

VILLAINS OF THE OUTER RIM

SCUM AND VILLAINY CO-OPERATIVE PLAY USING THE FLIGHT GROUP ALPHA RULES

RULE BOOK V002 2020-03-30

FLIGHT GROUP ALPHA

v205

STAR WARS™
X-WING™

2.0

Foreword

Villains of the Outer Rim came about as I was pondering how to be able to play X-wing while in isolation due to the corona virus outbreak. Hopefully, this project can be used to play and have fun with a small group of Scum and Villainy ships playing alone against the AI. Or as a springboard to create story arcs to share with others on in the Internet, without having to spend time creating character sheets, rules for earning and spending XP etc etc.

Again, I am forever in debt to Josh Derksen for inventing this excellent co-op format for X-wing. Thank you!

Villains of the Outer Rim Rulebook for X-wing 2.0
By Claes Sörensson
Version v002, 2020-03-30

Special thanks to Biff Denzer for valuable input and invaluable proofreading.

This is a fanmade campaign and is no way supported nor endorsed by Fantasy Flight Games, LucasArts, LucasFilm Disney, etc.

Home: <https://boardgamegeek.com/filepage/197717/villains-outer-rim-scum-and-villainy-co-operative>

1.1 What is Villains of the Outer Rim?

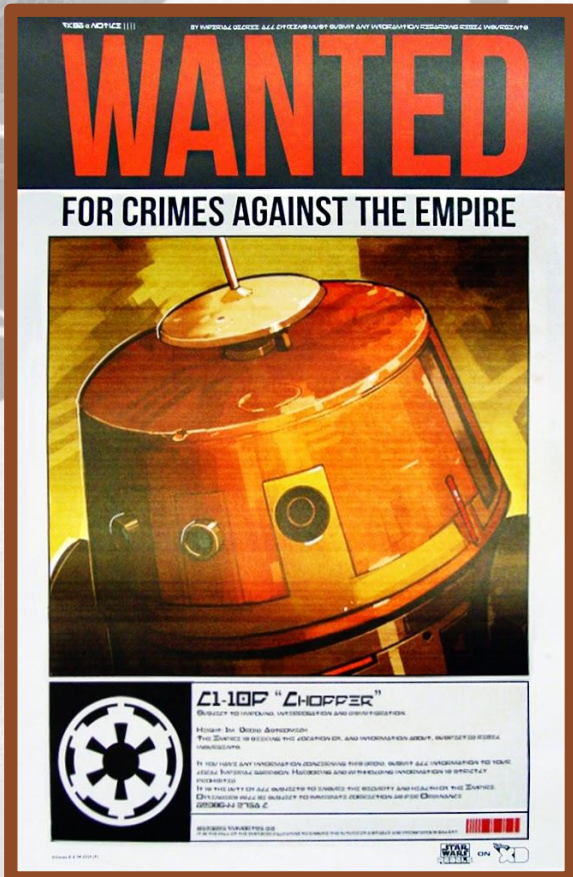
Villains of the Outer Rim (VotOR) is a Co-operative expansion for the X-wing Miniature Game 2.0. This book provides a framework of how to run campaigns consisting of a group of pilots, labeled “the Villains” throughout this book, fighting their way to fame and fortune.

Since this is a framework, I will not be adding many missions for now. Instead I hope the community can use this to develop their own story arcs.

This book uses the rules published in Flight Group Alpha - but some things differ (for example, the mission balancing is reworked). In FGA, mission scaling is based on the average rank of the Flight Group. Here, missions are scaled based on the total Squad Point Cost of all the pilots and ships deployed by “the Villains”.

This book presents a number of different campaign formats. Depending on format, pilots will develop differently, so please review the formats (Section 3.3) before reading the Scum Pilot chapter (Section 2) to learn how you can develop your pilot.

1 Introduction	p03
1.1 What is Villains of the Outer Rim?	p03
2 The Scum Pilot	p04
2.1 The Player Sheets	p05
2.2 Scum and Villainy Ships	p07
2.3 Earning Experience Points	p09
2.4 Spending Experience	p10
2.5 Career Paths	p11
2.6 Upgrade Tables	p12
3 Campaign Rules	p22
3.1 The Villain Campaign Round	p23
3.2 Mission Scaling	p24
3.3 Sample Campaign Concepts	p25
4 Missions	p26
4.1 Sample Mission	p26





2.2.1 Ship Types

Depending on which format is played, the Villains can have different pools of ship types to choose from. The format will determine whether Rebel and/or Scum and Villainy ships are available, and whether small and medium/large ships are available.

It should be noted that in VotOR, player controlled large ships are considered Large, but you need to mount them on medium bases. This is because the AI statcards are created with small ship targets in mind, so using medium bases will partially mitigate the errors in movement.

Ship Name	Default Upgrades	SP Cost
BTL-A4 Y-wing		30
Escape Craft		25
Fang Fighter		41
HWK-290 Light Freighter		30
Kihrazz Fighter		37
M3-A Interceptor		25
Mining Guild TIE Fighter	None	22
Quadrijet Transfer Spacetug		30
StarViper-Class Attack Platform		44
Z-95-AF4 Headhunter		22

Table 2.1 SoV Small Ships

Ship Name	Default Upgrades	SP Cost
A/SF-01 B-Wing		42
Attack Shuttle		31
Auzituck Gunship		44
E-Wing		49
RZ-1 A-Wing		29
Sheathipede-class Shuttle		32
T-65 X-Wing		39
TIE/In Fighter	None	24

Table 2.3 Rebel Unique Small Ships

Ship Name	Default Upgrades	SP Cost
ARC-170 Starfighter		45
BTL-S8 K-Wing		37
Modified YT-1300 Light Freighter		67
UT-60D U-Wing		43
VCX-100 Light Freighter		66
YT-2400 Light Freighter		77

Table 2.4 Rebel Unique Medium and Large Ships

Ship Name	Default Upgrades	SP Cost
Aggressor Assault Fighter		57
Customized YT-1300 Light Freighter		46
Firespray-class Patrol Craft		61
G-1A Starfighter		41
JumpMaster 5000		41
Lancer-Class Pursuit Craft		55
M12-L Kimogila Fighter		38
Scurrg H-6 Bomber		44
YV-666 Light Freighter		51

Table 2.2 SoV Medium and Large Ships

2.2.2 Upgrades and Modifications Points

Upgrade and Modification (U&M) Points were first introduced in Flight Group Alpha. They represent general points that can be spent for physical items associated with a ship. U&M points are not used to purchase Career upgrades such as Talents or Force Talents.

In Flight Group Alpha, U&M Points were a resource that a pilot invested in to be able to acquire new and/or different upgrades for each mission flown. Thematically, they represented a pilot pulling upgrades and modifications from the Imperial Armory. Sadly, The Villains of the Outer Rim do not have such a source of limitless equipment. Instead, the Villains acquire U&M points to be able to buy upgrades at a listed cost.

Depending on format, a pilot maybe allowed to purchase U&M points from XP. If they are not allowed to purchase U&M, there are other ways to acquire them.

U&M Points purchased from XP cannot be converted back to XP in any way.

The cost of Upgrades are determined by Fantasy Flight Games cost lists, found on their website. A list of sample upgrades and their cost can be found in table 2.7 and onwards.

