


TRENCH RUN

The battle station is heavily shielded and carries a firepower greater than half the star fleet. Its defenses are designed around a direct large-scale assault. A small one-man fighter should be able to penetrate the outer defense...

SYNOPSIS

In this scenario, there are two teams: an attacking team attempting to destroy the Death Star Exhaust Port (red ) over a series of 12 rounds, and a defending team attempting to hold off enemy fighters until the attacker's base is destroyed by firing the Death Star Superlaser.

Head-to-Head Battle

Players build their squads according to the chosen set of rules:
2.0 (FFG/Legacy) or 2.5 (AMG)

Squad Limit (Defender):

200 squad points (2.0)
or 20 squad points (2.5)

Squad Limit (Attacker):





200 squad points (2.0)
or 20 squad points (2.5)



Scenario Setup

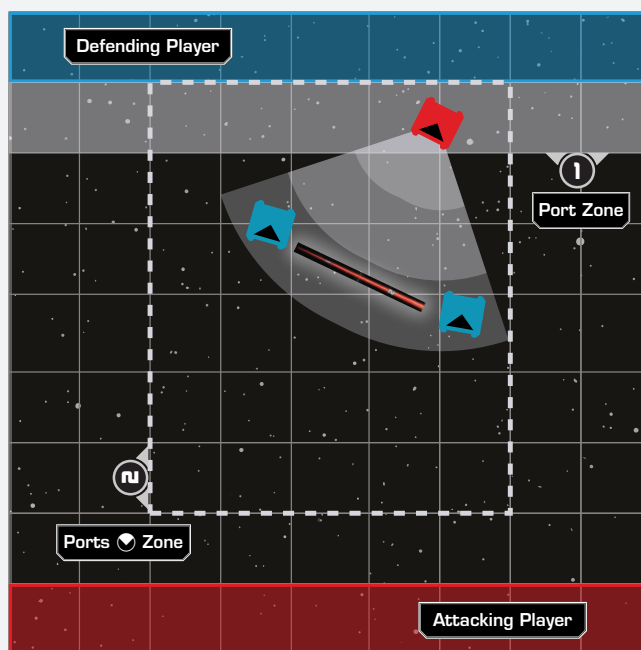
Play Area: 3'x 3'

Obstacles: Any 6

Players follow the Setup rules found in the chosen version of the Rules Reference (2.0 FFG/Legacy or 2.5 AMG), with the following exceptions:





Place Markers: Before placing obstacles, the defending player places 1 thermal exhaust port structure (red ) within range 2 of their board edge, with its  beyond range 1 of their board edge and beyond range 2 of all other edges of the play area. Then the defending player places 2 turbolaser turret remotes (blue ) within range 3 of the exhaust port, inside of its  and beyond range 2 of each other. They are controlled by the defending player.

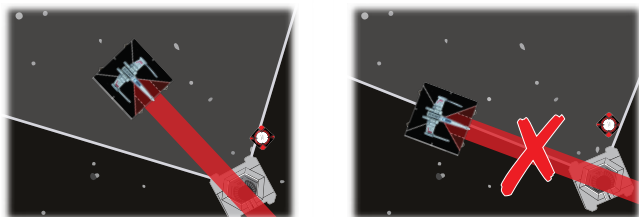
Place Obstacles: Obstacles must be placed beyond range 1 of the turret remotes (blue ) and outside of the thermal exhaust port's .



Scenario Rules




Let's Blow This Thing (Engagement Phase):

The attacking player needs to destroy the thermal exhaust port (red ): that will start a chain reaction which should destroy the station. If a ship is fully in the thermal exhaust port's , the port is in the attacker's , that ship can perform an **Attack** () against the thermal exhaust port. This is the only legal way to deal damage to the thermal exhaust port. The attacking player has only 12 rounds to destroy the thermal exhaust port.




The thermal exhaust port is a scenario feature. The thermal exhaust port is a structure. The thermal exhaust port cannot relocate or rotate.


If the thermal exhaust port would be dealt a faceup **Pilot** damage card, treat it as a facedown damage card. If the thermal exhaust port would be dealt a faceup **Ship** damage card, treat it as normal.

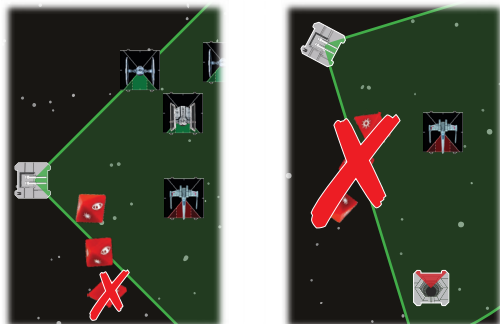
The thermal exhaust port card can be found on page 3. The thermal exhaust port scenario feature can be printed (see page 3). Alternatively, players can use  from the *Epic Battles Multiplayer Expansion* or the *Trident-class Assault Ship Expansion*, Commandos  from the *Gauntlet Fighter Expansion*, or a small ship token with .






Heavy fire, boss!: The defending player has 2 turbolaser turret remotes (blue ) to help them fend off the attacking force.

Cautious Shots (Engagement Phase): If a turbolaser turret has a friendly ship in its , it rolls 1 fewer attack die.

They've stopped! (Engagement Phase): If a turbolaser turret has the thermal exhaust port in its , it does not engage.



