

Death Star Trench Run Singapore



Credits go to Seldom on FFG Forum

(http://www.fantasyflightgames.com/edge_foros_discusion.asp?efid=332&efcid=6&efidt=747224)

1 Win/Lose conditions:

- Rebels will need to deal an uncancelled critical dice result to the exhaust port in order to win
- Imperials will need to prevent the Rebels from doing so in 10 turns, or by destroying all Rebel ships with proton torpedoes

2 Team setup

- Both sides will ideally have 3-4 players each.
- Players MUST select from a few preset squads. They are not to change anything in the squad list.
- Rebels have initiative

2.1 Rebels

(All ships come with the maximum amount of proton torpedoes possible assigned to them):

- ➔ Luke Skywalker + R2D2 + determination
- ➔ Red Squadron X-Wing + R5D8 (Jek Porkins)
- ➔ Red Squadron X-Wing
- ➔ Gold Y-Wing

- ➔ Wedge Antilles + Expert Handling + R2 astromech
- ➔ Biggs Darklighter + R2F2
- ➔ Red Squadron X-Wing
- ➔ Gold Y-Wing + Ion Cannons

- Garven Dreis + R5K6
- Red Squadron X-Wing
- Red Squadron X-Wing
- Dutch Vander + Ion Cannons

- Han solo + Chewbacca + engine upgrade + millennium falcon title + draw their fire
(This squad only comes in when triggered by a specific condition. More later)

2.2 Imperials

(All non-named pilots that are destroyed will return to the field at the start of the very next turn):

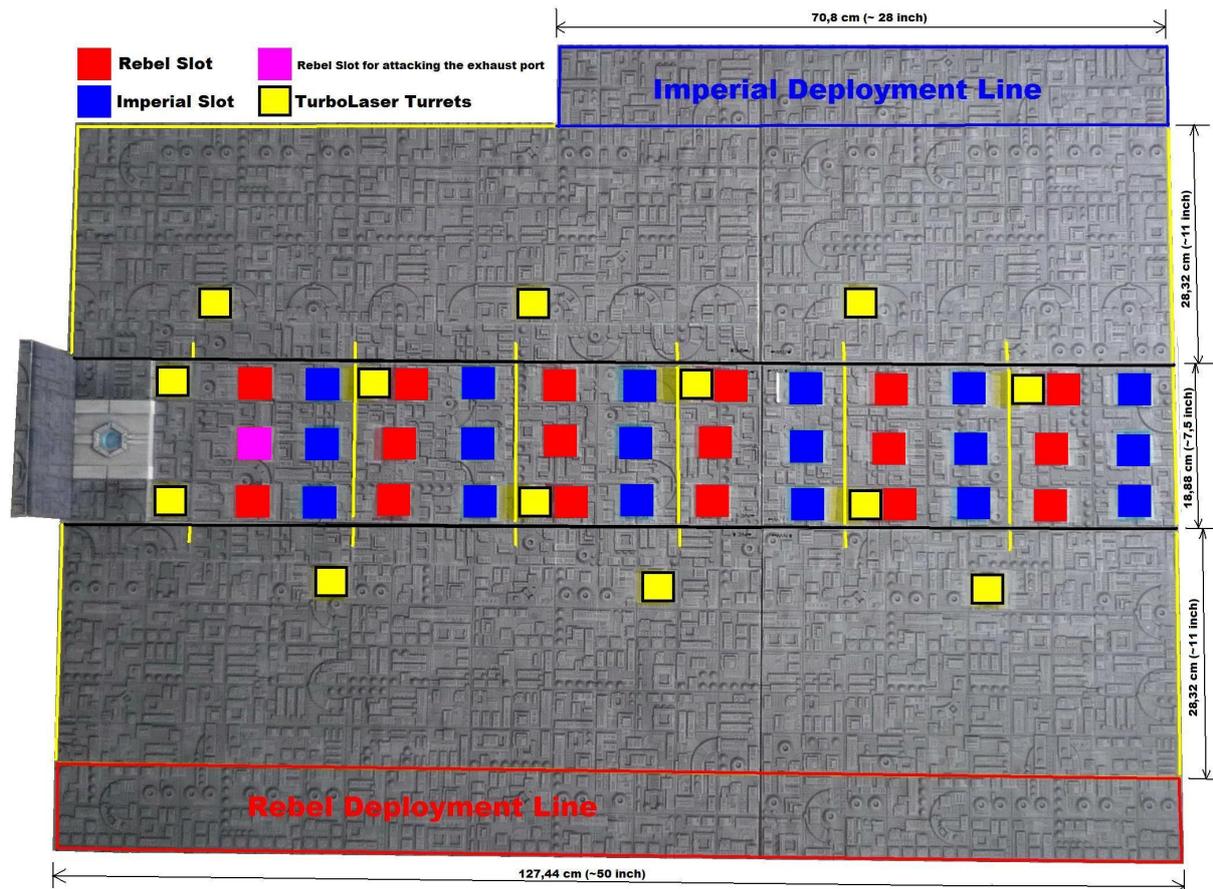
- Academy TIE
- Academy TIE
- Academy TIE
- Black Squadron TIE
- Black Squadron TIE

