An aerial view of a Star Wars X-Wing miniatures game board. The board is a lush green landscape with a large, dark, tiered structure in the center. Several X-Wing miniatures are scattered across the board, some in flight and some on the ground. The text is overlaid on the top and bottom of the image.

**X-WING ON**

# **ENDOR**

**AFTERMATH**

**AN UNOFFICIAL BEASTS OF WAR**

# **SCENARIO**

**[WWW.BEASTSOFWAR.COM](http://WWW.BEASTSOFWAR.COM)**



# INTRODUCTION

The battle of Endor is over, the second Death Star has been destroyed by the rebel fleet and the Emperor is dead. While the Rebels celebrate their victory in the trees of the Ewok village, the Galactic Empire licks its wounds and prepares a counter attack.

Unbeknownst to the Rebels an Imperial garrison base on the opposite side of the moon has been gathering survivors from the battle and re-arming in preparation for an assault. If the Imperial survivors can hold the base it will provide an ideal staging point for re-conquering the moon.

Rebel scouts finally locate the base but report it heavily fortified with massive turbolaser batteries, ion cannons and a heavy shield generator making an orbital attack impossible. A daring surprise attack by Rebel fighters will be needed to neutralize the shield generator and open up the Imperial base to orbital attack.



# SET-UP

The playing surface should be 6x4 or 6x3 with a fortified Imperial Base located on one half of the setup. The table should be heavily forested to represent the terrain of Endor with some paths and clearings through the forest wide enough for at least two small ships to travel unimpeded.



## REBEL OBJECTIVES

Destroy the Shield Generator in less than 8 turns before the Imperial forces can mobilize all their defenses and lock down the base.



## IMPERIAL OBJECTIVES

Prevent the destruction of the shield generator for 8 turns or eliminate all the attacking Rebel ships.

## NAVIGATION

 Damage

 Speed

 Armour

 Shields

 Critical Damage

 Boost

 Evade

 Barrel Roll

 Target Lock

 Focus

 Blaster Turret

 Astromech Droids

 Chaardan refit

 Elite Pilot Talent

 Proton Torpedo

 Tech

 Accuracy Corrector

 Modifications

## FOREST RULES

Forests are treated like Asteroids with some exceptions

- Forests block line of sight for all units.
- Forests can be moved through provided the unit clears the entirety of the forest by the end of their activation. Only fighters can move through forests, ground units cannot.
- If a unit clears a forest their opponent rolls a red die and your unit is damaged on a Hit Or Crit.
- If a unit fails to clear a forest it is destroyed instantly.

## GROUND UNITS AND COLLISIONS

Collisions with ground units are treated in exactly the same way as with fighters

## TURBOLASERS

The AT-AT units and the Turbolaser turrets are armed with powerful turbolasers capable of destroying a fighter craft in a single hit! However they are not designed to fire upon fast moving maneuverable targets and are difficult to aim at close range. To reflect this Turbolasers have the following rules :

- Turbolasers may fire up to Range 5 (use the Huge ship range ruler from the Tantive IV or the Imperial Raider expansions). The number of attack dice they roll is equal to the range of the attack; for example 5 dice at Range 5, 4 dice at Range 4 and so on.
- Turbolasers have a minimum range of 3 meaning they are unable to fire on a unit at Range 2 or less.
- Turbolasers have a special exploding critical mechanic. On rolling a critical hit the attacker may roll an additional attack die and add its result to the total number of hits inflicted, this process can continue until no more critical hits are rolled.

*Continued on page 5*

## ADVANCED PROTON TORPEDOES & Y-WING TARGETING

The Rebel Y-Wings are armed with special "Bunker Buster" Advanced Proton Torpedoes. These secondary weapons operate exactly the same as the regular Advanced Proton Torpedoes but may be fired at up to Range 5 in-

stead of being limited to Range 1.

In this mission Rebel Y-Wings are allowed to Target Lock opponents at up to Range 5 to facilitate firing of the Advanced Proton Torpedoes.



