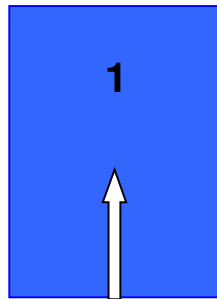


X-Wing Solo rules

The following rules are used for solo run vessels;

- (1) Solo run vessels 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 vessels do.
- (4) For solo vessels, calculate which sector the nearest opposing fighter is in...using the clock template.
 - (a) Use the nearest opponent able to shoot you, or
 - (b) The nearest other enemy fighter.
- (5) Look on the solo Manoeuvre chart, then dice to see which Manoeuvre and action is used for the solo run vessel this turn. **Add 1 to the D6 result if within shooting range.**
- (6) Calculate for any other solo run vessel, then play the turn as normal.





















































































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



If a Carrier starts a turn more than 24" away from all enemy fighters, place the maneuver dial to most rapidly turn and move towards the nearest table edge (IE: use turns and fast straight, or an Koio gran) – this is not a combat vessel despite its weapons!

However, if it has a game objective, it makes turns to head for it instead by the fastest route.

It is recommended the rules for huge ships colliding and destroying with smaller ships is ignored, and the Huge ship is moved as a large ship, in initiative order.

Sector number	1 (D6)	2 (D6)	3 (D6)	4 (D6)	5 (D6)	6 (D6)	7
1/12	1  	2  	3  	3  	2  	2  	2  
2-3	1  	2  	2  	2  	2  	1  	3  
4-5	1  	2  	1  	2  	3  	4  	1  
6-7	2  	2  	2  	2  	2  	2  	1  
8-9	1  	2  	1  	2  	3  	4  	1  
10-11	1  	1  	2  	2  	2  	2  	3  

Gozanti-class cruiser

NB: Ship will launch all fighters at game start, and will always try to use stored energy to shoot first, and replace shields after this.