

# STAR WARS<sup>™</sup> X-WING<sup>™</sup> MINIATURES GAME

The **Imperial Veterans** expansion pack expands the roles of both the TIE bomber and TIE defender, adding a host of new options for each ship. This rulesheet also includes a mission that pits a TIE bomber against a stolen TIE defender in a race for control of information.

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 TIE Bomber Ship
- 1 TIE Defender Ship
- 2 Plastic Bases
- 4 Plastic Pegs
- 4 Ship Tokens
- 2 Maneuver Dials
- 2 Dial ID Tokens
- 2 Focus Tokens
- 1 Evade Token
- 2 Target Lock Tokens (AA, BB)
- 2 Stress Tokens
- 3 Shield Tokens
- 1 Tractor Beam Token
- 3 Cluster Mines Tokens
- 1 Proximity Mine Token
- 2 Mission Tokens
- 3 ID Tokens (#54)
- 3 Reference Cards

- 8 Ship Cards, consisting of:

- 1 Tomax Bren
- 1 "Deathfire"
- 2 Gamma Squadron Veteran
- 1 Maarek Stele
- 1 Countess Ryad
- 2 Glaive Squadron Pilot

- 13 Upgrade Cards, consisting of:

- 1 Crack Shot
- 1 Tractor Beam
- 1 Systems Officer
- 1 Cluster Mines
- 1 Proximity Mines
- 2 Long-Range Scanners
- 2 TIE/x7
- 2 TIE/D
- 2 TIE Shuttle

## NEW RULES

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

## UNIQUE NAMES

This expansion pack includes Ship cards and Upgrade cards with unique names, as indicated by the bullet (•) to the left of the card's name. As with other cards that have unique names, a player cannot field two or more cards that share the same unique name, even if they are different types of cards.

## 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 or Scum squads.

## SHIP-RESTRICTED UPGRADES

Some of the Upgrade cards in this expansion pack are labeled “*TIE BOMBER ONLY*” or “*TIE DEFENDER ONLY*.” Cards with this label can only be equipped to TIE bomber and TIE defender ships respectively.

## LIMITED UPGRADES

Some of the Upgrade cards in this expansion pack are labeled “*LIMITED*.” A ship cannot equip multiple copies of the same card if that card is labeled as “*LIMITED*.”

## NEGATIVE SQUAD POINT COST

One of the Upgrade cards in this expansion pack displays a negative squad point cost. This card modifies the squad point cost of the ship to which it is equipped.



## BOMBS

Bomb Upgrade cards allow a ship to **DROP** bomb tokens. The rules for bomb tokens are described below. Bomb Upgrade cards are not secondary weapons.



## DROPPING A BOMB TOKEN

Each bomb Upgrade card allows the ship to drop a specific type of bomb token. To drop a bomb token, follow these steps:

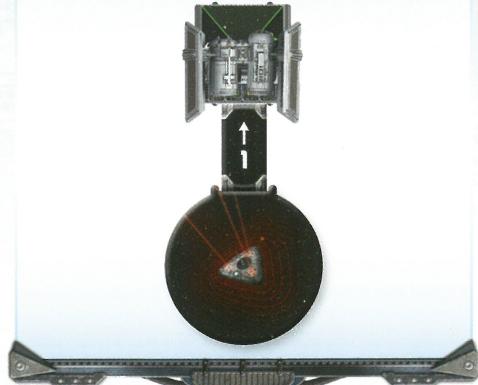
1. Take the  $\uparrow 1$  maneuver template and slide it between the rear guides of your ship.
2. Place the bomb token indicated on the Upgrade card into the play area and slide the guides of the token into the opposite end of the template.

If a bomb token is dropped on a ship, it is placed under the ship's base. The bomb does not immediately detonate and must follow these rules and restrictions.

## DETONATING A BOMB TOKEN

Each bomb Upgrade card describes when its bomb token **DETONATES**. When this condition is fulfilled, follow the instructions for that bomb token on the Bomb Tokens Reference card (such as dealing damage, discarding the token, etc.).

## DROPPING A BOMB EXAMPLE



## MISSION 17: DISABLE THE RELAYS

Coming out of a barrel roll, the elite Imperial pilot throws down the throttle for a burst of speed while chasing the stolen TIE defender. Infiltrating Rebel operatives have managed to steal some ships in the chaos of a base invasion. The Imperial pilot grimaces; these Rebel scum think they can get away with anything. The comm chirps—his captain comes on the line.

“Gamma 3, what’s happening up there?”

“I’m hot on the tail of a thief, sir. He’s flying into the asteroid belt.”

“He must have discovered our relay scramblers, Gamma 3. We need you to destroy the hidden Rebel relays parked on those asteroids before he can destroy our scramblers.”

“Copy that, Captain. I will blow the Rebel relays and then get back to the fight.”

