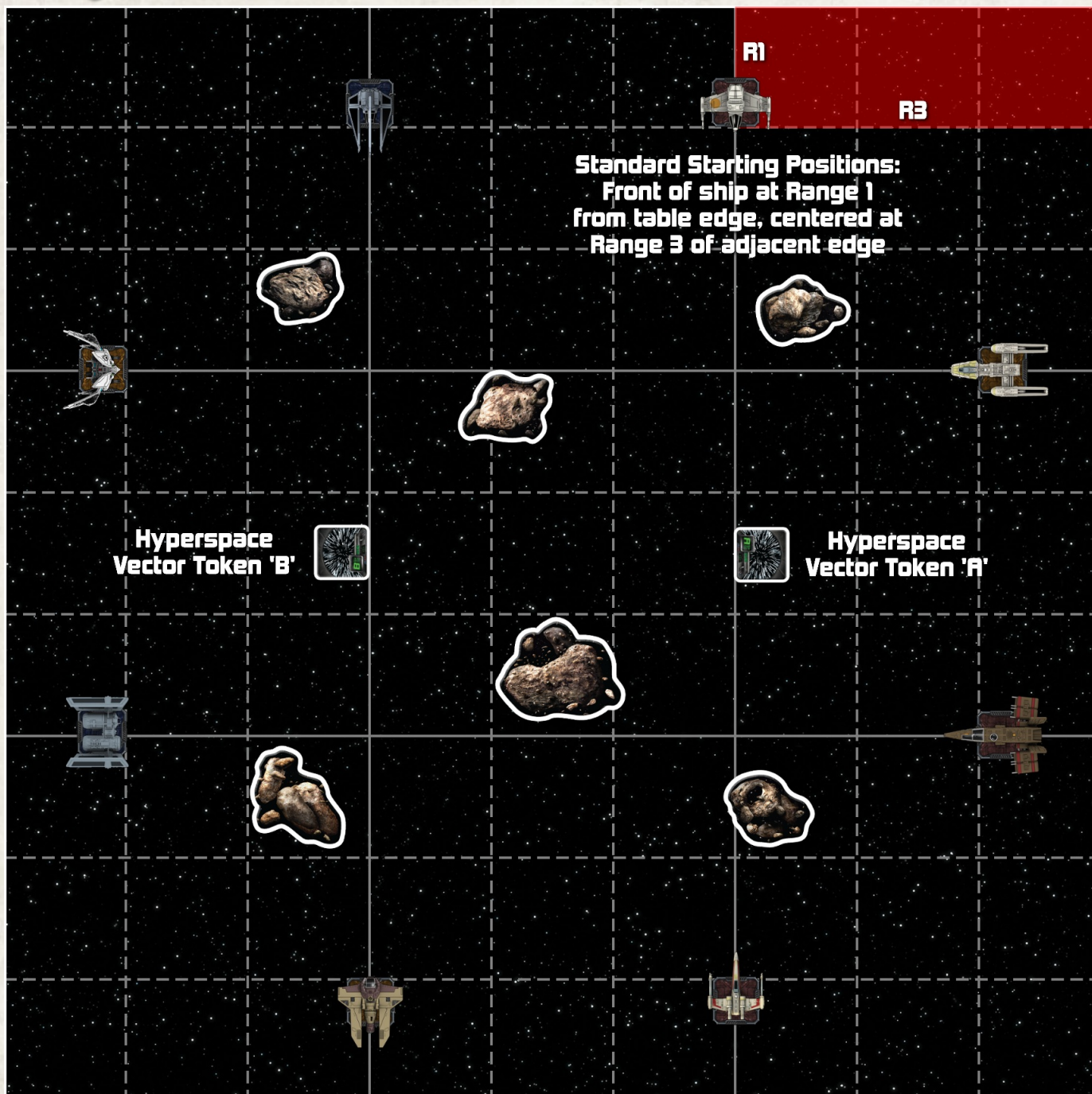


# 760 Furball: Hyperspace



## SETUP

This add-on to the 760th Fighter Wing Furball ruleset adds hyperspace entry/exit points to each game board in a multi-table furball event, allowing players to jump between battle zones.



Two Hyperspace Vector Tokens (from the Rebel Transport Expansion) are placed on each table. The two tokens should each display a different letter (such as 'A' and 'B') and be placed along the left-to-right centerline of the table and at Range 3 from the left and right board edges as shown on the map. The ship Deployment Locations described in the base rule set remain unchanged.

Each lettered Hyperspace Vector Token corresponds to one other token showing the same letter on a different table.

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Example: In an event comprised of 15 players, the TO may decide to run three tables, starting 5 players at each. Table 1 will have Hyperspace Vector Tokens 'A' and 'B', Table 2 will have 'B' and 'C', and Table 3 will have 'C' and 'A'.

## SPECIAL RULES

**Entering Hyperspace:** A ship may jump to hyperspace, leaving one battlefield and entering another by two methods:

1. The ship's base or maneuver template overlaps a Hyperspace Vector Token during its maneuver;
2. The ship performs a barrel roll, boost, or decloak and its base or the template used to perform the action/decloak overlaps the Hyperspace Vector Token.

