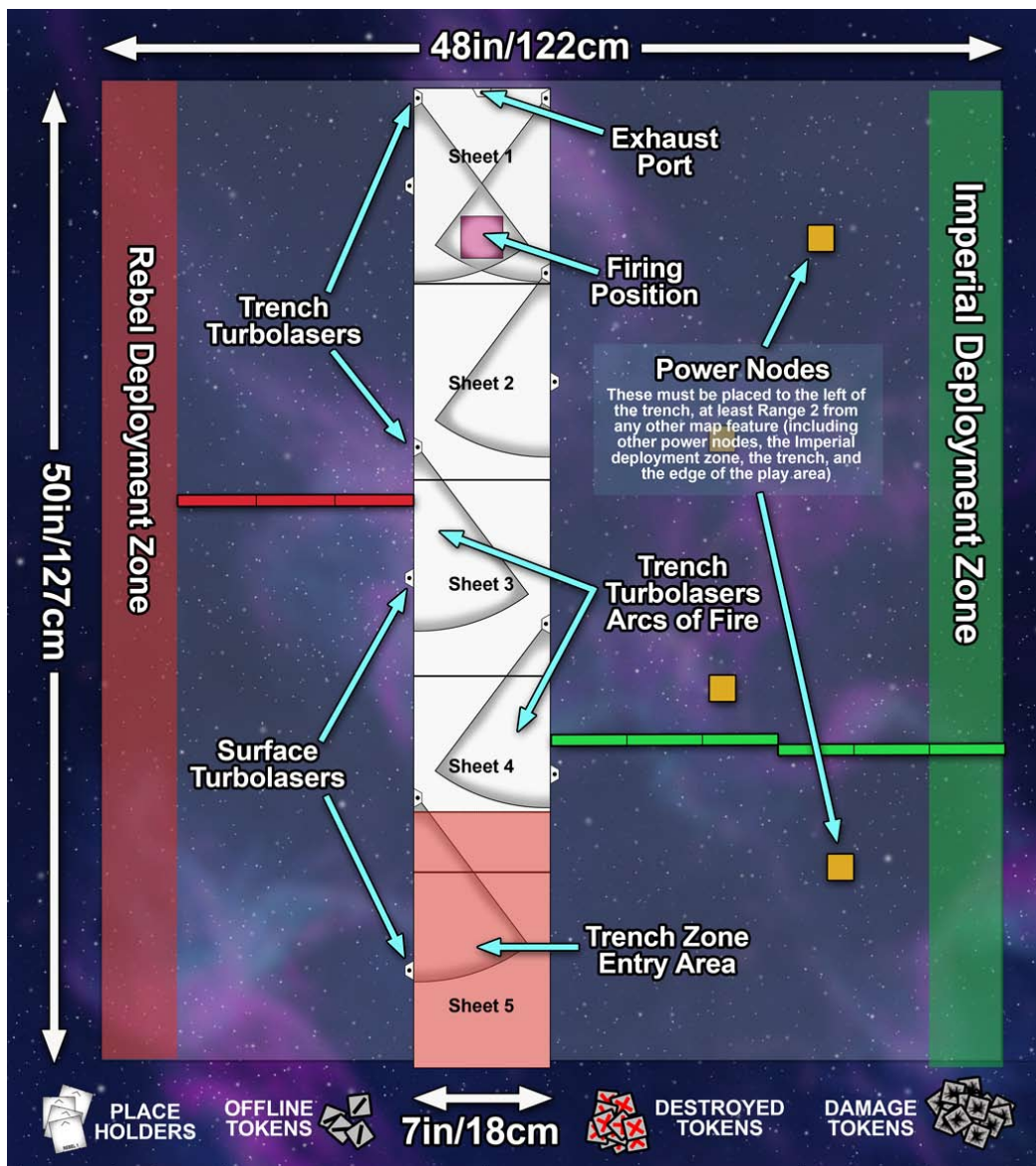# Death Star Trench Run
A Mission for the X-Wing Miniatures Game

There's a lot of "They fight." —George Lucas

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Playtesting: The Red Fives

BASICS

PLAYERS OR TEAMS: 2
PLAYING AREA: 40" x 50" / 122cm x 127cm

PREPARING THE MATERIALS

Print the 5 trench sheets and the token sheet. Cardstock is recommended, but ordinary paper will work in a pinch. Carefully cut out the pieces using scissors or a hobby knife.