## CRITICAL DAMAGE

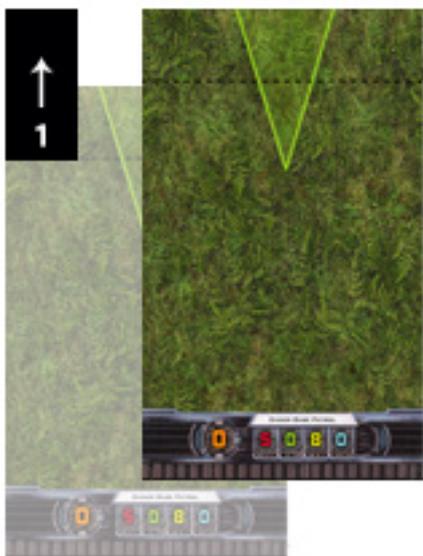
As this mission uses a large number of units it can be difficult and time consuming to keep track of the effect of Critical Hits on fighters, in addition many Critical Hit effects will not be applicable to the Imperial AT-AT's, AT-ST's and Turbolaser Turrets.

As such it is recommended that the effects of Critical Hits be ignored in this mission and counted instead as regular damage.

To further speed up play in the mission you can optionally treat all critical hits as causing 2 damage as standard.

# AT-AT & AT-ST MOVEMENT

## FORWARD



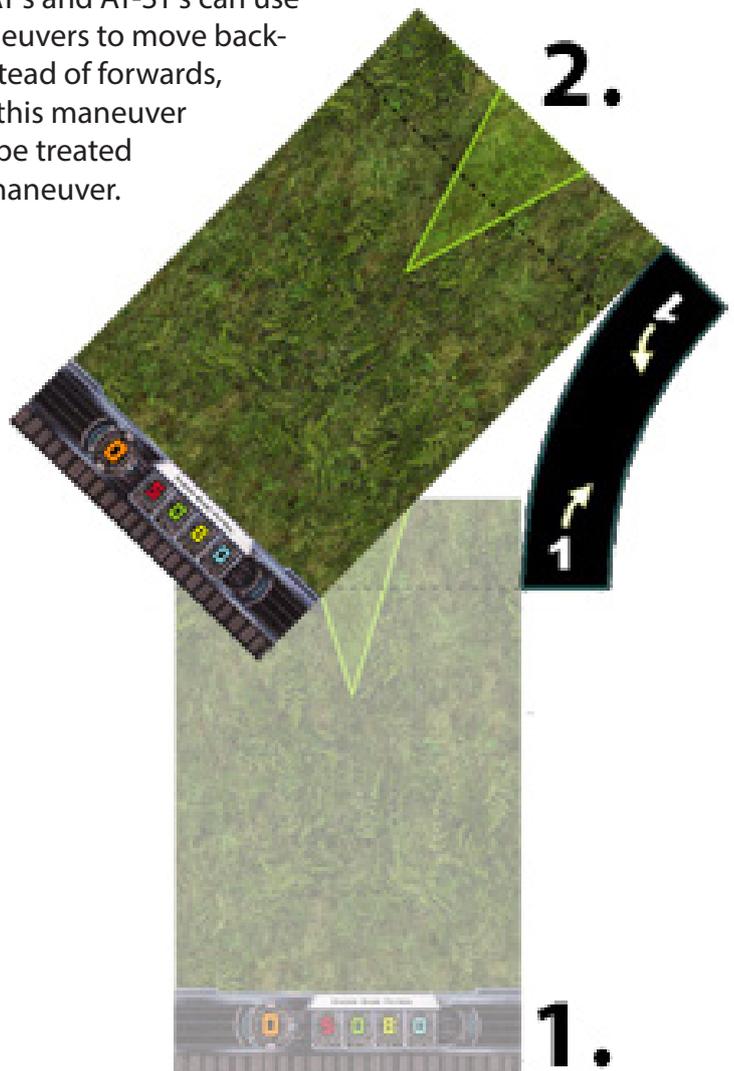
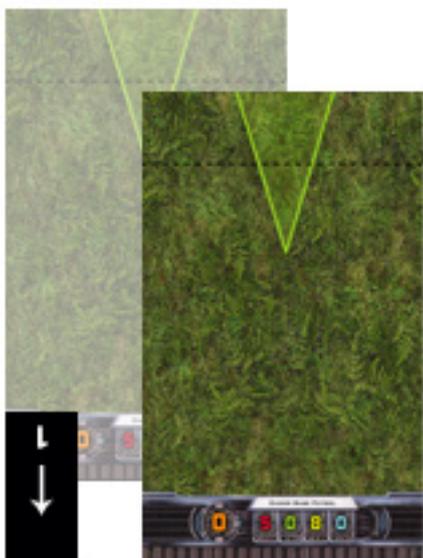
AT-AT's and AT-ST's are ground units and thus move differently to aircraft.

