

# STAR WARS™ X-WING™ MINIATURES GAME

The **Shadow Caster** expansion pack introduces the deadly *Lancer*-class pursuit craft and an array of new options to the **X-Wing Miniatures Game**.

**Game.** The rules for each of these additions can be found in the "New Rules" section of this rulesheet. Additionally, this rulesheet includes an exciting new mission that pits a cunning squad led by the bounty hunter Ketsu Onyo against rebels carrying crucial—and very valuable—intelligence.

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 Shadow Caster Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 2 Ship Tokens
- 1 Maneuver Dial
- 1 Mobile Firing Arc Indicator
- 1 Focus Token
- 1 Evade Token
- 1 Stress Token
- 3 Shield Tokens
- 2 Target Lock Tokens (II, JJ)
- 9 ID Tokens (#0-2)
- 5 Mission Tokens, consisting of:
  - 4 Intel Tokens
  - 1 Hyperspace Token
- 1 Dial ID Token
- 1 Cargo Token
- 2 Reference Cards
- 1 Critical Hit Token
- 1 Tractor Beam Token

- 4 Ship Cards, consisting of:

- 1 Ketsu Onyo
- 1 Asajj Ventress
- 1 Sabine Wren
- 1 Shadowport Hunter

- 12 Upgrade Cards, consisting of:

- 1 Veteran Instincts
- 1 IG-88D
- 1 Ketsu Onyo
- 1 Latts Razzi
- 2 Black Market Slicer Tools
- 1 Rigged Cargo Chute
- 1 Countermeasures
- 2 Tactical Jammer
- 1 Gyroscopic Targeting
- 1 *Shadow Caster*

## NEW RULES

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

### TRACTOR BEAM TOKEN

Some card abilities, such as the "*Shadow Caster*" upgrade card, can cause a ship to receive a tractor beam token. A ship with at least one tractor beam token assigned to it follows special rules during these phases:

- **Combat Phase:** The agility value of that ship is reduced by 1 for each tractor beam token, to a minimum of 0.
- **End Phase:** Remove all tractor beam tokens from the ship.

The first time a **small** ship receives a tractor beam token each round, the **opposing** player may choose **one** of the following effects:

- Perform a barrel roll using the [↑ 1] maneuver template. The **opposing** player selects the direction of the barrel roll and the final position of the ship.
- Perform a boost using the [↑ 1] maneuver template.

This is not an action or a maneuver, and **can** cause the ship to overlap obstacles (but not other ships). The ship suffers the effects of any obstacle it overlaps.



## MOBILE FIRING ARCS

The *Shadow Caster* has a **MOBILE FIRING ARC**, which occupies **any one** of the four quadrants indicated by the solid lines printed on its ship token. The quadrant that the mobile firing arc currently occupies is indicated by the facing of the pointer. When a ship with a mobile firing arc is placed into the play area during setup, select one of its four quadrants and assign the mobile firing arc to that quadrant; move the pointer to face the selected quadrant to indicate the mobile firing arc's position. The mobile firing arc occupies the entirety of the selected quadrant.

When attacking with its primary weapon, a ship with a mobile firing arc may attack an enemy ship that is at Range 1–3 and inside its **primary and/or mobile firing arc**.

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

### ROTATE ARC ACTION

As an action, the *Shadow Caster* may select one of its four quadrants and assign the mobile firing arc to that quadrant; move the pointer to face the selected quadrant to indicate the mobile firing arc's position.

## ASSEMBLING THE SHADOW CASTER

The *Shadow Caster's* **mobile firing arc** is represented by a piece of punchboard that can be rotated to face the arc that the mobile firing arc is currently occupying.



Mobile Firing Arc Assembly



Assembly Complete

## LARGE SHIPS

The *Shadow Caster* 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 Scum & Villainy player chooses to diagonally place his *Shadow Caster* 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.

# MISSION 16: GRAB AND SMASH

Ketsu and her allies lie in wait, preparing to ambush a convoy carrying valuable secrets. Everyone knows the drill: distract the escorts, sift through the decoys, find the good stuff. Then, get out alive to get paid. Holding a ship in place with a tractor beam to slice its computer—in the middle of a space battle, no less—is no small feat. But if it was easy, it wouldn't pay so well.

## PLAYING WITH OTHER FACTIONS

Rather than playing Scum versus Rebels, players can agree to use any faction instead of Rebels. Simply replace all references to "Rebel" with the name of the appropriate faction.

## MISSION SETUP

**Rebel:** 100 squad points; the Rebel player must field at least 4 ships.

**Scum & Villainy:** Ketsu Onyo (Rigged Cargo Chute, Gyroscopic Targeting, *Shadow Caster*), and 56 additional squad points worth of ships and upgrades. Alternatively, the Scum player may build a squad of up to 100 points that includes Ketsu Onyo.