Use adhesive tape along the backs of the joining edges of the trench sheets to create a single trench piece, which is simply called the *trench* from here on.

[OPTION] SEPARATE TRENCH: It may be more convenient to print 2 trenches and set 1 off to the side for use by ships in the Trench Zone. Careful measurements will be needed when transferring from one to the other, but the details of that process are beyond the scope of this module.

OBJECTIVES

REBEL VICTORY: Attack the exhaust port with *Proton Torpedoes,* dealing at least 1 uncanceled damage to start an explosive chain reaction.

IMPERIAL VICTORY: If during any End phase the Rebels have no *Proton Torpedoes* to fire, or if countdown clock ever drops below 1, the Death Star's super laser fires and the Imperials win.

MISSION SETUP

1. Place the trench and tokens as indicated on the mission map, using the range ruler to find the distances from the trench to the players' deployment zones.
2. Each player secretly assembles their squad. The Imperials may spend up to 100 points. The Rebels may spend up to 150 points and **must** upgrade at least 1 of their ships with *Proton Torpedoes*. Points are shared within a team, and a team may set its own terms for the control of ships and decision-making.
3. Players reveal their squad selections simultaneously.

4. The Rebel player places his ships in his deployment zone.
5. Starting with the Imperial player, the players take turns placing 1 power node (out of 4) in the area to the right of the trench, at least Range 2 from any other map feature (including power nodes, the Imperial deployment zone, the trench, surface turbolasers, and the edge of the play area).
6. The Rebel player plays 1 full round without Imperial ships in sight. The Imperial player controls only turbolasers during this round.
7. During the End phase of round 1, the Imperial player places his ships in his deployment zone, and all other End phase activities are performed.
8. Start round 2. At the end of this round, start the countdown clock.

SPECIAL RULES

Several rules are needed to recreate some of the memorable details of this iconic scenario and the features on the mission map.

COUNTDOWN CLOCK

Moments from now, the Death Star will be in firing range of the fourth moon of Yavin — and the Rebel base there.

When the countdown clock is started, place a d6 next to the play area with its 6 side facing up, or write the number on scrap paper. During the End phase, subtract 1 from that number. If this number is ever less than 1, the mission ends in an Imperial victory.

The Rebels have a couple of ways to stop the clock. Whenever an Imperial ship is destroyed, immediately add 1 to the clock. Destroying power nodes may also add to the clock setting (see below).

The maximum setting for the clock is 6, and excesses do not carry over in any way.

"STATIONARY SHIPS"

The term *stationary ship* is used to describe immobile objects in this mission that count as, and otherwise behave like, ship game pieces. Card effects that mention "ships" will also affect the power nodes, turbolasers and exhaust port mentioned below.

Stationary ships may not be assigned focus tokens, and are not considered *friendly* to either player.

REINFORCEMENTS

During the End phase, the Imperial player receives 1 reinforcement for each Imperial ship that was destroyed during that round.

For each TIE Fighter destroyed, the Imperial player may take the *Black Squadron Pilot* **or** *Obsidian Squadron Pilot* as its reinforcement. For each TIE Advanced or TIE Advanced X1 destroyed, the player may take either the *Tempest Squadron Pilot* or *Storm Squadron Pilot* as its reinforcement.

Upgrade cards attached to a ship are not lost when that ship is destroyed, and may be assigned to any reinforcement later. However, upgrades that are discarded during play (such as *Cluster Missiles* or from critical damage) are removed from the game.

Reinforcements are placed in the Imperial player's original deployment zone indicated on the mission map.

ION CANNON TURRETS

When an *Ion Cannon Turret* card is used to attack a power node or turbolaser, replace its card text with this:

> **ATTACK:** Attack 1 power node or turbolaser (even if it is outside your firing arc).
>
> If this attack hits the target power node, it takes 3 damage.
>
> If this attack hits the target turbolaser, it suffers 1 damage and receives 1 offline token.

EXHAUST PORT

The exhaust port counts as a stationary ship that can only be attacked by Rebel ships in the **firing position** square indicated on the mission map. To fire a torpedo at the exhaust port, some part of the ship's base must **overlap** the firing position and meet all other conditions for making an attack.

