

STAR WARS™ X-WING™ MINIATURES GAME

The **VT-49 Decimator** expansion pack adds an intimidating new warship to the Imperial arsenal and a host of new options for **X-Wing**. The rules for each of these additions can be found in the "New Rules" section of this rulesheet. Additionally, this rulesheet includes a new mission that demonstrates the awesome power of the VT-49 Decimator.

All ships, cards, and tokens in this expansion pack follow the rules in the **X-Wing** rulebook. Ships and cards in this expansion pack may be used in any combination with other ships and cards in the **X-Wing** product line following standard squad-building rules.

COMPONENT LIST

- This Rulesheet
- 1 VT-49 Decimator Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 2 Ship Tokens
- 1 Maneuver Dial
- 1 Focus Token
- 1 Evade Token
- 1 Stress Token
- 4 Shield Tokens
- 1 Ion Token
- 1 Proton Bomb Token
- 3 Debris Cloud Tokens
- 3 Reference Cards
- 4 Ship Cards, consisting of:
 - 1 Rear Admiral Chiraneau
 - 1 Commander Kenkirk
 - 1 Captain Oicunn
 - 1 Patrol Leader

- 13 Upgrade Cards, consisting of:
 - 2 Ruthlessness
 - 1 Intimidation
 - 1 Fleet Officer
 - 1 Mara Jade
 - 1 Ysanne Isard
 - 1 Moff Jerjerrod
 - 2 Ion Torpedoes
 - 1 Proton Bomb
 - 2 Tactical Jammer
 - 1 Dauntless

NEW RULES

The following sections describe rules that players must use when playing with the components provided in this expansion pack.

TURRET PRIMARY WEAPON

Each ship in this pack uses a turret as its primary weapon. Thus, each Ship card shows the **TURRET PRIMARY WEAPON** icon, and each ship token shows a circular red arrow as a reminder.

When attacking with a turret primary weapon, a ship may target an enemy ship **inside or outside its firing arc**. When attacking with a secondary weapon, the ship must still target a ship inside its firing arc (unless specified otherwise on the Upgrade card).

VT-49 DECIMATOR AGILITY

The VT-49 Decimator has an agility value of "0," but it can roll additional defense dice granted by card effects, range combat modifiers, obstructed attacks, etc.



NEW UPGRADE CARDS

MODIFICATIONS AND TITLES

Modifications and titles are special upgrades that do not appear in any ship's upgrade bar. Any ship may equip a modification or title unless the card is restricted to a specific type of ship. Each ship is limited to **one** modification and **one** title.



FACTION-RESTRICTED UPGRADES

Some of the Upgrade cards in this expansion pack are labeled "*IMPERIAL ONLY*." Cards with this label **cannot** be fielded in Rebel squads.

LARGE SHIPS

The VT-49 Decimator has a ship base that is larger than those found in the **X-Wing** core set. Such ships are classified as **LARGE** ships and use the following rules:

ION TOKENS

Some card abilities may cause a ship to receive an ion token. A large ship is unaffected by a single ion token; the ion token simply remains assigned to the ship. When a large ship has two or more ion tokens assigned to it, it suffers the ion token effect as normal. Then the player removes **all** ion tokens from the ship at the end of the Activation phase.