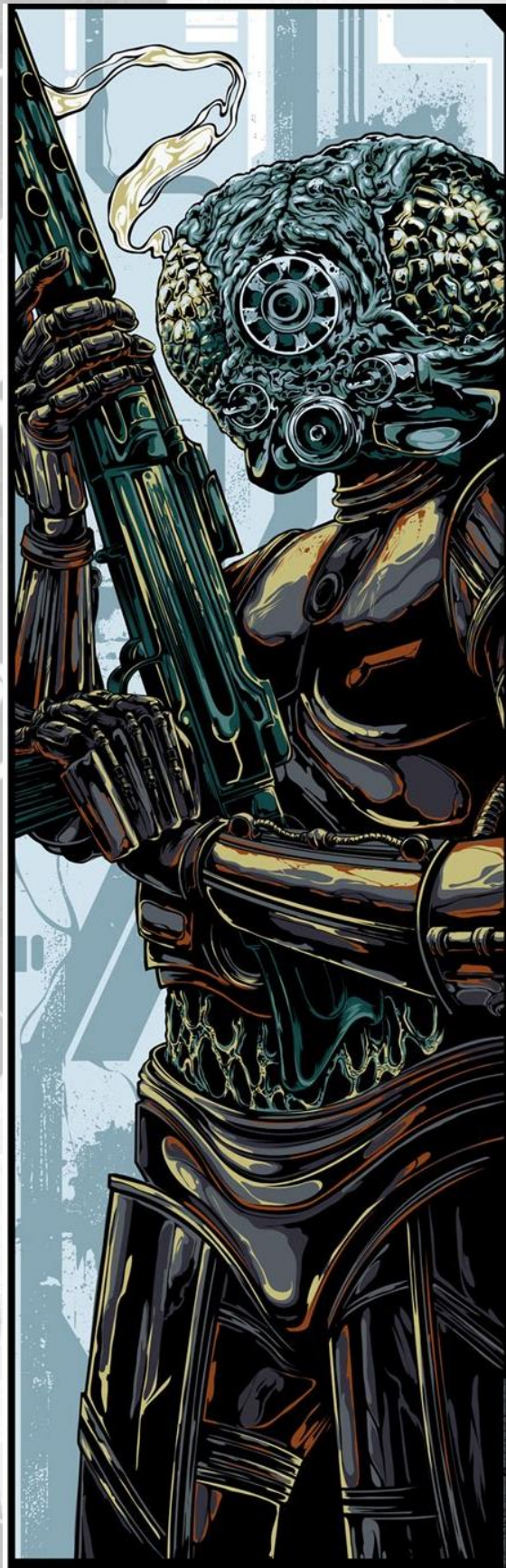
If a pilot decides to, or is forced to sell or scrap their ship, its value is converted to U&M points, never to XP.

Limitations

All Upgrades, including Elite Talents and Imperial Pilot Abilities are considered Limited for the Campaign; a ship may only purchase each upgrade once. Missiles, Torpedoes and Bomb Upgrades are exempt from this rule.

Unlimited Uniques (Optional Rule):

If all players agree, all cards that are unique, including pilot abilities and crew, are not considered unique for the campaign. All players may purchase and equip them.



2 THE SCUM PILOT

2.3 Earning Experience Points


Source	Dealing damage to enemy ships	
1.1	Deal damage to one or more enemy ships, <u>per turn</u>	1 XP
1.2	Deal a face up damage card to an enemy ship	1 XP per face up damage card
1.3	Destroy an enemy emplacement	+1 XP
1.4	Destroy any enemy ship with a Threat Level	+2 XP per Threat Level
1.5	Destroy an enemy Bulk Freighter ()	+4 XP
	Reducing opponent's performance	
2.1	Assign one or more red or orange tokens (except lock) to an enemy ship, <u>per turn</u>	1 XP
2.2	Remove a blue or green token from an enemy ship	1 XP
	Taking damage	
3.1	Use an ability to suffer 1 damage for another Villain ship	2 XP
3.2	Being dealt a face up damage card from enemy fire (not mines or bombs)	1 XP per face up damage card
	Boosting the Villains' performance	
4.1	Give another Villain ship an action	1 XP
4.2	Assign a blue or green token to another Villain ship	1 XP
4.3	Remove a red or orange token from another Villain ship	1 XP
	Negative Points	
5.1	Assign another Villain ship a red or orange token (except lock)	-2 XP
5.2	Deal damage to another Villain ship	-2 XP per damage dealt
5.3	Deal face up damage card to another Villain ship	-3 XP per damage card
	Mission Objectives	
6.1	Primary and Bonus mission objectives	Varies

Table 2.5 Experience Point Chart: Earning XP

2 THE SCUM PILOT

2.5 Career Paths

When a pilot advances to Rank 3, he/she needs to decide which Career Path to follow, see **figure 2.1**. Each path has a unique set of upgrade slots and grants new Actions as well. Each path is detailed in the sections below.

At rank 5, a pilot gets either 1 or 2 Charge tokens (⚡). These can be added to any* 2 upgrade cards equipped on the ship, or pilot ability **that utilizes standard charges**. They may not, however, be added to the same upgrade card/ability (i.e., can only add one charge per card/ability).

* As of the current rule set you may not, due to balancing issues, add charges on the following upgrade cards/abilities in this way: Stealth Device

2.5.1 Ace Path

Aces have access to both Elite Talents and Scum Pilot Abilities. A list of the available Elite Talents can be found in **table 2.16**, along with their costs.

Scum Pilot Abilities and their cost can be found in **table 2.17**.

2.5.2 Force User Path

Force Users have access to Force Talents. Villains of the Outer Rim introduces a set of new Force Talents in addition to the ones found in the X-wing game. 2 of those are cards are based on the pilot abilities of force using pilots: Asajj Ventress and Darth Maul.

Force Users get rechargeable Force Points at rank 3, 5 and 6. Remember that a Force User can only recharge 1 Force Point each turn. Force Points can be used both to change focus dice results to either evade or hit results, but also to fuel Force Talents.

Since Force Users gets their Force Points “for free”, Force Talent costs have been increased from FFG’s pricing of Force Talents to balance towards the

other paths. Force Talents and their cost can be found in **table 2.18**.

At rank 5, the Force User gains one Charge token.

2.5.3 Coordinate Path

Pilots on the Coordinate path get a white Coordinate action at rank 3, a red linked Coordinate at rank 4, and a white linked Coordinate at rank 7.

A pilot on the Coordinate path that is also the formation leader can Coordinate any other ship in the formation regardless of range.

At rank 3, 5 and 7, the pilot gains a Career Crew Slot, (Ⓜ)*. The * is added as a reminder that when you buy this upgrade, it is permanent just as a Talent, Force Talent or an Scum Pilot Ability would be. The (Ⓜ)* upgrade should not be seen as adding a Crew slot on the ship, but as an Ability that the pilot has. The available Crew Upgrades and their cost can be found in **table 2.21**. This table also contains some converted Scum Pilot Abilities from Large ships not available for the Ace and Tech path.

2.5.4 Tech Path

Pilots on the Tech path get a red Linked Calculate action at rank 4. At rank 7, this becomes a **white** Linked Calculate action.

At rank 4, the powerful Tech slot becomes available, enabling use of technology not yet generally available during the Galactic Empire era.

Tech path followers also have access to Talents and Scum Pilot Abilities.

