Group North Historical Wargames Society
presents

X-WING
LIGHTSPEED
MINIATURES GAME

Episode 8: This little one's not worth the effort

August 12th - 12:30pm to 7:30pm
4 rounds, mixed scenarios
$10 members, $15 non-members
Email groupnorthwargame@gmail.com
www.groupnorth.club/lightspeed

Main Prize
support by Nerdvana Games SA

Door Prize
donated by TABLE TOP WARFARE

LIGHTSPEED

EPISODE 8: THIS LITTLE ONE'S NOT WORTH THE EFFORT

August 12th, 2017, 12:30pm to 7:30pm
Players Pack 1.1

Group North Historical Wargames Society is proud to present the next instalment of their Fantasy Flight Games **X-Wing Battles** competition.

This is a competition of Rebel versus Imperial fleets. Players will control 100 points of ships and upgrades. Battles will be fought across a range of missions described in this players pack. There are no Scum and Villainy fleets in this competition though legal upgrade cards from those packs may be used (exception for Mission 2 excluded).

The competition will run for 4 rounds of 75 minutes. The rounds will be fought as follows:

1. **OPENING SALVO**, 100 point dog-fight
2. **COMMAND AND CONTROL**, Leader ship
3. **FIREPOWER**, Epic ship
4. **BREAKTHROUGH**, 100 point dog-fight (with benefits from previous missions)

Prizes are distributed to the best pilots on each fleet as well as prizes for the winning side. There is a special prize for the last place, the ongoing Jar Jar award.

The competition starts at 12:30pm and should finish before 7:30pm however the ending time may vary depending on speed of game play during the day.

ENTRY

Fees are $10 for Group North members and $15 for non-members. Entries submitted by August 4th 2017 are eligible for an early entry random prize draw. Entries can be received on the day in cash up to 12pm.

Electronic payment can be made to the following account:

Account Name: Mr L Holden
Account Number: 4286217
BSB: 805 050

Use your "XW *name*" as the reference number then email details to lightspeed@groupnorth.club. Alternatively request a PayPal invoice by emailing details to the above address.

When entering please nominate your preferred faction and if you can play the alternative faction. Preference is given in order of paid entries.

GAME RULES

Copies are available at the Fantasy Flight Games [website](). The rules will be supplemented by the latest [FAQ](). No Epic or Cinematic ships or rules will be allowed unless stated in a scenario. No Scum and Villainy ships may be used. Upgrades from these packs may be used provided they aren't restricted to the Scum and Villainy faction.

The Lightspeed tournament ranking is applied instead of the standard FFG tournament.

MISSION 1 – OPENING SALVO

The Imperial fleet is harassing the Rebels, chasing them from system to system. A small Rebel force has been left to find a weakness in the encircling forces. They've come across a weakly guarded area and are charged with exploiting this to create an escape path.

This is a standard FFG dogfight.

MISSION 2 – TRANSMISSION

The Imperial forces have found the transmission array used to reach out to the rebel fleet. These must be destroyed to ensure any Rebel forces aren't sent to reinforce their fleet. The Rebels have to protect the communication array, any tampering to the array will feed back to the ships' control systems.

This mission is a standard FFG dog-fight with the following alterations.

Mission Setup

The Imperial player chooses will use their selected obstacle tokens and places them, one at a time, into the play area. An obstacle cannot be placed at Range 1-3 or either players edge or at Range 1-2 of another obstacle.

Then the Rebel player takes five satellite tokens and places them, one at a time, into the play area. A satellite cannot be placed at Range 1-3 of either player's edge or Range 1 of another satellite or obstacle.

The Imperial player places one ship within Range 1 of the Rebel edge, then places one ship within Range 1 of the Imperial edge, alternating until he has placed all his ships.

Then the Rebel player places his ships anywhere in the play area that is not at Range 1-3 of either player's edge or overlapping an asteroid or satellite.

The Imperial player has initiative.

Special Rules
- **Jamming**: At the start of each Combat phase, each Imperial ship at Range 1 of a satellite token that doesn't have a stress token will receive one stress token.
- **Sabotage**: Instead of performing an attack during the Combat phase, an Imperial, ship that is overlapping a satellite token may SABOTAGE the token. To do so, he or she removes that satellite token from the play area.
  If a Rebel ship is overlapping a satellite, an Imperial ship that is touching that Rebel ship may sabotage the satellite as if the Imperial ship were overlapping the satellite token.

When a satellite has been SABOTAGED the Imperial player may either remove a focus, evade or target lock token from a Rebel ship or add a stress token to a Rebel ship.

MISSION 3 – COMMUNICATION CONTROL

A ship has been sent to support the fleet, but sabateurs have struck down the engine. Both sides are now sending marines to secure the vessel with an escort fleet.

This mission is a standard FFG dog-fight with the following alterations.