The turbolaser turret is a scenario feature. The turbolaser turret is a remote.


The turbolaser turret cards can be found on page 3 or in the *Epic Battles Multiplayer Expansion*. These scenario features can be printed (see page 3). Alternatively, players can use  from the *Epic Battles Multiplayer Expansion* or the *Trident-class Assault Ship Expansion*, Commandos  from the *Gauntlet Fighter Expansion*, or small ship tokens with .



Great Shot, Kid (End Phase): If the attacking player has destroyed the thermal exhaust port, the game ends after the end phase of that round with the attacking player's victory.

The Moment Of Triumph (End Phase): By the end of the 12th round, if the thermal exhaust port is not destroyed, the game ends with the defending player's victory.

Restrictions

Don't Get Cocky: A device or an obstacle cannot be placed so that a portion of the device or the obstacle would overlap the thermal exhaust port or be inside the exhaust port's . If this happens, play is reversed to before the device or the obstacle was placed — the device or the obstacle is not placed, any charges spent and other costs paid are recovered, and the player can choose to not place that device or that obstacle.



Ships cannot attack scenario features at range 0, even if a card text or a chosen version of the rules states otherwise.

Boba Fett  and **Tobias Beckett**  are not legal for this scenario.

Huge ships are not legal for this scenario.

Ship Cards

Syliure-31 Hyperdrive

Should read: "You can be placed anywhere in the play area beyond range 1 of obstacles, beyond range 3 of enemy ships, **beyond range 3 of the scenario features**, and beyond range 3 of the enemy table edge."


(Added range 3 of the scenario features restriction.)


Han Solo [Scavenged YT-1300]

Should read: "You can be placed anywhere in the play area beyond range 3 of enemy ships **and beyond range 3 of the scenario features**."


(Added range 3 of the scenario features restriction.)

FAQ

Q: What is meant by a requirement "being fully in the "?





A: A ship is fully in the  if it is inside this specified arc and not in any other arc.

Q: Can a ship perform an **Attack  against the thermal exhaust port using a primary weapon?**


A: A ship can use a primary or a special weapon for this attack if the attacker has a lock on the thermal exhaust port. If there are additional requirements for a special weapon attack (for example ), all of those requirements must be met in order to perform that attack.

Q: Do bombs or mines affect scenario features?

A: The thermal exhaust port is a structure: bombs do not affect it. If a mine would overlap the thermal exhaust port, play is reversed to before the mine was placed — the mine is not placed, any charges spent and other costs paid are recovered, and the player can choose to not place that mine. The turbolaser turret is a remote and is affected by a payload as normal.

Q: Can the attacker deal damage to the thermal exhaust port or make it lose a shield using Pilot's (■Autopilot Drone, ■G4R-GOR V/M, ■Torani Kulda, ■IG-111, ■Dalan Oberos),  (Darth Vader, IG-11),  (Deadman's Switch, Feedback Array),  (Electro-Proton Bomb, Seismic Charges),  (Diamond-Boron Missiles, Concussion Missiles) or similar ability?

A: No, the thermal exhaust port is a structure, not a ship or a remote.

Q: Can the attacker choose the thermal exhaust port as the target for the bonus Cluster Missiles  attack?

A: Only, if the attacker has the lock on the thermal exhaust port.

Q: What tokens can be assigned to the thermal exhaust port?

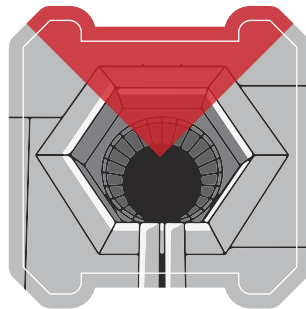
A: Only locks can be assigned to the thermal exhaust port.

Q: What happens when a ship overlaps or moves through a scenario feature?

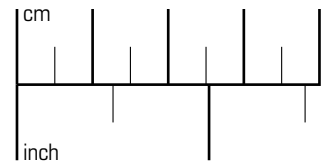
A: That ship suffers no consequences.

Cards And Scenario Features

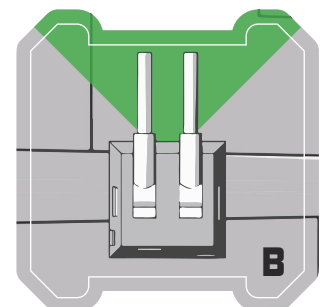
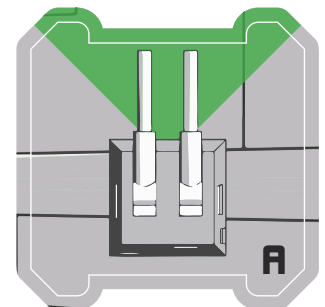
Thermal Exhaust Port



PRINT SCALE



Turbolaser Turrets



Credits

Design & Development: Anton "Rick Antilles" Ivchenko

Proofreading: Artem "SogeMoge" Kropachev,
[Matt "RogueyOne Kenobi" Coleman](#)

Playtesters: Artem "SogeMoge" Kropachev, Petr Zaytsev,
 Marat Kozhakhmetov

Special Thanks

Flipster
 Pavel "Dolsha" Dolgov

You can play this scenario with [TTS X-Wing Unified 2.0 / 2.5: X-WING: Trench Run](#) on [steamcommunity.com](#)