The Scum player places six asteroids from any core set. Asteroids must be placed beyond Range 2 of all edges and beyond Range 1 of each other asteroid. Then, the Rebel player places the escape point token anywhere beyond Range 3 of all board edges and Range 1 of any obstacle.

Then, the Rebel player assigns the four intel tokens to his ships face down. A ship cannot have more than 1 intel token assigned to it.

The Rebel player has initiative.

## SPECIAL RULES

- Intel Tokens:** Intel tokens represent information of interest to the Scum player that can be stolen by the *Shadow Caster*'s slicer. The values of the intel tokens are 1, 2, 2, and 4. If a Rebel ship carrying an intel token is destroyed, it is removed, unless it is destroyed by leaving the play area. If this occurs, place its intel token on Ketsu Onyo.

- Scan for Secrets:** Any Scum ship may perform the **Scan** action to identify the intel carried by a particular ship. To perform this action, the ship chooses one enemy ship with one or more unrevealed intel tokens at Range 1–3, chooses 1 intel token on that ship, and flips that token face up.

- Slicing for Intel:** At the end of the Combat phase, Ketsu Onyo may attempt to steal an intel token from a ship at Range 1–2 and in her mobile firing arc. The Scum player rolls 1 attack die, plus 1 additional die for each tractor beam token on the target. On a or result, remove the intel token from the target ship and places it face-up on Ketsu Onyo. When Ketsu Onyo removes an intel token this way, deal the target ship 1 faceup Damage card.

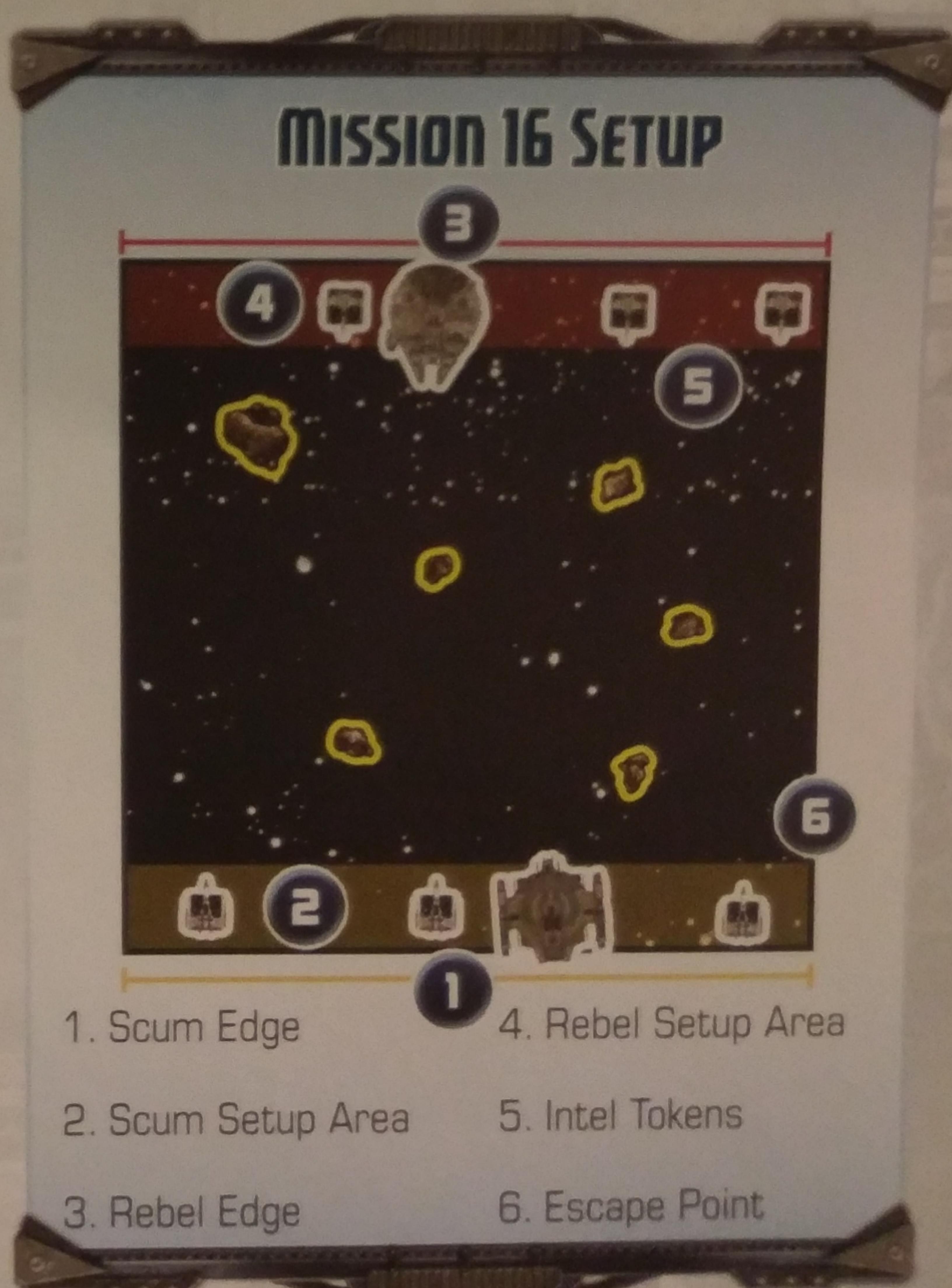
- Got What We Came For:** At the end of the End phase, if Ketsu Onyo is at Range 1 of the escape point token, the Scum player may choose to end the game.