OVERLAPPING

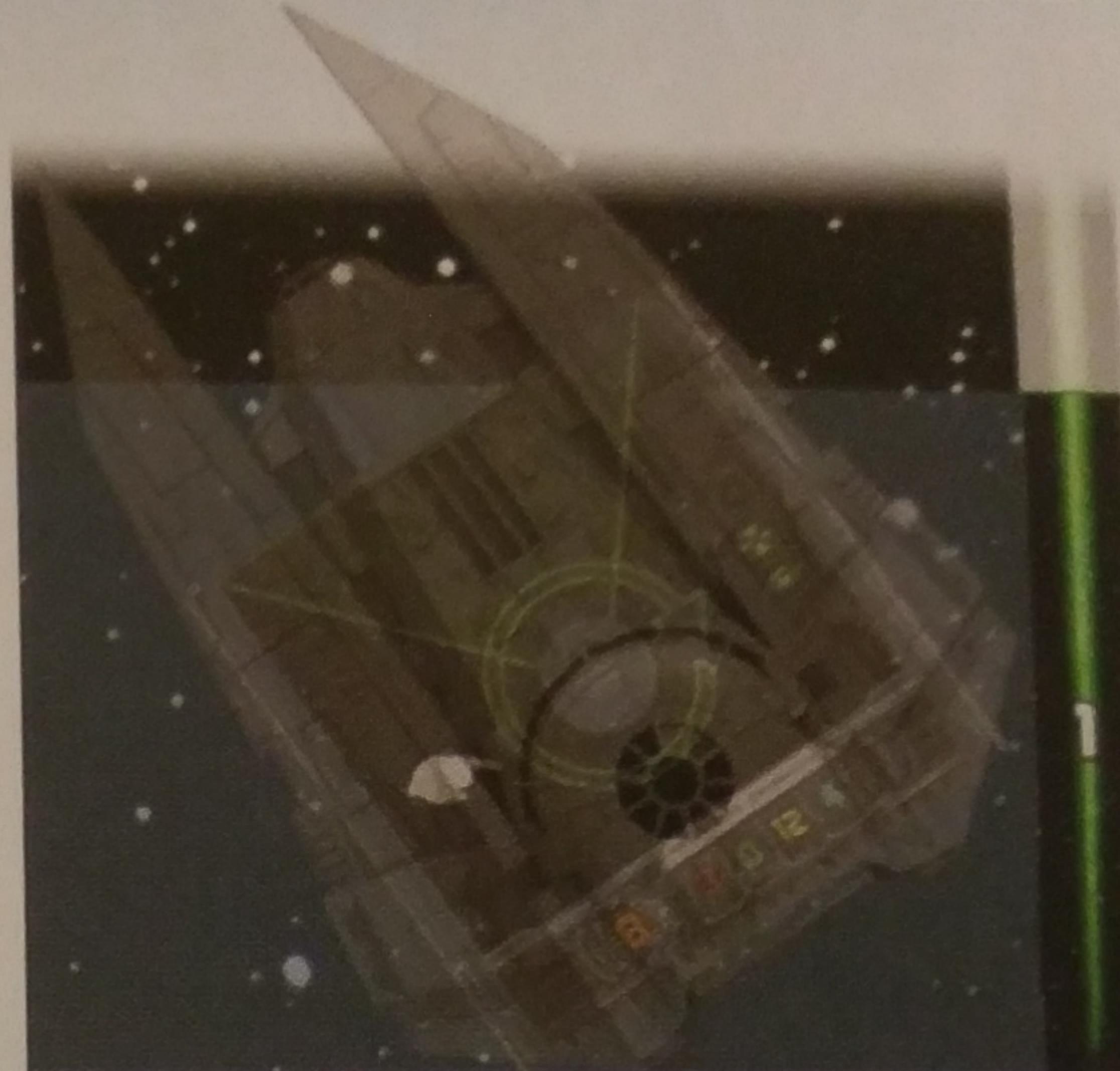
Large ships follow the standard rules for overlapping other ships. When a large ship would overlap another ship, simply move the large ship along the template as normal, being sure to use the center of the ship's base to estimate its correct position and orientation.

SETUP

Large ships follow all standard setup rules. However, during setup a large ship's base may extend outside of Range 1 (or a mission's specified setup area) as long as it has filled the length of that area.

A large ship cannot be placed with any portion of its base outside the play area. The ship figure may extend outside the play area at any time as long as the base remains in the play area.

LARGE SHIP SETUP EXAMPLE



The Imperial player chooses to diagonally place his VT-49 Decimator in the setup area. He ensures that a corner of the ship's base is touching his edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

DEBRIS CLOUD

Debris clouds are obstacles as described in the core rulebook with the following exceptions.