Those Rebel relays had spread disinformation and seditious signals for weeks. Without informing the Rebels of the Empire’s awareness of the devices by destroying them, the Empire had recently planted their own relays to scramble the signals when needed. With a base invasion on their hands, those scramblers were now blocking any calls for Rebel reinforcements.

The veteran Gamma pilot enters the asteroid belt and readies his weapons. If the Rebels manage to destroy our scramblers, he thinks, they’ll have a chance to turn around their failing assault.

He grins with fierce determination. Not if I can help it.

## MISSION SETUP

**Rebel:** 60 squad points; the Rebel player must field two to three ships. The Rebel player also gains a Glaive Squadron Pilot as a Rebel ship with the TIE/x7 title equipped, and it may equip only an Upgrade card with a cost of one squad point or less for free.

**Imperial:** 60 squad points; the Imperial player must field two to three ships. The Imperial player also gains a Gamma Squadron Veteran with Proximity Mines and Cluster Mines equipped, and it may equip only an Upgrade card with a cost of one squad point or less for free.

Neither player can equip any additional bomb Upgrade cards.

The Imperial player chooses a corner of the play area. His setup area is the Range 1–2 square measured from that corner. The Rebel setup area is the Range 1–2 square at the opposite corner.

Starting with the Imperial player, both players alternate placing the six asteroids from a core set into the play area. Each obstacle must be beyond Range 2 of the edges of the play area and cannot overlap another obstacle.

Starting with the Imperial player, the players alternate choosing asteroids to become hidden relays. Players cannot choose an asteroid that has already been chosen as a relay. The Imperial player's two chosen asteroids are **IMPERIAL RELAYS**; he marks each with a tracking token. The Rebel player's two asteroids are **REBEL RELAYS**; he marks each with a stress token.

Then the Imperial player places his ships within the Imperial setup area. Then the Rebel player places his ships within the Rebel setup area. The Rebel player has initiative.

## SPECIAL RULES

- Bombing Run:** Glaive Squadron Pilot and Gamma Squadron Veteran are **DISRUPTOR** ships. These two ships cannot receive ion or tractor beam tokens. If either disruptor ship would receive a tractor beam or ion token, that token has no effect and is immediately discarded.

- Bomb Drop:** Once per round, at the start of each Combat phase, each disruptor ship may drop its faction's disruptor bomb. To drop a *Imperial Disruptor Bomb* token, see "Dropping a Bomb Token" on page 2.



*Imperial Disruptor Bomb*



*Rebel Disruptor Bomb*

- Bomb Velocity:** At the end of each Activation phase, each disruptor bomb executes a maneuver using the token's guides. After the token executes this maneuver, it detonates. Each ship overlapped by the disruptor bomb is dealt one faceup Damage card. If the token is overlapping a relay, that relay is disabled and its tracking or stress token is removed. Then remove the bomb token from the play area.



*Example of  
Disruptor Bomb Movement*

- Reinforcements:** During the End phase, each player may call for one reinforcement for his disruptor ship if it was destroyed. He discards all Damage cards from that ship and reactivates its shields (if any). Then he places the matching ship within Range 1 of any corner chosen by the opposing player. He can assign maneuvers to this ship and use it as normal.

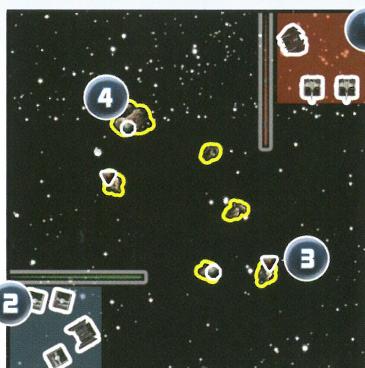
## OBJECTIVES

**Rebel:** Disable both Imperial relays.

**Imperial:** Disable both Rebel relays.

The game ends at the end of the round in which a player fulfills his objective. If both players fulfill their objectives during the same round, the game does not end. Instead, the "Reinforcements" rule is ignored for the rest of the game and the first player to destroy all enemy ships wins!

## MISSION 17 SETUP



1. Rebel Setup Area
2. Imperial Setup Area
3. Rebel Relay
4. Imperial Relay

# TIE BOMBER AND TIE DEFENDER MANEUVERS

The tables below list all possible maneuvers that a TIE bomber and a TIE defender can execute. Players can reference these tables at any time.

TIE BOMBER						
5						↓
4			↑			
3	↖	↗	↑	↗	↖	
2	↖	↗	↑	↗	↖	
1		↖	↑	↗		

TIE DEFENDER						
5		↑				
4		↑				↖
3	↖	↗	↑	↗	↖	
2	↖	↗	↑	↗	↖	
1	↖	↗	↑	↗	↖	



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