiative (except for the Tower)

4.3.1.1 Turbolaser Tower



- With IN 0, attack the nearest enemy ship in the Tower's 90° firing arc. The defender gains 1 bonus defense die at Range 3+.
- Then, rotate the Tower up to 90° to center its firing arc on the target, or to attempt to get the nearest target in arc.

4.3.1.2 Shield Generator



- All emplacements (including this) on the connected station modules gain 1 defense die for each shield generator.

4.3.1.3 Fuel Tank



- When destroyed, all ships and emplacements at Range 1 must roll one attack die and suffer any * or ** damage rolled.

4.3.1.4 Sensor Array



- This Emplacement has mission-specific rules.

4.3.1.5 Command Center



- This Emplacement has mission-specific rules.

4.3.1.6 Cargo Container



- This Emplacement has mission-specific rules.

All relevant data on this page can be found on the Emplacement statcard.

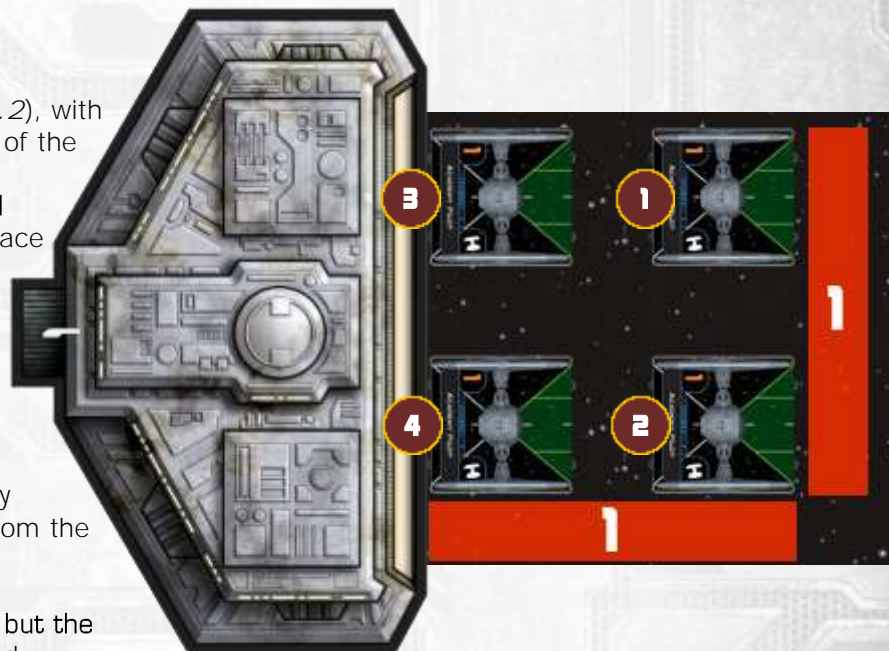


4.3.2 Docking Bay Modules

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

4.3.2.1 Deploying AI ships:

Place ships in formation (see *chapter 3.2.2*), with the highest numbered ship along the edge of the docking bay's entrance, as shown in the formation diagram. If ships can't be placed because other ships are in the way, just place them as close to as possible to how they are depicted in the diagram to the right.



4.3.2.2 Landing:

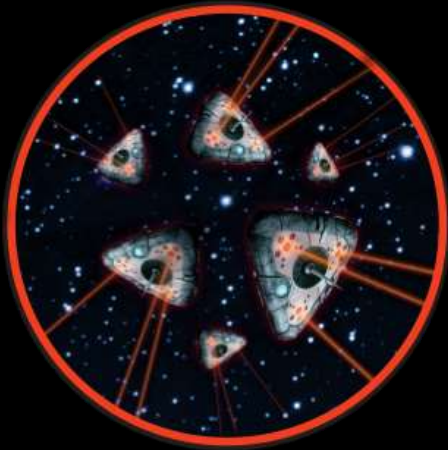
To attempt to land in a Docking Bay, a ship must reveal a non-red maneuver and declare that it is attempting to land. If the ship's *maneuver template* overlaps the bay entrance, the ship lands and is removed from the play area.

If the ship's base overlaps the docking bay but the template does not, the ship fails to land and immediately suffers 1 face-up damage card as a result.





This campaign introduces several new types of terrain, to supplement the Asteroids and Debris Fields from the standard game.



4.4.1 Minefields

Unlike other terrain types, Minefields can be owned by a faction. The mission setup diagram indicates who owns any Minefields; opposing ships consider the mines hostile for the effects below.

4.4.1.1 Template or Ship Overlap

Skip your perform action step. If the minefield is hostile, it detonates: Roll 1 attack die for each of the Mine's remaining hull points and suffer any ✱ or ✱ results rolled, without a defense roll. Remove detonated Minefields from play.

4.4.1.2 Line of Sight

If the Attacker's line of sight crosses a Minefield, the Defender is obstructed and gains an additional defense die.

4.4.1.3 Attacking Minefields

Minefields have 3 hull and 1 agility. They can be targeted and attacked as usual but each critical counts as 2 damage. Remove destroyed minefields from play.

4.4.1.4 AI Logic

AI's swerve to avoid hostile Minefields.