RANK 1	RANK 2	RANK 3	RANK 4	RANK 5	RANK 6	RANK 7	RANK 8	
FREE	4 XP	9 XP	16 XP	25 XP	36 XP	49 XP	64 XP	VOO2 200323 1
								ACE PATH
								FORCE USER PATH
								COORDINATE PATH
								TECH PATH
	+ 1 RP	+ 2 RP	+ 3 RP	+ 4 RP	+ 5 RP	+ 1 RP	+ 1 RP	TOTAL RANK POINTS(RP):
								<input type="text"/>

Figure 2.1 The Career Path Chart

2 THE SCUM PILOT

2.6 Upgrade Tables

Upgrade	Minimum IN	XP Cost	Name	Card Text
	3	1	Composure	Requires  or  After you fail an action, if you have no green tokens, you may perform a  action.
	3	1	Crack Shot	1⚡ While you perform a primary attack, if the defender is in your  , before the Neutralize Results step, you may spend 1⚡ to cancel 1  result.
	3	1	Marksmanship	While you perform an attack, if the defender is in your  , you may change 1  result to a  result.
	3	3	Fearless	While you perform a  primary attack, if the attack range is 1 and you are in the defender's  , you may change 1 of your results to a  result.
	3	2	Predator	While you perform a primary attack, if the defender is in your  , you may reroll 1 attack die.
	3	3	Daredevil	Requires  While you perform a white  action, you may treat it as red to use the [1⚡] or [1⚡] template instead.
	3	3	Elusive	1⚡ While you defend, you may spend 1⚡ to reroll 1 defense die. After you fully execute a red maneuver, recover 1⚡.
	3	3	Intimidation	While an enemy ship at range 0 defends, it rolls 1 fewer defense die.
	3	4	Debris Gambit	Adds  While you perform a red  action, if there is an obstacle at range 0-1, treat the action as white instead.
	3	4	Trick Shot	While you perform an attack that is obstructed by an obstacle, roll 1 additional attack die.
	3	5	Lone Wolf	1⚡ While you defend or perform an attack, if there are no other friendly ships at range 0-2, you may spend 1⚡ to reroll 1 of your dice.
	3	6	Outmaneuver	While you perform a  attack, if you are not in the defender's firing arc, the defender rolls 1 fewer defense die.
	3	6	Saturation Salvo	Requires  or  While you perform a  or  attack, you may spend 1⚡ from that upgrade. If you do, choose two defense dice. The defender must reroll those dice.
	3	7	Juke	While you perform an attack, if you are evading, you may change 1 of the defender's  results to a  result.
	3	7	Snap Shot	 2 attack dice, range 2, range bonus does not apply After an enemy ship executes a maneuver, you may perform this attack against it as a bonus attack. Attack: Your dice cannot be modified.
	3	14	Squad Leader	Adds  While you coordinate, the ship you choose can perform an action only if that action is also on your action bar.

Table 2.6 Talents Table

2 THE SCUM PILOT

2.6 Upgrade Tables

Upgrade	Minimum IN	XP Cost	Pilot	Ability Text	Ship
	3	3	4-LOM	After you fully execute a red maneuver, gain 1 calculate token.	
	3	3	Ahhav	At the start of the End Phase, you may choose 1 ship at range 0-1. If you do, transfer 1 of your stress tokens to that ship.	
	3	3	Ahhav	While you defend or perform an attack, if the enemy ship is a larger size than you, roll 1 additional die.	
	5	5	Boba Fett	While you defend or perform an attack, you may reroll 1 of your dice for each enemy ship at range 0-1.	
	4	4	Bossk	While you perform a primary attack, after the Neutralize Results step, you may spend 1 * result to add 2 * results.	
	3	3	Captain Jostero	After an enemy ship suffers damage, if it is not defending, you may perform a bonus attack against that ship.	
	3	3	Captain Seevor	While you defend or perform an attack, before attack dice are rolled, if you are not in the enemy ship's ☉, you may spend 1 ☹. If you do, the enemy ship gains 1 jam token.	
	4	4	Constable Zuvio	If you would drop a device, you may launch it using a † instead.	
	4	4	Dace Bonearm	After an enemy ship at range 0-3 receives at least 1 ion token, you may spend 3 ☹. If you do, that ship gains 2 additional ion tokens	
	3	3	Dalan Oberos	At the start of the Engagement Phase, you may choose 1 shielded ship in your ☉ and spend 1 ☹. If you do, that ship loses 1 shield and you recover 1 shield.	
	6	6	Dengar	After you defend, if the attacker is in your ☉, you may spend 1 ☹ to perform a bonus attack against the attacker.	
	4	4	Drea Renthall	While a friendly non-limited ship performs an attack, if the defender is in your firing arc, the attacker may reroll 1 attack die.	
	4	4	Emon Azzameen	If you would drop a device using a 1 †, you may use the 3 †, 3 †, or 3 † instead.	
	6	6	Fenn Rau	When you defend or perform an attack, if the attack range is 1, you may roll 1 additional die.	
	4	4	Foreman Proach	Before you engage, you may choose 1 enemy ship in your ☉ at range 1-2 and gain 1 disarm token. If you do, that ship gains one tractor token.	
	3	3	G4R-GOR V/M	After you defend, each other ship at range 0 suffers 1 * damage.	
	4	4	Genesis Red	After you acquire a lock, you must remove all of your focus and evade tokens. Then, gain the same number of focus and evade tokens that the locked ship has	
	4	4	Graz	While you defend, if you are behind the attacker, roll 1 additional defense die.	
	4	4	Graz	While you perform an attack, if you are behind the defender, roll 1 additional attack die.	
	5	5	Guri	At the start of the Engagement Phase, if there is at least 1 enemy ship at range 0-1, you may gain 1 focus token	
	6	6	Han Solo	While you defend or perform a primary attack, if the attack is obstructed by an obstacle, you may roll 1 additional die.	
	4	4	IG-88A	At the start of the Engagement Phase, you may choose 1 friendly ship with ☉ on its action bar at range 1-3. If you do, transfer 1 of your calculate tokens to it.	
	4	4	IG-88B	After you perform an attack that misses, you may perform a bonus ☹ attack.	
	4	4	IG-88C	After you perform a † action, you may perform an † action.	
	4	4	IG-88D	While you execute a Segnor's Loop (↶ or ↷) maneuver, you may use another template of the same speed instead: either the turn (↶ or ↷) of the same direction or the straight (†) template	

