

X-Wing 1.0: Climactic Battle Campaign

Fight over seven star systems to unlock ships and weapons, ending with a **climactic fleet battle**.

Imperials have the advantage and choose the star system of the first mission. **The victor of each mission captures the system**. The second mission location is chosen by the Rebels, and players continue alternating thereafter. A player may attack any system except one they already control. Mission points are set by the system.

Each player has **restricted access to ships and weapons**. Restrictions are lifted by **capturing a system**. Faction restrictions still apply (the Imperial player cannot ever field an A-Wing for example). Each player has **full access to all other upgrades**, modifications, crew, titles, etc.

- The **Imperial** player always has access to **TIE Fighters** and **TIE Bombers**.
- The **Rebel** player always has access to **Y-Wings** and **Z-95 Headhunters**.

Access to named and unique upgrades is unrestricted from the start of the campaign. **Death is permanent**: any unique card (pilot, upgrade, title, crew, etc.) that is destroyed is removed from the campaign permanently for both players. Only one copy of any unique card may be fielded in a given mission. The Imperial player has priority on any unique card regardless of squad points; if the Imperial player elects not to field it, the Rebel player may then field it (provided they have access).

When every system has been captured, the attacking player **may choose** to initiate the **climactic battle** instead of a standard or raid mission. This is a 200-point battle in open space with no obstacles. If either player has access to a huge ship, they may insist the game is instead a 300-point game using epic rules, and they must field their own huge ship. The winner of the climactic battle is the **campaign victor**.

Missions

Unless otherwise specified, all normal X-Wing 1.0 rules apply (obstacles, deployment zones, play area size, initiative, etc.).

A ship that flies off the board '**flees**' and survives for another day, including any unique or named upgrades, pilots, crew, titles etc. If any part of the ship base is off of the board **at the end of the round**, it is considered fleeing, and will be removed from the board at the end of the round. It may issue a boost, barrel roll, or similar legal action to prevent fleeing, or to flee. It undergoes combat as usual. The manoeuvre template has no bearing on fleeing and can freely leave the play area. If the ship base lands fully outside of the play area, the ship flees instantly.

Huge ships that leave the area must turn as sharply as possible back into the area, their manoeuvre dial visible to both players, and skip their actions unless the action moves them back into the area. They can still shoot. **This rule is hard, fly safe.**

A draw results in no change to system ownership.

Raid Missions

Instead of a standard mission, an attacking player may raid an enemy system.

- A successful raid **uncaptures the system** (it becomes unowned, the attacker does not gain control).
- Raid missions use the fixed raid-point value listed for that system.
- Obstacles are placed as usual by both players.
- The defending player deploys all ships first within Range 1 along a pair of adjacent edges (L-shape) of their choice, then places **three critical resource tokens**. These tokens are stationary objects with 2 hull, 0 shields, 0 agility and no movement. They must be placed at least Range ½ from each other, from board edges, and from obstacles.
- The attacking player deploys in the Range 1 square corner opposite the defender's L-shaped zone.
- The attacker must **destroy all three critical resource tokens**. As soon as the last token is destroyed the mission ends immediately: all living named characters survive and the system becomes uncaptured.

If the attacker is **eliminated or flees** before destroying all three tokens, the raid fails and the system remains under the defender's control.

Scum & Villainy

The player with the fewest captured systems has **unrestricted access** to Scum.

- Scum ships, weapons and loadouts are **not restricted by system ownership**.
- If the two players are tied for fewest systems, Scum access is revoked for both.
- In any mission in which a player uses Scum ships, that player must still field at least one ship from their own faction.

The Seven Systems

Corellia – 100 points (Raid: 80)

Huge Ships: CR-90

Large Ships: YT-1300, Decimator

Weapons: Advanced Proton Torpedoes, Ion Pulse Missiles, Plasma Torpedoes, “Mangler” Cannon

Sluis Van – 111 points (Raid: 88)

Huge Ships: Raider

Small Ships: A-Wing, U-Wing, TIE Interceptor, TIE Striker

Weapons: Proton Torpedoes, Proton Rockets, Advanced Homing Missiles, Flechette Cannon, Chardaan Refit

Fresia – 88 points (Raid: 70)

Small Ships: X-Wing, TIE Advanced

Weapons: Heavy Laser Cannon, Flechette Torpedoes, Ion Torpedoes, Dorsal Turret, Renegade Refit

Sullust – 102 points (Raid: 82)

Small Ships: K-Wing, TIE Aggressor

Weapons: Assault Missiles, Autoblaster, Autoblaster Turret, Twin Laser Turret, XX-23 S-Thread Tracers

Ord Mantell – 80 points (Raid: 64)

Huge Ships: C-ROC

Large Ships: YT-2400, Firespray

Weapons: Homing Missiles, Ion Cannon, Ion Cannon Turret, Seismic Torpedo

Eriadu – 90 points (Raid: 72)

Small Ships: HWK-290, TIE Punisher

Weapons: Cluster Missiles, Blaster Turret, Synced Turret

Mon Cala – 120 points (Raid: 96)

Large Ships: Lambda-class Shuttle

Small Ships: B-Wing, E-Wing, TIE Defender, TIE Phantom

Weapons: Concussion Missiles, Tractor Beam, Extra Munitions

Before the first system is chosen, both players may jointly agree to enable any of the following packages. The choice is **locked for the entire campaign**.

Optional - Something Fishy on Mon Cala

Capturing Mon Cala also unlocks three huge ships CR-90, Raider, C-ROC **and** three large ships Decimator, YT-1300, YT-2400.

All other system unlocks remain available regardless of this decision.

Optional - All is Fair

Remove one system from the game at random. Toss a coin to; Shuffle the ships and weapons OR discard the ships and weapons.

Optional - Limited Supplies

You only ever have 6 of each small, and 3 of each large ship hulls. If you lose "Leebo" and Eaden Vrill, you have only 1 more YT-2400 available for the rest of the campaign. Scum hull counts are tracked independently for each player. Cross-faction hulls are added together, so the Rebel has access to 12 Y-Wings and 12 Z-95s spread across both factions, Imperial has 6 Firespray.

Optional - It's War

Raid Missions disabled. All systems 200 points, 300 if a huge ship is available and used.

Optional - Bombs Away

All bombs are available to all players at all times.

Optional - Ménage à trois

A third player joins as a dedicated Scum & Villainy player, other players lose all access to Scum. There are no restrictions on ships or weapons for the Scum player besides standard faction restrictions. They have priority over Boba Fett and similar situations, otherwise they have the lowest initiative and priority, and go last in the mission rotation. They cannot own a system or declare a standard mission. They can declare a raid mission or skip their turn. During a standard or raid mission between the other players, the Scum player may choose to join at the start, creating a 3-way battle. If scum wins any mission, the system becomes unclaimed. If all attackers are destroyed in a raid mission, Scum must flee to leave control with the defenders. The climactic battle always has all 3 players and can be started by any player on their turn if there are no uncaptured systems.