The port is ray shielded and may only be attacked using *Proton Torpedoes*. As usual for that weapon, you must have a target lock on the exhaust port to attack it. The port is a half hexagon for targeting purposes.

The port has no hull value, and cannot be destroyed. Once its shield tokens are removed, any uncancelled damage caused by *Proton Torpedoes* will destroy the Death Star and win the mission. Note that it is possible to destroy enough power nodes to reduce the exhaust port's shield value to 0.

ZONES

There are two **zones** for this battle: the Surface Zone and the Trench Zone. (A map *area* is not a zone.)

All ships and reinforcements enter play in the Surface Zone, and behave according to the usual game rules. Special rules for the Trench Zone are described in their own section, below.

During play, a ship must be in one zone or the other. It is forbidden to make attacks, grant focus tokens, acquire or transfer target locks and all other abilities if the target ship is not in the active ship's zone. Treat all ships, turbolasers and power nodes in the Surface Zone as though they are in separate game from those in the Trench Zone.

Notable Exception: Target locks are not broken just because ships change zones and end up in different zones. However, attacking across zones is still forbidden.

OVERLAPS: It is possible for the base of a ship in the Surface Zone to overlap another's in the Trench Zone. It may be necessary to use a temporary placeholder to mark a ship's position until it no longer overlaps. Placeholder tokens are provided on the token sheet.

[OPTION] HIGH AND LOW: Instead of using the trench tokens, start all ships in the Surface Zone on a stack of 2 or more clear plastic flight stands. When ships are in the Trench Zone, use just 1 flight stand.

TRENCH ZONE

The following rules apply only to ships within the Trench Zone.

MAXIMUM CAPACITY: Up to 3 Rebel ships and up to 3 Imperial ships may be in the Trench Zone at one time.

ENTERING THE TRENCH ZONE: As an action, a ship may enter the Trench Zone if its base is **entirely within** the Trench Zone Entry Area. The demarcating line on trench sheet 4 (the line with white dots) is considered part of the Trench Zone Entry Area.

LEAVING THE TRENCH ZONE: As an action, a ship may leave the Trench Zone at any point.

INTERZONE COLLISIONS: If a ship enters a zone and finds that it is overlapping another ship already in that zone, move the active ship backward along its axis of movement just until it is in base-to-base contact with the other ship.

   If there is a second ship in line, you may move your ship to the left or right of the first ship, unless there are only obstructions *there*. In that case, continue to search for suitable positions to the left or right of the second ship, and so on.

   No collision damage results from interzone collisions, but the acting ship skips its Perform Action step this round.

COLLIDING WITH THE TRENCH WALL: If a ship's movement brings it into contact with the trench wall, that ship skips its Perform Action step this round. Stop the ship's forward movement and check for damage as though hitting an **obstacle**. Then, starting with any corner of the ship's base, rotate the ship's front away from the wall in the same general direction it was traveling when it collided. Stop rotating as soon as one side of the base is parallel to the wall.

   If a ship collides front-on with the wall, or into any of the corners on either end of the trench, it is instantly destroyed.

[OPTION] DEADLY COLLISIONS: Any movement that brings a ship's base into contact with the trench wall instantly destroys the ship.

TRENCH MOVEMENT

STRAIGHTENING OUT: When in the trench, *close* is good enough. If your approach was a good one, your ship should be nearly parallel to the trench walls as you enter the Trench Zone. If it is slightly misaligned, feel free to make a **tiny** angle adjustment to make your path parallel to the wall, and assume that your ship will not deviate from that course without executing a maneuver.

TRENCH KOIOGRAN TURNS: After a ship in the Trench Zone executes a Koiogran turn maneuver, resolve any collisions that occur in that zone. Then, the ship returns to the Surface Zone and skips its Action Step this round. This maneuver may result in an in-zone collision **and** an interzone collision.

TRENCH BARREL ROLLS: While in the trench, a ship may not barrel roll in the same round that it uses a drifting maneuver (see below. While you're at it, see *Colliding with the Trench Wall*, above, hotshot).

SPECIAL MANEUVER: DRIFT: This maneuver is only possible within the Trench Zone. After executing a drift maneuver, your ship gains 1 Agility until the end of the round.

   To indicate a drift maneuver on your ship's maneuver dial, push the number as far as it can go to the left or right of the dial, to the point where it may also show a small part of the next number or its arrow, and so that it is **certainly not centered** and **certainly not the next number**.

