



The **Ghost** expansion adds the powerfully armed VCX-100 freighter and its accompanying Attack Shuttle to **X-Wing**. The rules for each of these additions can be found in the "New Rules" section of this rulebook. Additionally, this rulesheet includes a new mission pitting the *Ghost* and the *Phantom* against an Imperial installation.

Except for the rules specified below, 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 VCX-100 Ship
- 1 Attack Shuttle Ship
- 1 Large Plastic Base
- 1 Tripod Plastic Peg
- 1 Plastic Base
- 2 Plastic Pegs
- 2 VCX-100 Ship Tokens
- 2 Attack Shuttle Ship Tokens
- 1 VCX-100 Maneuver Dial
- 1 Attack Shuttle Maneuver Dial
- 1 Focus Token
- 1 Evade Token
- 1 Stress Token
- 8 Shield Tokens
- 2 Dial ID Tokens
- 3 Cluster Mines Tokens

- 1 Conner Net Token
- 1 Thermal Detonators Token
- 6 Mission Tokens, consisting of:
 - 6 Sabotage Tokens
- 4 VCX-100 Ship Cards, consisting of:
 - 1 Hera Syndulla
 - 1 Kanan Jarrus
 - 1 "Chopper"
 - 1 Lothal Rebel
- 4 Attack Shuttle Ship Cards, consisting of:
 - 1 Hera Syndulla
 - 1 Sabine Wren
 - 1 Ezra Bridger
 - 1 "Zeb" Orrelios
- 3 Reference Cards
- 16 Upgrade Cards
 - 1 Predator
 - 1 Reinforced Deflectors
 - 2 Dorsal Turret
 - 1 Adv. Proton Torpedoes
 - 1 Hera Syndulla
 - 1 "Zeb" Orrelios
 - 1 Kanan Jarrus
 - 1 Ezra Bridger
 - 1 Sabine Wren
 - 1 "Chopper"
 - 1 Conner Net
 - 1 Cluster Mines
 - 1 Thermal Detonators
 - 1 *Ghost*
 - 1 *Phantom*

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.

SPECIAL FIRING ARC

The VCX-100 has a **SPECIAL FIRING ARC** identified by dotted lines and a  symbol printed on its ship token. When attacking with a  secondary weapon, a ship with this icon may attack an enemy ship that is at Range 1–3 and inside its **standard or special firing arc**.

When attacking with its primary weapon, the ship must still target an enemy ship inside its standard firing arc (unless otherwise specified on an Upgrade card).



Hera Syndulla's Special Firing Arc

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 [↑ 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 Token's Reference card (such as dealing damage, discarding the token, 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 Upgrade cards are labeled "**REBEL ONLY**," "**IMPERIAL ONLY**," or "**SCUM ONLY**." Cards with these labels can **only** be fielded in Rebel, Imperial, or Scum squads respectively.

LARGE SHIPS

The **Ghost** 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

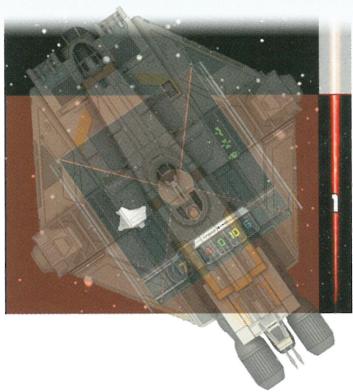
Some card abilities may cause a ship to receive an ion token. A large ship is unaffected by a single ion token; the ion token simply remains assigned to the ship. When a large ship has two or more ion tokens assigned to it, it suffers the ion token effect as normal. Then the player removes **all** ion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



LARGE SHIP SETUP EXAMPLE



The Rebel player chooses to diagonally place his VCX-100 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.

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.

THE PHANTOM

This expansion includes a special Title card representing the Ghost's custom Attack Shuttle, the *Phantom*, designed with folding wings that allowed it to dock into the back of the Ghost. This card counts as a Title card but cannot be fielded unless a player fields a VCX-100 and equips it with the Ghost title.