(This squad will be played by all Imperial players, except the person playing the squad listed below)

- Darth Vader + Squad Leader
- Backstabber
- Mauler Mithel + Marksmanship

3 Game Setup





- The Rebel Players will place all of their ships behind the **Rebel Deployment Line**, except the player using Han Solo.
- Only 1 Imperial Player (except the player using Darth Vader) may then setup his squad anywhere on the Death Star Surface play area, but not behind the **Rebel Deployment Line**. This is to stimulate a small squad already on routine patrol on the Death Star perimeters.
- On the start of the next turn, 1 other Imperial Player then deploys his squad anywhere behind the **Imperial Deployment Line**, except the player using Darth Vader. On subsequent turns, 1 other Imperial Player (except the player using Darth Vader) deploys his squad anywhere behind the Imperial Deployment Line. The Imperial Player using Darth Vader will be the last to deploy his squad, in a similar manner with the other Imperial Players. (ie. Behind the Imperial Deployment Line, on the start of the next turn). This is to stimulate the Imperials using some time to react to the Rebel attack and rushing to the scene from their hangar bays
- **When a number of Rebel ships equal to the number of Rebel Players is destroyed (i.e. 3 ships destroyed if there are 3 players, 4 ships if there are 4 players), or on the 5th turn, whichever is earlier, the Rebel Player using Han Solo may then deploy anywhere behind the **Rebel Deployment Line** or the **Imperial Deployment Line**

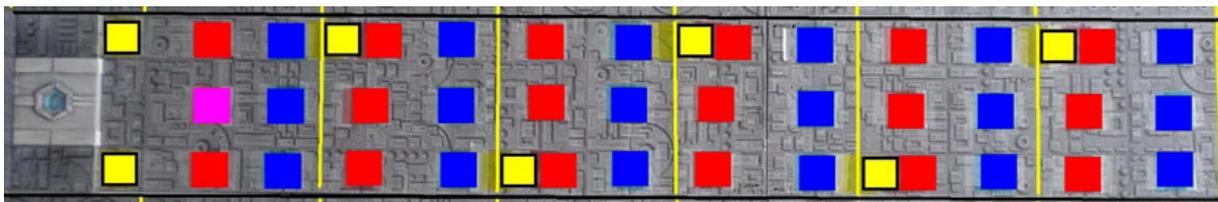
4 Turbolaser Turrets

- Turbolaser turrets are considered ships. They do not move, but will result in the collision rules to be applied if another ship overlaps them. They are not obstacles.
- Turbolaser turrets have an attack value of 1. They are considered primary weapons, hence range bonuses apply. They have 360deg firing arcs. Range is measured from the bottom of the base or the widest part of the turret, whichever is further (excluding the tip of the barrels)
- Turbolaser turrets cannot be attacked.
- Turbolaser turrets have a Pilot Skill Value of 0
- Turbolaser turrets do not have actions, nor can they perform any actions

5 Trench Rules

A set of different rules apply to ships within the Trench. The Trench is considered a separate play area from the Death Star surface, and hence abilities that affect ships within one area do not affect ships in the other area.

The Trench is divided into a number of zones, with a total of 6 slots in each zone; 3 for the Rebels (red), 3 for the Imperials (blue).



