

760th Fighter Wing Furball



SETUP

This Furball variant is designed to accommodate 4-8 players per table. Players each build a single ship to fly for the entire game, following all normal restrictions in addition to these limitations:

- 1 ship per player
- Small base only
- Maximum point value prescribed by the event
- The "Lone Wolf" *Elite* upgrade is banned
- The "Advanced Cloaking Device" *Modification* upgrade is banned

The game is played on a 3x3' mat. Six asteroids are placed in a semi-central layout per general consensus of the players, outside of Range 2 of any table edge and at least Range 1 apart.

Determine Initiative: Initiative works as normal, with the following exception: in the event that two or more players' ships have the same Pilot Skill (PS), the tied player with the lowest Squad Total *decides* the initiative order of *all ships at that PS*. In the case of ties in Squad Totals, flip a Target Lock token or dice off as normal (3 dice, most focus results chooses). This initiative order remains throughout the game.

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Ship Placement: In ascending Pilot Skill order (respecting Initiative), players take turns choosing one of the *Deployment Locations* and placing their ship. There are eight Deployment Locations around the board: at each, a ship is placed with its front edge at Range 1 from its table edge and centered at Range 3 of the nearest adjacent table edge (see map).

SPECIAL RULES

The First Turn: No ship may perform an attack or Target Lock action during the first turn of the game. Weapons go live starting Turn 2, and remain live until the end of the game. A player MAY drop a bomb or utilize a Feedback Array on the first turn.

Scoring: Points are scored when a player damages an enemy ship, destroys an enemy ship, or is himself destroyed. No single *attack* may score twice for any reason, with the exception of "Splash" Damage (see below).

- **1 point** for damaging an enemy ship. This is regardless of how much damage is done, whether the damage is taken to shields or hull, or if critical hits are inflicted.
- **5 points** for destroying an enemy ship (removing it from the table). Do not add any additional points for *damaging* the ship with this shot.
- **-2 points** each time your ship is destroyed.
- A one-time score of **2 points** at the end of the game for each ship that was not destroyed during the game.

Damage inflicted on an enemy ship by means other than an attack--such as the Darth Vader crew upgrade (which triggers *after* an attack) and the Feedback Array illicit upgrade--*do* score points according to the above (1 point for damaging a ship, 5 points for destroying a ship). It is possible for a ship to score points for an attack and score again in the same round through other means (such as the Darth Vader crew upgrade or an enemy detonating a bomb token previously dropped by the ship). A ship that inflicts damage on itself does NOT score any *positive* points, though it will score -2 points if the damage inflicted removes the ship from the table.

A score tally is kept by one player at the table, in plain view of all participants. Any player scoring points should be sure to call out the score to the scorekeeper and verify that it is recorded.

"Splash" Damage: Any attack that deals damage to other ships after the initial attack--such as Assault Missiles and Ruthlessness--may only score ONE time in addition to the initial attack (though all resulting damage is still suffered by the eligible ships). The highest score (1 or 5 points) of any resulting collateral hits may be counted. For example: Tycho Celchu fires his Assault Missiles at Horton Salm. The attack results in Salm being destroyed and removed from the table, scoring Tycho 5 points for a destroyed ship. The "splash" damage ("If this attack hits, each other ship at Range 1 of the defender suffers 1 damage") deals 1 damage to a Royal Guard Pilot, strips 1 shield from Wedge Antilles, and deals 1 damage to Turr Phennir, which is enough to remove Turr from the table. Tycho could score 1 point for damaging the Royal Guard, OR 1 point for damaging Wedge, OR 5 points for destroying Turr Phennir. Obviously, Tycho will take the additional 5 points for killing Turr.

Sources that can damage more than one ship but are NOT themselves *attacks*--such as Proton Bombs and Seismic Charges--are limited to scoring *twice* for the player that the source originated from (in the case of bombs, the player whose ship dropped the bombs). As above, the player may choose the two highest scores.

Regenerating: A destroyed ship returns to the table at the beginning of the next Planning Phase. A regenerated ship sets a dial as normal, and may shoot, be targeted, and declare the Target Lock action as normal. All discarded upgrades (including missiles, torpedoes, bombs, "Hot Shot" Blaster, Stealth Device, and any upgrade discarded by a critical hit) are re-equipped and immediately available. Players utilizing bombs are encouraged to bring multiple tokens if they can, as it is possible to drop a bomb, be destroyed, and regenerate while the prior bomb token is still on the table.

When a ship regenerates, it redeploys at any of the *Deployment Locations* described above and shown on the map. Any players with ships regenerating in the same turn choose their Deployment Locations in ascending PS order, respecting initiative (just like Placement in a normal game). Only 1 ship may regenerate at each Deployment Location per turn. All regenerating ships are placed *before* dials are set.

Simultaneous Attack Rule: The Simultaneous Attack Rule is still in effect. Points are recorded immediately upon a ship suffering damage.

"Enemy" & "Friendly": All ships are considered enemies, and no ships are considered friendly. As such, many Pilot abilities and upgrades will have no effect. Please remember that the "Lone Wolf" upgrade is not allowed in this variant.

OBJECTIVE

A game lasts 75 minutes, beginning once all ships have been placed. When time is called, the players finish the current round per FFG's standard Tournament Rules. The player that has scored the most points at the end of the game is the winner, the player who scored the second most points is second place, et cetera. In the case of a tied score at the end of the game, the player with the lowest Squad total places higher. In the event that the tied players have the same Squad Total, the player whose ship has the lowest Pilot Skill (or has initiative, in the case of tied Pilot Skill) places higher.