4.4.2 Clouds

Concentrations of gasses that do little to impede movement but limit effective line-of-sight, some rules for clouds depend upon the setting of each Mission. These clouds are not considered obstacles.

4.4.2.1 Template or Ship Overlap

No effect. *See Ion Storm variant, chapter 4.4.3 below.*

4.4.2.2 Line of Sight

If the Attacker's line of sight crosses a cloud, the Defender is obstructed and gains an additional defense die. However, clouds prevent all attacks at Range 3+.

4.4.2.3 AI Logic

AI's do not swerve, not even for Ion Storms.

4.4.3 Ion Storm

These use the same rules as Clouds, with one exception: On Template or Ship Overlap, roll 1 attack die: On a ✱ result, that ship suffers a 1 ✱ and becomes ionized, but does not skip its perform action step.



4.5.1 BFF-1 Bulk Freighter



The BFF-1 Bulk Freighters in this Ruleset are represented as Large Based Ships. You can represent these ships with any Large based ships you may have on the table. Freighters have IN 0 and are considered Neutral ships unless stated otherwise in mission specific rules. With 8 Hull and 4 Shields it can take a beating but with 0 attack die and 0 defense die it is obviously not built for combat.

- Can only move 1 ↑
- Considered Large Base Ship
- Count ✱ taken against Hull as ✱✱
- Only gain XP for damaging or destroying Bulk Freighters from mission special rules
- If a freighter's final position overlaps with a small, medium or large ship, that ship is immediately destroyed. Then, roll one attack die for each small ship and two dice for each medium or large ship. The Freighter suffers any ✱ or ✱ rolled.
- AI ships make every effort to avoid the movement path of freighters. If their chosen maneuver causes them to be positioned such that the freighter will overlap them on the following round, 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.

4.5.2 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.
- Only gain XP for containers from mission special rules

4.5.3 Sensor Beacon



- Considered an Emplacement
- If the beacon is placed on an asteroid during mission setup, that beacon will not be obstructed by the asteroid it is placed upon.
- Count ✱ taken against Hull as ✱✱
- When it defends, change one of the attacker's ✱ result to an 👁 result. The attacker cannot reroll the die with the changed result.



All relevant data on this page can be found on the Additional Component statcard 1.



4.5.4 Mine Types A, B and C

These mines have several similar statistics:

- Always attacks the nearest enemy in any direction
- Attacks at IN 7
- Only gain XP for mines from mission special rules
- Count ✱ taken against Hull as ✱✱
- Counts as asteroids for AI swerving.
- If a mine receives one or more ion tokens, at the start of the following activation phase, replace all ion tokens with one weapons disabled token.
- After a ship overlaps or moves through Mine Type A, B or C, it detonates. Roll 2 attack dice. That ship then suffers 1 ✱ plus 1 ✱/✱ for each matching result. Then remove the mine.

4.5.4.1 Mine Type A (Laser)



- This mine only attacks at Range 1, with a total of 4 dice.

4.5.4.2 Mine Type B (Ion)



- If this attack hits, spend 1 ✱ or ✱ result to cause the defender to suffer 1 damage. All remaining ✱ / ✱ results inflict ion tokens instead of damage.

4.5.4.3 Mine Type C (Warhead)



- When this mine is hit, spend 1 charge to immediately launch a missile at the attacker:



- The defender may choose to suffer 1 ✱ damage. If it does, skip the Attack and Defense Dice steps and the attack is treated as hitting.

All mines on this page can be found on the Mine statcard.

4.5.5 Remotes

These Remotes were introduced in the Epic Battles Multiplayer Expansion and are included here for completion.

4.5.5.1 Key Cargo



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

4.5.5.2 Satellite



When ships at range 0-1 acquire locks, those ships may acquire a lock on objects at range 0-1 of any satellite.

4.5.5.3 Shuttle



While this remote defends, if a friendly ship is in the attack arc, add 1 ✱ result.

4.5.5.4 Turret



System Phase: Its controller may rotate the remote 90 or 180 degrees.

Engagement Phase: This remote performs an attack against 1 ship in its ☹ at range 1-3.

4.5.5.5 Warhead



After this remote is destroyed, roll an attack die: on a ✱ or ✱ result, it detonates.

After this remote detonates, each ship in its ☹ at range 0-2 suffers 1 ✱ damage, each ship in its ☹ at range 0-2 suffers 3 ✱ damage instead.



4.6.1 Mission Scaling

Each campaign mission is designed to scale based on 2 factors, the number of pilots and their average Rank, so that your squadron can play even if somebody can't make it that gaming session.

Every mission has a Squad Composition table, (example below), which lists which enemy ships are present, when they arrive, and where they are deployed. Each column is described in detail below:

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

Table 4.1 Example Squad Composition table

4.6.1.1 Squad

The callsign of the squadron is often referenced in mission special rules. Each squad can be 1-4 ships, and all ships in a squadron deploy in formation and move together until they engage in combat. If a squad contains several ship types, they deploy in separate formations. *See AI Deployment, chapter 3.2.2.* Some ships, such as the Z-95 Headhunter and the Y-wing have different AI statcards based on whether it is a Scum or Rebel ship. If such is the case, it will be stated here which faction's AI you should use.