AT-AT's is measured not from THE front to rear of their base but from a marked position.

AT-ST movement is measured as normal from THE front to rear of the base. In addition an AT-ST may make a 90 degree rotation left or right instead of making a maneuver.

Both AT-AT's and AT-ST's can use their maneuvers to move backwards instead of forwards, however this maneuver will then be treated as a red maneuver.

## BACKWARD





# THE FORCES



# REBEL ATTACK

The Rebel player has four attacking waves with which to first soften up the base defenses, neutralize the enemy defense fighters and finally neutralize the Shield Generator.

## WAVE 1 RED SQUADRON

Red Squadron appears at the start of the game along the Rebel Player deployment zone within one of the forest paths. Red Squadron X-Wings are tasked with eliminating the Turbolaser Turrets defending the Imperial base and destroying any Imperial ground forc-

es that could hinder the Y-Wing bombers. Red Squadron's versatile X-Wings can also engage any imperial fighters protecting the base and should the bombers fail, make an attack on the Shield Generator with any remaining ordnance they have.

## WAVE 2 GOLD SQUADRON

Gold Squadron appears at the start of the game in the Rebel Deployment zone within a different forest path to Red Squadron. Gold Squadron's Y-Wing bombers are tasked with destroying the shield generator with their powerful "Bunker Buster" Advanced Proton Torpedoes. Gold Squadrons Y-Wings don't have the agility or firepower to engage imperial fighters and

must rely on Green Squadron and Red Squadron to provide cover however they can take a great deal of punishment. They have both long range and short range Torpedoes with which to damage the shield generator so can make multiple attacks on a single bombing run.

## WAVE 3 GREEN SQUADRON

Green squadron appears at the start of the 2nd turn in the Rebel deployment zone along the same forest path as Gold Squadron. Green Squadron's A-Wing interceptors are tasked with eliminating any Imperial fighters launched from the Imperial base and pro-

viding fighter cover for the Y-Wing bombers. Green Squadrons A-Wings don't have the ordnance to damage the Imperial Base defenses so are best employed as rapid attack units to eliminate imperial fighters.

## WAVE 4 GREY SQUADRON

Grey Squadron appears at the start of the 3rd turn in the Rebel deployment zone in the same forest path as Red Squadron. Grey Squadron's Y-Wing bombers are tasked to make a rapid bombing run on the Shield Generator by punching through a hole in the Imperial

defenses made by Red Squadron and Green Squadron. They are armed with the same "Bunker Buster" Advanced Proton Torpedoes as Gold Squadron.

# WAVE 1

# RED SQUADRON

89  
POINTS

## "HOBBIE" KLIVIAN

33 POINTS



Unique

When you acquire or spend a target lock, you may remove 1 stress token from your ship.

"Hobbie" Klivian / X-Wing (25)



**R7-T1 (3)**

- Action: Choose an enemy ship at Range 1-2. If you are inside the ship's firing arc, you may acquire a target lock on that ship. Then, you may perform a free boost action.



