

STAR WARS
X-WING
MINIATURES GAME

IMPERIAL SQUADRON
LEGACY CAMPAIGN RULES



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This ruleset is designed to allow you to play Fantasy Flight's *Star Wars: X-Wing Miniatures Game* within the context of a legacy-style campaign format. None of these rules will interfere with or alter any of the rules in the base game, but will simply add an additional aesthetic layer of flavor and narrative to your battles.

You and a friend will play a series of games that simulates the members of an imperial fighter squadron during their entire combat career. Your pilots will promote through the ranks of the imperial navy, gain permanent wound traits, transfer to squadrons with more advanced ship types, and even get killed in action, only to be replaced by new cadets from the imperial academy.

Thanks for downloading! If you use this set of rules (or are inspired by them), please leave me some feedback on my blog at: craftyjack.wordpress.com



Getting Started

- 1) *Create your squadron*: Begin by printing off the character sheets for your squadron (Cardstock is suggested.). After quartering the page into four individual cards, print each pilot's name in the space provided. Write your starting pilot skill (1) in the space next to that. In the

“Designation” space you will name your squadron. Four ships is usually considered a “flight,” so an example of one of our cards has: *Wolf Squadron, Beta Flight, “Wolf 5”* (The other cards show “*Wolf 6,*” “*Wolf 7,*” and “*Wolf 8.*”). Using a blue colored pencil or marker, fill in the bottom-left bar of the rank section to indicate the rank of *cadet*. In the *Pilot Card* space place an “Academy Pilot” card on each character sheet; this is the starting ship for new imperial characters.

A quick note on squadron size...

4 academy pilot TIE fighters is a small X-Wing list, but this allows room for your characters to advance and gain newer higher-cost ships while keeping the total squadron cost down. An alternative way of playing might be to create an initial squadron of up to 8 characters and then remove them permanently as they die off in combat.

- 2) *Play a mission:* The campaign master spells out the objectives of the next mission and how it fits into the overall campaign narrative. Then you play the mission! Read the section on *Campaign Missions* below.
- 3) *Update your character sheets:* Following each battle fill in a *Missions* bubble on your character sheet. Also for each enemy ship your character destroyed mark a *Victory* on your character sheet AND fill in a *Ship Bonus* bubble on the back (for the type of ship you were flying).
- 4) *Roll for wounded characters:* If a character’s ship was destroyed then roll to determine if the character was wounded. Read the section on *Wounds* below.
- 5) *Check for promotion eligibility:* If you won the battle (or otherwise achieved the mission’s objectives) then each character whose ship was not destroyed may check to see if they are eligible for promotion. Characters who are eligible for promotion will roll to see if they have gained a new rank. Read the section on *Rank* below.

- 6) Request transfers or upgrades: **One time only** between battles, the highest ranking character may put in a request to upgrade any one of the squadron's ships or to transfer all characters to a new squadron. Read the section on *Ship Selection* below.
- 7) Select new pilot cards for the next mission: Characters may prepare for their next mission by selecting their pilot cards. Read the section on *Ship Selection* below.



Art by Craig Smith (<http://hunter-fett.deviantart.com>)

Campaign Missions

Missions in a legacy campaign are quite different from battles normally played in a head-to-head X-Wing game. One player will assume the role of the characters in a squadron as the *squadron player*; the other will assume the role of *campaign master*. Much like in a role-playing game, the campaign master creates an over-arching narrative as well as facilitating exciting battles for the squadron player.

Also, like in a role-playing game, the forces at the campaign master's disposal will be much more limited than those of the squadron player. Missions will rarely involve two forces of equal points value. Instead, the squadron player will almost always have a superior fighting force. Missions should be challenging, but not frustrating for the squadron player trying to keep their characters alive. The overall campaign narrative will normally be broken down into chapters, starting with easier missions and usually resulting in a difficult final battle.

Here is a list of the types of different missions in a legacy campaign:

Skirmish: These conflicts are used to introduce the squadron player to a new chapter of the campaign narrative. They are primarily used for storytelling and should not be difficult for the squadron player to complete with minimal casualties. The campaign master is allowed to use 50% of the points used by the squadron player.