   When you reveal your maneuver selection, your actual speed is 1 less than what is indicated (a movement of 4 showing on your dial is actually a 3, for example. This distinction is important when using certain astromech droids).
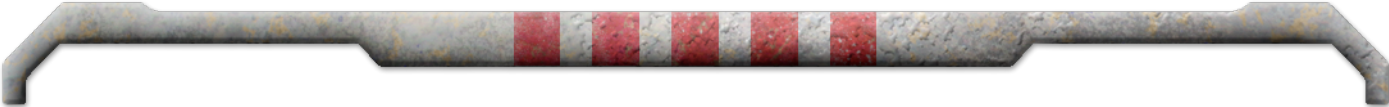
   If drifting to the right, the maneuver template is placed just to the right side of the right guide (the small bump used for fitting movement templates) on the front of the ship base. Then the ship is moved forward until the template is centered directly behind it. A drift to the left is handled in the same fashion, just moving everything to the other side.

   The color of the selected maneuver (green, red or white) does not change when executing a drift.
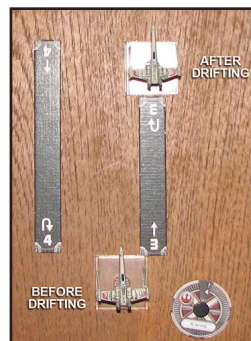
POWER NODES

These are features on the surface of the Death Star that Rebels can destroy, causing chaos for the Imperials and buying time for their trench runners. Power nodes **do not** count as obstacles. A power node counts as a stationary ship and may be targeted and attacked as such.

Setup Tip: Use some d6 to represent power nodes on the play area, turning the face-up number to indicate remaining hull value.

DESTROYING POWER NODES: When a power node is destroyed, roll 1 red attack die to determine the effect:

Blank: Add 1 to the countdown timer **or** permanently disable any 1 turbolaser of the Rebel player's choice (treat it as destroyed).

Focus: Add 1 to the countdown timer **or** give all Imperial ships 1 stress token as their comm center is disrupted by the power outage.

Hit: Add 1 to the countdown timer **or** remove 1 shield token from the exhaust port.

Critical Hit: Roll twice on this table, treating any **critical hit** result as a standard **hit**.

TURBOLASERS

The laser gun batteries along the inner and outer edges of the trench are treated as stationary ships controlled by the Imperial player. Turbolasers can be destroyed by Rebel fire, rendering them unable to attack for the rest of the battle. They may also be temporarily or permanently disabled (*offline*) by destroying power nodes.

Two types of turbolasers are used in this mission: Surface Turbolasers and Trench Turbolasers, according to the zones they are found in.

TURBOLASER ATTACKS: When turbolasers roll their attack dice, count only **hits** and **critical hits**. (Ignore any attack dice showing **focus**.)

TURBOLASER DEFENSE: Turbolasers are half hexagons for targeting purposes. If you place physical models of cannon over the printed cannon, use the bases of your models for targeting purposes. Physical cannon models count as obstacles and will block ship movement.

All **critical hits** on turbolasers are treated as standard **hits**. Do not use Damage cards for turbolasers. Use the tokens found on the token sheet instead.

SURFACE TURBOLASERS

A Surface Turbolaser may attack once per round with its primary weapon* at any Rebel ship within Range 3 in the Surface Zone. Surface Turbolasers may not attack ships in the Trench Zone.

Surface Turbolasers **do not** count as obstacles nor obstruct fire.

*This means that Surface Turbolasers are subject to range combat bonuses (see the *Rules of Play*, page 10).

TRENCH TURBOLASERS

These cannon are in the Trench Zone, and may only attack and be attacked by Rebels within that zone. The Trench Turbolasers are linked, and will fire automatically at anything within their arcs of fire indicated in the trench.

After all other attacks have been resolved, including all Surface Turbolaser attacks, the Imperial player may choose to **fire all** of the Trench Turbolasers, or **fire none** of them. If the Trench Turbolasers fire, every ship in the Trench Zone that is within the arc of fire of a functioning Trench Turbolaser is attacked once by it, in any order the Imperial player chooses. It is possible to be attacked by more than 1 turbolaser in this way.

Trench Turbolasers **do not** use range combat bonuses (*Rules of Play*, page 10) and may not attack ships in the Surface Zone.