**Proton Torpedoes (4)**

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



**Munitions Failsafe (1)**

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.

## RED SQUADRON PILOT #1

28 POINTS



Red Squadron Pilot / X-Wing (23)



**Proton Torpedoes (4)**

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



**Munitions Failsafe (1)**

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.

## RED SQUADRON PILOT #2

28 POINTS



Red Squadron Pilot / X-Wing (23)



**Proton Torpedoes (4)**

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



**Munitions Failsafe (1)**

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.



# WAVE 3

# GREEN SQUADRON

68  
POINTS

## JAKE FARRELL

28 POINTS



Unique

After you perform a focus action or are assigned a focus token, you may perform a free boost or barrel roll action.

Jake Farrell/A-Wing (24)

-  **A-Wing Test Pilot (0)**  
- Your upgrade bar gains 1 ELITE PILOT TALENT upgrade icon. You cannot equip 2 of the same upgrade cards. You cannot equip this card if your pilot skill is "1" or lower.
-  **Chardaan Refit (-2)**  
- This card has a negative squad point cost
-  **Push the Limit (3)**  
- Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.
-  **Outmaneuver (3)**  
- When attacking a ship inside your firing arc, if you are not inside that ship's firing arc reduce its agility value by 1 (to a minimum of 0)

## GREEN SQUADRON PILOT #1

20 POINTS



Green Squadron Pilot/A-Wing (19)

-  **Chardaan Refit (-2)**  
- This card has a negative squad point cost
-  **Push the Limit (3)**  
- Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.

## GREEN SQUADRON PILOT #2

20 POINTS



Green Squadron Pilot/A-Wing (19)

-  **Chardaan Refit (-2)**  
- This card has a negative squad point cost
-  **Push the Limit (3)**  
- Once per round, after you perform an action, you may perform 1 free action shown in your action bar. Then receive 1 stress token.

# WAVE 4

# GREY SQUADRON

105  
POINTS

## HORTON SALM

43 POINTS



Unique

When attacking at Range 2-3, you may reroll any of your blank results.

Horton Salm/Y-Wing (25)



### R2 Astromech (1)

- Treat all 1- and 2-speed maneuvers as green maneuvers.



### Proton Torpedoes (4)

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



### "Bunker Buster" Advanced Proton Torpedoes (6)

- Attack [Target Lock]: Spend your target lock and discard this card to attack. You may change up to 3 of your blank results to FOCUS results. Attack value: 5. Range: 5.



### Twin Laser Turret (6)

- Attack: Perform this attack twice (even against a ship outside your firing arc). Each time this attack hits, the defender suffers 1 damage. Then cancel all dice results. Attack: 3. Range: 2-3.



### Munitions Failsafe (1)

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.

## GREY SQUADRON PILOT #1

31 POINTS



Grey Squadron Pilot/Y-Wing (20)



### Proton Torpedoes (4)

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



### "Bunker Buster" Advanced Proton Torpedoes (6)

- Attack [Target Lock]: Spend your target lock and discard this card to attack. You may change up to 3 of your blank results to FOCUS results. Attack value: 5. Range: 5.



### Munitions Failsafe (1)

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.

## GREY SQUADRON PILOT #2

31 POINTS



Grey Squadron Pilot/Y-Wing (20)



### Proton Torpedoes (4)

- Attack [Target Lock]: Spend your target lock and discard this card to perform this attack. You may change one of your FOCUS results to a CRITICAL result. Attack value: 4. Range: 2-3.



### "Bunker Buster" Advanced Proton Torpedoes (6)

- Attack [Target Lock]: Spend your target lock and discard this card to attack. You may change up to 3 of your blank results to FOCUS results. Attack value: 5. Range: 5.



### Munitions Failsafe (1)

- When attacking with a secondary weapon that instructs you to discard it to perform the attack, do not discard it unless the attack hits.