A single large based Epic ship (CR-90 or Imperial Raider) is positioned in the centre of the board. This vessel counts as an obstacle. Each player has 3 shuttle tokens that are placed on with range 1 of each other and the middle of their deployment zone. 4 obstacle tokens are placed no closer than Range 2 to an edge or the Epic ship and no closer that Range 1 of any other asteroid token. The Epic ship counts as an obstacle to any other ship, when overlapped roll a single red die and suffer any ✴ or ✳ rolled.

Each shuttle moves at PS1 and can move 2↑ or 2↘ or 2↗ (white) chosen at the time it activates and doesn't perform any action. A shuttle overlapping a ship token moves backwards following the normal overlap rules. Shuttles use either the Senator's Shuttle or Squadmate tokens. Counters will be provided if needed. Each shuttle is Agility 2 and has 4 Hull. Represent damage with any tokens. When assigned critical damage instead add two damage tokens to the ship. If the ship overlaps the Epic ship then the shuttle is redeployed and one marine counter for that player is added to the shuttle. If the ship is damaged or leaves the battlefield it is redeployed. If the shuttle overlaps an obstacle roll for normal effects – the shuttle cannot be stressed. A redployed shuttle has all damage removed and is placed anywhere in Range 1 of the players edge that isn't overlapping another ship.

During the shooting phase the player with the most marine counters can fire the epic ship as a friendly ship at PS4. The epic ship cannot be assigned focus tokens or perform actions. The ship has an attack of 4 dice red attack at any ship on the board at Range 2 or beyond. Range is measured from the Epic ship and range 3 or over assigns a single bonus evade die.

Any ship can also shoot at the Epic ship (Agility 0). Each hit or crit will remove one marine token of the players choice (note all damage must be assigned, including killing your own tokens). The Epic ship cannot be target locked but focus can still be used.

MISSION 4 – BREAKTHROUGH

Despertion requires the attack now. Everything has been building to this. All advantages from before are pulled in.

This is a standard FFG dogfight with the following alterations.

The side that had the most wins in Round 1 they may place all of the obstacle tokens. The side that lost may then reposition one obstacle to any legal position.

The side that won Round 2 has a pool of two Focus tokens that they can assign to a ship during any perform action step that isn't skipped. This does not count as an action but does count as receiving a token.

The side that won Round 3 may assign up to two target lock tokens before the Planning Phase of the first turn. These can be assigned to ships without the target lock action and at any range.

RANKING

First round allocations will be random. All matches will be between Rebel and Imperial forces. Subsequent rounds will see the top placed Rebel versus the top placed Imperial and working down the match ups. No player will play another player more than once and match-ups may be adjusted to ensure this.

In the event of odd players the lowest place person receives a bye and scores a Match Win and 150 Margin Points. They will score no fleet victory points. A player will not have a bye more than once.

In the event that the Rebel and Imperial factions are not even then the excess members of the faction will fight the current round mission between themselves. They will score their ranking points but will add no fleet victory points.

Each round will be 75 minutes.

The winning faction will be determined on the total number of fleet victory points. One fleet victory point is earned for each victory of that faction in the rounds.

Each fleet will have a first and second place winner based on their tournament points and Margin of Victory. The total winner is the player with the most tournament points and Margin of Victory.

Due to the nature of Lightspeed the best players may be allied and may not have played against each other. Lightspeed determines the best pilot of one faction against the best pilots of the other faction.

The FFG dog-fight system is used to determine the winner of each event.

MINIATURES AND COMPONENTS

All miniatures are to be official X-Wing Battles miniatures excluding epic ships. Custom bases and rulers will be allowed if they measure exactly the same as the core components. Each player must have their own set of measurement and movement rulers, tokens, ship, upgrade and damage cards. Players must have a minimum of 3 attack and defence dice each.

Players may use original or printed copies of any pilot or upgrade card. Non-original cards must match the size and details of the original or errata version. Upgrades must be represented as separate cards; listings on a sheet can't be used as they can't represent used or destroyed states.

FFG supplied damage decks must be used. A player may select either a deck from either core set. The set must be used for all battles for the day.
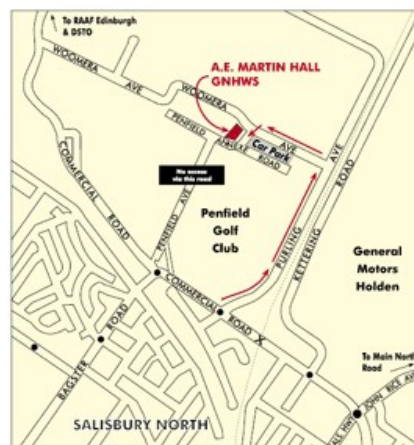
DISCUSSION FORUM

Updates will also be posted on the clubs website, Facebook groups and Google+ pages.

LOCATION

Please note: Drive down Purling Avenue and take the first left, this will take you onto Woomera Ave. Take the first left off Wommera Ave and the club is right next to the entrance.

Google Maps location.

How to find us . . .

. . . we look forward to seeing you