

STAR WARS™ X-WING™ MINIATURES GAME

The **Punishing One** expansion adds the JumpMaster 5000, a maneuverable scout ship, and a wealth of new content 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 ruthless bounty hunter Dengar against the Rebel Alliance.

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 JumpMaster 5000 Ship
- 1 Plastic Base
- 2 Plastic Pegs
- 2 Ship Tokens
- 1 Maneuver Dial
- 1 Dial ID Token
- 1 Focus Token



- 2 Target Lock Tokens (YY, ZZ)
- 5 Stress Tokens
- 1 Critical Hit Token
- 6 ID Tokens (#52–53)
- 6 Shield Tokens
- 3 Mission Tokens, consisting of:
 - 3 Microjump Tokens
- 4 Ship Cards, consisting of:
 - 1 Dengar
 - 1 Tel Trevura
 - 1 Manaroo
 - 1 Contracted Scout
- 14 Upgrade Cards
 - 1 Rage
 - 2 Attanni Mindlink
 - 1 Plasma Torpedoes
 - 1 Dengar
 - 1 Boba Fett
 - 1 “Gonk”
 - 1 R5-P8
 - 2 Overclocked R4
 - 1 Feedback Array
 - 1 *Punishing One*
 - 2 Guidance Chips

NEW RULES

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

SCUM & VILLAINY

The Ship cards included in this expansion belong to neither the Rebel Alliance or the Galactic Empire. Instead, they represent a third faction, Scum & Villainy, pursuing their own agenda in the midst of the Galactic Civil War. Scum & Villainy squads cannot include Rebel or Imperial ships, and Scum & Villainy ships cannot be included in Rebel or Imperial squads.



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.

TURRET PRIMARY WEAPON

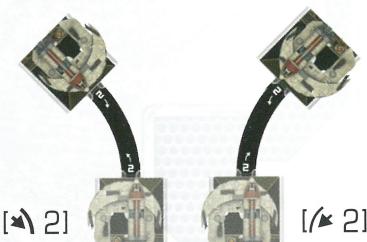


Each ship in this pack uses a turret as its primary weapon. Thus, each Ship card shows the **TURRET PRIMARY WEAPON** icon, and each ship token shows a circular red arrow as a reminder.

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).

SEGNOR'S LOOP

The Segnor's Loop maneuver (▲ or ▼) uses the same maneuver template as a bank maneuver (↖ or ↗). The only difference between these maneuvers is that after executing a Segnor's Loop, the player **rotates his ship 180°**. If a Segnor's Loop maneuver causes a ship to overlap another ship, instead treat its maneuver as a bank maneuver with the same speed, color, and direction revealed on the dial.



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 *Punishing One* 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 JumpMaster 5000 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: PAYBACK

The bounty hunter studied his scopes, his breathing slow and regular. The Rebel squadron had him outnumbered, outgunned. It would be an impossible fight, save for one thing: preparation.

Three precision hyperspace microjumps, plotted in close proximity to one another. A risky move; perhaps a mad one. Jumping to hyperspace in the middle of a firefight is dangerous enough, but it takes perfect calm and preternatural reflexes to jump back into the fray an instant later. "If I could feel fear," the hunter mused, "I would feel it now. Perhaps it is better that I cannot." Instead, he focused on the one thing he could still feel: hate.

"I will tear through this rag-tag squadron and capture the survivors. They will tell me where Solo is, or they will die. And the Empire pays handsomely for dead Rebels."

MISSION SETUP

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

Scum & Villainy: Dengar (Rage, Plasma Torpedoes, "Gonk," R5-P8, Feedback Array, Guidance Chips, *Punishing One*). Alternatively, the Scum player may build a squad of up to 56 points consisting of a single JumpMaster 5000 and its equipped Upgrade cards.

Place the six asteroids from the core set next to the play area. The Scum & Villainy player chooses one of these asteroids and places it into the play area. Then, the Rebel player chooses one of the remaining asteroids and places it into the play area. The players continue to alternate until all six asteroids have been placed. An asteroid cannot be placed at Range 1–2 of any edge of the play area or at Range 1 of another asteroid.

Then, the Scum player places the three microjump tokens in the play area. A microjump token can be placed overlapping an obstacle, but cannot be placed at Range 1–2 of another microjump token.



Microjump Token

Then, the Rebel player places his ships at Range 1 of the Rebel edge.

Then, the Rebel player chooses one of the microjump tokens. The Scum & Villainy player places the JumpMaster 5000 at Range 1 of that token.

The Scum player has initiative.