Table 2.7 Scum Pilot Abilities

2 THE SCUM PILOT

2.6 Upgrade Tables

Upgrade	Minimum IN	XP Cost	Pilot	Ability Text	Ship
	3	2	Inaldra	While you defend or perform an attack, you may suffer 1  damage to reroll any number of your dice.	
	4	4	Joy Rekkoff	While you perform an attack, you may spend 1  from an equipped  upgrade. If you do, the defender rolls 1 fewer defense die	
	3	3	Kaa'to Leeachos	At the start of the Engagement Phase, you may choose 1 friendly ship at range 0-2. If you do, transfer 1 focus or evade token from that ship to yourself.	
	4	4	Kad Solus	After you fully execute a red maneuver, gain 2 focus tokens.	
	4	4	Kath Scarlet	While you perform a primary attack, if there is at least 1 friendly non-limited ship at range 0 of the defender, roll 1 additional attack die	
	5	5	Kavil	While you perform a non-  attack, roll 1 additional attack die.	
	5	5	Ketsu Onyo	At the start of the Engagement Phase, you may choose 1 ship in both your  and  at range 0-1. If you do, that ship gains 1 tractor token	
	3	3	Koshka Frost	While you defend or perform an attack, if the enemy ship is stressed, you may reroll 1 of your dice.	
	3	3	Krassis Trelix	You can perform  special attacks from your  .	
	3	2	L3-37	While you perform a special attack, you may reroll 1 attack die	
	3	2	L3-37	If you are not shielded, decrease the difficulty of your bank ( and ) maneuvers.	
	3	3	Laetin A'shera	If you are not shielded, decrease the difficulty of your bank ( and ) maneuvers.	
	3	3	Laetin A'shera	After you defend or perform an attack, if the attack missed, gain 1 evade token	
	4	4	Lando Calrissian	After you roll dice, if you are not stressed, you may gain 1 stress token to reroll all of your blank results.	
	3	3	Manaroo	At the start of the Engagement Phase, you may choose a friendly ship at range 0-1. If you do, transfer all green tokens assigned to you to that ship.	
	4	4	Moralo Eval	If you would flee, you may spend 1  . If you do, place yourself in reserves instead. At the start of the next Planning Phase, place yourself within range 1 of the edge of the play area that you fled from.	
	4	4	N'dru Suhlak	While you perform a primary attack, if there are no other friendly ships at range 0-2, roll 1 additional attack die.	
	3	1	Nom Lumb	After you become the defender, if the attacker is not in your  , you must rotate your  indicator to a standard arc the attacker is in.	
	5	5	Old Teroch	At the start of the Engagement Phase, you may choose 1 enemy ship at range 1. If you do and you are in its  , it removes all of its green tokens.	
	3	2	Overseer Yushyn	Before a friendly ship at range 1 would gain a disarm token, if that ship is not stressed, you may spend 1  . If you do, that ship gains 1 stress token instead.	
	3	3	Palob Godalhi	At the start of the Engagement Phase, you may choose 1 enemy ship in your firing arc at range 0-2. If you do, transfer 1 focus or evade token from that ship to yourself.	
	4	4	Prince Xizor	While you defend, after the Neutralize Results step, another friendly ship at range 0-1 and in the attack arc may suffer 1  or  damage. If it does, cancel 1 matching result.	
	3	3	Quinn Jast	At the start of the Engagement Phase, you may gain 1 disarm token to recover 1  on 1 of your equipped upgrades.	
	3	3	Sabine Wren	While you defend, if the attacker is in your  at range 0-2, you may add 1  result to your dice results	
	3	2	Sarco Plank	While you defend, you may treat your agility value as equal to the speed of the maneuver you executed this round.	

Table 2.7 Scum Pilot Abilities

2 THE SCUM PILOT

2.6 Upgrade Tables





















Upgrade	Minimum IN	XP Cost	Pilot	Ability Text	Ship
	5	5	Serissu	While a friendly ship at range 0-1 defends, it may reroll 1 of its dice.	
	3	3	Sol Sixxa	If you would drop a device using a 1 ↑ template, you may drop it using any other speed 1 template instead.	
	3	1	Sunny Bounder	While you defend or perform an attack, after you roll or reroll your dice, if you have the same result on each of your dice, you may add 1 matching result.	
	5	5	Talobane Cobra	While you defend at attack range 3 or perform an attack at attack range 1, roll 1 additional die.	
	4	4	Tel Trevura	If you would be destroyed, you may spend 1 ⚡. If you do, discard all your damage cards, suffer 5 * damage, and place yourself in reserves instead. At the start of the next Planning Phase, place yourself within range 1 of your player edge.	
	4	4	Torani Kulda	After you perform an attack, each enemy ship in your ☉ suffers * damage unless it removes 1 green token.	
	3	2	Torkil Mux	At the start of the Engagement Phase, you may choose 1 ship in your firing arc. If you do, that ship engages at initiative 0 instead of its normal initiative value this round.	
	3	2	Unkar Plutt	At the start of the Engagement Phase, if there are one or more other ships at range 0, you and each other ship at range 0 gain 1 tractor token.	
	4	4	Viktor Hel	After you defend, if you did not roll exactly 2 defense dice, the attacker gains 1 stress token	
	3	3	Zuckuss	While you perform a primary attack, you may roll 1 additional attack die. If you do, the defender rolls 1 additional defense die	

Table 2.7 Scum Pilot Abilities



2 THE SCUM PILOT

2.6 Upgrade Tables






































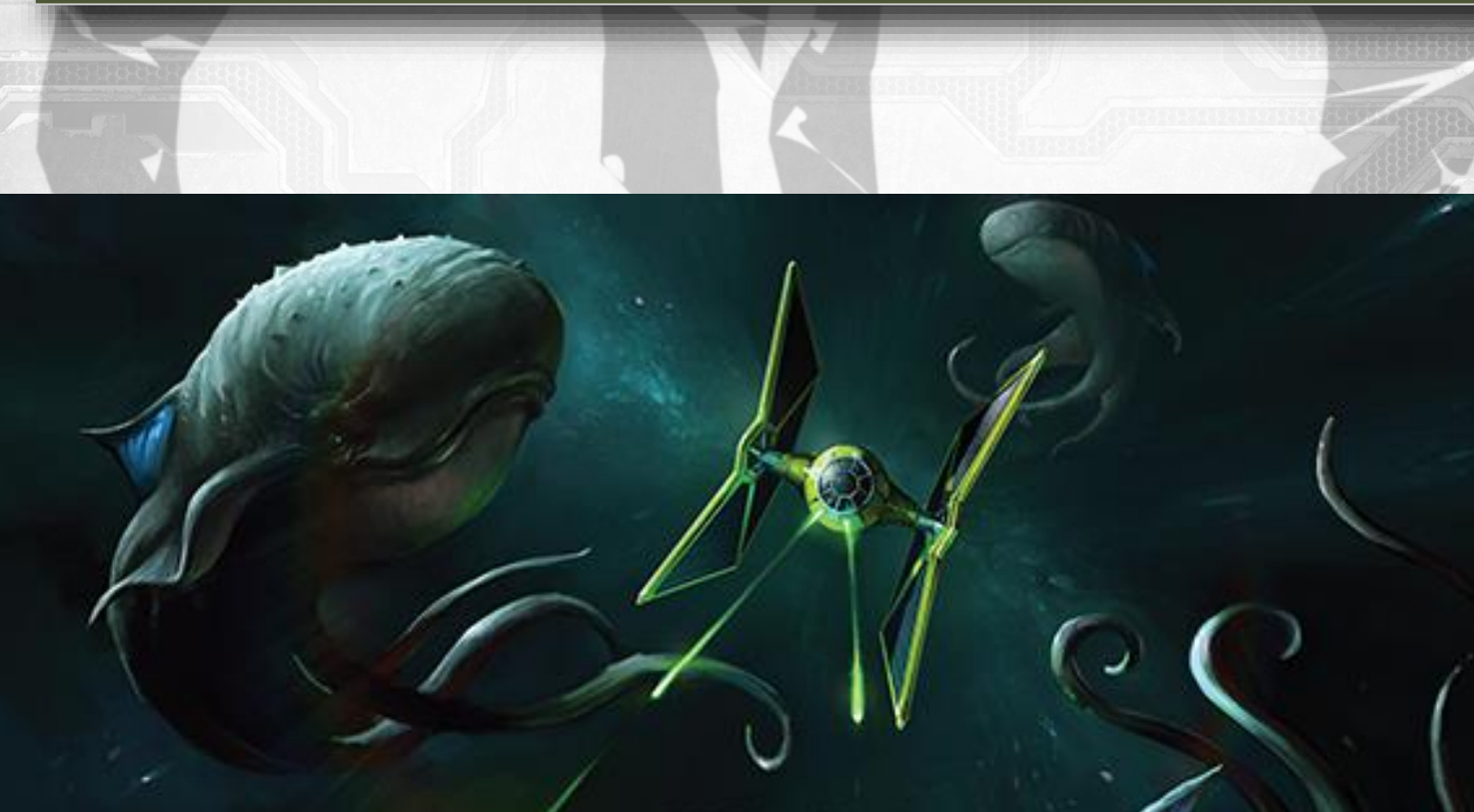
Upgrade	Minimum IN	XP Cost	Name	Card Text
	3	7	Instinctive Aim	While you perform a special attack, you may spend 1  to ignore the  or  requirement.
	3	9	Predictive Shot	After you declare an attack, if the defender is in your  , you may spend 1  . If you do, during the Roll Defense Dice step, the defender cannot roll more defense dice than the number of your  /  results.
	3	9	Brilliant Evasion	While you defend, if you are not in the attacker's  , you may spend 1  to change 2 of your  results to  results.
	3	9	Hate	After you suffer 1 or more damage, recover that many  .
	3	9	Heightened Perception	At the start of the Engagement Phase, you may spend 1  . If you do, engage at IN 8 instead of your standard initiative value this phase.
	3	10	Foresight	 2 attack dice, range 1-3, range bonus does not apply. After an enemy ship executes a maneuver, you may spend 1  to perform this attack against it as a bonus attack. Attack: You may change 1  result to a  result; your dice cannot be modified otherwise.
	3	19	Precognitive Reflexes	After you reveal your dial, you may spend 1  to perform a  or  action. Then, if you performed an action you do not have on your action bar, gain 1 strain token. If you do, you cannot perform another action during your activation.
	3	38	Supernatural Reflexes	Before you activate, you may spend 1  to perform a  or  action. Then, if you performed an action you do not have on your action bar, suffer 1  damage.
	4	10	Asajj Ventress	At the start of the Engagement Phase, you may chose 1 enemy ship in your  at range 0-2 and spend 1  . If you do, that ship gains 1 stress token unless it removes 1 green token.
	5	15	Darth Maul	After you perform an attack, you may spend 2  to perform a bonus primary attack against a different target. If your attack missed, you may perform that bonus primary attack against the same target instead.

