



## **Event Overview**

The Tar-Shadar Campaign event tells the narrative of the escape from the Tar-Shadar system over the course of three rounds.

The event can run at any time. Each event is structured similarly and lasts approximately one day. The event consists of three rounds of variable points values.

## **Players**

Event should be split as evenly as possible between Imperial and Rebel players. Event coordinator can fill in as odd-man to make the player roster even.

## Campaign Background

It is a time of open rebellion. The imperial forces led by Darth Vader scour the remote outer rim systems for any signs of rebel activity. It is in the Tar-Shadar sector that they find it.

Tar-Shadar is an outer-rim world specializing in spice export and trade goods, and ruled by a Syndicate Gangster known as Aquilla the Hutt. Rebel forces have established a small base of operations on one of Tar-Shadar's three moons, using the immense traffic from the trade routes as a cover to their presence.

Imperial Forces have entered the system, spearheaded by the Star Destroyer Dominus, in an effort to sniff out any potential rebel presence. Upon detecting the imperial star destroyer's presence in system, rebel command has decided to evacuate the moon-base and rendezvous at another site, as was the protocol of moving from base to base to shake pursuit and detection.

## Campaign Special Rules

For each round, all unnamed pilots receive a special KILL TOKEN for every ship that they place the killing blow on. These KILL TOKENS follow a pilot from round to round and may be spent to re-roll a set of dice during a game for an action taken by that pilot. Additionally, the pilot may trade three KILL TOKENS in for a pilot upgrade card (the cards denoted with the medals).

**Named pilots do not receive KILL TOKENS.**

## MISSION 1: SCREEN

*Imperial ships from the Star Destroyer Dominus are sweeping the area for signs of rebel ships or a possible rebel base. Rebels from the moon-base on Tar-Shadar have begun launching escape waves to remove personnel from the base and escape via hyperspace to an undisclosed location.*

*Patrols from both sides have engaged on the perimeter of this escape route as the Imperials scramble to set up a net to capture the fleeing rebels. The rebel ships must destroy the Imperial fighter screens quickly to allow their escorts to begin withdrawing.*

### MISSION SETUP

This mission sets up as a standard battle, with each side deploying on either end of the table within range 1. Players each control forces worth **50** points.

### SPECIAL RULES

Kill Tokens

### TIME LIMIT

One Hour

### OBJECTIVES

This mission utilizes kill point scoring. If a player wipes his opponent out in the allocated time, he receives a full win (worth 5 leaderboard points). If both players wipe each other out, the game is a draw (worth 1 leaderboard point to both players). Otherwise score the match based on points destroyed. A match score with a disparity of more than 20 points is considered a 5-point victory. A disparity closer is worth a 3-point victory.

### OUTCOME

The side that wins this mission may call forth reinforcements in the third battle



## MISSION 2: ESCORT

*The Dominus has launched a full complement of fighters from its launch bays. Rebel forces are attempting to keep a wide distance between the Star Destroyer's massive guns and what little consists of their fleet (a pair of corvettes and a battered Nebulon class frigate retrofitted with sparse military-grade weapons).*

*Rebel ships have been sent out in waves protecting shuttles that hold key military personnel. Rebel pilots are tasked with protecting the shuttle that they are protecting, while Imperial pilots are tasked with its destruction.*

### MISSION SETUP

This mission is a variant of the POLITICAL ESCORT mission found on p.22 of the core rules, using **100** point sides.

The shuttle that is being escorted is placed in the center of the rebel deployment zone, per the mission in the core rules. The ship is Agility 2, Hull 6, and has Shields 6.

### SPECIAL RULES

Kill Tokens, Shuttle Movement, Shuttle Damage, Protect Action, Imperial Reinforcements

### TIME LIMIT

Ninety minutes

### OBJECTIVES

If the shuttle flees off of the imperial player's edge of the play area, the rebel player earns 5 leaderboard points. If the imperial player destroys the rebel player's shuttle, the imperial player earns 5 leaderboard points. If the game concludes due to time and the shuttle has not been destroyed and the shuttle is still on the table, each player is awarded 1 leaderboard point.

### OUTCOME

The side that wins this mission may field an extra 20 points in the final battle.



### MISSION 3: ELIMINATION

*With the rebel shuttles either having escaped or been destroyed, all that is left for the Dominus to do is finish off the remaining forces. The rebels are not leaving without a fight, however, and are determined to bloody the Imperial fleet's nose before making their escape.*

*Both sides have arrayed their ships for one last clash in the system while the last of the rebel forces attempt to make good their escape.*

#### MISSION SETUP

This mission uses **150** fleet points for both sides. Additional reinforcements are available to the side that won the first mission. The side that won the second mission may add an additional **20** points to their force. Players deploy per the normal mission rules within Range 1 of their respective table edges

#### SPECIAL RULES

Kill Tokens, Reinforcements (to those that are eligible)

#### TIME LIMIT

Two hours

#### OBJECTIVES

This mission utilizes kill point scoring. If a player wipes his opponent out in the allocated time, he receives a full win (worth 5 leaderboard points). If both players wipe each other out, the game is a draw (worth 1 leaderboard point to both players). Otherwise score the match based on points destroyed. A match score with a disparity of more than 50 points is considered a 5-point victory. A disparity closer is worth a 3-point victory.

#### OUTCOME

The side that wins this mission is the ultimate winner of the event.

The player that scored the most leaderboard points is awarded first place. Rank players accordingly.

