

RED NOVA 2018

**5 MAY 2018
X-WING TOURNAMENT
PLAYER'S PACK**



Lists need to be submitted by 21 June 2017

V 1.0

**Sponsored by
NSW Northern Knights Wargaming Club**

GENERAL INFORMATION

WHEN:

Saturday 5 May 2018. Check in is 8:30 am for a 9:00 am start.

WHERE:

Thornleigh Community Baptist Church Activities Centre.
The corner of The Esplanade & Duffy Ave, Thornleigh 2120.

TRAVEL and PARKING:

There is adequate parking next to the Activities Centre. If traveling by train it is a 10-15 minute walk from Thornleigh Railway Station.

COST:

The entry fee is \$33 inc GST. Electronic Funds Transfer (EFT) is the preferred payment method to BSB: 082 309 and Account Number: 53 961 9632 Account Name: Strategic Simulations and Software. Please use the first 5 letters of your surname and add _XW, i.e. SMITH_XW.

Members of the NSW Northern Knights can claim a 10% discount if they **register and pay before 20 April 2018** (To qualify as a club member you must have attended 3 club meetings in the previous 4 calendar months, as per the club meeting log)

REGISTRATION:

This will only be done online at www.40kcampaigns.com and **should be done by 27 April 2018.**
Late entries/Entries on day may be taken but places cannot be guaranteed as places are limited.

MISSIONS & NUMBER OF GAMES:

It is planned that there will be 5 games played. The missions will have round times of 75 or 90 mins. All missions are provided in this pack giving players the opportunity to practice them prior to the tournament itself.

RULE SET:

Unless otherwise stated within this pack, the tournament will be played using the X-Wing rules and all additional rules and errata published by Fantasy Flight Games & the Community Objective document. For the official Tournament Rules & FAQ please see:

http://www.fantasyflightgames.com/edge_minisite_sec.asp?eidm=174&esem=4

LISTS:

Squadrons may be built to a maximum of **100 points**. Squadron lists must meet all the other rules outlined in the FFG Tournament Rules PDF ie. No duplicates of unique pilots or upgrades

Additionally the following Cards are on the **banned list** via the Community Objective Rules:

<https://community.fantasyflightgames.com/topic/265439-alternative-play-format-objectives-for-x-wing/>

- Han Solo Pilot (Heroes of Resistance)
- Minefield Mapper
- Seismic Torpedoes
- Trajectory Simulator

Lists should be emailed to support@40kcampaigns.com by **27 April 2018**. **Late entries will be taken but lists containing errors may have the incorrect items removed.**

PLAYERS MUST BRING:

1. Their Squadrons (ships, dials, bases, tokens, all associated pilot/upgrade cards & 3 obstacles)
2. X-Wing rule book
3. Dice
4. Damage deck
5. Movement templates & range ruler
6. Squadron list x2 (hard copy)

PRIZES:

There will be a trophy for 1st place & 2nd place.

CONTACT & QUESTIONS:

You can post questions on the Red Nova 2018 X-Wing FAQ WargamerAU forum or the Red Nova 2018 event on facebook - www.facebook.com/NSWNorthernKnights

TIMES:

Saturday 5 May:

8:30 - Check in

9:00 - 10:30 - Game 1 (90 minutes) - *"Crate Carriers"*

10:30 - 10:45 - 1st Break

10:45 - 12:00 - Game 2 (75 minutes) - *Standard Dogfight*

12:00 - 12:45 - Lunch

12:45 - 14:15 - Game 3 (90 minutes) - *"Shuttle Scuttle"*

14:15 - 14:30 - 2nd Break

14:30 - 15:45 - Game 4 (75 minutes) - *Standard Dogfight*

15:45 - 16:00 - 3rd Break

16:00 - 17:30 - Game 5 (90 minutes) - *"Freight Fight"*

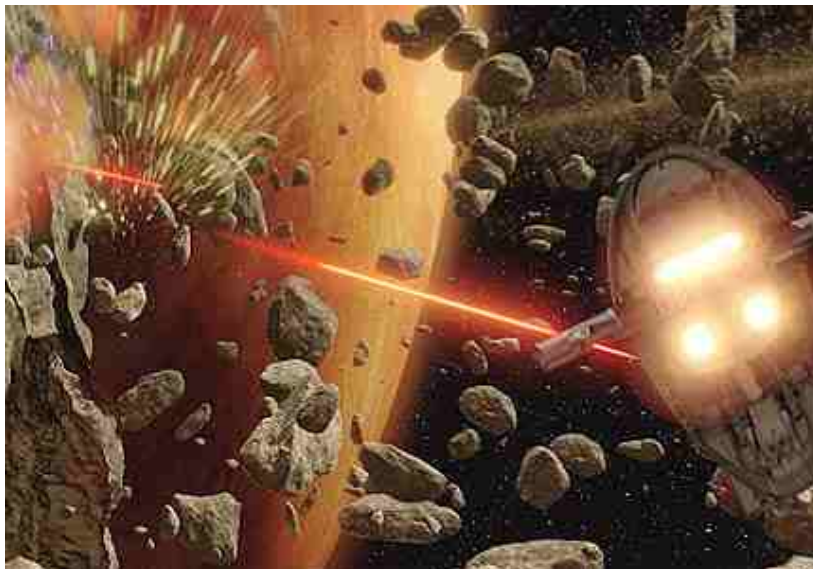
17:30 - 18:00 - Pack Up/TO Score Calculation

18:00 - 18:15 - Awards Ceremony

SITUATION REPORT

BACKGROUND:

Intelligence has been gained by all factions that Red Nova Crystals are being smuggled in the Knight Sector via a pickup point. The power generated from Red Nova Crystals could be used for a range of technologies to help civilisations, or in the wrong hands used for gigantic super weapons. The Thorn Nebula restricts huge ship access due to large amounts of debris, hence your squadron has been undertaking its mission with limited access to support. Crime syndicates are rife in this treacherous sector so everyone better keep their wits about them....



RULES OF ENGAGEMENT:

When a player assigns maneuver dials, they may assign them to the ships card rather than placing them next to the ships base. This prevents a player from mistaking their opponent's dial for one of their own.

When a player's ship is dealt/recieves a Damage Card, the card is dealt from that player's own Damage Deck. Players must maintain their own discard piles for their Damage Cards. Before shuffling, players may request to examine their opponents Damage Deck to confirm the contents are correct. The TO may check damage decks/cards at any time during the event.

A player may request that one range ruler be used during a match due to minor variations in the template printing process and the existence of third party products.

TOURNAMENT SCORING & POINTS:

Tournament Points	Rules
5	Major Victory - Score double your opponents Victory Points
4	Victory
3	Draw - Victory or Loss within 14 Victory Points
2	Loss
1	Major Loss - Score half or less of opponents Victory Points

***Note:** The mission automatically ends if one player's Squadron is totally destroyed. In **Missions 1, 3 & 5 the game will not stop at 100VP gained** as the Community rules state, a player must complete the specified main mission objective to have a chance of achieving a 'Major Victory' in the allocated time, even if they have destroyed all of their opponents ships by double VP failing the main mission will result in a 'Victory' only (4 points).

Community Objective rules for the Missions are on the following pages:

***Note:** All objective mission related items will be provided by NSW Northern Knights.



OBJECTIVE RULES

Victory Points

- Players score VP equal to the number of squad point cost of any opposing ships when they are destroyed, in addition to any VP rewarded by objectives.
- The game ends when one player has 100 or more VP at the end of the round. If both players have at least 100 VP, the player with more VP is the winner. If both tie on VP, the player with initiative is the winner.
- Large base ships do NOT reward half of the squad point cost when they suffer damage equal to half their combined hull and shield value.

Objectives

- Unless otherwise specified, objectives do not interact with obstacles.
- Objectives represented by ship bases are moved with templates and may overlap/ "bump" other ships as a standard ship would.
- An obstacle placed as an objective must be marked by a token or other means to easily be recognized as an objective, such as Ion or Extra Munitions.
- An objective is never considered a friendly ship.
- Objectives cannot be assigned conditions, tokens, or be dealt critical damage.
- Objectives treat all critical damage as standard damage.