# REBEL PLAYER TIPS

Remember the strengths of each of your attack wings and concentrate on your objectives.

- Red Squadron should aim to eliminate as many of the Imperial Turbolaser Turrets and Ground Forces as early as they can. Get within Range 3 of targets and fire off your Proton Torpedoes before moving into Range 2 of Turbolaser Turrets & AT-AT's, this will prevent them from firing at you allowing you to do damage with your primary weapons.
- Green Squadron can consider splitting up to cover Gold Squadron or assist Red Squadron. Make use of "Push The Limit" and their Green 5 straight maneuver to rapidly close with Imperial fighters launched from the base.
- Gold Squadron can fire off some of their ordnance early to eliminate base defenses before they attack the Shield Generator. Firing off torpedoes early at the base defenses is better than being shot down before firing them at all.
- Grey Squadrons pilots have a high Pilot Skill of 4 or higher, this will allow them to fire off their torpedoes before the return fire from the Imperial Player's TIE fighters. Don't be afraid to rush them directly at the Shield Generator trusting to their high toughness and fighter cover for protection.

Make the most of your named pilots.

- "Hobbie" Klivian can use his ability to make multiple back and forth attacks on Imperial defenses by using a 4 K-turn to flip around, remove his stress by spending his target lock and repeating as required. He can also use his R7-T1 Astromech to target lock an AT-AT at Range 3 then boost into Range 2 and avoid return fire.
- Jake Farrell can use his ability to maneuver quickly around the board by performing both Boost & Barrel Roll using "Push the Limit" and gaining a focus in the process. If he can get behind an enemy fighter he'll almost certainly destroy it.
- "Dutch" Vander is best kept in the middle of a formation of Gold Squadron Y-Wings where he can use his turret weapon to provide limited 360 degree defense and his ability to provide one of them with a target lock. The Gold Squadron Y-Wing can then Focus to ensure it hits with its Bunker Buster Advanced Proton Torpedoes.
- Horton Slam can use his ability in combination with his Y-Wing's Twin Laser Turret to re-roll blank results and ensure hits on Imperial Fighters before they can fire on the rest of Grey Squadron. If he gets within range to fire his Proton Torpedoes his ability in combination with a focus token will ensure multiple hits on target.

# IMPERIAL DEFENSE FORCES

The Imperial Player has two layers of defense for the Imperial base, the Base Defenses and the Garrison Defense Squadron.

## BASE DEFENSES

The fixed base defenses consist of 4 Turbolaser Turrets, 4 AT-AT's and 4 AT-ST's. The defenses are placed by the Imperial Player within the Imperial Base and in the approaches through the forest.

The AT-ST units have a wide field of fire but are only lightly armed and armored. They are best used to threaten Rebel fighters from close range by staying out of line of sight until they are at Range 1.

The Turbolaser Turrets have much greater range than any Rebel Player fighters but are incapable of firing at short range, the exploding critical mechanic on their Turbolasers should score some early kills on Rebel fighters.

The AT-AT's have a devastating Turbolaser attack but a narrow arc of fire and slow movement, use them to close off bombing routes to the Rebel Player and attack from a distance





# GARRISON DEFENSE SQUADRON

The Garrison Defense Squadron begin the game grounded within the Imperial Base. From the 2nd turn onwards they can launch and begin to intercept the attacking Rebel Fighters.

The Garrison Defense Squadron have agile TIE fighters lead by a TIE Advanced and assisted by a TIE Interceptor, their objective is to defend the base defenses and eliminate any attacking Rebel fighters before they reach the Shield Generator.

TIE Fighters are highly maneuverable but lightly armed and armored, they excel at swarm tactics and getting behind enemy ships to do damage. The TIE Advanced is as tough as a Rebel ship and as maneuverable as a TIE Fighter so use it as the lead fighter for a detachment of TIE fighters. The TIE Interceptor is very fast and maneuverable so it is best used as an independent unit to attack isolated Rebel fighters.