## OBJECTIVES

**Rebel Victory:** Destroy Ketsu Onyo or the game ends with Rebel ships carrying intel tokens with a total value of 4 or more points.

**Scum & Villainy Victory:** The game ends while Ketsu Onyo is carrying intel tokens with a total value of 5 or more points.

**Draw:** The game ends but Ketsu Onyo is not carrying intel tokens with a total value of 5 or more points, and the Rebel ships are not carrying intel tokens with a total value of 4 or more points.



# LANCER-CLASS PURSUIT CRAFT MANEUVERS

The table below lists all possible maneuvers that a Lancer-class pursuit craft can execute. Players can reference this table at any time.

LANCER-CLASS PURSUIT CRAFT						
5		↑		↓		
4		↑		↓		
3	↶	↷	↑	↷	↷	
2	↶	↷	↑	↷	↷	
1	↶	↷	↑	↷		



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## CREDITS

**Expansion Design & Development:** Alex Davy and Max Brooke

**Producer:** Molly Glover

**Core Game Design:** Jay Little

**Technical Editing:** Robert McCowen

**Cover Art:** Darren Tan

**Interior Art:** BalanceSheet, Matt Bradbury, Dane Cozens, Aurore Folny, Zachary Graves, James Ives, Jeff Lee Johnson, Vlad Ricean, Siim Rimm, Nicholas Stohlman, Johan Törnlund, Jose Vega, and VIKO

**3D Ship Modeling:** Jason Beaudoin

**Expansion Graphic Design:** Shaun Boyke with Christopher Hosch

**Core Game Graphic Design:** Dallas Mehlhoff

**Graphic Design Manager:** Brian Schomburg

**Licensing Specialist:** Amanda Greenhart

**Licensing Manager:** Simone Elliott

**Art Direction:** Zöe Robinson

**Managing Art Director:** Andy Christensen

**Production Coordinator:** Johanna Whiting

**Production Management:** Jason Beaudoin and Megan Duehn

**Executive Game Designer:** Corey Konieczka

**Executive Producer:** Michael Hurley

**Publisher:** Christian T. Petersen

**Playtesters:** Matt Aird, Neil Amswych, Janus Avivson, JD Bartee, Jon Berenguer-Webb, Eric Berling, Jeff Berling, Eugene Bible, Alex Birt, Philip Booth, Paul Braggins, Andy Brazier, Joel Brygger, Richard Cater, Jesse S. Cheung, David Cleall, Lucas Crosby, Noel Cuevas, Sean Darby, Mike Dennis, Josh Derksen, Eugene Douglass, James Dowdall, Tom Duncan, Jeff Dunford, Jeff Dunster, Alex Ely, Steve Fase, Mark Fletcher, Brian Francis, John Garcia, Ryan Gericke, Patryk Gesiak, Johnathan Grasser, Nigel Gray, Michael Hale, Iain Hamp, Mark Harrison, Jesper Hills, Matt Holland, Gregg Johnson, Ola Juhlin, Gary William Keenan, Guido Kessels, Don Komhyr, Piotr Kurek, Eric Lalande, Kurt Larson, David Lees, Bernie Lin, Chris Millhouse, Hossam Mohyeldin, Ronald Philip Norris, Jason O'Gorman, Patrick O'Leary, Jonny Olliff-Lee, Landon Otis, Mark Patterson, Andrew Pattison, Dallin Pear, Jake Petersen, Oliver Pocknell, Daniel Poppe, Jared Porter, Morgan Reid, Jonathan Reinig, David Rodriguez, Geordan Rosario, Gianni Rossi, Trevor Ryan, Maciej Rzepinski, Mark Salzer, Brad Scott, Chuck Sedor, Jim Spurrier, Tobias Sundin, Oliver Scott Thomas, Simon Tournay, Sean Vayda, Chris Viola, Ryan Voigt, Randolph Wang, Chris Wheeler, Simon Wiippola, Jeff Wilder, Pete Wood, and Joseph Woodworth

**Lucasfilm Approvals:** Chris Gollaher and Brian Merten