

STAR WARS™ X-WING™ MINIATURES GAME

The **C-ROC Cruiser** expansion pack includes one C-ROC cruiser and its accompanying M3-A interceptor, a wealth of content to expand and enhance Epic Play, and the Smuggler's Lament Cinematic play campaign! This expansion also includes new Ship and Upgrade cards for the M3-A interceptor.

Except for the rules specified herein, 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 Rulebook
- 1 C-ROC Cruiser Ship
- 2 Large Plastic Bases
- 2 Plastic Extension Pegs
- 1 C-ROC Cruiser Ship Token
- 1 C-ROC Cruiser Maneuver Dial
- 1 C-ROC Cruiser Maneuver Template
- 1 M3-A Interceptor Ship
- 1 Small Plastic Base
- 2 Plastic Pegs
- 4 M3-A Interceptor Ship Tokens
- 1 M3-A Interceptor Maneuver Dial
- 1 Reinforce Token
- 1 Focus Token
- 1 Evade Token
- 5 Shield Tokens
- 6 Energy Tokens
- 3 Stress Tokens
- 2 Weapons Disabled Tokens
- 10 Illicit Tokens
- 1 Container Token
- 1 Critical Hit Token
- 3 ID Tokens (#67)
- 2 Dial ID Tokens (C-ROC and M3-A)
- 3 Campaign Roster Sheets
- 10 Fore Damage Cards
- 10 Aft Damage Cards

- 7 Mission Tokens, consisting of:
 - 5 Prisoner/Intel Tokens (Double Sided)
 - 2 Hyperspace Tokens (A and B)
- 7 Ship Cards, consisting of:
 - 1 C-ROC Cruiser
 - 1 Genesis Red
 - 1 Quinn Jast
 - 1 Inaldra
 - 1 Sunny Bounder
 - 1 Tansarii Point Veteran
 - 1 Cartel Spacer
- 30 Upgrade Cards, consisting of:
 - 5 ARC Caster
 - 1 Azmorigan
 - 1 Cikatro Vizago
 - 1 Jabba the Hutt
 - 1 Heavy Laser Turret
 - 1 IG-RM Thug Droids
 - 1 Quick-release Cargo Locks
 - 2 Supercharged Power Cells
 - 5 Pulsed Ray Shield
 - 1 Automated Protocols
 - 1 Optimized Generators
 - 1 "Heavy Scyk" Interceptor
 - 6 "Light Scyk" Interceptor
 - 1 *Broken Horn*
 - 1 *Merchant One*
 - 1 *Insatiable Worrt*

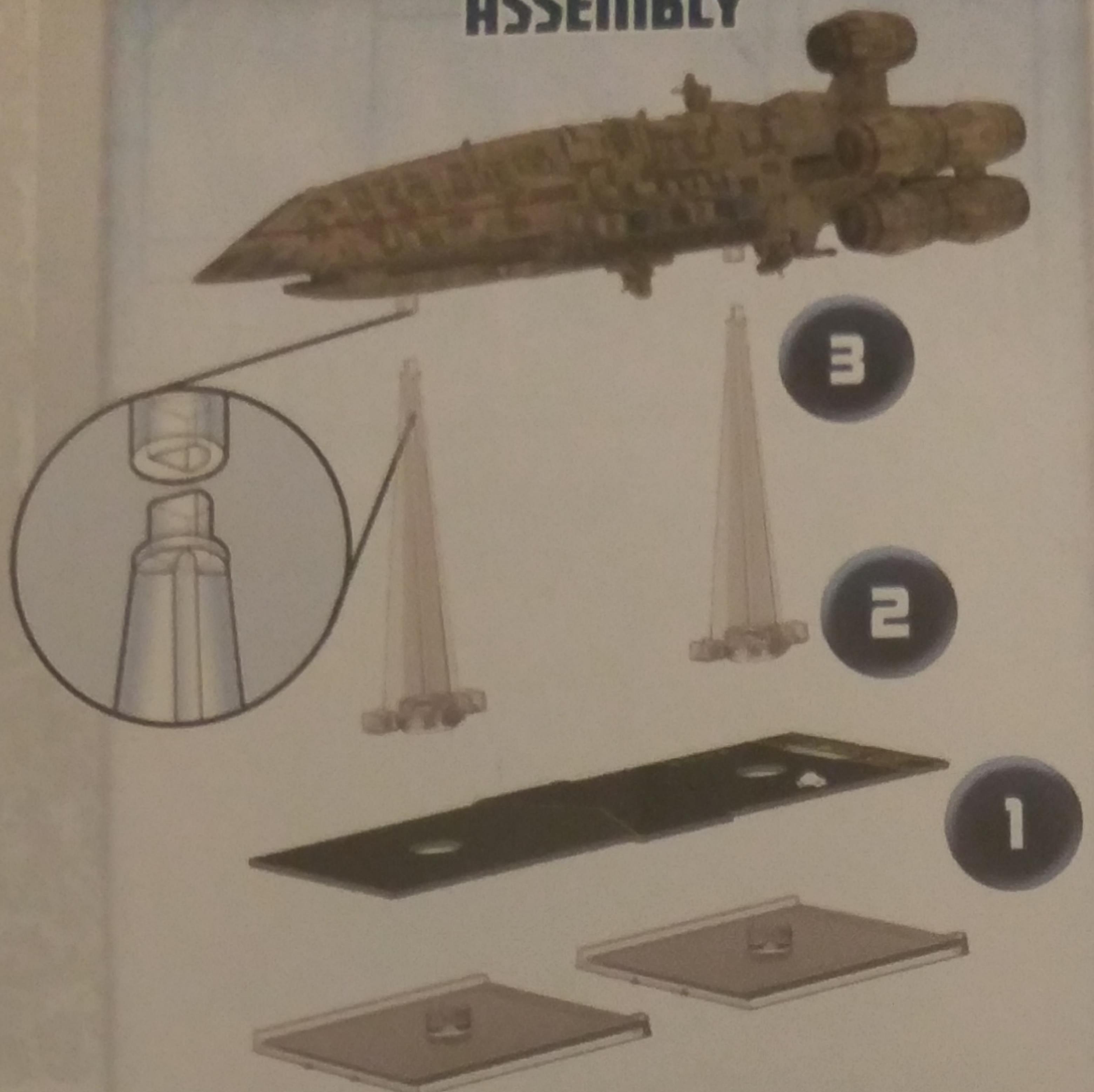
FORMATS OF PLAY IN X-WING

X-Wing has three distinct formats of play:

1. **Standard Play:** The 100-point dogfight explained in the core rules.
2. **Cinematic Play:** Custom missions, more of which are included in this box. Some missions are linked together to create a campaign.
3. **Epic Play:** A large-scale battle involving huge ships like the C-ROC.

For more information on Epic Play and the tournament rules, visit:
X-Wing.com

ASSEMBLY



To assemble a C-ROC cruiser, follow these steps:

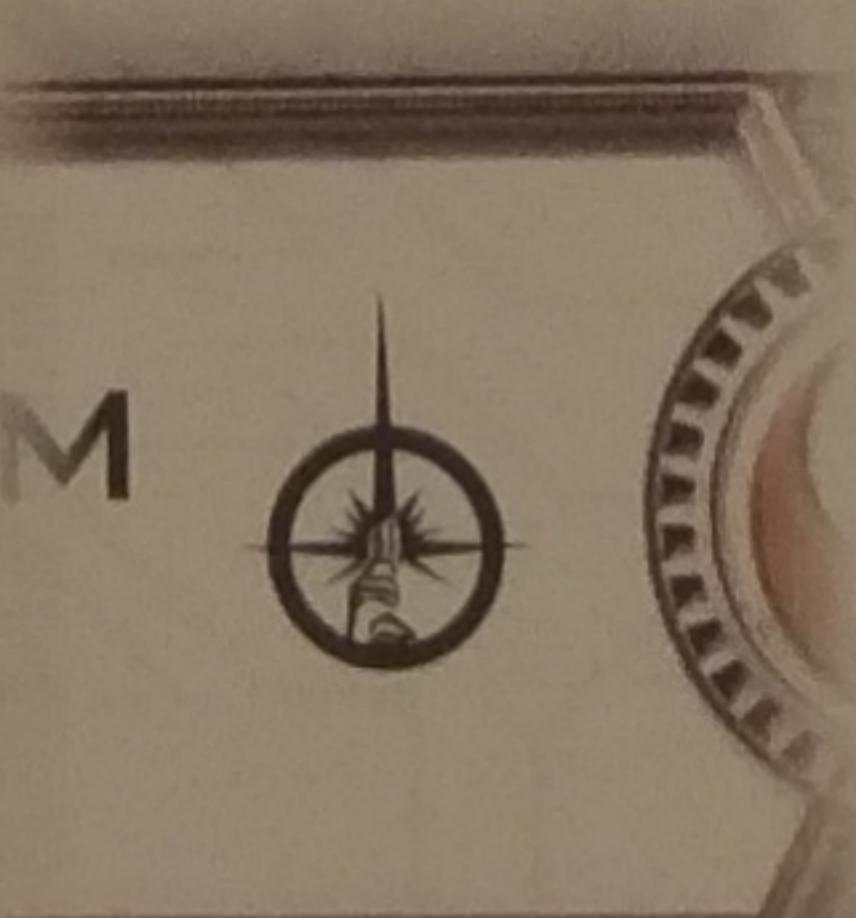
1. Place the ship token in the bases as shown above. The chevron on each base should point to the front of the ship.
2. Attach one extension peg onto the tower of each base.
3. Insert the extension pegs into the small pegs affixed to the bottom of the ship.

