

# X-WING FURBALL

## RULES

- The first player to 5 points wins.
- All participating players must write their names on a score sheet.
- The first 7 players randomly select a Quickbuild card (one from each faction).
- If there are more than 7 players, waiting players should add their name to the Pilot Queue Sheet.
- See "Variants" Section for playing with fewer than 7 players
- The Imperial player starts as the first player. Use a token to signify this (such as the player one token from the core set.) This is the First Player Token, and the player who has it is the First Player.
- All 7 players, following standard placement rules, may place one obstacle, beginning with the First Player and going clockwise.
- Starting with the first player, and moving clockwise, players deploy their ships within range 1 of any board edge, and range 2 from another player sharing that edge.
- The activation phase and engagement phase all begin with the First Player, then proceeds clockwise around the board until all players have activated or engaged.
- During engagement, all players are considered to have the same initiative value, regardless of who their pilot is.
- When a player destroys another ship, that player receives 1 point, and is marked on the scoresheet.
- At the end of the end phase the First Player Token moves clockwise.
- At the start of the planning phase, any destroyed ships may be deployed within Range 1 of any board edge by the next player in the Pilot Queue. This ship gains a weapons disabled token, and may not be targeted this round.

## VARIANTS

- If playing with fewer than 7 players, still use one ship from each faction. When a player is destroyed they may immediately re-enter the game with a Quickbuild randomly selected from the available pool.
- You can add Assists, which are worth 1 point. An Assist Point is awarded to any player who damaged a ship the same round it was destroyed. Which means the player who destroyed the ship gets 1 point for a Kill, and 1 point for Assisting themselves.
- Instead of a point limit, you can play on a timer instead. Whoever has the most kills at the end of the time limit wins. In the result of a tie, roll off (or figure out a more creative solution).
- You may penalize players 1 point for killing themselves, or flying off the board.