Table 2.8 Scum Force Talents



2.6 Upgrade Tables

Upgrade	Minimum IN	XP Cost	Name	Card Text
*	3	3	Freelance Slicer	While you defend, before attack dice are rolled, you may spend a lock you have on the attacker to roll 1 attack die. If you do, the attacker gains 1 jam token. Then, on a * or ✱ result, gain 1 jam token.
*	3	3	ISB Slicer	During the End Phase, enemy ships at range 1-2 cannot remove jam tokens.
*	3	8	Seasoned Navigator	After you reveal your dial, you may set your dial to another non-red maneuver of the same speed. While you execute that maneuver, increase its difficulty.
*	3	4	Novice Technician	At the end of the round, you may roll 1 attack die to repair 1 faceup damage card. Then on a * result, expose 1 damage card.
*	3	8	Perceptive Copilot	After you perform a action, gain 1 focus token.
*	3	5	O-O-O	At the start of the Engagement Phase, you may choose 1 enemy ship at range O-1. If you do, gain 1 calculate token unless that ship chooses to gain 1 stress token
*	3	2	4-LOM	While you perform an attack, after rolling attack dice, you may name a type of green token. If you do, gain 2 ion tokens and, during this attack, the defender cannot spend tokens of the named type.
*	3	4	Boba Fett	At the end of Setup, place yourself at range O of an obstacle and beyond range 3 of any enemy ship
*	3	4	Cad Bane	After you drop or launch a device, you may perform a red action.
*	3	4	Chewbacca	At the start of the End Phase, you may spend 1 focus token to repair 1 of your faceup damage cards.
*	3	1	Cikatro Vizago	During the End Phase, you choose 2 upgrades equipped to friendly ships at range O-1. If you do, you may exchange these upgrades You have the pilot ability of each other friendly ship with the IG-2000 upgrade.
*	3	3	IG-88D	After you perform a Icon action calculate action, gain 1 calculate token. +
*	3	6	Jabba the Hutt	During the End Phase, you may choose 1 friendly ship at range O-2 and spend 1 . If you do, that ship recovers 1 on 1 of its equipped upgrades
*	3	5	Ketsu Onyo	At the start of the End Phase, you may choose 1 enemy ship at range O-2 in your firing arc. If you do, that ship does not remove its tractor tokens.
*	3	8	Lando Calrissian	After you roll dice, you may spend 1 green token to reroll up to 2 of your results.
*	3	7	Latts Razzi	While you defend, if the attacker is stressed, you may remove 1 stress from the attacker to change 1 of your blank/ results to an result.
*	3	2	Qi'ra	While you move and perform attacks, you ignore obstacles that you are locking.
*	3	2	Tobias Beckett	Setup: After placing forces, you may choose 1 obstacle in the play area. If you do, place it anywhere in the play area beyond range 2 of any board edge or ship and beyond range 1 of other obstacles.
*	3	2	Unkar Plutt	After you partially execute a maneuver, you may suffer 1 * damage to perform 1 white action.
*	3	2	Zuckuss	While you perform an attack, if you are not stressed, you may choose 1 defense die and gain 1 stress token. If you do, the defender must reroll that die.
*	5	4	Azmorigan	During the End Phase, you may choose up to 2 friendly ships at range O-1. If you do, each of these ships does not remove 1 calculate or evade token.

Table 2.9 Crew Upgrades for the Coordinate Path

2 THE SCUM PILOT

2.6 Upgrade Tables

Modifications Upgrades			
Type	Name	Availability	Cost
⊗	Ablative Plating	M or L	6
⊗	Advanced SLAM	Requires	3
⊗	Afterburners	Small ship	6
⊗	Angled Deflectors	S or M, AG 0, with shield	9
⊗	Angled Deflectors	S or M, AG 1, with shield	6
⊗	Angled Deflectors	S or M, AG 2, with shield	3
⊗	Angled Deflectors	S or M, AG 3, with shield	3
⊗	Delayed Fuses	All	1
⊗	Electronic Baffle	All	2
⊗	Engine Upgrade		2
⊗	Engine Upgrade		7
⊗	Hull Upgrade	AG 0	2
⊗	Hull Upgrade	AG 1	3
⊗	Hull Upgrade	AG 2	5
⊗	Hull Upgrade	AG 3	7
⊗	Munitions Failsafe		1
⊗	Shield Upgrade	AG 0	3
⊗	Shield Upgrade	AG 1	4
⊗	Shield Upgrade	AG 2	6
⊗	Shield Upgrade	AG 3	8
⊗	Spare Parts Canisters	Equipped	8
⊗	Static Discharge Vanes	All	4
⊗	Stealth Device	AG 0	3
⊗	Stealth Device	AG 1	4
⊗	Stealth Device	AG 2	6
⊗	Stealth Device	AG 3	8
⊗	Targeting Computer	All	3
⊗	Tactical Scrambler	M or L	2

Table 2.10 Modifications

Torpedoes Upgrades			
Type	Name	Availability	Cost
	Adv. Proton Torpedoes	All	6
	Ion Torpedoes	All	6
	Plasma Torpedoes	All	9
	Proton Torpedoes	All	12