NEW RULES

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

THE EPIC ICON

Ships with the epic icon (⊕) next to the card title on the Ship card can be fielded only in Epic Play. They can also participate in specific missions of Cinematic Play when called for by the mission, however these ships cannot be fielded in 100-point squads of Standard Play.



Epic Icon

WEAPONS DISABLED TOKEN

A ship with a weapons disabled token assigned to it **cannot** perform attacks. Weapons disabled tokens are removed during the End phase along with focus and evade tokens.

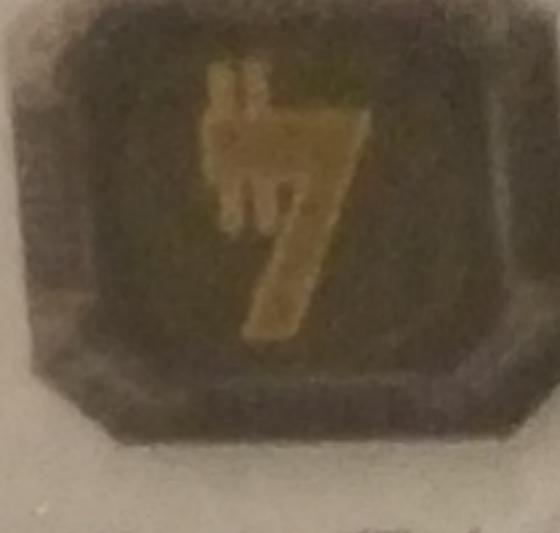


Weapons
Disabled
Token

2

ILICIT TOKEN

The Jabba the Hutt Upgrade card uses illicit tokens as part of his ability. To use illicit tokens, follow the rules on his card.



Illicit Token

SPECIAL RULES

These special rules govern the C-ROC cruiser.

THE C-ROC CRUISER SHIP

The C-ROC cruiser is a single ship consisting of two bases, one ship token, and one Ship card. The ship token is divided into two halves by the blue **CENTER LINE**. The front base and the front half of the ship token comprise the **FORE SECTION**. The rear base and the rear half of the ship token comprise the **AFT SECTION**.

ACTIVATION PHASE

During the Activation phase, the ship activates after all small and large ships have activated. When using multiple C-ROC cruisers, the Scum player chooses the order in which each ship activates after all small and large ships have activated.

C-ROC CRUISER MOVEMENT

The C-ROC cruiser uses a special maneuver template instead of the core set maneuver templates.

To execute a straight maneuver, follow these steps:

1. Place the maneuver template on either side of the C-ROC cruiser's front base so that the bottom line of the template aligns with the **rear edge** of the cruiser's **front base**.
2. Pick up the C-ROC cruiser and place it so that the **rear edge** of the **front base** aligns with the revealed maneuver's speed line.

To execute a bank maneuver, follow these steps:

1. Place the template on the side of the front base so that the bearing arrows on the template match the bearing of the revealed maneuver. Do this so that the corner of the **rear edge** of the C-ROC cruiser's **front base** fits snugly into the notch at the bottom of the template.
2. Pick up the C-ROC cruiser and place it so that the front corner of the ship's **front base** fits snugly into the right angle just below the chosen maneuver's image on the template.

ENERGY

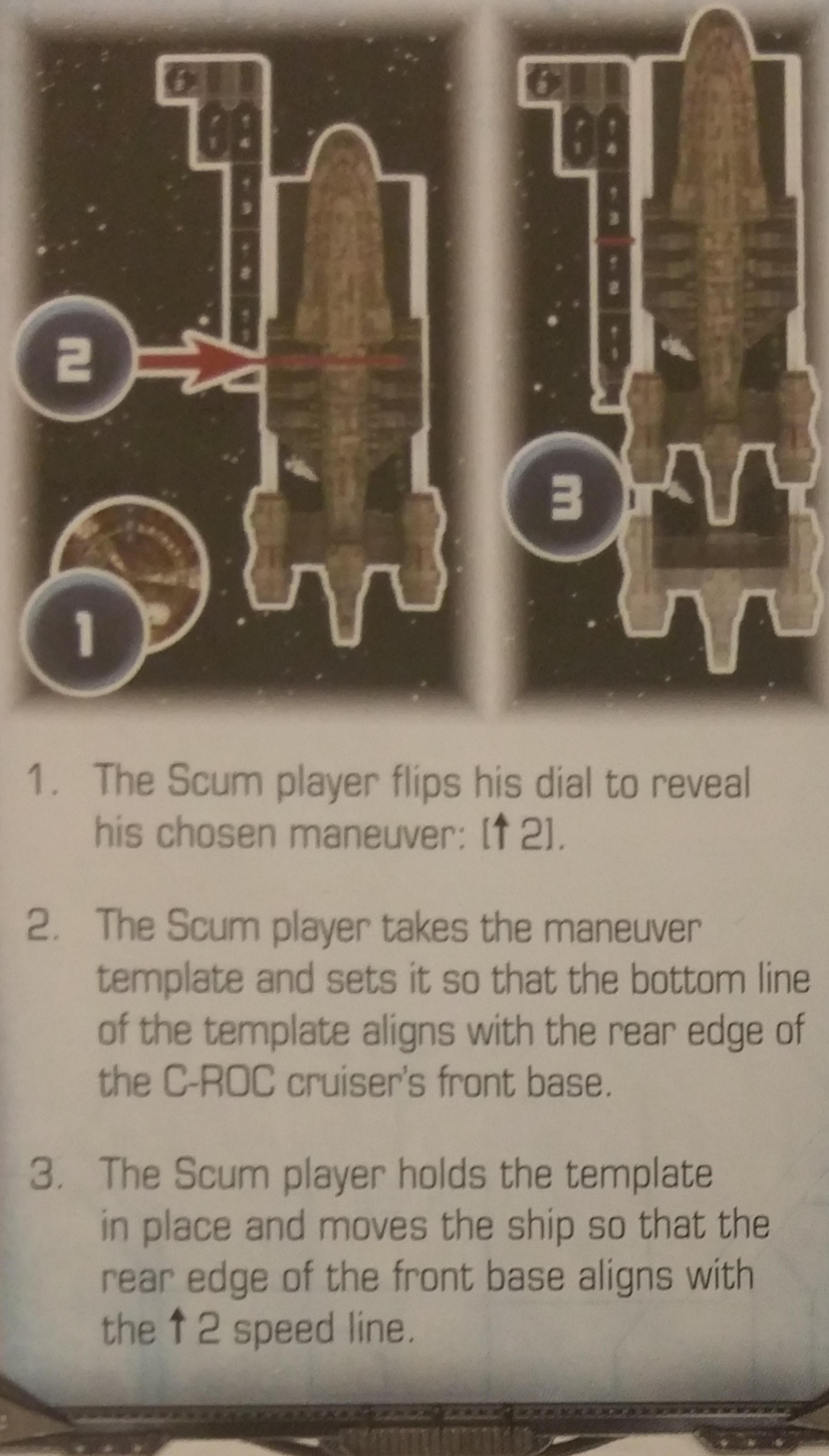
The C-ROC cruiser can gain **ENERGY**, which it can spend to perform special actions and trigger effects. For each point of energy that the ship gains, place one energy token on the C-ROC cruiser's Ship card. For each point of energy the cruiser spends, remove one energy token from the Ship card and return it to the token supply.



Energy Token

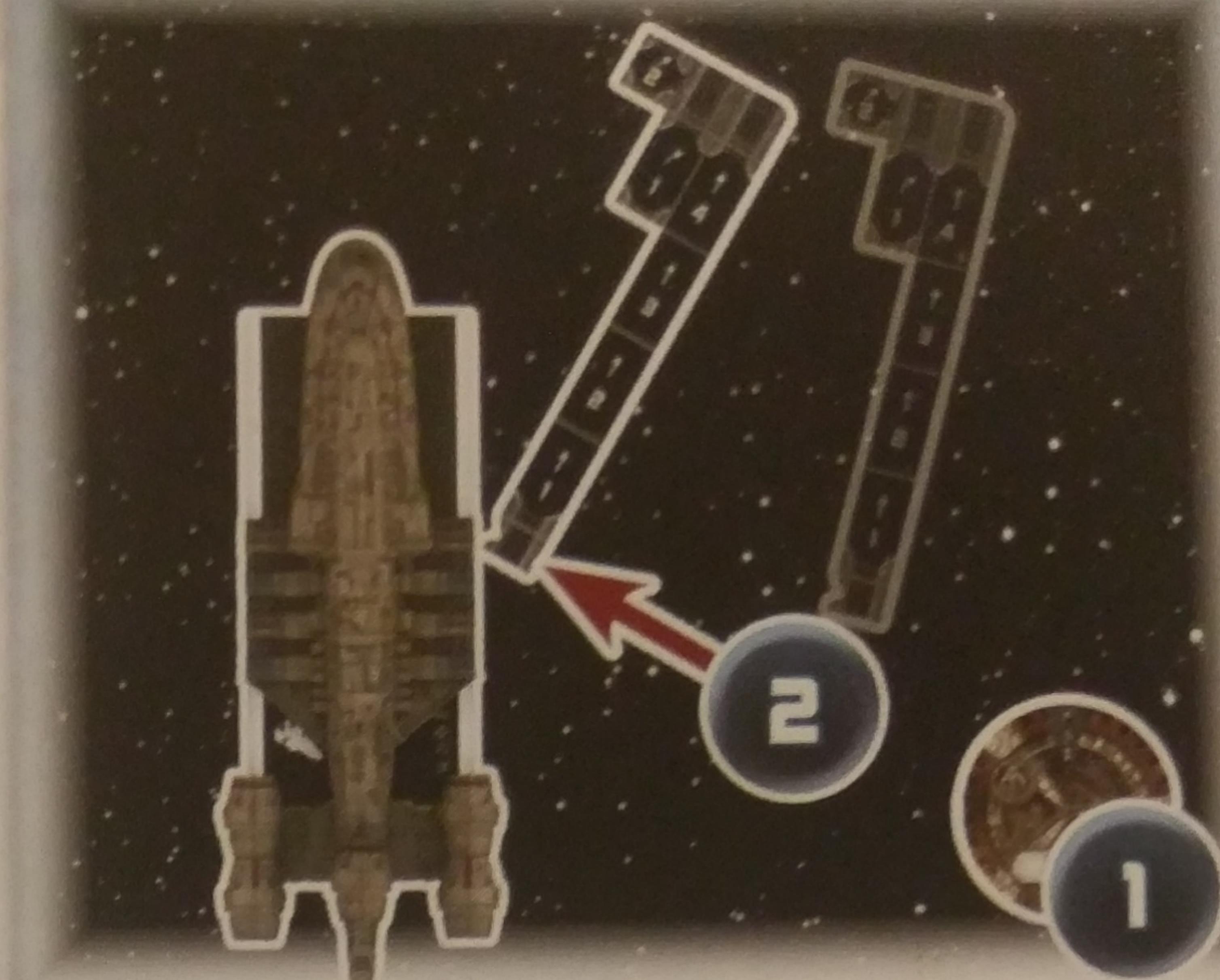
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STRAIGHT MANEUVER EXAMPLE