4.6.1.2 Arrival

Squadrons with "Setup" listed will be deployed on the table before any player ships. "Round #" means the squad is placed at the start of that round. "Special" is described in a mission's special rules, usually triggered by an event. All ships that are not deployed during Setup are placed in the reserve and should be placed on their respective ship card. Unless stated otherwise, all turreted ships have their turrets faced forward at arrival.

4.6.1.3 Vector (Approach Vector)

Numbers and letters refer to the setup diagram for the mission. Sometimes dice (d6) or options (1/6 or 1-3) are listed. In that case, when the squad needs to be placed on the table, roll the dice or

randomly select an option to determine where the squadron appears. Reroll any roll that would make a squad appear at a vector where another randomized squad has already appeared this round.

4.6.1.4 AI (Enemy Logic)

The Artificial Intelligence column lists the target priority of each enemy squadron. Attack is the default on the AI ship cards, but other types change how a ship behaves and are described in mission special rules. *See chapter 3.3.2* for more AI logics.

4.6.1.5 Pilot Scaling (3p – 6p)

Use the contents of each column that is less than or equal to the number of players in the current mission. The icon indicates which ship type, with its default hull and shields, to include. Some cells add ships (+), while some cells upgrade existing ships (↑). In a few cases, cells also improve the stats of ships (+2🌀). Unless otherwise stated, these extra shields are added on top of the default number of shields for that ship type.

Colored cells (4+) with numbers only apply if the Imperial Rank (🌀Rank) of the players squad is at least as high as the number. Some ships can be added or replaced in this way. *See table 4.2* for full details on what each icon in these columns mean.



4.7.1 The Faction Pilot Card Decks

The Flight Group Alpha AI pack includes ships from the factions Empire, Rebels and Scum & Villainy. It also contains Pilot Cards for many of the ships as well. The Pilot Cards should be compiled into 3 decks, each containing all the cards for one of the 3 factions. The pictures above show Pilot Cards, from left to right, from Scum, Empire and Rebels respectively. When populating the map with ships based on the Squad Composition table, you may be required to draw cards from these 3 Pilot Card decks. The composition of the Pilot Cards are explained in detail in *chapter 4.9*.

4.7.2 Drawing Faction Pilot Cards

The procedure for drawing a Faction Pilot Card depends on the symbol listed in the Squad Composition. If there are multiple ships of the same type in the squad, only draw once; all ships in a squad will use that card (they will all be equipped with the same upgrades):

Random Faction Ship (☉, ☪, or ☮):
Draw a Faction Pilot card for the correct Faction Pilot Card Deck. If you draw a Group 1 ship (see *chapter 4.8.1*), repeat the process until you draw a Group 2 ship. Add that ship.

Specific Faction Ship (☉, ☪, ☮ etc):
Draw a card from the correct deck until you find one matching the ship icon. Add that ship.

Elite Enemies (☉☉, ☪☪, etc):
Draw a card from the correct deck until you find one matching the ship icon, for either a random or

specific ship type as required. The only difference is that Elite enemies use more of the abilities on the card, as its Threat Level is higher. See *Scaling Elite Ships, chapter 4.8.2*.

Setup Icon Examples

+☉, +☪	Add a ship of this ship type.*
+☉	Add this ship type.* *
+☪	Add a random ship from this faction.* *
☉☉	Add an Elite ship of this ship type.* *
☉☪	Add a random Elite ship from this faction.* *
4☉	Replace a ☉ or ☪ with this ship if Player Rank is ≥4
4+☉	Add this ship, if Player Rank is ≥4* *
4☉☪	Replace a ☉ or ☪ with a random ship type of this faction, if Player Rank is ≥4* *

* These are Group 1 ships (*chapter 4.8.1*).

* * These are Group 2 ships (*chapter 4.8.1*).

Table 4.2 Setup Icon Example Chart



In Flight Group Alpha all enemy ships (both non-elite and elite ships) have a Threat Level. The XP earned for destroying an enemy ship is based on its Threat Level (TL). Depending on the 🌀Rank, the enemy ships' Threat Levels will be scaled according to table 4.3.

4.8.1 Ship Type Groups

Enemy ships are grouped based on ship type:

Group 1 consists of the TIE/In Fighter, the Mod TIE/In Fighter and the Z-95.

Group 2 consists of all other ship types.

The scaling of these 2 group differ, as can be see in table 4.3. Group 1 ships can never be Elite ships in Flight Group Alpha.

4.8.2 Scaling Elite Ships

Elite ships have the 🌀 symbol beside the ship type in the Squad Composition table.

- At 🌀Rank 1-4, all Elite ships have the second

lowest Threat Level on the Pilot Card.

- At 🌀Rank 5+, all Elite ships have the third lowest Threat Level on the Pilot Card.

Only ships that have at least 2 Threat Levels stated on the pilot card can be elite ships. Due to scaling it might be required to draw a ship that has 3 Threat Levels stated on the card. If so, draw pilot cards until you get one with 3 Threat Levels.

4.8.3 🌀Rank 7 and 8

When the game starts to scale towards Imperial Rank 7 and 8, the game will become significantly more challenging:

At rank 7, all non-Elite Group 2 ships increase their Threat Level by 1, effectively adding 25 Squad Points of upgrades and/or worth of Initiative increase on each ship.

