

# EVACUATION OF D'QAR



*After the obliteration of Starkiller Base at the hands of the Resistance, the First Order has raced to destroy their base of operations on D'Qar. As command evacuates the planet, a small squadron of daring and disobedient Resistance pilots target the Fulminatrix's weak-point in the hopes of destroying it.*

## SQUAD BUILDING

This narrative scenario is balanced around Standard Loadout cards included in this Battle Pack. If both players agree, squads may include other ships and upgrades. The scenario squad building rules are as follows:

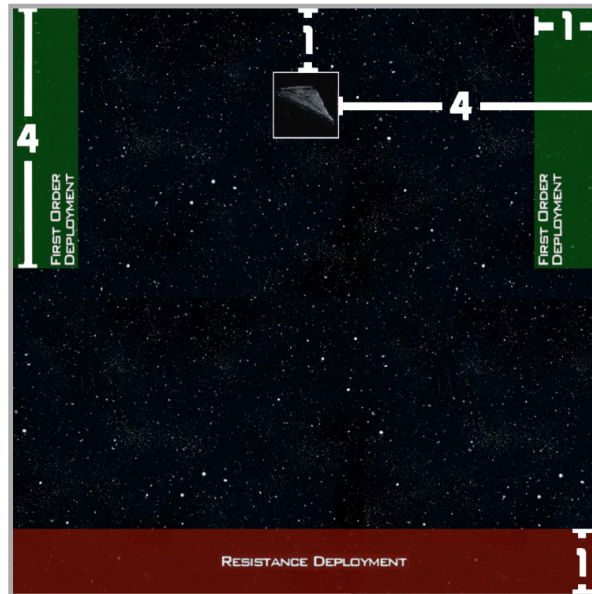
- Each squad must contain between four and ten ships.
- Each squad may total up to 35 squad points.
- First Order squad:
  - Must include only small ships.
  - Cannot include Device upgrades.
- Resistance squad:
  - Only large ships may have Device upgrades equipped.

# SCENARIO SETUP

**Play Area:** 3' x 3'

**Obstacles:** 4 Debris Clouds

**Establish Play Area:** During the establish Play Area step of Setup, place the Fulminatrix Scenario Feature as shown in the setup diagram.



**Place Obstacles:** In player order, players take turns choosing an obstacle and placing it in the play area until 4 obstacles have been placed. Obstacles must be placed beyond range 2 of any board edge, beyond range 1 of any other obstacles, and beyond range 2 of the Fulminatrix.

**Place Forces:** Before placing forces the resistance player may place 1 of their small ships at range 3 of one of the enemy deployment zones. If they do, the enemy must deploy from that deployment zone.

Then players place their ships in their allowed deployment zones in initiative order from lowest to highest initiative, using Player Order as a tiebreaker.

**Victory:** The Resistance player wins immediately if the Fulminatrix a number of damage cards equal to or greater than its hull value.

The First Order player wins at the end of the 9th round if the Resistance has not destroyed the Fulminatrix.

# SENARIO RULES

**Senario Feature:** A Senario Feature is a type of marker that is placed in the play area to facilitate senario play. Senario Features are objects but cannot be moved, attack, damaged, locked or destroyed unless specifically stated in a senario rule.

**Fulminatrix:** The Fulminatrix represents the weak-point of the capital ship. The Resistance player must destroy the weak-point to stop the Fulminatrix from destroying the Resistance. There is a tracking card for the Fulminatrix that details the Hull and Shield ratings of the Weakpoint.

The Fulminatrix is owned and controlled by the First Order player.

The Fulminatrix is an object and can be locked targeted with any attacks and damaged by devices like its a remote, however it ignores its shields while doing so. While the Fulminatrix defends, one evade result is added during the Neutralize Result Step.