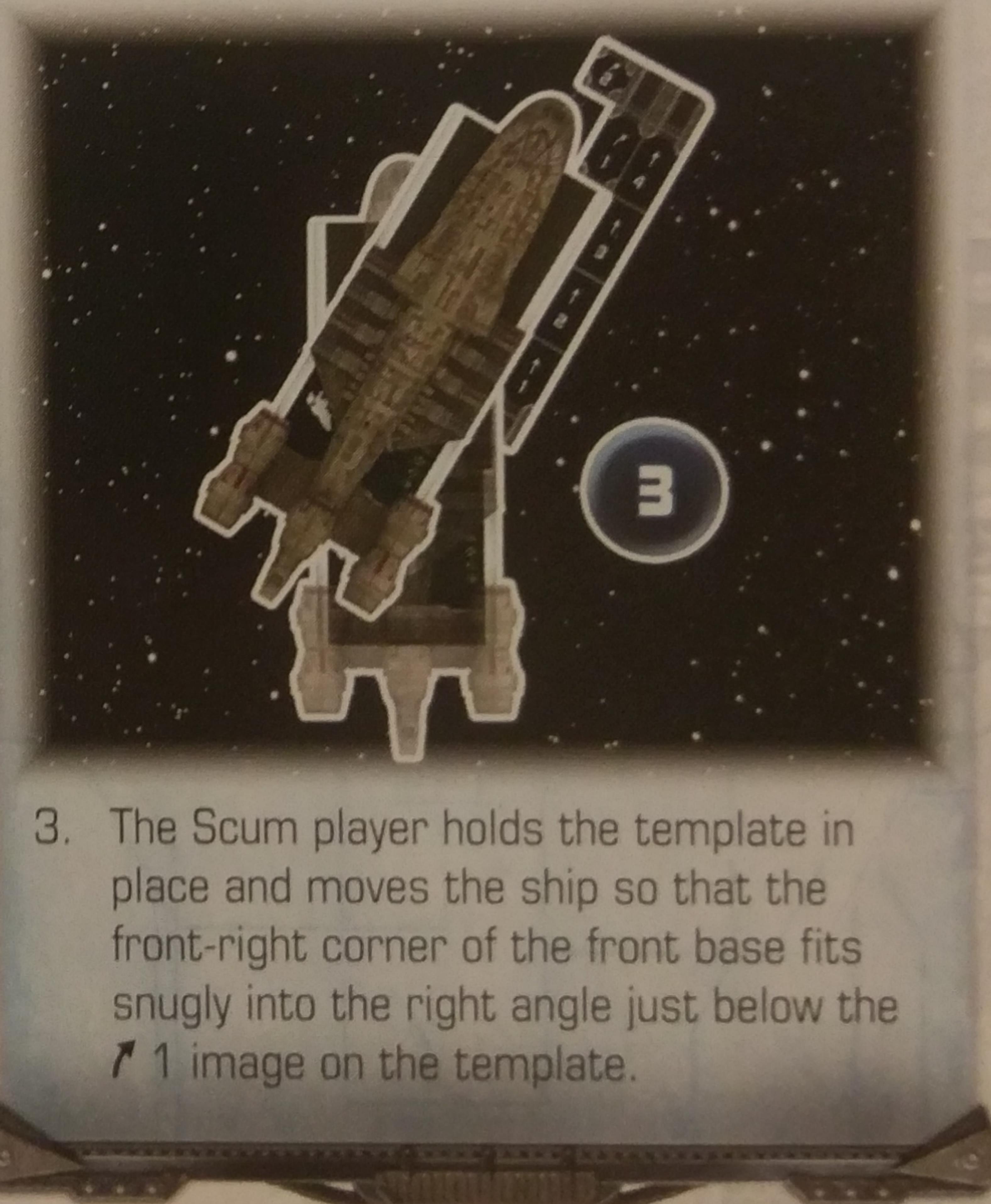


1. The Scum player flips his dial to reveal his chosen maneuver: [↑1].
2. The Scum player takes the maneuver template and sets it so that the corner of the rear edge of the C-ROC cruiser's front base fits snugly into the notch at the bottom of the template.
3. The Scum player holds the template in place and moves the ship so that the rear edge of the front base aligns with the ↑2 speed line.

BANK MANEUVER EXAMPLE



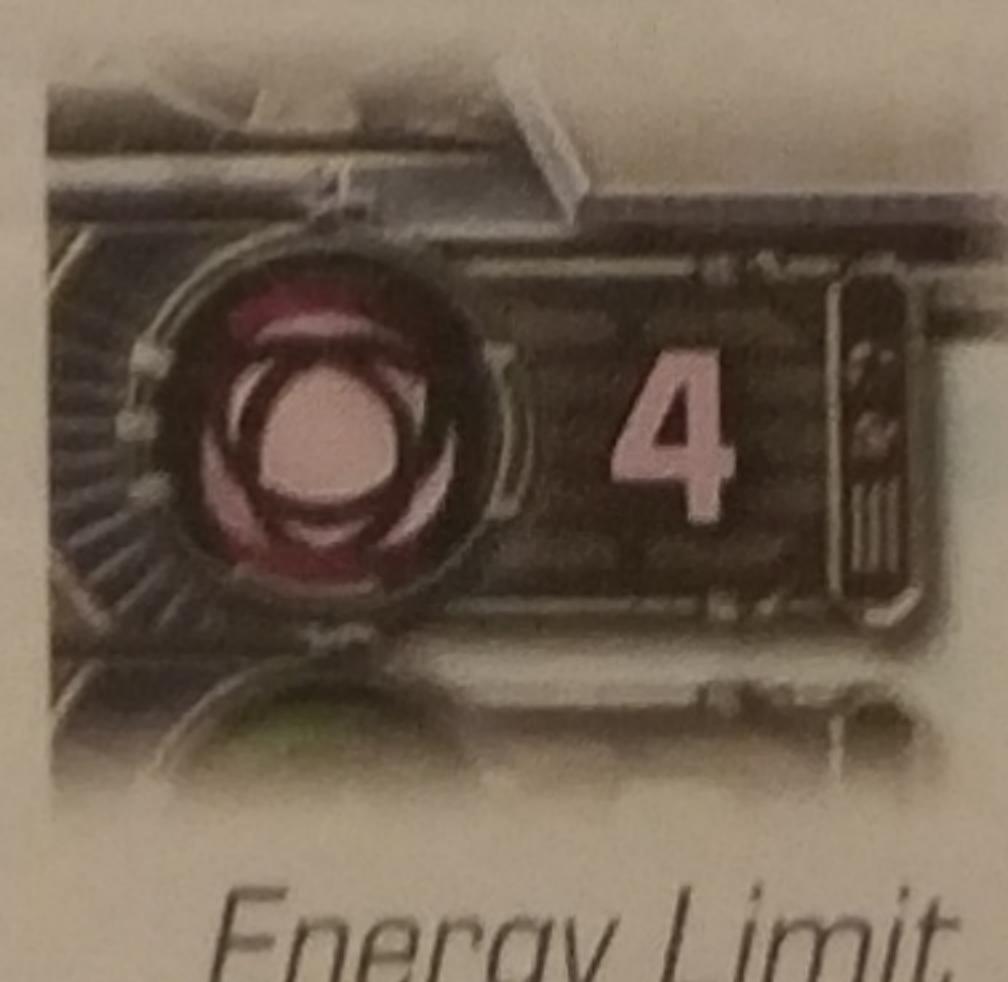
1. The Scum player flips his dial to reveal his chosen maneuver: [↑1].
2. The Scum player takes the maneuver template and sets it so that the corner of the rear edge of the C-ROC cruiser's front base fits snugly into the notch at the bottom of the template.