Table 2.11 Torpedoes

Missile Upgrades			
Type	Name	Availability	Cost
	Cluster Missiles	All	5
	Concussion Missiles	All	6
	Homing Missiles	All	5
	Ion Missiles	All	4
	Proton Rockets	All	7
	Mag-Pulse Warheads	All	10
	Barrage Rockets		8
	Diamond-Boron Missiles		6

Table 2.12 Missiles

Payload Upgrades			
Type	Name	Availability	Cost
	Bomblet Generator		5
	Conner Nets	All	6
	Electro-Proton Bombs	All	14
	Proton Bombs	All	5
	Proximity Mines	All	6
	Seismic Charges	All	3

Table 2.13 Payload

2 THE SCUM PILOT

2.6 Upgrade Tables

Crew Upgrades			
Type	Name	Availability	Cost
	O-O-O	All	5
	4-LOM	All	2
	Boba Fett	All	4
	Cad Bane	All	4
	Chewbacca	All	4
	Cikatro Vizago	All	1
	Freelance Slicer	All	3
	GNK "Gonk" Droid	All	10
	IG-88D	All	3
	Informant	All	5
	Jabba the Hutt	All	6
	Ketsu Onyo	All	5
	L3-37	All	4
	Lando Calrissian	All	8
	Latts Razzi	All	7
	Maul	All	12
	Novice Technician	All	4
	Perceptive Copilot	All	8
	Qi'ra	All	2
	Seasoned Navigator	All	Var
	Tactical Officer	All	6
	Tobias Beckett	All	2
	Unkar Plutt	All	2
	Zuckuss	All	2

Table 2.14 Crew

Turret Upgrades			
Type	Name	Availability	Cost
	Dorsal Turret	All	3
	Ion Cannon Turret	All	5

Table 2.15 Turrets

Cannon Upgrades			
Type	Name	Availability	Cost
	Autoblaster	All	2
	Ion Cannon	All	5
	Jamming Beam	All	0
	Heavy Laser Cannon	All	4
	Tractor Beam	All	5

Table 2.16 Cannons

Gunner Upgrades			
Type	Name	Availability	Cost
	Agile Gunner	All	8
	Bossk	All	10
	BT-1	All	1
	Dengar	All	6
	Greedo	All	1
	Han Solo	All	10
	Hotshot Gunner	All	7
	Skilled Bombardier	All	2
	Veteran Tail Gunner		4
	Veteran Turret Gunner	All	8

Table 2.17 Gunners

Sensor Upgrades			
Type	Name	Availability	Cost
	Advanced Sensors	All	10
	Collision Detector	All	6
	Fire-Control System	All	2
	Passive Sensors	All	3
	Trajectory Simulator	All	10

Table 2.18 Sensor Upgrades

2 THE SCUM PILOT

2.6 Upgrade Tables

Upgrade	Cost	Name	Card Text
⑦	3	Contraband Cybernetics	Before you activate, you may spend 1 ⚡. If you do, until the end of the round, you can perform actions and execute red maneuvers, even while stressed.
⑦	7	Internal Dampeners	Before you would execute a maneuver, you may spend 1 shield. If you do, execute a white (O ■) instead of the maneuver you revealed, then gain 1 stress token.
⑦	4	Feedback Array	Before you engage, you may gain 1 ion token and 1 disarm token. If you do, each ship at range 0 suffers 1 ✨ damage. 2⚡ Action: Spend 1⚡ to perform a ⚡ action.
⑦	5	Cloaking Device	At the start of the Planning Phase, roll 1 attack die. On a 👁 result, decloak or discard your cloak token.

Table 2.19 Illicit Upgrades

Upgrade	Cost	Name	Card Text
🔧	4	Advanced Optics	While you perform an attack, you may spend 1 focus token to change 1 of your blank results to a ✨ result.
🔧	5	Pattern Analyser	While you fully execute a red maneuver, before the Check Difficulty step, you may perform 1 action.
🔧	Rank*2	Primed Thrusters	While you have 2 or fewer stress tokens, you can perform 🌀 and ⚡ actions even while stressed.
🔧	6	Targeting Synchronizer	While a friendly ship at range 1-2 performs an attack against a target that you have locked, that ship ignores the ✨ attack requirement.
🔧	6	Ferrosphere Paint	At the end of the round, you may roll 1 attack die to repair 1 faceup damage card. Then on a ✨ result, expose 1 damage card.
🔧	1	Biohexacrypt Codes	Requires ✨ While you coordinate or jam, if you have a lock on a ship, you may spend that lock to choose that ship, ignoring range restrictions.

Table 2.20 Tech Upgrades

Upgrade	Cost	Name	Card Text
🔧	9	R2 Astromech	2 ⚡ After you reveal your dial, you may spend 1 ⚡ and gain 1 disarm token to recover 1 shield.
🔧	3	R3 Astromech	You can maintain up to 2 locks. Each lock must be on a different object. After you perform a ✨ action, you may acquire a lock
🔧	2	R4 Astromech	Decrease the difficulty of your speed 1-2 basic maneuvers (⚡, ⚡, ↑, ↑, ⚡).
🔧	4	R5 Astromech	2 ⚡ Action: Spend 1 ⚡ to repair 1 facedown damage card. Action: Repair 1 faceup Ship damage card.
🔧	4	R5-P8	3 ⚡ While you perform an attack against a defender in your 👁, you may spend 1 ⚡ to reroll 1 attack die. If the rerolled result is a ✨ result, suffer 1 ✨ damage.
🔧	0	R5-TK	You can perform attacks against friendly ships.
🔧	6	"Genius"	After you fully execute a maneuver, if you have not dropped or launched a device this round, you may drop 1 bomb.

