

**Group North Historical Wargames Society  
presents**

**X-WING**

**LIGHTSPEED**

**MINIATURES GAME**

**Episode 9: Evacuate? In our  
moment of triumph?**



**November 23rd - 11:00am to 6:00pm  
4 rounds, two forces battles  
\$8 members, \$12 non-members  
Email [lightspeed@groupnorth.club](mailto:lightspeed@groupnorth.club)  
[www.groupnorth.club/lightspeed](http://www.groupnorth.club/lightspeed)**



# LIGHTSPEED

## EPISODE 9: EVACUATE? IN OUR MOMENT OF TRIUMPH?

November 23<sup>rd</sup>, 2019, 11:00am to 6:00pm  
Players Pack 1.0

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

This is a team competition. The fleet of Rebel, Resistance and Republic (the Freedom side) will fight against the Separatists, Empire and First Order (the Order side). The forces of Scum and Villainy will be spread among the fleets as required to balance each side. Players will control 200 points of ships and upgrades from the Extended battle lists. Each player is fighting for their own wins and glory but also participating to the generation of team points from their results. At the end of the day the team with the most points is the victorious size.

The competition will run for 4 rounds of 75 minutes.

At the beginning of the game each player is assigned a challenger from the opposing fleet. If an opponent ever matches and defeats the challenger they will receive 2 bonus team points for their fleet. At the beginning of each round players are given a bonus battle condition. If they can achieve that in the battle they'll generate 1 team point.

The campaign is fought over a battlefield. This battlefield is a mix of different battlefield types. There are five rows per battlefield. Initially all battles will take place in the middle rows. After each battle the winning side will advance their control one step towards the opponents side. At the end of a round each side will score points based on what zones they control in the enemy territory.

The battlefield types are determined randomly at the start of the event. There are a number of columns (battlefields) equal to the number of matches that would be played each round. The battlefield type is only determine once and is then fixed for the rest of the event. In the first round all battles are fought in the Middle row (and are normal dogfight conditions).

Order Side									
3 Rebel Points									
1 Rebel Point									
Middle									
1 Imperial Point									
3 Imperial Points									
Freedom Side									

At the start of each round players will decide as team where in the battlefield each player is fighting. The side that is losing must announce where one member is battling before the other selections are made. If a side is losing by 4 or more points then they must announce two spots. The

rebel side can then decide who will face those opponents. The remaining matches are allocated in secret to the TO and then announced when all are received. It is possible to face the same opponent again.

Copies are available at the Fantasy Flight Games [website](#).

Individual matches are fought as normal dog-fights (excluding the changes for the battlefield). The winner is the one who has destroyed more enemy points worth of ships than they have lost. If the Order wins the control of that battlefield column moves one closer to the Freedom side. If the Freedom side wins the control of that battlefield column moves one closer to the Order side. Once at the edge of a column the control battlefield cannot advance any further.

After this the sides will earn points based on where they are in the control battlefield. Additionally if any opponent defeats their challenger for the first time they earn two points for their team. Finally if any players achieved their game goals then they will earn one TP for each goal that has been signed off as complete.

Players will be ranked by wins and match difference within each side. The teams will be ordered based on who has the most team points.

After four rounds the team with the most points wins the competition. The player with the best wins/match point difference will win the best pilot and be recorded on the trophy. The player with the worse win/match point difference will be marked as the worst player and win the Jar Jar award.

## **BATTLEFIELDS**

A) Normal. No changes in the game.

B) Terrain control. This terrain is normal in the middle row. During setup after placing obstacles and before deployment the side that is earning 1 point from the match can move one obstacle on the map to anywhere more than range 1 from a deployed ship and not overlapping another obstacle. If the player is going to earn 3 points that can move one obstacle as above and also add a new obstacle, remove an existing obstacle or move another obstacle (still range 1 from another ship and not overlapping).

C) Tactical control. When deploying the side that is earning 1 point counts all pilot skills as 1 point higher and can choose who has initiative. If the player from the winning side would earn 3 points then they count all their ships as 2 pilot skill levels higher and can choose who has initiative.