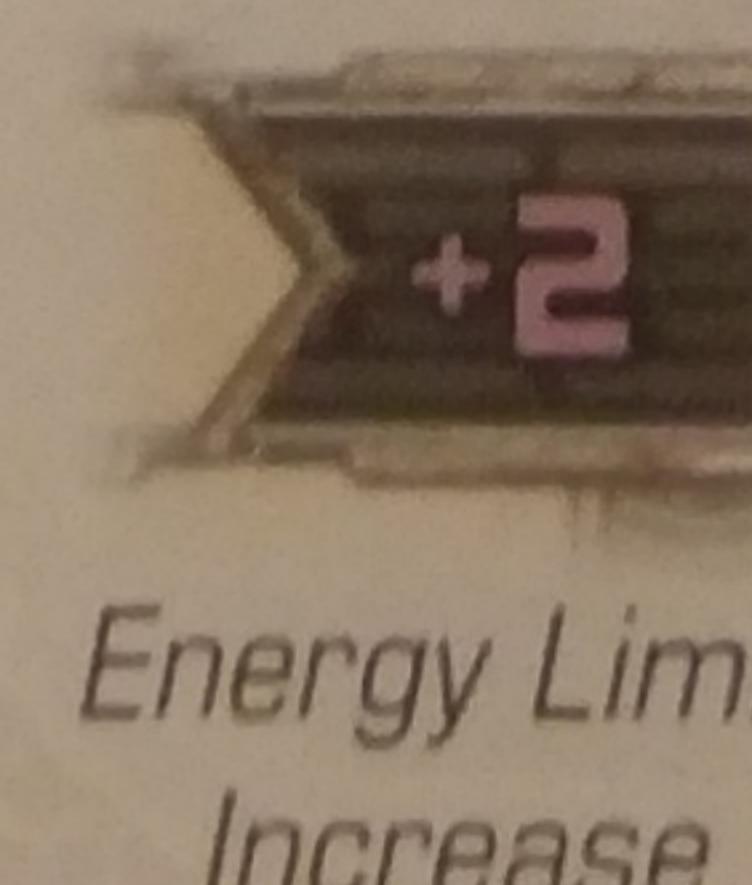
The maximum number of energy tokens that a C-ROC cruiser's Ship card can have at any time is its **ENERGY LIMIT**. Certain Upgrade cards can increase or decrease this energy limit. If at any time a C-ROC cruiser has a number of energy tokens that exceeds its energy limit, immediately return the excess energy tokens to the token supply.

Energy Steps in the Activation Phase

To gain and spend energy, resolve three additional steps during the Activation phase. These steps occur between the "Clean Up" and "Perform Action" steps, and they occur in the following order:



Energy Limit



Energy Limit Increase

1. **Gain Energy:** The C-ROC cruiser gains a number of energy tokens equal to the number of energy icons shown on the chosen maneuver on the maneuver dial (below the speed number).

2. **Allocate Energy:** The C-ROC cruiser's controlling player may remove tokens from the C-ROC cruiser's Ship card and place them on any cards with an energy limit that are equipped to the cruiser. He cannot place energy tokens on a card in excess of its energy limit.
3. **Use Energy:** The C-ROC cruiser may use **one or more** of its Upgrade cards or Damage cards with the "**ENERGY:**" header. Each card with this header can be used only once per round.

C-ROC CRUISER ACTIONS

The following sections describe the actions available to the C-ROC cruiser.

Recover []

The C-ROC cruiser's Ship card shows the [] action icon; this allows it to perform the **RECOVER** action. To do so, remove **all** energy tokens from its Ship card. For each energy token removed, the C-ROC cruiser recovers one shield. It cannot exceed its shield value with a recover action.

Reinforce []

The C-ROC cruiser's Ship card shows the [] action icon; this allows it to perform the **REINFORCE** action. To do so, place one reinforce token next to either the fore or aft section of the ship.

When a C-ROC cruiser with a reinforce token is defending, the reinforce token adds one [] result to its defense roll, but only if that token is assigned to the targeted section.

This effect does not spend the reinforce token; thus, a reinforce token can provide this effect for multiple attacks during a single round.

During the End phase, remove all reinforce tokens along with focus and evade tokens.

Target Lock []

The C-ROC cruiser's Ship card shows the [] action icon; this allows it to acquire a target lock as described on page 9 of the core set rulebook.

Jam []

The C-ROC cruiser's Ship card shows the [] action icon; this allows it to perform the **JAM** action. To do so, choose one enemy ship at Range 1–2 and assign it stress tokens until it has a total of two stress tokens.

COMBAT PHASE

The following sections describe how the C-ROC cruiser operates during combat.

C-ROC CRUISER ATTACKS

During the Combat phase, the C-ROC cruiser may perform one attack with an equipped secondary weapon.

HUGE SHIP TURRET SECONDARY WEAPON

The C-ROC cruiser can equip a turret secondary weapon, the "Heavy Laser Turret" Upgrade card. When the C-ROC cruiser attacks with this weapon, it may target an enemy ship inside or outside its firing arc, and it measures range from the closest point. Treat both sections together as a single ship base for the purposes of measuring range.

C-ROC CRUISER AGILITY

The C-ROC cruiser has an agility value of "0," but it can roll additional defense dice granted by range combat modifiers, obstructed attacks, etc.

TARGETING THE C-ROC CRUISER

To target the C-ROC cruiser, choose a section (either fore or aft) of the ship that the attacking ship can target normally. Then, measure a line from the exact center of the attacking ship's base to the exact center of the base for the chosen section of the C-ROC cruiser. If this line is not obstructed by the blue center line on its ship token, the attacker can declare the chosen section as his target.

The range of the attack is determined by the line measured from the closest point of the attacking ship to the closest point of the chosen section **that is inside the attacking ship's firing arc**. If using an attack that ignores firing arcs, this line is measured without regard to firing arc.

If the attacker determines that he cannot target the chosen section, he may choose another target.

DAMAGE

The C-ROC cruiser has two unique Damage decks; one for the ship's fore section, and one for the ship's aft section. When the ship is dealt a Damage card, draw the card from the deck that corresponds to the targeted section and place it next to the its Ship card.



Fore
Damage
Deck

All Damage cards that are placed next to the C-ROC cruiser's Ship card count against its hull value.



Aft
Damage
Deck

If an effect would damage both sections of a C-ROC cruiser, the opposing player chooses one section, and only that chosen section suffers the damage.

If the ship suffers damage from a source that does not explicitly affect a single section, the opposing player chooses only one section to suffer the damage.

HUGE SHIP RULES

The C-ROC cruiser is classified as a **HUGE** ship. Huge ships are governed by the following rules:

SETUP

Huge ships follow all standard setup rules. However, during setup, a huge ship's base may extend outside of Range 1 (or a mission's specified setup area), as long as the ship fully occupies the length of that area.

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

OVERLAPPING

Huge ships use modified rules for overlapping.

OVERLAPPING HUGE SHIPS

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more huge ships, use the standard rules for overlapping ships as described on page 17 of the core set rulebook. However, the huge ship that moved does not skip its "Perform Action" step. Instead, both huge ships are dealt one **faceup** Damage card; each player draws this Damage card from the deck that corresponds to his ship's affected section.

OVERLAPPING SMALL OR LARGE SHIPS

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more small or large ships, the small or large ships overlapped by the huge ship are immediately destroyed and the huge ship completes its maneuver. The huge ship does not skip its "Perform Action" step.

Then, the huge ship's player rolls one attack die for each small ship destroyed in the overlap and two attack dice for each large ship destroyed in the overlap. Then the huge ship's fore section suffers any damage (★) and critical damage (★★) rolled.

OVERLAPPING OBSTACLES

When a huge ship executes a maneuver and the final position of one of its sections overlaps one or more obstacle tokens, the huge ship is dealt one **faceup** Damage card. Draw this Damage card from the Damage deck that corresponds to the affected section. If both sections overlap, the opposing player chooses which section suffers the damage.

Obstacles do not cause a huge ship to skip its "Perform Action" step. All obstacle tokens that are overlapped by a huge ship are immediately removed from the play area.

HUGE SHIP SETUP EXAMPLE



The Scum player chooses to diagonally place his C-ROC in the setup area. He ensures that the back-left corner of the ship's rear base is touching the edge of the play area, and then he freely adjusts the ship until it is pointing in the desired direction.

The huge ship suffers these effects when one of its sections overlaps an obstacle, **not** when its maneuver template overlaps an obstacle.

SMALL/LARGE SHIP OVERLAPPING A HUGE SHIP

When a small or large ship executes a maneuver and the final position of its base overlaps a huge ship, the overlapping ship must follow the rules under "Plastic Bases Overlapping" described on page 17 of the core set rulebook. Additionally, the player controlling the overlapping ship rolls one attack die and suffers any damage (★) and critical damage (★★) rolled.

MODIFICATIONS

Huge ships can equip only modifications that are labeled "**HUGE SHIP ONLY**".

FOCUS, EVADE, AND STRESS TOKENS

Focus, evade, and stress tokens do not affect huge ships. When a huge ship receives any of these tokens, immediately remove them and return them to the token supply.

ION TOKENS

Some card abilities may cause a ship to receive an ion token. Huge ships do not suffer the standard effects of ion tokens. Instead, when a huge ship gains energy during its "Gain Energy" step, reduce the amount of energy it gains by one for each ion token assigned to it. Then remove **all** ion tokens from the ship at the end of the Activation phase.