Table 2.21 Astromech Upgrades

2 THE SCUM PILOT

2.6 Upgrade Tables






































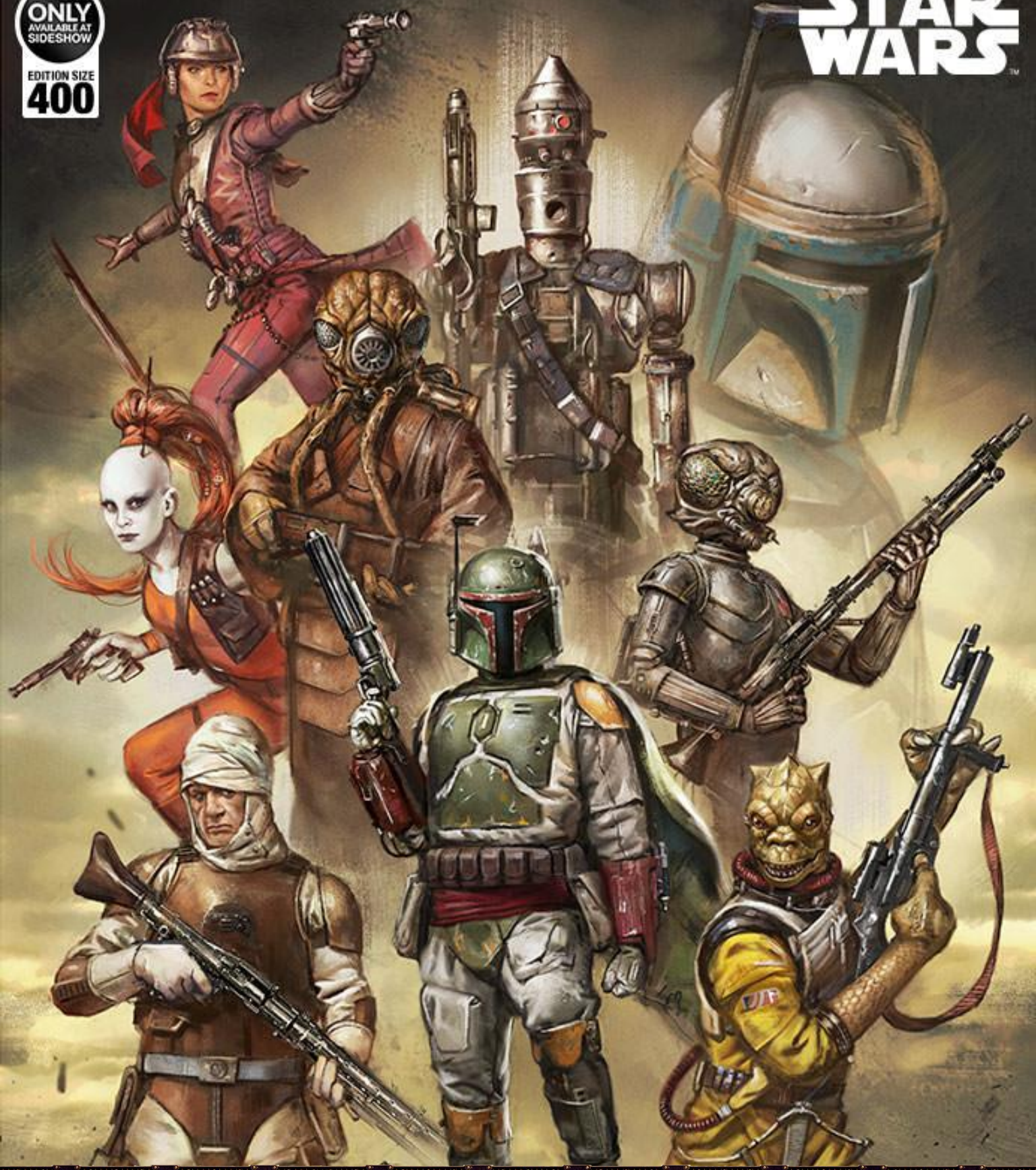
Upgrade	Cost	Name	Availability	Card Text
	3	Andrasta		Add  slot. + 
	1	Hound's Tooth		1 Z-95-AF4 Headhunter can dock with you.
	1	IG-2000		You have the pilot ability of each other friendly ship with the IG-2000 upgrade. 1 Escape Craft may dock with you.
	3	Lando's Millennium Falcon		While you have an Escape Craft docked, you may spend its shields as if they were on your ship card. While you perform a primary attack against a stressed ship, roll 1 additional attack die.
	6	Marauder		While you perform a primary  attack, you may reroll 1 attack die. Add  slot.
	1	Mist Hunter		Add  slot. + 
	18	Moldy Crow		Gain a  primary weapon with a value of "3". During the End Phase, do not remove up to 2 focus tokens.
	5	Punishing One		While you perform a primary attack, if the defender is in your  , roll 1 additional attack die. Remove  slot. Add  slot.
	1	Shadow Caster		After you perform an attack that hits, if the defender is in your  and your  , the defender gains 1 tractor token.
	1	Slave 1		After you reveal a turn ( or ) or bank ( or ) maneuver, you may set your dial to the maneuver of the same speed and bearing in the other direction. Add  slot.

Table 2.22 Title Upgrades



ONLY
AVAILABLE AT
SIDESHOW
EDITION SIZE
400

STAR WARS™



3.1 The Villain Campaign Round


The Villain Campaign Round

During each campaign round, players perform these phases:

- 1) Assign Villain One**
- 2) Mission Selection**
- 3) Select ship to fly**
- 4) Calculate Villain Threat Level (ϕTL)**
- 5) Mission Setup Phase**
- 6) Play Mission Phase**
- 7) Upkeep Phase**

1. Assign Villain One

The player with the highest Initiative (IN) is declared the leader of the Villains. If there is a tie, the tied players decide who becomes the leader.

The leader of Villains receives the  Villain One Upgrade, which does not use the Title slot on that player's ship.

2. Mission Selection Phase

Villain One checks the requirements for the tours of duty and what missions are available to play. From the available missions, the players collectively decide which mission to play.

3. Select Ships to fly

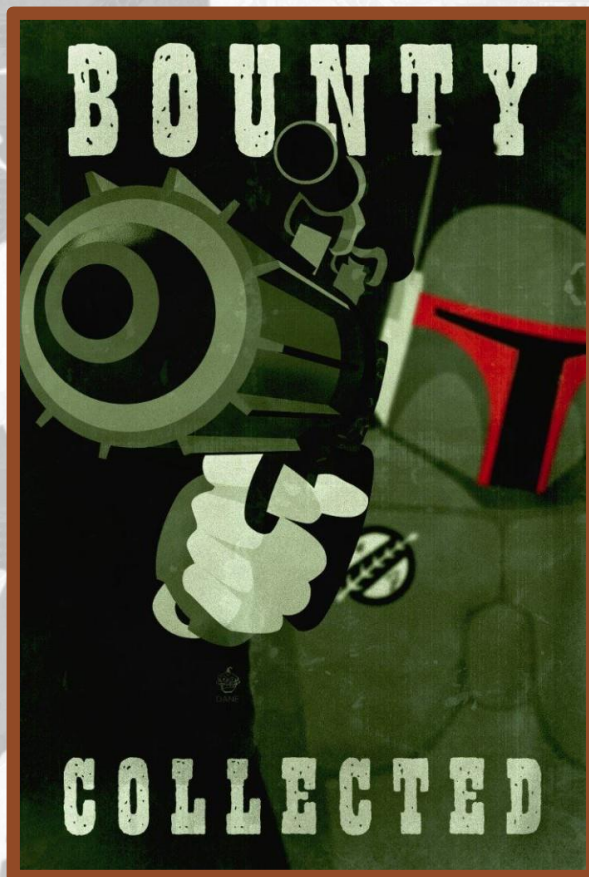
Depending on format, the players may have more than one ship to deploy. Select ship and what upgrades to equip in this step.

4. Calculate Villain Threat Level (ϕTL)

Calculate Villain Threat Level out of the ships that will be deployed Rank. Refer to section 2.1.4.

5. Mission Setup Phase

Set up all ships and terrain following the mission diagram and squad composition table. Determine enemy opponents by scaling to the calculated ϕTL. Represent each enemy ship beside the map with the corresponding ship card. For example, a rebel X-wing should be represented by Blue Squadron Escort.

**6. Play Mission Phase**

Each player decides if he/she wants to deploy in formation with Villain One. Up to 5 other ships of the same ship type can be attached to Villain One. Only ships of the same ship type as Villain One may deploy in formation.

During the mission, make sure to track XP and kills, as well as what Objectives were fulfilled.

7. Upkeep Phase





After playing the mission, calculate XP received for each ship in the gang. Any ship that has been destroyed rolls an ejection roll. The result can affect gained XP for the mission. All XP received are added to the Banked XP on the Player Sheet. Then, any penalties due to failing a mission are recorded on the Player Sheet.

Spending XP and U&M Points can only be done between missions.

3.2.1 Mission Scaling

Each campaign mission is designed to scale based on Villain Threat Level only.

