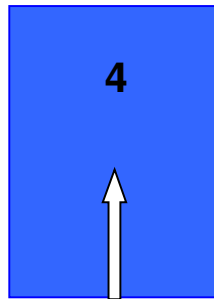


X-Wing Solo rules

The following rules are used for solo run fighters;

- (1) Solo run fighters 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 fighters do.
- (4) For solo fighters, 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 fighter this turn. **Add 1 to the D6 result if within shooting range.**
- (6) Calculate for any other solo run fighter, then play the turn as normal.

At game start, all solo run fighters 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)



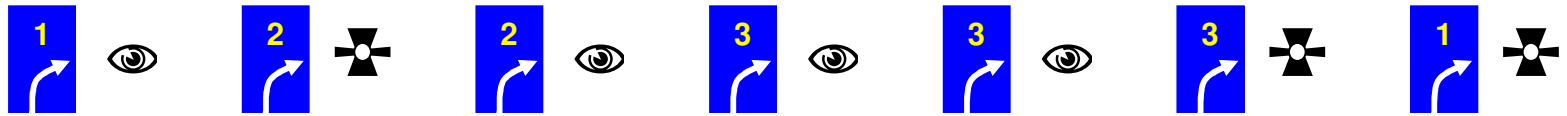
If a Tie Punisher starts a turn more than 24" away from all enemy fighters, place cards to most rapidly turn and move towards the nearest enemy fighter (IE: use turns and fast straight, or an Koio gran)
If it has a bombing objective, it makes turns to head for it instead

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



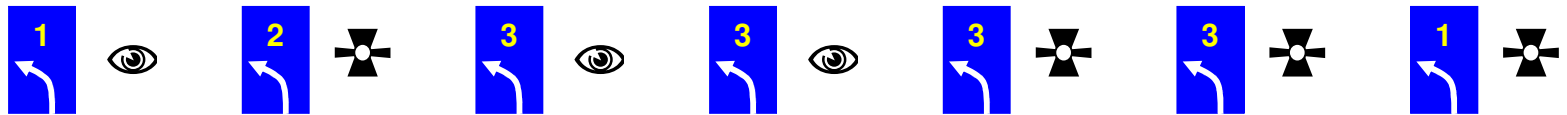
6-7



8-9



10-11



Tie Punisher

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