Trench Turbolasers count as **obstacles** and may obstruct fire.
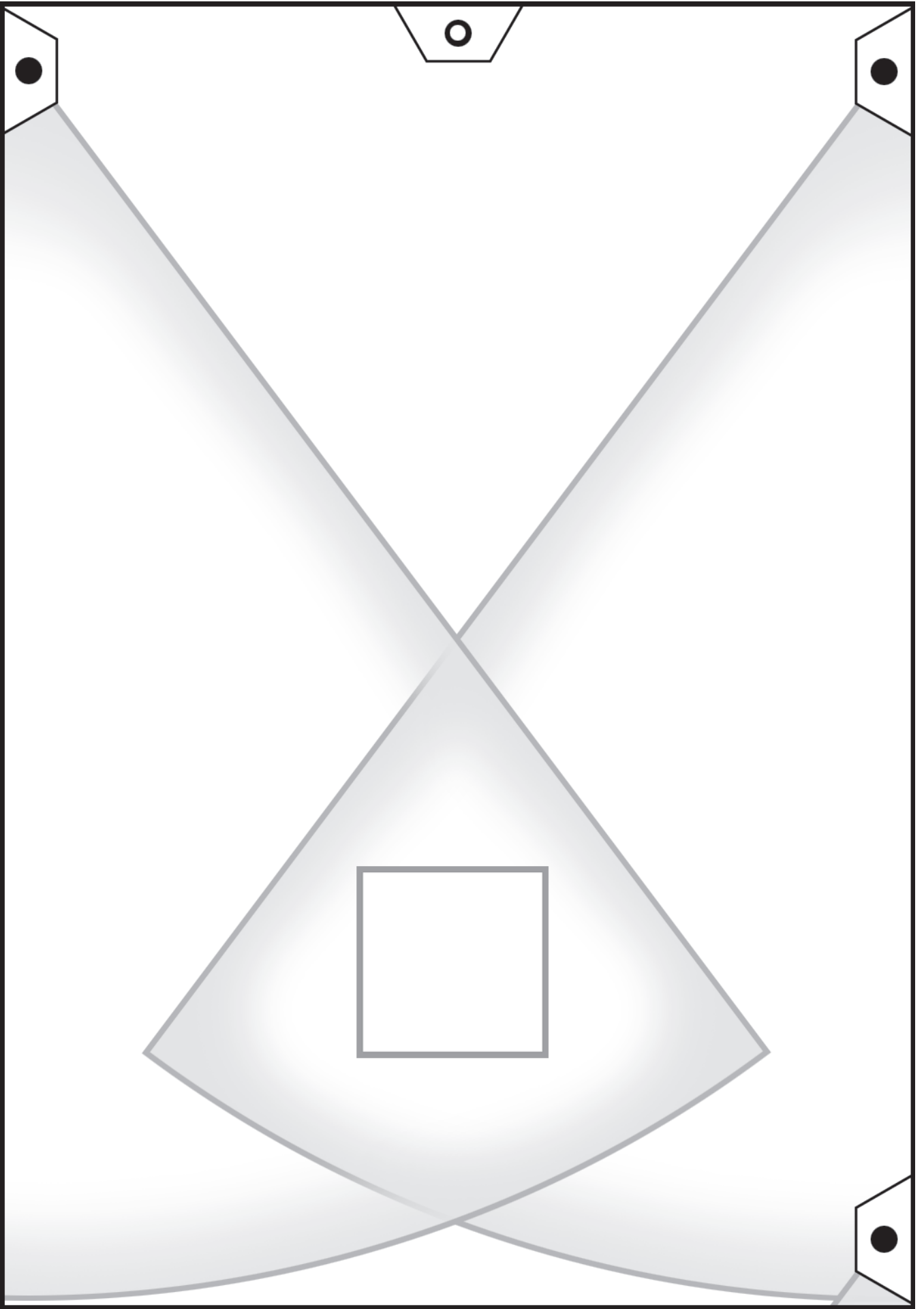
STATS SUMMARY