*Fulminatrix Senario Feature*

# RESISTANCE PILOTS

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POE DAMERON

EVACUATION OF D'GAR

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After you perform an action, you may perform a white action, treating it as red. If you do, choose a friendly ship at range 0-1, that ship gains 1 strain token.

**LOCKED S-FOILS:** After you perform a action, gain 1 deplete token.

T-70 X-Wing

BLACK ONE

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After you perform a action, lose 3 . Then you may gain 1 ion token to remove 1 disarm token.

If any of your are inactive, you cannot perform the action.

BB-8

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After you gain a non-lock red token, you may spend 1 to discard that token and gain another non-lock red token of your choice.

OVERDRIVE THRUSTER

While you perform a red , , or action, you must use a template of 1 speed higher if able.

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JAYCRIS TUBBS

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After you execute a blue manoeuvre, every friendly ship at range 0-1 must transfer 1 red token to you.

**LOCKED S-FOILS:** After you perform a action, gain 1 deplete token.

T-70 X-Wing

HEROIC

While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

CALM UNDER FIRE

After you are dealt a facedown damage card remove 1 red token.

After you are dealt a faceup damage card, remove 2 red tokens.

DAMAGED R4-P ASTROMECH

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Before you execute a basic maneuver, you may spend 1 . If you do, while you execute that maneuver, reduce or increase its difficulty.

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STOMERONI STARCK

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After you fully execute a manoeuvre, if you have 2 or more enemy ships in your and 2 or more enemy ships have you in their you must boost (this is not an action).

**LOCKED S-FOILS:** After you perform a action, gain 1 deplete token.

T-70 X-Wing

HEROIC

While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

R3 ASTROMECH

You can maintain up to 2 locks. Each lock must be on a different object.

After you perform a action, you may acquire a lock.

UNDERSLUNG BLASTER CANNON

After an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack.

**Attack []:** Your dice can be modified only by spending a lock for the default effect.


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STOMERONI STARCK






**2**


**• VENNIE**


**HEROIC**

**EVALUATION OF D'QAR**


**2**


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**2**



**3**

While you defend or perform an attack, if you have only blank results and have 2 or more results, you may reroll any number of your dice.

**“PROTECT THE BOMBERS”**

While a friendly large ship defends, if there is a friendly ship with the **“Protect The Bomber”** upgrade equipped in the attack arc at range 0-1 of the defender, it rolls 1 additional defence die.

While you defend if the attacker is in a friendly ship's , you may roll 1 additional die.

**REFINED GYROSTABILIZERS:** You can rotate your  only to your  or .

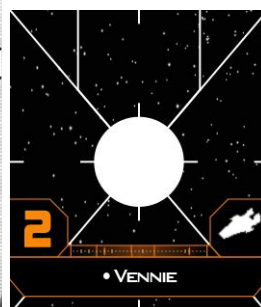
After you perform an action, you may perform a red  or red  action.


**RZ-2 A-WING**









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• FINCH DALLOW

EVACUATION OF D'QAR

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MAGNETIC TRACKS

After you perform the action, you may gain a stress token to discard a disarm token or recover an additional on a upgrade.

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• PAGE TICO

After you perform a primary attack, you may drop 1 bomb or rotate your indicator.

After you are destroyed, you may drop 1 bomb.

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CONCUSSION BOMBS

3

Bomb

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.

Before you would drop a bomb, you may place it in the play area touching you instead.

**TRAJECTORY SIMULATOR:** When you would first drop a bomb during the systems phase, you may gain a stress token to launch it using a 5 straight template instead or drop an additional device.

MG-100 StarFortress

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• EDON KAPPEHL

EVACUATION OF D'QAR

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MAGNETIC TRACKS

After you perform the action, you may gain a stress token to discard a disarm token or recover an additional on a upgrade.

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THERMAL DETONATES

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Bomb

During the System Phase, you may spend up to 2 to drop that many Thermal Detonators using the [1 ↑] or [2 ↑] template. Each must be placed using a different template.

When you reload this card, recover 1 additional .