Engagement: These are the bulk of the missions played. They should feel challenging for the squadron player without the constant threat of killing off all of their characters in every mission. The campaign master is allowed to use 70% of the points used by the squadron player.

Battle: These are the climactic conflicts used to bring a chapter in the campaign narrative to a close. They are the most difficult missions for the squadron player since the campaign master is allowed to build his forces using 90% of the points used by his opponent.

Solo Mission: Sometimes a mission ends with most of the squadron player's characters wounded and out of action for a mission or two. When this happens, the character or characters that are still in action can be rewarded with a solo mission. Like the skirmish, these are usually very narrative-driven in nature, but the use of only a single character allows the campaign master to break the normal rules of the campaign and think outside the box. The character could be asked to pilot a Lambda shuttle carrying supplies, escort an imperial dignitary through hostile territory, or act as a test pilot for a new experimental fighter. The point is for the character to be rewarded with the opportunity to pad their resume and sample some of the more advanced ships in the imperial arsenal.

Here's an example of a possible campaign chapter...

- 1) *Distress Call* (skirmish): On a routine patrol at the galactic fringe, your squadron comes across a civilian ship under fire from a pair of fighters. Pirates!
- 2) *On The Hunt* (engagement): A transmission from one of the fighters has helped the empire pinpoint the location of a nearby pirate staging area in an asteroid field. Your squadron is sent in to investigate.
- 3) *Ambush In High Orbit* (engagement): Pirate activity in the area has only increased and your squadron has been tasked with escorting a local governor from his planetary capitol to a nearby moon when you are suddenly attacked by a pirate raiding party.
- 4) *The Best Offense...*(solo mission): Following the ambush, only one of your pilots remains unwounded. This pilot is assigned the job of ferrying a new TIE Defender to its home base when a pair of pirate fighters is spotted harassing a transport.
- 5) *Into The Wolves' Den* (battle): The location of the main pirate base has been discovered. Your squadron, now fully healed and refitted, has been assigned to wipe the scum out!

Pilot Skill

A character's pilot skill is the sum of their *base skill* and the *ship bonus* for the ship they are selecting. Base skill is the total number of a character's missions divided by 4 (rounded up). This is the number printed on the upper-right on the front of your character sheet. For each victory a character has earned in a specific ship they will get a +1 point bonus to their ship bonus (up to a maximum of +5) *when flying that type of ship*.

For example: a character with 9 total missions (base pilot skill of $9 / 4 = 3$) and 4 victories in a TIE fighter (ship bonus of **+4**) will have a pilot skill of 7 when flying that type of ship. If they have no victories in a TIE interceptor then their pilot skill for that ship will only be the character's base skill (3).



Art by Dareck Zabrocki (<http://www.dareckzabrocki.com>)

Ship Selection

A character may select a pilot card with a pilot skill that is equal to or less than the base skill on their character sheet (plus the ship bonus). All characters start out as pilots of TIE fighters with a base skill of 1 (so “Academy Pilot” is your only choice of pilot card at first).

Once a **majority** of your characters have completed 5 missions each you may request to upgrade one of your ships or be transferred to another squadron. Roll a number of attack dice equal to the number of red bars in your highest ranking character's rank insignia (Ensign-1, Lieutenant-2, Lt.Comm-2, Commander-3, Captain-4) and check the table below:

Request for Transfer/Upgrade Roll



Upgrade/Transfer request denied!



