

SWXW: THE CORUSCANT CAMPAIGN

A Campaign Game combining *Carcassonne: Star Wars* and *X-Wing: The Miniatures Game*

SWXW: THE CORUSCANT CAMPAIGN is a campaign game for conquest of the galaxy that combines the games of *Carcassonne: Star Wars* (CSW) and *X-Wing: The Miniatures Game* (XWMG). CSW is used as the basis for the ongoing campaign where players vie to take control of the galaxy, while XWMG is used to resolve battles between players.

Players supported: 2-5 (and up to six using the CSW Expansion). The campaign may be played as individuals, as teams of two (Black and White players are Imperial faction; Red and Green players are Rebel Alliance faction; Orange and Blue are Mercenary/First Order faction) or teams of three (Black, White, and Blue players are Imperial/First Order; Red, Green, and Orange are Rebel/Mercenary).

A. Equipment required.

- (1) A copy of *Carcassonne: Star Wars* (with the CSW Expansion, if six players are playing).
- (2) Enough X-Wing Miniatures for all players' fleets.
- (3) One 3x3 X-Wing play mat per two players.

B. Set up and play.

- (1) Each player chooses a CSW color and faction to play.
- (2) Each player builds a fleet for their faction (see Fleet Building rules below).
- (3) Place the CSW starting tile.
- (4) Play CSW as normal, but with rules modifications (see below).
- (5) Resolve battles using XWMG (see below).
- (6) When all CSW tiles have been played, total up remaining points.
- (7) The winner is the player or faction with the highest total points scored.

C. Fleet Building.

- (1) Each player will build a fleet consisting of five (5) X-Wing miniatures squads, which in campaign play will be represented by the five CSW "Meeples" the player has selected.
- (2) All of the player's squads must be from the same faction (Rebel/Resistance; Imperial/First Order; Scum & Villainy). The selection of faction *does not* have to match the selection of CSW faction Meeples (though it will be more fun thematically if it does). If the team game is played, players on the same team must use the same faction.
- (3) Players build one (1) 125-point squad (represented by the large CSW Meeple) and four (4) 100-point squads (represented by the small CSW Meeples).
- (4) Unique pilots or upgrade cards may not appear more than once in the different squads of a player's fleet. In team play, unique cards may only be used once per team. Non-unique ships, pilots, and upgrades may be repeated between squads, and generic squads may be repeated.
- (5) Assign a number to each of a player's squads and put a corresponding number on the Meeple; that Meeple *always* represents that particular squad.
- (6) Players must have a pool of up to six standard obstacles to use between their squads. An Epic ship may be substituted for three standard obstacles.

- D. Changes to CSW rules. The following CSW rules are modified:
- (1) All scoring is multiplied by 10. For example, assign 10 points per tile of a trade route, 20 points per tile of an asteroid field, 90 points for a surrounded planet, etc.
 - (2) Players *do not* get extra points for tile faction symbols *unless* that symbol matches their faction.
 - (3) **Bases.** A planet with a faction symbol corresponding to a specific player's faction is considered to be a **Base** for that faction. When placing Meeples, instead of placing a Meeple on a new tile, a player may choose instead to place an additional Meeple on a **Base** he or she already controls, to a maximum of two Meeples. See Battle Rules, below, for additional **Base**-specific rules.
 - (4) Meeple removal. Instead of placing a Meeple on a turn, a player may instead opt to remove a Meeple from the board. Once removed from a tile, the Meeple may not be replaced on that tile.
 - (5) Battles are resolved using XWMG combat (plus see below for special rules).
 - (6) To speed up the game, if two players start a battle, subsequent players may take their turns so long as their moves would not be dependent upon the outcome of the battle in progress.
- E. Changes to XWMG rules. Battles follow standard XWMG tournament rules, except as modified below:
- (1) When a battle begins, place three obstacles per squad as normal, unless there are three or more squads participating, in which case place two obstacles per squad.
 - (2) **Withdrawal.** During a battle, if a ship leaves the board, it has **Withdrawn**. It is not destroyed and may be used in future battles; its points do not contribute to an opponent's victory score.
 - (3) Winning and scoring. The winner of a battle is the player with the last ship remaining on the board after all opponents' ships have been destroyed or **Withdrawn**. If all ships are destroyed due to simultaneous fire, there is no winner of the battle. Each player participating in the battle receives victory points equal to the point cost (with upgrades) of each opposing ship he or she destroyed during the battle (**Withdrawn** ships do not count). The winner of the battle receives a 10-point victory bonus in addition to ships destroyed.
- F. Battle Rules.
- (1) Battle is initiated per normal CSW battle rules: through closure of a trade route or asteroid field held by opposing players, or by a player moving a Meeple onto an already-occupied planet. More than two players can take part in a battle; one player may also have multiple squads.
 - (2) The winner of a battle keeps his or her Meeple on the board; all other Meeples are removed.
 - (3) Ships that have **Withdrawn** from battle rejoin their squads at the end of the battle.
 - (4) Ships that are destroyed are removed from the squad. That squad will enter future battles at reduced strength, unless **Reinforced** (see below). Damaged ships are repaired to full health and shields, and discarded upgrade cards are restored as long as the ship is not destroyed.
 - (5) If an entire squad is destroyed, its Meeple is removed from the game. A destroyed squad cannot be **Reinforced**.
 - (6) **Reinforcement.** If a partial-strength squad is subsequently placed on, or conquers, a friendly **Base** planet, it is **Reinforced** to its original strength. Exception: unique pilots, ships, and upgrades cannot be restored or **Reinforced**. If a squad has a unique pilot or upgrade card destroyed in battle and that squad subsequently arrives at a **Base** planet to be **Reinforced**, the unique pilot is replaced with a generic pilot of the same type of ship. Non-unique upgrades are restored; unique upgrades are forever lost.