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CHAIN REACTION

After you are destroyed, each other ship at range 0-1 suffers damage equal to half your active on your equipped upgrades (rounded up).

After you fully execute a blue manoeuvre or white manoeuvre you may drop 1 device. Then if you have already dropped or launched a device this round, gain 1 stress token.

**TRAJECTORY SIMULATOR:** When you would first drop a bomb during the systems phase, you may gain a stress token to launch it using a 5 straight template instead or drop an additional device.

MG-100 StarFortress

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• BEN TEENE

EVACUATION OF D'QAR

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MAGNETIC TRACKS

After you perform the action, you may gain a stress token to discard a disarm token or recover an additional on a upgrade.

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SUPPRESSIVE GUNNER

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.

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CONCUSSION BOMBS

3

Bomb

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.

After an enemy ship moves, if it is at range 2-3 and there are no other enemy ships at range 0-3 you may perform a action or a bonus primary attack.

**TRAJECTORY SIMULATOR:** When you would first drop a bomb during the systems phase, you may gain a stress token to launch it using a 5 straight template instead or drop an additional device.

MG-100 StarFortress

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# FIRST ORDER PILOTS

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• "QUICKDRAW"

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After an enemy ship executes a maneuver, you may perform a bonus primary attack against them, treating the defender as if they were at range Q.

HEAVY WEAPON TURRET: You can rotate your indicator only to your or . You must treat the requirement of your equipped upgrades as .

TIE/TF FIGHTER

SPECIAL FORCES GUNNER

While you perform a primary front attack, if your is in your , you may roll 1 additional attack die.

After you perform a primary attack, if your is in your , you may perform a bonus primary turret attack.

AGILE GUNNER

During the End Phase, you may rotate your indicator.

AFTERBURNERS

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After you fully execute a speed 3-5 maneuver, you may spend 1 to perform a action, even while stressed.

5

• LIEUTENANT LEHUSE

EVACUATION OF D'GAR

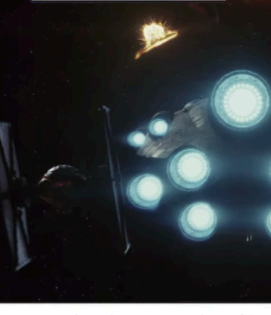
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While you perform an attack against a target that a friendly ship at range 1-2 has locked, you may ignore the attack requirement.

HEAVY WEAPONS TURRET: You can rotate your indicator only to your or . You must treat the requirement of your equipped upgrades as .

TIE/TF FIGHTER

PERCEPTIVE COPILOT

After you perform a action, gain 1 focus token.

ADVANCED OPTICS

While you perform an attack, you may spend 1 focus token to change 1 of your blank results to a result.

MAG-PULSE WARHEADS

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Attack (): Spend 1 . If this attack hits, the defender suffers 1 damage and gains 1 deplete and 1 jam token. Then cancel all / results.

3 1-3

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• "SHORTCUT"

EVACUATION OF D'GAR


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After you perform a attack, if your indicator is in your or you are dealt 1 faceup damage card.

HEAVY WEAPONS TURRET: You must treat the requirement of your equipped upgrades as .

TIE/TF FIGHTER

SPECIAL FORCES GUNNER

While you perform a primary front attack, if your is in your , you may roll 1 additional attack die.

After you perform a primary attack, if your is in your , you may perform a bonus primary turret attack.

PASSIVE SENSORS

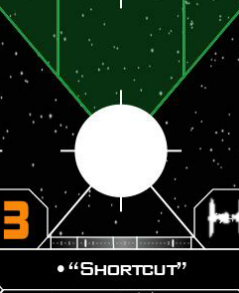
1

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.

3

• "SHORTCUT"



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• "SCORCH"

EVACUATION OF D'QAR

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While you perform an attack, if you are not stressed, you may gain 1 stress token to roll 1 additional attack die.