Every mission has a Squad Composition table, (example below), which lists which enemy ships are present, when they arrive, and where they are deployed. Each column is described in detail below:

Squad	Arrival	Vector	AI	Number of ships	Threat Level	Ship Type
Alfa (Rebels)	Setup	3	Attack	($\lceil TL/2 \rceil$) round down	1	
Beta (Rebels)	Setup	4	Attack	($\lceil TL/2 \rceil$) round up	1	
Gamma	Turn 4	1D6	Attack	($\lceil TL/4 \rceil$) round down	2	
Delta (Rebels)	Turn 4	1D6	Attack	($\lceil TL/4 \rceil$) round up	2	

3.2.1.1 Squad

The callsign of the squadron is often referenced in mission special rules. Each squad can be 1-4 ships, and all ships in a squadron deploy in formation and move together until they engage in combat. If a squad contains several ship types, they deploy in separate formations. Some ships, such as the Z-95 Headhunter and the Y-wing have different AI statcards based on whether it is a Scum or Rebel ship. If such is the case, it will be stated here which faction's AI you should use.

3.2.1.2 Arrival

Squadrons with "Setup" listed will be deployed on the table before any player ships. "Turn #" means the squad is placed before players program their maneuvers for that Turn. "Special" is described in a mission's special rules, usually triggered by an event. All ships that are not deployed during Setup are placed in the reserve and should be placed on their respective ship card. Unless stated otherwise, all turreted ships have their turrets faced forward at arrival.

3.2.1.3 Vector (Approach Vector)

Numbers and letters refer to the setup diagram for the mission. Sometimes dice (d6) or options (1/6 or 1-3) are listed. In that case, when the squad needs to be placed on the table, roll the dice or randomly select an option to determine where the squadron appears.

3.2.1.4 AI (Enemy Logic)

The Artificial Intelligence column lists the target priority of each enemy squadron. Attack is the default on the AI ship cards, but other types change how a ship behaves and are described in mission special rules.

3.2.1.5 Threat Level Scaling

Number of Ships: Calculate the number of ships that arrive. Note the rounding up or down. As the AI cannot deploy in formations bigger than 4, each ship above 4 will deploy in a separate formation beside the first one.

Threat Level: This the Threat Level on the drawn Pilot Card for the AI that you should use. Calculate the number of ships that arrive. Note the rounding up or down.

Ship Type: This is the ship type to deploy.

3.3 SAMPLE CAMPAIGN CONCEPTS

3.3.1 The Scavengers

Concept: The Scavengers are a group of outcasts based on an abandoned asteroid. Due to their bad reputation they are barred from all nearby spaceports and need to perform all the repairs and upgrades on their own. All resources for their ships need to be scavenged from destroyed ships. The Scavengers cannot convert XP to U&M. On the other hand, they may collect spare parts (in the form of U&M) from destroyed ships. If they are lucky, they may even find working upgrades, such as Stealth Devices and Heavy Laser Cannons in the debris of their enemies.

Starting Ship: M3-A Interceptor (Free)

Available Ships: Any (Both Scum & Villainy and Rebel Faction ships)




Starting XP: 4

Starting U&M: 5

May convert XP to U&M: No

May own more than one ship: No

Special Rules:

- For every ship that is destroyed on the board, leave the ship's ID token where it has been destroyed. Any Scavenger that overlaps an ID token with its ship or maneuver template will receive 5 U&M points. Then roll a red die.
 - On a , receive 2 more U&M.
 - On a , the pilot may decide to either receive 2 more U&M points **or** receive a non Talent, non Force Talent upgrade card at **random** that was equipped on the destroyed ship, if any.
 - On a , the pilot may decide to either receive 2 more U&M points **or** may **select** and receive a non Talent, non Force Talent that was equipped on the destroyed ship, if any.
 - Remove the ID token when a Scavenger has overlapped the token.
- The Scavengers may scrap their ship in its entirety and convert it to U&M points. Then they may build any available ship, paying the SP cost as stated on the Player Sheet.
- Scavengers may scrap Upgrades for half its cost, rounded down.
- The Scavengers do not pool XP earned during a mission. Keep track of each pilot's XP separately.
- At the end of a mission, if there are Scavengers

remaining but no enemies left on the board, all ID tokens remaining on the board are claimed by the Scavengers. Distribute them equally among the gang and roll for each token according to 1 above.

3.3.2 The Bounty Hunters

Concept: The Bounty Hunters work for money. Credits are the only things that matter. The Bounty Hunters' Guild provides a steady supply of jobs. This group tends to be able to buy all the equipment they need with all those credits.

Starting Ship: Z-95-AF4 Headhunter or Mining Guild TIE (Free)

Available Ships: Scum & Villainy Faction ships only.

Starting XP: 4

Starting U&M: 5

May convert XP to U&M: No

May own more than one ship: No

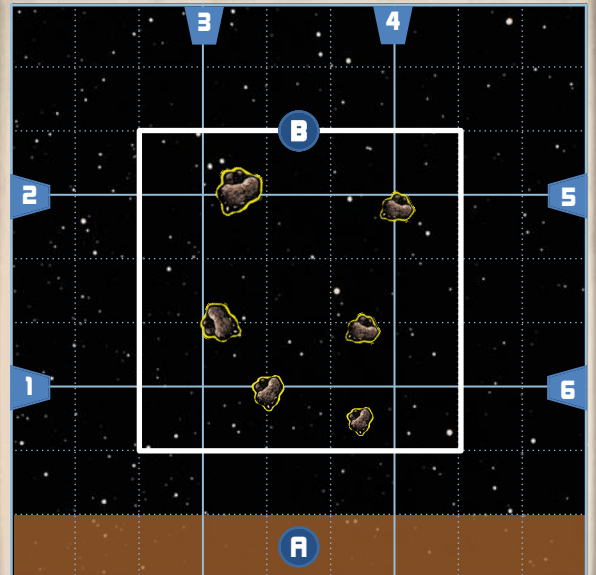
Special Rules:

- The Bounty Hunters may sell their ships. They receive half the SP cost (round down) when selling it.
- Bounty Hunters can receive Credits as a reward for completing missions. These are directly converted to banked U&M.
- The Bounty Hunter do not pool the XP during a mission. Keep track of each pilot's XP separately. However, they do split any bounty received evenly.

(Note: The Bounty Hunters concept has not been tested and probably needs a little work. Missions with bounty rewards are needed)

Mission Briefing:

"A group of Rebel forces are approaching the asteroid field that serves as our current hiding place. Teach them a lesson and scare them off!"



Friendly Territory – 12 turns

A – Villains setup zone

B – 6x Asteroid, Random Layout, Range >1 from each other

MISSION DETAILS

Requirements:	None
Primary Objectives:	At least one Villain ship must survive, and remain in play at the end of Turn 12.
Bonus Objectives:	If all Rebel ships are destroyed, all Villains gain 1 XP.
Bonus Objectives:	If no Villains ships are destroyed, all Villains gain 1XP.

Rebel Victory





"Disaster! We failed to give those "Rebels" what they deserve."

Replay mission

Villains Victory

"Again, the Villains have shown the galaxy who really owns these rocks!"

Replay mission

Squad	Arrival	Vector	AI	Number of ships	Threat Level	Ship Type
Alfa (Rebels)	Setup	3	Attack	($\frac{TL}{2}$) round up	1	
Beta (Rebels)	Setup	4	Attack	($\frac{TL}{2}$) round down	1	
Gamma	Turn 6*	1D6	Attack	($\frac{TL}{4}$) round up	2	
Delta (Rebels)	Turn 6*	1D6	Attack	($\frac{TL}{4}$) round down	2	

Gamma and Delta Squads

These squads will only appear if all other enemy ships have either fled, have flee tokens or have been destroyed at the end of turn 5.