MOVING INTO AND THROUGH DEBRIS CLOUDS

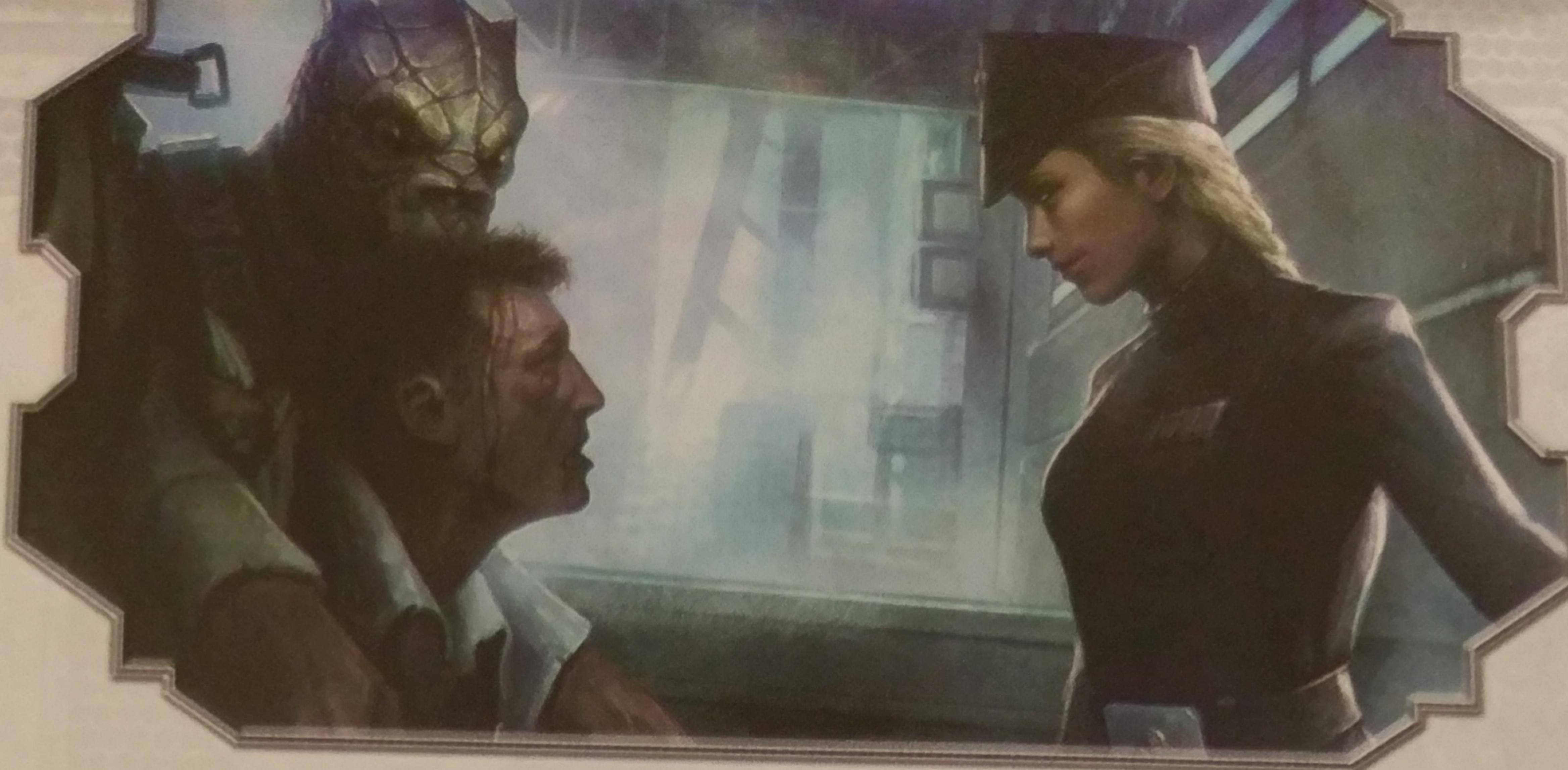
When a ship executes a maneuver in which either the maneuver template or the ship's base physically overlaps a debris cloud token, follow these steps:

1. Execute the maneuver as normal, but assign a stress token to that ship **after** the "Check Pilot Stress" step.
2. The player rolls one attack die. On a \star result, the ship suffers 1 critical damage.

A ship that is overlapping a debris cloud token during the Combat phase **may perform attacks**.



Debris Clouds



MISSION 11: INTERDICTION

The Imperial Commander stood stock-still upon the bridge of the VT-49 Decimator, hands clasped tightly behind her back, watching through the viewports as two TIE/ln fighters moved to intercept a pair of Rebel ships. "Perhaps you can explain something to me, lieutenant," she said, her icy voice breaking the silence. "Why aren't our batteries firing?"

"Our fighters are engaging the enemy, Commander. We have no clear shot."

"I have heard you praise the accuracy of your gunnery teams on numerous occasions. I hope it was more than idle boasting. Commence firing!"

MISSION SETUP

Rebel: 100 squad points; the Rebel player must field exactly four small ships.

Imperial: Rear Admiral Chiraneau (Ruthlessness, Ysanne Isard, Ion Torpedoes, Dauntless), 2 Academy Pilots. Alternatively, instead of Rear Admiral Chiraneau and his upgrades, the Imperial player may spend up to 60 squad points on a VT-49 Decimator with equipped upgrade cards.

The Imperial player places all six of the asteroids in the play area. Asteroids cannot be placed within Range 1 of any other asteroid.