- (7) After a battle, each participant increases his or her score by the number of opposing ships destroyed by his or her squad(s) (and note: not those of an allied squad), plus an additional 10 points to the winner of the battle. After battle points are allocated and defeated or **Withdrawn** Meeples are removed, then award any relevant points for completion of a field of play (e.g. completion of an asteroid field).

G. Ending the Campaign.

- (1) The campaign ends when the last tile has been placed, and any resulting battles are resolved.
- (2) Total up points for the remaining Meeples on the board, as per the CSW Final Calculation rules (modified as per the CSW rules modifications above).
- (3) The player with the highest point total is the winner. In the event of a tie, the two tied players may each select one of their squads, and resolve the tie with a final XWMG battle. The winner of the final battle wins the campaign.
- (4) In team play, total the scores of the team's players; the team with the highest point total wins.

H. Optional rules. The following rules may be used to enhance play.

- (1) Alderaan special rule. If the Imperial faction takes control of the planet Alderaan, it may instead choose to immediately destroy it, scoring 20 points for the planet plus 10 points for each adjacent tile. Then remove the Alderaan tile from the game.
- (2) Variable space terrain. For battles, place no obstacles for trade routes; only asteroids for Asteroid fields; and only debris fields or Epic ships for battles above planets.
- (3) Seizure of Coruscant. Instead of tracking victory points, the faction that holds Coruscant at the end of the game is the victor. If a faction seizes Coruscant and receives full points for it (by surrounding it with tiles), the game ends early and that player is the winner.
- (4) Hidden **Bases**. "Naboo Moon" becomes "Endor Moon". At the start of the game, the Imperial player or team selects one planet to be the secret location of the Death Star, and writes it down. The Rebel player or team also selects one planet to be the secret location of the Rebel Base. At the end of the game, possession of the Death Star location by the Rebels, or Rebel Base location by the Imperials, nets that player or team 50 bonus points.
- (5) Designated **Bases**. Rather than allowing any planet with a faction symbol be a **Base**, only specific planets can be a **Base** and allow **Reinforcements**. By faction, these are:
 - a. Darth Vader (Imperial) – Mustafar
 - b. Stormtrooper (Imperial) – Coruscant
 - c. Luke Skywalker (Rebel) – Yavin 4
 - d. Yoda (Rebel) – Dagobah
 - e. Boba Fett (Mercenary) – Tatooine
 - f. Kylo Ren (First Order) – Starkiller Base
- (6) **Reinforcement Upgrade**. When conducting **Reinforcement** of a squad, the player may spend Victory points to upgrade that squad's pilots and upgrade cards, at one Victory Point per additional point of ships and upgrades. This may not be used to repurchase a unique pilot or upgrade card that was previously destroyed.