A player whose ship meets one of the above conditions chooses whether or not his ship has entered hyperspace. If he decides it has, the controlling player immediately removes his ship from play and is "In Hyperspace". All tokens the ship had are discarded.

**In Hyperspace:** When a ship is In Hyperspace, the controlling player immediately follows these steps:

1. Count out all Damage Cards that the ship has suffered. Discard those cards (to that table's Damage Deck discard pile) and place that number of critical hit tokens on the ship's Pilot Card. These tokens count as damage the same as facedown damage cards, but cannot be flipped up by any means.
2. The ship's shield status will remain unchanged when it exits hyperspace. Discarded upgrade cards are NOT re-equipped.
3. Collect the ship model and all cards, tokens and templates belonging to that player and move to the table with the corresponding Hyperspace Vector Token that the player's ship entered hyperspace through. (If your ship entered hyperspace through a Vector Token labeled 'C', move to the table that also has a Vector Token 'C'.)

**Exiting Hyperspace:** Once at the table with the corresponding Hyperspace Vector Token, the player checks the state of the current game:

1. If the game is in the Combat Phase, the player waits. His ship will come on in the End Phase (following the method below).
2. If the game is in any other Phase, the player immediately places his ship on the corresponding Hyperspace Vector Token, directly facing the center of the table. He then immediately chooses a maneuver on his dial and places it facedown as normal.

If the arriving player has come onto the table in the Activation Phase, he will await his turn per the standard Pilot Skill/Initiative order. If his Pilot Skill has already been passed, the arriving player will Activate next, following the conclusion of the current player's Activation.

*HYPERSPACE EXAMPLE: Tim is on Table 1, and has flown Tycho Celchu near Hyperspace Vector 'A'. He chooses to boost left, which causes the maneuver template to partially overlap the Token and declares that Tycho has entered hyperspace. Tim immediately removes his ship from Table 1.*

*Tim now discards the one faceup damage card Tycho had received, placing it in the Damage Deck discard pile on Table 1. He places one critical hit token on his pilot card (which will from here on counts as a facedown damage card that cannot be flipped up), gathers his templates and dice, and moves to Table 3 where the corresponding Hyperspace Vector Token 'A' is located.*

*On Table 3, Ryan is currently executing the chosen maneuver of his pilot, Soontir Fel, at Pilot Skill 9. Tim places Tycho squarely on Hyperspace Vector Token 'A', facing the center of the table, and chooses a maneuver on his dial then places it facedown. Once Ryan has finished Soontir's activation, Tim will activate Tycho, revealing his dial, executing his maneuver, and choosing his action(s). Play will then proceed to any other players who would normally activate after Soontir Fel.*

*If Table 3 had been in the Combat Phase when Tim arrived, he would have waited until the End Phase to place Tycho on the Hyperspace Vector Token, then set his dial with everyone else during the next Planning Phase.*

**Initiative:** At setup, players with the same Pilot Skill have Initiative in the order in which they were assigned to the table. After that, players will be changing tables -- perhaps repeatedly -- for the rest of the game. When a new player arrives at a table and is tied in Pilot Skill with any other player(s), the newly arriving player is placed LAST in the Initiative order of that Pilot Skill (Activate last and Attack last).

*Example: Jek Porkins (PS7) arrives at Table 3 via a hyperspace jump. Already on Table 3 is Turr Phennir (PS7). When the Activation Phase comes to PS7, Turr will activate first, then Porkins. In the Combat Phase, Turr will attack first, then Porkins. Later in the game when Ello Asty (PS7) arrives on Table 3, Ello will be added to the end of the Initiative Order at PS7, activating after Porkins, and attacking after Porkins.*

**Multiple Hyperspace Entries:** If a ship exits hyperspace at a token already occupied by another ship, the newly arriving ship is placed directly behind first ship, in base-to-base contact. If this positioning is impossible (due to yet another ship occupying all or part of that space), the newly arriving ship is slid directly backward (still facing the center of the table) until it is clear of all ship bases. An arriving ship *can* be placed on an obstacle by this rule.

**Regenerating:** A destroyed ship may only regenerate to the table it was on when it was destroyed. Regenerating ships follow the normal regenerating rules (and locations) found in the 760th Fighter Wing Furball ruleset.

**The First Turn:** Utilizing the hyperspace tokens has no effect on this rule: there is, after all, only 1 first turn per game. Ships exiting hyperspace may attack and acquire target locks as soon as they would normally be allowed to per the normal X-wing rules.

**Entering Hyperspace in Other Phases:** Ships are not limited to entering hyperspace in the Activation Phase. Tractor Beams, Turr Phennir's ability, and Valen Rudor's ability are all ways that a ship could enter hyperspace in the Combat Phase. Remember that entering hyperspace is optional: any time a ship's base or maneuver template (even if not executing a 'maneuver') overlaps part of the token, the controlling player decides if his ship is now "In Hyperspace".