TARGET LOCK TOKENS

A ship that acquires a target lock on a huge ship must acquire that lock on a single section of the huge ship. The closest point of the chosen section must be within range. The red target lock token is placed next to the chosen section of the huge ship and its effect only applies to that section.

FREE ACTIONS

Huge ships cannot perform free actions **unless** they are equipped with an Upgrade card that allows them to, such as the "Automated Protocols" Upgrade card.

OBSTRUCTING

When a ship performs an attack, if its closest-point-to-closest-point line passes through any part of a section of a huge ship and that huge ship is not the target, the attack is obstructed; the defender rolls one additional defense die.

ASSAULT MISSILES

If a huge ship is attacked by Assault Missiles, which damages all ships at Range 1 of the defender, the player measures range from the **targeted section**. The huge ship's other section does not suffer damage in this case.

CONTAINER TOKENS

Container tokens are treated as asteroid obstacles (see the **X-Wing** Rules Reference, page 14). To place a container token, set the token down on the play area adjacent to (physically touching) the base of that ship. It cannot be placed overlapping a ship or an obstacle.

USING THE C-ROC CRUISER AS AN OBSTACLE

Players may use the C-ROC cruiser ship as an obstacle instead of as a Scum ship during a standard casual game. To do so, flip the ship token to the starfield side and follow the rules for adding obstacles described on page 20 of the core set rulebook, with the following change: one player places the cruiser first instead of his three asteroid tokens.

The C-ROC cruiser obstacle is not controlled by any player. It uses the rules for overlapping and obstructing described under the "Huge Ship Rules" section of this rulebook. It does not move, and it cannot be attacked, damaged, or destroyed.

NEW UPGRADE CARDS

The following sections describe Upgrade cards included in this expansion.

FACTION-RESTRICTED UPDATES

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

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.



SHIP-RESTRICTED UPDATES

Some of the Upgrade cards in this expansion pack are labeled "**HUGE SHIP ONLY**." Cards with this label cannot be equipped by small or large ships.

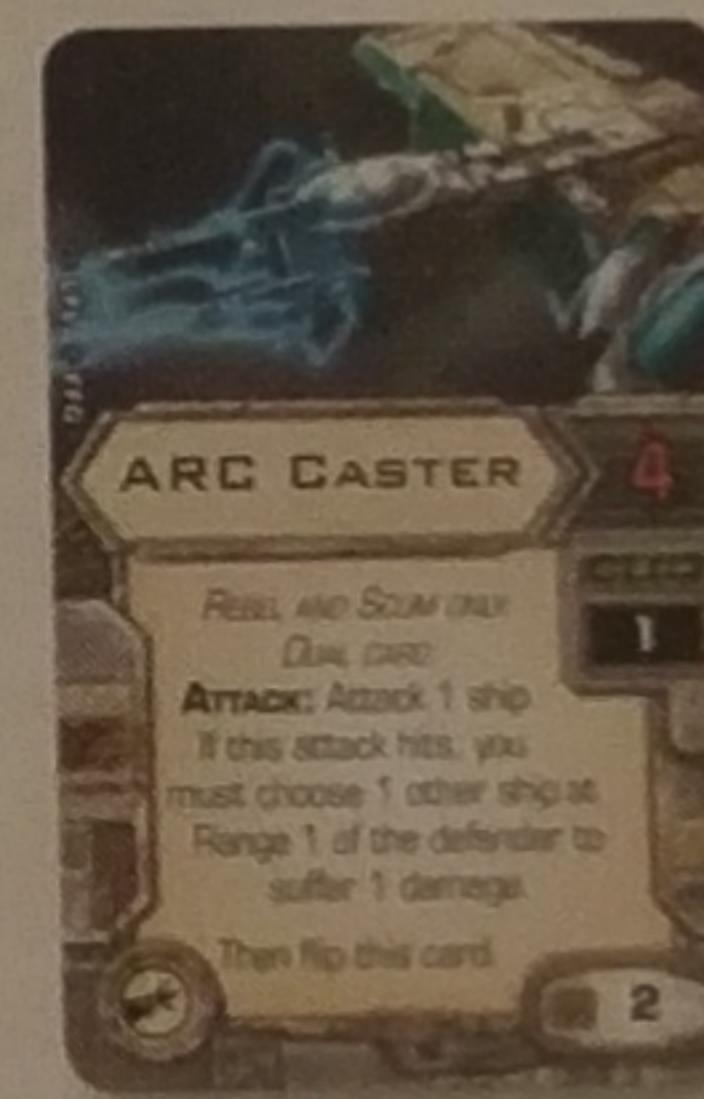
LIMITED UPDATES

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**".

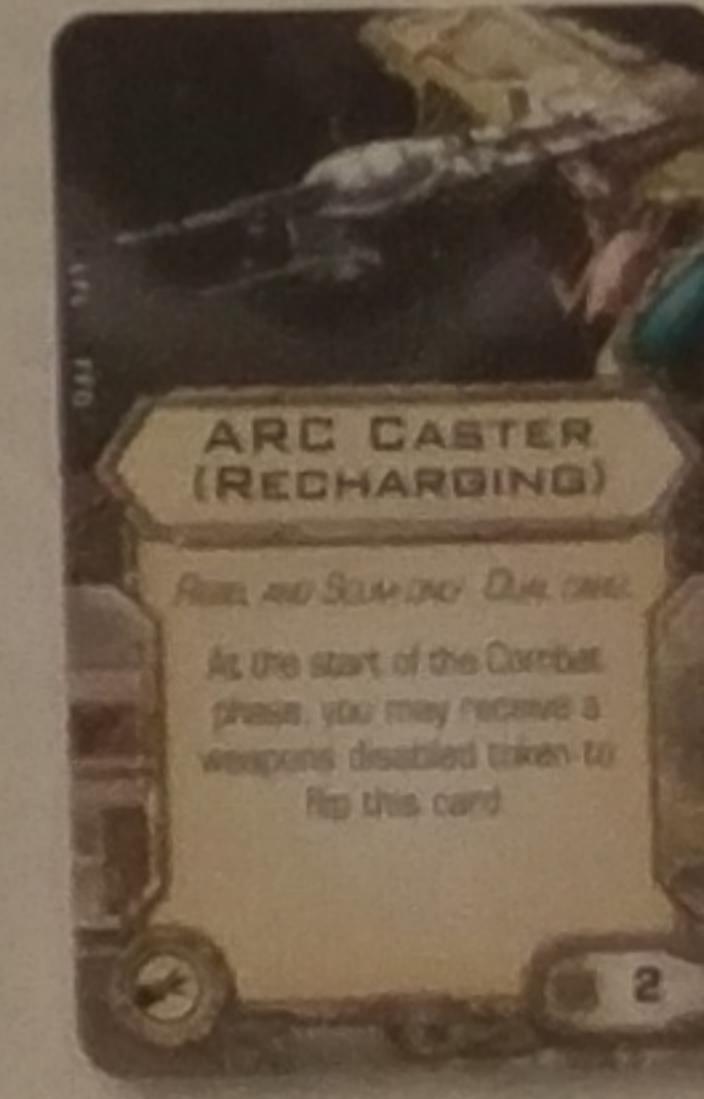
DUAL CARDS

Dual Upgrade cards are double-faced. Because they do not have a card back, they can be identified by the symbol in the lower-left corner. When a ship equipped with a Dual Upgrade card is placed in the play area during setup, its equipped Dual Upgrade card can be placed with either side faceup.

Dual Upgrade cards are not active until they are placed in the play area during setup. Only the faceup side of a Dual Upgrade card is active.



Face A



Face B

SMUGGLER'S LAMENT

The Smuggler's Lament campaign follows the crew of a C-ROC cruiser forced into a desperate alliance of convenience, fighting for survival...and profit!

The following sections include the rules for playing the Smuggler's Lament campaign. This campaign consists of three missions (C1, C2a or C2b, and C3), which players play consecutively. In Mission C1, the Scum player must choose to ally with either the Galactic Empire or the Rebel Alliance. If he allies with the Rebels, players will proceed to Mission C2a.

If the Scum player allies with the Imperials, players will proceed to Mission C2b. The players should read the setup and special rules for each mission before setting up the campaign.

MISSION C1: THE DEAL GETS WORSE

Another day, another routine smuggling trip. This time, the smugglers' client is some Rebel operative.

As their ship drops out of hyperspace, the arms dealers spot the very last thing they wanted to see: an Imperial patrol engaging the buyers. Even as they prepare to leap back to hyperspace, a call from the lead Imperial ship comes across their comm unit.

"Unidentified vessel, this is Patrol ORP-38, acting under regional authority of Moff Sanguid. Our scans show that your craft are combat-equipped—and in strict violation of local civilian armament limitations. However, we are requisitioning your assistance. Help us crush these seditious traitors and the sentence for any armament and cargo... irregularities... will be waived. You have one minute to comply before our reinforcements annihilate you along with these Rebel vagabonds."

The outlaws must make a choice: help the Rebels fight off the Imperials and complete the sale at the risk of the Empire's wrath, or turn on their would-be business partners and hope that Moff Sanguid feels like keeping her word today.

MISSION SETUP

Scum: The ships recorded in the Active section of the Scum roster sheet. (C-ROC cruiser with Heavy Laser Turret + Cartel Spacer with "Heavy Scyk" Interceptor, ARC Caster, and Pulsed Ray Shield).

Opponent: The ships recorded in the Active section Imperial roster sheet and the Rebel roster sheet.

The play area is 3' x 3'.