In addition, at rank 8, all enemy ships regenerate 1 Shield at the end of each turn.

🌀Rank	Group 1 TIE/In & Z-95	Group 2 All other ship types	Example
1	Do not draw Pilot Card	<ul style="list-style-type: none"> Non-elite: Do not draw Pilot Card Elite: Draw Pilot Card. The ship has (lowest +1) Threat Level on that card. 	Non-elites are lowest TL 🌀 is TL 3
2-4	As above	<ul style="list-style-type: none"> Non-elite: Draw Pilot Card. Ship has the lowest TL on that card. Elite: As Above 	is TL 2 🌀 is TL 3
5	As above	<ul style="list-style-type: none"> Non-elite: As above Elite: Has the (lowest +2) TL on the Pilot Card 	is TL 2 🌀 is TL 4
6	As above + All enemy ships get 1 Shield Upgrade.	<ul style="list-style-type: none"> Non-elite: As above Elite: As above + All enemy ships get 1 Shield Upgrade.	is TL 2, get +1 🌀 🌀 is TL 4, get +1 🌀 H and are get +1 🌀
7	Draw Pilot Card. Ship has the lowest TL on that card. All enemy ships get 2 Shield Upgrades.	<ul style="list-style-type: none"> Non-elite: Has the (lowest +1) TL on the Pilot Card. Elite: As above All enemy ships get 1 Shield Upgrade.	is TL 3, get +1 🌀 🌀 is TL 4, get +1 🌀 H and are TL 2, get +2 🌀
8	As above + All enemy ships regenerate 1 Shield at the end of turn.	As above + All enemy ships regenerate 1 Shield at the end of turn.	As above + All enemy ships regenerate 1 🌀

Table 4.3 Mission Scaling Chart



Below is a description of the different parts of a Faction Pilot Card. They are created in the spirit of Fantasy Flight Games Quick Build cards, where the concept of Threat Levels were introduced.

1) Faction Icon

The faction icon determines if the card is part of the Rebel, Scum or Empire Card Deck.

2) Ship Icon and Ship Type name

When a mission calls for a specific ship type, use this icon to determine it.

3) Threat Level Icons

This card contains 3 Threat Levels, 2, indicated with yellow, Threat Level 3, with orange, and Threat Level 4, with red coloring of the icons.

4) Pilot Abilities and Ship Upgrade text

The Pilot Abilities from specific pilots are always printed on the Pilot Cards. If this text is white, the wording is exactly the same as on the printed card from FFG. However, if the text is yellow, the text differs, as the mechanics has been altered from X-wing rules to work with an AI-controlled ship. This can be slight alterations, or outright cheating to make the AI tougher to beat.

For Upgrades, the text is generally not printed at all, just the name of the upgrade. However, if yellow text is printed, this means that the text differs from the original text.

5) Long Pilot Card name

This text includes which Pilot Card deck this card belongs to, the ship type and variant number.



4.9.1 Sample Pilot Card

The Rebel Pilot Card above has 3 Threat Levels.

At Threat Level 2, replace the Blue Squadron Escort card with the Red Squadron Veteran card. Add Predator and R5 Astromech to the ship. The ship is now IN 3.

At Threat Level 3, replace the ship card with Jek Porkins pilot card. The ship now has his ability, Proton Torpedoes and Shield Upgrade in addition to the upgrades at Threat Level 2.

At Threat Level 4, the ship is now IN 7. Add Norra Wexley's pilot ability to the ship and a Munitions Failsafe card in addition to the upgrades from Threat Level 2 and 3 on this Pilot Card.



The Flight Group Alpha AI pack (a separate file) includes 28 ship types. For reference, this is the Threat Level span for each ship type found on the Faction Pilot Cards in the AI pack.

As stated earlier, only ships that have at least 2 Threat Levels stated on the pilot card can be elite ships. Due to scaling it might be required to draw a ship that has 3 Threat Levels stated on the card. If so, draw pilot cards until you get one with 3 Threat Levels.

The First Order ships are listed here for future use, as they are not currently used in the campaign.

Imperial Ships	Starting Threat Level	Maximum Threat Level:
TIE/In Fighter	1	2
TIE Interceptor	2	4
TIE Bomber	2	4
TIE Advanced x1	2	4
TIE Defender	3	5
TIE Phantom	2	4
Lambda Shuttle	2	3
Decimator	4	5
TIE Advanced v1	2	4

Table 4.6 Threat Levels for Imperial ships

First Order Ships	Starting Threat Level	Maximum Threat Level:
TIE/fo Fighter	2	2
TIE/sf Fighter	2	3

Table 4.7 Threat Levels for First Order ships

Rebel Ships	Starting Threat Level	Maximum Threat Level:
Z-95	1	2
A-Wing	2	3
B-Wing	2	4
X-Wing	2	4
Y-Wing	2	4
YT-2400	4	5
YT-1300	4	5
VCX-100	4	5

Table 4.4 Threat Levels for Rebel ships

Scum Ships	Starting Threat Level	Maximum Threat Level:
Scyk	2	2
Kihrazx Fighter	2	4
Fang Fighter	2	4
StarViper	2	4
Y-Wing	2	4
Z-95	1	2
HWK-290	2	2
Firespray-31	3	5
Mod TIE/In Fighter	1	1

Table 4.5 Threat Levels for Scum ships



4.11.1 Mission Territory Type

Each mission can have 1 of 3 territory types: Friendly, Neutral and Hostile, which generally

represents how dangerous a mission is for the pilots. The type determines the number of dice used in eject rolls and what happens to Imperial ships that are still in play when the turn limit has been reached.