TIE Fighter/fo, TIE Fighter/sf,
TIE Interceptor, or TIE Bomber



Any of the above types OR: TIE Advanced
Prototype, TIE Punisher, or TIE Striker

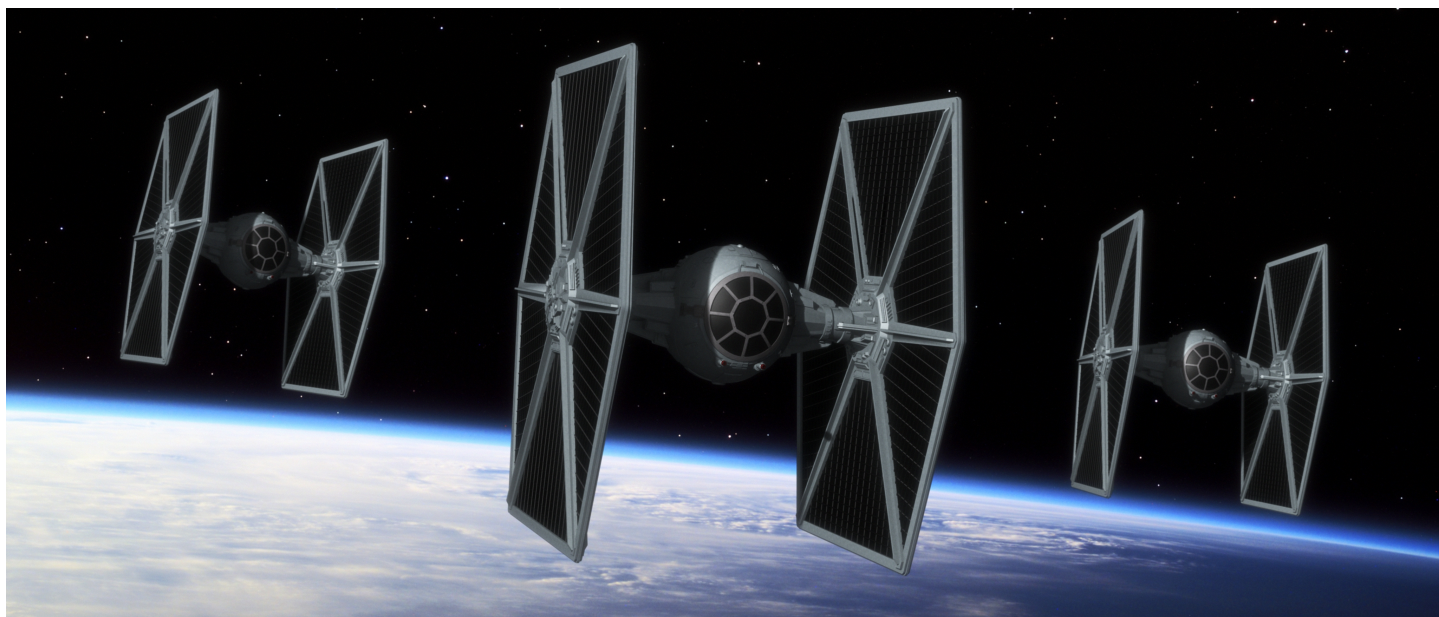


Any of the above types OR: TIE Advanced, TIE
Phantom, or TIE Defender



(2 or more critical hits) Any of the above
types OR: any one large ship.

A single success will upgrade one of your ships. Two or more successes can be used to upgrade two different ships OR you can transfer all of your characters to a new squadron (all ships are upgraded up to the level of the lowest rolled success). *For example*, a character with the rank of lieutenant may roll two dice (one for each red bar in their rank). The result is one focus and one hit. These two successes can upgrade two separate ships using each die individually, OR they can be used as a pair to transfer the entire squadron to a ship type using the lowest rolled success (the focus). So, the entire squadron can be upgraded one of these types: TIE Fighter/fo, TIE Fighter/sf, TIE Interceptor, or TIE Bomber.