## OPTIONAL IMPERIAL UNITS

If the Imperial Player is having difficulties in destroying Rebel Y-Wings and the battle is looking one sided then the Imperial Player has the option to bring in a wave or reinforcements on the 4th turn. Use of these reinforcements must be agreed upon between the Rebel and Imperial players.

## ELITE REINFORCEMENTS

The Elite Reinforcements appear at the start of the 4th turn in the Imperial Deployment zone.

The Elite Reinforcements consist of 3 Elite TIE Interceptors whose objectives are to destroy the incoming Rebel Bombers and eliminate the remaining Rebel Player fighters.

The Elite TIE Interceptors have unmatched speed and maneuverability, they can quickly move around the battle in a deadly hunting pack to pick off isolated Rebel fighters or break off to engage targets separately. With their high pilot skill and attack they can destroy most Rebel ships in a single round of shooting.



# GARRISON DEFENSE SQUADRON

**110**  
POINTS

## JUNO ECLIPSE

**30 POINTS**

8 2 3

Unique

When you reveal your manoeuvre, you may increase or decrease its speed by 1 (to a minimum of 1).

Juno Eclipse/TIE Advanced (28)



**TIE/x1 (0)**

- Your upgrade bar gains the System Upgrade icon. If you equip a System Upgrade, its squad point cost is reduced by 4 (to a minimum of 0).

**Squad Leader (2)**

- Action: Choose one ship at range 1-2 that has a lower pilot skill. The chosen ship may immediately perform 1 free action.



**Accuracy Corrector (0)**

- When attacking, you may cancel all of your dice results. Then you may add 2 CRITICAL results to your roll. Your dice cannot be modified again this attack.



## TETRA COWALL

**28 POINTS**

7 3 3

Unique

When you reveal a K-TURN Manoeuvre, you may treat the speed of that manoeuvre as "1", "3" or "5".

Tetran Cowall/TIE Interceptor (24)



**Lone Wolf (2)**

- When attacking or defending, if there are no friendly ships at Range 1-2, you may reroll one of your blank results.



**Targeting Computer (2)**

- Your action bar gains the TARGET LOCK icon.

## OBSIDIAN SQUADRON PILOT #1

**13 POINTS**

3 2 3

Obsidian Squadron Pilot/TIE Fighter (13)

## OBSIDIAN SQUADRON PILOT #2

**13 POINTS**

3 2 3

Obsidian Squadron Pilot/TIE Fighter (13)

## OBSIDIAN SQUADRON PILOT #3

**13 POINTS**

3 2 3

Obsidian Squadron Pilot/TIE Fighter (13)

## OBSIDIAN SQUADRON PILOT #4

**13 POINTS**

3 2 3

Obsidian Squadron Pilot/TIE Fighter (13)

# ELITE REINFORCEMENTS

88  
POINTS

## TURR PHENNIR

34 POINTS

7 3 3

Unique

After you perform an attack, you may perform a free boost or barrel roll action.

Turr Phennir/TIE Interceptor (25)



### Royal Guard TIE (0)

- You may equip up to 2 different Modification upgrades (instead of 1). You cannot equip this card if your pilot skill is "4" or lower.



### Ruthlessness (3)

- After you perform an attack that hits, you must choose 1 other ship at Range 1 of the defender (other than yourself). That ship suffers 1 Damage.



### Shield Upgrade (4)

- Increase your shield value by 1.



### Targeting Computer (2)

- Your action bar against the TARGET LOCK icon.

## ROYAL GUARD PILOT #1

27 POINTS

6 3 3

Royal Guard Pilot/TIE Interceptor(22)



### Predator (3)

- When attacking, you may reroll 1 attack die. IF the defender's pilot skill is "2" or lower, you may instead reroll up to 2 attack dice.



### Targeting Computer (2)

- Your action bar gains the TARGET LOCK icon.

