

## Round Table Games X-Wing Campaign



### How it works

**What is it?** An X-Wing Strategic Target Campaign that will tie individual battles together into a larger narrative. Based on the Galactic Civil War Campaign Rules by DutchVander@hotmail.com

**Where does it happen?** Round Table Games at 128 Main St., Ste. A Carver, MA 02330

**When does it happen?** The Campaign starts Friday September 1st. Battles can be fought at any time.

**Cost** Free each month as long as you bought or ordered at least a small X-Wing ship from Round Table Games within the last month, otherwise \$5 for a month's play

**Duration** Until there is a victorious faction. To win a faction must locate and destroy all other Capital ships.

**What do you get?** Star Wars fun with Star Wars friends

A chance to win Organized Play Limited Edition promos. These will be give out at month's end for all participating players and will be based on what we have from current and past quarterly kits

Chivalry points (1 point for every \$ spent including the session fee). These can be saved for free drinks/ snacks or discounts on products.

Plus double leaderboard point. Play enough and become ranked in the leader board and get discounts on related products.

The Duke (1st place) in a game gets \$5 off tournaments if at least 8 non-RTG staff compete, plus gets 10% discount on purchases related to that game.

The Count (2nd place) in a game gets \$3 off tournaments if at least 8 non-RTG staff compete, plus gets 8% discount on purchases related to that game.

The Viscounts (3rd and 4th) in a game gets \$3 off tournaments if at least 8 non-RTG staff compete, plus get a 6% discount on purchases related to that game.

Barons (25% of the remaining registered players) get a 4% discount on purchases related to that game.

These discounts do not stack with other discounts, sorry.

**Rules** Latest Rules Reference Document and FAQ <https://www.fantasyflightgames.com/en/products/x-wing/#/support-section>

**Requirements** You must provide your own movement and range templates, obstacles, tokens, etc.  
All ships and cards must be accurately represented – no proxies!!  
You must choose a faction and a squadron leader (named pilot). All other pilots are generics. Unique named pilots can only exist once in the campaign (there can't be 2 Boba Fetts). This unique values will be handled on a first come-first served basis.  
I will act as Campaign Manager and will handle all info.  
I will be generating a star sector over which the various factions will wage battles to increase their resources.  
Once we know how many total players we will have I will generate the Strategic Targets.

**Frequency** Play any day or night that you like/ can arrange with the target of your mission. These are faction missions so any and all players that are available can participate. You have 1 week to arrange your mission with an opposing faction. If the mission fails to be flown the target sector is abandoned and becomes neutral. The Campaign manager reserves the right to defend a sector if he feels not enough effort was made to do so by the controlling faction.