Effect	Friendly Territory	Neutral Territory	Hostile Territory
Eject Roll	1 attack die	2 attack dice	3 attack dice
Escaping	Use the Escaping Rules.	Use the Escaping Rules.	Use the Escaping Rules.
Unauthorized Hyperdrive use	Pilot is demoted (loses 1 rank)	Pilot is demoted (loses 1 rank)	Pilot is demoted (loses 1 rank)
Mission End	Imperial ships survive	Imperial ships survive	Make an eject roll for Hostile Territory

Table 4.7 Territory Effects

4.11.2 Ejecting

When a ship is shot down, the player must make an eject roll in the Upkeep Phase to determine the condition of their pilot. Roll the number of attack dice for the mission territory type at the time the ship was shot down (usually the one stated in the Mission Briefing). Consult *table 4.8* to determine the results. All results are cumulative.

Example 1: Rolling a and a will cause you to lose 1d3 CP Points and 1d6 U&M Points.

Example 2: Rolling a 2 will cause you to lose 2d3 CP Points and play next mission with 1 rank lower than you have.

4.11.3 Escaping

Imperials are not allowed to flee unless being specifically ordered to. Escaping through any edge of the map will result in ship being destroyed. Make an ejection roll with the corresponding number of dice based on territory type at the time the ship escaped.

4.11.4 Hyperdrive use

Only some Imperial ships in this campaign have a hyperdrive and can perform the Jump to Hyperspace maneuver. Even so, using the hyperdrive without permission or too early (mission special rules) is not allowed. If unauthorized use occurs, the pilot is demoted (loses 1 rank). See *chapter 2.2.1* for hyperdrive capabilities for each ship.

4.11.5 Mission End

The Imperial Navy is the strongest in the galaxy. In Friendly and Neutral Territory just being on the mat at the end of the mission means the you have survived the mission regardless if you failed the mission or not, as the Navy has or gains control of the area. However, in Hostile Territory all remaining Imperial ships are destroyed. Make an eject roll for each ship remaining using 3 dice.

Eject Results	
	Pilot Killed – start a new pilot
	Serious Injury - Play next mission with 1 rank lower than you have.
Each	Lose 1d3 banked CPPs
Each	Lose 1d6 banked U&M Points
Each	Earn 1d6 less XP for this mission
(blank)	Safely Eject (no penalty)

Table 4.8 Eject Results

"MISSION ABORTED, MISSION A FAILURE!"

- IMPERIAL FLIGHT OFFICER, STAR WARS: TIE FIGHTER



FLIGHT GROUP ALPHA'S MAIN PUBLISHING SITE FOR X-WING 2.0:

<https://boardgamegeek.com/filepage/229173/flight-group-alpha-imperial-co-operative-campaign>

FLIGHT GROUP ALPHA'S SITE FOR X-WING 1.0:

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




• ALPHA ONE

Allows other ships to fly in Player formation with this ship. Equipping this card does not occupy a Title slot.

X-MING-CARD-CREATOR.COM
© 2014 © FFG




DARTH VADER'S ABILITY

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

EMPIRE

X-MING-CARD-CREATOR.COM
© 2014 © FFG




SEVENTH SISTER'S ABILITY

While you perform a primary attack, before the Neutralize Results step, you may spend 2 ⬢ to cancel 1 ⬢ result.

EMPIRE

X-MING-CARD-CREATOR.COM
© 2014 © FFG




GRAND INQUISITOR'S ABILITY

While you defend at attack range 1, you may spend 1 ⬢ to prevent the range 1 bonus. While you perform an attack against a defender at attack range 2-3, you may spend 1 ⬢ to apply the range 1 bonus.

EMPIRE


X-MING-CARD-CREATOR.COM
© 2014 © FFG




ION LIMITER OVERRIDE

After you fully execute a red maneuver, you may perform a ♠ action, even while stressed. If you do, roll an attack die; on a ★ result gain 1 strain token, and on a ✱ result gain 1 ion token.

TIE




COAXIUM HYPERFUEL

You can perform the ♠ action even while stressed. If you do, you suffer 1 ★ damage unless you expose 1 of your damage cards. After you partially execute a maneuver, you may expose 1 of your damage cards or suffer 1 ★ damage to perform a ♠ action.

♠




ION LIMITER OVERRIDE

After you fully execute a red maneuver, you may perform a ♠ action, even while stressed. If you do, roll an attack die; on a ★ result gain 1 strain token, and on a ✱ result gain 1 ion token.

TIE




COAXIUM HYPERFUEL

You can perform the ♠ action even while stressed. If you do, you suffer 1 ★ damage unless you expose 1 of your damage cards. After you partially execute a maneuver, you may expose 1 of your damage cards or suffer 1 ★ damage to perform a ♠ action.