The Scum player places four unique asteroid tokens, gathered from any **X-Wing** product, in the play area, beyond Range 3 of any edge and beyond Range 1 of each other.

Then Scum player places all of his ships within Range 1–3 of the lower left corner of the play area, and assigns 4 energy to the C-ROC.

Then the opposing player places all of the ships from the active section of the Imperial roster sheet within Range 1–3 of the upper left corner of the play area, and all the ships from the Active section of the Rebel roster sheet within Range 1–3 of the lower right corner of the play area.

The Scum player has initiative.

SPECIAL RULES

- Allies of Convenience:** At the start of the first round, the Scum player chooses to ally with either the Imperials or the Rebels, and takes control of the corresponding ships and roster, in addition to his own. He may rotate any of these ships 180 degrees. The opposing player controls the remaining ships and roster.

- Reinforcements:** At the end of Round 1, the Scum player's opponent places up to 60 squad points of ships from the Reserves section of his roster sheet within Range 1–3 of the upper right corner of the play area, removing these ships from the Reserve section of the roster and adding them to the Active section of the roster.

- Tracking Rounds:** At the start of each Planning phase (including the first one), the Scum player takes one tracking token from the supply and places it near his Ship cards outside the play area. The number of tracking tokens indicates the current round number.

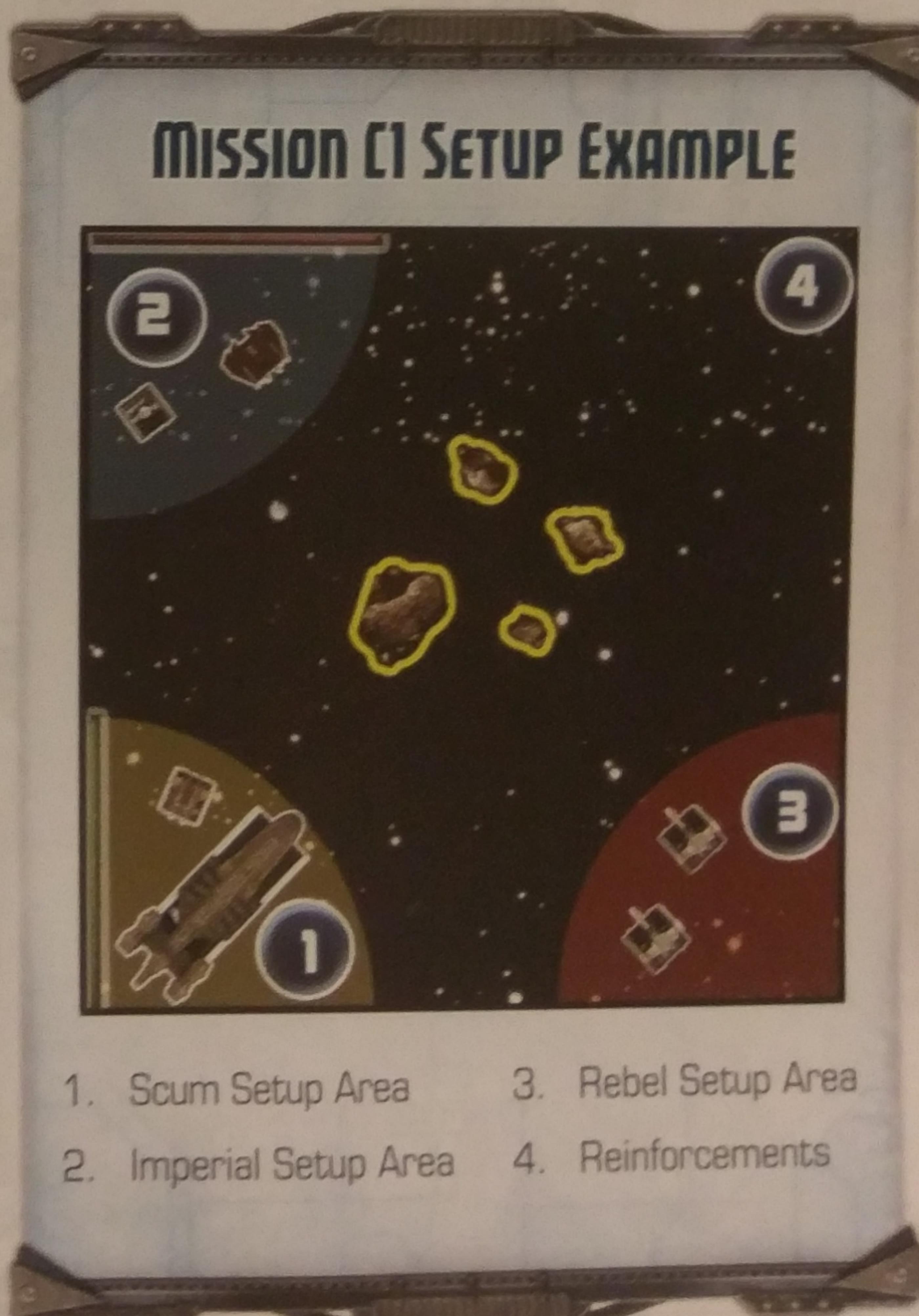
OBJECTIVES

Scum Victory: At the end of Round 8, the C-ROC is not destroyed and at least 1 friendly small or large ship remains.

Opponent Victory: The C-ROC is destroyed or all enemy small and large ships are destroyed.

AFTERMATH

Add any friendly ships that survived the battle to the Active section of the Scum player's roster, and add the Reserves section of the allied roster to Reserves section of the Scum player's roster. Discard the allied roster.



MISSION C2A: INTEL RAID

Only a few Imperials know about the smugglers' crimes, and only one who matters—Moff Sanguid. The outlaws' new Rebel "friends" inform them of a planned intel raid to uncover the Moff's location, and their intended attack once they have it.

They might be idealists without a scrap of common sense to share among them, but right now, these Rebels are the best bet for burying Moff Sanguid... along with any evidence of illicit dealings.

MISSION SETUP

Scum: C-ROC cruiser + 100 squad points.

Imperial: 150 squad points; the Imperial player must field at least 5 ships.

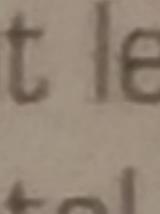
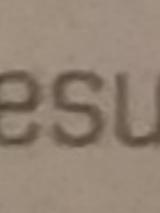
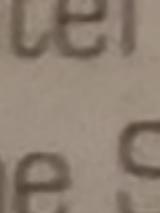
The play area is 6' x 3'.

The Scum player places 6 unique asteroids and 3 unique debris clouds, gathered from any **X-Wing** product, anywhere in the play area beyond Range 1 of any obstacle or edge.

Then, the Imperial player places all of his ships within Range 1–3 of the Imperial edge. The Imperial player assigns 5 intel tokens to his ships. A small ship can only be assigned a single intel token at this time; a large ship can be assigned up to 2 intel tokens.

Then the Scum player places the C-ROC cruiser and any number of other ships within two range rulers of the Scum edge. If the Scum player won the previous mission, he may set aside up to 2 ships; if he lost the previous mission he may set aside up to 1 ship. These ships will join the battle later. Assign the C-ROC energy tokens up to its energy limit. The Scum player has initiative.

SPECIAL RULES

- Ambush!**: At the end of each Combat phase, the Scum player may place one ship he has set aside anywhere in the play area at Range 1 of any edge.
- Steal Intel**: During the Combat phase, instead of performing any attacks, a Scum ship may attempt to steal an intel token assigned to an Imperial ship at Range 1 (even if it is not inside the Scum ship's firing arc). The C-ROC may attempt to steal an intel token from an Imperial ship at Range 1–3. When a Scum ship attempts to take an intel token, the Scum player rolls attack dice equal to its unmodified primary attack value **or** equal to the attack value of an equipped secondary weapon (that is not recharging), and the Imperial player rolls defense dice equal to the unmodified agility value of the ship with the intel token. Cancel  and  results with  results as normal. If there is at least 1 uncancelled  or  result, remove 1 intel token from the Imperial ship and assign it to the Scum ship.

- Drop Intel**: After a ship carrying one or more intel tokens is destroyed but before it is removed from the play area, the opposing player places all intel tokens it is carrying in the play area touching its base. If a ship carrying 1 or more intel tokens flees the battlefield from any edge other than its target edge, before it is removed, the controlling player places all intel tokens that ship is carrying in the play area at Range 1 of the ship.



Intel Token

- Salvage Intel**: As an action, a Scum or Imperial ship may choose 1 intel token at Range 1 that is not assigned to a ship and assign it to itself.

OBJECTIVES

Scum Victory: Scum ships carrying a total of 3 or more intel tokens flee the battlefield from the Imperial edge.

Imperial Victory: Imperial ships carrying a total of 3 or more intel tokens flee the battlefield from the Scum edge, or all Scum ships are destroyed.



MISSION C2B: PRISON CONVOY

In a show of "appreciation" for their intervention, Moff Sanguid has offered the smugglers a limited-term commission as Imperial Navy privateers, protecting a prisoner convoy—transporting their former Rebel clients. The outlaws get the sense that this is an "offer" they'd be wise not to refuse...

MISSION SETUP

Scum: C-ROC cruiser + 100 squad points.

Rebel: 150 squad points.

