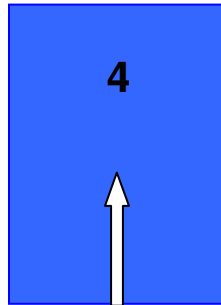


## X-Wing Solo rules

The following rules are used for solo run ships;

- (1) Solo run ships do not count stress markers, as they do not have the ability to choose a green manoeuvre to cancel it! They do not take an action in the turn they perform a Red maneuver however.
- (2) Any action is used the FIRST opportunity it can be effective.
- (3) Players dial their Manoeuvre disks before solo run ships do.
- (4) For solo ships, calculate which sector the nearest opposing ship is in...using the clock template.
  - (a) Use the nearest opponent able to shoot you, or
  - (b) The nearest other enemy ship.
- (5) Look on the solo Manoeuvre chart, then dice to see which Manoeuvre and action is used for the solo run ship this turn. **Add 1 to the D6 result if within shooting range.**
- (6) Calculate for any other solo run ship, then play the turn as normal.

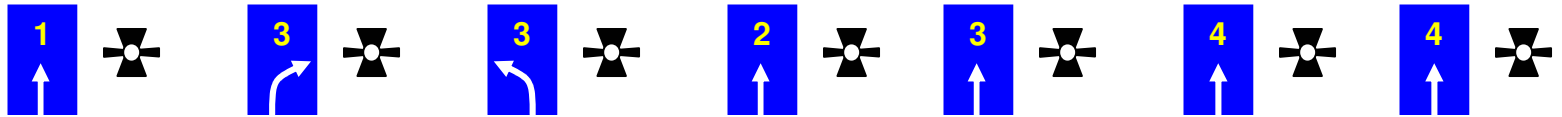
At game start, all solo run ships use the following Manoeuvre until they come within 24" of an enemy ship, or 12" of a table edge they are about to leave (unless they are in the first 2 turns of the game)



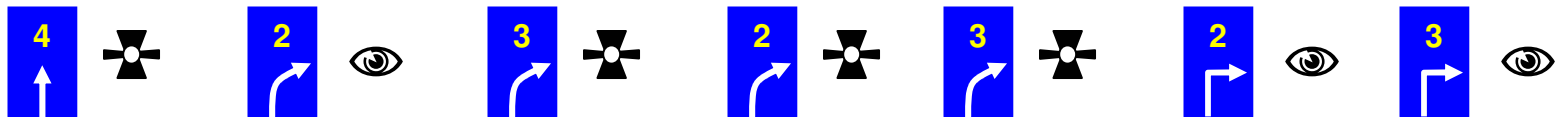
If a solo ship starts a turn more than 24" away from all enemy ships, place cards to most rapidly turn and move towards the nearest enemy ship (IE: use turns and fast straight, or a Koiogran)

Sector number	1 (D6)	2 (D6)	3 (D6)	4 (D6)	5 (D6)	6 (D6)	7
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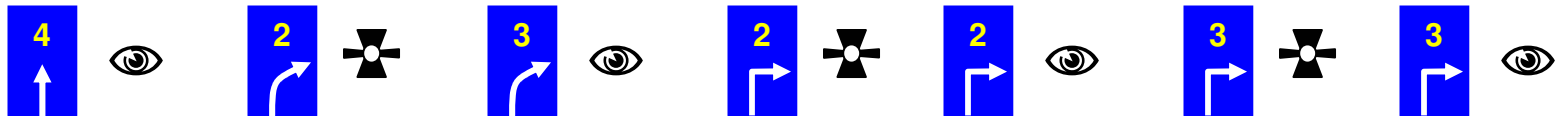
1/12



2-3



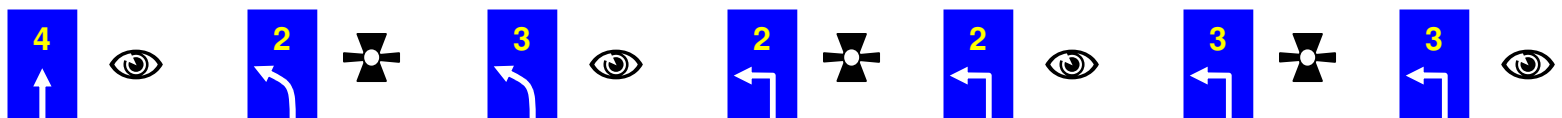
4-5



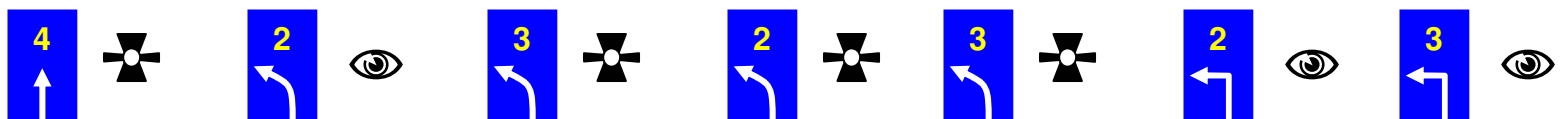
6-7



8-9



10-11



VT-49 Decimator

NB: If ship already has a target lock, use a Focus action instead