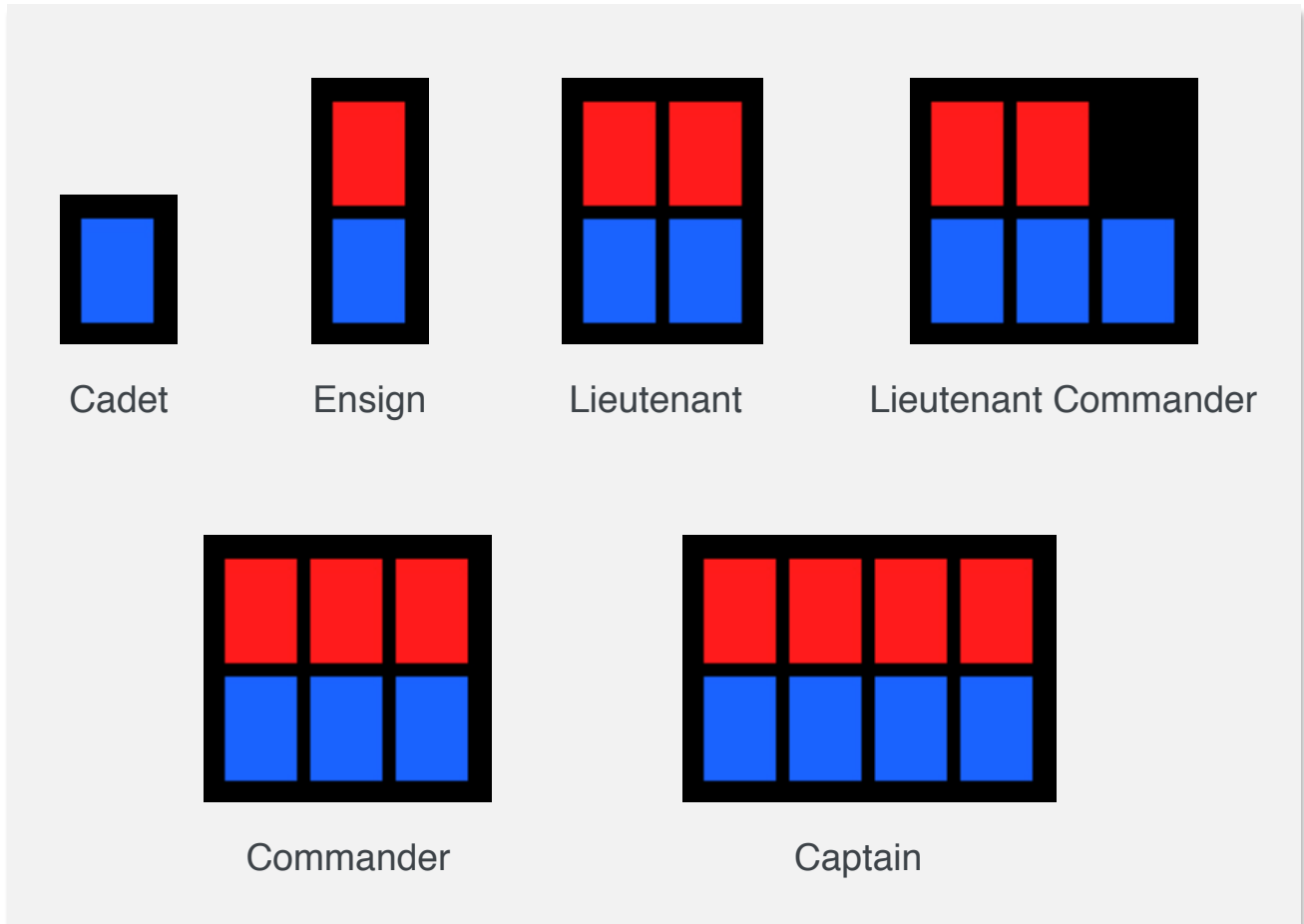
Art by David Metlesits (<http://thefirstfleet.deviantart.com>)

Upgrade Card Limitations

Characters are permitted to add any upgrade card that their pilot card allows (as per the X-Wing core rules). The only restrictions are that the point value of each *Elite*, *Modification*, and *Title* type upgrade card can not exceed the character's *ship bonus*. So, for example, a character with a TIE fighter ship bonus of 3 can only use elite upgrade cards that cost 3 points or less.

Rank

Each character starts out as a cadet, but if they survive long enough, they will begin to promote through the ranks of the imperial navy. Here is the rank progression as used in this game:



After a character has survived a mission *that their side has won* (The Empire does not accept failure!), they may be eligible for promotion. Eligibility for promotion is determined by checking to see if a character has met the minimum requirements for promotion from the list below. The character must have completed the minimum number of missions OR earned the minimum number of victories to be eligible for promotion. The list shows the rank to which the character is trying to promote:

Rank Eligibility Minimums

Cadet: (This is a character's starting rank.)

Ensign: 3 missions OR 3 victories

Lieutenant: 8 missions OR 6 victories

Lieutenant Commander: 12 missions OR 9 victories

Commander: 16 missions OR 12 victories

Captain: 20 missions OR 15 victories



Art by Gary Jamroz-Palma (<http://jamga.deviantart.com>)





If the character is eligible for promotion roll an attack die and compare the result to the table below:

<u>Promotion Roll</u>	
	The character is not promoted.
	The character is promoted if they had 2 or more victories in the previous mission
	The character is promoted if they had 1 or more victories in the previous mission.
	The character is promoted.