DOCKED SHIPS

Some card abilities, such as the "Phantom" Title card, allow players to **DOCK** ships to a carrier ship such as the VCX-100. Docked ships (and their equipped Upgrade cards) are placed to the side of the play area, and are considered to be inactive for all purposes (they are not assigned dials in the Planning phase, they cannot attack, be attacked, perform actions, be assigned tokens, be target locked, etc.). Ships must be docked pregame, during squad building, and players must pay squad points for these ships as normal.

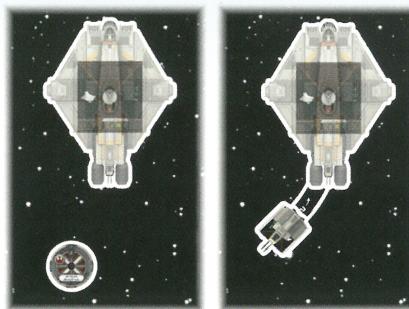
If the carrier ship flees the battlefield, it and all its docked ships are destroyed. If the carrier ship is destroyed (but has **not** fled the battlefield), before it is removed from the play area, each docked ship receives 1 facedown Damage card and must immediately **DEPLOY**. Ships deployed in this fashion cannot attack until the following round.

DEPLOYING THE PHANTOM

After a VCX-100 equipped with the *Ghost* Title card executes a maneuver, it may **deploy** a docked Attack Shuttle equipped with the *Phantom* Title card. To deploy, follow these steps:

1. Choose a maneuver on the *Phantom*'s maneuver dial (this does not count as revealing a dial).
2. Take the maneuver template that matches the chosen maneuver and slide the template between the rear guides on the *Ghost*.
3. Take the *Phantom* ship and place it at the opposite end of the template, sliding the rear guides of the ship into the opposite end of the template. This counts as a maneuver. If this maneuver causes the *Phantom* to overlap an obstacle or another ship, it follows the normal rules for overlapping. If this causes a situation in which the *Phantom* cannot be placed in the play area, the *Phantom* is destroyed.
4. If the *Phantom* has not overlapped an obstacle or another ship and is not stressed, it may perform one action.

DEPLOYING EXAMPLE



1. The *Ghost* has executed a maneuver. The Rebel player chooses to deploy the *Phantom*. Then he chooses the $\nearrow 2$ maneuver on the Attack Shuttle dial.
2. The Rebel player executes that maneuver, using the rear guides of *Ghost* as the maneuver's point of origin.



MISSION 15: SABOTAGE

The captain of the VCX-100 eases back on the throttle as she approaches the rendezvous point. The sensor scramblers are active and the scopes are clear, but it's always best to slip in slowly and quietly. Cutting the engines, she settles the freighter into a smooth, silent glide, and turns to her copilot. "Spectre 5 has been out of contact for days. Are you sure she'll make the rendezvous?"

"She'll be there."

"You're assuming everything went according to plan. Nothing ever goes according to plan."

"You know she went dark to avoid detection. It—"

The copilot breaks off mid-sentence. One of the Empire's deadly new TIE prototypes approaches, flanked by four TIE fighters.

"Let's hope you're right, because they're ready for us. Battle stations!"

MISSION SETUP

Rebel: Kanan Jarrus (VCX-100; Reinforced Deflectors, Dorsal Turret, Ezra Bridger, "Chopper," *Ghost*), Hera Syndulla (Attack Shuttle; Predator, *Phantom*). Alternatively, the Rebel player may build a squad of up to 79 squad points consisting of a VCX-100 equipped with the "*Ghost*" title, an Attack Shuttle equipped with the "*Phantom*" title, and their equipped Upgrade cards.

Imperial: The Inquisitor (Deadeye, Homing Missiles, TIE v/1, Guidance Chips), 4 Obsidian Squadron Pilots. Alternatively, the Imperial player may build a squad of up to 79 squad points that includes at least five ships.

