

FFG

ACES HIGH

Pilots undergo difficult training exercises to develop their skills, and even veteran pilots still frequently participate in drills to help rookies learn the ropes or keep their own instincts sharp....

SYNOPSIS

In this scenario, two to eight players each use only one ship as they compete in a battle royale to score the most points by shooting down the most enemies. Destroyed ships return to play each round, keeping everyone playing for the duration of the game.

2-8 Players, Free-for-All

Restrictions: 1 ship per player

Squad Limit (per Player): Before setup, all players agree on a squad limit for the game, such as:

- *Lightweight:* 50 squad points
- *Snub Fighter:* 75 squad points
- *Elite:* 100 squad points
- *Heavyweight:* 125 squad points

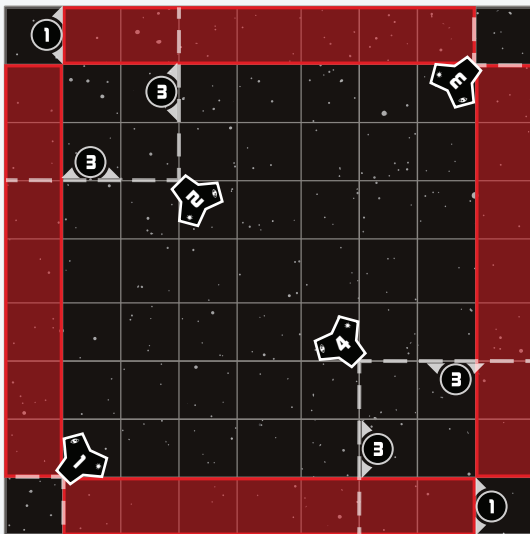
Scenario Setup

Play Area: 3' x 3'

Obstacles: Any 6

Establish Play Area: Place four hyperspace points as indicated.

Place Forces: Starting with the first player and proceeding clockwise, each player places their ship within range 1 of any board edge and beyond range 2 of each other ship.



Hyperspace points

Neutral setup

Scenario Rules

First Hit: After a ship performs an attack, if the defender was at full health and suffered damage, the attacking ship's player scores 1 ⚡.

Shot Confirmed: After a ship performs an attack, if the defender was destroyed, the attacking ship's player scores 2 ⚡ plus all ⚡ on the defender's ship card (remove them from the defender's ship card when they are scored). Then place 1 ⚡ on the attacking ship's card.

Stay in the Fight!: If a ship flees, remove all ⚡ from its ship card. Its player loses 1 ⚡ plus ⚡ equal to the number of ⚡ removed this way.

Restore Ships (Start of Round): Starting with the first player, each player with no ship in play rolls 1 attack die, and then restores (see Restore) their destroyed ship, placing it back in play with its rear guides at any position on one of the hyperspace points matching the symbol rolled. If it cannot be placed this way at any of the matching positions without overlapping another ship, that ship's player places it anywhere in the play area at range 0 of a board edge (not overlapping another ship) instead.

Time's Up (End of Round): If any squad has scored 6 or more ⚡, the game ends. Then each player scores all ⚡ on their ship's card.

Scoring

The player with the most ⚡ wins.

Restore

Some scenarios allow removed ships or remotes to return to play. When an effect **RESTORES** a ship or remote, reset it as if it was being placed at the start of the game. Remove all damage cards, tokens, and conditions from it, reset its resources (⚡, ⚡, ⚡, and shields), and resolve any "Setup:" effects on its ship or upgrade cards as if it were being placed at the start of the game.