

MANTICORE'S DEN

Pilots, Alliance intelligence has located a small Imperial Platform on the outskirts of the Argus System. We believe it to be the location where MANTICORE berths his ship.

His heavily armed fighter poses too great a risk to our operations in this system. Alliance command wants you to subdue him. We cannot have him harassing us during our attack run on the Argus Refueling Station.

Unfortunately his platform is incredibly well defended, and we cannot spare the resources to attack in quantities needed to break through the perimeter. Your team will have to resort to more covert means for this to work.

We have stolen Imperial TIE Fighters to slip you through the Turbolaser perimeter. Avoid blowing your cover, dock with the platform, and search the station for MANTICORE's pilot. Then make a run for it before the Empire knows what we're doing. Oh, and grab his ship—you still have to punch your way out through the Turbolaser perimeter.

Orders

Capture MANTICORE alive, if possible.

Destroy his craft if the capture attempt fails.

If he evades capture, I don't need to tell you how things will go poorly for our attack on the refueling station.

General Taesh

Commander; Aturi Cluster Operations

MISSION SETUP

Rebel Players fly as Tie Fighters in this mission, with no modifications or secondary weapons. Sneaking through the Turbolaser perimeter is a necessity to the success of this mission.

Players maintain their Pilot Skill, and any Elite Pilot Talents or Rebel Pilot Abilities they have, but no other upgrades.

Imperial: Set up a small platform with a docked TIE Defender. There are also a number of TIE Fighter Patrols (1 per every two players.)

Turbolasers on Asteroids: 3, + 1 per player.

Random **Emplacements** on station: 1 for each of number of players).

The TIE Defender (MANTICORE) cannot be targeted by ships while docked.

SPECIAL RULES

- **TIE Patrols:** There are two TIE Patrols on the table. They move towards their opposite vector on the first few turns, then selecting a random vector on turn 3 (using a D8), moving towards it using the AI chart. Their vector changes on every third turn after that, unless their AI has changed. (the third, sixth, ninth and twelfth turn.)

If at any time a player ends their movement within Range 1 of a TIE PATROL, or collides with a turbolaser tower, the whole team's cover is blown. Each TIE Patrol gets a free evade token, and now have the ATTACK AI against the players and MANTICORE's TIE Defender begins **powering up**.

- **MANTICORE Powering Up:** When any of the following conditions are met:

1. The players dock with the station and begin searching the compartments for Manticore's Pilot,
2. or their cover is blown,
3. or they attack an enemy ship or emplacement,

Add one shield token during each End phase to the TIE DEFENDER while it is docked. Also, TIE PATROLS and Turbolaser Turrets now have the ATTACK AI against the Players.

Once it reaches 3 Shields, it undocks at the start of the following turn, and adopts the FLEE AI towards the TOP board edge. It will engage players' ships along its way.

- **Search & Sabotage Rolls:** The Players' who have docked with the station may search each compartment for Manticore's Pilot.

During the combat phase, players may attempt a Search & Sabotage roll: Roll one red die for each friendly player docked on the station. Build and roll a pool of evade dice equal to the number of emplacements on the platform, plus one (he can hide in the TIE Defender, after all).

If the number of hits + crits are greater than the number of evades rolled, you've found and captured Manticore.

Otherwise choose to either:

- A) deal a face-up damage card to the TIE Defender, or
- B) destroy one of the emplacements on the platform.



1. Rebel Setup Area
2. MANTICORE's Platform
3. Turbolaser Perimeter Area

Hostile Territory: At least one player must escape from the BOTTOM board edge.

No Hyperdrives: Players will have to leave from the bottom edge. There's a carrier waiting for pickup nearby.

- **Capturing MANTICORE:** Once a successful Capture roll is made, you may stuff the Imperial captive into the TIE DEFENDER. Choose one of your pilots to fly it, replacing their captured TIE Fighter with the Captured TIE Defender (at the player's pilot skill). It has the following upgrades: **Rebel Captive**, **Heavy Laser Cannon**, and **Hull Upgrade** (plus any Elite Pilot Talents or Rebel Pilot Abilities the player may have.)

It, and the other players may immediately launch in their Captured TIE Fighters. The TIE Defender launches with the quantity of shields it regained while powering up and any face-up damage cards dealt by sabotage rolls.

Enemy ships and Turbolaser Turrets now have the STRIKE AI, and target the TIE DEFENDER.

Players may perform the **Protect Action** against the Captured TIE Defender.

- **Extra Thermal Charges:** If a player has no Elite Pilot Talents or Rebel Pilot Abilities, they may roll an additional red die on a **Search & Sabotage Roll** while docked with the station.

Imperial Reinforcements

TIE Interceptors (1 for every two players) enter from a random vector on the top or sides of the board when either MANTICORE or the players undock from the platform.

OBJECTIVES

Victory 1: MANTICORE's PILOT must be captured and flown off the BOTTOM board edge.

Victory 2: If MANTICORE's ship is destroyed prior to capture, and Player's TIEs escape from the BOTTOM board edge.

Players lose if MANTICORE FLEES. He'll be added to the following mission automatically.

Experience

3XP (minus MANTICORE's shield count) for the players who are docked on the station when he is captured.

2XP to the player who performs the most protect actions on the Captured TIE Defender. (1XP to those if tied)

1XP to all players if their cover was not blown by a TIE Patrol.