OBJECTIVE RULES

Controlling an Objective

- An objective is considered to be controlled when a player has a friendly ship within the specified range and there are no enemy ships within the given area.

Capturing an Objective

- When a player captures an objective, it remains captured until an opponent captures it.

The End Phase

- Many Objectives introduce effects which occur at the end of the end phase. These occur after "at the start of the end phase" effects, such as Corran Horn, but before tokens are cleaned up.

Obstacles

- Players are required to provide 3 obstacles as part of their squad.
- Obstacles cannot be placed at range 1 of one another or at range 1 of an objective.
- If an obstacle does not have a legal placement, the step is complete, and the remaining obstacles are not used.

Cannot Flee the Battlefield

- If the base of an objective would be outside the play area, complete the maneuver outside the play area. Then, slide the objective perpendicular from the board edge it left the play area from back into the play area, keeping the orientation of the completed maneuver.

5 **Crate Carriers**

Escort friendly crates while destroying your opponent's!

OBJECTIVE RULES

At the end of the end phase, each of the following resolve in the order listed:


- If a friendly crate token is inside the opponent's objective zone, the controlling player gains 50 VP and the crate token is removed from the board.
- Players perform a 1 or 2 straight or 1 or 2 bank maneuver on their friendly crate from either set of guides on the base.
- If a player does not have a friendly crate token, that player places a crate token within range 1 of their left board edge, and beyond range 3 of either player's board edge.

SPECIAL RULES

Crate Token:

- 0 Agility, 6 Hull, 0 Shields.
- May not perform attacks.
- May be attacked.
- Cannot flee the battlefield.

• Equipped with *Sensor Jammer*:

- When defending, you may change 1 of the attacker's * results to a  result. The attacker cannot reroll this die.

Player A Deployment Zone



Player B Deployment Zone

SETUP - Objective 5

- Player place all six obstacles as normal.
- Players (starting with the player with initiative) place a small ship base as a friendly crate token within range 1 of their left board edge and beyond range 3 of either player's board edge.

G.I.D. SQUADRON
PILGRIMS

STAR WARS
X-WING

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Shuttle Scuttle

Battle for control of the stranded shuttle!

OBJECTIVE RULES

At the end of the end phase, each of the following resolve in the order listed:

- If the shuttle is within a player's deployment zone, and that player controls the shuttle at range 1, that player scores 50 VP and the shuttle is removed from the board.
- If a player controls range 1 of the shuttle, that player scores 10 VP and may execute a white 1 straight or 1 bank maneuver from the front guides.

SPECIAL RULES

Shuttle:

- Obstructs attacks.
- Not considered an enemy ship.
- Cannot flee the battlefield.

Player A Deployment Zone



Obstacle Deployment Area



Player B Deployment Zone



SETUP - Objective 1

- The player with initiative places a large ship base token to represent the shuttle beyond range 4 of any board edge.
- The shuttle must be placed directly facing a neutral board edge.
- Obstacles are then placed as usual, starting with the player with initiative.



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Freight Fight

Battle to capture the abandoned freight!

OBJECTIVE RULES

At the end of the end phase, each of the following resolve in the order listed:

- If a freight token is inside the capturing player's deployment zone, that player gains 25 VP and the token is removed from the board.
- Players in initiative order activate all captured freight tokens in any order they choose. The freight tokens must perform either a one straight or one bank maneuver from either set of guides.

SPECIAL RULES

All ships within range 1 of an objective add Capture to their action bar:

- **Capture - Action:** Choose a freight token at range 1. That freight token is captured by you.

Freight Tokens

- May not flee the battlefield.
- Not considered an enemy ship.
- Remain captured until removed from the board or an opponent performs the capture action on it.



Capture Icon



Capture Tokens (optional)

Player A Deployment Zone



SETUP - Objective 6

- Players place all six obstacles as normal.
- Players (starting with the player with initiative) alternate placing a small ship base as a freight token, beyond range 4 of any player board edge and beyond range 1 of any other board edge until there are four total freight tokens.