D) Supply sabotage. After deployment the player scoring points is given Ion tokens equal to the points they would earn. During the game after scoring a hit on an enemy ship the player may assign an unused Ion token to the hit ship.

E) Ambush. The player scoring 1 point can deploy up to range 2. If the player scoring would earn 3 points they can deploy up to range 3.

F) Convoy attack. The side that is losing the battle column by one point cannot deploy within range 2 of each side edge. If they are losing in the 3 points column that can not deploy within range 3 of each side edge but may deploy up to range 2. The side that is winning the battle may add up a deployment zone one range band in from the edge and range five from their edge.

## **ENTRY**

Fees are \$8 for Group North members and \$12 for non-members. Entries can be received on the day or paid in advance to:

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

Use your “XW *name*” as the reference number then email details to [lightspeed@grouppnorth.club](mailto:lightspeed@grouppnorth.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.

## **BATTLE CONDITION**

One random condition is added to the players pool each round. They can be claimed at any time during any game. Your opponent must sign or initial the condition for the points to count.

At the end of a round you can swap a battle condition with any players on your team. You cannot swap the battle condition assigned at the start of the round until after the round completes.

- **I'm on him:** Have your front arc in range 1 of a target ships rear arc.
- **Cut off their escape:** Have a ship or movement template move through your opponents normal deployment area.
- **Concentrate fire:** Have three or more of your current ships only shooting at one target in a turn.
- **Ace:** Destroy the first enemy ship in the game without any of your ships having damage.
- **Attrition:** Finish the game scoring destroyed or attrition points from every enemy ship.
- **Dodged:** Have only your movement template touching an asteroid token for your movement (i.e. start on one side and completely fly through it)
- **Weather the storm:** successfully defend against three attacks in one round (any ships).
- **Formation:** Spend 3 consecutive rounds with all friendly ships range 1 of each other.
- **Bend Em:** Have one ship in contact with two or more enemy ships
- **Furball:** Have all ships on the board, and at least four total, within range 1 of at each other.
- **Epic Duel:** Kill one unique with another.
- **Now I Am The Master:** Score a hit on a PS6 ship with a PS1 ship.
- **Your Eyes Can Deceive You:** Hit two or more obstacles with the same manoeuvre.
- **Never Tell Me The Odds:** Damage a defender who rolled five or more defence dice.
- **No Such Thing As Luck:** During a range 1 attack the attacker scores only blank results (after modifiers).
- **There Is No Try:** Overkill a ship by at least three bonus damage (Remember, ships aren't removed till the end of the damage step, and this can include Direct Hit damage)
- **Stay On Target:** Perform a non-straight manoeuvre with a ship currently afflicted with the Loose Stabilizer crit.
- **Boring Conversation Anyway:** Score a critical hit on a ship currently suffering from the Fuel Leak crit.
- **Escape Is Not His Plan:** Destroy an enemy ship with one of your ships that has just been destroyed.
- **Alternatives To Fighting:** Lose one of your ships by flying off of the board edge.
- **No Disintegrations:** Destroy a ship with an ion weapon, or, force a ship off the table with ion effects.

- **That Things Operational:** Win a game with a ship that has three or more face up damage cards.
- **Unexpected This Is:** Destroy a ship from full health to dead in a single attack.
- **I Know That Laugh:** Roll at least four successful attack dice (hit or crit final result) and inflict 0 damage.
- **But You'll Die:** Perform an action that is not 'Repair This Card' with a ship that has 1 hull remaining and the Console Fire crit.
- **Earned It I have:** Roll four or more critical results before dice modification.
- **Caravan of Courage:** Land a ship on the same obstacle your opponent has already landed a ship on.
- **Curse My Metal Body:** Suffer three or more Direct Hits on any number of your ships during the game.
- **He Made A Perfectly Legal Move:** Block two or more enemy ships with your own ship – all enemy ships must be in base contact with your own.