5.1 Maneuvers in the Trench:

5.1.1 Entering the Trench

To enter the Trench, the middle stick of the ship model must be above the Trench while the ship is still on the Death Star surface. The player then sets his maneuver dial to a blank/rubbish result and place it face down as per normal rules. When it is that ship's turn to activate, reveal the dial, remove the ship from the Death Star Surface play area and place the ship to the corresponding zone in the Trench play area. If it is a Rebel ship, you may only place your ship in the Rebel Slots, and likewise for the Imperials. You may choose which slot to place your ship in upon entry (this is not predetermined). The direction of the ship when it is doing an entry into the Trench does not matter. LARGE SHIPS (Millennium Falcon / Slave I) MAY NOT ENTER THE TRENCH.

5.1.2 Moving within the Trench

Ships in the Trench automatically move 1 zone forwards every turn as their maneuver. This is considered a white maneuver. Players will still assign maneuver dials to their ships, but only straights or hard turns. Assigning a straight maneuver will send your ship to the slot directly in front of it, whilst a turn maneuver will send the ship to the immediate slot next to it (left for left, right for right). You may not jump 2 slots to the left or right, only the immediate adjacent slot. The speed and color of the revealed maneuver does not matter, only the direction (straight/ turn) is considered. Banks

are not considered a valid maneuver option. ALL MANEUVERS WITHIN THE TRENCH ARE CONSIDERED WHITE STRAIGHT/TURN MANEUVERS, and this overrules all other game effects (e.g. R2 astromech, damaged engine critical hit).

5.1.3 Moving into another ship

If a ship moves into another ship in the same slot, both ships suffers 1 normal hit directly to the hull (bypassing the shields. I.e. if the affected ships have any shield tokens, you do not remove 1 shield token. You give the affected ship a facedown damage card. **This is to not penalize players too much for play mistakes and to maintain Trench Rules consistency**). Both ships are then ejected from the Trench play area back to the Death Star Surface with both ships in contact with each other, in the correct manner (ie. Ship that crashed into the other ship from behind should be behind that other ship and in contact with it)

5.1.4 Crashing into the wall

If a ship on the leftmost slot is assigned a left turn maneuver (or right turn for the rightmost slot), it takes 9999 uncancelled critical hit damage, 9999 uncancelled normal hit damage, and is then removed from the game, and finally considered destroyed. **This is to stimulate contact with the Trench walls. Remember, do not drink and drive**)

5.1.5 Exit the Trench

Players may choose to exit the Trench as their maneuver, by selecting a blank/rubbish result for their maneuver dial. Ships that exit the Trench are sent back to the Death Star Surface play area on the "Trench" marked on that play area in the closest, most accurate possible position relative to the slot within the Trench play area is previously was at. If there are ships blocking the point of exit, shift the exiting ship backwards/forwards, whichever is nearer, until it just touches the blocking ship, and apply standard collision ruling (ie. No actions). Ships in the last trench zone will be automatically assigned an exit maneuver.

Ships that are otherwise ejected from the Trench play area (as a result of other effects) do not perform a maneuver nor choose an action. They are still able to attack (if possible), and maintain any existing tokens that they have (if any, e.g. Focus tokens, Target Lock tokens etc)

5.2 Actions in the Trench:

Ships carry out actions as per normal. Ships may not barrel roll / boost in the Trench play area.

Rebels have an additional action option when in the trench, called "Stay on target". If you choose that action, assign one "Stay on target" token to the ship (use the tracking token from the core set). "Stay on target" tokens stay after the end of the turn (like stress tokens). Any ship that is ejected from the Trench play area will have all "Stay on target" tokens removed.

5.3 Attacking in the Trench:

Ships in the same trench zone are considered to be in range 2 of each other, except ship A that is directly in the slot in front of / behind ship B. They are considered to be within range 1 of each other.

Rebels may attack ships in the imperial slots ahead of them, following the same rules (i.e. if the target is directly in front, it is considered range1. If the target is in the slots diagonally apart, it is considered range 2)

When a ship receives any damage card, it is ejected from the Trench immediately. In the case of initiative, the affected ship does not perform an attack first before it is ejected. It is ejected first, and then it may perform an attack when on the Death Star Surface play area. A ship must have a damage card assigned to it in order for it to count (e.g. if Determination discards a face up pilot trait critical hit card, it does not count, and the ship still stays in the trench). Hits to the shield do not count, so long as the ship does not receive any damage cards

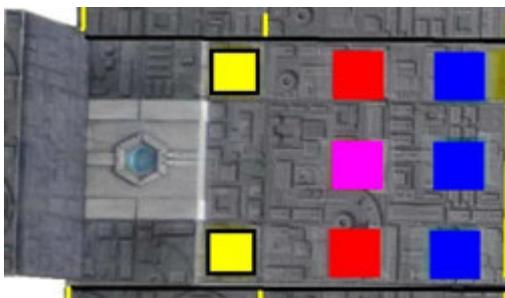
Turbolaser turrets may only attack Rebel ships in the same Trench Zone, and will attack them at range 2 regardless of which slot the defending ship is in. Turbolaser turrets may not attack if there are any ships in the Imperial slots in the same trench Zone.