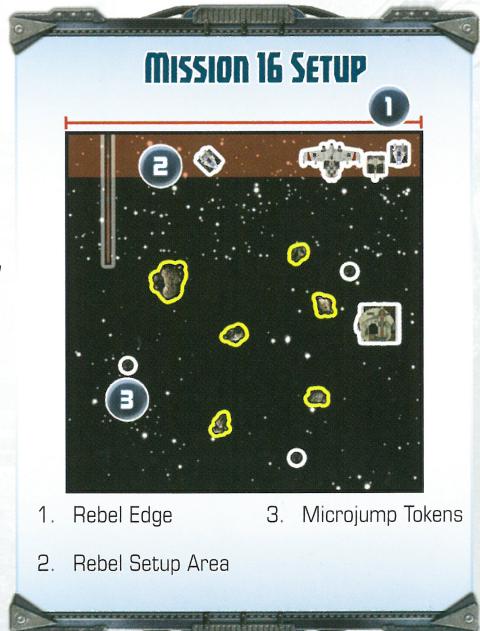
SPECIAL RULES

Hyperspace Assault: At the end of each round, the Scum player may remove all tokens from the JumpMaster 5000 and remove the ship from the play area. Then, he places the ship at Range 1 of any microjump token and removes that token.

OBJECTIVES

Rebel Victory: Destroy the JumpMaster 5000.

Scum Victory: Destroy three Rebel ships.



1. Rebel Edge

3. Microjump Tokens

2. Rebel Setup Area

JUMPMASTER 5000 MANEUVERS

The table below lists all possible maneuvers that a JumpMaster 5000 can execute. Players can reference this table at any time.

JUMPMaster 5000									
4									
3		↑	↑	↑	↑				
2	↶	↶	↑	↑	↷	↷	↷		
1	↶	↶	↑	↷	↷				



© & ™ Lucasfilm Ltd. No part of this product may be used without specific written permission. Fantasy Flight Supply is a trademark of Fantasy Flight Publishing, Inc. Fantasy Flight Games and the FFG logo are registered trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1995 West County Road B2, Roseville, MN 55113, USA, 651-639-1905. Actual components may vary from those shown. Made in China. THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.

For additional material,
support, and information, visit:
www.FantasyFlightGames.com

CREDITS

Expansion Design & Development: Alex Davy with Frank Brooks

Producer: Molly Glover

Core Game Design: Jay Little

"Boba Fett" Upgrade Design: Paul Heaver

Editing and Proofreading: Robert McCowen

Cover Art: Anthony Devine

Interior Art: Jacob Atienza, Ryan Barger, Tiziano Baracchi, Jon Bosco, Anthony Devine, Logan Feliciano, Mariusz Gandzel, Starhei Hlushako, Kory Lynn Hubbell, Leonid Kozienko, Ameen Naksewee, Nicholas Stohlman, and Darren Tan

3D Ship Modeling: Jason Beaudoin

Expansion Graphic Design: Shaun Boyke with Christopher Hosch

Core Game Graphic Design: Dallas Mehlhoff

Graphic Design Manager: Brian Schomburg

FFG Licensing Specialist: Amanda Greenhart

Art Direction: John Taillon

Managing Art Director: Andy Christensen

Production Coordination: Johanna Whiting

Production Management: Megan Duehn and Simone Elliott

Board Game Manager: Steven Kimball

Executive Game Designer: Corey Konieczka

Executive Producer: Michael Hurley

Publisher: Christian T. Petersen

Playtesters: Alex Marban, Joshua Mason, Zack Mason, James Matchett, Robert McCowen, Jason McMahon, Rich Meade, Brad Miller, Chris Miller, Chris Millhouse, Casey Millwood, Javier Mixco, Johannes Naumann, Alex Nobles, Gavin Norman, Grant O'Dwyer, Jason O'Gorman, Landon Otis, James Pahl, Emily Parker, Mark Patterson, Jake Petersen, Oliver Pocknell, Dustin Poskochil, Morgan Reid, Jonathan Reinig, Chris Rivers, Geordan Rosario, Anthony Rossi, Gianni Rossi, Trevor Ryan, Maciej Rzepinski, Mark Salzer, Andrew Schlueter, Brad Scott, Cody Seeger, Brant Seymour, Brian Siela, Till Simon, Tyson Sparks, Jim Spurrier, Austin Stephenson, Robert Suminsby III, Tristan Telson, William Tink, Simon Tournay, Kyle Turley, Ryan Voigt, Dominic Wai, Sean Walsh, Norm Weir, Chris Wheeler, Jeff Wilder, Josh Wilson, Pete Wood, Joseph Woodworth, and Keoki Young

Lucasfilm Approvals: Chris Gollaher and Brian Merten