Power Node: Agility 1, Hull 3
Surface Turbolaser: Skill 1, Primary Weapon 2, Agility 1, Range 1-3, Hull 3
Trench Turbolaser: Skill 0*, Secondary Weapon 2, Range *Use entire printed arc of fire and do not use range combat bonuses*, Agility 1, Hull 3
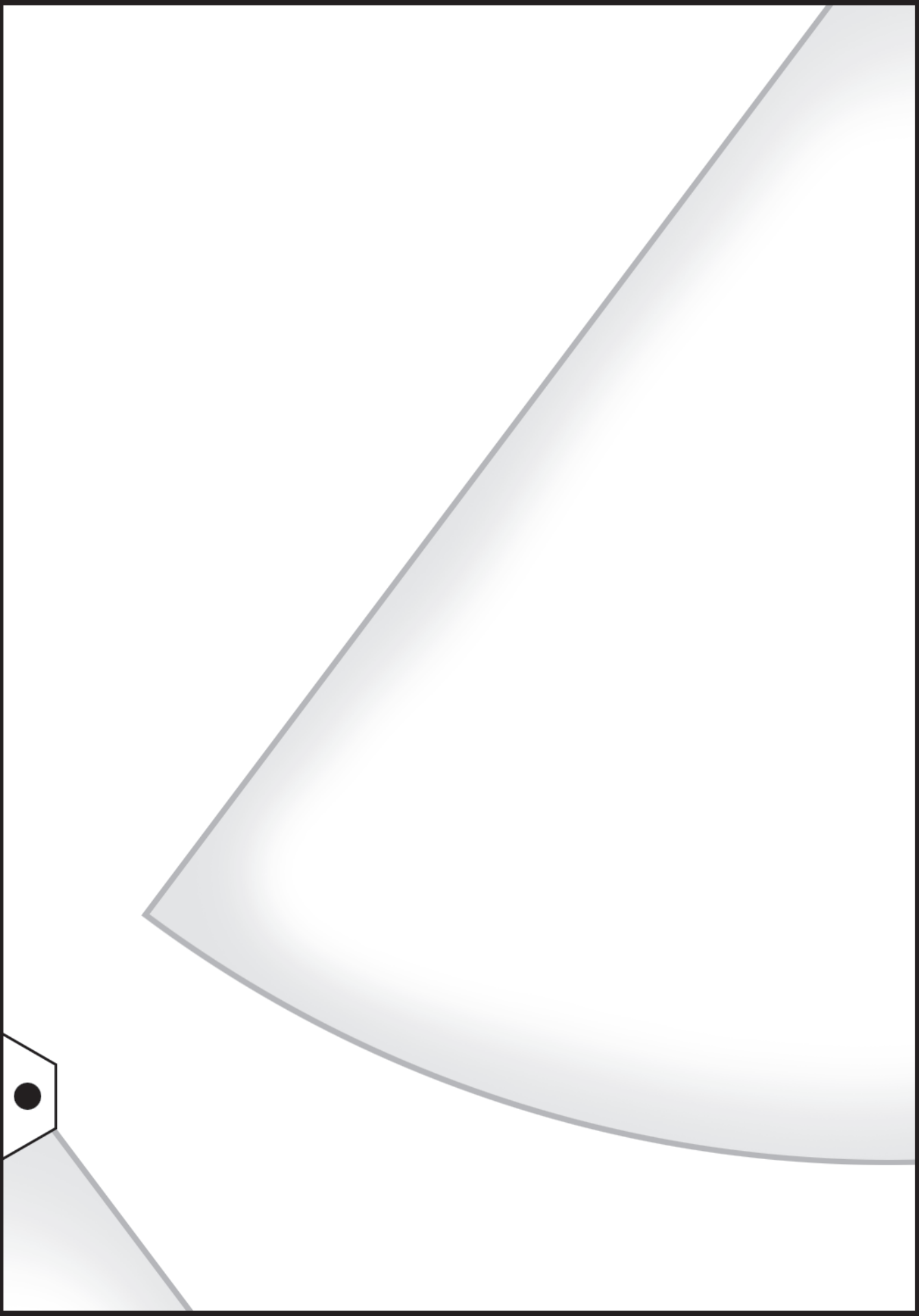*Exhaust Port:* Agility 1, Shields 2