*The Millennium Falcon may attack ships in the Trench play area if the middle stick of the ship model is entirely above the Trench. It may only attack ships in the corresponding Trench Zone it is currently above. Attacks done in this manner will always be considered range 2 and within the front firing arc

5.4 Miscellaneous effects in the Trench:

All effects affect only ships in the same zone. E.g. Biggs' ability only affect rebel ships in the same zone, Squadleader upgrade only affect ships in the same zone, Dutch's ability only affect rebel ships in the same zone

5.5 Scoring a hit on the exhaust port:



In the final Trench Zone, only the Rebel ship in the middle Trench Zone (pink color) is allowed to make a target lock on the Exhaust Port. **Normal laser attacks CANNOT be made against the exhaust port because the exhaust port is ray shielded.** When firing the proton torpedoes, the attacking Rebel player rolls only 1 dice, and 1 dice only, and he only rolls 1 dice. He will only roll 1 red attack dice. The Imperial Players then roll a total of 3 evade dice for the exhaust port (**this stimulates how hard it is to**

hit something that is only 2 meters wide, like a wombat) Players apply dice cancel results as per normal. The attacking player's dice is affected by the proton torpedoes' effect modifier.

The Rebels will need to deliver at least 1 uncanceled critical hit result to the exhaust port in order to win. Normal hits do not count, **negative, it only impacted the surface**. The attacking player may choose to spend all of his "Stay on target" tokens to add 1 attack dice per "Stay on target" token to his attacking roll.

No, Imperial ships may not fire at the exhaust port.

6 FAQ:

Q: *I wish to play with my own squads. Any suggestions on the point values?*

A: 100 point Rebels vs. 70 point Imperials. Proton torpedoes cost 0. Imperial ships that are destroyed return to the game as Obsidian Squadron TIE's, regardless of their model/name/etc. Rebels' setup anywhere behind the **Rebel Deployment Line**, Imperials may set up to 35 point worth of ships anywhere in the Death Star Surface play area not behind the **Rebel Deployment Line**, and the rest of his squad behind the **Imperial Deployment line**. If running games larger than 1v1, name restriction applies to the entire faction (e.g. the entire Rebel side combined may not have more than 1 Luke Skywalker), and only 1 Imperial player may setup his entire squad anywhere on the Death Star Surface not behind the **Rebel Deployment Line**, while the other players enter the game with their squads turn after turn. No, missiles may not be fired at the exhaust port. Howlrunner's ability affects Turbolaser turrets on the Death Star Surface only, does not affect the turrets in the Trench. Assault missiles fired in the Trench hits everybody in the same Trench Zone as the target, including the ship that fired it. Firespray/YT may attack ships in the Trench as per special Han Solo rules.

Q: *Can the Y-Wing fire at TIE's behind it when it is in the Trench?*

A: yes. Because it is a secondary weapon, you do not apply any range bonuses.

Q: *My Y-Wing managed to ionize Darth Vader when in the trench. What happens now?*

A: If Darth Vader took a hit to his hull, he is ejected to the Death Star Surface with an ionized token. If he did not take a hit to his hull, you change the ionize token to a stress token instead.

Q: *I made a target lock on a TIE, and it flew into the Trench.*

A: The Target Lock stays on the TIE, until you lose it or make a target lock on another ship. You may not make a new target lock on a ship in a different play area from you, even if you are above the Trench. Remember, ships only affect other ships in the same zone as yourself.

Q: *The Turbolaser turrets are too weak.*

A: “We count 30 Rebel ships, Lord Vader, but they’re so small they’re avoiding our turbo lasers!” If you want more of a challenge, count the focus results for the Turbolaser turrets as hits.

Q: *Some idiot teammate crashed his gold Y-Wing into my Luke Skywalker X-Wing.*

A: Both ships get ejected, both ships take 1 damage directly to the hull, Luke Skywalker does not get to move after being ejected, nor does he get an action. Idiot teammate to pay for all drinks and is now designated driver