Then the Imperial player chooses two of the Rebel player's ships. The Rebel player places those ships within Range 1 of the Rebel edge.

Then the Imperial player places his ship within Range 1 of either of the two Imperial edges.

SPECIAL RULES

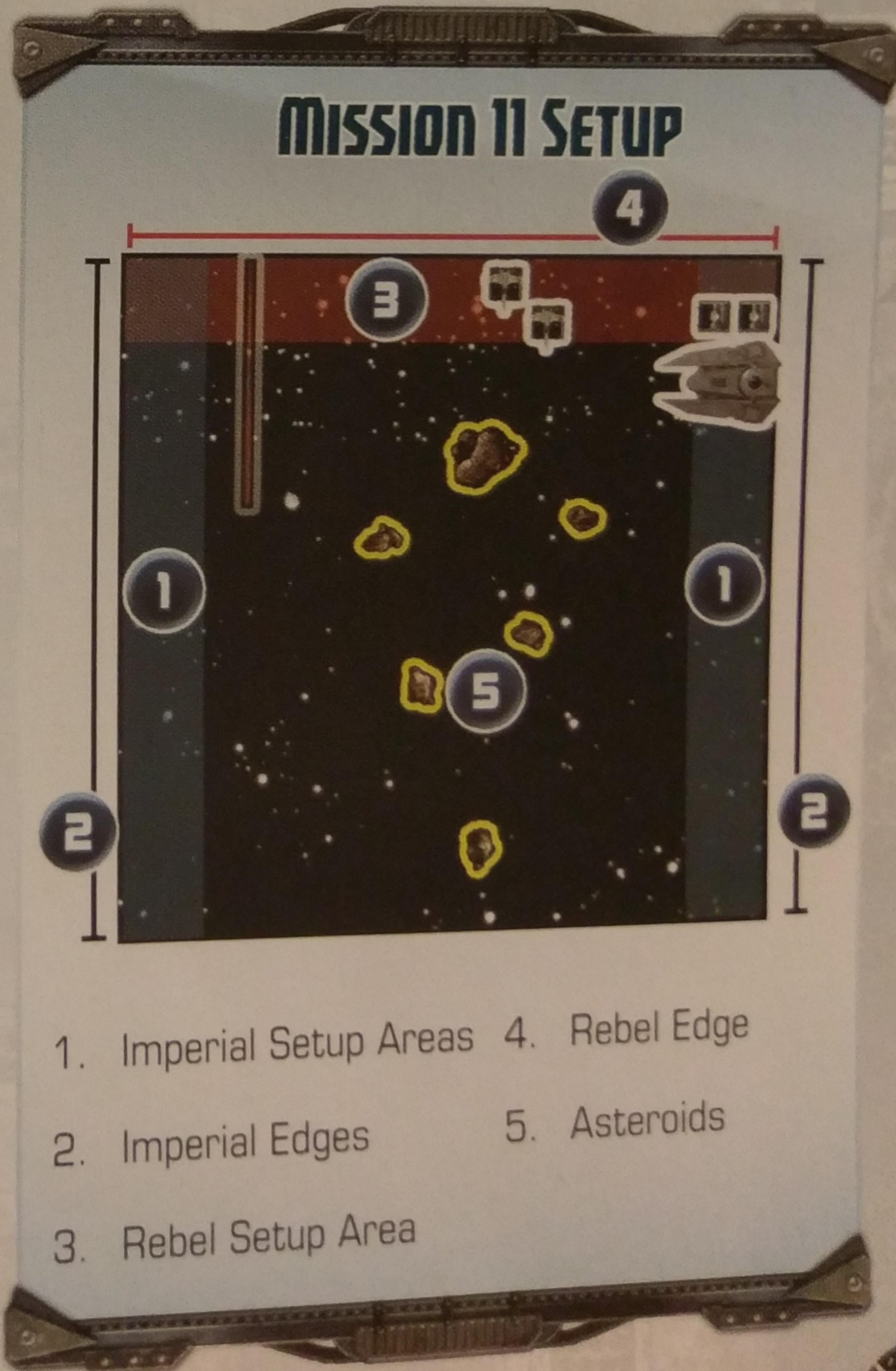
- Ruthless:** Note that Ruthlessness affects enemy and friendly ships alike.

- Total Annihilation:** When the VT-49 Decimator destroys a ship, the Imperial player places one of the debris cloud obstacle tokens in the play area such that at least part of the debris cloud overlaps the base of the destroyed ship.
- Call For Backup:** At the end of the third round, the Rebel player places his two remaining ships within Range 1 of any edge. The Rebel player uses these ships as normal.