♠




ION LIMITER OVERRIDE

After you fully execute a red maneuver, you may perform a ♠ action, even while stressed. If you do, roll an attack die; on a ★ result gain 1 strain token, and on a ✱ result gain 1 ion token.

TIE




COAXIUM HYPERFUEL

You can perform the ♠ action even while stressed. If you do, you suffer 1 ★ damage unless you expose 1 of your damage cards. After you partially execute a maneuver, you may expose 1 of your damage cards or suffer 1 ★ damage to perform a ♠ action.

♠




ION LIMITER OVERRIDE

After you fully execute a red maneuver, you may perform a ♠ action, even while stressed. If you do, roll an attack die; on a ★ result gain 1 strain token, and on a ✱ result gain 1 ion token.

TIE




COAXIUM HYPERFUEL

You can perform the ♠ action even while stressed. If you do, you suffer 1 ★ damage unless you expose 1 of your damage cards. After you partially execute a maneuver, you may expose 1 of your damage cards or suffer 1 ★ damage to perform a ♠ action.

♠

Setup Icon Examples

2020-08-26

Icon	
+H, +K	Add a ship of this ship type
+P	Add a random ship from this faction.
Ⓢ	Add an Elite ship of this ship type
ⓈP	Add a random Elite ship from this faction.
4↑	Replace a H or K with this ship if ⓈRank is ≥4
4+↑	Add this ship, if ⓈRank is ≥4
4↑P	Replace a H or K with a random ship type of this faction, if ⓈRank is ≥4

FGA v206 Table 4.2 Setup Icon Examples

Threat Level Scaling, H and K

2021-09-18

Rank	Pilot Card to Draw
1-5	Do not draw Card.
6	As above + all enemy ships get 1 Shield Upgrade: H and K get +1 Ⓢ
7+	Draw Card. Ship has the lowest TL on that card. + all enemy ships get 2 Shield Upgrade: H and K are TL 2, get +2 Ⓢ
8	As above + all enemy ships regenerate 1 Shield at the end of turn: H and K are TL 2, get +2 Ⓢ + regenerating shield

FGA v207 Table 4.3 Mission Scaling Chart

Threat Level Scaling, Group 2

2021-09-18

Rank	Pilot Card to Draw
1	Non-elite: Do not draw Card Elite: Draw Card. The ship has (lowest +1) Threat Level on that card.
2-4	Non-elite: Draw Card. Ship has the lowest TL on that card. Elite: As above
5	Non-elite: As above Elite: Has the (lowest +2) TL on the Pilot Card
6	Non-elite: Has the (lowest +1) TL on the Pilot Card. +1 Ⓢ Elite: As Above +1 Ⓢ
7	Non-elite: As Above + 1 more Ⓢ Elite: As Above + 1 more Ⓢ
8	Non-elite: As above Elite: As Above + regenerating shield

FGA v207 Table 4.3 Mission Scaling Chart

Critical Damage on H and K

2021-09-18

Instead of dealing critical damage cards to H and K you can roll a die and apply the following effect on that ship:

Result	Extra token
1	+1 weapons disabled token
2	+1 ion token
3, 4	+1 stress token
5, 6	+1 damage token (see 3.4.2)

Use of this table is optional in FGA v207

FGA v206 Table 3.1 Critical Damage ...

AI Cheat Sheet

2021-09-18

Effect	What happens?
A Lock on a ship in the Target Selection step...	... is discarded if the AI ship has Attack AI and locked ship is beyond Range 3.
Doing a partial Red Maneuver...	... does not give the AI ship a stress token, but Action is still lost.
An Ionized AI ship..	... must do a 1 blue ↑ and do a focus action next round.
Spending Lock, if ship has no ordnance upgrades	Spend the lock if the AI ship's potential number of * and * < # of green dice to roll.
Spending Lock, if ship has ordnance	Spend Lock if any blanks rolled and has Ⓢ token, or no charges remain on ordnance attacking with.

FGA v207 Chapters 3.3.1.2, 3.3.3, 3.3.5 and 3.4.1.2

AI Swerving

2021-10-08

If the AI ship's maneuver template or ship base will overlap an obstacle, it attempts to *Swerve*. Adjust the intended bearing of the maneuver 45° in either direction and then select a new maneuver at the same speed (or closest speed possible within the limitations of the ship's dial) that brings it closest to its target.

- Koigrogran Turns (R) will change to Segnor's Loop or banks L.
- Segnor's Loop (A or B) will change to Koigrogran Turns, straights ↑ or turns R.
- Talon Rolls (J or F) will change to Segnor's Loops or banks L.