## ROYAL GUARD PILOT #2

27 POINTS

6 3 3

Royal Guard Pilot/TIE Interceptor(22)



### Predator (3)

- When attacking, you may reroll 1 attack die. IF the defender's pilot skill is "2" or lower, you may instead reroll up to 2 attack dice.



### Targeting Computer (2)

- Your action bar gains the TARGET LOCK icon.



# IMPERIAL PLAYER TIPS

The base defenses need to be used carefully to eliminate Rebel fighters before they can get within range of the Shield Generator.

- The AT-AT units make fantastic area denial units and are particularly lethal to the Rebel Y-Wing bombers. Due to their slow movement speed begin moving them to their optimum firing positions at Range 5 from turn 1. Remember that they can move backwards in order to keep advancing Rebel fighters in the optimum Range 5 bracket.
- The AT-ST units are vulnerable to enemy fire unless well kept out of line of sight. Use them as ambush units at Range 1 where they have a high chance of causing damage or as short range protection for the AT-AT units.
- The Turbolaser Turrets are best placed where they can get early Range 5 shots at Rebel fighters. The more attack dice rolled the higher the chance of scoring critical and inflicting crippling damage on the Rebel Fighters.
- The Garrison Defense Squadron are best used in three combat groups to harass the X-Wings and A-Wings and threaten the Y-Wings of Gold and Grey Squadrons. Have the TIE Interceptor move ahead of the main TIE formations to pick off isolated Rebel fighters low on health.
- The Elite Reinforcements if used will be lethal once they appear on the board on the 4th turn. By this stage some of the Rebel ships should have taken damage and can be easily picked off by the high pilot skill TIE interceptors. The Royal Guard TIEs have the "Predator" which will make them very effective at dealing with the low pilot skill Gold Squadron Y-Wings

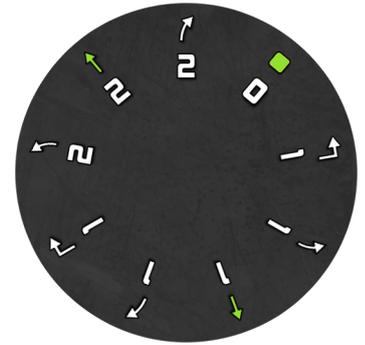
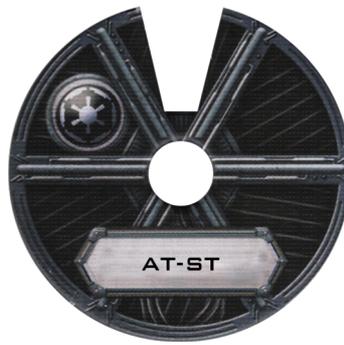
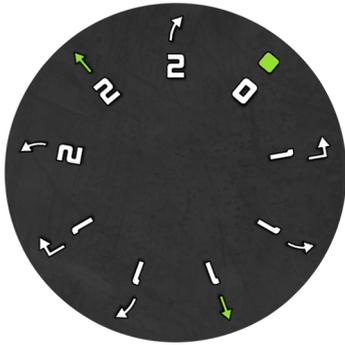
Make the most use out of your two named pilots:

- Juno Eclipse can use her ability to move into the optimal firing position on a Rebel fighter, remember that the +/- 1 speed can also be applied to the K-Turn. She can use the "Squad Leader" upgrade to have an accompanying TIE Fighter focus to increase the chances of hitting or evading on rolls and to have the TIE Interceptor make an early dash on the Rebel squadrons. Using the Accuracy Corrector will guarantee at least two hits on every attack regardless of attack dice rolled.
- Tetran Cwall can use his ability to maneuver into Range 1 behind a Rebel fighter by choosing the speed of his k-turn maneuver. His high pilot skill will allow him to potentially eliminate a wounded Rebel Y-Wing bomber before it can fire its torpedoes. His Lone Wolf ability can re-roll a blank die result meaning more chances of hitting opponents.