The Imperial player places any six obstacles into the play area. An obstacle cannot be placed within Range 1–2 of the edge of the play area or at Range 1 of another obstacle.

Then, the Rebel player places the six sabotage tokens (five explosives tokens and one operative token) facedown and shuffles them. Without looking at the facedown side, he places one sabotage token on each obstacle.

Then, the Imperial player places his entire squad within Range 1 of the Imperial edge. Then, the Rebel player places the *Ghost* within Range 1 of the Rebel edge. The *Phantom* begins the game docked.

The Rebel player has initiative.

SPECIAL RULES

- Rebel Operative:** At the beginning of the second round, reveal all sabotage tokens. After these tokens have been revealed, the *Phantom* ignores the effect of overlapping the obstacle with the operative token on it. Additionally, if it is overlapping this obstacle during the activation phase, it may perform the **PICKUP** action. When this action is performed, equip the "Sabine Wren" Upgrade card and the "Thermal Detonators" Upgrade card to the *Phantom* and remove the operative token.

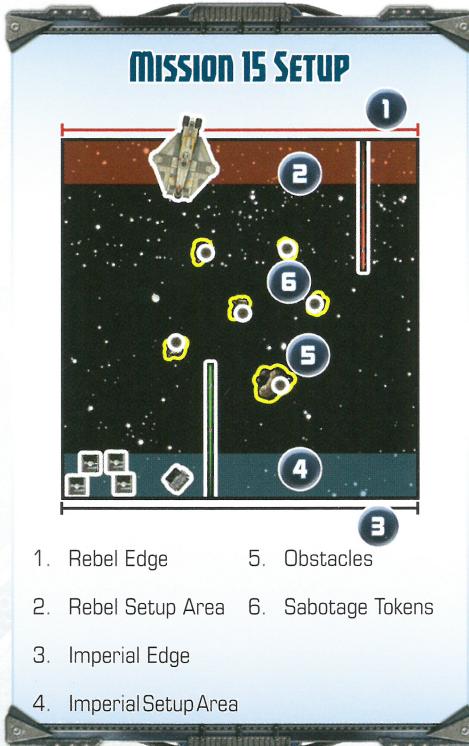
- Detonation:** Immediately after the operative token is removed, each ship at Range 1 of at least one obstacle with an explosives token on it suffers one damage and receives one stress token, and all obstacles with explosives tokens on them are removed from the play area.

- Late Pickup:** At the end of round five, if the Rebel player has not picked up the operative, the operative is captured and the Imperials win.

OBJECTIVES

Rebel Victory: Destroy all Imperial ships.

Imperial Victory: Prevent the Rebel player from picking up the Rebel operative for five rounds or destroy the *Ghost* and the *Phantom*.



VCX-100 MANEUVERS

The table below lists all possible maneuvers that a VCX-100 can execute. Players can reference this table at any time.

| VCX-100 | | | | | | |
|---------|-----|---|-----|---|---|---|
| 5 | | | | | | ⟳ |
| 4 | | ↑ | | | | |
| 3 | ↶ ↗ | ↑ | ↗ ↖ | | | |
| 2 | ↶ ↗ | ↑ | ↗ ↖ | ↗ | | |
| 1 | ↶ ↗ | ↑ | ↗ ↖ | ↗ | ↗ | |

ATTACK SHUTTLE MANEUVERS

The table below lists all possible maneuvers that an Attack Shuttle can execute. Players can reference this table at any time.

| ATTACK SHUTTLE | | | | | | |
|----------------|-----|---|-----|---|---|---|
| 4 | | ↑ | | | | ⟳ |
| 3 | ↶ ↗ | ↑ | ↗ ↖ | | | |
| 2 | ↶ ↗ | ↑ | ↗ ↖ | ↗ | | |
| 1 | ↶ ↗ | ↑ | ↗ ↖ | ↗ | ↗ | |



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