If a character meets BOTH of the minimum requirements for promotion eligibility (missions AND victories) they may roll 2 dice instead of 1 and select the best result. The campaign master might also allow the squadron player to count a character's mission performance to count as an additional victory for the sake of a promotion roll. (For example: a character that single-handedly completed the mission objective but didn't shoot down an enemy ship might be allowed to roll for promotion as if they had a single victory.)





Wounds

After each battle, characters that had their ships destroyed must roll an attack die to determine the result using the table below:

<u>Wound Roll</u>	
	Escape Unscathed - no effect.
	Minor Wound - miss one mission, no other effect.
	Major Wound - miss one mission and suffer one wound on your character sheet.
	Critical Wound - miss two missions and suffer one critical wound on your character sheet.

Wounds to your character are like damage cards to your ships. Regular wounds (such as those suffered when rolling a "Major Wound" result on the wound chart) are like face-down damage cards. They have no special effect, but they count towards the total wounds your character has suffered. Any character that receives his third wound is killed immediately.

Critical wounds are like face-up damage cards. They have effects (or *Traits*) in addition to counting towards your wound total. If you receive a critical wound, roll an attack die and refer to the following table:

<u>Critical Wound Trait Roll</u>	
	PTSD, Frayed Nerves
	Concussion, Vertigo
	Crippled, Past Your Prime
	Character Dies!

Each die result above has two traits listed next to it. When rolling for a critical wound for the first time use the first trait listed. If a character ever rolls the same critical wound result a second time on a subsequent die roll they will use the second trait listed.

The effects of each critical wound trait are listed below:

Critical Wound Trait Effects

Concussion: Boost and barrel-roll actions cause this character to suffer one additional stress.

Crippled: Suffer a permanent -1 modifier to this character's pilot skill characteristic.

Frayed Nerves: This character has a pilot skill of "0" when determining turn order.

Past Your Prime: This character may no longer use Elite upgrade cards

PTSD: Roll an attack die after this character performs a focus action. If a critical hit is rolled, spend one focus.

Vertigo: Roll an attack die after revealing a red or white maneuver. If a critical hit is rolled suffer one additional stress.

Rewards and Achievements

At certain points in the campaign your characters will be rewarded for their accomplishments.

Finishing a chapter: once a squadron player has finished a chapter in the campaign they are allowed to make an *achievement roll*. Roll one die per character that participated in a majority of the chapter's missions and check the results on the following table:

Achievement Roll



No effect.



Remove one wound OR one critical wound trait from this character.



Earn one achievement trait.

If you roll a focus on your achievement roll, immediately roll on the table below:

Achievement Traits Roll



Advanced Fighter Weapons Training



Cybernetic Replacement Parts



Political Influence

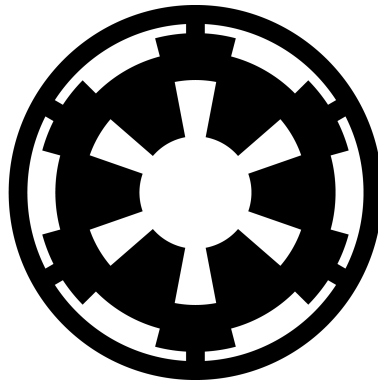
Achievement Traits

Advanced Fighter Weapons Training: You may immediately fill in any two *Ship Bonus* bubbles on the back of your character sheet.

Cybernetic Replacement Parts: This character no longer miss missions when wounded (other effects still apply).

Political Influence: You may immediately roll one attack die on your choice of either the *Promotion Roll* table or the *Request For Transfer/Upgrade Roll* table regardless of whether or not the character has met any minimum requirements normally needed.

Becoming an Ace: Once a character has destroyed 5 enemy ships they have earned the title of *Ace*. This allows them *one* reroll on any campaign die roll. This may be used for any rolls from promotions, upgrade requests, wounds, or critical traits. Your *Ace* reroll can be used only one time, so make sure to fill in the *Ace Reroll* bubble on the back of your character sheet once you've use it.



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