OBJECTIVES

Rebel Victory: Destroy all Imperial ships.

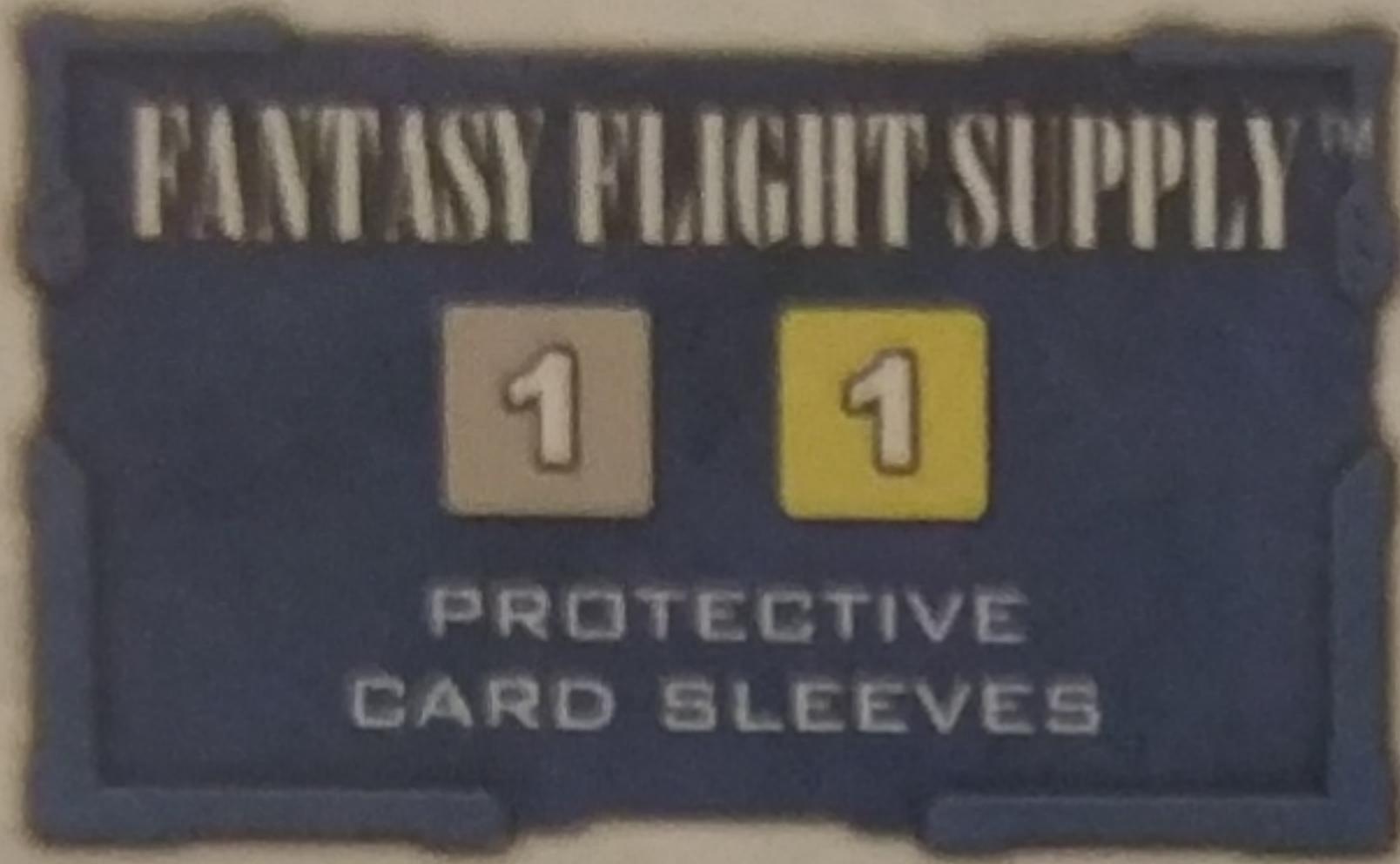
Imperial Victory: Destroy all four Rebel ships.



VT-49 DECIMATOR MANEUVERS

The table below lists all possible maneuvers that a VT-49 Decimator can execute. Players can reference this table at any time.

VT-49 DECIMATOR						
4			↑			
3	↶	↷	↑	↶	↷	
2	↶	↷	↑	↶	↷	
1		↶	↑	↶	↷	



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