The play area is two separate 3' x 3' tables, Table A and Table B. The Rebel player places 3 unique asteroids and 3 unique debris clouds, gathered from any *X-Wing* product, anywhere on Table A, beyond Range 2 of any other obstacle and 3 unique asteroids and 3 unique debris clouds anywhere on Table B beyond Range 2 of any other obstacle. Then, the Rebel player places hyperspace token A anywhere in the play area on Table A and hyperspace token B anywhere in the play area on Table B, not touching any obstacle. Then, the Rebel player divides his squad into two forces as follows:

- Escort Force (Table A): At least 2 ships.
- Raiding Force (Table B): All other ships.

Then the Scum player divides his squadron into two forces as follows:

- Prisoner Convoy (Table B): The C-ROC, up to 1 Scum ship, and any Imperial ships that survived Mission C1.
- Rear Guard (Table A): All other ships (at least 1 ship).

The Scum player places his Prisoner Convoy on Table B, anywhere in the play area at Range 1–3 of hyperspace token B, and assigns the C-ROC 5 prisoner tokens and energy tokens up to its energy limit.

Then, the Rebel player places his Escort Force on Table A anywhere in the play area at Range 1–3 of the hyperspace token A and his Raiding Force on Table B, anywhere in the play area beyond Range 1–3 of any Scum ship.



Prisoner Token

Finally, the Scum player places his Rear Guard on Table A, anywhere in the play area beyond Range 1–3 of any Rebel ship.

If the Scum player won the previous mission, assign 3 additional shield tokens to the C-ROC (which may exceed its shield value).

The Rebel player has initiative.

SPECIAL RULES

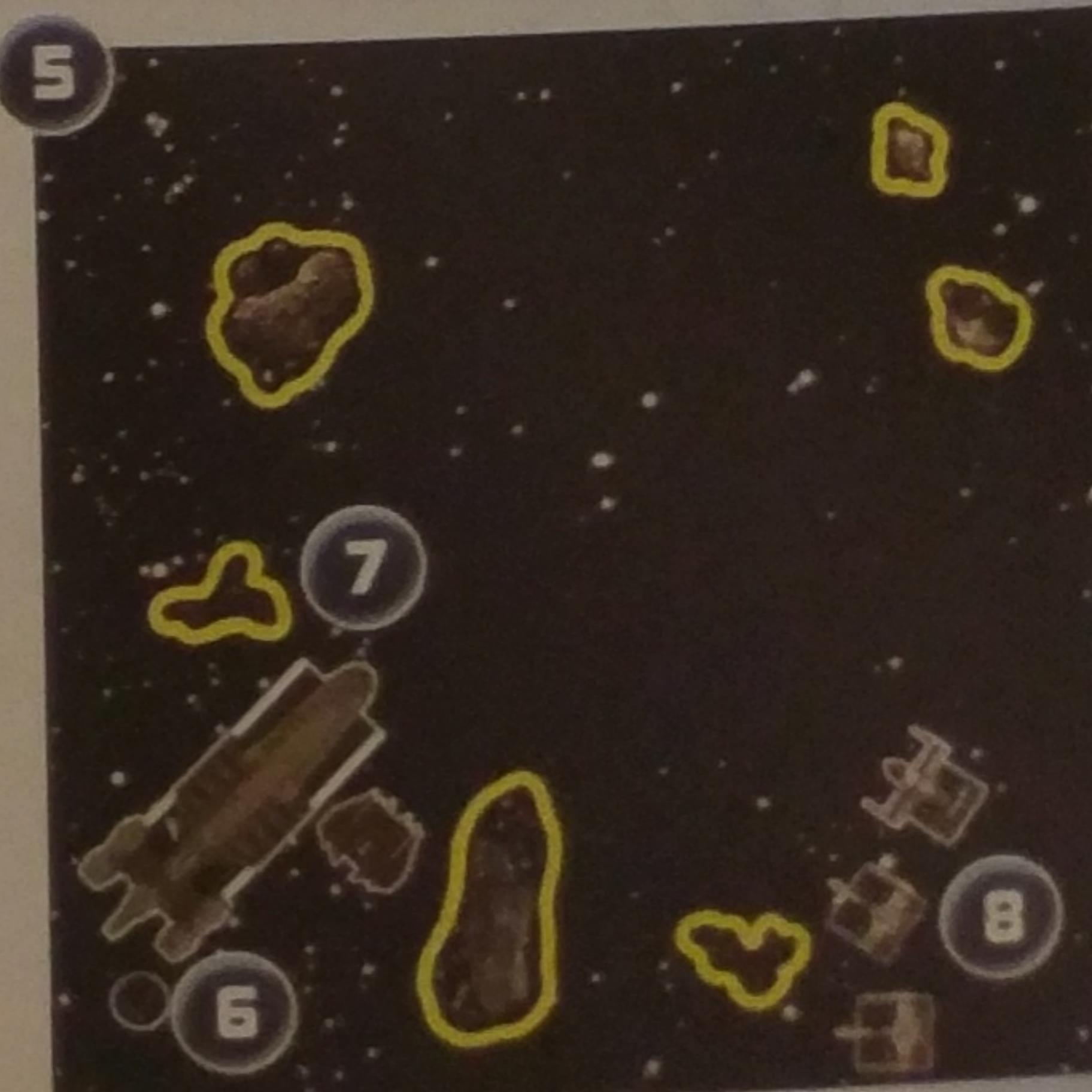
- **Reinforce the C-ROC!**: At the beginning of the Combat phase, if there are no Rebel ships at Range 1–2 of hyperspace token A, any Scum ship on Table A at Range 1 of hyperspace token A may move to Table B. The Scum player removes that ship from Table A, discards all target lock tokens, and places it anywhere at Range 1 of hyperspace token B.
- **Secure Our Escape!**: At the beginning of the Combat phase, any Rebel ship on Table B at Range 1 of hyperspace token B may move to Table A. The Rebel player removes that ship from Table B, discards all target lock tokens, and places it anywhere at Range 1 of hyperspace token A.
- **Liberate Prisoners**: During the Combat phase, instead of performing any attacks, a Rebel ship at Range 1 of the C-ROC may attempt to liberate prisoners (even if the C-ROC is not inside its firing arc). If it is a small ship, it rolls 2 attack dice. If it is a large ship, it rolls 3 attack dice. The Scum player rolls 1 defense die for each shield remaining on the C-ROC. Cancel \star and \star results with \bullet results as normal. If there is at least 1 uncancelled \star or \star result remaining, remove 1 prisoner token from the C-ROC and assign it to the Rebel ship.

OBJECTIVES

Scum Victory: Rebel ships carrying a total of 3 or more prisoner tokens are destroyed, or the C-ROC is destroyed with 3 or more prisoner tokens aboard, or during the End Phase, no Rebel ships remain on Table A.

Rebel Victory: During the End Phase, Rebel ships on Table A are carrying a total of 3 or more prisoner tokens, or the C-ROC flees the battlefield.

1. Table A
2. Hyperspace Token A
3. Escort Force
4. Rear Guard
5. Table B
6. Hyperspace Token B
7. Prisoner Convoy
8. Raiding Force



MISSION C3: SHOWDOWN

The smugglers' forces gather for a final showdown with their foes, preparing to smash their way through their lines and vanquish the enemy who has hounded them for so long. The hostile force gathered here is substantial, but the outlaws still have a few tricks up their sleeves—including knowledge of a hyperspace waypoint that will allow their reinforcements to strike when least expected. Of course, if the enemy has studied the field, they too will take advantage of the hyperroute.

One way or another, this battle will mark the smugglers' escape from this conflict. With luck, they'll be able to share the story of their narrow escape with other ne'er-do-wells for many years to come. If they fail, they'll end up as a cautionary tale about getting caught up in galactic wars.

MISSION SETUP

Scum: C-ROC cruiser + 150 squad points.

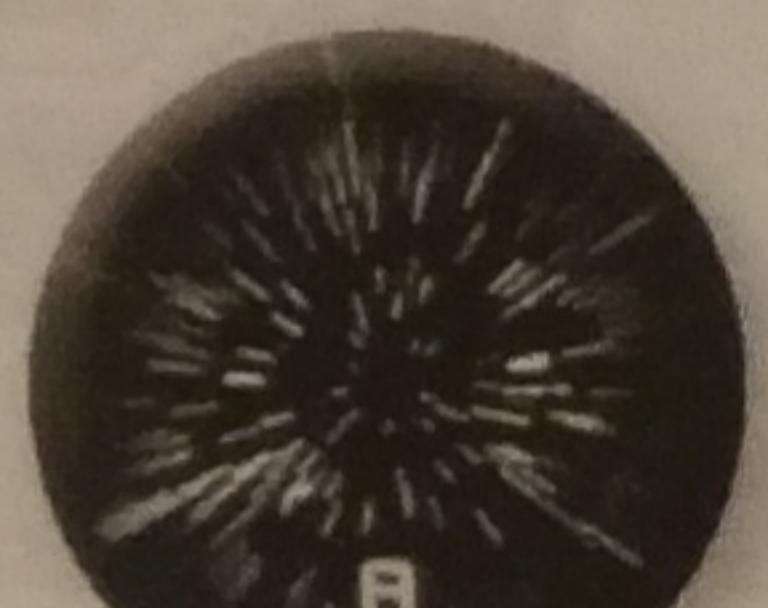
Opponent: 200 squad points.

The play area is 6' x 3'.

Each player places six unique obstacle tokens, gathered from any **X-Wing** product, next to the play area, for a total of 12 obstacles. Then, the Scum player chooses two of these obstacle tokens and places them into the play area at the same time, within Range 1 of each other but beyond Range 1–2 of either player edge. Then, the opposing player chooses two of the remaining obstacle tokens and places them into the play area at the same time, within Range 1 of each other but beyond Range 1–2 of either player edge or any previously-placed obstacle token. The players continue to alternate in this way until all 12 tokens have been placed.