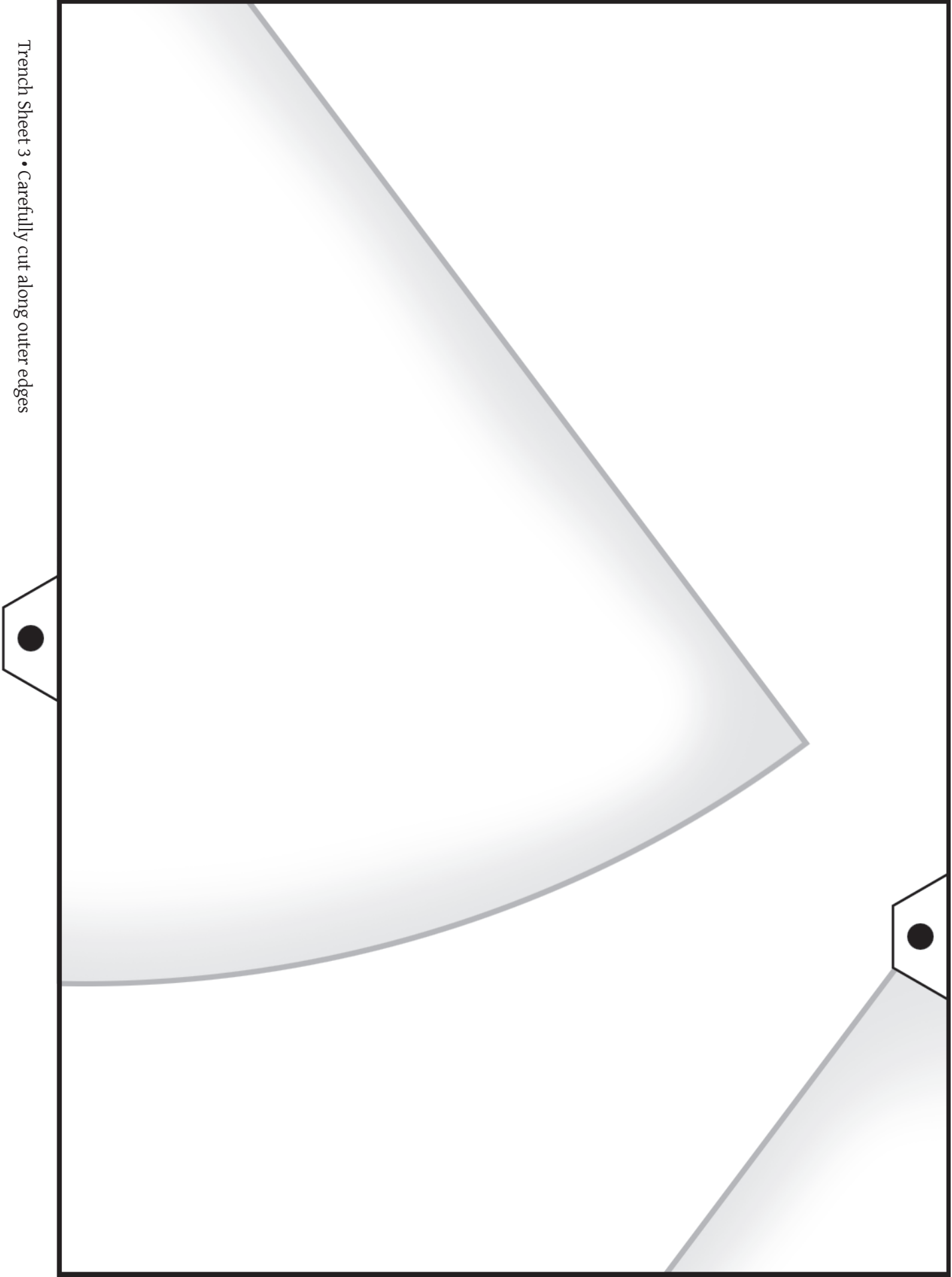*This cannon may attack only after all ships and Surface Turbolasers.