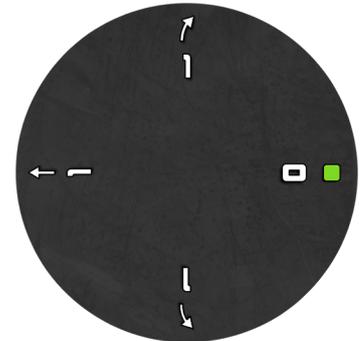
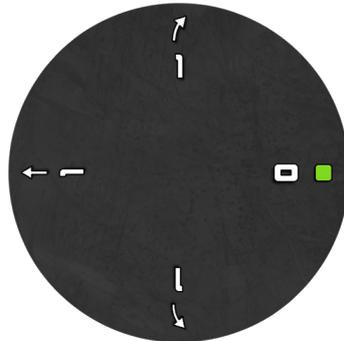
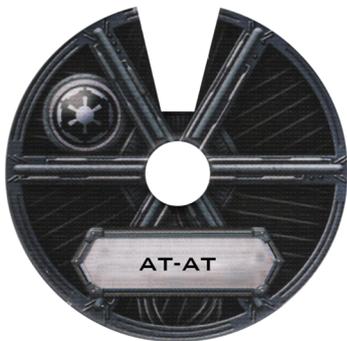
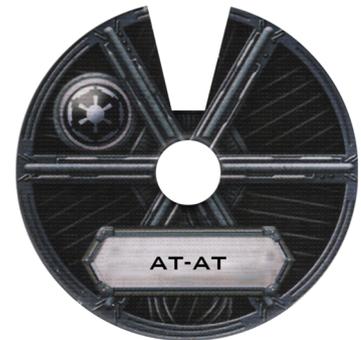
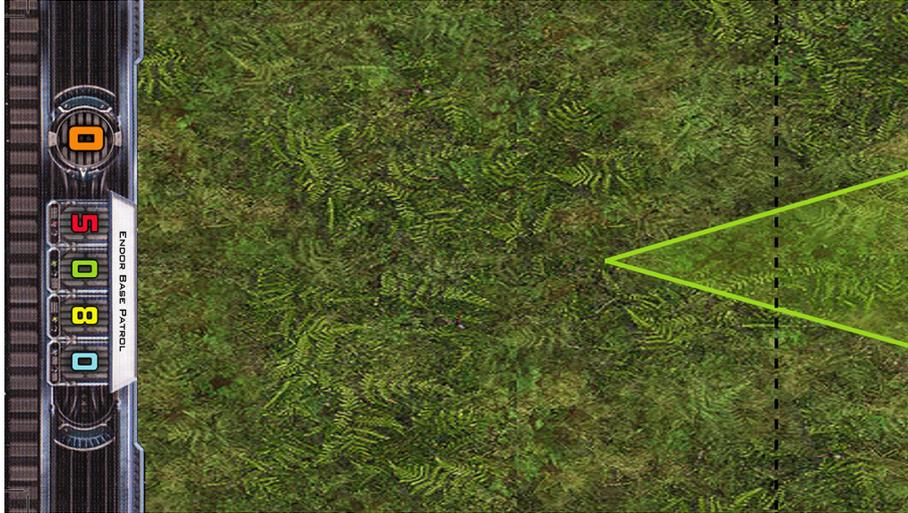
If the Imperial Player makes use of the Elite Reinforcements:

- Turr Phennir can use his ability to rapidly close on Rebel fighters by getting into range 2-3 with an initial move and boosting closer after attacking. This will allow him to close early into range 1 and get the extra red die on the attack. "Push the Limit" will allow additional actions on alternate turns and stress can easily be cleared by performing one of the TIE Interceptors many green maneuvers.

# AT-ST CUTOUTS



# AT-AT CUTOUTS



# AT-AT, SHIELD GENERATOR & TOWER CARDS

