THE SUMMA OF ALL THINGS

Prior to the beginning of the Galactic Civil War, salvage crews from across the Outer Rim clash while collecting discarded coaxium canisters jettisoned by smugglers along the infamous Kessel Run. Whether driven by profit or a desire to follow orders, these brave pilots will learn all too well the dangers that lurk within the Maelstrom.

This scenario is designed for two players or teams. As many as four players can participate in a game, each controlling their own fleet as part of two opposing teams.

FLEET BUILDING

Each player builds a 200-point fleet following the rules for fleet building in the rules reference with the following exceptions:

- A fleet cannot have a flagship. Commander upgrades cannot be equipped.
- Fleets do not use objective cards. This scenario takes the place of objectives.
- A fleet must include at least four squadrons but cannot include more than two unique squadrons. Squadrons cannot make up more than 67 points (one-third) of a fleet.
- A fleet cannot contain a large or huge ship.
- A fleet cannot include more than one flotilla.
- A fleet cannot include more than one medium ship

SETUP

To set up this scenario, follow the steps in the rules reference with the following exceptions:

Define Play Area and Setup Area: This scenario is played on a 3' x 3' play area. The setup area is the entire play area. Players will set up on opposite edges of this play area.

SETUP (CONT.)

Choose Objective: Players skip this step. This scenario takes the place of objectives.

Place Obstacles: Before placing obstacles, the second player places the Summa-verminoth obstacle in the center of the setup area. Then place obstacles as normal, excluding the station, in the setup area. Obstacles must be placed beyond distance 3 of the edges of the play area and beyond distance 1 of each other.

After placing obstacles, the players alternate placing a total of five coaxium canister objective tokens in the setup area, starting with the second player. The first four coaxium canisters must be placed within distance 1 of the Summa-verminoth and not within distance 1 of any other coaxium canister. The fifth coaxium canister must be placed touching the Summa-verminoth and not overlapping any other coaxium canister.

Deploy Ships: Squadrons must be placed within distance 1 of a friendly ship. They may be placed outside deployment zones but not outside the setup area.

END OF ROUND

Remove the Summa-verminoth control token from the play area.

If the Summa-verminoth is within a player's deployment zone, the game ends in a loss for that player.

END OF GAME

At the end of the game, check to see if either player has any ships in the play area. If a player has no ships in the play area, they lose. If both players still have ships in the play area, the player who has the most coaxium canisters on friendly ship and unique squadron cards wins. If neither player has more coaxium canisters on friendly ship and unique squadron cards, the game ends in a draw.

SPECIAL RULES

Making Up Lost Time: At the start of the first round, each of the second player's ships gain a 🕐 token.

Volatile Coaxium: Coaxium canisters cannot be moved by ⚅.

Coaxium Recovery: When a ship or unique squadron activates, its controlling player may choose one coaxium canister at distance 1 of that ship or unique squadron to recover. Remove the chosen coaxium canister from the play area and place it on the activating ship's or unique squadron's card.

When a ship or unique squadron that has any recovered coaxium canisters is destroyed, before it is removed from play, the opposing player removes the coaxium canisters from the destroyed ship or squadron's card and places them in the play area such that they are touching the destroyed ship or squadron's base. Then the destroyed ship or squadron is removed from play.

A ship or unique squadron can have multiple coaxium canisters on its card.

SPECIAL RULES (CONT.)

The Maelstrom: Starting on the second round, at the start of each round and before any player resolves any effects, the second player rolls a blue die and consults the Maelstrom Effects chart. Maelstrom effects last until the end of the round.

DIE RESULT	MAELSTORM EFFECT
BLANK , ✴	**Steady:** No effect.
⚡	**Electrical Anomaly:** Each ship in the play area loses two shields unless it chooses and discards a command token. Reduce the speed of squadrons by two, to a minimum of "1," until the end of the round.
⚙	**Debris Storm:** All attacks are obstructed until the end of the round.

Optional: Before placing obstacles, the second player places a gravity rift obstacle in the center of the setup area and then places the Summa-verminoth obstacle in the center of the gravity rift. The gravity rift obstacle cannot be moved by card effects.

THE SUMMA-VERMINOTH

The Summa-verminoth is an obstacle token that has specific movement and effect rules. The Summa-verminoth is not owned by any player and is not friendly or enemy to any player or fleet. It is not affected by obstacle effects and cannot be moved by card effects unless otherwise specified. Ships and squadrons cannot be placed or deployed on the Summa-verminoth.

Control: During the Ship Phase, before a ship activates, determine if any player will control the Summa-verminoth, as follows:

Control Token

1. Count the number of squadrons within close range of the Summa-verminoth. Each player gains 1 control point for every two friendly squadrons within close range of the Summa-verminoth, rounding down.

2. Each player totals the command value of their friendly ships at distance 1–2 of the Summa-verminoth and adds that total to their control point score.

3. The player with the most control points takes the control token.

After determining control, the player who has the control token must conduct a speed 2 maneuver with the Summa-verminoth. The Summa-verminoth has a yaw value of "I" at speed 1 and a yaw value of "–" at speed 2.

The Summa-verminoth moves as if it were a ship, with the following exceptions:

- The Summa-verminoth can maneuver forward or backward with the maneuver tool.

- The Summa-verminoth can end its movement overlapping other obstacles or tokens in the play area.

- If the Summa-verminoth ends its maneuver with part or all of its token outside the play area, move the token backward along the maneuver tool until it is within the play area. Then the player who does not have control places the Summa-verminoth within distance 2 of its current position, completely in the play area, and not overlapping any shi or squadron, if able.

If no player gains control, the Summa-verminoth does not conduct a maneuver.

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Ensnaring Tentacles: If a ship executes a maneuver and its final position would overlap the Summa-verminoth, it cannot finish its maneuver normally. Instead, temporarily reduce its speed by one (without changing the speed dial) and move the ship at the new speed. This process continues until the ship can finish its maneuver, even if that maneuver is to remain in place at speed "0." Then, the opposing player rolls one blue die. On an ✷ result, that ship is dealt one faceup damage card.

When the Summa-verminoth overlaps a ship, the player who has control rolls one blue die. On an ✷ result, that ship is dealt one facedown damage card.

When a squadron overlaps a Summa-verminoth or is overlapped by the Summa-verminoth, that squadron must discard a defense token. If it cannot, it suffers 1 damage.

At the start of the Squadron Phase, before any player resolves any effects, the player who does not have control token chooses and resolves one of the following effects:

- **Tentacle Lash:** Roll 3 blue dice. Each ship that has the Summa-verminoth at close range and each squadron at distance 1 of the Summa-verminoth suffers 1 damage for each ✷ result.

- **Voltaic Discharge:** Choose 1 ship at close range. The chosen ship must choose and discard 1 of its defense tokens. If it cannot, it is dealt 1 faceup damage card.

- **Devour:** Choose 1 squadron at close range. The chosen squadron must discard a defense token. If it cannot, roll a number of black dice equal to the chosen squadron's remaining Hull value. The squadron suffers 1 damage for each ✷ result.

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