Note: Agility represents armor plating on the power nodes and turbolasers, and it represents the small aperture of the exhaust port. It works just like Agility for ships.
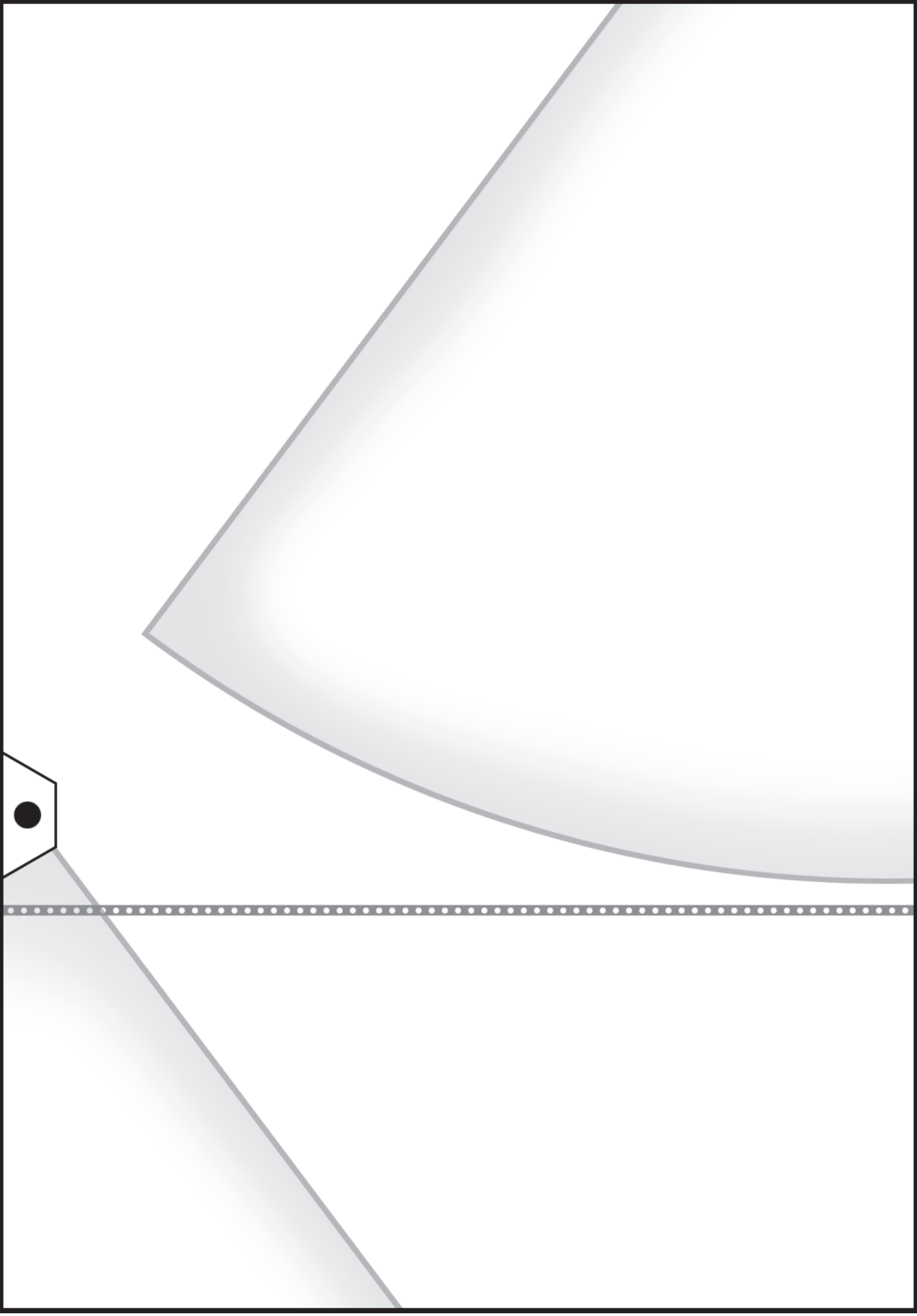
Trench Sheet 1 • Carefully cut along outer edges

REBEL 1	REBEL 2	REBEL 3	REBEL 4
REBEL 5	REBEL 6	REBEL 7	REBEL 8
IMPERIAL 1	IMPERIAL 2	IMPERIAL 3	IMPERIAL 4
IMPERIAL 5	IMPERIAL 6	IMPERIAL 7	IMPERIAL 8

| POWER NODE | POWER NODE |
| POWER NODE | POWER NODE |

OFFLINE	OFFLINE	OFFLINE	OFFLINE	DAMAGED 2	DAMAGED 2
DAMAGED 2	DAMAGED 2	DAMAGED 2	DAMAGED 2	DAMAGED 2	DAMAGED 2
DAMAGED	DAMAGED	DAMAGED	DAMAGED	DAMAGED	DAMAGED
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DAMAGED
DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED	DESTROYED