Then, Scum player places hyperspace token A anywhere in the play area beyond Range 3 of the Scum edge.

Then, the opposing player places hyperspace token B anywhere in the play area beyond Range 3 of the opposing player edge and beyond Range 3 of hyperspace token A.



Hyperspace Token

Then, players place their small and large ships in ascending order of pilot skill, within Range 1–2 of their player edge. Then, the Scum player places the C-ROC cruiser within Range 1–3 of the Scum edge. If the Scum player won the previous mission, the opposing player must remove 1 ship from the Reserves section of his roster. If the opposing player won the previous mission, the Scum player must remove 1 ship from the Reserves section of his roster.

The Scum player has initiative.

SPECIAL RULES

- Call for Backup:** At the end of the End Phase, if there are no enemy ships within Range 1–2 of hyperspace token A and fewer than 3 tracking tokens on it, the Scum player may place 1 ship from the Reserves section of his roster at Range 1 of hyperspace token A, then place a tracking token on it. Then, if there are no enemy ships within Range 1–2 of hyperspace token B and fewer than 3 tracking token on it, the opposing player may place 1 ship from the Reserves section of his roster at Range 1 of hyperspace token B, then place a tracking token on it.

- Hyperspace Reroute Action:** If the C-ROC cruiser is at Range 1–3 of either hyperspace token, it may perform the **HYPERSPACE REROUTE** action, moving the hyperspace token to within Range 1 of the token's current position.

OBJECTIVES

Scum Victory: All enemy ships are destroyed.

Opponent Victory: All enemy ships are destroyed.



MISSION C3: SHOWDOWN

The smugglers' forces gather for a final showdown with their foes, preparing to smash their way through their lines and vanquish the enemy who has hounded them for so long. The hostile force gathered here is substantial, but the outlaws still have a few tricks up their sleeves—including knowledge of a hyperspace waypoint that will allow their reinforcements to strike when least expected. Of course, if the enemy has studied the field, they too will take advantage of the hyperroute.

One way or another, this battle will mark the smugglers' escape from this conflict. With luck, they'll be able to share the story of their narrow escape with other ne'er-do-wells for many years to come. If they fail, they'll end up as a cautionary tale about getting caught up in galactic wars.

MISSION SETUP

Scum: C-ROC cruiser + 150 squad points.

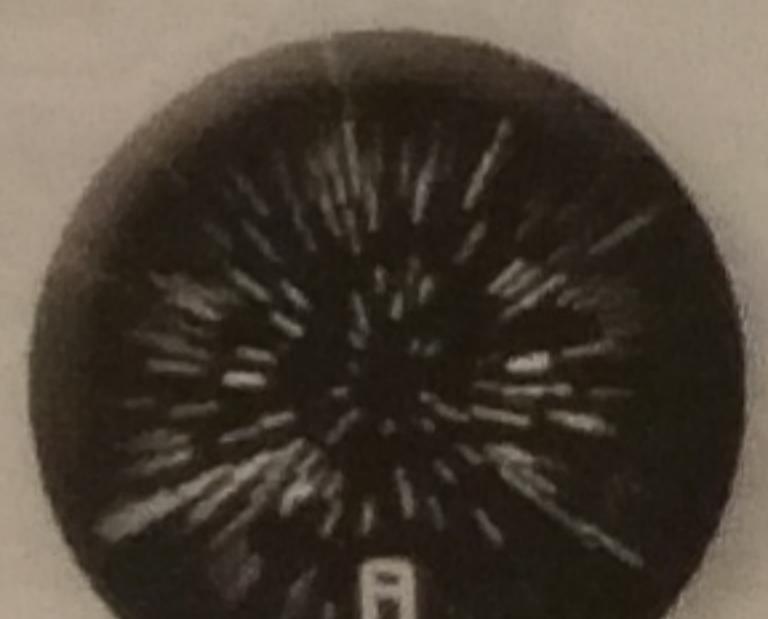
Opponent: 200 squad points.

The play area is 6' x 3'.

Each player places six unique obstacle tokens, gathered from any **X-Wing** product, next to the play area, for a total of 12 obstacles. Then, the Scum player chooses two of these obstacle tokens and places them into the play area at the same time, within Range 1 of each other but beyond Range 1–2 of either player edge. Then, the opposing player chooses two of the remaining obstacle tokens and places them into the play area at the same time, within Range 1 of each other but beyond Range 1–2 of either player edge or any previously-placed obstacle token. The players continue to alternate in this way until all 12 tokens have been placed.

Then, Scum player places hyperspace token A anywhere in the play area beyond Range 3 of the Scum edge.

Then, the opposing player places hyperspace token B anywhere in the play area beyond Range 3 of the opposing player edge and beyond Range 3 of hyperspace token A.



Hyperspace Token

Then, players place their small and large ships in ascending order of pilot skill, within Range 1–2 of their player edge. Then, the Scum player places the C-ROC cruiser within Range 1–3 of the Scum edge. If the Scum player won the previous mission, the opposing player must remove 1 ship from the Reserves section of his roster. If the opposing player won the previous mission, the Scum player must remove 1 ship from the Reserves section of his roster.

The Scum player has initiative.

SPECIAL RULES

- Call for Backup:** At the end of the End Phase, if there are no enemy ships within Range 1–2 of hyperspace token A and fewer than 3 tracking tokens on it, the Scum player may place 1 ship from the Reserves section of his roster at Range 1 of hyperspace token A, then place a tracking token on it. Then, if there are no enemy ships within Range 1–2 of hyperspace token B and fewer than 3 tracking token on it, the opposing player may place 1 ship from the Reserves section of his roster at Range 1 of hyperspace token B, then place a tracking token on it.

- Hyperspace Reroute Action:** If the C-ROC cruiser is at Range 1–3 of either hyperspace token, it may perform the **HYPERSPACE REROUTE** action, moving the hyperspace token to within Range 1 of the token's current position.

OBJECTIVES

Scum Victory: All enemy ships are destroyed.

Opponent Victory: All enemy ships are destroyed.



A diagram titled "MISSION C3 SETUP EXAMPLE" showing a play area setup. The play area is bounded by a yellow line. To the left is the "Scum Setup Area" (1), which includes the "Scum Edge" (2). To the right is the "Opponent Setup Area" (3), which includes the "Opponent Edge" (4). In the center of the play area are several "Hyperspace Tokens" (5), represented by circular icons with numbers 1, 2, 3, and 4. There are also several brown, irregular shapes representing obstacle tokens scattered across the play area.

1. Scum Setup Area	4. Opponent Edge
2. Scum Edge	5. Hyperspace Tokens
3. Opponent Setup Area	

MANEUVERS

The table below lists all possible maneuvers that a C-ROC cruiser and a M3-A interceptor can execute. Players can reference these tables at any time.

C-ROC CRUISER			
4	↑	↑	↑
3	↑	↑	↑
2	↑	↑	↑
1	↑	↑	↑

M3-A INTERCEPTOR			
5	↑	↑	↑
4	↑	↑	↑
3	↑	↑	↑
2	↑	↑	↑
1	↑	↑	↑

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CREDITS

Expansion Design & Development:

Alex Davy with Max Brooke

Producer: Derrick Fuchs

Core Game Design: Jay Little

Editing & Proofreading: Robert McCowen

Ship Sculpting: Bexley Andrajack and Jason Beaudoin

Sculpting Manager: John Franz-Wichlacz

Expansion Graphic Design: Duane Nichols with Christopher Hosch

Core Game Graphic Design: Dallas Mehlhoff

Graphic Design Manager: Brian Schomburg

Cover Art: Matt Bradbury

Interior Art: Jacob Atienza, JB Casacop, Dinodrawing, Logan Feliciano, Mariusz Gandzel, Audrey Hotte, Lukasz Jaskolski, Sam Lamont, Ameen Naksewee, and Jose Vega

Art Direction: John Taillon

Managing Art Director: Andy Christensen

Licensing Specialist: Amanda Greenhart

Licensing Manager: Simone Elliott

Production Coordinator: Johanna Whiting

Production Management: Jason Beaudoin and Megan Duehn

Miniatures Game Manager: John Shaffer

Creative Director: Andrew Navaro

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Mishary Alfaris, Saud Alfaris, Philip Booth, Pierre Buffiere, Cody Campbell, John Davis, Sebastien Delobel, Andre Evans, Ryan Farmer, Jaren Foss, Travis Foss, Matthias Freise, Michael Hale, Iain Hamp, Mark Harrison, Brent Hengeveld, Matt Holland, Harvie Jarriell, Gregg Johnson, Ola Juhlin, Guido Kessels, Jim Lafferty, Stefan Ludwig, Daniel Mahony, Joe McGlinchey, Yousef Mogawer, Alexander Nobles, Jason O'Gorman, Landon Otis, Dallin Pear, Daniel Poppe, Morgan Reid, Jonathan Reinig, Chris Rivers, Geordan Rosario, Gianni Rossi, Scott Sage, Andrew Schlueter, Philipp Schmitt, Brian Siela, Till Simon, Joseph-Ira Smith, Jim Spurrier, Tobias Sundin, Jason Trowbridge, Ryan Voigt, Steffen Wöhler, Randolph Wang, Simon Wiippola, and Dee Yun

Lucasfilm Approvals: Brian Merten