TIE/ro Fighter

FANATICAL

While you perform a primary attack, if you are not shielded, you may change 1  result to a  result.



SNAP SHOT

After an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack.  
**Attack:** Your dice cannot be modified.

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2

PRIMED THRUSTERS

While you have 2 or fewer stress tokens, you can perform  and  actions even while stressed.

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• "LONGSHOT"

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While you defend or perform an attack at range 3 roll 1 additional die.

While you defend or perform an attack at range 1 roll 1 fewer die.

TIE/ro Fighter



FANATICAL

While you perform a primary attack, if you are not shielded, you may change 1  result to a  result.

TRICK SHOT

While you perform an attack that is obstructed by an obstacle, roll 1 additional attack die.

HEAVY LASER CANNON

**Attack:** After the Modify Attack Dice step, change all  results to  results.

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• "RENEGADE"

EVACUATION OF D'QAR

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While you perform a primary attack, if there are no other friendly ships at range 0-2, roll 1 additional attack die.


While you defend, if there are friendly ships at range 0-2, roll 1 fewer defence die.

TIE/ro Fighter

FANATICAL

While you perform a primary attack, if you are not shielded, you may change 1  result to a  result.

LONE WOLF

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.



2

• "MELEE"

EVACUATION OF D'QAR

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While you perform an attack at range 0 treat it as being at range 1 and roll 1 additional attack die.

TIE/fo Fighter

FANATICAL

While you perform a primary attack, if you are not shielded, you may change 1 result to a result.

INTIMIDATION

After you overlap a ship, every ship at range 0 gains 1 strain token.

UNSTABLE SUBLIGHT ENGINES

After you are destroyed, you must execute a [1 ] maneuver, then each other ship at range 0-1 suffers 1 damage.

Diagram illustrating the "MELEE" template. A white circle represents the ship's range 0. A green area represents the range 1. A ship icon is shown at range 0, overlapping the green area.

4

• "EMBER"

EVACUATION OF D'QAR

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While you defend or perform an attack, if there is a damaged ship friendly to the defender at range 0-1 of the defender, the enemy ship cannot spend focus or calculate tokens.

**FINE-TUNED THRUSTERS:** After you fully execute a maneuver, if you are not depleted or strained, you may gain 1 deplete or strain token to perform a or action.

TIE/BA BARRION

JUKE

While you perform an attack, if you are evading, you may change 1 of the defender's results to a result.

DAREDEVIL

While you perform a white action, you may treat it as red to use the [1 ] or [1 ] template instead.

CONCUSSION MISSILES

**Attack ():** Spend 1 . After this attack hits, each ship at range 0-1 of the defender exposes 1 of its damage cards.

Diagram illustrating the "MELEE" template. A white circle represents the ship's range 0. A green area represents the range 1. A ship icon is shown at range 0, overlapping the green area.

4

• "ADRIFT"

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After you fully execute a non-basic manoeuvre, if you are not ionised, you may gain a ion token to execute a [1 ], [1 ] or [1 ] manoeuvre.

**FINE-TUNED THRUSTERS:** After you fully execute a maneuver, if you are not depleted or strained, you may gain 1 deplete or strain token to perform a or action.

TIE/BA BARRION

PATTERN ANALYZER

While you fully execute a red maneuver, before the Check Difficulty step, you may perform 1 action.

PRIMED THRUSTERS

While you have 2 or fewer stress tokens, you can perform and actions even while stressed.

AFTERBURNERS

After you fully execute a speed 3-5 maneuver, you may spend 1 to perform a action, even while stressed.

Diagram illustrating the "ADRIFT" template. A white circle represents the ship's range 0. A green area represents the range 1. A ship icon is shown at range 0, overlapping the green area.

• **FULMINATRIX**


WEAK-POINT

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When you suffer the effects of a device, ignore your shields.

While you defend, one  result is added during the Neutralize Result Step.