If the ship's new maneuver will still collide with the obstacle, perform the original maneuver chosen and suffer the collision. **Wingmates do not perform swerving.**

FGA v207 Chapter 3.3.6

Eject Rolls

2021-09-18

Friendly	Neutral	Hostile
♦	♦♦	♦♦♦
***	Pilot Killed – start a new pilot	
**	Serious Injury - Play next mission with 1 rank lower than you have.	
Each *	Lose 1d3 banked CPPs	
Each Ⓢ	Lose 1d6 banked U&M Points	
Each *	Earn 1d6 less XP for this mission	
(blank)	Safely Eject (no penalty)	

FGA v207 Table 4.8 Eject Results

Jump to Hyperspace


2020-10-05

- To prepare to jump to hyperspace, a ship must perform a blue maneuver and announce it is powering its hyperdrive. Assign it a hyperdrive token.
- Perform an action as usual (AI's always perform the focus action)
- When a ship with at least one hyperdrive token activates during the Engagement Phase, instead of attacking, make a hyperspace roll: Roll 2 attack dice and add 1 * result for each hyperdrive token. The hyperspace roll can be only be modified by focus tokens or force tokens.
- If the roll totals 3 * hits (including critical hits), The jump is successful, and the ship is immediately removed from play.
- If the ship fails to complete the jump this round, leave the hyperdrive token beside the ship. If a ship with a hyperdrive token performs a non-blue maneuver or elects not to continue jump preparation, remove all hyperdrive tokens.

FGA v206 Chapter 2.8.1.4

Source	Dealing damage to enemy ships	
1.1	Deal damage to one or more enemy ships, <u>per round</u>	1 XP
1.2	Deal a face up damage card to an enemy ship	1 XP per face up damage card
1.3	Destroy an enemy emplacement	+1 XP
1.4	Destroy any enemy ship with a Threat Level	+2 XP per Threat Level
1.5	Destroy an enemy Bulk Freighter	+4 XP
	Reducing opponent's performance	
2.1	Assign one or more red or orange tokens (except lock) to an enemy ship, <u>per round</u>	1 XP
2.2	Remove a blue or green token from an enemy ship	1 XP
	Taking damage	
3.1	Use an ability to suffer 1 damage for another ship in Flight Group Alpha	2 XP
3.2	Being dealt a face up damage card from enemy fire (not mines or bombs)	1 XP per face up damage card
	Boosting Flight Group Alpha's performance	
4.1	Give another ship in Flight Group Alpha an action	1 XP
4.2	Assign a blue or green token to another ship in Flight Group Alpha	1 XP
4.3	Remove a red or orange token from another ship in Flight Group Alpha	1 XP
	Negative Points	
5.1	Assign another ship in Flight Group Alpha a red or orange token (except lock)	-2 XP
5.2	Deal damage to another ship in Flight Group Alpha	-2 XP per damage dealt
5.3	Deal face up damage card to another ship in Flight Group Alpha	-3 XP per damage card

Table 2.2 Experience Point Chart v207 beta 1 2021-10-06



FLIGHT GROUP ALPHA PLAYER SHEET v207


PLAYER

CALL SIGN

Banked XP:

Banked U&M Points:

Banked Career Path Points:



Initial Tours

TOUR OF DUTY 1

0

0

0

0

0

0

0

0

Medal of Redemption

TOUR OF DUTY 2

0

0

0

0

0

0

0

0

Medal of Unity

TOUR OF DUTY 3

0

0

0

0

0

0

0

0

Medal of Progress

TOUR OF DUTY 4

0

0

0

0

0

0

0

0

Medal of Order

Mid-Game Tours

TOUR OF DUTY 5

0

0

0

0

0

0

0

0

Medal of Loyalty

TOUR OF DUTY 6

0

0

0

0

0

0

0

0

Medal of Destiny

Final Tour

TOUR OF DUTY 7

0

0

0

0

0

0

0

0

Emperor's Will

NON-TOUR MISSIONS

0

0

0

0

0

0

0

0

Medal of Dignity

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

Ejections:

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

RANK 1

RANK 2

RANK 3

RANK 4

RANK 5

RANK 6

RANK 7

RANK 8

FREE

4 XP

9 XP

16 XP

25 XP

36 XP

49 XP

64 XP

0

1

0

2

0

3

0

4

0

5

0

6

0

7

0

8

81 XP

100 XP

121 XP

0

0


0

ACE PATH

FORCE USER PATH

COORDINATE PATH

TECH PATH



FLIGHT GROUP ALPHA PLAYER SHEET v207


PLAYER

CALL SIGN

Banked XP:

Banked U&M Points:

Banked Career Path Points:



Initial Tours

TOUR OF DUTY 1

0

0

0

0

0

0

0

0

Medal of Redemption

TOUR OF DUTY 2

0

0

0

0

0

0

0

0

Medal of Unity

TOUR OF DUTY 3

0

0

0

0

0

0

0

0

Medal of Progress

TOUR OF DUTY 4

0

0

0

0

0

0

0

0

Medal of Order

Mid-Game Tours

TOUR OF DUTY 5

0

0

0

0

0

0

0

0

Medal of Loyalty

TOUR OF DUTY 6

0

0

0

0

0

0

0

0

Medal of Destiny

Final Tour

TOUR OF DUTY 7

0

0

0

0

0

0

0

0

Emperor's Will

NON-TOUR MISSIONS

0

0

0

0

0

0

0

0

Medal of Dignity

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

Ejections:

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

0

RANK 1

RANK 2

RANK 3

RANK 4

RANK 5

RANK 6

RANK 7

RANK 8

FREE

4 XP

9 XP

16 XP

25 XP

36 XP

49 XP

64 XP

0

1

0

2

0

3

0

4

0

5

0

6

0

7

0

8

81 XP

100 XP

121 XP

0

0

0

ACE PATH

FORCE USER PATH

COORDINATE PATH

TECH PATH

v207 210822 1

Emplacement Rules

Movement over Emplacements:

- Are not considered obstacles and do not obstruct attacks, cause collisions, or interact with maneuvers
- AI ships do not swerve to avoid them

Attacks vs. Emplacements:

- Have 0 agility but roll an additional defense die at Range 3+ as usual
- Track damage with tokens, not cards
- Critical hits suffered to hull count as **
- Do not suffer stress or ion tokens
- Do not have an Initiative (except for the Turbolaser Tower)

T Turbolaser Tower



- With IN 0, attack the nearest enemy ship in the Tower's 90° firing arc. The defender gains 1 bonus defense die at Range 3+.
- Then, rotate the Tower up to 90° to center its firing arc on the target, or to attempt to get the nearest target in arc.

S Shield Generator



- All emplacements (including this) on the connected station modules gain 1 defense die for each shield generator.

F Fuel Tank



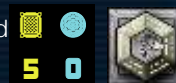
- When destroyed, all ships and emplacements at Range 1 must roll one attack die and suffer any * or ** damage rolled.

These have mission-specific rules:

A Sensor Array



C Command Center



G Cargo Container



Emplacement statcard v207 beta 1 2021-10-06

Terrain

Template/Ship Overlap

Obstructs?

AI

ASTEROID



Skip your perform action step. Roll 1 attack die and suffer any * or **. On ship overlap, also skip your Engagement Phase activation.



Swerve

DEBRIS FIELD



Skip your perform action step and gain one stress token. Roll 1 attack die and suffer any *.



Swerve

MINEFIELD



Skip your perform action step. If *Hostile*, roll 1 attack die for each of the Mine's remaining hull and suffer any * or **, then remove Minefield.

Can be attacked: 3 1 1, count * as **. Only gain XP for mines from mission special rules.



Swerve if *Hostile*

CLOUD/ ION STORM



Cloud variant: No effect

Ion Storm variant: Immediately roll 1 attack die. On a * result, become ionized + suffer 1 *.



No attacks at Range 3+

HUGE SHIP



If your maneuver template overlaps, no effect. If your ship overlaps, skip your perform action step. Roll 1 attack die and suffer any * or **.



Swerve if ship overlaps

Obstacle statcard v207 beta 1 2021-10-06

BFF-1 Bulk Freighter

IN	🔴	🟢	🟡	🟢	🟢
0	0	0	8	4	



- Can only move 1 ↑
- Considered Large Base Ship
- Count ✨ taken against Hull as ✨ ✨
- Only gain XP for Bulk Freighters from mission special rules
- If a freighter's final position overlaps with a small, medium or large ship, that ship is immediately destroyed. Then, roll one attack die for each small ship and two dice for each medium or large ship. The Freighter suffers any ✨ or ✨ rolled.
- AI ships make every effort to avoid the movement path of freighters. If their chosen maneuver causes them to be positioned such that the freighter will overlap them on the following round, 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.

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.

Sensor Beacon

🟢	🟡	🟢	
3	2	0	



- Considered an Emplacement
- If the beacon is placed on an asteroid during mission setup, that beacon will not be obstructed by the asteroid it is placed upon.
- Count ✨ taken against Hull as ✨ ✨
- When it defends, change one of the attacker's ✨ result to an 👁 result. The attacker cannot reroll the die with the changed result.

Additional Component statcard 1 v207 beta 1 2021-10-06

Mine Types A, B and C

These mines have several similar statistics:

- Always attacks the nearest enemy in any direction
- Attacks at IN 7
- Only gain XP for mines from mission special rules
- Count ✨ taken against Hull as ✨ ✨
- Counts as asteroids for AI swerving.
- If a mine receives one or more ion tokens, at the start of the following activation phase, replace all ion tokens with one weapons disabled token.
- After a ship overlaps or moves through Mine Type A, B or C, it detonates. Roll 2 attack dice. That ship then suffers 1 ✨ plus 1 ✨/✨ for each matching result. Then remove the mine.

Mine Type A (Laser)

IN	🔴	R	🟢	🟡	🟢	🟢
7	4	1	3	2	0	



- This mine only attacks at Range 1, with a total of 4 dice.

Mine Type B (Ion)

IN	🔴	R	🟢	🟡	🟢	🟢
7	3	1-2	2	3	0	



- If this attack hits, spend 1 ✨ or ✨ result to cause the defender to suffer 1 hit damage. All remaining ✨ / ✨ results inflict ion tokens instead of damage.

Mine Type C (Warhead)

IN	🔴	R	🟢	🟡	🟢	⚡
7	2	1-2	1	4	0	1



- When this mine is hit, spend 1 charge to immediately launch a missile towards the attacker:

🔴	4	🔴	1-3
---	---	---	-----

The defender may choose to suffer 1 ✨ damage. If it does, skip the Attack and Defense Dice steps and the attack is treated as hitting.

Mine statcard v207 beta 1 2021-10-06